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Dungeon Crawl Classics #13

Crypt of the Devil Lich

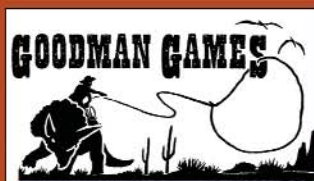
Gen Con 2004 Tournament Module
AN ADVENTURE FOR 15TH LEVEL CHARACTERS



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This special tournament module was used for the First Annual Dungeon Crawl Classics Open Tournament in at Gen Indy 2004. The module includes the official tournament scoring system and pregenerated characters, as well as almost two dozen illustrated player handouts. An ancient prophecy sends the heroes into the crypt of the Devil Lich to destroy her before she can return to power. Once inside, they must face horrors that could only be dreamt of by a mad half-drow half-fiend lich!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision.



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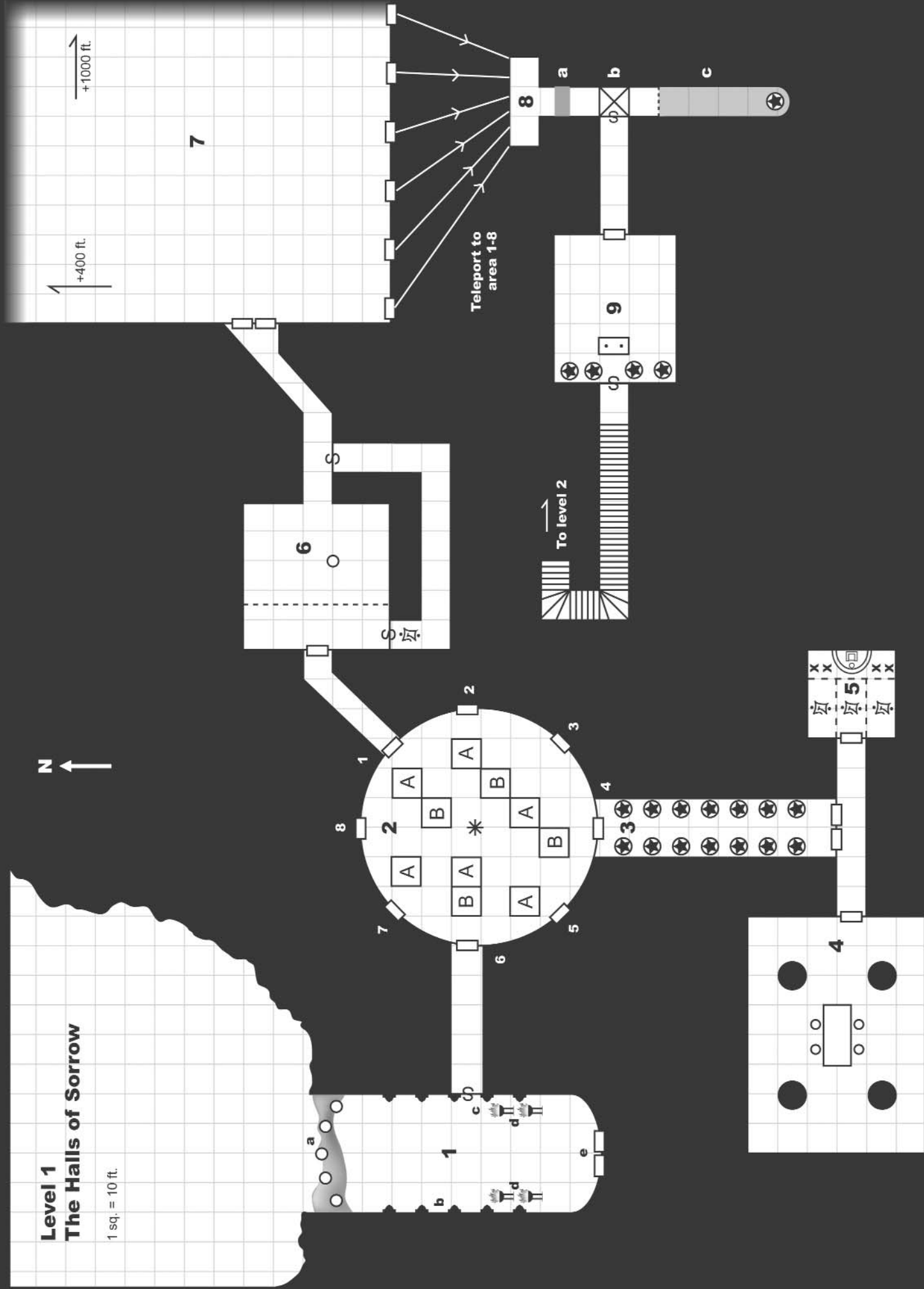


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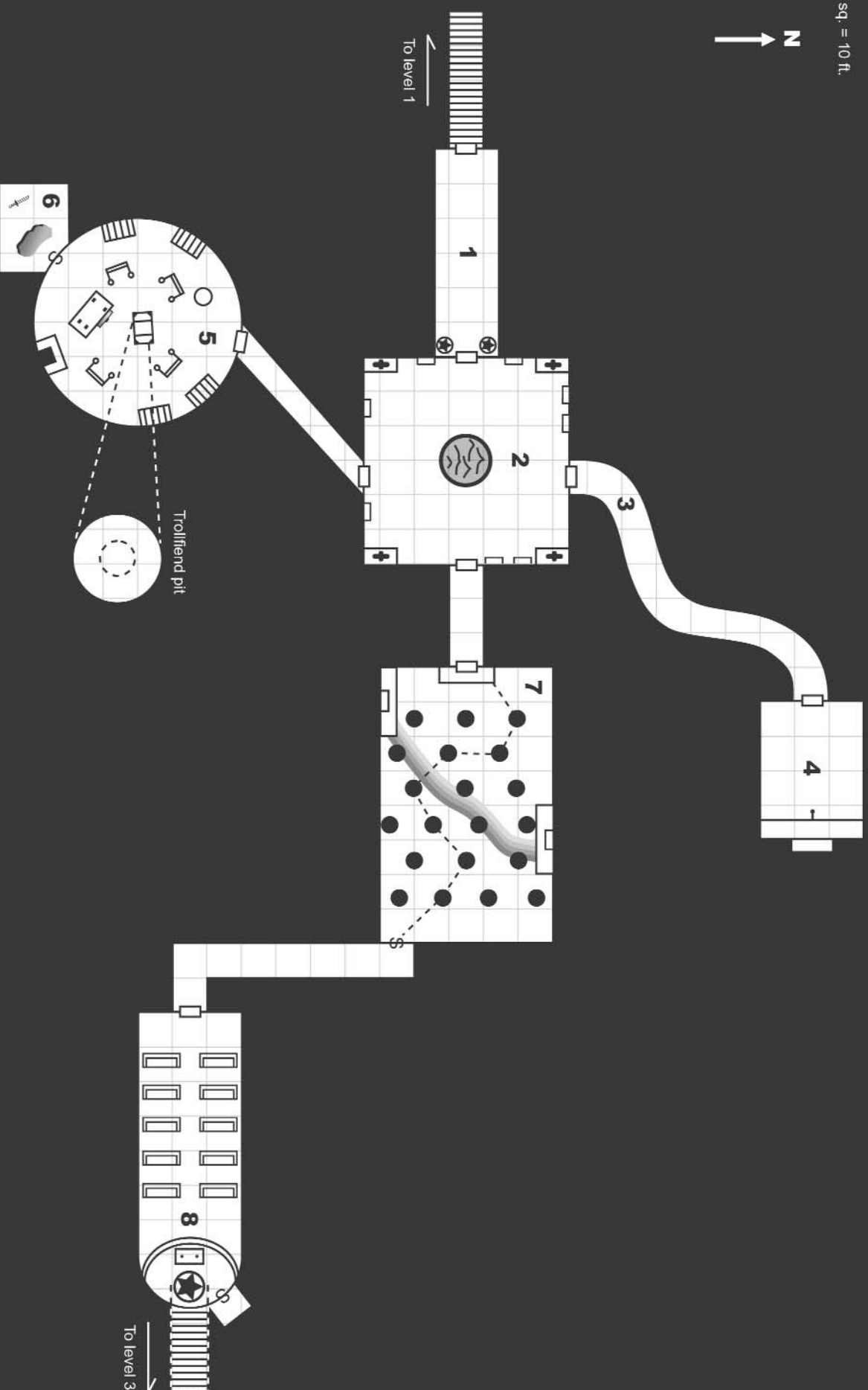
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+400 ft.



Level 2 Chambers of the Damned

1 sq. = 10 ft.



Dungeon Crawl Classics #13

Crypt of the Devil Lich

AN ADVENTURE FOR 15TH LEVEL CHARACTERS



Official Tournament Module

Dungeon Crawl Classics First Annual Open Tournament

Gen Con Indy 2004



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Are you going to Gen Con Indy next year? Be sure to sign up for the Second Annual Dungeon Crawl Classics Open Tournament! 52 gamers participated this year in a tournament where every slot filled up within 24 hours of preregistration opening. For a summary of this year's tournament results, see page 9.

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Publisher's Note

This adventure was the chance of a lifetime.

It was late 2003, and the Dungeon Crawl Classics line was starting to pick up steam. I was receiving regular fan mail about the series – and there were only two in print. Dungeon Crawl Classics #1: Idylls of the Rat King had received Honorable Mention as Best Adventure in that year's Gen Con Ennie Awards. Game designers were eager to write a classic dungeon crawl, a colleague had just put me in touch with Erol Otus, and I even had a chance to work with Dave Arneson on the special edition DCC we produced for Gen Con 2003.

What could possibly trump that?

Only one thing: the ultimate dungeon crawl.

Sometime around the end of 2003, we decided to run a dungeon crawl tournament at Gen Con Indy 2004. But to run a tournament, you need a special module. A very, very special module. A module so deadly, so devious, so challenging, that even the most seasoned dungeon crawlers will have to stop in their tracks and weigh their actions carefully as they pound their way through it.

Where could we get such a dungeon? It would take a team of top designers. Most dungeon crawls have rooms that vary in quality: a few are great, and the rest are good. One person can come up with only so many ideas for a given dungeon. But a *team* of designers, each submitting only their best ideas, could produce a module to be reckoned with.

So we recruited game designers with dungeon crawl experience. We wanted just a few room ideas from each. The goal was the best ideas from a variety of creative minds, which could be organized and connected to form a legendary dungeon crawl. In fact, we hoped to produce an adventure of the same caliber as the classic module Tomb of Horrors.

You hold in your hands the result of that effort. Welcome to the Crypt of the Devil-Lich! This is the official module of the First Annual Dungeon Crawl Classics Open Tournament at Gen Con Indy 2004. This module was used in tournament play for 52 gamers, and is now available for your own use at home. We've included the tournament rules, as well as a recap of the tournament itself. The tournament was a blast – being part of it was probably the most fun I've ever had in this industry. It was organized by Chris Doyle and run by some terrific GMs, who managed to keep the players entertained while simultaneously subjecting them to a grueling, dangerous adventure.

My only disappointment with this module is that more PCs didn't die! I'm the GM in my home group, so of course I really wanted it to be a complete death trap. The problem is that these high-level characters are practically impossible to kill. And on top of that, the caliber of the players in the tournament practically ensured they'd use great tactics. Using the tournament rules, where characters are rejuvenated at each new level, also makes it easier for them to survive. But in my home game, I had some satisfaction. The PCs were alive but nearly vegetative by the time they reached the final encounter. Mellyoun and Jyncks both had Strength scores of 0, and were kept on their feet only by repeated and constant application of the *wand of bull's strength* from area 2-8. Jyncks also had a

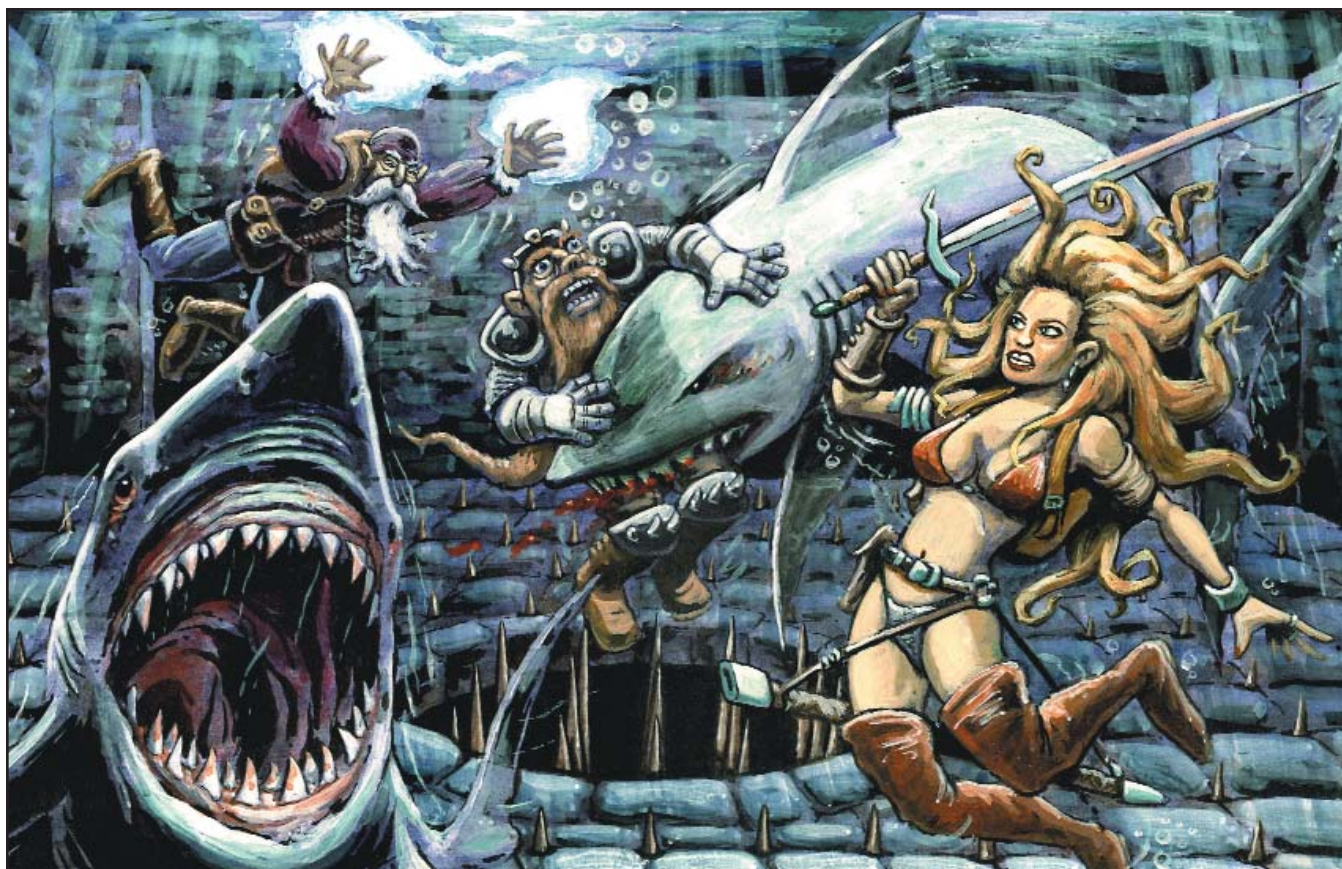
Constitution of 6, Ryn of Briarwood was due to drop dead from several poisons the moment his *delay poison* spell wore off, and Brother Jharo had already been killed and raised from the dead.

As for what happened in the final encounter – four of the six PCs died, but they killed the Devil-Lich in the end. Beyond that, I'll say nothing more. How to defeat the Devil-Lich is a mystery your players will have to face on their own. I will say that the players in my group managed to impress me over and over with their fast, sharp decisions. In the scrying room (area 1-5), Brother Jharo the monk made a quick decision to leap to the dais, grab the *crystal ball*, and leap back out, enabling the characters to get a head start on the hellwasps and basically winning the encounter for them. In the coin golem room (area 3-3), Ryn and Mellyoun retreated into the hallway to disable the pit traps they'd triggered, allowed the party to pass, then reset the traps with two great rolls. The mindless coin golem lumbered after them, right into the pit trap! And in the meat grinder (area 3-5), the players managed to get three PCs into the ceiling exit corridor before the trap was in full force. From there they used a barrage of adamantine arrows to blast the blades off the trap, effectively saving the rest of the party (who were trapped and unconscious on the sides of the room). Of course, the absolute best move – which was completely unintentional, I must add – was when Brother Jharo ran headlong into the Chapel of Khetira (area 2-8), ending right in front of Lord Braxus. At that moment, the *unseen servant* removed the stake... Lord Braxus sat up... and Brother Jharo fortuitously got an attack of opportunity. With a single unarmed strike, he dropped the 1-hit-point CR 16 vampire before it could turn into gaseous form. The next round he decapitated it, and end of story!

It's stories like that which make this game so much fun to play. But it's late nights around the dinner table, cracking jokes and rolling dice, that I remember most fondly. The players in my group have a penchant for nicknaming things, and this module gave them endless opportunities. The spider-limbed flesh golem in area 1-4 is forever known as "the three-toed Frankensloth," the water-filled elevator at area 2-2 became "the bidet of doom," and the flint golem at area 1-8 was "Zippo the lighter golem." The cleric's *staff of life*, which eventually became a *rod of life* after the playtests, was used over and over. It became known as "the wacky stick," and the players started referring to it with such phrases as, "Yo, Agrij, let me get a hit of that wacky stick!" And at one point, while arguing with the magic longsword *True Death*, one hero managed to truly wound the pride of this powerful magic sword when he said, "Oh yeah? Well, yo' mama was a dagger!"

You hold in your hands the ultimate dungeon crawl. Next year we'll try to best it with the module for the Second Annual Dungeon Crawl Classics Open Tournament. But I don't know if we'll be able to, because, frankly, this is just a damn good adventure. I'm proud to be publishing it. I hope you have as much fun with it as we did.

Joseph Goodman
September 2004



Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Crypt of the Devil-Lich is designed for four to six 15th-level PCs. While the PCs can be of any class, a good mixture including at least one cleric, one rogue, and one wizard is recommended. Pregenerated characters are included on page 68. See the "Scaling Information" section for ways to tailor this adventure to your group's size, level, and unique style of play.

This module was originally designed as a tournament module for the First Annual Dungeon Crawl Classics Open Tournament, held at Gen Con Indy 2004 in Indianapolis, IN. Fifty-two players competed in teams of six to see who could survive the Crypt of the Devil-Lich. See page 8 for more information on the tournament rules.

Adventure Summary

The PCs are sent into the Devil-Lich's crypt to destroy her before she can return to power, as foreseen in a prophecy. However, the unknowing PCs have actually been tricked into entering her crypt to free her from her prison. If they are truly heroes, they defeat the evil Devil-Lich before she can unleash her dark designs on the surrounding areas.

Game Master's Section

Encounter Table

To aid the game master, we have included a quick reference table so you can see all of the encounters at a glance to help you prepare. Loc – the location number keyed to the map for the encounter, listed as level and room number. Pg – the module page number that the encounter can be found on. Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. EL – the encounter level.

Since many of the encounters in this module are unique, an EL is not always easy to assign. We have also listed the challenge rating of each individual component to the encounters.

A note on the encounters: This adventure is intended as a death trap. Period. It was specially designed by a team of

Encounter Table

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
1-1	11	T/P/C	<i>Spike stone</i> trap (CR 5), scythe trap (CR 5), Portal of the Damned trap (CR 8), <i>Brother Mikolas</i> , male human vampire Mnk11 (CR 13)	15
1-2	13	T/P/C	Advanced allips (2) (CR 5), gas trap (poison and <i>confusion</i>) (CR 6), door traps: contact poison trap (CR 6), fusillade of poisoned darts trap (CR 6), <i>fireball</i> trap (CR 8), wyvern poison arrow trap (CR 7), <i>lightning bolt</i> trap (CR 8)	13
1-4	15	P/C	Advanced flesh golem with choker arms and spider legs (CR 11), libractus, undead librarian (CR 1/2), <i>The Scriptum Mallus</i> (CR 6)	12
1-5	18	T/C	<i>Glyph of warding</i> traps (4) (CR 3), greased floor trap (CR 1), unfinished flesh golem containers (4) (CR 1/2), hellwasp swarms (4) (CR 8)	13
1-6	20	T/C	Pit trap (CR 5), advanced hybrid oozes (2) (CR 11), <i>symbol of death</i> trap (CR 8)	14
1-8	25	T/C	Falling stone block trap (CR 9), poisoned spiked pit trap (CR 9), flaming hallway trap (CR 9), flint golem (CR 12)	14
1-9	27	P/C	<i>Foegar</i> , male human lich Clr13 (CR 15), shadows (12) (CR 3), <i>altar of reverse polarity</i> (CR –), animated statues (3) (CR –)	16
2-1	30	T	Crow head trap (CR 9), razor darts barrage trap (CR 9), dropping ceiling trap (CR 12)	13
2-2	31	T/C	Flooding room trap (CR 7), long steel spike trap (CR 10), dire shark ghosts (2) (CR 11)	15
2-4	34	T	Spiked crushing ceiling trap (CR 12), <i>reverse gravity</i> trap (CR 11), black lotus gas trap (CR 11)	14
2-5	35	C	<i>Rogroakbub</i> , the Trollfiend, toadspawn troll Clr6 (CR 14), animated Large +5 <i>unholy spiked chains</i> (4) (CR 4), centipede swarm (CR 4)	14
2-6	37	P	<i>The Sanguine Stone</i> (CR –)	9
2-7	39	T/C	<i>Symbol of weakness</i> trap (CR 7), pillar trap (CR 9), Oz and Zoë, fiendish ooze mephits Sor6 (CR 11)	14
2-8	41	T/C	Poison needle trap (CR 10), <i>Khetira</i> , female drow vampire Sor13 (CR 16), <i>Lord Braxus</i> , male drow vampire Blk7/Ftr6 (CR 16), animated cobra statue with poisoned fangs (CR 7)	16 or 18
3-1	46	C/P	<i>Jengenritz</i> , male svirfneblin ghost Ftr11 (CR 14), <i>Krklkkrkl</i> , Huge fire elemental (CR 7)	16
3-2	48	T/C	Gas trap (CR 10), pit trap (60 feet deep) (CR 3), pit traps (50 feet deep and 200 feet deep) (CR 12), elder gelatinous cube (CR 10)	13
3-3	50	C/P	Coin golem (CR 12)	12
3-4	52	T/P	<i>Slate</i> , intelligent chalkboard (CR –), acid-filled pit trap (CR 7), poison needle traps (3) (CR 14)	15
3-5	54	T	Spinning room trap (CR 8), spinning blades trap (CR 14), polluted air elemental (CR 15)	17
3-7	57	T/C	<i>Symbol of pain</i> trap (CR 5), bone swarms (2) (CR 10), <i>Immun-drac</i> , the mummy dragon (CR 15), <i>greater glyph of warding</i> trap (CR 9)	16
3-9	59	C	<i>Chalychia</i> , the Devil-Lich, female half-drow/half-fiend lich Wiz(Conj)14 (CR 20)	20

skilled dungeon-crafters, all of whom have extensive experience designing RPG dungeons for professional publication. Many of the encounters in this adventure are fatal if not handled properly. On the other hand, adventurers who proceed intelligently with good instincts, tactics, and preparation will find that they survive intact. Prepare your players for the biggest challenge of their dungeon-crawling careers!

Scaling Information

The Crypt of the Devil-Lich is designed for four to six PCs of 15th level, but can be modified for parties of different sizes or levels. Due to the deadly nature of the encounters, this dungeon is not recommended for PCs lower than 13th level unless they are very well equipped or have exceptional tactics.

We discovered in playtesting that the number of PCs playing this adventure makes a huge difference in the outcome. A party of four 15th-level PCs will have a fairly difficult time; six 15th-level PCs should be able to make it through with no deaths if they have good tactics and are willing to use up most of their magic items. You should consider scaling the difficulty for the skill and size of your own party.

Consider adapting the adventure as follows:

Weaker Parties (13th-14th level and/or 3 or fewer PCs): Remove 2-3 levels from all main NPCs, and adjust magic items carried as appropriate. Reduce the lethality of traps by substituting lesser virulent poison types and/or reducing damage inflicted.

Stronger Parties (16th-17th level and/or more than 6 PCs): Add three character levels to all main NPCs (including Chalychia), and adjust magic items carried appropriately. Increase the lethality of all traps by substituting more virulent poison types (or increase the save DCs) and/or increasing all damage inflicted. Give Chalychia an undead familiar, and a *wand of monster summoning VI* (to summon an almost endless supply of elementals). Remove the weak link in the chain supporting the *instant fortress*.

Getting the Players Involved

Like all Dungeon Crawl Classics, this adventure is about “getting to the chase.” The action starts at the mouth of the dungeon. It’s up to you to explain how the heroes get there. Here are some hooks that can be used to get the players involved in the adventure. Whether you flesh out the encounter with the monastery, or simply fast forward to the mouth of the cave leading to the crypt, is up to you.

- Descendants of Arovarel’s survivors hire the PCs to act on a prophecy that is about to pass. According to the stars, the Devil-Lich is close to breaking out of her prison and unleashing her wrath on the surface world once again. The PCs are sent to the Monastery of the Dawning Sun to gather more information on the Devil-Lich and confirm the prophecy.

- Chalychia uses her *crystal ball* to scry on one of the PCs. Over the course of several months, she attempts to plant *suggestions* that the PC should research the history of the Devil-Lich. This eventually leads the PCs to the Monastery of the Dawning Sun. Chalychia hopes that the PCs will discover her crypt and enter on their own.
- While researching the whereabouts of a powerful artifact, the PCs discover it was once possessed by the Devil-Lich. This artifact could be the *Shadowstone*, or the *Sanguine Stone*, or another artifact of the GM’s campaign world. The Monks of the Dawning Sun are now the caretakers of this device, and the PCs travel to their remote monastery to obtain it.

Background Story

The Dark Seed

The drow matron of the Forlorna family desired a half-devilish niece to manipulate as a powerful tool and ally. She forced the family wizard and a loyal erinyes devil to conceive Chalychia, a half-drow/half-fiend. Chalychia was hidden from Forlorna’s enemies and forced to study conjuration magic. Her isolation, plus the verbal and physical abuse she suffered during her youth, created a dangerous, unstable individual. When she came of age, she thanked her matron with a poisoned dagger in the back. It didn’t take long for her to assume control of the Forlorna family.

With the aid of fiendish allies, she soon led a revolt in the drow city of Sis’rine. In days, the city fell, and she established herself as the supreme leader. But she didn’t stop there. After months of political maneuvering, she sowed discord within the dark elves’ allies and gained the support of several humanoid bands. She recovered a powerful artifact called the *Shadowstone*, and used its abilities to cast a five-mile radius of the surface world into constant twilight, centered on the elven city of Arovarel. With humanoid armies attacking from the mountains, and drow armies swarming up from beneath, the elven city fell in a single day.

Chalychia established a foothold on the surface as her drow forces occupied the ruined city. When word reached other drow settlements, they sent support, and began to raid the surface from their enshrouded outpost. Chalychia established a lair hidden in the mountains above the ruins, and ruled with an iron fist.

Chalychia’s Fall

Her rule lasted only one year. A band of powerful heroes led by the paladin Valinus penetrated her lair and destroyed the *Shadowstone*. Meanwhile, the rallied forces of humans, dwarves, and elves stormed the ruins of Arovarel and routed the drow. The heroes attempted to destroy Chalychia, but she sensed her impending downfall, and finished the rite to become a lich. Being in the early stages of lichdom, her appearance gave no hint of

her undead nature, so the heroes never thought to locate her phylactery and finish the deed. They settled on imprisoning her with a special binding spell, trapping her in an *instant fortress* in the bowels of her lair. Her evil sword, *Bane*, was sundered, but little did the heroes know that the sword was her phylactery. Her lair was sealed, and a monastery was erected near the site. The Monks of the Dawning Sun were charged with guarding the sundered sword and her lair, and were to be the lore masters of the history of Chalychia.

Chalychia had time on her side, and allowed her enemies to believe she was defeated. For hundreds of years, she remained trapped in her lair, studying conjuration magic and commanding allies to convert the lair into her crypt, befitting her undead state. Her drowish vampire ally Lord Braxus was her eyes and ears on the surface world, complemented by judicial use of her *crystal ball*. Over the centuries, most on the surface world forgot Chalychia's evil machinations, save the Monks of the Dawning Sun. But she continued to plot her escape and to scheme for vengeance.

When the PCs arrive at the monastery, they discover all the monks have been brutally slain. Scrawled on the walls in blood are several prophetic verses claiming Chalychia's return is soon. Then the heroes discover a map that shows the way along a meandering mountain path to the Devil-Lich's crypt...

A Dark Plot Unveiled (GM's Eyes Only!)

Using her *crystal ball* over many centuries, Chalychia spied on the monks and identified one Brother Mikolas as the perfect agent. Using the *telepathy* ability of the *crystal ball*, she planted numerous *suggestions*, and slowly corrupted the monk. Over the course of years, he destroyed documentation on Chalychia's history, and rewrote other parts of the history. Piece by piece, he stole the shards of the sundered sword and turned them over to Lord Braxus. He crafted false prophecies tied to celestial events, foretelling Chalychia's triumphant return and bold plans to conquer the surface once again. In the scriptures he renamed her sword *True Death* and claimed it was the blade used to defeat her, wielded by the paladin Valinus. He planted clues to the effect that only by recovering the blade and reforging it could the Devil-Lich be destroyed.

Meanwhile, Chalychia sensed that Lord Braxus was growing bored with her apparent inaction and obsession with converting her lair into a deathtrap. After she commanded him to hide all six pieces of *True Death* throughout her crypt, she sent him to visit Brother Mikolas and convert him to a vampire. On his return, Chalychia destroyed Lord Braxus, allowing Brother Mikolas to become a free-willed vampire and her new ally.

But Brother Mikolas wasn't ready for his new state. In an insane rage, Brother Mikolas slaughtered all the monks at the monastery, and left clues to the prophecy of



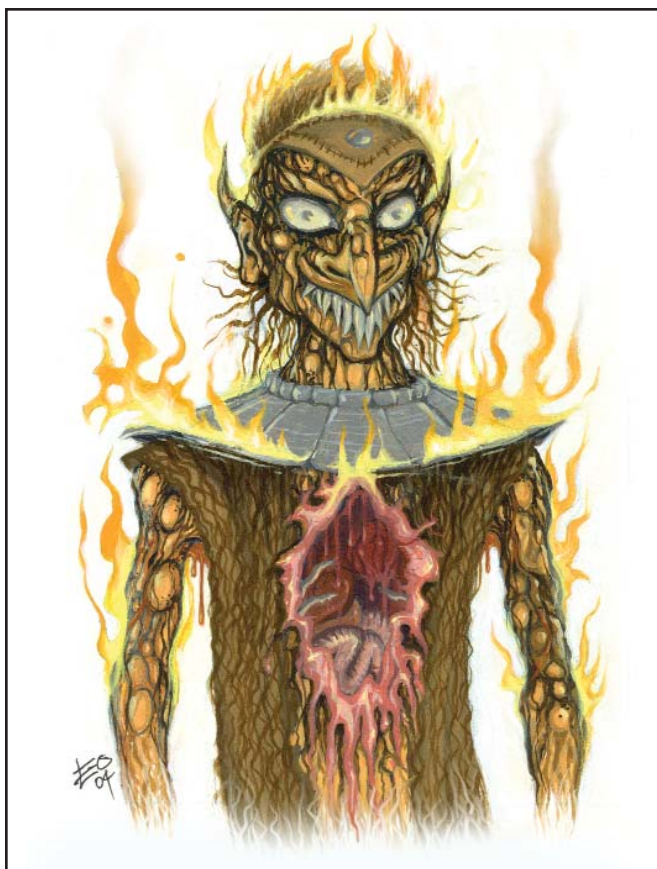
Chalychia's return smeared in blood on the walls. He sent the false prophecy to the elves, and begged them to send heroes to defeat the Devil-Lich once and for all. Brother Mikolas then attempted to enter the crypt to seek out Chalychia, but his undead state overwhelmed his fragile psyche, and he is now stuck at the crypt entrance, babbling warnings and scrawling more cryptic clues on the walls to inadvertently aid the PCs.

The Crypt of the Devil-Lich

Enter the PCs, who penetrate the crypt under the pretense that they must stop Chalychia from returning to shroud the surface world in evil. However, the Devil-Lich is still trapped, and she actually needs them to free her from her prison. She is so bold that instead of hiding her phylactery, she has planted clues that will lead the heroes to bring it to her! Little do they know that using the "paladin's sword" to defeat her will actually ensure her escape. But before they ever encounter her, they must survive three levels of deathtraps, puzzles, and allies all designed to "test" their mettle, ingenuity, and combat prowess. Can they conquer the Crypt of the Devil-Lich?

True Death

True Death is the Devil-Lich's phylactery. It is an intelligent magical longsword that served Chalychia in her mortal years under the name *Bane*. Now *True Death* is broken into six shards, which Lord Braxus scattered about the Devil-Lich's crypt. In order to permanently destroy



Chalychia, the PCs must destroy her phylactery, which requires gathering all six shards of *True Death*.

Unfortunately, the task isn't that easy. Because Brother Mikolas has created a false history proclaiming that *True Death* is in fact the weapon used to slay Chalychia, the PCs will be under the impression that they need to reforge the weapon to defeat her. In doing so, they in fact create a powerful ally for the Devil-Lich.

Reforging the weapon first requires locating the six shards, which are hidden throughout the dungeon. The shards can be found in areas 1-5, 1-8, 2-4, 2-6, 2-8, and 3-3. When all six shards are recovered, they can be reforged in area 3-1.

To make matters worse, *True Death* is a pretty smart sword. Even though it is secretly *Bane* and a steadfast ally of the Devil-Lich, it will deceive the heroes to aid its liege. The PCs will be led to believe it is assisting them on their quest. But in truth it will betray them in the end, when they finally face the Devil-Lich.

Full statistics for the reforged *True Death* can be found on page 47.

The Paladin's Ability to Detect Evil

The paladin's ability to *detect evil* is used frequently in this adventure. Don't allow a paladin player to use this ability like radar or sonar. Note that the PHB description of this ability states, "If an aura is outside your line of sight, then you discern its direction but not its exact location." In other

words, *detect evil* is not precise enough to reveal the exact location of enemies behind walls or through doors! If anything, it reveals the general presence of an evil creature.

In addition, the entire dungeon complex radiates a strong evil. This background noise or "evil chatter" occasionally confuses the paladin's ability to zero in on a particular source of evil. If your paladin player is using *detect evil* excessively, rule that the evil background noise is too strong for him to narrow in on any specific evils. Only very strong evil auras can be read above this background noise, and even then they're hard to pin down.

There's one last element of *detect evil*: the shards of *True Death*. As the Devil-Lich's phylactery, it should radiate a whole lot of evil. However, the reforged sword is protected by a permanent *nondetection* effect. As such, its shards are also protected. It's up to you how to play this, but they either radiate no aura whatsoever until reforged (at which point they're protected by *nondetection*), or, if they do radiate an aura prior to being reforged, it is again protected by the *nondetection* effect. Either way, any attempt by the paladin to bypass the *nondetection* effect (e.g., any caster level check) should be given a -4 penalty to reflect the evil background noise.

Tournament Notes

The Crypt of the Devil-Lich was originally run as the official adventure for the First Annual Dungeon Crawl Classics Open Tournament at Gen Con Indy 2004. This book contains the scoring systems used in the tournament, the pre-generated PCs used to assault the crypt, and notes on how tournament play is handled. Additional tournament notes are located at the beginning of levels 2 and 3.

In an effort to have the teams compete on an even playing field, all random damage in the adventure is followed by a number in parentheses. During tournament play, don't roll dice for damage; use this parenthetical figure instead. This represents an average or slightly higher result (e.g., "2d4 (5) damage" means you'd normally roll 2d4 for damage, but in tournament play use a result of 5 points). This includes spells that cause damage; the damage result for NPC spellcasters has been included in parentheses after their spell entries.

In addition, tournament damage results that cause 50 or



more points of damage require a save against massive damage. These results are marked by a superscript M (as in, "30d6 (105^M) points of damage"). As always, massive damage requires a DC 15 Fort save or the target is instantly slain.

During tournament play, any PC slain during a particular round is raised at the end of a level (using the cleric's *rod of life*), so that PC can partake in the next round. All PCs begin each new level of the dungeon at full hit points, and with all disposable magic items intact. However, there are two exceptions:

- 1 A PC killed by the Trollfiend's plane shifting (see area 2-5) or by submersion in lava in the lair of the mummy dragon (see area 3-7) cannot be raised. That character is permanently deceased. Other situations where a body cannot be recovered or is utterly destroyed also result in a permanently deceased character.
- 2 A PC who has been raised from the dead normally loses one level. In tournament play, however, retrofitting a character to a previous level is too time consuming. Thus, in tournament play, a PC who is raised from the dead is considered to suffer the effects of one negative level for each time he is raised. The negative level is evaluated just like normal level loss (refer to the DMG for full details).

At the end of the adventure are scoring guidelines. Be sure to record PC death and the use of disposable magic items (potions, scrolls, and charges on wands). Use of these resources imposes a penalty per charge, potion, or scroll used. If a PC is reduced to below 0 hit points, a -100 point penalty is applied to the team score. If a PC is outright killed (below -9 hit points), this penalty is increased to -250 points! You can find special scoring sheets designed to be



marked up during play in the Free Materials section of www.goodman-games.com.

At the end of each round, the teams with the highest team scores advance to the next round. The number of advancing teams depends on the number of open slots for the following rounds. The highest team score at the end of the final round is the overall winning team.

If the individual scoring is used, the players and the GM vote for the best player based on several factors such as tactics, rules knowledge, and role-playing. The individual scores for all three rounds are added together to generate an overall best player. Obviously, the more rounds your team plays, the better chance a player has to accumulate a high score.

The top four teams at the Gen Con Indy tournament coming out of round 1 are listed below. The Josh O'Connor Experiment and Clan Yeomen advanced to the final round. The lowest round 1 score was a whopping 325 points, scored by the Thursday 4 PM Pickup Team, who told us afterward that it was one of the most fun games they'd ever played. See how well your players do!

Gen Con Tournament Top Scores

Team Name	Round 1	Round 2	Round 3
Josh O'Connor Experiment	1,440	4,095	2,955
Clan Yeoman	1,130	2,825	1,700
The Wrecking Crewsaders	1,615	2,075	
Brotherhood of the Flying Dwarf	1,515	2,400	

Player Beginning

In tournament play, the following passage is all the background information that the players receive. Read the passage exactly as written – players receive nothing more and nothing less than this.

Legend tells of the horrible drow sorceress Chalychia. Born of a drow father and a demon mother, she rose to become one of the greatest drow conquerors ever known. She recovered a powerful artifact called the Shadowstone, and used its abilities to cover a five-mile radius of the surface world in constant twilight, centered on the elven city of Arovarel. With allied orc armies attacking from the mountains, and drow armies swarming up from beneath, the elven city fell in a single day. At the head of this horrible army was Chalychia.

But Chalychia's rule lasted only one year. A band of powerful heroes led by the paladin Valinus penetrated her lair and destroyed the Shadowstone. Meanwhile, the rallied forces of humans, dwarves, and elves stormed the ruins of Arovarel and routed the drow. The heroes used a powerful sword to defeat Chalychia, but it was sundered in the battle. The heroes finally imprisoned Chalychia in an instant fortress in the bowels of her lair. The sundered sword was buried in her lair, the lair was sealed, and a monastery was erected near the site. The Monks of the Dawning Sun were charged with guarding the sundered sword and the lair, and were to be the lore masters of the history of Chalychia.

Now descendants of Arovarel's survivors have called for your aid. They have seen many disturbing omens recently.

According to the stars, the Devil-Lich is close to breaking out of her prison and unleashing her wrath on the surface world once again. You have been sent to the Monastery of the Dawning Sun to gather more information on the Devil-Lich and confirm the prophecy.

But when you arrived at the monastery, you discovered that all the monks were brutally slain. Scrawled on the walls in blood were several prophetic verses claiming Chalychia's return is soon. In the monastery's library, you found several tomes open to similar passages, all describing the powerful sword called True Death. This was the sword used by the paladin Valinus to slay Chalychia, and according to the legends, its sundered remains were buried in the Devil-Lich's crypt. It appears that someone else has been researching True Death.

After finding a blood-stained map showing the way to the original site of the Devil-Lich's crypt, you set off to find answers. Leaving the horror of the slaughter at the monastery behind, your band carefully picks its way down a treacherous mountain path. After almost two hours of this tedious journey, you arrive at a cave entrance. The cave mouth is surrounded by stalactites and stalagmites that appear to have been chiseled into angular teeth.

Somewhere beyond this maw-like cave entrance is the Crypt of the Devil-Lich!

Now give the players handout A. This is a page torn from a book in the monastery, showing the shards of True Death.



Level 1: The Halls of Sorrow

Unless noted in the text, all corridors are 10 feet high and the walls are hewn stone. Typical doors are plain stone, but many doors have unique appearances or functions as described in the text. Ceiling heights vary from room to room. There are no wandering monsters in the crypt.

Hewn Stone Walls: 3 ft. thick; hardness 8; hp 540; Break DC 50; Climb DC 25.

Typical Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Falling Damage: In most cases, falling damage is calculated in the various encounter areas. In the event that the PCs manage to fall in a way we haven't thought of, use the tournament average result of 3.5 points of falling damage per 10 feet fallen. Round down any fractional results.

Areas of the Map

Area 1-1 – Crypt Entrance (EL 15): As the characters approach, read or paraphrase the following:

A massive cavern yawns before you, with wicked stalagmites and stalactites ringing the entrance in a fierce grin. Spanning 40 feet with a ceiling arching to 30 feet at its highest point, the cavern cuts deep into the side of the mountain. Between the stalactites, thin tendrils of oily smoke curl skyward.

Twisted shadows dance along the walls as light flickers from torches set into the large skeletal braces that reinforce the walls of the cavern. An elaborate mosaic, comprised of dyed chips of bone and ceramic, covers the walls. The mosaic depicts the Devil-Lich's horrendous atrocities and terrible battles over the centuries.

Now give out players handout B. The entrance to the crypt provides the first series of challenges for the party. In addition to the various traps, there is Brother Mikolas, the vampiric monk. He is unable to enter the crypt itself and bides his time here at the entrance. The different sections of this encounter area are a *spike stone* trap at the entrance (area A), the madman Brother Mikolas (who starts at the entrance of the cave, just past the *spike stone* trap, then shuffles to area B), the hidden entrance to the crypt (area C), four magical braziers that help Brother Mikolas avoid being turned (area D), and a dangerous-looking portal which is in fact a trap and decoy entrance (area E).

Area 1-1A – The Jaws of Undeath: Read or paraphrase the following:

The remains of former adventurers litter the mouth of the cave, skeletons picked clean by carrion birds over the years. Several of the stalagmites near the entrance show wear and tear along their surface as

if worked with a pick, grapple, or other tools.

Walking between the stalagmites triggers a *spike stone* trap set on the floor. (It does not affect the walls and ceiling.) The affected areas are noted on the map.

Spike Stone Trap: CR 5; magical; location trigger (floor); constant effect; casts *spike stone* as a 7th level caster (1d8 damage (5) per 5 feet, DC 17 Reflex save to avoid half movement due to foot injuries); Search DC 29; Disable Device N/A.

Circumventing the trap requires finding a way to cross the affected sections of the cavern floor without touching the floor – the most direct route being to climb the stalagmites near the entrance and leap beyond the trapped area. Climbing the stalagmites requires a DC 15 Climb check.

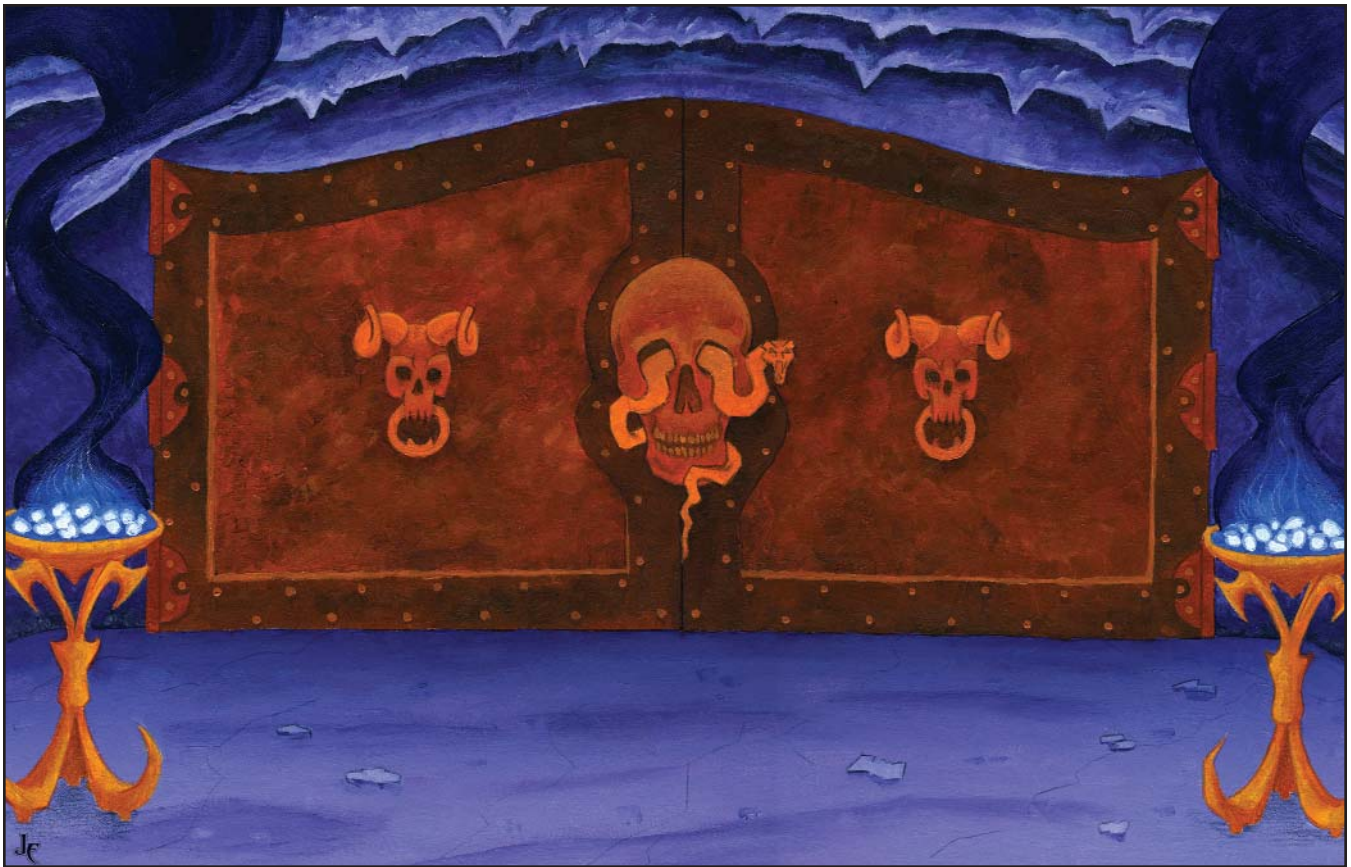
Area 1-1B – The Madman: Brother Mikolas has peeled away bits of bone and glass from the mosaic. Using his own blood, he is scrawling prophetic verse on the wall of the cavern. Among his verses are the following clues: "Chalychia's bane is True Death," "My eyes are the windows to your souls," and "Find and destroy the dragon's heart, the only way for Chalychia to depart." If disturbed, he will stop his insane scratching and address the party.

Huddled by one of the large skeletal braces, in a mass of torn and bloodied robes, is the gaunt form of a ragged human monk. His features are drawn and deathly pale. He looks up from his work with bloodshot eyes and hoarsely shouts at the group.

"Why have you come here? Do you seek the power that lies in the Devil-Lich's crypt for yourself, or would you seek to destroy it? You are fools either way, for the dangers are great. You must prove yourself – to me, to the crypt, to Chalychia herself. For only heroes of great mettle could dare confront the Devil-Lich. Curse her – CURSE HER!"

Tactics: If cornered or challenged by the party, Brother Mikolas fights to the death. In his current state, he feels that a party worthy of defeating Chalychia should have little difficulty with him. He focuses on spell casters first, heading directly toward arcane casters, trying to utilize his Whirlwind Attack. Using his great speed, tumbling ability, and Mobility, Brother Mikolas has little concern for being hit as he moves around during combat.

Each round of combat, there is a 50% chance that Brother Mikolas utters two lines from the Rhyme of Shards. Consult players handout C and roll 1d8 each time to determine which set of two lines he utters (1=the first two lines, 2=lines three and four, 3=lines five and six, etc.). In his insane rage, he often repeats passages.



Brother Mikolas, male human vampire, Mnk11: CR 13; Medium Undead; HD 11d12; hp 105; Init +9; Spd 60 ft.; AC 30, touch 22, flat-footed 16; Base Atk +8; Grp +17; Atk unarmed +13 melee (2d8+5 (14)); Full Atk unarmed flurry +13/+13/+13/+8 melee (2d8+5 (14)); SA Blood drain, create spawn, dominate (DC 18 Will save), energy drain (Fort DC 18), stunning fist (12/day; Fort DC 20); SQ Undead qualities, +4 turn resistance, alternate form, DR 10/silver, diamond body, fast healing 5, improved evasion, gaseous form, ki strike (lawful, magic), purity of body, slow fall 50 ft., still mind, wholeness of body (22 hp/day); AL LE; SV Fort +7, Ref +14, Will +11; Str 20, Dex 21, Con –, Int 13, Wis 21, Cha 16.

Skills and Feats: Balance +15, Climb +15, Escape Artist +15, Hide +15, Jump +15, Listen +14, Move Silently +15, Tumble +15; Alertness, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack, Stunning Fist, Whirlwind Attack.

SA – Blood Drain (Ex): With a successful grapple check, a vampire can drain blood, dealing 1d4 (2) points of Con damage per round. Each successful drain grants the vampire 5 temporary hit points.

SA – Energy Drain (Su): Each hit with a slam or unarmed attack bestows 2 negative levels. The vampire gains 5 temporary hit points for each negative level bestowed but can deliver only one energy drain

per round (a flurry of blows or full attack action still delivers only one energy drain per round).

SQ – Alternate Form: Can assume the form of a bat, dire bat, wolf, or dire wolf with a standard action as polymorph cast by a 12th-level caster.

SQ – Ki Strike (Su): Brother Mikolas' attacks are treated as lawful and magical for purposes of overcoming damage reduction.

Equipment: *periapt of wisdom +2, cloak of displacement (minor), ring of energy resistance (minor, electricity), monk's belt*

Area 1-1C - The Hidden Entrance: The true entrance into the tomb is hidden in the macabre mosaic adorning the cavern walls. One section of the mosaic depicts a large skeletal knight wielding a scythe in battle – the blade and shaft of the scythe intersect a gallows pole in the scenery. The archway formed by these items hides the true entrance. The Search DC to detect this secret door is 20.

The true entrance is trapped. Fortunately, it's mechanical in nature, and wary PCs can locate it. If triggered, a large scythe blade from the mosaic swings down in a wicked arc, attacking everyone standing within 5 feet of the door.

Scythe Trap: CR 5; mechanical; location trigger; automatic reset; Atk +20 melee (2d6+8/x4 (15), large scythe); Search DC 25; Disable Device DC 20 (jam scythe to prevent it from swinging).

Area 1-1D - Braziers of Necromantic Guile: Four braziers flank the area before the Portal of the Damned. Each brazier increases an individual undead creature's effective HD by +1 for purposes of turning attempts. For example, having all four braziers burning increases Brother Mikolas' HD from 11 to 15 for purposes of turning attempts – before his vampiric turning resistance is taken into account.

The braziers radiate a faint necromancy aura.

A DC 30 Knowledge (religion) check may help to identify these foul tools, and PCs can easily tip them over or douse the coals with holy water to destroy their infernal abilities. Unless they do, Brother Mikolas is nearly impossible to turn.

Area 1-1E - The Portal of the Damned: When players approach this portal, give them players handout D and read or paraphrase the following:

Two large, reinforced copper and bronze doors, standing nearly 10 feet high and 10 feet wide each, stand in stark contrast to the colorful mosaic adorning the walls. A large, circular relief of a slender humanoid skull with a snake running through the eye sockets overlaps the doors, seemingly keeping them sealed shut.

Four large copper braziers stand along the sides of the chamber nearest the fabled Portal of the Damned. The braziers burn with black fire, trailing thick, oily tendrils of pungent smoke that creep along the ceiling.

Ancient runes adorning the doors and surrounding area may lead divine casters to believe this is a special portal that responds to channeled divine energy by making a turning check. A DC 30 Knowledge (religion) check is required to realize that is not true. Similarly, a DC 20 bardic knowledge check reveals that doors such as these usually respond to divine energy; a DC 30 bardic knowledge check reveals that these doors probably do not. This is, in fact, a fake entrance. The metal skull relief radiates evil, but no apparent mechanical device is attached. A PC making a turn attempt to unlock this door will trigger an *enlarged mass inflict serious wounds* spell – the more “successful” the attempt, the more dangerous the backlash.

Portal of the Damned Trap: CR 8; magical, spell trigger; automatic reset; releases *enlarged mass inflict serious wounds* (3d8 (13) points of damage +1 point per caster level, with a caster level equal to the highest HD creature the turn attempt would affect. The spell affects targets nearest the door first, per the spell description. Since the spell effect is enlarged, it can reach targets up to 45 feet from each other); Search DC 32, Disable Device DC 32 (deface runes that channel divine energy to prevent spell from activating).



Area 1-2 – Room of Eight Arrows (EL 13): Read or paraphrase the following:

The smooth, black walls of this circular chamber shimmer like the surface of an oil slick. The room is circular, at least 40 feet in radius. There are eight doors spaced evenly around the room. Several piles of bones litter the floor.

The air is chilly, and a slight whiff of burnt almonds tickles your senses. The room is illuminated by several glass spheres set into the ceiling, each housing a variety of brightly colored points of light. The effect on the strange walls is chaotic – flickering shadows and moving colors dance along the walls as the orbs pulse to an unheard staccato beat.

Two shadowy figures drift silently through the room, slowly moving from door to door. A swirling black arm from one of the figures reaches out to one door, its shadowy hand passing through the handle. Its shoulders slump, and the figures drift on to the next door.

This room is a trap designed to confuse the PCs. The floor, walls, and ceiling begin rotating. The doors in the wall rotate, too, but only when the room is in its starting position do they open to face the exiting passages. In order to exit the room, a character must open one of the three untrapped doors (the rest are trapped and false), then step through during the brief window of

opportunity when the open door faces into an exiting passage. At any other time, an open door only faces onto a stone wall (which whizzes past as the room rotates).

The Rotating Room: The floor of this large room is built on a rotating axis. For every 200 lbs. of pressure applied to one of the pressure plates marked “A” on the map, the room begins to spin. Once the first 200 lbs. of pressure is applied, the floor begins to rotate clockwise. It spins quickly enough that after one combat round, the room has gone through 1/8 of its full rotation. Once a second 200 lbs. of pressure is applied to any of the plates marked “A,” the floor begins to rotate counter-clockwise at the same rate. If there has been no change to the rotation direction after one hour, the room resets to its starting orientation. Because the doors and walls move with the floor, characters aren’t necessarily aware of the direction or distance of the rotation unless they somehow have a fixed reference point. The moving floor will carry PCs around the room with it, but the PCs don’t necessarily know this. The point where it will become most obvious is if a PC opens a door to see a wall whizzing past.

Noticing the pressure plates set into the room is possible with a DC 26 Search check. As more and more time passes or weight is applied to the trigger areas, the room continues to shift and spin, increasing the chances of the players becoming disoriented. There is a 10% chance per change in the room’s rotation that a PC becomes disoriented (see sidebar).

The GM must keep track of the room’s current orientation. The room moves in increments of 1/8 of its rotation, and there are only 8 possible orientations. Notice that the 8 doorways on the map are marked by the numbers 1 through 8, indicating the possible orientations. The starting orientation is 8. The easiest way to keep track is to use a d8. Set the d8 to 8 for the starting orientation. If the room rotates clockwise one increment, set the d8 to 1. A PC who opens a doorway when the orientation is 1 finds the doorway facing an exit (or wall) that is 1 increment clockwise. If the room rotates counterclockwise, reverse the d8 by one increment. If the d8 indicates 7, the doorways face an exit (or wall) that is 7 increments clockwise, or 1 increment counterclockwise. Keep careful track of the PCs’ positions, and be sure to update the facing for any movement that overlaps with one of the marked pressure plates.

Monsters: The shadowy figures are allips, the remains of former adventurers who went mad trying to escape this room. They ignore the PCs, until a PC either attacks them or successfully opens one of the real doors. At that time, the allips will try to “make a break for it” by storming toward the door. The allips push their way past the PCs, howling and waving their arms menacingly as they advance.

Traps: In addition to the six pressure plates, six of the floor tiles (marked “B” on the map) trigger gas traps set into the ceiling. These traps release an oily gray mist of *confusion*, which is also poisoned with an inhalation version of Terinav root. The gas smells of bitter almonds. A PC affected by the *confusion* gas is 20% more likely to become disoriented.

Gas Trap: CR 6; magical; proximity trigger (pressure plate); automatic reset (5 minutes); spell effect (*confusion*, 14th-level wizard, DC 17 Will save negates) and poison (enhanced Terinav root); poison (inhaled, Fort DC 20, initial 1d6 Dex, secondary 2d6 Dex); multiple targets (trigger space and adjacent spaces); Search DC 26; Disable Device DC 26 (jam pressure plate so it won’t recess).

Floor Engraving: The centermost section of the floor has a gold and silver inlaid engraving set into the stone. It is a large star with eight arrow points, each pointing toward one of the doors. Using magical detection on the symbol, such as *see invisible*, *arcane sight*, or *divination*, reveals that three of the arrows are magically marked with an arcane sign, indicating the three real doors. *Detect magic* reveals the presence of magic but nothing more.

The Doors: All three of the real doors are locked, however – including the door the PCs enter through, once it is closed. Opening the doors is relatively easy if the PCs use the proper key – the head of a normal arrow or bolt opens the doors when inserted into the lock mechanism.

Reinforced Metal Doors: 2” thick; hardness 10; hp 75; Break DC 30. Picking the locks requires DC 30 Open Lock check. Using an arrow or bolt opens the door automatically.

The majority of the doors in the chamber are false doors, triggering one of several devious traps. Starting with the northernmost door and working clockwise, the traps are:

New Status Condition – Disoriented

A PC who is disoriented can no longer determine which way is north, and suffers -4 penalty to initiative and -4 to any Dex- or Int-based skill checks. This means all attempts to Search, Disarm Devices, or Open Locks are more difficult if the PC has been disoriented. A disoriented PC suffers a 20% chance of spell failure, which stacks with chances due to armor. This condition lasts until the PC spends [10 – Con modifier] rounds recovering from the dizzying effects or until he succeeds at a DC 20 Concentration check. For example, a PC with a Con modifier of +2 would need 8 rounds to recover. The Concentration check can be made once per round.

North Door (Door #8) – Doorknob Smeared with Contact Poison: CR 6; mechanical; touch trigger (attached); manual reset; poison (weak black lotus extract, DC 20 Fortitude save resists, 3d4 Con (7)/3d4 (7) Con); Search DC 25; Disable Device DC 19 (wipe off poison without being exposed).

East Door (Door #2) – Fusillade of Poisoned Darts: CR 6; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 (3) plus poison, dart); poison (shadow essence, DC 17 Fortitude save resists, 1 (1) Str/2d6 (7) Str); multiple targets (1d8 darts per target in 3 spaces adjacent to door); Search DC 19; Disable Device DC 25 (jam spring mechanism so darts won't launch).

Southeast Door (Door #3) – Fireball Trap: CR 8; magical; proximity trigger (*alarm*); automatic reset; spell effect (*fireball*, 14th-level wizard, 10d6 (35) fire, DC 21 Reflex save half damage); multiple targets (20' radius from door); Search DC 28; Disable Device DC 28 (deface runes so arcane energy for spell won't channel properly).

Southwest Door (Door #5) – Wyvern Poison Arrow Trap: CR 7; mechanical; proximity trigger; manual reset; Atk +15 ranged (1d8 (4) plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 (7) Con/2d6 (7) Con); Search DC 20; Disable Device DC 20 (break bow mechanism that launches arrow).

Northwest Door (Door #7) – Lightning Bolt Trap: CR 8; magical; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 14th-level wizard, 10d6 (35) electricity, DC 21 Reflex save half damage); multiple targets (straight line from originating door to opposite wall); Search DC 28; Disable Device DC 28 (deface runes so arcane energy for spell won't channel properly).

Tactics: If a PC suffers from a babble attack, the allip forces the PC toward the nearest trap or pressure plate in an attempt to delay them from leaving – these allips want to finally break free from the room at any cost! Should an allip actually make it out of the room, it dissolves into ether with a maniacal laugh, finally freed from its tortured state.

Advanced Allips (2): CR 5; Medium Undead (Incorporeal); HD 12d12; hp 72, 78; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +7; Atk/Full Atk touch +7 melee (1d4 Wis drain (2)); SA Babble, madness, wisdom drain; SQ Darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits; AL NE; SV Fort +2, Ref +5, Will +7; Str –, Dex 12, Con –, Int 11, Wis 11, Cha 18.

SA – Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 22 Will save or be affected as though by a *hypnotism* spell for 2d4 (5) rounds. This is a sonic mind-affecting compulsion effect. Creatures that successful-

ly save cannot be affected by the same allip's babble for 24 hours.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes.

Area 1-3 – Plain Hallway (EL –): Read or paraphrase the following:

The door opens to reveal a hallway about 80 feet long and 20 feet wide. The floor is smooth stone and the hallway is flanked by seven pairs of stone statues. Some depict evil warlords smiting unseen foes with weapons; others depict hideous demons crouching, ready to spring. Others yet depict timid halflings and frail-looking wizards. A pair of stone double doors is at the opposite end of the hall.

Give out players handout E. This is a plain, ordinary hallway. The statues are all normal, although the third pair have *phantom trap* (as *L.'s trap*) cast on them.

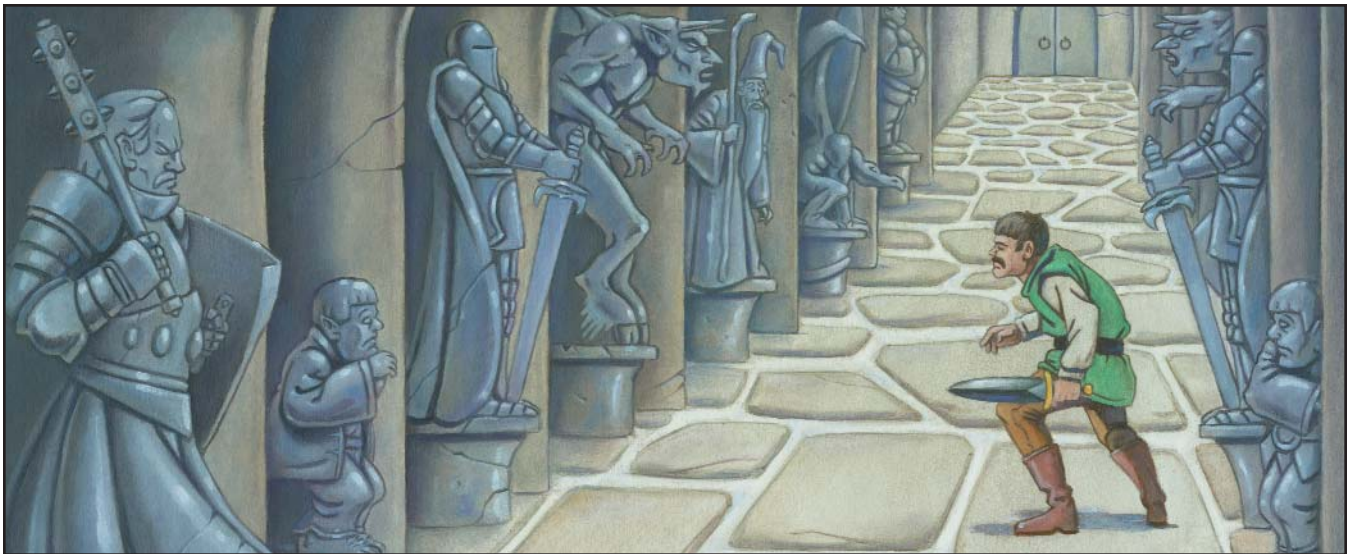
The Statues: From north to south, the seven pairs of statues are as follows. Except for the third set, they lack inscriptions. Also except for the third set, each pair depicts different creatures of similar type, while the third set is two identical statues.

- 1 Two massive warlords with plate mail and maces.
- 2 Two timid halflings, cowering in fear.
- 3 Two identical noble human paladins, with the inscription "Maliva Demonstalker."
- 4 Two massive winged, cloven-hoofed demons, towering over the other statues.
- 5 Two frail wizards, one elderly and one young.
- 6 Two evil-looking half-dragons.
- 7 Two peasants, one rotund and well-fed, and the other starving.

Area 1-4 – The Library (EL 12): Read or paraphrase the following:

Thrusting aside the heavy door, you find yourself on the threshold of a well-stocked library. Shelf-like niches are built into all of the stone walls from floor to ceiling. They are packed with old texts and scrolls. A solid stone table flanked by several chairs stands in the middle of the room, amidst four pillars that support the ceiling 20 feet above. A shrouded librarian shuffles around the room. His features are obscured by a hooded robe, but he is bent and clearly lame. The air is dry and heavy with dust.

Give out players handout F. There are four elements to this room: the flammable condition of the old books; the books themselves (some with magical properties); the noncombatant librarian; and the hidden flesh



golem with choker arms and spider legs, which lurks on the ceiling.

Flammable Conditions: The dryness of the room has preserved the old parchment in the books, but left it brittle (DC 12 Dex check to avoid damaging any text when handling it) and susceptible to flame. Any use of open flame or fire-based spells in the room runs the risk of creating a horrible inferno that spreads rapidly from one shelf to the next at a rate of 5 feet per round. It takes 3 rounds for the contents of a 5-foot section to be utterly consumed, at which time the fire in that area dies out.

As the materials burn, the radiating heat deals 2d4 (5) points of fire damage to creatures within 10 feet and 1d4 (2) points of fire damage to those past 10 feet but still within the room. Anyone who comes in contact with the flames may catch on fire (DC 15 Reflex save to avoid this fate). A PC who is on fire takes 1d6 (4) damage immediately. In each subsequent round, the burning PC must make another Reflex saving throw. Failure means he takes another 1d6 (4) points of damage that round. Success means that the fire has gone out.

The Books: The books and scrolls in the room are worth a veritable fortune, though most are written in ancient and obscure languages that might prove challenging to translate. Many are spellbooks, others are tomes detailing various arcane mysteries, some of which are perhaps best kept undiscovered (these books provide endless potential for future adventures, at the GM's discretion). Among the assortment are the following notables, each requiring a Search check to locate. To evaluate these Search checks, have the PCs make one Search check per searching character to encompass the entire room, then allow discovery of all books with that check result or lower. The paladin's *detect evil* ability picks up nothing unusual about any of these books.

- *The Scriptum Mallus* (Search DC 15): A book with binding and covers consisting of scab-covered skin flayed from a cursed victim centuries ago. Any living individual opening the book must make a DC 18 Fortitude save to avoid being afflicted with a curse. A failed Fort save results in painful wounds emerging instantly across the reader's body, causing 4d4 (10) points of damage. The wounds quickly heal into a scab-like carapace that causes a loss of 1d4 (2) points of Strength and Dexterity and reduces base speed by half. The only cure for this affliction is to have a non-living creature (e.g., undead or outsider) cast *remove curse*, *remove disease*, or *heal*.

The book contains all known necromantic spells. The one exception is *animate dead*, which appears within the *Scriptum Mallus* as an ancient and more formidable version of the more common spell – skeletons and zombies created with this version are infused with additional evil energy, gaining +3 turn resistance.

- *The Vacuous Grimoire* (Search DC 15): This book is utterly black and featureless. It is impossible to even distinguish the outline of the hinges, so vague is its appearance. Anyone who stares at the book feels as if they are looking into an infinite vacuum, much like staring at the sky on a clear night. Any PC who opens the book and reads even a single glyph must make two DC 15 Will saving throws. If the first save is failed, the PC permanently loses one point of Intelligence. If the second is failed, he permanently loses two points of Wisdom.
- *Divine Scroll* (Search DC 20): Caster level 7th, *cure moderate wounds*, *speak with dead*, *spell immunity*.
- *Arcane Scroll* (Search DC 20): Caster level 15, *mind blank*.



- *Tome of Understanding* +2 (Search DC 25)
- *Rhyme of Shards* (Search DC 32): A sheet of parchment folded into another volume. It contains the Rhyme of Shards (players handout C).

The Librarian: Beneath his robes, the librarian is an aged man, his face covered with scab-like wounds. He seems friendly enough, but is in fact cursed from having attempted to read the *Scriptum Mallus*. Any PC that initiates physical contact, attempts to render medical assistance, or even casts a healing spell upon the librarian must make a DC 18 Fortitude save or be afflicted as if he had read from the *Scriptum Mallus* himself.

The librarian is a special kind of undead servant called a libractus, a sort of free-willed zombie that retains its intelligence and is tied forever to a specific location. He has the statistics of a zombie, although he is free-willed and has retained his intelligence. His appearance is more intact than a zombie's would normally be.

The librarian does his best to stay out of combat. He cannot (and will not) communicate with the PCs. If possible, he protects the books from damage. He will attack to defend himself, but otherwise he is a non-combatant.

The Flesh Golem: The library has yet another inhabitant. A flesh golem with the arms of a choker and legs of a monstrous spider guards this chamber, stalking intruders from the shadowy recesses of the ceiling until the opportunity for a devastating strike presents itself. A successful Spot check versus the golem's Hide check is needed to prevent surprise. Since the golem has had time to ready itself, it takes 20 on its Hide check.

Tactics: The flesh golem was constructed from a mish-mash of body parts. It appears Frankensteinish, but has long clawed arms like a cloaker, and four hairy

spider-like legs, two where they should be and two more fused to its back. Part of its construction and animation rituals involved imbuing it with the powers of a *cloak of the arachnida*, allowing it to walk along the ceilings or pillars.

The golem starts the encounter hidden above the door, out of sight of anyone waiting in the hall. It has a readied action to attack any enemy that steps through the door. A favorite tactic is to grapple a single opponent with its improved grab, drag him up to the ceiling, and constrict him in relative leisure. It then uses its ability to cast *web* on as many targets as possible to delay assistance. It possesses all the powers a *cloak of the arachnida* would normally grant, without actually having to wear the cloak.

Advanced Flesh Golem with Choker Arms and Spider Legs: CR 11; Large construct; HD 17d10+30; hp 150; Init -1; Spd 30 ft., climb 10 ft.; AC 18, touch 8, flat-footed 18; Base Atk +12; Grp +21; Atk slam +16 melee (2d8+5 (14)); Full Atk 3 slams +16 melee (2d8+5 (14)); Space/Reach 10 ft./15 ft.; SA Berserk, improved grab, constrict 2d8+5 (14); SQ Construct, immunity to magic, DR 5/adamantine, *web* (1/day, as *cloak of arachnida*), *cloak of arachnida* traits; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills/Feats: Hide +5.

SQ — *Immunity to magic:* Immune to all spells that could be affected by spell resistance. Magical cold or fire slows a flesh golem for 2d6 rounds with no save. Electricity heals a flesh golem 1 hp for every 3 hp of damage inflicted.

SQ — *Cloak of arachnida* traits: *Spider climb* as the spell; immune to entrapment by *web* spells or webs of any sort; can move in webs at half normal speed; can cast *web* 1/day.

Libractus (Undead Librarian): CR 1/2; Medium undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp

+2; Atk/Full Atk slam +2 melee (1d6+1 and disease); Space/Reach 5 ft./5 ft.; SQ Single actions only, disease (DC 18 Fortitude save, as *Scriptum Mallus*), DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con –, Int 18, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area 1-5 – The Scrying Room (EL 13): The door leading to this room is ornately decorated, but otherwise is completely mundane. When the PCs approach the door, give them players handout G and read or paraphrase the following:

This solid stone door is decorated with an engraved image of a demonic female drow's face. Her eyes, nostrils, and mouth have tunnels leading into the stone, though their curved nature prevents you from seeing through to the other side.

The image is of Chalychia. The narrow, curved holes bored into her pupils, nostrils, and mouth do indeed lead through to the other side of the door. They do not house a trap, but instead allow the hellwasp swarm beyond to emerge and chase the characters should they retreat to the hall. The holes are barely an inch wide.

Once the door is opened, read or paraphrase the following:

The raised obsidian dais at the far end of the 30-foot-by-30-foot room immediately draws your eyes. In the center of the dais is an exquisitely wrought bone throne with gold inlay and a matching stand. On the stand rests an opalescent white globe. Two steps wrap around and lead up to the dais. On each side of the steps, two 10-foot-tall bulky humanoid figures stand at attention. Each holds an inky black globe between its hands.

Give out players handout H. There are three elements to this room: the *glyph of warding* traps, the false *crystal ball*, and the humanoid figures, which are in fact unfinished flesh golem vessels that host hellwasp swarms.

Glyphs of Warding: The door is the only entrance or exit to the room; it is unlocked and not trapped. Three *glyphs of warding* have been placed just inside the doorway as depicted on the map. The glyphs each are 10 feet wide by 20 feet long and are placed side by side in such a way that the first 20 feet of the room are covered completely. Each triggered glyph releases a *hold person* spell.

In addition, the *crystal ball* itself is trapped with another *glyph of warding*. Anyone touching the *crystal ball* triggers this fourth trap.

Glyph of Warding Traps (4): CR 3; magical; spell trigger (evil creatures can pass without triggering); no reset; releases a *hold person* spell (DC 21 Will save to negate); Search DC 28; Disable Device 28 (break lines of warding sigil without activating spell).

The False Crystal Ball: This is Chalychia's scrying room. Allow a DC 15 Knowledge (arcana) or Spellcraft check to allow the PCs to realize that this is a scrying room.

Normally the pedestal would hold her *crystal ball*; however, she has removed the ball and replaced it with a 1-foot diameter hollow white quartz sphere (worth 200 gp) enchanted with a *magic aura (divination)*. She has her *crystal ball* with her and is using it to scry on the PCs (see sidebar).

The *crystal ball* is trapped with a *glyph of warding*, as described above. Unlike the other glyphs, this glyph affects only the first creature to disturb the *crystal ball*.

The throne and stand are decorated with gold and small rubies and were wrought by master craftsmen. The throne is worth 5,000 gp but weighs over 200 lbs. The stand is worth 1,000 gp and weighs 75 lbs. If the PCs take an hour to carefully remove the rubies, they obtain 15 rubies each worth 100 gp.

Hidden inside the hollow quartz sphere is the first shard of *True Death*, the hilt (see players handout A). The PCs must shatter the sphere to release the hilt. Dropping the quartz sphere won't shatter it unless it is dropped from sufficient height to inflict enough falling damage.

Quartz Sphere: 1-1/2 inches thick; hardness 8; hp 15; AC 12.

The Humanoid Figures: The humanoid figures are unfinished flesh golems. They serve as vessels for four hellwasp swarms. The inky black spheres held by the golems are made of fragile glass and contain very slippery grease that coats a 10-foot-by-10-foot area when broken.

Tactics: Any PC stepping on a *glyph of warding* releases a *hold person* spell. As soon as a PC enters the room, the hellwasp swarms manipulate their flesh golem containers to throw the globes of grease onto

Chalychia Is Watching

Chalychia is using her real *crystal ball* to scry on the PCs after they pick up the first shard of *True Death* (her reference point). The PC carrying the shard is the target of the attempt and can make a DC 20 Intelligence check to notice the scrying. There are two ways to mask the PC from Chalychia's scrying attempt: an *amulet of proof against detection* or the scroll of *mind blank* (found in area 1-4). If the PC carrying all of the shards is protected by one of these, then Chalychia can't scry on the PCs and loses an advantage in the final encounter (see area 3-9).



the floor (acts as a *grease* spell). The globes are a ranged touch attack against the targeted square and the grease spreads out two squares from the area of impact. PCs in the greased area who are not magically held must make a DC 19 Reflex save or fall prone. The grease is flammable and if lit acts as alchemist's fire. Note the hellwasps' fire resistance 10.

Greased Floor Trap: CR 1; mechanical; proximity trigger; manual reset; each globe affects a 10-foot-by-10-foot area, as per *grease* spell, DC 19 Reflex save; Search DC 20; Disable Device N/A.

The swarms move the bodies of the golems to make it look as though the golems are attacking, but their movement is jerky and slow. Note that as evil creatures, they can move into the glyph traps without activating them. Any hit, physical or magical, that overcomes the golem body's hardness and does 6 points of damage will split open the body of the golem, releasing the swarm inside. The swarms can also voluntarily escape through the golems' mouths, which they will do if not freed in two rounds.

The swarms prefer to attack any helpless PCs (those affected by the glyphs) and attempt to inhabit their body in order to employ their *dominate* ability. If a helpless victim is not available, the swarm attacks PCs that appear lightly armored.

Use the stats of the unfinished flesh golem containers until the swarm escapes. Once the swarm escapes,

the flesh golem containers fall to the ground, inanimate. The containers are simply objects animated by the swarm; without the swarm, they cannot move or attack.

Note that the hellwasp swarm is capable of flying through the door out of area 1-5 easily (treat it as difficult terrain). All other doors on this level except the double doors to 1-7 also contain enough gaps in their frame to allow the swarm to make it through, though it is slowed substantially; through any such door, the swarm must expend a full-round action to move a 5-foot-by-5-foot section of its space through the door. After four full-round actions, it completely squeezes through the door and can commence normal movement. The double doors to area 1-7 are completely flush with the walls around them and do not allow passage to the swarm unless they are left open.

Unfinished Flesh Golem Containers (4): CR 1/2; Medium construct; HD 2d12+20; hp 31 each (special: 6 hp damage releases hellwasp swarm); Init +0; Spd 30 ft. (can't run); AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk/Full Atk slam +2 melee (1d6+1 (5)); Space/Reach 5 ft./5 ft.; SQ Construct traits, hardness 2, darkvision 60 ft.; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int as swarm, Wis as swarm, Cha as swarm.

Hellwasp Swarms (4): CR 8; Diminutive Magical Beast (extraplanar, evil, swarm); HD 12d10+27; hp 111 each; Init +10; Spd 5 ft., fly 40 ft.; AC 20, touch 20,

flat-footed 14; Base Atk +12; Grp –; Atk/Full Atk Swarm (3d6 (12) plus poison); Space/Reach 10 ft./10 ft.; SA Distraction (Fort DC 18), inhabit, poison (Fort DC 18, 1d6 (4) Dex/1d6 (4) Dex); SQ DR 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Hide +19, Listen +10, Spot +10; Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness.

SA – Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its square must succeed on a DC 18 Fortitude save or be nauseated for 1 round.

SA – Inhabit (Ex): A hellwasp swarm can inhabit a helpless or dead creature by crawling into its mouth. Once inside, it can animate the body and control its actions as per *dominate person*. A living victim is consumed from the inside, suffering 2d4 (5) points of Con damage per round. The victim is dead once its Con reaches zero. A *remove disease* or *heal* spell cast on an inhabited victim forces the swarm to abandon its host.

SQ – Hive Mind (Ex): Any hellwasp swarm with at least 12 hit points forms a hive mind, giving it an Intelligence of 6. When a swarm is reduced below 12 hit points, it becomes mindless.

Area 1-6 – Obstacle Trap (EL 12): See page 95 for a cross-section of this room. Read or paraphrase the following:

The dismal room before you is dimly lit by a glowing sphere in the center of the ceiling 50 feet above the chamber. A wall some 40 feet high separates you from the eastern half of the room. Along the wall are several discarded devices that were obviously used to ascend the barrier. A knotted rope complete with grappling hook hangs from the center of the wall. A narrow rotted ladder leads to the top on the left and someone appears to have driven stakes into the stone at regular intervals on the right.

There are two ways to resolve this room. The first is to discover the secret door and bypass the entire area, though that exposes the PCs to the *symbol of death* trap that protects the secret passage. The second way to resolve the room is to climb the wall, but doing so risks the traps on the other side of the wall: an illusory floor, and a *silenced, darkened* room underneath filled with hybrid oozes. Those who climb the wall and descend to the other side will find themselves under the floor being consumed by the hybrid oozes where their allies cannot see or hear them!

The Wall: The wall is 1 foot thick and made of superior stone masonry. The ladder is very strong for its appearance, but breaks if forced to support weight greater than 250 lbs. The knotted rope is of superior quality and supports the weight of any PC that

attempts to use it. The pitons driven into the wall add +8 to any Climb checks if used to ascend the wall.

Superior Stone Masonry Wall: 1 foot thick; hardness 8; hp 90; Break DC 35.

Superior Rope: hp 4; Break DC 24; +2 circumstance bonus on Use Rope checks.

The Illusory Floor and Pit Trap: The eastern floor opposite the 40 foot wall appears to be 40 feet below the top of the wall, aligned with the western wall. However, it is an *illusory wall* (caster level 12, DC 20 Will save to disbelieve). The real floor is 20 feet lower than the illusion makes it appear; therefore, a fall from the top of the wall inflicts 6d6 (24) points of damage. The chamber below is magically imbued with a *permanent silence* (caster level 12) and enshrouded in a *deeper darkness*. Two advanced gelatinous cubes with the fused properties of other oozes wait in the darkened chamber. A PC in this area finds it impossible to see, hear, and call for help.

Pit Trap: CR 5; mechanical; location trigger; automatic reset; illusory floor over open pit; 20 feet deep (2d6) (7) unless individual falls 60 feet from the top of the wall (6d6) (24); Disbelief Will save DC 20; Search DC 20; Disable Device N/A.

In the center of the eastern section of the room, beneath the illusory floor, lies a fragment of inky black crystal, approximately 1 foot by 2 feet in diameter. The crystal sheds a *deeper darkness* in a 25-foot-radius and radiates both strong magic (transmutation) and evil. This fragment is actually a piece of the *Shadowstone* recovered by Chalychia during her defeat centuries ago. Dubbed the *Shadestone*, she experimented on it for decades, trying unsuccessfully to unlock the secrets of the original *Shadowstone* so that she could recreate that devastating device. If destroyed, the minor artifact ceases to shed the *deeper darkness*.

The Shadestone: Hardness 10; hp 30; sheds *deeper darkness* in a 25-foot radius. Can only be affected by +3 weapons or greater.

As soon as a PC slips through the illusory floor, a *programmed image* is triggered (caster level 12). The illusion copies the appearance of the PC and appears in the eastern doorway. The image stands and waves as if he/she made it safely to the other side. A DC 25 Spot check is needed to discern that the image is not the PC.

A secret door in the west corner of the room can completely bypass the trap; however, it is very difficult to locate (Search DC 35) because an *illusory wall* (caster level 12) has been cast on it so it appears to be part of the wall. (The second secret door is equally difficult to detect, from both sides.) On the floor opposite the first secret door is a *symbol of death trap*.

Symbol of Death Trap: CR 8; magical; location trig-

ger (passing over square inscribed with rune); no reset; affects up to 150 hp of creatures unless a successful DC 24 Fort save is made; Search DC 33; Disable Device DC 33 (break lines of symbol without triggering it).

Tactics: These hybrid oozes are crossbreeds of gelatinous cubes and black puddings. They retain the shape and transparent nature of their gelatinous cube parents, but also gain an acid that dissolves metal and the ability to constrict. And they are enormous. Since the hybrid oozes rely on blindsight to navigate, the *silence* and *deeper darkness* do not affect them. They immediately advance on anyone in the chamber and attempt to engulf.

Advanced Hybrid Oozes (Gelatinous Cubes with Black Pudding Properties) (2): CR 11; Gargantuan ooze; HD 24d10+140; hp 272; Init -5; Spd 15 ft.; AC 1 (-5 Dex, -4 size), touch 1, flat-footed 1; Base Atk +18; Grp +38; Atk slam +22 (2d6+8 (15) and 1d8 acid (4)); Full Atk 2 slams +22 melee (2d6+8 (15) and 1d8 acid (4)); Space/Reach 15 ft./10 ft.; SA Acid, constrict, engulf (DC 31 Reflex save), paralysis (DC 32 Fortitude save; 3d6 (9) rounds); SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 26, Dex 1, Con 30, Int -, Wis 1, Cha 1.

Skills and Feats: –

SA – Acid (Ex): The hybrid ooze's acid harms metal and organic materials, but not stone. It is identical to that of a black pudding. Metal objects that strike it dissolve immediately. Attacks instantly dissolve an opponent's armor unless it succeeds on a DC 30 Reflex save. (For purposes of magic items in this adventure, assume they were crafted by a 15th-level caster, unless stated otherwise. This gives them a Reflex save bonus of +9, or that of the character using them, whichever is greater.)

SA – Constrict (Ex): On a successful grapple check, a hybrid ooze inflicts both slam and acid damage. Clothing and armor takes a -4 penalty on Reflex saves against this attack.

SA – Engulf (Ex): If a hybrid ooze moves over an opponent, he must succeed at a DC 31 Reflex save or become engulfed. Engulfed targets are considered grappled and trapped and suffer full effects of acid.

SA – Paralysis (Ex): A target hit by the ooze's melee or engulf attack must succeed at a DC 32 Fortitude save or be paralyzed for 3d6 (9) rounds. The paralysis save must be made *each time* an opponent is struck. The cube can automatically engulf and constrict a paralyzed opponent.

Area 1-7 – The Hall of a Thousand Prophets (EL –):

Read or paraphrase the following:

As you advance down the narrow hall, you hear a distant chanting. The noise grows louder until it is a steady roar. Finally, you pull open a wide door and stop short at the awe-inspiring sight before you.



You stand at the open gates of a vast cathedral-like chamber. The vaulted ceiling is 100 feet above you. The room is at least 500 feet wide, and you can tell from the sparkling torch sconces extending far, far into the distance that it's several thousand feet long. A massive translucent hourglass seems to float in midair just below the ceiling, its sands just now starting to fall.

But it's not the ornate detail or the strange hourglass or even the vast scale of this room that draws your attention. The room is filled with hundreds, maybe even thousands, of strange creatures chained to the floor. Many are tossing bones, staring into the sky, chanting eerily, scratching nonsense on the ground, or tearing their hair as they screech prophecies. It is these creatures that make the noise you hear. They extend as far as you can see – here, a white-orbed old lady chanting; there, a dehorned minotaur reading tea leaves boiled in his own hollowed horns; over there, a mummified giant scratching at his eyes; past him, a gypsy amputee using her tongue to deal Tarot cards.

Before you are hundreds or thousands of diviners, oracles, and prophets, all chained to the floor. And then you notice one more thing: As far as you can see, the walls of this room are lined with doors. There must be at least a thousand doors, each with a different prophet chained before it. Every

door is similar: a simple stone portal with the symbol for "Fate" carved into it. Some doors have the symbol carved in Common, others Elven or Dwarven, others Giant, Goblin, Terran, or Undercommon. Even for those whose language you can't recognize, it's easy to infer that every symbol has the same meaning: Your fate lies behind one of these doors.

Each door opens to a black abyss. Regardless of the door chosen, passing through the black abyss teleports the PC to another area. If the PCs have recovered the shard of *True Death* from area 1-5, they are teleported to area 1-8. But if they have not recovered the shard, they are sent back to area 1-2. Regardless of where they go, the crux of this encounter is that each door affects the PCs' future based on the prophecies of the oracle tied to that door. There are actually more oracles than doors, but of the oracles situated near the walls, it's clear which belongs to which door.

Chalychia has a long-term view of the world. To further her plans, she collected visionaries from around the globe. Whenever she heard of a person or creature with an unusual ability to predict the future, she or her agents would capture them and bring them here. Each day she would stroll this "hall of a thousand prophets" and listen to their prophecies. Ever since her imprisonment, she uses her *crystal ball* to keep tabs on the prophets. Some days, the prophets' thousand daily chants contain common themes, which Chalychia can decipher to successfully predict major events. Other days, they are simply insane mutterings. Chalychia has used magical means to keep the prophets alive, but to prevent them from escaping, she has blinded, crippled, or chained every last one of them. Generally, she prefers to blind them; she finds the irony pleasurable.

There really is no right or wrong answer to this room. It is simply a creepy, bizarre place that only a devil-lich could enjoy. However, there are two magical properties of the room that can benefit the PCs. First, each door is magically tied to one prophet's predictions, and the prophet's forecasts will affect the PCs. Second, PCs who take the time to listen to the insane mutterings may gain useful information on the challenges ahead.

The Hourglass: The hourglass was added by Chalychia to force interlopers to make a choice quickly – preferably a bad one. The hourglass is an illusion that cannot be dispelled. It is always full when a new group enters this room, and takes 30 minutes of game time to drain. (In tournament play, give the players 30 minutes of real time before the hourglass has drained completely.) When the hourglass is drained to the last drop, the PCs are instantly teleported out of the room as if they had chosen a door, with a negative prophecy effect (see below) of a –1 penalty to all attack rolls.

This penalty is not cumulative if they repeatedly induce it. They go to area 1-8 if they have the shard of *True Death* from area 1-5, or back to area 1-2 if not.

Skill Checks: The PCs are liable to try skill checks to decipher this room. These work as follows:

Gather Information: Speaking to the oracles is pointless. They cannot communicate rationally. On the other hand, Gather Information with an ear toward patient listening can be very productive. A PC can locate a prophet speaking on a particular topic (perhaps including speaking the PC's name) by making a DC 20 Gather Information check. Translated into game terms, this means finding a prophet discussing a PC's future, or one discussing a particular topic: defense or protection; war or combat; spells or magic; and so on.

Alternately, any PC who spends at least 20 minutes wandering the halls and listening to the incantations starts to hear things repeated. Collectively, the oracles are tuning into a common thread of their fate – the PCs and their quest to destroy Chalychia – and it starts to emerge in their forecasts.

Allow general Gather Information checks with the DCs as follows. A high roll produces all information for all DCs beaten. It is perfectly acceptable to take 20 on this check.

DC Common Threads of Prophecy

- | | |
|----|--|
| 10 | "Beware the raven's maw, and for that matter, also its caw" (a reference to area 2-1) |
| 15 | "Find and destroy the dragon's heart, the only way for Chalychia to depart" (a false prophecy) |
| 20 | "Chalychia's bane is True Death" |
| 25 | "Up is down, left is right, in that chamber, mundane is might" (a reference to area 1-9) |
| 30 | "Stones of darkness be destroyed, but stones of crimson strive to avoid" (a reference to areas 1-6 and 2-6) |
| 35 | "Always watching, Chalychia knows; mask your intentions, or suffer the woes" (a reference to Chalychia's scrying on the PCs) |

Knowledge (arcana): On a successful DC 25 check, read or paraphrase the following:

You have heard of magical portals such as these. Usually there is one such portal constructed by a wizard with a talent for divination. The portal focuses his divinatory energies, so that creatures that pass through are better able to pursue the fate he has divined. But you've never heard of a room such as this, with so many portals and so many prophets.

Knowledge (history): On a successful DC 20 check, read or paraphrase the following:



As you look about the room, you start to recognize some of the faces. There is Bacchus the satyr-prophet, who could read fortunes in a mug of ale – but his face has been disfigured, and the mug before him seems empty. There is Lord Sorden, court mage of a king now dead for 400 years, of whom the legends say he simply disappeared one night. And there you see Mad Glydia, the strange witch of the northern steppes whose prophetic words were sought by emperors and arch-mages. She is said to have vanished 40 years ago. It seems someone has collected the greatest prophets of the ages and put them together in this room.

Knowledge (local), Knowledge (nobility or royalty), and Knowledge (religion): On a successful DC 30 check, the PC recognizes some faces (as with Knowledge (history), above), but their knowledge is more limited – either they see a local prophet, recognize a noble reputed to have second sight, or see a religious figure whose visions were well-known.

Listen: PCs without Gather Information can use Listen to try to pick up interesting threads of chants through the overwhelming roar. A DC 20 Listen check allows a PC to zero in on something interesting (similar to the Gather Information checks above, should the PC spend enough time wandering and listening); a DC 25 Listen check allows a PC to find a prophet seemingly speaking about him (in a way that affects his exit; see below).

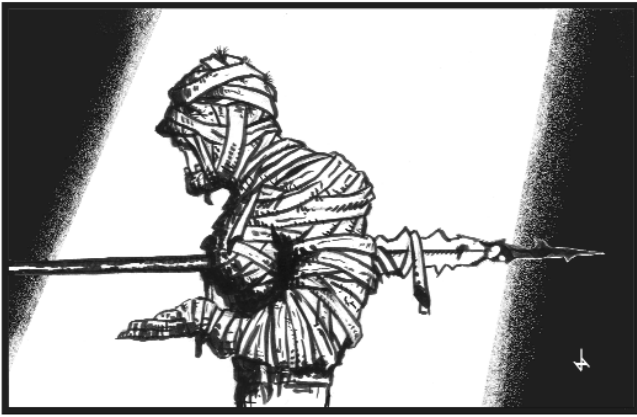
Search: A search reveals nothing. There are no secret doors, hidden messages, or other such things.

Spot: A careful review of the room allows the PCs to locate (Spot DC 15) any particular prophet they want, though it may take time to wander the hall. For example, if they want to find an elf prophet, they can find one. More than 1,000 prophets are here; except for the most ludicrous requests, it is probable that a representative prophet can be found.

Interaction with the Prophets: There are a lot of prophets here, all strange. Here are four examples, but the GM is encouraged to create more.

Babbit: A 12-foot-tall giant wrapped head-to-foot in bandages like a rotten old mummy. Even his face is covered. A gigantic barbed spear goes right through his chest, four feet of handle on one end and six feet of barbed blade on the other. Babbit bleeds eternally, and he holds his bandaged hands beneath his wound, exquisitely feeling the reverberation of each drop of blood that falls. His massive muscles ripple through the bandages, yet he is bound by only the most fragile silver chain tied in a bow around his ankle. Babbit chants a new line each time a blood droplet falls; these are some things he might say:

*Blood of head, thoughts you'll require.
Blood of arm, you must be strong.
Blood of heart, do you have the courage?
More blood of heart, you must be brave.*



*Last drop of fear, vanquish it forever.
Blood of toe, you must run fast.*

Fair Sylvia: Sylvia, a once-beautiful nymph, had a natural talent for divination. The devil-lich had her flayed and restitched into her inside-out skin, then blinded her by exposing her to the beauty of a nymph even fairer than she. Now she is the ugliest of creatures, utterly blind, alone. She is chained with four massive manacles, one to each limb, and predicts the future by uttering insane chants interspersed by the occasional flash of truth, such as this:

*If you're cold, feed the sea;
Use not the day, lest you fall with me;
Forever safe, forever dangled,
The dog himself by his own tail was strangled.
[PC name], beware the sundered sword!
BEWARE THE SUNDERED SWORD!*

Blind Ariel: Blind Ariel was a child born without eyes. Upon hitting the age of 6, he stopped aging but continued growing. Now he is an oversized child, some 6 feet tall, with strips of flesh where his eyes should be. Now blind, he uses a cane to trace messages on the ground. The messages are written in Common but since his cane has no ink, careful attention is required to see what he is "writing" (Spot DC 15 to realize he's "writing"; Int or Decipher Script check DC 20 to understand it). His prophecies are short messages: "Aim true," "Be of strong arm," "Look high," "To the north," and so on.

The Doppelprophet: No one knows the origin of this strange doppelganger. It is mute, blind, and dumb. It is held in place via a powerful magical compulsion; it has no physical restraints. The doppelganger predicts the future by morphing its body into the shapes of important people. It changes shape every few minutes, sometimes more rapidly in order to display a group of related people. A PC that stares at the doppelganger long enough will eventually see it turn into people he recognizes, intermingled with those who he has not yet met, all of whom have a role in his future. Use the NPCs in this adventure as examples of those not yet met, such as Lord Braxus, Chalychia, Jengenritz, or

Khetira. In tournament play, the PC sees a progression of each character in his party, then the Trollfiend ("a horrid troll-like creature with a wide leering mouth and a long tongue"), Khetira ("a beautiful drow sorceress with long fangs"), Lord Braxus ("an evil-looking drow warrior with a stake through his heart"), Jengenritz ("a vengeful svirfneblin that has been terribly burned with a gaping axe wound in his chest"), and Chalychia ("a powerfully muscled female drow with leathery wings, black horns, and rotting skin").

Exiting the Room: Once the PCs choose a door, they may be bound to the fate expressed by the prophet associated with it. The determining factor is whether they possess the first shard of *True Death* or not; if they have it, they are bound to a fate; if not, they simply go back to area 1-2, possibly with a penalty to attack rolls (as described above under the hourglass).

If the PCs exit through a door with a shard of *True Death* in hand, make up a fate as appropriate to the prophet, whether one described above or one you make up. If the PCs are careful, they should be able to find a prophet that creates a positive fate. If the PCs exit through different doors, they each receive a different modifier.

To get ideas for various fates, or if the PCs pick a door randomly, use the following table. All modifiers are insight bonuses (or penalties), and last for 24 hours.

Tournament Result: In tournament play, there are only seven possible options: exiting without the shard of *True Death*, regardless of door chosen (result is teleport back to area 1-2 with no fate effect); not choosing a door before the hourglass runs out (result is teleport to area 1-2 or 1-8 depending on whether they have the shard, and a -1 penalty to all attack rolls); choosing one of the four prophets indicated above (effect as below); or choosing any other prophet (a default option, effect as below).

The four prophets indicated above have results as follows. Should the PCs simply pick a random door, or use a door associated with any other prophet, use a roll of 4 for the default tournament average result (a -2 penalty to Willpower saves, reflecting horrific prophecies of their own deaths and the cumulative horrors of this evil place starting to wear on the PCs).

Babbit: +1 to all saves against fear-based effects.

Fair Sylvia: +2 to all Sense Motive checks against *True Death*.

Blind Ariel: +1 to ranged attack rolls.

The Doppelprophet: +1 to all attack rolls against the NPCs portrayed by the doppelprophet.

Roll	Fate
1	-1 to all saves
2	+1 to all saves
3	+2 to Reflex saves
4	-2 to Willpower saves
5	+4 to Spot checks
6	-4 to all Knowledge checks
7	+1 to attack rolls
8	+2 to damage rolls
9	-1 to attack rolls
10	-2 to damage rolls
11	+4 AC against all attacks of opportunity (insight bonus; stacks with Mobility)
12	-2 AC against all touch attacks
13	+2 to ranged attack rolls
14	-2 to ranged attack rolls
15	+1 to spell save DCs
16	-1 to spell save DCs
17	Suffer double damage from all piercing weapons
18	Damage reduction 2/-
19-20	Flash of insight: 1d4 times over the next 24 hours, at the GM's discretion, the PC receives a flash of insight on how to resolve a situation, how to defeat an opponent, or how to solve a puzzle.

Area 1-8 – The Flint Golem Hallway (EL 14): Read or paraphrase the following:

A long, narrow hallway stretches nearly 80 feet before you. The walls along the hallway are worn with age, the stone rough and unfinished. The state of the hallway is a stark contrast to other parts of the tomb. Sludge seeps into the end of the hallway through a spider web of cracks in the stone walls and ceiling, forming puddles in between the uneven tiles on the floor. The hallway smells faintly of perfume.

A large statue of a crouching figure is at the end of the hall, nearly filling the entire corridor. The figure holds a gleaming shard of metal in its coarse hands.

PCs that exit one of the portals in area 1-7 are teleported to the northern 30-foot wide portion of this hallway. The teleport portal works both ways. Inscribed on the floor (in Infernal) is the word “ternur,” needed to activate the portal on this side. Uttering this word teleports PCs to area 1-7.

Once the PCs have entered, give them players hand-out I. This hallway has four areas: a pressure plate that activates the subsequent traps (area A); a pit trap (area B); a specially designed stone golem made of flint, which scrapes the wall as it advances in order to create sparks which light an oiled area of the hallway ablaze (area C); and a falling stone block trap, which once activated blocks the PCs’ retreat (area A but only active after area C has been encountered).



There is also a secret door, which is hidden in the pit trap (area B).

Area 1-8A – The Trap Which Is Not a Trap – Yet: An apparent pressure plate spans the width of the hall, and is relatively easy to notice (Search DC 15). A DC 15 Disable Device or Craft (trapmaking) check indicates that it appears to be the trigger mechanism for a trap. When 50 pounds of pressure is applied, the floor section sinks an inch, with an audible *click*. A DC 35 Disable Device check is needed to actually disarm this plate from its true purpose, but any roll of 20-34 results in a rogue thinking he has disabled the function.

Nothing happens when the PCs first enter and activate this trap. But once the flint golem has stirred and left its roost (see below), it steps off a matching pressure plate at the end of the hall. Removing weight from the plate under the golem activates the *real* function of the first pressure plate at area A. From now on, if at any point there is less than 300 pounds of pressure on the plate under the golem, then any weight of 50 pounds or more on the first plate at area A triggers a series of falling stone blocks, sealing off the teleport portal back to area 1-7.

The falling stone block trap affects the entire north side of the hallway, up to the pit trap. A number of blocks are intentionally designed to fall directly in front of the teleport portal to area 1-7, occupying the square directly in front of it and the two adjacent squares. It takes 20 minutes of game time to clear this rubble from the doorway and make it passable again.

Falling Stone Block Trap: CR 9; mechanical; location trigger; automatic reset (6 hours or 300 pounds of pressure to area D); Atk slam +15 melee (15d6 (53^M)); 5-foot-by-10-foot area of effect; Search DC 30; Disable Device DC 35 (result of 20-34 provides a false positive) (jam mechanism to prevent floor from sinking).

Area 1-8B – The Trap Which Really is a Trap: Just beyond the first pressure plate is a false floor which opens into a spiked pit trap. The ruse is that a PC who assumes the first pressure plate is a serious trap will



then attempt to jump across the false trap but will fall directly onto the real pit trap. Twenty-five pounds of pressure are enough to collapse the false floor.

A narrow ledge along the western edge of the wall, about one foot wide, is safe to travel along. Spotting the safe route requires a Search check (DC 27, increased to DC 32 if PCs attempt to search from the far side of the false trap in area A). PCs who notice the safe path may attempt to walk across with a DC 12 Balance check. A failed Balance check means the PC falls into the spiked pit trap.

Poisoned Spiked Pit Trap: CR 9; mechanical, location trigger; automatic reset (10 minutes); DC 20 Reflex save avoids (DC 25 if target jumps onto trap location); 40 ft. deep (4d6 (15), fall); pit spikes (+12 melee, 1d4+1 (3) attacks, 1d6+1 (4) damage per attack + poison); poison (hooded asp venom, DC 22 Fortitude save resists, 1d6 (3) Dex + 1d6 (3) Str/2d6 (7) Dex); Multiple targets (first target in each of two adjacent squares); Search DC 27 (DC 32 if done from across false trap in area A); Disable Device DC 18 (jam pit door so it won't swing open).

The skeletal remains of several unfortunate adventurers litter the bottom of the pit. A DC 16 Search check will uncover the following: four rubies (200 gp each), a +2 *shortsword of brilliant energy*, a +2 *small metal shield*, a +1 *chain shirt*, and a *wand of owl's wisdom* (17 charges).

Fifteen feet down the west side of the pit is a 5-foot-tall secret door. Its base is twenty feet above the bottom of the pit. Discovering the secret door requires a DC 30 Search check, and the searcher must specifically mention they're searching the middle of a wall (requiring climbing gear of some kind). Unless the climbing character has magical assistance (such as *spider climb*) or exceeds their required Climb DC by 10 points or more, they are considered distracted by their attempts to keep from falling and cannot take 20 on this Search check.

Area 1-8C – The Flaming Hallway: The end of the hall near the crouching form of the statue is filled with heavily scented and very flammable oil. Cracks in the wall allow seepage from the large oil reserve housed above the tunnel. The statue itself is a flint golem, created to protect a shard of *True Death*.

As you approach the end of the hall, the cloying stink of overly sweet perfume is very strong. The statue appears to be a crude depiction of the Devil-Lich herself, fashioned with sharp angles and exaggerated features.

The light gleaming from the shard makes it more apparent that the end of the hallway is in poor repair. Small patches of mildew and mold cling to the puddles collecting in the gaps between floor tiles. The tiles are uneven and many are cracked. The ceiling sags slightly, with more cracks tracing their way from the ceiling to the floor along the roughly hewn walls.

As soon as a PC comes within 10 feet, or more than one PC enters the area effect of the flame trap, the flint golem activates. The flint golem stands up and scrapes along the walls with its head while rubbing its palms across the metal shard, creating sparks and igniting the hallway. Once the hallway ignites, it generates enough smoke to create a miss chance due to concealment.

If the flint golem chases down the PCs, it is large enough to step across the pit trap at area B without falling in.

Tactics: The golem attempts to have as many PCs as possible between him and the pit before moving, ensuring maximum effect of the blast zone of the flaming oil. This also activates the original pressure plate if PCs attempt to flee. After releasing its *slow* effect, it bull rushes targets into the pit. Even if the golem is defeated, the original pressure plate in area A is now activated, unless of course, the golem's body is put back onto its starting plate.

Flaming Hallway Trap: CR 9; mechanical; event trigger (golem moving or oil ignited); Automatic reset (24 hours); spell-like effect (fire, lasts 5 rounds, DC 18 Reflex save half damage, damage by round: 10d6 (35), 8d6 (28), 6d6 (21), 4d6 (14), 2d6 (7)); large area of



effect (10 ft. x 30 ft.); generates enough smoke to give concealment to all creatures in hallway (20% miss chance); Search DC 25; Disable Device DC 35 (wash away or dilute oil so it won't ignite).

Flint Golem: CR 12; Large Construct; HD 18d10+30; hp 129; Init -1; Spd 20 ft.; AC 26, touch 8, flat-footed 26; Base Atk +13; Grp +26; Atk slam +21 melee (2d10+9 (20)); Full Atk 2 slams +19 melee (2d10+9 (20)); Space/Reach 10 ft./10 ft.; SA *Slow* (1/every 2 rounds, Will DC 19); SQ Construct traits, DR 10/adamantine, darkvision 60 ft., immunity to fire, immunity to magic, low-light vision; AL N; SV Fort +5, Ref +4, Will +5; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

SA — *Slow (Su)*: Once every 2 rounds as a free action, a flint golem can use a *slow* effect, as per the spell. It has a range of 10 feet, duration of nine rounds, and requires a DC 19 Will save to negate.

Area 1-9 – The Reverse Polarity Room (EL 16): Before the PCs open this door, a DC 5 Listen check allows them to discern the chanting beyond. Once the door is opened, read or paraphrase the following:

On opening the door, you see a vaulted hall about 40 feet wide by 50 feet long. The hallway is dimly lit by flickering candles hanging on the walls. At the far end of the room are four statues, each roughly 10 feet tall, situated behind a black altar. A dozen shadowy apparitions flit before the tediously decorated black altar, chanting in harmony as a central

figure raises his hands toward the ceiling. He wears a shining suit of plate armor adorned with a pure white tabard displaying a golden set of justice scales entwined with ivy. His face is shriveled and taut against his cheekbones and his eyes burn with a crimson glow. Tattered patches of hair hang from his exposed skull. He sneers with rotted teeth as he sees you. The apparitions cease their praise and glide toward you.

Now show the players handout J. The ceiling is 40 feet high and the candles shed *continual flame*. The statues depict barbed devils.

The most important things to remember about this room are (a) the altar reverses the effects of most magic, as described below, and (b) the altar itself can be destroyed, either by weapon damage or by turning attempts.

The Undead Priest: The undead priest is a lich known as Foegar. Foegar was once a good cleric, dedicated to a lawful god of justice, who adventured to Chalychia's lair to destroy her. A successful DC 20 Knowledge (religion) check is needed to determine that his deity was Justicia. During their conflict, Chalychia tricked him into touching the evil altar within this room. The resulting shift of his alignment made him a powerful ally and she could think of no better fate than to make him a lich like herself.

In life, Foegar was a lawful good cleric who prided

himself on his ability to heal. When he became undead, his prayers were answered by Chaotor, a minor god of betrayal and chaos. Chaotor welcomed the tragic cleric to his priesthood and grants him spells. As a lich, Foegar retains this affection for healing magic. *Cure* spells would normally damage him, but thanks to the power of the altar, he can once again cure himself with healing magic and use these same spells to harm his foes. Spells that normally cause damage instead heal a like amount of damage, including area of effect spells like *fireball*, while spells that are alignment-based function against the polar opposite alignment. Foegar is fully aware of the altar's effects and uses this greatly to his advantage.

The Altar of Reverse Polarity: The negative power of the altar intrigued Chalychia, but she found it too dangerous and thought it better left to a subordinate. The altar has several effects on individuals that enter the room. The altar operates by reversing the polarity of magic within 50 feet and affects magic and/or spells in the following ways.

- Magical pluses on weapons function as minuses equal to their value (for example, a +3 *longsword* becomes a -3 *longsword*). Magical pluses on armor and other magic items are not affected.
- Spells that heal wounds inflict damage instead (for example, a *cure wounds* spell becomes an *inflict wounds* spell). This means that, in this room, a *cure wounds* spell heals damage to undead.
- Spells that cause damage heal a like amount of damage (for example, a *fireball* heals 1d6/level in a 20 ft. radius). This means that, in this room, an *inflict wounds* spell causes damage to undead.
- Turning attempts aimed at creatures are disrupted. (Those aimed at the altar itself can damage it; see below.) The altar is not strong enough to completely reverse divine power, but it does impede it.

Turning attempts have no effect on the undead residents of this room, but still count toward a cleric's total for the day. In addition, turning attempts appear to bolster the undead, causing the shadows within the room to grow by one size increment for each turning attempt. For example, after one attempt the shadows appear Large, then after a second attempt they appear Huge. In reality this effect is illusory; the shadows appear larger, but occupy the same space and have no change in their statistics.

- Spells that enhance abilities (such as *bull's strength*) are unaffected.
- Spells and abilities that are alignment based (such as *protection from evil*) function against the polar opposite alignment.
- Other spells, magic items, and magical effects are not affected, unless they fall into one of the categories above. Note that the room is not a complete "everything is opposite" room; rather, it is the lair of a specific magic item (the altar), which has certain effects as specified above.

Altar of reverse polarity (black crystal altar): 3 ft. wide x 5 ft. long; AC 10; Break DC 30; Hardness 2; hp 72; vulnerable to *dispel magic*, *shatter*, *dispel evil*, and turning attempts (see below).

The altar radiates strong evil and reverses the polarity of affected magic within 50 feet (which encompasses the entire room). Anyone touching the altar with their bare hand must make a DC 22 Will save or their alignment immediately shifts to the polar opposite (lawful good becomes chaotic evil). This effect is irreversible even if the altar is destroyed. Powerful magic (such as a *wish* or *miracle*) can revert the PC's alignment to its original state, but an *atonement* spell is still required to right any evil the PC may have committed while his/her alignment was reversed.

Justicia

Justicia is a lawful good goddess of merciful justice. Her followers are good clerics, noble warriors, judges, sheriffs and lawmen, chivalrous knights, guardsmen, and others who defend the common good. She appears as a statuesque knight with long dark hair, holding the scales of justice in one hand and a gilded longsword in the other. Her domains are Good, Healing, Law, and Protection. Her favored weapon is a golden longsword.

Chaotor

Chaotor is a minor demigod of betrayal and chaos. He is known for his fickle whims, to which even his followers are subject; he has been known to withhold spells for no reason other than his own amusement. Chaotor is followed by medicine men, witch doctors, and shamans of the evil beastmen races, especially minotaurs, grimlocks, medusae, bugbears, and evil centaurs that have abandoned their racial deities. He appears initially as a wise, kind old man with disturbing, inappropriate beast traits, such as dark, sharpened horns or cloven hooves; after gaining a victim's trust, his appearance changes into that of an evil beast creature. His domains are Chaos, Healing, and Trickery. His favored weapon is a staff of Caduceus with a razor-sharp stiletto blade concealed at one end. This exotic weapon has stats similar to a quarterstaff, except that one end is a dagger blade while the other is a normal quarterstaff. It is a double weapon, and all clerics of Chaotor automatically gain proficiency with it.

The altar can be damaged by weapons, including a monk's fists. *Shatter* causes 10 points of damage to the altar and other sonic effects cause normal damage. A successful *dispel magic* (caster check DC 25) cancels the effects of the altar for 1 round. A *dispel evil* cast upon the altar causes it to suffer 20 points of damage and cancels its power for 1 round.

Clerics (and paladins) may attempt to use their divine power directly on the altar (i.e., make a turning attempt). If their attempt affects 12 HD or more, the altar suffers 10 points of damage. If they make a turning attempt elsewhere in the room that is not aimed at the altar, a DC 15 Spot check allows them to notice that their ambient turning attempt caused minor cracks in the altar (but no serious damage).

The altar now serves as Foegar's phylactery. When he attained his status as a lich, he fused his soul with the altar and became its eternal protector. The altar must be destroyed to ensure that he remains dead.

Skill Checks: Skill checks in this room reveal the following:

- **Knowledge (arcana), Knowledge (religion), and bardic knowledge:** DC 20 recognizes the altar as a source of evil magic; DC 30 recognizes that it reverses the polarity of some magic.
- **Spellcraft:** DC 25 recognizes that a spell effect has been reversed by the altar. If the check is made before a spell has been altered, no information is revealed, but once a reversed spell effect occurs, the character making the check realizes the reversal is due to the altar.

The Secret Door: The secret door is carefully crafted into the stone wall. It is activated by pressing on a stone tile in the floor, and can be detected with a DC 30 Search check.

Tactics: Foegar commands his shadows to attack the weaker members of the party first. He hopes to remove spell casters and healers before they realize the effects of the altar. He uses his most powerful spells first, such as *greater command* or *heal*, on fighter-types. He attempts to prevent anyone from getting around him to the altar, which he protects at all costs. Anyone striking or attempting to damage the altar draws his immediate attention. He responds by animating three of the statues and commanding them to attack.

Foegar, Male Human Lich Clr13: CR 15; Medium Undead; HD 13d12; hp 97; Init +6; Spd 30 ft.; AC 26, touch 11, flat-footed 25; Base Atk +9; Grp +12; Atk touch +12 melee (1d8+5 (9) plus paralysis); Full Atk 2 touches +12/+7 melee (1d8+5 (9) plus paralysis); SA Fear aura (DC 17 Will save), paralyzing touch (DC 17 Fortitude save); SQ Turn resistance (+4), DR 15/bludgeoning and magic, immunity to cold, electrici-

ty, polymorph, and mind-affecting attacks, undead traits; AL CE; SV Fort +14, Ref +5, Will +13; Str 15, Dex 14, Con —, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +15, Heal +15, Listen +12, Spellcraft +15; Combat Casting, Combat Reflexes, Extra Turning (8 attempts/day), Improved Initiative, Lightning Reflexes.

Divine spells prepared (6/7/7/6/6/4/3/2, DC 13 + spell level): 0—*detect magic* (x2), *read magic*, *virtue*, *guidance*, *resistance*; 1st—*bane*, *command* (x2), *cure light wounds** (x2), *divine favor*, *shield of faith*; 2nd—*aid*, *bull's strength*, *cure moderate wounds** (x2), *darkness*, *silence* (x2); 3rd—*bestow curse*, *blindness/deafness*, *cure serious wounds**, *dispel magic*, *inflict serious wounds* (x2); 4th—*chaos hammer**, *divine power*, *inflict critical wounds* (x2), *spell immunity*; 5th—*greater command* (x2), *mass cure light wounds**, *summon monster V*; 6th—*heal** (x2), *animate objects*; 7th—*mass cure serious wounds**, *word of chaos*.

Domains: Healing and Chaos (*indicates domain spell)

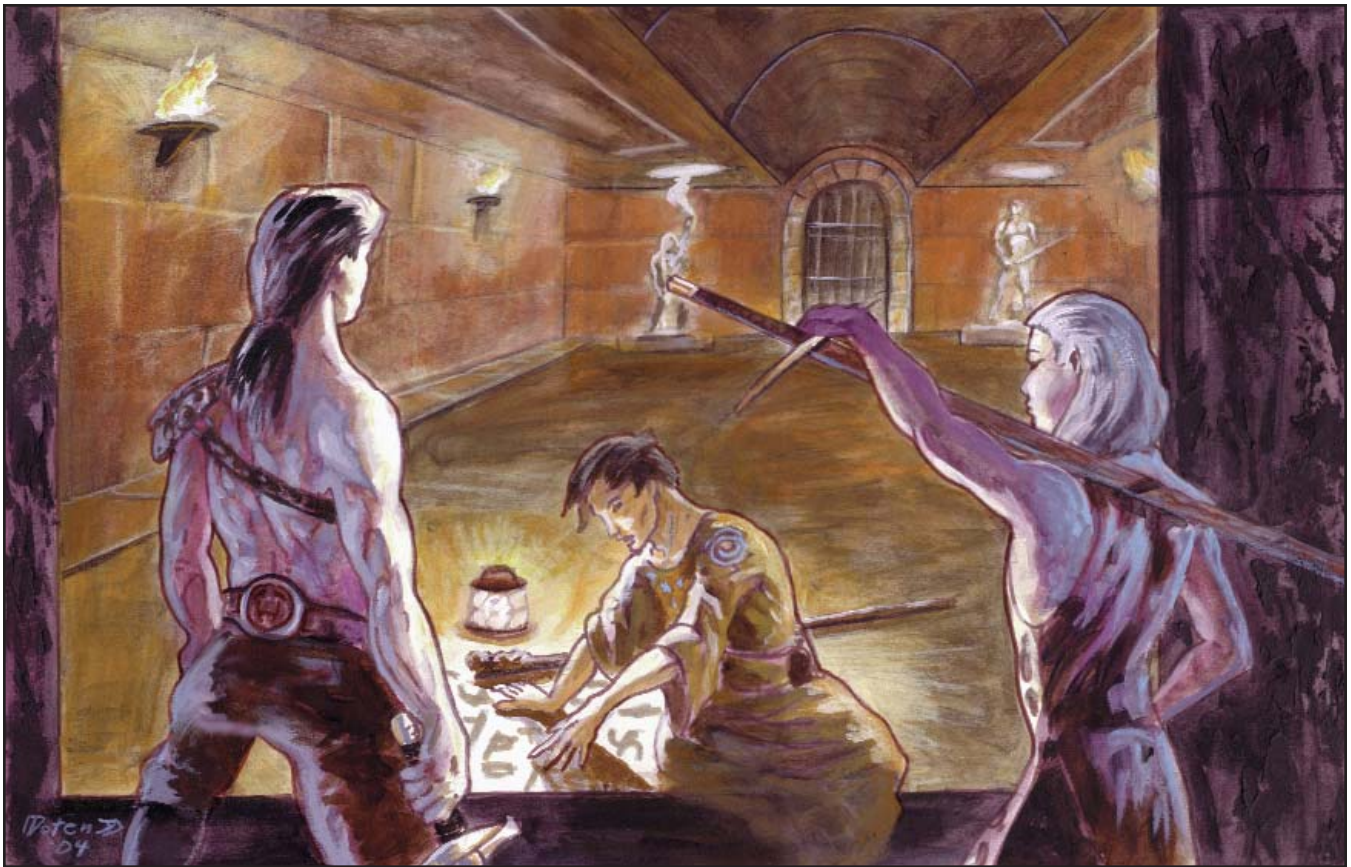
Possessions: Full plate armor, steel shield.

Shadows (12): CR 3; Medium Undead (incorporeal); HD 3d12; hp 20 each; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1, Grp —; Atk/Full Atk incorporeal touch +3 melee (1d6 (4) Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, turn resistance (+2), undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Animated Statues (3): CR —; Large Construct; HD 4d10+30; hp 50 each; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk slam +5 melee (1d8+4 (9)); SQ Hardness 8, construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.





Level 2: The Chambers of the Damned

Unless noted in the text, all corridors are 10 feet high and the walls are hewn stone. Typical doors are plain stone, but many doors have unique appearances or functions as described in the text. Ceiling heights vary from room to room. There are no wandering monsters in the crypt.

Hewn Stone Walls: 3 ft. thick; hardness 8; hp 540; Break DC 50; Climb DC 25.

Typical Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Tournament Notes, Level 2

If the adventure is being run as a team tournament, consult the notes at the beginning of the adventure. In addition, make note of the following items:

- Consult the notes from round 1 to determine which portal the PCs used in area 1-7. Apply these effects for the entire level.
- Assume the PCs recovered both shards of *True Death* during round 1.
- If at some point during round 2, the PCs state they are masking their intentions from Chalychia's scrying (see the sidebar on page 18), then award them the bonus points on the round 2 scoring sheet.

Areas of the Map

Area 2-1 – The Hallway of Horrible Death (EL 13): After the characters have descended the stairs, read or paraphrase the following:

The black stone door before you has a massive bas-relief of a cawing crow thrusting its head from the stone at about chest height. The latch to open the door is found within the bird's gaping maw.

Give the players handout K. PCs must brave the razor-sharp beak to locate and use the doorknob. A *detect magic* spell reveals a powerful aura of transmutation magic around the crow's head, and it is indeed trapped. The latch can be triggered with a *mage hand* spell, but moving the latch triggers another trap centered on the latch. This second trap, a barrage of darts, can be avoided only by disabling it prior to moving the latch. Any movement of the latch will trigger the trap. Note that the dart trap can only be disabled by exposing one's hands to the crow head trap, as it is nested within the crow's maw.

Characters that have been through *Dungeon Crawl Classics #5: Aerie of the Crow God* recognize the crow head design as the mark of Malotoch, the Carrion Crow Mistress and goddess of cannibalism. A DC 15

Knowledge (religion) check (+4 if previously familiar with Malotoch) reveals that whoever crafted this door was a worshipper of Malotoch, but it doesn't appear to be a shrine or religious location so much as simply an intimidating design for a door.

Black Stone Door: 6 inches thick; Hardness 8; hp 90; Break DC 28; Open Lock DC 30.

Crow Head: Hardness 8; hp 30.

Crow Head Trap: CR 9; magical; proximity trigger; automatic reset; command word bypass ("orebh," DC 35 bardic knowledge); DC 25 Reflex save for half damage; the crow beak bites down on anything that enters its maw, causing 2d8+4 (13) points of damage plus disease; disease (demon fever, no incubation time (magical variant), DC 18 Fortitude save resists, 2d6 (7) Con); a hit indicates that the victim's forearm is held fast, requiring a DC 30 Escape Artist check or a DC 26 Strength check to get free; if the trap fails to catch hold of a victim, or after a victim breaks free, the crow head emits a terrifying caw that mimics a *fear* spell as cast by a 10th level sorcerer (DC 16 Will save to avoid being panicked for 10 rounds, otherwise shaken for 1 round); Search DC 25; Disable Device DC 29 (jam beak so it can't compress).

Razor Darts Barrage Trap: CR 9; mechanical; touch trigger; manual reset; Atk +18 ranged (1d4+1 (4) plus disease, dart); disease (demon fever, no incubation time (magical variant), DC 18 Fortitude save resists, 2d6 (7) Con); multiple targets (1d8 (4) darts per target in 40-ft.-by-10-ft. area); Search DC 35; Disable Device DC 37 (jam spring mechanism so darts won't launch).

Note: Reaching this trap to disable it requires exposing one's hand to the crow head trap. Someone who reaches into the crow head trap to move the latch and whose forearm is caught by the crow head trap is automatically hit by the razor dart barrage trap.

Once the door is open, distribute players handouts L and M, and continue:

The hallway beyond is 60 feet long and 20 feet wide, and ends in another door. Two amazingly lifelike statues flank the door at the opposite end. The one on the left looks like a rugged human brandishing a sword, and the one on the right looks like a dwarf carrying aloft a torch. There is a round opening in the ceiling above each statue.

Marble pavers, distinct from the rest of the floor, run down either side of the hall, ending before one of the two statues. Etched in the floor immediately inside the entrance is the following verse:

Once before, this crypt was looted.

The robber bore one sack of gold;

His henchman stout bore two sacks.

To proceed, you must walk the path

Of he who bore the heavier load.

The correct action is to walk along the marble pavers on the left (those close to the northern edge of the room), leading to the robber, for he carries the heavier load (one sack of gold, while his henchman carried two sacks – both empty). If even one PC proceeds along the right pavers or directly down the middle, as soon as they reach the midway point, most of the ceiling drops quickly to crush those beneath. The round opening above each statue is a space in the collapsing ceiling; it doesn't drop on the statues.

Dropping Ceiling Trap: CR 12; mechanical; location trigger; repair reset; ceiling drops (15d6 (53M), crush); multiple targets (all targets in the 20 ft. by 60 ft. hallway, except those on the 3-foot-wide pavers on the left-hand side); never miss; onset delay (1 round); Search DC 35; Disable Device DC 30 (reinforce rafters that prevent ceiling from collapsing so they won't release ceiling).

Area 2-2 – The Elevator of Doom (EL 15): Once the characters have opened the door to this room, read or paraphrase the following:

The stone door creaks slowly open with a short squeal of long-unused metal on metal. The room behind the door is a 60-foot square. Four massive rectangular wooden support columns appear to be mortared into the corners of the room. The wood appears slick and oiled. The stone floor and 10-foot-tall ceiling are both perforated with tiny holes. In the center of the room is a squat, circular stone wall that appears to be a well or cistern. Along each wall are three wooden doors, much like the one that was just opened.

The sound of running water can be heard from below.

See page 95 for a cross-section of this room, which is actually the elevator car in a gigantic elevator. When the trap is activated, the room begins to lower, guided by four huge chains. The four wooden columns are casings for the four huge chains, which are connected at the top and bottom of the shaft. The bottom of the elevator shaft is 45 feet below the room's floor level. At the bottom of the elevator shaft is a pool of water 25 feet deep, so the room's floor level is 20 feet above water level. Once the room begins to lower, it slowly gets closer to the water. When the floor level finally sinks below the water level, the circular well allows the water to pass into the room, eventually submerging it. The ceiling moves down with the floor, ensuring that there is nowhere to hide in the submerged room.

As if that's not enough, the bottom of the elevator shaft is fitted with long, vertical spikes. The perforations in the floor are guide holes for the spikes, which thrust upward through the floor once the elevator has descended far enough. Finally, there are the dire shark ghosts that reside in the large basin of water at the bottom of the shaft, which is where the well leads.

As soon as a PC attempts to open any door, the mechanism comes to life. It also triggers 5 rounds after the PCs first open the door into the room, regardless of whether they touch any other doors.

The elevator lowers each round for 10 rounds, increasing the trap's potency. Use the table below to determine what is happening on each round. See below for detailed descriptions of the elements of the trap.

There are two ways to trigger the trap: opening any wooden door, or waiting too long after entering the room, since the trap automatically activates on the 5th round after any of the real doors are opened.

The wooden doors are more than they appear to be. They are specially constructed layered doors made from a casing of wood around an iron core, making them difficult to destroy. To make matters worse, only one door on each wall is real; the other two are false. The false doors can still be "opened" to reveal a normal stone wall behind them.

Layered Wood/Iron Door: 4 inches thick; hardness 10; hp 90; Break DC 28; Strength DC 20 to hold open or closed.

On the fifth round after the elevator begins its descent, water begins to pour through the holes in the floor, as well as from the large central well, and begins to fill the room. The room is actually being lowered into a 25-foot deep pool of water at the bottom of the shaft. Within three rounds (rounds #5-7), the room becomes totally submerged and victims face drowning.

The elevator room is only 10 feet high, whereas the water at the bottom of the elevator shaft is 25 feet high. When the room rests at the bottom of the shaft, there will be 10 feet of water filling the room, and *another* 15 feet of water (due to displacement) above the ceiling of the elevator room. Due to their ethereal nature, the dire sharks can reach this part of the room should they choose.

Flooding Room Trap: CR 7; mechanical; proximity trigger; automatic reset after 24 hours; no attack roll; victims subject to drowning; Search DC 25; Disable Device DC 35 (jam descent of elevator).

The bottom of the shaft is covered in sharp steel spikes that are each 10 feet in length. PCs caught in or under the sinking room are impaled by 1d6 of these spikes on round 9, per the stats below. A PC takes damage from the spikes only once, on round 9; after that, they extend far enough into the room to be avoided.

Falling or jumping into the well may cause falling damage, per the usual rules for falling into water (see "Falling" under "The Environment" in Chapter 8 of the DMG). Additionally, falling or jumping into the well from any height of 20 feet or more above water level causes damage from 1d6 spikes.

Long Steel Spike Trap: CR 10; mechanical, location trigger; manual reset; DC 25 Reflex saves avoids; in round 9 room moves down onto long steel spikes (1d6 (4) spikes for 2d6+5 (12) each); never miss; onset delay (8 rounds); Search DC 25; Disable Device DC 35 (jam descent of elevator or find a weak spot where spikes can be moved to create an area of safety).

Area 2-2 Summary

Round	Elevator Movement	Feet Below Start	Event
1	Shudders	0 ft. (start position)	Door the PCs entered through closes and locks (it can still be broken down); all other doors close and lock (Reflex DC 20 to jump through a closing door for characters standing beside it); the room begins to move.
2	Drops 5 ft.	5 ft. below start	All doors stuck shut (can still be broken down, if PCs can reach them).
3	Drops 5 ft.	10 ft. below start	
4	Drops 5 ft.	15 ft. below start	
5	Drops 5 ft.	20 ft. below start	Water begins to come into room via well and holes in the floor.
6	Drops 5 ft.	25 ft. below start	Water is 5 ft. deep in room.
7	Drops 5 ft.	30 ft. below start	Water at ceiling height; room is completely submerged; dire shark ghosts swim into room via well.
8	Drops 5 ft.	35 ft. below start	Spikes come through holes in the floor; occupants impaled; dire shark ghosts attack.
9	Drops 5 ft.	40 ft. below start	Spikes 5 ft. into room; sharks continue attack.
10	Drops 5 ft.	45 ft. below start	Spikes 9 ft. into room; room rests on bottom; sharks continue attack.

Dire Shark Ghosts: Two dire shark ghosts inhabit the water. They are tied to the room itself and cannot leave. Although they remain in the water and attack anything that enters their watery domain, they are capable of flight and will leave the water to fly after PCs who successfully evade the trap. In general, though, they remain in the water and “act normal,” going so far as to wait until round 7 to swim up through the well to attack anyone left in the room. They are mindless undead, driven by an undead hunger for flesh and revenge. They continue to attack anyone who is in the water until a PC either swims up through the column or they are all destroyed. Their ghostly touch attack manifests as a massive bite that deals corrupting touch and draining touch damage rather than the shark’s usual bite damage.

Dire Shark Ghosts (2): CR 11; Huge undead (aquatic, incorporeal); HD 18d12+66; hp 147, 147; Init +2; Spd fly 30 ft. (perfect), swim 60 ft.; AC (ethereal) 17, touch 10, flat-footed 15, (manifested) 14, touch 14, flat-footed 14; Base Atk +13; Grp +27; Atk/Full Atk ghostly bite +13 touch (1d6 (3) plus 1d4 (2) points of any one ability score); Space/Reach 15 ft./10 ft.; SA corrupting gaze (Fort DC 21), corrupting touch, draining touch, horrific appearance (Fort DC 21); SQ manifestation, keen scent; SV Fort +15, Ref +13, Will +12; AL NE; Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 14.

Skills and Feats: Listen +12, Spot +11, Swim +14; Improved Natural Attack (bite), Toughness (4); Weapon Focus (bite).

SA – Corrupting Gaze (Su): Range 30 feet, Fort save DC 21 or 2d10 (11) damage and 1d4 (2) Charisma damage.

SA – Draining Touch (Su): The ghost sharks heal 5 points of damage for every successful touch attack.

SA – Horrific Appearance (Su): Range 60 feet, any target that views ghost, Fort save DC 21 or 1d4 (2) points of Strength, Dexterity, and Con damage; successful save indicates cannot be affected for 24 hours.

SQ – Manifestation (Su): When on the ethereal plane or against ethereal opponents, the ghost sharks retain their normal bite attack (+18 melee, 2d8+9 (18)), their improved grab ability, and their swallow whole ability. Otherwise, a ghost must manifest to attack. A manifested ghost can attack only with its touch or gaze attacks, and is subject to a 50% miss chance from corporeal attacks.

Escape Options: PCs have five options for escaping this death trap. First, they can break through the weakened wooden columns and ride the chains up through the ceiling (DC 20 Reflex save or take 2d6 (7) points of bludgeoning damage from the chain). Second, they can break through the wooden columns and instead swim up through the passage there (again requiring a Reflex save to avoid damage from the chains). Third, PCs can attempt to break through the ceiling (see stats below). Fourth, PCs can try to jam the elevator winch mechanism (per the Disable Device DC given above). Fifth, those who search the base of the columns underwater (Search DC 25) will discover an emergency handle that stops the room’s descent.

Once the PCs are above the room (in the shaft), they can exit through one of the real doors once it is broken down. Note that the doors remain fixed in the wall when the floor descends. Furthermore, the water level remains constant (the room simply sinks below the water line), so PCs who escape the room after round 10 still have to contend with 15 feet of water at the bottom of the elevator shaft.

Wooden Columns: Hardness 3; hp 10; Break DC 15.

Ceiling, masonry: 1 foot thick; hardness 8; hp 90; Break DC 35.

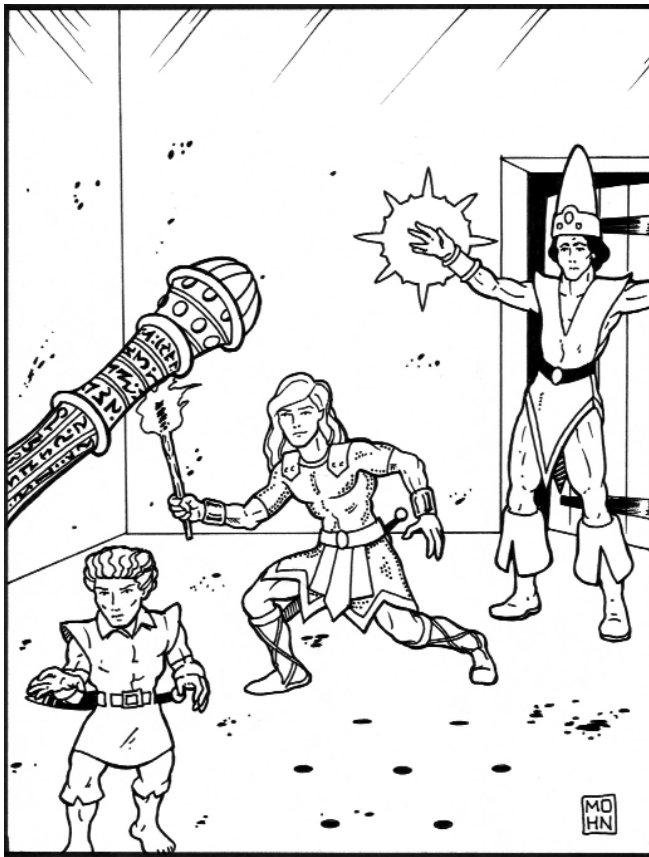
Note: All Swim check and water hazard DCs are considered 5 higher than usual, due to the circumstances.

Area 2-3 – Plain Hallway (EL –): Read or paraphrase the

Underwater Combat

Before playing this room, it might be wise to review the rules on underwater combat. Here is a brief summary. The full rules can be found in the DMG, under “Underwater Combat” in the “Aquatic Terrain” section of Chapter 3: Adventures.

- Thrown weapons cannot be used underwater.
- Attacks with other ranged weapons have a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to normal range penalties.
- Attacks with slashing or bludgeoning weapons have a –2 attack penalty and do half damage.
- A DC 10 Swim check allows movement at one-half speed (as a full-round action) or one-quarter speed (as a move action). Failure means the character is unable to move. Apply double the usual penalty for armor and encumbrance to this check.
- Drowning rules recap: A character can hold his breath for a number of rounds equal to twice his Constitution score. After this time, the character must make a DC 10 Con check each round, with the DC rising by 1 each round. When the check is finally failed, the character begins to drown. In the first round, he falls unconscious (0 hp). In the second round, his hit points drop to –1 and he begins dying. In the third round, he dies.



following:

The door opens to reveal a perfectly circular hallway covered with smooth seamless walls. The entire passage is covered with a light-colored fine slippery substance and the passage winds slowly to the east, concealing its destination.

Although unusual in design, this is a normal corridor. Running or combat in this hallway requires a successful DC 10 Balance check each round or the PC falls prone.

Area 2-4 – The Lever Vault (EL 14): Read or paraphrase the following:

This 30-foot-square stone room is devoid of furnishings. The bareness of the room draws your eyes to two distinguishing features: a rod-like lever set into the far wall directly opposite the door, and several small holes in the floor, each about 2-1/2" inches in diameter. Walls and floor both are marked with splotches and smears of long-dried blood. A glance upward reveals that the ceiling is about 20 feet high and adorned with 5-foot-long spikes obviously crusted with the gore of previous victims.

This is a triple-trapped room that hides a shard of *True Death*. The lever alone comprises two of the traps, and the valve door behind the sliding east wall is the third. The PCs have to bypass (or trigger and survive)

these traps to secure the shard of *True Death*.

Using the following skills garners these results:

- **Spot:** DC 15 notices the floor is concave, DC 20 notices the ceiling is convex, and DC 25 notices the spikes align perfectly with the holes.
- **Search:** DC 20 on the east wall reveals that it slides to the north, but there is no obvious trigger (other than the lever). Elves who walk within 5 feet of the east wall, as well as dwarves who walk within 10 feet, are entitled to automatic Search checks.

Examining the Lever: Anyone examining the lever notices this:

The strange rod-like lever is apparently set in a "neutral" position into the wall. It looks as if it can be moved either up or down. You also notice that it is intricately carved in some foul-looking language. The strange symbols spiral around the lever.

The language is Infernal and reads:

Up is up and down is down – it isn't fair – heed and trace and follow my rhyme – you'll get there!

A DC 30 Decipher Script check reveals that the writing is a warning that advises to "heed" and "follow," whereas a failed roll indicates that it is a warning, but "down is fair."

Moving the Lever: If the lever is pushed into the "down" position, it suddenly retracts into the wall as the ceiling crushes the room.

Spiked Crushing Ceiling: CR 12; mechanical; lever "down" trigger; automatic reset (rises after 1 round); ceiling spikes* (Atk +12 melee, 1d4 (3) spikes per target for 1d6+2 (6) plus poison per spike) plus ceiling crushing damage (no attack required, 18d6 (63M)); multiple targets (all in room); poison (deathblade poison, injury, DC 20 Fortitude save, initial 1d6 (4) Con, secondary 2d6 (7) Con); Search DC 20; Disable Device DC 25 (reinforce hidden rafters so ceiling doesn't collapse).

*A victim who notices that the spikes and holes align may attempt a Reflex save DC 25 for half spike damage.

If the lever is pushed into the "up" position, it suddenly retracts into the wall as a magical trap is triggered.

Reverse Gravity Trap: CR 11; magical; lever "up" trigger; automatic reset; duration one round; ceiling spikes* (Atk +12 melee, 1d4 (3) spikes per target, damage 1d6+2 (6) plus poison per spike); 20 ft. deep* (2d6 (7), fall); poison (deathblade poison, injury, DC 20 Fortitude save, initial 1d6 (4) Con, secondary 2d6 (7) Con); Search DC 32; Disable Device DC 32 (disrupt runes on the lever so spell effect won't trigger).

* A PC standing in the doorway is entitled to a DC

25 Reflex save to catch themselves on the doorframe. There is only room for one PC to grab the doorframe, so use the highest Reflex save.

After any trap is triggered and reset, the lever extends from the wall, again in the "neutral" position, and all traps are reset.

If the lever is rotated in position clockwise (following the script), read:

With a low rumble that shakes the room slightly, the east wall slides away to the north. Five feet behind where it stood is revealed another wall, this one metal and marked with rivets. Centered in this wall is a valve handle attached to a small circular door. The valve door is 2 feet in diameter and is set 5 feet high.

The Secret Room and Wall Safe: Essentially, this is a wall safe. The handle ring is like that on a submarine door, only much smaller (about 9" in diameter). Anyone examining the handle ring will notice carvings like those on the lever. It is Infernal, and reads:

You should know now not to expect – assume nothing and push onward.

A DC 30 Decipher Script check imparts an admonition to "expect nothing" and "push forward," whereas a false result generates "you know nothing."

If the handle ring is moved in any way, it comes out of its socket, explosively releasing violet-colored poison gas.

Black Lotus Gas Trap: CR 11; mechanical; opening valve trigger; repair reset (replacing the handle ring deactivates the trap (resetting it); this requires a DC 10 Concentration check); never miss; poison (black lotus gas, DC 20 Fortitude save, 3d6 (9) Con/3d6 (9) Con); multiple targets (all in room); Search DC 25; Disable Device DC 25 (renders handle ring unable to rotate).

* Note that black lotus is a contact poison, so the PCs must save each round the gas is active until they are poisoned or leave the area.

Regardless of whether the trap is triggered or not, the way to gain access to the safe is to put the handle ring back in its socket, then push on it until it sinks into the wall. When the handle ring is pushed into the wall, continue:

Screeching metal on metal, the circular door pushes in slightly, then comes off in your hands, revealing a small, crude niche carved into raw rock. A shard of steel gleams from inside.

This is the third shard of *True Death*.

Area 2-5 – Torture Without End (EL 14): Before the PCs open the door into this room, read the following:

Before the door has opened, you sense what to expect beyond. In places that have witnessed the most abysmal, willful cruelty, the screams of the suffering echo there forever. This is one such place, the torture chamber of the Devil-Lich. A scent of fear and despair that is more spiritual than olfactory pervades this place. You are loath to enter, as if the stain of depravities performed here would taint your own soul by mere proximity.

This room and the one beneath it are affected by *unhallow*, and the spell chosen to emanate here is *tongues* because Chalychia likes to understand the pleas of her victims. When the PCs open the door, continue:

This chamber is circular, about 60 feet in diameter. Along the walls are four cages built to hold creatures as small as a gnome and as large as an ogre. Each cage is bolted directly to the wall at a height of three feet off the floor. Next to each cage is a small book set on a stand, lying open. Scattered throughout the room are small tables and racks, each cluttered with various instruments of torture, some recognizable and others bizarre beyond comprehension. An iron wagon wheel whose spokes are encrusted with old blood lies against the far wall next to a long-cold fireplace. A small device resembling a spider lies on a rusted metal table, and a hooked whip is coiled underneath. Near the door, a large vat lies empty but is stained by unwholesome fluids. An immense 10-foot-by-5-foot iron chest, cast to resemble a malign humanoid toad, sits squarely in the center of this room, bound with chains and a large lock.

This is a torture chamber. There are three main elements: a few scattered clues collected by a thorough search; the large iron chest, which is guarded by animated chains and contains a horrid creature called the Trollfiend; and the secret door leading to area 2-6.

Hidden Clues: A dwarf is entitled to an automatic DC 20 Search check to observe that the floor is of unusual construction, like a pit trap. A DC 30 Knowledge (religion) check determines the chest is an effigy of an obscure toad-demon, Bobugbubilz. A DC 25 Search check near the gnome-sized cage finds a message scrawled in blood on the wall. In Gnomish, it reads:

"I am Zebo Ellynamel. I was traveling home when (quite a bit blurred out)...cannot hear its screams, but I know it's there. I pity it, for at least I can die to escape. May the gods grant it be dead soon!"

This room is considered rough terrain due to the clutter. The secret door to area 2-6 requires a successful DC 22 Search check to locate.



In addition to the secret door, the fireplace contains a secret compartment, located with a successful DC 25 Search check. It contains 2 ceramic vials. One is empty, but contains a slippery residue on the inside. This vial once held *sovereign glue*, but Lord Braxus used it to secure the shard of *True Death* in area 2-6. The other holds one use of *universal solvent*. Chalychia was fond of using the glue as a torture device.

Written in Infernal, the small books chronicle a victim's torment, noting which instruments seem particularly effective and transcribing conversations. A DC 30 Decipher Script check conveys the general content.

The Large Iron Chest and the Trollfiend: The locked, chained chest can only be opened by breaking the chains or opening the lock. The chest is carved so that opening it requires opening the toad's mouth, and touching it triggers a *magic mouth* effect wherein a toad-like voice belches in Abyssal (which can be understood because of the *tongues* effect):

"Who opens my maw will feed it. True Death lies beyond."

As soon as someone looks into the chest, the chains come to life! Four of the chains are actually animated +5 *unholy spiked chains* that are instructed to attack when the chest is opened. Note that the toadspawn in the pit under the chest (see below) is also able to attack with its tongue once the chest is opened, so the

first round of combat opens with both chain and creature attacks.

Mundane Chain and Lock: Hardness 10; hp 5; Break DC 26; Open Lock DC 20; see below for stats of magically animated chains.

Locked Iron Chest: Hardness 10; hp 60; Break DC 28; Open Lock DC 30.

The bottom of the chest is a pit that leads to the cell of Rogroakbub, a fallen rival of Chalychia, who gains a surprise tongue attack against the opener. The chains also gain a surprise attack. The description of the toadspawn's cell is as follows:

Through the hollow chest, you see a roughly carved circular pit, about 10 feet deep and 25 feet in diameter. The faint green light emitted by some phosphorescent moss illuminates a creature of immense and unholy proportions. Bound in a position of supplication, it resembles a troll, but the obscenely broad mouth and wide-set eye sockets are reminiscent of a toad. Spikes driven through its forearms are attached to taut chains which splay its webbed hands out to either side. More chains dig into its torso, binding it to an iron rod driven into the floor, forcing it to kneel upright. Its wrecked face gazes blindly upward at you. Infection putrefies the flesh wherever it touches metal. Like a pallid worm, the creature's tongue flails about seeking prey...

...and although this abomination seems to bellow in agony, there is no sound.

A successful DC 20 Spot check reveals the following:

The floor of the pit is carpeted in centipedes and beetles crawling over themselves to feast on the creature. In turn, the monster feeds on them, endlessly devouring its devourers.

The swarm is a one-foot-deep carpet, rendering the floor rough terrain. It attacks any PC standing on the floor or climbing down the sides of the pit.

The pit is under a permanent *silence* effect placed on the manacles (Dispel DC 18).

Tactics: The chains attack wildly, targeting whoever is closest to them. Rogroakbub is a toadspawn troll (see page 77 for details on the toadspawn template). Rogroakbub tracked the PCs with tremorsense, and readied the surprise tongue attack on the PC opening the chest. Once a PC is in its mouth, it won't use the tongue again until the PC is swallowed, and then only on the lightest PC it can detect with tremorsense. If its hands are freed, Rogroakbub uses them solely for claw and rend attacks. It only uses its bite on victims already in its mouth. From the top of the chest, it has 10 feet of reach into the above room. Although a 6th-level cleric of its father, Bobugbubilz, the pain of its tor-

ture has wrecked Rogroakbub's mind as much as its body, so it has no spells prepared. If the *silence* is dispelled, Rogroakbub uses *blasphemy* as it gibbers madly. If both manacles are removed, there is a cumulative 10% chance per round (for tournament play, use the average result of round 3) that Rogroakbub remembers it can *plane shift*; any PCs that have been swallowed must make a DC 18 Will save or accompany it to the Abyss (in tournament play, the PC is considered dead). The Trollfiend is protected by the *unhallow* spell, which grants it +2 to AC and +2 to saves vs. attacks and spell effects from good creatures.

Manacles: Huge *dimensional shackles*; hardness 10; hp 15; Break DC 35.

Centipede Swarm: CR 4; Diminutive vermin (swarm); HD 9d8-9; hp 31; Init +4; Spd 20 ft., climb 20 ft.; AC 18; Base Atk +6; Grp –; Atk/Full Atk swarm (2d6 (7) + poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison (DC 13 Fortitude save, 1d4 (2) Dex/1d4 (2) Dex); SQ Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; SV Fort +5 Ref +7 Will +3; Str 1, Dex 19, Con 8, Int –, Wis 10, Cha 2.

Skills/Feats: Climb +12, Spot +4; Weapon Finesse.

SA – Distraction (Ex): A living creature that begins its turn within the centipede swarm must make a DC 13 Fort save or be nauseated for one round.

Animated Chains, Large animated +5 unholy spiked chains (4): CR 4; Large construct; HD 4d10+30; hp 52, 52, 52, 52; Init +0; Spd 10 ft.; AC 16, touch 11, flat-footed 14; Base Atk +3; Grp +17; Atk/Full Atk slam +12 melee (2d6+12 (19) plus 2d6 (7) versus good creatures); Space/Reach 5 ft./15 ft.; SA constrict (2d6+12 (19) plus 2d6 (7) versus good creatures), improved grab; SQ construct traits, darkvision 60 ft., hardness 10, low-light vision; AL N; SV Fort +1, Ref +3, Will –4; Str 20, Dex 14, Con –, Int –, Wis 1, Cha 1.

Rogroakbub, the Trollfiend, Toadspawn Troll Clr6: CR 14; Huge outsider (augmented giant); 20 feet tall erect, 10 feet tall bound; HD 6d10+6d8+132; hp 205; Init +5; Spd 40 ft., swim 40 ft.*; AC 21, touch 13, flat-footed 16; Base Atk +7; Grp +26; Atk bite +18 melee (1d8+11 (16)); Full Atk 2 claws** +16 melee (1d8+11 (16)) and bite +18 melee (1d8+11 (16)) or tongue +19 melee (grapple); Space/Reach 15 ft./15 ft.; SA Rend**, swallow whole, improved grab, *blasphemy****; SQ Regeneration 10, resistance 5 (acid, cold, electricity, fire), darkvision 90 ft., amphibious, scent, tremorsense, *plane shift****, natural attacks are considered magical for overcoming DR, immune to poison, low-light vision; AL CE; SV Fort +21, Ref +9, Will +12; Str 33, Dex 20, Con 33, Int 6, Wis 16, Cha 4.

Skills and Feats: Jump +19, Knowledge (religion) +3; Listen +18, Spot +15; Alertness, Iron Will, Combat Casting, Multiattack, Quicken Spell-Like Ability (*blasphemy*), Track, Weapon Focus (tongue).

SA – Improved Grab (Ex): If Rogroakbub hits with his tongue attack, he automatically initiates a grapple. If the grapple check succeeds, the victim is transferred to Rogroakbub's mouth and takes automatic bite damage each round until he succeeds in a grapple check to escape. The tongue attack has 15-foot reach.

SA – Swallow Whole (Ex): In place of a bite attack, Rogroakbub can swallow a victim held in its mouth with a successful grapple check. Creatures up to Medium size can be swallowed. Once inside, victims take 2d6+7 (13) points of acid damage per round from digestion, starting the round they are swallowed. Swallowed creatures may climb to the mouth with a successful grapple check, and make another grapple check to get free. A swallowed creature may also cut itself free by using a light slashing or piercing weapon to deal 30 points of damage to Rogroakbub's interior (AC 13), after which regeneration closes the hole. Its gullet can hold two Medium, eight Small, 32 Tiny, or 128 Diminutive creatures.

SA – Rend (Ex): If the Trollfiend hits with both claws against the same opponent, it latches onto an opponent's body and tears the flesh. This attack automatically deals 2d8+16 (25) damage.

SA – Blasphemy (Sp): As the spell, as 12th-level caster, usable 3 times per day.

SQ – Plane Shift (Su): As the spell, as 12th-level caster, usable at will.

SQ – Regeneration: Fire and acid bypass the Trollfiend's regeneration (but not its resistance). If Rogroakbub loses a body part, it regrows in 3d6 (8) minutes, or it can reattach severed pieces directly to itself.

Spells Prepared (5/4+1/4+1/3+1; save DC 13 + spell level): None prepared.

Domains: Chaos, Evil.

* Rogroakbub cannot actually move because it has grown into the iron rod that holds it in place.

** The claw and rend attacks can be used only if the manacles are destroyed.

*** The *blasphemy* and *plane shift* abilities can be used only if *silence* is dispelled.

Area 2-6 – The Sanguine Stone (EL 9): Read or paraphrase the following:

Upon opening the secret door, a small, unremarkable 20-foot square chamber is revealed. The walls are devoid of any adornments or features of interest. Your eyes are drawn to a strange object that occupies the room's center. Lying there, completely out of place, is an oblong red stone, 10 feet wide, 4 feet tall, and 3 feet across. Semi-transparent and pulsing heart-like with its own dim inner light, it drenches the room's bare walls with a macabre sanguine glow.

Chalychia found the *sanguine stone* locked in the deepest vaults of Arovarel centuries ago when she and her legions first invaded the surface. Feeling that it possessed nearly limitless necromantic power, she

Wrath of the *Sanguine Stone*

Int	Result
0-2	Non-sentient creatures are less than insects to the <i>sanguine stone</i> and it eagerly squashes them. The PC is affected by the spell <i>disintegrate</i> (140) (Fort save DC 24).
3-9	Stupid creatures are offensive insects to the stone and it takes morbid pleasure in destroying them. The PC is affected by the spell <i>finger of death</i> (46 on failed save) (Will save DC 25) followed by <i>soul bind</i> , which traps them in a tiny red gemstone that appears in the space they last occupied.
10-11	Dull beings that have wasted their potential annoy the <i>sanguine stone</i> most of all. The PC is affected as if by the spell <i>power word kill</i> .
12-13	Little more than animals, but with some rational thought, the stone is content to cripple such creatures. The PC is affected as if by a <i>symbol of weakness</i> that affects only them (11 Str) (Fort save DC 25).
14-15	Even unintelligent thinking creatures should have the sense not to disrupt the rest of the <i>sanguine stone</i> and it punishes them hence. The PC is affected as if by the spells <i>eyebite</i> (Fort save DC 24) and <i>contagion</i> (Fort save DC 21).
16-17	The stone is amuses itself by meddling in the PC's thoughts. It tries to plant a thought, as per the spell <i>suggestion</i> (Will save DC 21) that one of the PC's allies is actually an undead horror (such as a vampire) in disguise who is waiting to betray and kill the whole party. It tells the PC to be subtle in their actions, and wait until the time is right to act against the other PC.
18-19	The stone torments the PC with the character's personal unanswered questions. It telepathically answers one of the PC's questions (the player chooses) but in a morbid lie. For example, if a PC asks where the next sword fragment is, it reveals an image of an undead mummy dragon bearing the fragment in its smoldering gullet. These images are untruthful, but the players have no way of knowing that.
20+	Respecting the character for being nearly as intelligent as itself, the stone bestows a morbid boon upon the PC. The stone summons (1 + 1 for every point of Intelligence the PC has over 20) skeletons, which break through the floor and rise up around the PC. These skeletons serve the PC as if he had created them using the spell <i>animate dead</i> . As a macabre joke, any PCs that have previously fallen in other rooms are among the newly animated dead. This may be the only way to recover the bodies of those that have been <i>plane shifted</i> by the Trollfiend.

brought it to her mountain stronghold and sacrificed dozens of her followers as she experimented on it. Though she was able to discover the stone was a crystallized shard of negative energy, housing some unfathomable consciousness, she was never able to bend the *sanguine stone* to her will. Thus, like her elven cousins, Chalychia locked it away in a secret room, hoping that someday she might gain the insight and opportunity to make use of it.

Strangely enough, though, it was after Chalychia's final investigations into the powers of the *stone* that the hitherto grotesque possibility of lichdom began to seem less like madness, and more like genius.

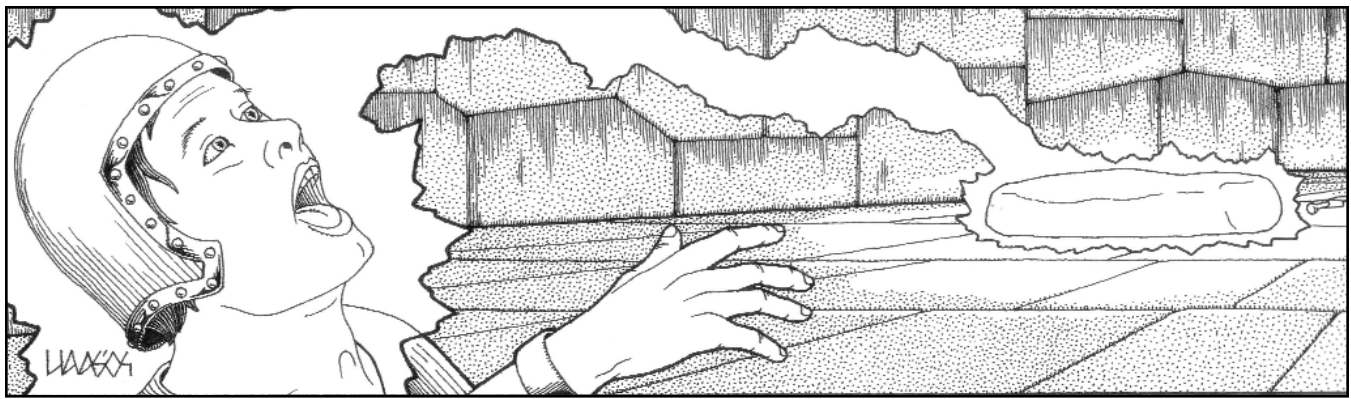
Chalychia's research was correct: The *sanguine stone* is a thing of pure negative energy and holds an alien consciousness that is by all means unfathomable. Arrogant beyond all mortal comprehension, the *stone* is somehow content in its current state and surroundings and becomes severely agitated when disturbed by lesser creatures.

Any PC that comes within 10 feet of the *stone* is telepathically probed by its strange intellect. If the *stone* sees a PC as a creature with thoughts worth preserving, it may spare them, but those with minds far beneath it draw its wrath, with the severity of their danger based on the level of the *stone's* offense. Thus the more intelligent a PC is, the more likely they are to survive this encounter unharmed.

When a creature begins their turn within 10 feet of the *sanguine stone*, apply their Intelligence score to the table given in the sidebar "Wrath of the *Sanguine Stone*" to determine how it reacts. If a creature has been affected by the *stone's* powers at any time previously, reduce their result on the table by -2 for each time the *stone* has affected them. All spell effects are at caster level 20th.

When Lord Braxus scattered the shards of *True Death* through the crypt, he placed the fourth shard in this room. The shard now lies on the floor 5 feet from the *sanguine stone*, opposite the door, held fast to the floor with *sovereign glue* (from area 2-5). The shard is not noticeable from the door, but any PC that makes a DC 25 Spot check may notice a strange glinting radiance that emanates from the opposite side of the stone, when its own pulse is at its weakest. The *universal solvent* from area 2-5 would be very useful to remove the shard.

Identifying the *Sanguine Stone*: The strange object can be identified with certain skill checks. Allow Knowledge (arcana), Knowledge (the planes), and bardic knowledge checks against the following DCs. A correct result reveals all information of lower DCs.



DC Result

- 25 *This appears to be a concentrated shell of primal energies from some other plane.*
- 30 *Alien objects such as this are often tied to negative energy, and prey on the weak-willed and slow-witted.*
- 35 *This sort of extraplanar intelligence only tolerates those it deems worthy of existence, who can match it in intellectual prowess.*

Tactics: The *sanguine stone* has no agenda and uses no tactics. It merely wishes to be left alone and will torment the PCs if they near it, as noted above. If any creature does attempt to attack it, or otherwise try to touch, manipulate, or move it (magically or physically), the stone will expel a burst of negative energy that deals 10d6 (35) damage and affects all creatures within 30 feet. This is a supernatural effect that automatically hits, bypasses spell resistance, and allows no save. Creatures that try to contact the *sanguine stone* with spells like *detect thoughts* or other spells or effects that bring a PC into contact with the stone's intellect must make a DC 25 Will save or be affected as if by the spell *insanity*.

The stone cares nothing for the shard in its room and will not impede the PCs from taking it. However, reaching the shard may mean that the PCs are forced to come within 10 feet of the stone and be affected as noted.

Sanguine Stone: CR —; Str —, Con 10, Dex 0, Int 26, Wis 26, Cha 26; Fort +20, Ref +15, Will +28; hardness 10; hp 1,440; SR 28; AL NE; weight 20,000 lbs.; immune to *dispel magic* (nonmagical effect; extraplanar and alien in nature). Once per round, it can emanate a burst of negative energy that deals 10d6 (35) damage to all creatures within 30 feet. For the purposes of its spell effects, the stone is treated as a 20th-level wizard.

Area 2-7 – The Pillar Room (EL 14): Give out players handout N, then read or paraphrase the following:

The corridor ends at a pair of stone doors that appear to be locked. Engraved on the surface of

the doors is the following inscription:

*To cross this chamber safely,
Don't be hasty.
Follow the rainbow hues,
But be careful how you choose.*

The door is locked, requiring a successful DC 25 Open Lock check to open. The inscription is a clue to bypass the trap in the room beyond. When the door is opened, continue:

The doors open to reveal a massive hall 55 feet wide and 80 feet long. You stand on a 5-foot-wide, 15-foot-long ledge situated 60 feet above the surface of a dark liquid. Wispy smoke curls above the liquid, and your nose is assaulted by an acrid burning sensation.

There are two more ledges, one in the southwest corner and one along the north wall. A door can be seen on each ledge. A glimmering rainbow originates from the southwest corner ledge, and ends at the northern ledge. The rainbow arches over the tops of the pillars.

Numerous 5-foot diameter round stone pillars rise 60 feet out of the liquid. They have flat surfaces that are level with the ledge you stand on. Each pillar is a different color, some red, some green, and a few violet, as well as yellow, blue, and orange.

Chalychia designed this room to test the PCs. Using the riddle door, they need to deduce the safe method to cross this chamber to the real exit, which is a secret door on the east ledge. The solution is to follow the path created by the order of colors in a rainbow, or on a color wheel. However, a pair of invisible ooze mephit sorcerers are sworn to make the PCs' trek a "little" more interesting. Furthermore, the secret exit is flush against a wall with no ledge from which to search, making it very difficult to detect. Finally, the room is shrouded by a permanent *undetected alignment* effect, giving off a faint abjuration aura throughout and making it difficult for a paladin to *detect evil*.



The rainbow is a *permanent image* (as a 13th-level caster), and is insubstantial to the touch. The doors to the north and south are false, and trapped with a *symbol*. The ceiling rises 20 feet above the tops of the pillars.

Symbol of Weakness Trap: CR 7; magical; touch trigger; no reset; touching the door releases a *symbol of weakness* which affects all creatures (including the mephits) within 60 feet; DC 25 Fort save to negate, otherwise suffer 3d6 (11) points of Strength damage; Search DC 32; Disable Device DC 32 (break lines of *symbol* without triggering it).

The floor is covered with a 5-foot deep pool of acid. A PC that falls into the acid suffers 10d6 (40) points of damage per round, in addition to normal falling damage of 6d6 (21) points. The acid gives off noxious fumes as well. A PC that comes within 10 feet of the acid must make a DC 13 Fort save or suffer 1 point of temporary Con damage. A minute later, another DC 13 Fort save is required, or the PC suffers an additional 1d4 (2) points of Con damage. Only one such fume check is required per hour of exposure.

Crossing the Room: The PCs have many options to cross the room. They can *fly*, or use other magical means to cross. However, the ooze mephits are prepared for this, as described below. The PCs can also jump from pillar top to pillar top. But unless they heed the door riddle, and cross in the correct order, they trigger another trap.

Jumping to a pillar top requires a successful Jump check with the DC depending on the distance jumped. Only the first jump can be assisted with a running start, so all remaining DCs are doubled. Consult the table for DCs of the jumps following the correct path. Consult players handout O to assess distances if other jumps are attempted.

Jump Attempted	Base DC	DC Without Running Start
Platform to red	5	10
Red to orange	5	10
Orange to yellow	10	20
Yellow to green	7	14
Green to blue	5	10
Blue to indigo	7	14
Indigo to violet	5	10
Violet to platform	10	20

Jumping to a pillar top is one thing. Landing and slipping off the pillar is another. A DC 10 Balance check is needed to land on a pillar top without slipping. A pillar top covered with *grease* increases this DC to 22! If a PC fails this check by 6 or more, he falls into the acid. If he fails the check by 5 or less, he can attempt a Reflex save (DC 15, or 25 if covered with *grease*) to grab the edge. Otherwise, he falls into the acid below. Don't forget to penalize all Jump and Balance checks due to armor check penalties and encumbrance.

Riddle Solution: The answer to the riddle is to only use pillars colored in the order of the shades of the spectrum: red, orange, yellow, green, blue, indigo, and violet, or ROYGBIV. If the PCs don't recall the order of the spectrum, they have an example in the room, the illusionary rainbow! If the PCs don't solve the riddle, and fail to cross along the safe path depicted on the map, they trigger the pillar trap. The pillar landed on begins to sink into the acid immediately, taking one minute to fully submerge. Attempting to jump to another pillar from a sinking pillar imposes a -2 circumstance penalty for each round of sinking. After one minute, the PC is immersed in the acid.

Any pillar that is not touched in the correct order by a single PC crossing the room will sink when touched. However, the magical pillar trap is intelligent enough to recognize independent efforts to cross the room. Here are some parameters for the trap:

- The trap will not trigger if a pillar in the correct sequence is triggered *first* in the sequence by a particular character. For example, a PC who jumps straight to the orange pillar while bypassing red won't trigger the trap.
- The trap will not trigger if the mephits touch it, no matter what.
- Making a mistake in the sequence triggers a sinking pillar. For example, if the PCs safely make it through the ROYGB sequence, then jump to pillar W, pillar

W will begin to sink. If they then attempt to correct the mistake by jumping back to pillar B, pillar B will remain standing. But if they attempted to go from pillar W to pillar R, pillar R would then begin sinking, as well.

- Multiple PCs crossing at once don't trigger a sinking pillar. For example, if character #1 goes from R to O, then O to Y, then character #2 goes from R to O, that doesn't count as triggering the sequence ROOYRO. It's two separate PCs on two separate activations.

Pillar Trap: CR 9; mechanical; touch trigger; automatic reset; triggered if any pillar is stepped on out of ROYGBIV order; pillar sinks into acid in one minute causing 10d6 (40) points of damage per round of acid exposure, starting on the 10th round; Search DC 30; Disable Device DC 30 (for each pillar) (jam touch-sensitive point on top of pillar so it doesn't register being stepped on).

Pillars: Hardness 8; hp 120 per 1-foot vertical section; Break DC 30.

Ceiling: The ceiling is smooth and rounded at the corners. There are no handholds.

The secret door on the eastern wall is the true exit, and it can be detected with a successful DC 25 Search check.

Tactics: The mephits are hidden in the rainbow, one at each end. Hiding in the rainbow provides concealment, giving a 20% miss chance even if they can be seen. The mephits begin the encounter having already cast *invisibility* and *mage armor*, as well as *bear's endurance* from their scrolls. The effect of these spells is noted in the stats below. (Exactly how they become aware of the PCs is up to GM, but allow them to be aware unless the characters have been exceedingly stealthy, and have resisted Chalychia's scrying and thus the opportunity for her to warn the mephits.)

The mephits ready actions to cast *dispel magic* (from wands) on PCs attempting to fly or alter form to fly. As the PCs begin to cross the room via the pillars, they use *ray of enfeeblement*, *ray of exhaustion*, *touch of fatigue*, or *chill touch* to reduce the PCs' Strength, and thus their Jump rolls. They target victims on sinking pillars with *daze*. If the PCs are following the correct path, they cast *grease* on the pillar tops, and *gust of wind* to force another Balance check (DC 5 for Medium PCs, 10 for Small PCs) after a PC successfully lands. Both mephits prefer to avoid melee combat, using *invisibility* and flying to stay out of harm's reach.

Oz and Zoë, male and female fiendish ooze mephits Sor6: CR 11; Small outsider (extraplanar, water); HD 3d8+6d4+18 (*bear's endurance*); hp 62 each; Init +6; Spd 30 ft., fly 40 ft. (average), swim 30 ft.; AC 22 (with *mage armor*), touch 13, flat-footed 20; Base Atk +6; Grp +4; Atk claw +9 melee (1d3+2 (4));

Full Atk 2 claws +9 melee (1d3+2 (4)); SA Breath weapon (acid, 1d4 (3), Reflex save DC 16 for half damage and prevent -4 to AC and -2 to attacks for 3 rounds), *smite good* (1/day, +9 dmg.), spell-like abilities (*acid arrow* 1/hour, *stinking cloud* 1/day at caster level 3rd), summon mephit; SQ DR 5/magic, darkvision 60 ft., fast healing 2, resistance 5 to cold and fire, SR 14; AL LE; SV Fort +6, Ref +7, Will +8; Str 14, Dex 14, Con 17 (base 13; *bear's endurance*), Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +2, Escape Artist +8, Hide +12, Listen +10, Move Silently +8, Spot +8, Swim +10, Use Rope +2 (+4 with bindings); Combat Casting, Improved Initiative, Toughness, Weapon Focus (ray).

Languages Spoken: Common, Aquan.

Spells Known (6/6/5/3 (* indicates already cast *invisibility* and *mage armor*); save DC 12 + spell level): 0—*acid splash* (2 hp), *daze*, *flare*, *message*, *open/close*, *touch of fatigue*; 1st—*chill touch* (4 hp plus 1 Str), *grease*, *mage armor**, *ray of enfeeblement* (6 Str); 2nd—*gust of wind*, *invisibility**; 3rd—*ray of exhaustion* (7 Str).

Possessions (each): *wand of dispel magic* (CL 10, 50 charges), *scroll of bear's endurance* (CL 10) (already used).

Area 2-8 – The Chapel of Khetira (EL 16 or 18): Read or paraphrase the following:

This large room is a chapel, apparently unravaged by the centuries. Marble pews line both sides of this long, narrow room, and lead up to a metallic altar that sits upon a dais. Behind the altar is a stone statue of a cobra-like creature, nearly 20 feet tall, whose head nearly reaches the arched ceiling. Five large diamonds are embedded in the base of this statue. At the base is a silver bowl collecting the occasional drip from the cobra's fangs. The wall behind the statue is carved in a horrific bas-relief depicting armies of hideous devils and demons.

Covering the walls beside the dais and the statue are several crimson tapestries that run down from the ceiling to the floor. Woven into these tapestries with fine black thread are scenes of horrific, ritualistic killings. The room is impeccably clean.

Sitting atop the altar is a silver coffin, covered with dried, spattered blood and the splayed body of a male drow clad in a mithral shirt. A wooden stake messily protrudes from his chest. Inscribed on the lid of the coffin is a single word: "Khetira."

Now give out players handout P.

There are four main elements to this room: a permanent *unseen servant* which begins setting events in motion; a drow vampire trapped in a secret alcove (Khetira), who is freed by the *unseen servant*; a second drow vampire staked atop the coffin (Lord

Braxus), who may be freed by the *unseen servant*; and the cobra statue, which is actually an animated object that behaves as if it were a trap until combat begins, when it attacks in earnest.

Long ago, Khetira was a drow sorceress and a powerful ally of Chalychia. Through mysterious circumstances, Khetira was transformed into a vampiress, and chose to challenge the Devil-Lich's power. Khetira lost, and for her insolence the vampiric drow was banished to the chapel and trapped inside her coffin for centuries. She has been provided with just enough sustenance to survive and is constantly taunted by Chalychia.

A permanent *unseen servant* inhabits this chapel. Its duties are to keep the chapel clean, collect the blood from the bowl, and give just enough to Khetira to keep her alive. It also defends the chapel by reviving Khetira to fight – and now that the PCs are here, the time is nigh.

Sequence of Events: As soon as the PCs open the door to this room, the *unseen servant* jumps into action. The following events occur by round.

Round Event

- | | |
|--------|--|
| 1 | PCs open door; <i>unseen servant</i> (already located near cobra statue) moves to open stone panel that leads to Khetira. |
| 2 | <i>Unseen servant</i> opens stone panel, freeing Khetira. Khetira awakens and begins to get her bearings. (Remember, she's been trapped here for a long, long time!) A DC 20 Listen check allows a PC to hear stone grating, but they can't pin down the source. |
| 3 | <i>Unseen servant</i> moves into position beside Lord Braxus, ready to remove the stake. |
| Varies | Animated cobra statue strikes when PCs are within 10 feet. |
| +1 | Khetira hears statue strike and emerges from her quarters. She sees Lord Braxus and attacks the PCs, enraged. |
| +2 | <i>Unseen servant</i> removes the stake from Lord Braxus, who retreats to heal. Khetira continues to attack. |
| +3 | <i>Unseen servant</i> commands cobra statue to attack. Khetira continues to attack. Lord Braxus continues to heal, returning to attack when ready. |

Khetira: Of course, Khetira is not trapped inside the obvious, highly visible silver coffin. Her real coffin is hidden behind a stone panel in one of the chapel walls, which is covered by the tapestry nearest to the stone cobra statue.

A successful DC 20 Search check on the bas-relief reveals dozens of blood-stained metal tubes built into the bas-relief. There are 30 total, used by the *unseen servant* to feed Khetira, but only one is real; the rest are fakes. The real tube leads behind the statue and into Khetira's coffin, where it gives her just enough blood to sustain her life. The other tubes dead-end deep in the wall. Normally, the *unseen servant* maintains the bowl and makes sure Khetira is getting enough blood. If the correct tube is instead filled with holy water, it causes 2d4 (5) points of damage to Khetira per vial. *Potions of cure light wounds* poured in the same way also harm Khetira.

The panel leading to the secret room can only be discovered – and opened – by twisting the diamonds at the base of the statue. Careful examination of these diamonds (Search DC 16) reveals that they are part of a complex mechanism and can easily be turned. Once all diamonds are turned clockwise, the panel behind the tapestry easily slides open. It is still hidden behind the tapestry and must be detected with a DC 14 Search check, though attentive characters may hear the panel open (Listen DC 16). When the panel is opened, it reveals Khetira's true coffin. Khetira is trapped in her coffin by a permanent *half undead* spell, dispelled when the panel is opened by turning the diamonds, when a creature enters the secret room, or once activated by the *unseen servant*.

The Animated Statue: The cobra statue is a Gargantuan animated object with poisoned fangs. It has a poison reservoir within its construction, so its fangs remain poisoned throughout the battle. Its space is only 10 ft. by 10 ft., but it is coiled and can strike at a distance of 20 ft. It is programmed to “act like a trap” – it waits until the PCs approach within 10 feet then strikes without warning. Then it returns to its starting position and remains still. It doesn't attack again unless attacked or unless the *unseen servant* commands it to do so (see the sequence of events above).

The Silver Coffin: The silver coffin is locked and trapped with a poison needle trap. If the coffin is opened, it releases Khetira just as if the five diamonds were turned. Inside the silver coffin is the fifth shard of *True Death*.

Poison Needle Trap: CR 10; mechanical; touch trigger; manual reset; Atk +20 ranged (1 plus purple worm venom: injury, Fort save DC 24, 1d6 (3) Str/2d6 (7) Str); Search DC 30; Disable Device 30 (break off needle tip without being injured).

Lord Braxus: The figure on top of the coffin is the remains of Lord Braxus, once Khetira's lover and Chalychia's most trusted lieutenant. He grew weary of Chalychia's centuries of plotting, so she had him staked and placed in the chapel. When Khetira sees his body, she assumes the PCs slaughtered her lover and unleashes her fury on them. Lord Braxus carries

the magic sword *Shadowstar* (see below).

Awakening Lord Braxus: Lord Braxus can be awakened by removing the stake from his chest. This can happen inadvertently if the stake is burned away (such as by an errant *fireball*); treat it as having hardness 3 and 5 hp. The *unseen servant* can remove the stake from the body on command (and it does; see the round-by-round sequence of events above). A DC 25 Knowledge (religion) check identifies Lord Braxus as a vampire, and reveals knowledge of how to permanently slay such creatures (e.g., cutting off their heads and stuffing their mouths with holy wafers or holy water). Permanently slaying a vampire in this manner takes three rounds, similar to immersing them in water.

Shadowstar: *Shadowstar* is an extremely powerful weapon capable of communicating telepathically with its wielder. It is a simple, flat black blade with a hilt encrusted with red rubies. Unfortunately, while powerful, *Shadowstar* has a vain and arrogant personality (as noted below). In terms of the Crypt, *Shadowstar* knows very little about anything outside the chapel, but that will not stop the sword from providing “advice” about anything else in the Crypt in an effort to make itself seem quite important.

A DC 25 bardic knowledge check will identify *Shadowstar*. Otherwise, the sword is vain enough to identify itself once claimed.

The Secret Door to Level 3: With a DC 22 Search check, the PCs discover that the base of the statue spins, revealing a secret trap door that leads to stone steps providing access to level 3. The diamonds at the base of the serpent statue can be removed, and are worth 750 gp each. Additionally, while somewhat repulsive, the tapestries (8 in all) have a value of 1,200 gp each and weigh 100 pounds each. The silver bowl

is worth 250 gp and weighs 20 pounds.

Tactics: Khetira has been imprisoned for a long time. When she is first released by the *unseen servant*, she pauses to get her bearings and prepare for what she may encounter. She casts *greater invisibility* and waits in gaseous form. When she hears noises from outside (probably from the cobra striking, but potentially from something else), she uses her gaseous form to enter the room. If she sees Lord Braxus’ staked body, she flies into a rage and attacks whoever is closest to his body with offensive spells. First she summons a pair of bearded devils with *summon monster VI*, followed with *disintegrate*, *flesh to stone*, and *lightning bolt*. If not already done, she commands the *unseen servant* to remove the stake from Lord Braxus. All the while, she screams about her enemies killing her lover.

If the PCs somehow discover her real coffin behind the panel and open it before she is freed, or discover her before she has entered the room and seen the staked Lord Braxus, they catch her unprepared. She could be persuaded to ally with the PCs temporarily, if they convince her of their quest to slay Chalychia and prove that they didn’t stake Lord Braxus. These require separate DC 30 Diplomacy checks to accomplish. Even if she accompanies the PCs, she hangs back to stab the PCs in the back once Chalychia has been defeated. She lacks any knowledge of the third level of the crypt. (Tournament note: In tournament play, Khetira will not aid the PCs against Chalychia. Even if the PCs convince her via Diplomacy, her unstable mind forces her to attack anyway.)

Lord Braxus can be permanently slain while staked if his head is cut off and his mouth filled with holy water or wafers. If the stake is removed from Lord Braxus, he returns to 1 hit point. He immediately assumes gaseous form and enters the silver coffin or the secret

Shadowstar

+4 longsword, AL CN; Int 18, Wis 10, Cha 18; telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 20.

Lesser Powers: Detect magic at will, locate object 3/day, hold person on enemy 3/day.

Greater Powers: Haste 3/day, wall of fire 1/day.

Personality: Forged eons ago by the dwarven blade smith Vross, the blade known as *Shadowstar* has been both a curse and a blessing to its wielders over the centuries. It has a forceful personality, and tends to believe that it is far more important than its wielder. It also believes itself to be far smarter than it really is, which often proves difficult to its wielder. While it will never deliberately mislead its wielder, it does tend to exaggerate things, and it will embellish situations to emphasize its own importance and intelligence. However, *Shadowstar* is loyal to its wielder and helps where it can, provided that its exasperated owner gives the occasional compliment to it.

Long ago, *Shadowstar* and its wielder fought side-by-side with Chalychia and *True Death*. *Shadowstar* believes itself a much more powerful and important sword, and gladly points out its superiority to anyone who brings up *True Death*. “I’m more powerful than *True Death* ever was, even back before Chalychia became a lich!” Any PC who questions the sword about *True Death* may be able to discover (DC 20 Gather Information) that *Shadowstar* knows that *True Death* is *Bane*, and functions as the Devil-Lich’s phylactery.

Strong conjuration; CL 15th, Craft Magic Arms and Armor; keen edge; Price 141,482 gp.



passage to level 3. Then he spends a few rounds casting *inflict* spells on himself before confronting the PCs. Keep in mind that he fast heals 5 hit points per round as well. With the spells and fast healing, in four rounds he should be back to maximum hit points. He doesn't parlay with the PCs. He uses the *haste* from *Shadowstar* before attacking with his slams or sword thrusts, using Whirlwind Attack or Power Attack as needed. He uses *wall of fire* to gain a tactical advantage, and *hold person* on foes struck by *Shadowstar*.

Cobra Statue with Poisoned Fangs, Gargantuan

Animated Object: CR 7; Gargantuan construct; HD 16d10+60; hp 148; Init -2; Spd 0 ft. (immobile but 20 ft. reach); AC 12, touch 4, flat-footed 12; Base Atk +12; Grp +31; Atk/Full Atk slam +15 melee (2d8+10 (19) plus poison); Space/Reach 10 ft./20 ft.; SA constrict (2d8+10 (19)), poison (giant cobra poison, injury, DC 20 Fortitude save, initial paralysis for 10 minutes, secondary 1d6 (4) Con); SQ construct, darkvision 60 ft., hardness 5 (stone), low-light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1.

Khetira, Female Drow Vampire Sor13: CR16; Medium undead (augmented humanoid); HD 13d12; hp 94; Init +9; Spd 30 ft., fly 20 ft. (perfect) when gaseous; AC 26, touch 20, flat-footed 21; Base Atk +6; Grp +9; Atk slam +9 melee (1d6 (8) plus energy drain); Full Atk 2 slams +9/+4 melee (1d6+4 (8) plus energy drain [but can drain only once per round]); SA Blood drain, children of the night, create spawn, *dominate*

(Will save DC 22), energy drain; SQ Alternate form, DR 10/silver and magic, darkvision 120 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weakness, light blindness, SR 24, spell-like abilities (1/day: *dancing lights*, *darkness*, *faerie fire*, all as a 13th-level caster); AL CE; SV Fort +6, Ref +13, Will +10 (+12 vs. spells and spell effects); Str 17, Dex 20, Con —, Int 18, Wis 11, Cha 20.

Skills and Feats: Bluff +15, Concentration +16, Hide +18, Knowledge (arcana) +14, Listen +15, Move Silently +17, Search +12, Sense Motive +13, Spellcraft +18, Spot +10, Use Magic Device +12; Alertness, Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Heighten Spell, Improved Initiative, Lightning Reflexes, Magical Aptitude, Mobility, Spell Penetration.

SA – Blood Drain (Ex): With a successful grapple check, a vampire can suck a victim's blood, causing 1d4 (3) points of Con damage each round a pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

SA – Energy Drain (Su): Any living creature struck by a vampire's slam receives 2 negative levels. The vampire gains 5 temporary hit points for each negative level bestowed. A vampire can use this ability only once per round.

SQ – Alternate Form (Su): As a standard action, a vampire can assume the form of a bat, dire bat, wolf, or dire wolf as per a *polymorph* spell cast by a 12th-

level caster. A vampire does not regain hit points for changing form.

Spells (6/8/7/7/7/7/4, save DC 15 + spell level): 0—*daze, detect magic, ghost sound, mage hand, message, open/close, read magic, resistance*; 1—*cause fear, magic missile* (4 hp x 5), *obscuring mist, shield, silent image*; 2—*blur, hideous laughter, flaming sphere* (7), *mirror image, minor image*; 3—*dispel magic, hold person, lightning bolt* (35), *slow*; 4—*confusion, greater invisibility, phantasmal killer, shadow conjuration*; 5—*baleful polymorph, cone of cold* (42), *shadow evocation*; 6—*disintegrate* (91), *summon monster VI*.

Possessions: +5 bracers of armor, cloak of resistance +2, wand of bull's strength.

Lord Braxus, Male Drow Vampire Blackguard7/Ftr6: CR 16; Medium undead (augmented humanoid); HD 13d12; hp 122 max, currently -10; Init +10; Spd 40 ft., fly 20 ft. (perfect) when gaseous; AC 33, touch 19, flat-footed 26; Base Atk +13; Grp +20; Atk +4 *longsword* (*Shadowstar*) +25 melee (1d8+13/17-20 (18)) or +3 *heavy flail* +23 melee (1d10+13/19-20 (19)) or slam +20 melee (1d6+10 (14) plus energy drain); Full Atk +4 *longsword* (*Shadowstar*) +25/+20/+15 melee (1d8+13/17-20 (18)) and slam +15 melee (1d6+10 (14) plus energy drain) or +3 *heavy flail* +23/+18/+13 melee (1d10+13/19-20 (19)); SA Blood drain, children of the night, *dominate* (Will save DC 21), create spawn, energy drain, poison use, *smite good* 2/day (+5 attack, +7 damage), sneak attack (+2d6); SQ Alternate form, DR 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance (+4), aura of evil, detect good, dark blessing, command undead, aura of despair, fiendish servant, darkvision 120 ft., SR 24, light blindness, spell-like abilities (1/day: *dancing lights, darkness, faerie fire*, as a 13th-level caster); AL CE; SV Fort +15, Ref +17, Will +13 (+15 vs. spells and spell effects); Str 24, Dex 23, Con —, Int 14, Wis 18, Cha 20.

Languages: Common, Elven, Undercommon, Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin.

Skills and Feats: Bluff +13, Concentration +10, Hide +19, Intimidate +16, Knowledge (religion) +11, Listen +14, Move Silently +16, Ride +15, Search +10, Sense Motive +12, Spot +14; Alertness, Cleave, Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

SA — Blood Drain (Ex): With a successful grapple check, a vampire can suck a victim's blood, causing 1d4 (3) points of Con damage each round a pin is maintained. Each successful attack gives the vampire 5 temporary hit points.

SA — Energy Drain (Su): Any living creature struck by a vampire's slam receives 2 negative levels. The vampire gains 5 temporary hit points for each negative

level bestowed. A vampire can use this ability only once per round.

SQ — Alternate Form (Su): As a standard action, a vampire can assume the form of a bat, dire bat, wolf, or dire wolf as per a *polymorph* spell cast by a 12th-level caster. A vampire does not regain hit points for changing form.

SQ — Aura of Despair (Su): Enemies within 10 feet of a blackguard take a –2 penalty to all saving throws.

Spells (3/2/2/1, save DC 14 + spell level): 1—*cause fear, corrupt weapon, inflict light wounds* (11); 2—*bull's strength, inflict moderate wounds* (16); 3—*inflict serious wounds* (x2) (20); 4—*inflict critical wounds* (25).

Possessions: +4 longsword (*Shadowstar*), +4 mithral chain shirt, +3 heavy flail, +2 ring of protection, boots of striding and springing.

Barbazu (Bearded Devil) (2): CR —; Medium outsider (evil, extraplanar, lawful); HD 6d8+18; hp 56 each; Init +6; Spd 40 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +8; Atk glaive +9 melee (1d10+3 (11) plus infernal wound) or claw +8 melee (1d6+2 (6)); Full Atk glaive +9/+4 melee (1d10+3 (11) plus infernal wound) or 2 claws +8 melee (1d6+2 (6)); SA Infernal wound, beard, battle frenzy; SQ DR 5/silver or good, darkvision 60 ft., immune to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 17, telepathy (100 ft.), *greater teleport* (at will); AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

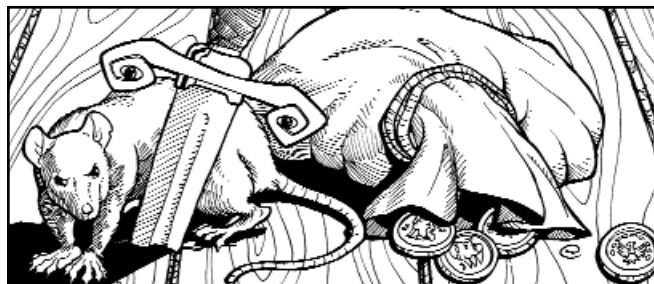
Skills and Feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

SA — Infernal Wound (Su): A bearded devil's glaive causes a persistent wound, dealing an additional 2 hp of damage per round until stopped with a DC 16 Heal check or any *cure* spell.

SA — Beard (Su): If a bearded devil hits with both claw attacks, it automatically hits with its beard, for 1d8+2 (6) points of damage plus disease (devil chills, Fort save DC 16, incubation 1d4 (2) days, 1d4 (2) Str).

SA — Battle Frenzy (Ex): 2/day, a bearded devil can frenzy for 6 rounds, similar to a barbarian's rage. The frenzy grants +4 Str, +4 Con, +2 morale bonus to Will saves, and -2 AC.

SA — Summon Devil (Sp): Since these bearded devils were summoned, they can't use this ability.



Level 3: The Crypt of the Devil-Lich

Unless noted in the text, all corridors are 10 feet high and the walls are hewn stone. Typical doors are plain stone, but many doors have unique appearances or functions as described in the text. Ceiling heights vary from room to room. There are no wandering monsters in the crypt.

Hewn Stone Walls: 3 ft. thick; hardness 8; hp 540; Break DC 50; Climb DC 25.

Typical Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Tournament Notes, Level 3

If the adventure is being run as a team tournament, consult the notes at the beginning of the adventure. In addition, make note of the following:

- Consult your notes from round 1 to determine which portal the PCs used in area 1-7. Apply these effects during the entire round.
- Assume the PCs recovered all five shards of *True Death* during the previous two rounds.
- If at some point during round 2, the PCs state they are masking their intentions from Chalychia's scrying (see the sidebar on page 18), then award them the bonus points on the round 2 scoring notes. Also note whether the PCs masked themselves in rounds 1 and 2, as this affects the climactic battle in area 3-9.

Areas of the Map

Area 3-1 – Pain's Forge (EL 16): Read or paraphrase the following:

This 30-foot-by-40-foot room contains all the accouterments for the forging of weapons and armor. Across from the door, a small anvil is set into the floor, and to one side is a similar rack of masterfully crafted stakes, hammers, tongs, punches, and files. To the other side of the anvil are three small quenching tubs and human-sized casting molds shaped for bladed weapons. Along the west wall is a table upon which lie various dishing forms, swage blocks, hacksaws, and a vise. The entire length of the east wall is comprised of empty weapon racks and armor dummies. In the corner to your left is a pile of pig iron blocks and a gnomish wheelbarrow.

In front of the anvil, a pole runs from the ceiling to the floor. From the pole hang manacles of varying sizes at different heights.

Behind the anvil, where the forge should be, is an immense square iron box with a grate in the front.

It connects the floor to the ceiling and is 15 feet wide. The fire from the unusual "forge" illuminates the room in an unearthly flickering crimson glow. In that glow, you can see that both forge and anvil are carved with runes of questionable purpose.

This room presents the PCs with an ethical problem: The ghost of a gnome slave offers to reforge *True Death* for them, but they must promise to abandon a fire elemental to torment.

Three rounds after the PCs enter the room, or as soon as they disturb the anvil or tools, the ghost (Jengenritz) appears. He attacks, but when near death he offers to reforge *True Death* if the PCs will spare his existence. The PCs may or may not realize that the "forge" he uses is powered by a fire elemental, which endures a terrible torture to fuel Jengenritz's weapon-smithing.

If the PCs attempt skill checks in this room, here are the results:

- **Spot:** DC 15 reveals a small pipe running across the back of the room, entering one side of the "forge" and exiting the other.
- **Craft (blacksmithing, weaponsmithing, armorsmithing, or anything similar):** DC 10 determines that the quenching tubs are too small for the weapon molds and that there is no bin for coal or wood.
- **Knowledge (arcana):** DC 20 determines that the forge runes are of a binding type and those on the anvil are for controlling emotions; DC 30 reveals that the forge runes are mystically connected to those on the anvil.
- **Spellcraft:** DC 30 determines that the forge's runes contain elements of *greater planar binding*, *forcecage*, and *symbol of pain*.

Chalychia used enslaved svirfneblin to forge weapons and armor here. The weapons were quenched in the bodies of manacled victims. The heroes that destroyed the *Shadowstone* killed Chalychia's master smith, Jengenritz, but his ghost has lingered here.

The Forge and Bound Fire Elemental: The "forge" binds a powerful fire elemental, Krklkkrkl, and the metal pipe slowly drips water on it. Between the water and the effects of *symbol of pain*, Krklkkrkl has been tormented for centuries. Chalychia harnessed that agony to create *painful* weapons (see sidebar on page 48) using Krklkkrkl's body as forge-fire. Any PC opening the grate to the "forge" must contend with the heat and difficulty of opening it (see below). When they get close to the forge, they may attempt a DC 20 Spot

check to notice a circle of runes on the floor, and a DC 23 Spellcraft check identifies them as a *magic circle against good*.

Pain's Forge: hardness 10; hp 90; Break DC 30; Strength DC 18 to open grate; opening (or even touching) the superheated forge causes 3d6 (10) points of fire damage per round of contact.

If addressed, Krklkrkl speaks in a passionate but pain-filled voice. Its attitude begins at Unfriendly (although destroying the pipes dripping water on it gives the PCs a +4 circumstance bonus to Diplomacy checks). If the PCs sway it to Friendly, it halts its attack, but refuses to reforge the sword (as doing so intensifies the pain). It wants to be freed from the forge and dismissed from the material plane. Krklkrkl knows no useful information, and out of fear will not join the PCs to attack Chalychia. Freeing it involves either suppressing the runes with *dispel magic* (DC 26) or destroying the "forge," although the *magic circle against good* on the floor will remain.

Reforging True Death: If the PCs have all six shards of *True Death*, they can be reforged here. Doing so requires a successful DC 20 Craft (weaponsmithing) check. Jengenritz can perform the reforging, or one of the PCs can. It takes an hour to reforge the sword, unless the PCs take 10 on the roll. In this case, it takes 1d4+1 (3) hours to complete. Once reforged, *True Death* gains all of its abilities and contacts the wielder, urging him forward to a confrontation with Chalychia.

When *True Death* is reforged, give the players hand-out Q showing its abilities. This is in fact a false hand-out stating the abilities that *Bane* wants the characters to think it has. The sword's true stats are below.

Tactics: Jengenritz looks like a vengeful svirfneblin that has been terribly burned with a gaping axe wound in his chest. He attacks on the third round after the

PCs enter the room, or as soon as they disturb his tools. He manifests in the air above his anvil and relies on Flyby Attacks to deliver two-handed scimitar blows and draining touch attacks. He targets any obvious clerics first to drain their Charisma.

If reduced to one-quarter hit points, Jengenritz manifests and begs the PCs to leave his forge in peace. He speaks in an otherworldly, shrewish voice (with a faint gurgle coming from his chest wound). He also wants Chalychia destroyed, and can reforge *True Death* for the PCs, although doing so means keeping Krklkrkl captive. He will make the characters promise to keep the forge intact if he helps them, and does not like the PCs talking to Krklkrkl. He fears that if the PCs release the fire elemental, it will seek revenge on the smith for centuries of torture. He is correct, as Krklkrkl attacks the ghost on sight if provided the chance.

If the PCs ever attack the forge or touch Jengenritz's tools, he renews the attack. Jengenritz can only be freed from his eternal undeath by destroying the masterwork tools next to the forge, since he always returns to guard them. As a tormented spirit, however, Jengenritz does not want to be freed.

Jengenritz has 16 tools total. Destroying a tool is automatically successful as a full-round combat action attempted by any able-bodied PC. Any PC doing this would be considered flat-footed since they're concentrating on destroying the tools. If all 16 are destroyed, Jengenritz is instantly and permanently destroyed.

If Krklkrkl is released from the forge and not on the attack, it begs to be dismissed back to its home plane. If Jengenritz is still in the room, the elemental attacks him and the PCs on sight, assuming they are allied with the ghost. It uses its Spring Attack feat and switches targets each round after lighting them on fire.

True Death (a.k.a. Bane)

+5 *Defending Longsword*, AL NE; Int 18, Wis 10, Cha 18; Speech (Common, Celestial, Draconic, Elven, Infernal); can *read languages* and *read magic* at will; 120 ft. darkvision, blindsense, and hearing; Ego 26.

Lesser Powers: 10 ranks in Bluff, radiates *nondetection*, can cast *major image* 1/day.

Greater Powers: Can cast *lesser globe of invulnerability* 1/day.

Special Purpose: Defend the Devil-Lich.

Dedicated Power: Can cast *mass inflict critical wounds* (4d8+15 (35) points of damage).

Personality: *True Death* is completely loyal to the Devil-Lich, although it is prepared to play the part of a paladin's sword and its fight against evil. It uses its Bluff skill to convince the PCs of its desire to defeat the Devil-Lich. Once reforged, it presses the PCs to locate Chalychia so it can "finish the deed Valinus started so long ago." It uses its *lesser globe of invulnerability* as soon as possible to demonstrate its abilities and "good" intentions.

Hardness 15; hp 10; can only be damaged by +5 weapons.

Strong conjuration; CL 14th, Craft Magic Arms and Armor; *mass inflict critical wounds*; Price 327,235 gp.

Note on Miss Chances: As an incorporeal ghost, Jengenritz has a 50% chance of ignoring any weapon damage. He can also create a *blur* effect that grants a 20% miss chance due to concealment. These two effects are from different sources and do stack, but should be rolled separately. First roll the concealment chance; if the *blur* effect does not stop the attack, then roll the incorporeal chance.

Jengenritz, Male Svirfneblin Ghost Ftr11: CR 14; Small undead (augmented humanoid, incorporeal); HD 11d12; hp 95; Init +7; Spd fly 30 ft. (perfect); AC 17, touch 17, flat-footed 13; Base Atk +12; Grp +8; Atk scimitar +17 melee (1d6+5/18-20 (9), painful) or touch +14 melee (1d6 (4) plus 1d4 (2) ability drain); Full Atk scimitar +17/+12/+7 melee (1d6+5/18-20 (9), painful) or touch +14 melee (1d6 (4) plus 1d4 (2) ability drain); SA Spell-like abilities, telekinesis, draining touch, horrific appearance; SQ Nondetection, SR 22, darkvision 120 ft, incorporeal, rejuvenation, undead traits, turn resistance (+4); AL NE; SV Fort +14, Ref +12, Will +8; Str 13, Dex 16, Con –, Int 15, Wis 11, Cha 18.

Languages: Common, Dwarven, Elven, Gnomish.

Skills and Feats: Craft (armorsmithing) +12, Craft (blacksmithing) +12, Craft (weaponsmithing) +12, Hide +14, Listen +8, Search +10, Spot +10; Cleave, Endurance, Flyby Attack, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Power Attack, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar).

SA – Draining Touch (Su): The ghost's incorporeal touch attack against a living target deals 1d4 (2) points of any ability drain, and heals 5 points of damage to Jengenritz.

SA – Horrific Appearance (Su): Jengenritz manifests as he looked when he died: aflame and terribly burned with a gaping axe wound in his chest. Any living creatures within 60 ft. of his manifestation must make a DC 15 Fort save or take 1d4 (2) points of Strength, Dexterity, and Constitution damage. Success means immunity to this effect for 24 hours.

SA – Manifestation (Su): A ghost can manifest on the material plane. It can pass through solid objects and always moves silently. Attacks on material targets suffer a 50% miss chance.

SA – Telekinesis (Su): As a standard action, usable every 1d4 (3) rounds, as 12th-level caster.

SQ – Nondetection (Su): As the spell, as 11th-level caster.

SQ – Rejuvenation (Su): If killed, Jengenritz will be restored in 2d4 (4) days unless all his tools are destroyed.

SQ – Spell-like abilities (Sp): 1/day – *blindness/deafness* (DC 16), *blur*, *disguise self* as 11th-level caster.

Possessions: Medium +3 painful scimitar (50% miss chance when manifested).

Krkklkrkl, Huge Fire Elemental: CR 7; Huge elemental (fire, extraplanar); CR 7; HD 16d8+64; hp 160; Init +11; Spd 60 ft.; AC 19, touch 15, flat-footed 12; Base Atk +12; Grp +24; Atk* slam +17 melee (2d8+4 (12) plus 2d8 (8) fire); Full Atk* 2 slams +17 melee (2d8+4 (12) plus 2d8 fire (8)); Space/Reach 15 ft./15 ft.; SA Burn, SQ DR 5/–, darkvision 60 feet, elemental traits, immunity to fire, vulnerability to cold; AL N; SV* Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

Languages: Common, Ignan.

Skills and Feats:* Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

SA – Burn (Ex): Targets hit by the elemental's slam must make a DC 22 Reflex save or burn for 1d4 (3) rounds.

*Krkklkrkl is under the effects of a *symbol of pain* spell as long as it's inside the forge. Apply -4 to its attacks, saves, and skill checks if it's confronted there.

Area 3-2 – A Whole Lotta Pit Traps (EL 13): Read or paraphrase the following:

This stone-tiled hallway is 50 feet long and 10 feet wide. A series of 3-inch-wide holes in the walls extends the length of the hallway. They are evenly spaced about one foot apart, roughly four feet off the ground. At the far end of the hallway is a solid iron door.

There are two pit traps in this room. The first one is another decoy, designed to be easily detected. The second one, in the last square next to the exit, is the real pit trap. The pits are deadly, but the greatest danger is the holes in the walls. They release poisonous gas. They are triggered by a pressure plate set into the walls, which is triggered by use of *spider climb* or other abilities that allow walking on the walls.

The Holes: Each hole extends one foot straight into the wall and then curves out of sight. They hide gas

Painful Weapons

These weapons inflict an effect similar to the *symbol of pain* spell. On a successful hit, the victim struck must make a DC 20 Fortitude save or suffer -4 to attack rolls, skill checks, and ability checks for 10 minutes. This effect does not stack with itself or with the *symbol of pain* spell, but victims must save each time they are hit. A new failure extends the duration of the effect. Due to the circumstances of its construction, using a *painful* weapon is an evil act, and good-aligned creatures wielding one suffer two negative levels as long as they use the weapon.

Faint necromancy; CL 9th; Craft Magic Arms and Armor, *symbol of pain*; price: +4 bonus.

traps, set off by pressure plates set into the walls. The three middle squares of this corridor are lined with pressure plates along both walls and the ceiling. Those pressure plates are the only way to detect the trap mechanism; merely searching the holes reveals only that they are holes, with no hint of the mechanism.

Note that the trap extends out of this hallway into the intersection to the north. The thick lines in the walls of area 3-2 represent the visible holes. The thin lines in the hall north of the door are holes that serve the same function, but which have been mortared over. The gas trap explodes the mortar off these holes. The net effect is that the gas trap affects not just this area, but the first two squares of the hallway immediately north as well.

The gas takes 20 minutes to dissipate.

Gas Trap: CR 10; magic device; location trigger; repair reset; gas; multiple targets (all targets in 50-foot-by-10-foot corridor as well as all targets in first two squares of 20-foot-by-10-foot hall); never miss; poison (enhanced burnt othur fumes, DC 24 Fortitude save resists, 1 Con/3d6 (10) Con); Search DC varies by element: 10 (holes in wall of 3-2), 30 (holes in wall of hall north of 3-2), 30 (pressure plates detectable only by searching walls of middle 3 squares of hallway); Disable Device DC 35 (jam pressure plates).

Pit Trap A: This is a conventional 60-foot-deep pit trap triggered by any weight of 25 pounds or more. It is relatively easy to detect.

Important Note: If the pit trap is *not* detected, the PCs that trigger it are given Reflex saves to avoid falling in. If they make their Reflex saves, ask them to quickly tell you which side they jump to: the near side (where they started) or the far side (toward the south exit). Make them decide quickly. If they jump to the far side, they land on pit trap B and automatically trigger it. In this situation, they get no Reflex save for the second pit trap, since they're diving right into it. Note that *spider climb* and similar effects may allow them to jump onto the wall instead of onto adjacent squares.

Pit Trap A: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6 (21), fall); Search DC 15; Disable Device DC 35 (jam pit door so it won't open); Climb DC 25 (natural rock wall).

Pit Trap B: This nasty pit trap is triggered by any weight of 25 pounds or more. Anyone jumping across pit trap A into this square automatically triggers it and gets no Reflex save due to the momentum of the jump.

This pit trap has four parts:

- 1 It is a camouflaged pit trap 50 feet deep.
- 2 At the bottom of the pit trap is another pit trap with a time-sensitive trigger. Any weight of 25



pounds or more sets off the trigger. On the round following the impact, the trap door for the second pit trap opens. The second pit trap is 200 feet deep. Its walls are flush with the main trap, so there is nowhere to jump to avoid it.

- 3 At the bottom of the second pit trap is an elder gelatinous cube. The elder gelatinous cube is oriented vertically – instead of its normal 20 ft. x 20 ft. facing, it is 10 ft. x 10 ft. x 40 ft. tall. The total fall is thus 160 feet to the top of the ooze, reduced to 8d6 damage due to the ooze cushioning the fall. But the PC is automatically engulfed and begins sinking into the ooze at a rate of 5 ft. of descent per round. Additionally, heavy PCs fall into the ooze immediately; for every 100 pounds of weight or portion thereof, a PC sinks 5 ft. into the ooze upon landing.
- 4 The time-release mechanism closes the trap doors over both pit openings two rounds after the second trap door opens.

Important Note: Due to the door at the end of the hallway, there is no place for a PC to jump to on the opposite side of this pit trap, nor are there any ledges or angles to catch with a grappling hook. If the PCs discover the trap, then try to descend and climb the walls, they activate the weight trigger for the second trap door when they get to the bottom of the shaft. *Spider climb*, *flight*, and similar abilities may make this easier for the characters.



Pit Trap B: CR 12; mechanical; initial location trigger followed by timed 1-round trigger; automatic reset (on 2nd round after second timed trap door opens); DC 20 Reflex save avoids first pit (possibly sending PC into square of pit trap A if it has not been activated yet), DC 20 Reflex save for second pit (but there's nowhere to jump to safety unless the character has *spider climb*, flight, or other similar abilities); first pit 50 ft. deep (5d6 (16), fall), second pit 200 ft. deep with 40-ft.-deep elder gelatinous cube (8d6 (28) damage, cushioned fall, plus automatic engulf by elder gelatinous cube); Search DC 30; Disable Device DC 40 (jam pit door so it won't open); Climb DC 25 (natural rock wall).

Trap Doors: 2 inches thick; hardness 10; hp 60; Strength DC 25 to push open from above; Strength DC 30 to pull open from below (no handholds).

Elder Gelatinous Cube: CR 10; Gargantuan ooze; HD 16d10+160; hp 248; Init -5; Spd. 15 ft.; AC 1, touch 1, flat-footed 1; Base Atk +12; Grp +28; Atk/Full Atk slam +12 melee (1d8+6 (10) plus 1d8 (5) acid); Space/Reach 10 ft. (normally 20 ft.)/15 ft.; SA Acid, engulf (DC 23 Ref save; no save if fallen in), paralysis (Fort save DC 28); SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +15, Ref +0, Will +0; Str 18, Dex 1, Con 30, Int –, Wis 1, Cha 1.

SA – *Engulf (Ex)*: The gelatinous cube's engulf ability works as standard except for its vertical orientation. An engulfed PC that is not paralyzed can

escape the gelatinous cube only by swimming to its top and then trying to scale the pit trap's walls. This requires a successful grapple check against the gelatinous cube, as standard, then a DC 15 Swim check to plow through the ooze. Movement through the ooze is at normal swimming rate. Climbing the pit walls then requires a normal Climb check. A paralyzed PC is out of luck; he descends at a rate of 5 ft. per round.

Area 3-3 – The Gold Room (EL 12): Read or paraphrase the following:

As you step into this room, the sight of gold temporarily overwhelms your eyes. Golden coins, crowns, trinkets, and artifacts completely fill this room. In the center of this 60-foot-by-60-foot room is the largest pile of gold of all – a mountain of coins that reaches halfway to the 30-foot-high ceiling.

Just beyond this massive mountain of coins are five swords, all identical in appearance, hanging in their scabbards from the wall opposite the entrance to the room. The huge pile of gold coins obscures a faint inscription that appears to be etched into the wall.

On the east wall is a small table holding several clay figurines, each about a foot tall.

All the treasure in the room, while pretty, is essentially worthless. Most of the items are made from lead or

other worthless materials, and are merely covered with golden paint. A DC 12 Appraise check reveals this, with a –2 penalty to the check for every 10 feet between the character and the treasure. The only truly “valuable” source of gold in the room is the mountain of coins – and these coins are enchanted to form the body of a coin golem. This coin golem is currently dormant; however, should the player PCs come within 20 feet of the five swords hanging from the far wall, it springs to life and attacks the party without hesitation. Attempting to read the inscription on the wall prior to destroying the coin golem only proves to be an exercise in futility, as the inscription proves too faint to be legible until the coin golem is defeated.

The small table holds a total of 10 hollow clay statuettes. The following creatures are represented: a hellhound, a devil, a unicorn, a dragon, a dire lion, a shark, a cloud giant, a cobra, a troll, and a treant. All are empty and worthless save the dragon. If smashed, inside the dragon’s hollow interior is a small ruby (worth 15 gp) crudely shaped like a heart. It’s imbued with *magic aura (necromancy)*, but is otherwise normal. The PCs might mistake this for Chalychia’s phylactery, but they would be deceived in doing so.

Once the coin golem is destroyed, its body reverts to a pile of normal gold coins – 48,000 of them!

The Inscription: When the PCs are within five feet of the wall, they can read the inscription, which is written in Infernal. Read or paraphrase the following, then hand out players handout R:

Vanquished, the monster dissipates into thousands of coins, harmless and inert. The inscription on the far wall begins to glow, as do the five swords hanging from the wall. The swords, which hang approximately 10 feet from the floor, turn and point to the glowing inscription written above them, which reads:

Next to last lies what ye seek

The soul of the eternal queen

Ruler of darkness, lady of pain

Wicked mistress of all obscene

Shard of life may bring death

’Tis simple to vanquish the fiend

Seek eternity’s covenant over night’s death –

Know ye not what all this means?

From left to right, the numbers “1” through “5” begin to glow on each sword.

The answer to the riddle is to read the first letter of each word from the “next to last” line of the riddle – this spells out “SECOND.” Should the “second” sword – the one with a glowing number “2” on it – be taken

from the wall, its remaining brethren turn to point downward again, then all five swords fade away from existence, leaving only the scabbard of the second. Resting in the bottom of the scabbard is the sixth shard of *True Death*. (Note that this result is the same whether or not the PCs actually solve the puzzle, or just happen to grab the second sword off of the wall.)

Taking any of the other swords off of the wall – or merely touching those swords – results in nothing but pain. Any PC touching one of these four swords suffers 4d8 (20) points of electrical damage and the effects of being struck by a painful weapon (see the sidebar on page 48). A successful DC 20 Fort save negates the painful effect, but the victim still suffers the damage.

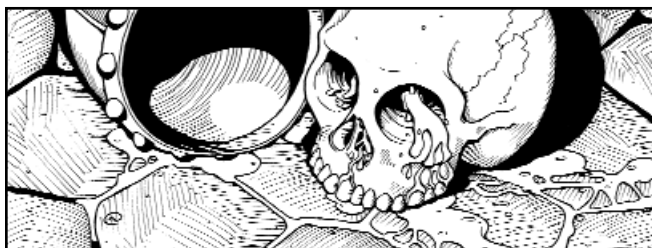
Tactics: The coin golem attacks if any character comes within 20 feet of the swords near the back of the room. The tactics of the coin golem are fairly simple – crush and destroy all who come near it. The creature uses its coin volley attack against stronger opponents in an effort to slow them down with the ongoing, multi-round damage that can be caused by this attack. It uses its slam attacks against those opponents it perceives to be weaker.

Coin Golem: CR 12; Huge construct; HD 16d10+40; hp 128; Init -1; Spd 20 ft.; AC 25, touch 7, flat-footed 25; Base Atk +12; Grp +30; Atk slam +20 melee (2d10+10 (21)); Full Atk 2 slams +20 melee (2d10+10 (21)); Space/Reach 15 ft./15 ft.; SA Coin volley; SQ Construct traits, DR 15/bludgeoning and magic, darkvision 60 ft., hardness 10, immunity to magic, AL N; SV Fort +5, Ref +4, Will +5; Str 30, Dex 9, Con –, Int –, Wis 11, Cha 1.

SA – Coin Volley (Su): A coin golem can unleash a volley of hundreds of enchanted coins as a full-round action. This attack is a 60-foot cone. In addition to 6d6 (24) points of damage (DC 18 Reflex save for half damage), any creature struck by this attack that fails a DC 18 Fortitude save continues to take 2d6 (8) points of bleeding damage per round for an additional 2d4 (5) rounds from coins imbedded in its flesh. A *cure* spell or DC 20 Heal check stops the bleeding. The coin golem may use this attack three times per day.

SQ – Immunity to Magic (Ex): A coin golem is immune to any spell or spell-like ability that allows spell resistance.

SQ – Damage Reduction and Hardness: A coin golem has both damage reduction and hardness. A weapon that bypasses its damage reduction must still contend with its hardness.



Area 3-4 – Eldritch Laboratory (EL 15): Read or paraphrase the following:

This room is well lit from magical stones set into the walls at regular intervals, sending soft yellowish light throughout the laboratory. Chairs, desks, and shelves constructed of dark woods and worked leather fill this triangular room. A slight wrinkle of stale air mixes with the smell of ink and well-oiled wood. Books of all sizes and shapes clutter the shelves, sporting metal clasps, gem-studded sleeves, gold-leaf binding, leather casings, and an assortment of other distinctions. The most dominant feature of the room is the large, mahogany-fitted slate board along the northern wall. Further east along the north wall is a large desk.

The eldritch laboratory is the center point of Chalychia's research into the dark arts. Books on numerous dark topics can be found among the shelves. This room has four main elements: a metal box that provides a false lead; an intelligent chalkboard that can provide clues about the dungeon (area A); a book describing Chalychia's deeds that can provide further clues to the puzzle of her origins (area B); and a trapped, secret exit hidden behind a bookshelf (area C).

Room Traits: The eldritch laboratory is sealed in a permanent *zone of silence*. Nothing short of a *wish* cast outside the laboratory will remove the *zone of silence*. This magical silence ensures that no spells are accidentally cast while conducting research in the laboratory. While within the zone, all PCs are considered deafened, suffering a –4 penalty on initiative checks and automatically failing Listen checks. Further, any spell with a verbal component cannot be cast in the laboratory.

The Metal Box and False Lead: Along the southwest wall is a stone table holding all manner of alchemical equipment, such as beakers, flasks, metal tools, and so on. Under the desk is a 2 ft. x 2 ft. x 2 ft. metal box with gold hinges and bindings (worth 1,000 gp). The box is easily discovered (Search DC 10). The box is triple locked and triple trapped.

Poison Needle Traps (3): CR 14; mechanical; touch trigger; manual reset; +24 melee (1 plus poison; fiendish dragon bile: injury, Fort save DC 28, 2d6 (7) Str/1d6 (3) Str and 1d6 (3) Con); Search DC 25 (each needle); Disable Device DC 30 (each needle) (break off needle tip without being injured); Open Lock DC 30 (each lock).

Inside the box are 47 gems (each worth 10 gp), each flawed in some way, detectable with a DC 30 Appraise check. The gems all radiate magic (faint illusion) and a DC 25 Spot check reveals a tiny humanoid figure trapped in each gem. Searching all the gems locates one that appears to contain a red dragon and another

that looks like Chalychia. The tiny figures are simple illusions (*minor image*) and serve no purpose but to confuse the PCs. A DC 22 Spellcraft check identifies the figures as the result of *minor image*.

Under the gems is a small 1-foot-square box, unlocked and untrapped. It contains four potion bottles and folded sheets of parchment. The sheets contains a recipe for a *potion of divine power* that grants the imbiber increased Strength, Dexterity, hardiness, and combat prowess. The recipe is a hoax (although Slate the intelligent chalkboard believes it is authentic; Chalychia did research such a potion). The potions are all *potions of lich creation*. Drinking one of these potions results in death (no save) and if the victim fails a DC 20 Fort save, he can't be raised from the dead by any means.

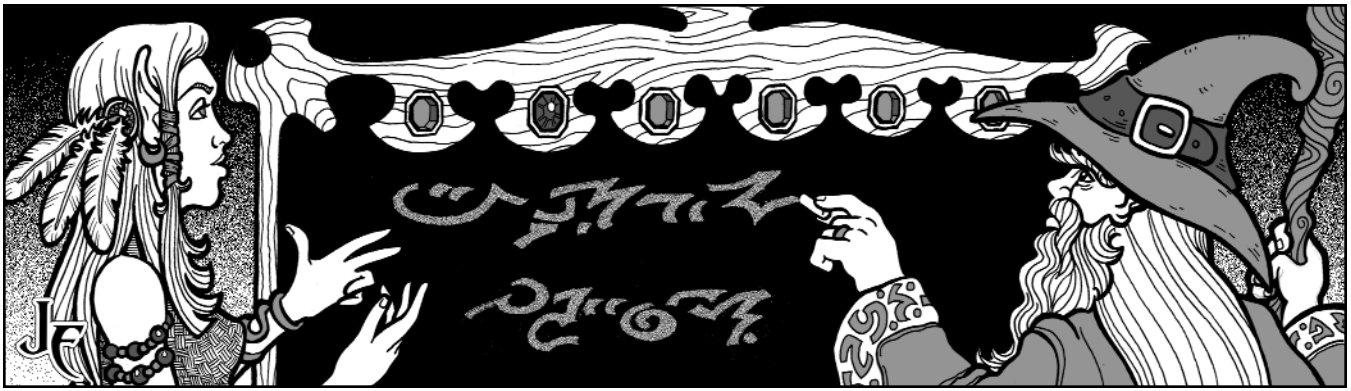
Area 3-4A – Slate, the Intelligent Chalkboard: When the characters examine the slate board along the northern wall, read or paraphrase the following:

This massive slate board is 6 feet wide and stands nearly 5 feet tall on four sturdy wooden legs with brass rolling clasps. A sparkling sapphire is set into one of six notches crafted along the top of the board. A cloth eraser and several pieces of chalk lie on a rail below the wide writing surface of the board.

This slate board is a magical treasure – anything written on its surface is translated and re-written into one of six known languages. The chalkboard is intelligent, but can only communicate by writing on its own surface. Spidery script appears as it magically writes, and disappears in a puff of chalk dust when Slate begins a new message.

The sapphire (worth 2,000 gp) is set in one of six notches to indicate which of six languages Slate responds in – Abyssal, Common, Draconic (currently selected), Elven, Infernal, and Terran. Slate's language skills are impeccable, but he has grown bored in his service of the Devil-Lich. Slate often adds some flair or dramatic twist to his interpretations in an attempt to liven things up. If the gem is removed, the chalkboard becomes non-magical (and subject to *shrink item*). If the sapphire is replaced, it becomes magical again.

Slate is very intelligent and knows quite a bit of what transpires in the crypt, since he's been used for numerous studies and research projects from the Devil-Lich. But Slate is lonely and bored, as the Devil-Lich is far from a conversationalist. PCs that interact with him politely and with genuine interest pique his curiosity, and Slate is as helpful and courteous as he can be. However, he is also quite insistent that the PCs take him with them – or at least promise to free him from the Devil-Lich's possession. Getting anything out of Slate without agreeing to this promise requires a DC 35 Diplomacy check; otherwise, he insists on



being taken with the PCs. Since Slate stands nearly five feet tall and six feet wide, and weighs just less than 1,000 pounds, this may not be as easy as it sounds.

Slate is an endless font of knowledge regarding the Devil-Lich, but he is not entirely honest. Actually, he downright lies at times, in an effort to make things interesting. He is fond of giving the PCs cryptic hints. A few examples follow, but the GM should use Slate to give the characters as little or as much information as they need.

- “Chalychia’s Bane is True Death” (a DC 30 Spot check allows the PC to notice “Bane” is capitalized this time)
- “Sometimes, all that glitters is not gold”
- “Find and destroy the dragon’s heart, the only way for Chalychia to depart”
- “Look to the north for Chalychia’s weak link”
- “Remember, sometimes flame can consume all”

Slate, intelligent chalkboard: CR –; Large construct; HD 4d10+30; hp 56; Init 0; Spd 5 ft. (wheels); AC 13, touch 9, flat-footed 13; Base Atk N/A; Grp N/A; Atk/Full Atk N/A; SQ Construct traits, darkvision 60 ft., low-light vision, hardness 10; AL N; SV Fort +1, Ref +1, Will -4; Str 20, Dex 9, Con –, Int 22, Wis 12, Cha 1.

Skills and Feats: Knowledge (arcana) +10, Knowledge (religion) +10, Knowledge (nature) +10, Knowledge (history) +10, Knowledge (geography) +10, Knowledge (nobility) +10, Knowledge (undead) +10.

Languages: Abyssal, Aquan, Auran, Common, Draconic, Dwarven, Elven, Gnome, Ignan, Infernal, Orc, Sylvan, Terran. Slate magically comprehends any language written on his surface, but can only respond in writing in one of six languages: Abyssal, Common, Draconic Elven, Infernal, and Terran.

Area 3-4B – Research Desk: When the characters investigate this desk, read or paraphrase the following:

A large, luxurious desk and chair with silver and gold filigree sit in the northeast corner of the labo-

ratory. Numerous scrolls and documents clutter the surface of the desk, and writing utensils sit neatly in their places. Two ornate silver stands hold massive books at either end of the desk. On the left side, a large book with a cracked black leather cover lies open. On the right side is a closed blood-red bound volume with gold symbols on the cover.

The black leather book on the left is the *Tome of the Black Tongue*, a diabolic magical item. A PC casually scanning the cover or several pages sees runes and passages in every possible language – and what appear to be several alien languages never before encountered by mortals. Reading any text from the book, however, has dire consequences.

Tome of the Black Tongue: A PC reading from the book must make two separate DC 18 Will saves or permanently lose 1d2+1 (2) Int and 1d2+1 (2) Wis respectively from the horrible cursed text. Secondly, another DC 20 Will save is required, or the book permanently steals all knowledge and use of 1d3 (2) random languages from the user. If the *Tome of the Black Tongue* would steal more languages than the PC has, he loses all known language skills and is rendered mute for 24 hours. After that time, he will regain the use of his native tongue only.

Canticle of the Damned: This is the book on the right hand side of the desk, a large tome describing Chalychia’s ascendancy into lichdom and her numerous blasphemous deeds. A PC spending at least 10 minutes looking through the book can make a DC 20 Int check to discover that the name of Chalychia’s longsword was *Bane*. A PC spending another 10 minutes can attempt another DC 20 Int check to discover the command word “Vat’eitac” to the portal in room 3-7.

Area 3-4C – Puzzling Books: Behind one of the bookshelves is a secret passage leading deeper into the Devil-Lich’s crypt. However, it is well concealed, and can only be revealed by properly positioning certain books on the bookshelf. When the players examine the bookshelves, allow a DC 20 Search check. If successful, read or paraphrase the following:

Along the northern wall is a bookshelf that is dif-

ferent from the rest. Its top shelf is empty, and the books on the lower shelves are practically unidentifiable due to age and mildew. On a small table beside the bookshelf are eight books that look worn but in much better condition.

Bookshelf: Hardness 8; hp 60, Break DC 28.

There are eight books lying on a small table next to the bookshelf, of various topics and age. There are two books written in each of four different languages (Aquan, Auran, Ignan, Terran). Consult players hand-out S for the titles of these books.

The books are molded and weathered, and have a faint magic aura (abjuration). A DC 23 Spellcraft check reveals that they are under the effect of a permanent *protection from energy (acid)* effect.

When the books are put into alphabetical order based on their language and title (7, 3, 8, 1, 6, 4, 5, 2) on the topmost shelf, the bookshelf slides to the side to reveal the secret door.

Twenty minutes after the books have been positioned – right or wrong – a permanent *mage hand* spell puts these books back on the desk as they were before. If the PCs are smart enough to ask Slate if he knows anything about this, he mentions that Chalychia controls the *mage hand* with command gestures. If prompted, Slate attempts to draw these gestures on his surface, and PCs can make a DC 15 Sleight of Hand check to properly mimic the gesture, which results in the *mage hand* servant automatically putting the books in the proper order. Slate knows this since the Devil-Lich used Slate in the research necessary to create the *mage hand* servant.

Positioning the books in the wrong order (either the PCs doing so themselves or by using the wrong gestures) causes a pit trap to open up below the feet of PCs standing in front of the bookshelf. The floor section is hinged and the bookshelf is secured to the east side of the floor section.

When the trap is triggered and the floor section swings down, the bookshelf falls over to cover the exposed opening, sealing PCs inside the acid-filled pit. This also reveals the secret door. Lifting the bookshelf requires a DC 20 Strength check. Climbing the walls of the pit trap to escape – or at least get out of the acid – requires a DC 20 Climb check.

Acid-filled Pit Trap: CR 7; mechanical; location/event trigger; manual reset (30 minutes); DC 20 Reflex save avoids; 40 ft. deep (4d6 (15), fall); 2-foot deep acid reservoir, 5d6 (18) per round; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 25 (jam pit door so it won't open).

Area 3-5 – The Meat Grinder (EL 17): Read or paraphrase the following:

This room appears to be a 30-foot-diameter circular chamber with no exits. The ceiling is 30 feet high, and the walls are smooth stone. The center of the room has a five-foot-diameter stone column that is 20 feet high with a flat top. The column glistens with moisture.

This chamber is a deadly trap created to test the ingenuity of the PCs. Over the course of 15 rounds, the room spins, then a set of metal blades unfolds and spins in an opposite direction, sucking the PCs toward them. A hidden trap door over the column allows escape. A polluted air elemental living within the hollow stone column powers the entire effect. The air elemental emerges to fight once the trap door is touched, or after the trap has run its course in 15 rounds. Allow a DC 25 Spot check to notice the small trap door in the ceiling, above the column. If and when the trap door is touched, the air elemental abruptly stops powering the trap and emerges to fight. In this case, the trap stops as if 15 rounds had passed, and the elemental attacks. The elemental can restore power to the trap at any time by entering the hollow column (which is pockmarked with tiny holes through which the air-based creature can pass) and using its whirlwind ability.

The Traps: The first of two traps is triggered when the air elemental judges that enough characters have entered the room to be caught by it. This first trap causes the room to spin clockwise.

Spinning Room Trap: CR 8; mechanical; location trigger; automatic reset (powered by air elemental); each round the PCs must succeed at a Balance check (see table) or be thrown against the wall for 2d6+4 (11) points of damage; PCs held against the wall must make a successful Fort save (see table) or become unconscious; Search DC 35; Disable Device DC 40 (jam gear mechanism so room won't spin); Strength check DC varies (see table; to remove self from wall).

On round 4, eight sets of long metal blades unfold from the center column, and begin to spin in a counterclockwise motion. This is the spinning blades trap.

Spinning Blades Trap: CR 14; mechanical; timed trigger (3 rounds); automatic reset (powered by air elemental); victims trapped in the vortex must make a successful Strength check (see table for DC) or be struck by 1d4 (2) blades per round; each blade attacks at +20 melee and causes 3d8/x3 (15) points of damage; Search DC 30; Disable Device DC 30 (per blade) (jam mechanism so blades won't unfold).

The table on page 56 summarizes the effects:

- On round 5, the entrance door shuts and locks. PCs attempting to pick the lock must succeed at a DC 20 Concentration check due to the room conditions.

However, the spinning blades have now caused a vortex that could suck the PCs into the deadly blades.

- On round 6, PCs weighing up to 50 lbs. need to make a successful DC 25 Strength check or be pulled into the spinning blades. On this round, the air elemental powering the trap releases its toxic cloud attack. The toxic cloud dissipates unusually quickly (only 3 rounds) due to the spinning conditions, but forces the PCs to save or lose points of Con during this time (see polluted air elemental stats below).
- On round 7, PCs weighing up to 125 lbs. need to make this Strength check.
- On round 8, PCs weighing up to 250 lbs. need to make this Strength check. Unconscious PCs automatically get sucked into the vortex, and are automatically hit by the blades. Consult the table below for a summary of the trap effects.

After 15 rounds, the room slows to a stop, and the air elemental emerges to fight. To escape, the PCs need to reach the trapdoor in the ceiling. A PC can climb the column, but due to the spinning blades and a greasy substance used to lubricate the mechanical parts of the trap, this requires a successful DC 30 Climb check. Once at the top of the column, a successful Jump check is needed to reach the trapdoor (see DC on table below). Failing this roll by 5 or more deposits the PC back into the vortex.

Clever use of magic could be useful to overcome this trap and reach the exit. However, due to the noise and spinning blades, a successful DC 30 Concentration check is needed to cast a spell in the room once the blades have been activated in round 4. If a PC uses flight to reach the trapdoor, he must make a successful DC 30 Reflex save each round to avoid the spinning blades. Spells like *stone shape* or *transmute rock to mud* would be useful to destroy the column and the trap.

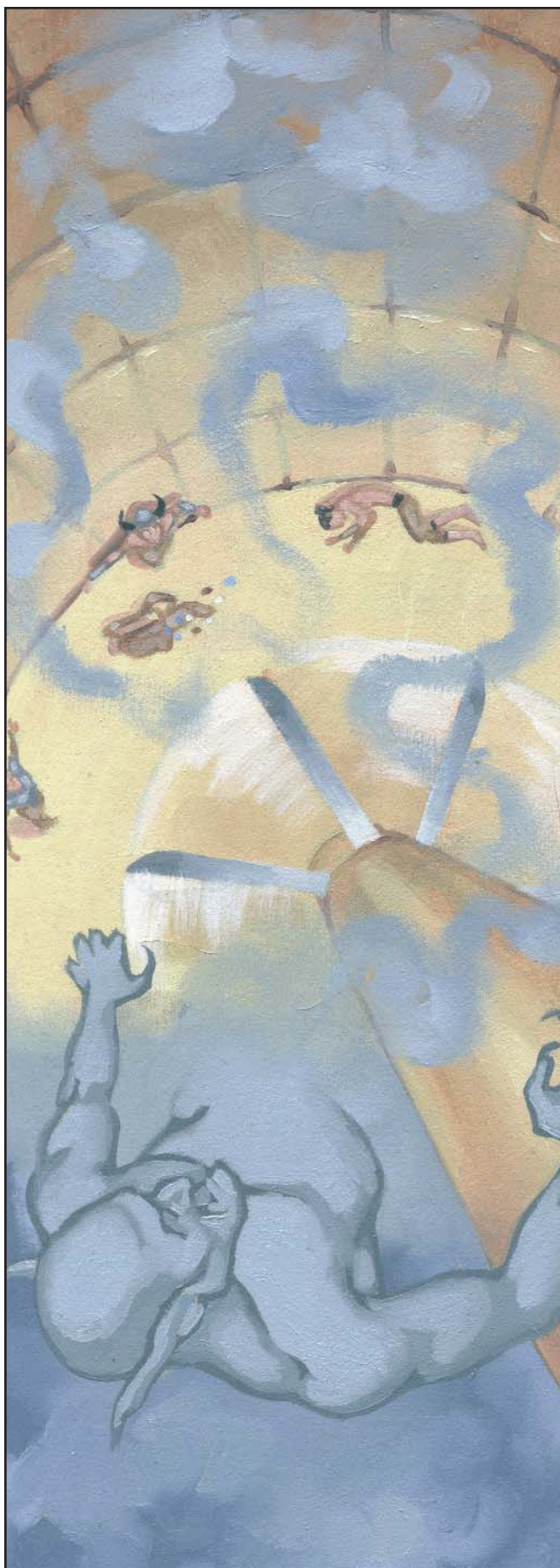
Metal Blades: Hardness 10; hp 10 to break; AC 16 (20 to hit same spot previously injured).

Stone Entrance Door: 4 inches thick; hardness 8; hp 60; Open Lock DC 30; Break DC 28 (locked).

Stone Column: 3 feet thick; hardness 8; hp 180; Break DC 50.

Trap Door: Hardness 10; hp 10; Open Lock DC 27; Break DC 24 (locked).

PCs could also use sunder attacks on the blades to destroy them; there are 8 blades in total. Instead of climbing the slippery column, a PC could attempt to jump from blade to blade to scale the column. This requires three Jump checks at DC 28. Failure by 5 or more results in hitting a blade, equivalent to a critical attack for 9d8 (45) points of damage.



The Polluted Air Elemental: A polluted air elemental of evil alignment long ago entered into a pact with Chalychia to control this room. The air elemental will not leave the room, but happily destroys all who enter.

The air elemental initiates combat on two conditions: if the trap door is ever touched, or after 15 rounds of spinning the column. It emerges from tiny holes set into the column, viciously attacking whoever is closest to the trapdoor. It is fully capable of leaving the room, but will not do so; unless deadly circumstances force it to, it will remain in the room and fight from its guard post.

Note that this is not a normal air elemental. It has an evil alignment and a toxic cloud attack. Furthermore, it uses its whirlwind ability to power the trap, so it cannot use it for 10 minutes after the trap has been activated.

Polluted Air Elemental: CR 15; Huge elemental (air, extraplanar); HD 30d8+120; hp 255; Init +15; Spd fly 100 ft. (perfect); AC 27, touch 19, flat-footed 16; Base Atk +22; Grp +36; Atk slam +31 melee (2d8+6 (15)); Full Atk 2 slams +31 melee (2d8+6 (15)); Space/Reach 15 ft./15 ft.; SA air mastery, toxic cloud

(3/day), whirlwind (used to power trap); SQ DR 10/–, darkvision 60 ft., elemental traits; SV Fort +14, Ref +28, Will +12; AL NE; Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +35, Spot +35; Alertness, Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

SA – Toxic Cloud (Ex): This air elemental is thoroughly polluted by toxins, negative energy, and ambient poison. As a free action usable 3/day, it can expel a cloud of toxic gas. The gas is a dark polluted gray in color, extends for 15 feet around the elemental, and lingers for 2d6 (7) rounds. (This time is halved in windy conditions, such as this room when it is spinning.) All creatures within the gas at the beginning of their turn must make a DC 29 Fort save or take 1d4 (2) points of Con damage. This save must be made each round a victim is within the toxic cloud. The save DC is Constitution based. Creatures that do not breathe, such as undead or constructs, are immune to this effect. Creatures caught within the elemental's whirlwind attack are automatically subject to the toxic cloud effect.

Area 3-6 – Plain Hallway (EL –): Read or paraphrase the

Area 3-5 Summary

Round	Effects	Balance DC ¹	Str DC	Fort DC ²	Jump DC	Vortex Pull Weight	Toxic Cloud Fort DC
1	Room spins clockwise	15	–	–	10	–	–
2	Room continues to spin	20	15 ³	25	15	–	–
3	Room continues to spin	25	20 ³	30	20	–	–
4	Blades appear; room spins	30	25 ³	35	25	–	–
5	Entrance door shuts and locks; blades spin counterclockwise	30	20 ³	35	25	–	–
6	Blades spinning full speed; vortex in full effect; air elemental releases toxic cloud effect	–	20 ⁴	35	25	50 lbs.	29 (1d4 (2) Con)
7	Blades spinning full speed; vortex	–	25 ⁴	35	25	125 lbs.	29 (1d4 (2) Con)
8	Blades spinning full speed; vortex in full effect	–	30 ⁴	35	25	250 lbs.	29 (1d4 (2) Con)
9-14	Blades spinning full speed; vortex in full effect	–	30 ⁴	35	25	250 lbs.	– (dissipates)
15	Room and blades abruptly stop spinning; blades retract; air elemental emerges	–	–	–	10	–	–

¹ Or fall to wall for 2d6+4 (11) damage.

² To avoid unconsciousness.

³ To move from walls.

⁴ To avoid being pulled into blades.

following:

The floor of this corridor is covered with 5-foot-square yellow pavers, each inscribed with a strange symbol. The 10-foot-wide passage continues for 120 feet before turning to the south.

Give out players handout T. The strange symbols are Infernal letters. A successful DC 20 Spot check by a PC that can speak Infernal reveals the following passage: "Chalychia will rule again." If the PCs step on any of these pavers, they begin to glow, as per *light* for 10 rounds. Nothing else happens. This is an ordinary hallway.

Area 3-7 – Lair of the Mummy Dragon (EL 16): Read or paraphrase the following:

The door opens to reveal an immense natural cavern, at least 80 feet wide and 120 feet long. Immediately in front of the door is a 3-foot deep pile of bleached bones, extending from wall to wall for 50 feet in front of you, until it reaches a huge open pit. The pit is 40 feet wide and 50 feet across. To the southeast, situated on a ledge about 10 feet above the floor, is the source of a small lava stream. The lava tumbles off the ledge like a sluggish waterfall, before exiting into a sinkhole in the floor. The lava throws off a dim reddish glow in the chamber that reveals the shadowy form of a doorway in the southern wall.

A huge draconic head breaches the lip of the pit. Its eyes glow with crimson fire, and its head is enshrouded with wrappings torn in places to reveal a rotting scaly hide underneath. The pungent stench of spices is apparent as the massive creature lifts its body out of the pit, its tattered funeral wrappings loosely clinging to a muscled hide.

This is the antechamber to the Devil-Lich's crypt, and the lair of one of her most powerful allies. Immun-drac was once an adult red dragon that served Chalychia during her assault on the surface world. But he was slain by a noble paladin during a climactic battle. Chalychia had his body returned to her lair, and animated it as a mummy, so he could continue to serve her in undeath.

The ceiling is 50 feet high. However, note that the mummy dragon cannot fly.

The Bone Field: The bone field is a tangled mess of humanoid bones, all previous enemies of Chalychia. Passing through the field is considered difficult terrain, and requires a successful DC 20 Balance check each round or the victim suffers 1d6 (4) points of slashing damage while moving. Two bone swarms hide here as well, and attack any PCs that attempt to cross.

Bone Field: 3 feet high; hardness 5; hp 300 per 5 ft. by 5 ft. section.

The Pit: The pit is 20 feet deep, but PCs can easily avoid it. It serves as Immun-drac's "coffin" and contains the remains of his hoard. The jumbled pile contains 21,777 sp, 8,871 gp, 1,153 pp, and 17 gems (worth 10 x 500 gp, 5 x 1,000 gp, and 2 x 5,000 gp). Chalychia removed all his magic items and replaced them with cursed items. The following cursed items are mixed into the pile, though they appear to be magical items (as indicated in parenthesis): *gauntlets of fumbling* (*gauntlets of ogre power*), a *necklace of strangulation* (*amulet of health +4*), *bracers of defenselessness* (*bracers of archery, greater*), a *scarab of death* (*scarab of protection*), a *cloak of poisonousness* (*cloak of resistance +3*), and a Medium-sized suit of *full plate of missile attraction* (*+3 full plate of moderate fortification*).

The Lava Stream and Well of Many Worlds: The source of the lava is a *well of many worlds* currently linked to the elemental plane of fire. A DC 30 bardic knowledge, Knowledge (arcana), or Knowledge (the planes) check identifies the *well of many worlds*.

Contact with the lava causes 2d6 (7) points of damage per round, and half damage (4) for 1d3 (2) more rounds. Entering the *well* transports the victim to the elemental plane of fire, where he is considered to be immersed in lava. An immersed PC suffers 20d6 (75^M) points of damage per round, plus half damage for 1d3 (2) more rounds after exiting. The *well* can be moved, establishing another link with a random plane. However, the *well* is a convenient method for destroying the sword, *True Death*, but also a deadly target for a tossed PC!

The Portal: When the PCs can see the southwest portion of the room, continue:

The southwest corner of the room contains a natural dais with four uneven steps. At the top is a vertical black metallic structure, circular in shape and about 10 feet in diameter, set on a stone pedestal. Its surface is etched with strange runes.

The metal structure is a one way portal to the under-deep, leading to a point about a half mile from the drow city of Sis'rine. The command word is "Vat'eitac," which can be found in area 3-4B. The command word is also hidden in the runes along the edge of the portal, requiring a successful DC 25 Spot check to locate. However, reading the runes triggers a *symbol* trap. Chalychia knows the command word, and attempts to flee through the portal if released from her prison.

Symbol of Pain Trap: CR 5; magical; spell trigger; no reset; DC 23 Fort save to negate; otherwise victim suffers -4 on all attack rolls, skill checks, and ability checks for one hour; Search DC 30; Disable Device DC 30 (break lines of symbol without triggering it).

Black Iron Portal: 3 inches thick; hardness 10; hp 90; Break DC 30; Climb DC 15.



Tactics: The bone swarms begin the encounter in the bone field adjacent to the mummy dragon's pit. They attack the PCs while they cross the bone field. Though they are unintelligent, they possess enough cunning to distinguish between real and false threats, so they are not distracted by spell effects or summoned creatures. The bone swarms will not leave the bone field.

While the PCs are engaged with the swarms, Immun-drac casts the following defensive spells in this order: *displacement*, *cat's grace*, and *protection from good*. If not in melee yet, he uses his breath weapon, or casts *magic missile* and *ray of exhaustion* on available targets.

Immun-drac's frightful presence has a range of 180 feet, encompassing the entire room. Remember that any PC with fewer HD than him is subject to the frightful presence the first time he attacks or charges. Characters with 5+ HD that fail the DC 24 Will save are shaken (-2 on attack rolls, saving throws, skill checks, and ability checks).

When engaged in melee, he attempts to use his Snatch feat on opponents with a claw attack. If he establishes a hold, the next round he casts *true strike*, while inflicting automatic claw damage. On the following round, he attempts to toss a PC into the *well of worlds*. A tossed PC has a range increment of 10 feet, and he needs to hit an AC 45 to force a PC into the well. A miss indicates 1d6 (4) points of damage per 10

feet thrown. The mummy dragon can also use his Awesome Blow feat to force PCs back into the bone field. Immun-drac fights until destroyed, focusing on PCs attempting to get close to the portal.

Once defeated, Immun-drac's chest begins to glow bright crimson. If cut open, his chest reveals a huge ruby, the size of a pineapple, roughly hewn into the shape of a heart. The ruby is worth 15,000 gp, and radiates magic (abjuration, from the *glyph*). If destroyed, it triggers a *greater glyph of warding*.

The Dragon's Heart, massive ruby: Hardness 10; hp 40; Break DC 30.

Greater Glyph of Warding Trap: CR 9; magical; spell trigger (when ruby is smashed); no reset; the PC destroying the ruby is targeted with a *slay living* spell and must make a DC 22 Fort save or die; if successful, the PC suffers 3d6+13 (24) points of damage; Search DC 31; Disable Device DC 31 (break lines of warding sigil without activating spell).

Bone Swarms (2): CR 10; Tiny undead (swarm); HD 12d12; hp 100 each; Init +8; Spd 20 ft.; AC 20, touch 16, flat-footed 16; Base Atk +3; Grp —; Atk/Full Atk swarm (3d6 (10)); Space/Reach 10 ft./0 ft.; SA Swarm attack, distraction (DC 16 Fort save); SQ DR 10/bludgeoning, turn resistance +2, swarm traits, undead traits; AL NE; SV Fort +4, Ref +8, Will +8; Str 1, Dex 18, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

SA – *Distraction (Ex)*: Any living creature that begins its turn with a bone swarm in its square must succeed at a DC 16 Fort save or be nauseated for 1 round.

Immun-drac, the mummy dragon (male adult red dragon mummy): CR 15; Huge undead (fire); HD 22d12; hp 194; Init +4; Spd 40 ft.; AC 29, touch 8, flat-footed 29; Base Atk +22; Grp +41; Atk bite +31 melee (2d8 +11 (20) plus mummy rot); Full Atk bite +31 melee (2d8+11 (20) plus mummy rot), 2 claws +26 melee (2d6+5 (13) plus mummy rot), 2 wings +26 melee (1d8+5 (9)), tail slap +26 melee (2d6+16 (24)); Space/Reach 15 ft./10 ft.; SA Breath weapon, despair (Will DC 24), frightful presence (Will DC 24), mummy rot, crush, snatch, spell-like abilities (*locate object* 6/day); SQ Blindsight 60 ft., DR 5/–, darkvision 120 ft., immunity to fire, low-light vision, spell resistance 21, vulnerability to cold, undead traits; AL CE; SV Fort +13, Ref +13, Will +17; Str 33, Dex 10, Con –, Int 16, Wis 19, Cha 16.

Skills and Feats: Appraise +25, Bluff +19, Concentration +19, Diplomacy +20, Gather Information +14, Hide –8, Jump +37, Knowledge (arcana) +18, Knowledge (underdark) +18, Listen +26, Search +25, Sense Motive +10, Spellcraft +15, Spot +28; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Snatch.

SA – *Breath Weapon (Su)*: Bone shards, 60 ft. cone, damage 12d6 (40) plus mummy rot, DC 25 Reflex save for half damage.

SA – *Mummy Rot (Su)*: Supernatural disease, bite, claw, wing or breath weapon; DC 24 Fort save, incubation period 1 minute; damage 1d6 Con (4) and 1d6 Cha (4). Can be cured only by casting *break enchantment* or *remove curse* and succeeding on a DC 20 caster check before the mummy rot can be cured like a natural disease.

Languages Spoken: Common, Draconic, Dwarven, Elven.

Spells Known (6/7/7/5, save DC 13 + spell level.): 0–*dancing lights, detect magic, light, mage hand, open/close, read magic*; 1st–*jump, magic missile, protection from good, unseen servant*; 2nd–*blindness/deafness, blur, cat's grace*; 3rd–*displacement, ray of exhaustion*.

Area 3-8 – Legend's Gate (EL –): When the characters approach this double door, read or paraphrase the following:

You stand before an immense gate. Two enormous doors, each 10 feet wide and 10 feet tall, are engraved with a stunning mythological scene. In the bottom left corner, an old drow wizard and a fierce, beautiful woman with large, feathery wings stand on opposite sides of a bed. Both face to the right, where there stands a demonic-looking drow woman wielding a powerful magical sword.

Then the narrative enlarges into an enormous battle scene, spanning the 20-foot width of the two doors. It shows an army of drow, devils, orcs, and hobgoblins, led by the same demonic drow woman, wielding the powerful magical sword at the front of her army. The army is invading a forested elven city, burning it to the ground and slaughtering a force of defending elves, and the entire city seems cloaked in shadow. High in the sky, near the top of the doors' scene, are the faces of the gods, who seem awed and aghast at the spectacle before them.

Now give out players handout U. Chalychia had this gate erected as a testament to her greatness. Although it is an awe-inspiring scene, it is nonmagical and untrapped.

A character who carefully examines the scene and makes a DC 40 Spot check notices that the sword wielded by Chalychia appears to be *True Death*.

When the characters pass through, proceed to area 3-9.

Area 3-9 – The Crypt of the Devil-Lich (EL 20): When the characters have passed through the double doors, read or paraphrase the following:

Beyond the doors is a huge hall, about 60 feet wide and 100 feet long. A smooth black floor extends for 30 feet beyond the door. Beyond this area is an open pit, emitting a soft reddish glow from below that shrouds the room in flickering illumination.

Suspended over the pit on thick black chains is a black metallic fortress, 30 feet high with a flat roof and crenelated battlements. A single door on the first floor provides entrance, and all the sides appear to be riddled with arrow slits. Eight taunt chains are attached to the fortress, spanning the pit, and attached to rings sunk into the cavern walls. There is no bridge to the doorway.

Standing on the roof is a single lithe figure, holding a gnarled staff. She is clad in a black cloak, parted to reveal her curvaceous form. However, her rotting ebony skin betrays her appearance, as do the leathery wings and black horns.

The Devil-Lich speaks. "I've been waiting for you for some time. I was beginning to get worried that my traps and allies were too much for your pathetic skills. I was wrong, but let's see if you can finish what you started," she croaks with a wry smile. She begins incanting a spell...

Give out players handout V. The figure on the fortress is Chalychia, and she wastes no time confronting the PCs as described in the tactics section below. Keep in mind that her goal is not to wipe out the PCs too quickly. She needs one of them to reach the fortress to dis-

pel the imprisonment effect and free her from her prison. Once free, she fights without quarter!

True Death: If a PC carries *True Death* and the sword has been assembled, it urges the PC to confront the Devil-Lich. This is a ruse, as it really wants to aid Chalychia in escaping her prison. It uses its Bluff skill to convince the PC that attacking is the best option. It also uses *major image* to create the illusion of a *lesser globe of invulnerability*. If need be, it exerts its will to dominate the PC, forcing the PC to make a successful DC 26 Will save to resist *True Death*'s urges.

Once Chalychia is free, the sword refuses to attack. Instead it employs its *mass inflict critical wounds* to injure the PCs while healing Chalychia.

Scrying: There is a good chance Chalychia has been scrying on the PCs since they recovered a shard of *True Death* on level one. Unless the PCs masked themselves (see sidebar on page 18), Chalychia gets a +1 to +3 circumstance bonus to any of several rolls, once per round. The exact bonus depends on how long the characters have masked themselves. This simulates her studying of the PCs' tactics while they overcome the obstacles of her crypt. In tournament play, the PCs need to mask themselves during each level, and this is noted on the scoring sheets.

Chalychia can apply an insight bonus of +1 for each level of the dungeon that has she scryed on the PCs to the following rolls: initiative, AC, Reflex saves, and skill checks related to interaction with the PCs.

Room Traits: There are several unusual features in this chamber: the pit, the chains, and the fortress.

The Pit: The pit is over 500 feet deep, but the true danger is the lava at the bottom. This lava is from the

well of worlds (area 3-7) and has formed a large pool in a huge cavern. A fall into the pit causes 20d6 (75^M) points of falling damage plus immerses the victim in lava, which causes another 20d6 (75^M) points of damage per round. If Chalychia falls into the pit, she is destroyed. If *True Death* is dropped into the pit, it is destroyed.

The Chains: The fortress is attached to the walls with four adamantine chains. The other four chains (indicated with dashed lines on the map) are illusions, created with *permanent image* (disbelief Will save DC 22). The chains are flush with the floor and relatively level.

Each chain is sunk into a 20 ft. by 20 ft. by 20 ft. iron cube that is built 20 ft. into the stone wall. A *stone shape* spell will not affect the iron cube, and will not weaken the anchor points.

The northeast chain has a weak link near the wall. If PCs are aware of the link (from Slate in area 3-4), it can be located with a successful DC 15 Search check, but this takes 1d3 (2) rounds. If not aware of the link, the Search DC is 30 and it takes 3d3 (5) rounds to locate. Note that Slate never specified which chain has the weak link; he only said to search to the north.

If one of the real chains is severed, the entire fortress buckles for 1d3 (2) rounds. Creatures on the roof must make a successful DC 20 Reflex save each round to avoid falling off. Victims inside the fortress suffer 3d6 (10) points of bludgeoning damage per round as they are tossed about. Then, due to the strain, the fortress plunges into the pit. PCs on the roof can make a DC 30 Reflex save to grab onto a chain fragment. PCs inside suffer 10d6 (35) points of damage from the fall and plunge into the lava. In two rounds, the fortress is destroyed by the lava, and the PCs are now considered immersed in the lava.

Adamantine Chain: 1 inch thick; hardness 20; hp 40; Break DC 36; Climb DC 10; Balance DC 10.

"Weak link": 1 inch thick; hardness 10; hp 20; Break DC 25.

The Fortress: The fortress is an *instant fortress*. A DC 35 Spellcraft check identifies the fortress as such, but it is impossible to determine the command words, which are lost to time.

The fortress serves as Chalychia's prison, similar to a powerful *binding* spell. She has free roam of the entire fortress, but can't leave unless the *binding* is dispelled. Any good-aligned PC touching any part of the fortress dispels the *binding*, freeing the Devil-Lich. Twenty-five feet separate the stone ledge from the edge of the fortress.

The door can't be opened by any means, not even a *knock* spell. On the roof is a locked trapdoor (Chalychia has a key) that leads to the 20-foot-by-20-



foot chamber below. The crenelated top provides cover (+4 AC, +4 to Reflex saves) and the arrow slits provide improved cover (+8 AC, +8 to Reflex saves, +10 to Hide checks, effectively have improved evasion ability).

Adamantine Trapdoor: 1 inch thick; hardness 20; hp 40; Break DC 36; Open Lock DC 25.

Instant Fortress Adamantine Walls: 2 1/2 inches thick; hardness 20; hp 100; Break DC 46; Climb DC 25.

Using a *limited wish*, Chalychia has cast *unhallow* on the whole fortress. This has the following three effects: *magic circle of protection* vs. *good*, -4 to turn attempts against undead, and each time a good-aligned target enters or even sets foot on the fortress, he is affected by a targeted *dispel magic*.

The interior chamber is Chalychia's personal room. Despite being in a prison, she doesn't lack for comfort. The entire chamber reeks of incense intermingled with fine perfume. The chamber contains a black, wrought iron bed complete with silk sheets and pillows (worth 500 gp) and a desk with her spellbooks (see details below). Resting on a stone pedestal is her *crystal ball with telepathy*. Her wardrobe contains numerous silk gowns, some studded with gem stones. There are 7 dresses, each worth 500 gp, and a *cloak of charisma* (+2). Four plush carpets cover the stone floor (worth 400 gp, 750 gp, and 900 gp respectively, with the last being a 5 ft. x 10 ft. *carpet of flying*). Scattered about are art objects: four paintings (worth 2,000 gp each), a platinum decanter and four goblets (worth a total of 7,000 gp), a gold statue of a fiendish spider set with emerald eyes (worth 3,500 gp), an obsidian chess set (worth 1,100 gp), an adamantine framed standing mirror (worth 2,750 gp), and a silk changing screen (worth 800 gp). Chalychia's personal jewelry includes a platinum tiara set with rubies (worth 15,000 gp), a platinum comb (450 gp), and numerous necklaces and rings (17 pieces total, each worth 3d4 x 100 gp). A *portable hole* hidden under the *carpet of flying* contains the following magic items: a *staff of illusion* (30 charges), a +2 *ring of protection*, a *wand of daylight* (50 charges), a +5 *amulet of natural armor*, a *greater horn of blasting*, and a +3 *heavy flail of disruption*.

Tactics: Chalychia is a very dangerous foe and has many resources available to attack the PCs. Her first goal is to get a PC to enter the fortress. Once this is achieved, she is relentless in her assault.

If able to scry on the PCs, she has followed the PCs' progress on this level of the dungeon. Before the PCs arrive, she has cast the following spells in order (duration in parentheses):

Round 1: *spectral hand* (15 minutes)

Round 2: *summon monster VII* (invisible stalker) (15 rounds)

Limited Wish

Limited wish is a powerful spell capable of numerous effects. Here are some uses Chalychia might employ:

- Recall any 6th-level or lower wizard spell already cast (examples: *disintegrate*, *lightning bolt* [empowered]).
- Recall any 5th-level or lower spell (examples: *dispel magic*, *inflict critical wounds* (to heal herself), *insect plague*, or *slay living*).
- Undo any harmful effect on herself.
- Any other effect no more powerful than a 7th-level spell.

Flight and the Devil-Lich

One of this adventure's playtests had a truly heroic ending. Lady Varin, the paladin, flew over to the fortress (via the wizard's *fly* spell), grappled the Devil-Lich, then made another grapple check to jump off the side of the fortress with Chalychia in hand, drowning both of them in the lava below. By sacrificing herself, the paladin destroyed a great evil and saved her entire adventuring party!

If such an event occurs in your game, here are some guidelines for evaluating it.

- Chalychia's Strength is 16. This gives her a maximum encumbrance of 230 pounds. Assume the weight of the few magic items she carries on her person is negligible.
- If she is grappled by a creature that weighs 230 pounds or less, Chalychia can still remain aloft by using her wings. The attacker can decide whether his grapple attempt also attempts to constrain her wing use. To do so, the attacker must specify that he's trying to contain the wings, and succeed at the usual grapple check. Otherwise, it is assumed that Chalychia can still flap her wings while grappled.
- If Chalychia is grappled in midair by a creature that weighs more than 230 pounds, she cannot support its weight with her flight. Both creatures plummet to the ground.
- If Chalychia falls, she can still attempt to cast *feather fall* to save herself – but doing so while grappled requires a DC 21 Concentration check.
- Casting *feather fall* slows both Chalychia and her grappler. Only by winning a grapple check to wrest herself from her attacker can Chalychia then fly off. Doing so removes the *feather fall* effect from the attacker (who was previously encompassed by holding on to Chalychia), and the attacker promptly plummets to the lava below.

We'd love to hear how your players defeated the Devil-Lich (or didn't). Post your stories to our forums at www.goodman-games.com!



Round 3: *summon monster VI* (Large air elemental) (15 rounds)

Round 4: *summon monster VIII* (from scroll, 2 bone devils) (15 rounds)

Round 5: *haste* on herself as well as the stalker, elemental, and devils (15 rounds)

Round 6: *bear's endurance* on elemental (15 minutes); summoned creatures move into position: bone devils flanking Chalychia, and the elemental and invisible stalker flying above the door

Round 7: *wall of force* from her *staff of power* (15 rounds)

When the PCs arrive, she orders the invisible stalker to ready attacks against spellcasters in an attempt to disrupt spells. The air elemental and bone devils (using *fly*) attack flying PCs or those crossing the chains.

If a PC comes close to the edge of the pit, any nearby creature will attempt to bull rush them over the edge and into the pit. Additionally, the elemental will attempt to use its whirlwind ability to pick up any creatures it can and eject them over the pit.

Meanwhile, Chalychia uses her *spectral hand* to deliver touch spells, starting with *bestow curse* (-6 Dex), *touch of idiocy*, and *vampiric touch* (after she is wounded). She uses *lightning bolt*, *acid arrow*, *magic missile*, and *cone of cold* (from her *staff of power*) to wear down the PCs. If she comes under serious fire-

power, she retreats into the fortress and continues to attack through the arrow slits.

Any PCs trying to sunder one of the chains become the victim of *ice storm*, *sleet storm*, and *ray of enfeeblement*.

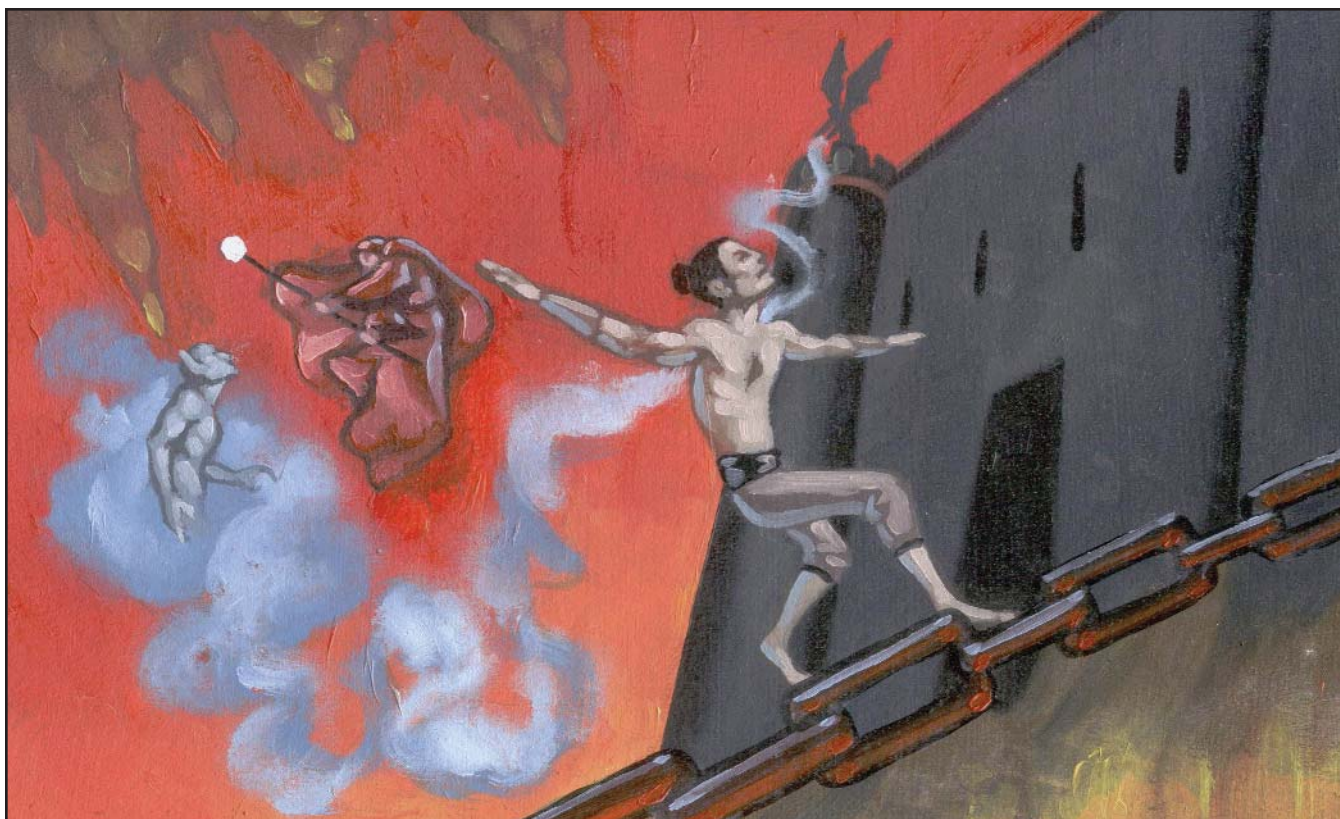
Against spellcasters that remain on the stone ledge, she uses *stinking cloud*, *feeblemind*, *transmute rock to mud*, and *fireball* (from her *staff of power*).

In melee combat, one of the bone devils returns to her side. She first casts *cat's grace* on herself and then a quickened *lightning bolt*. She follows that up with *finger of death*, *flesh to stone*, *disintegrate*, and *enervation*. She reserves *limited wish* for an important use (see sidebar on page 61).

If Chalychia is injured and has a spare action, she will target *enervation* at herself (curing 12 hp damage since she is undead).

If reduced to 25 hp or less, she attempts to break her *staff of power* for a retributive strike. If successful, Chalychia has a 50% chance to be transported to another plane. Otherwise, she is destroyed. Consult the table below for how much damage the PCs suffer, depending on how close they are to the staff – multiply the base damage by the number of charges left in the staff. A DC 17 Reflex save reduces the damage by half.

Distance from staff (feet)	0-10	11-20	21-30
Base damage	8	6	4



Unless the PCs destroy the Devil-Lich's phylactery (the sword *True Death*), she is not completely destroyed. She returns in 1d10 days and continues to plot her escape. In non-tournament play, this is an excellent lead-in for a sequel, especially if she is now freed from her binding.

Chalychia, the Devil-Lich, Female Half-Drow/Half-Fiend Lich Wiz(Conj)14: CR 20; Medium undead; HD 14d12; hp 122; Init +11; Spd 30 ft., fly 30 ft. (average); AC 33, touch 22, flat-footed 26; Base Atk +7; Grp +10; Atk claw +10 melee (1d4+4 (6)) or touch +10 melee (1d8+5 (10) plus paralysis) or *staff of power* +12 melee (1d6+5 (9)); Full Atk 2 claws +10 melee (1d4+4 (6)) and bite +5 melee (1d6+1 (9)), or *staff of power* +12/+7 melee (1d6+5 (9)) and bite +5 melee (1d6+1 (9)), or *staff of power* +12/+7 melee (1d6+5 (9)) and touch +5 melee (1d8+5 (10) plus paralysis); SA Fear aura (Will save DC 24), paralyzing touch (Fort save DC 24), *smite good* 1/day (+14 damage), spell-like abilities; SQ Darkvision 120 ft., SR 25, light blindness, immunities (sleep, poison, cold, electricity, polymorph), resistances 10 (acid, fire), turn resistance (+4), DR 15/bludgeoning and magic, drow traits, undead traits; AL LE; SV Fort +10, Ref +17, Will +17; Str 16, Dex 24, Con –, Int 26, Wis 14, Cha 24.

Languages Spoken: Common, Draconic, Elven, Gnome, Undercommon, Drow Sign Language, Abyssal, Infernal, Aquan.

Skills and Feats: Concentration +17, Decipher Script +25, Diplomacy +20, Hide +26, Knowledge (arcana) +25, Knowledge (engineering) +20,

Knowledge (the planes) +25, Move Silently +25, Sense Motive +21, Spellcraft +25; Augment Summoning, Combat Casting, Empower Spell, Improved Initiative, Martial Weapon Proficiency (longsword), Quicken Spell, Spell Focus (conjuration).

SA – *Fear Aura* (Su): Creatures with less than 5 HD within a 60-foot radius must succeed at a DC 24 Will save or become affected by a *fear* spell.

SA – *Paralyzing Touch* (Su): Any living creature struck by a touch attack must succeed at a DC 24 Fort save or become permanently paralyzed.

SA – *Spell-like Abilities* (Sp) (as a 14th-level caster): 1/day—*dancing lights*, *faerie fire*, *desecrate*, *unholy blight* (22 hp damage, sickened for 2 rounds), *contagion*, *blasphemy*, *unhallow*; 3/day—*poison* (5 Con/5 Con, Fort DC 19), *unholy aura*; 4/day—*darkness*.

Arcane Spells Prepared (as 15th-level caster with *ioun stone*) (4/7/7/7/7/6/5/4/3, save DC = 18 + spell level, or 19 + spell level for conjurations; banned schools: abjuration and illusion; * indicates spell has already been cast if she had time to prepare for PCs): 0—*detect magic*, *flare* (x2), *touch of fatigue*; 1st—*expeditious retreat*, *feather fall*, *magic missile* (4 hp x 5), *obscuring mist*, *ray of enfeeblement* (8 Str) (x2); 2nd—*bear's endurance**, *cat's grace*, see *invisibility*, *spectral hand** (x2), *touch of idiocy* (3 Int, Cha, Wis), *web*; 3rd—*haste**, *magic missile* [empowered] (5 hp x 5), *sleet storm*, *stinking cloud*, *suggestion*, *vampiric touch* (30) (x2); 4th—*acid arrow* [empowered] (5 initial plus 5 per round for 5 rounds), *bestow curse* (x2), *crushing despair*, *enervation* (2 negative levels for living creatures; undead gain 12 hp) (x3); 5th— *baleful polymorph*,

feeblemind, lightning bolt [empowered] (52^M), *summon monster V, telekinesis, transmute rock to mud*; 6th–*disintegrate* (105^M), *flesh to stone, ice storm* [empowered] (16 bludgeoning + 11 cold), *summon monster VI**, *wall of iron*; 7th–*finger of death* (26 on successful save), *lightning bolt* [quickened] (35), *limited wish, summon monster VII**; 8th–*horrid wilting* (53^M), *maze, power word stun*.

Possessions: *orange prism ioun stone* (+1 caster level), +6 *bracers of armor*, +4 *cloak of resistance*, *pearl of power* (3rd- and 5th-level spells), +3 *ring of protection*, *ring of evasion*, *slippers of spider climbing*, *staff of power* (25 charges), *scroll of summon monster VIII*, key to trapdoor on roof.

Description: Chalychia has long white hair and dried, rotting ebony skin. She sports a pair of black leathery wings, and a small pair of black horns. She has wicked fangs, and long curved talons on her delicate fingers. She wears an open black cloak, which reveals a powerfully muscled curvaceous form over a skin-tight, revealing bodysuit.

Note: The above statistics do *not* include the benefits of Chalychia's *haste* spell. The *haste* spell has a duration of 14 rounds. Chalychia casts it two rounds before the PCs arrive, meaning it has 12 rounds left once the battle begins. When under the effect of *haste*, Chalychia gains +1 attack, +1 AC, +1 to Reflex saves, +30 ft. to her movement speed, and one additional attack in each full-round action.

Large Air Elemental: CR N/A; Large elemental (air, extraplanar); HD 8d8+56; hp 103; Init +11; Spd fly 100 ft. (perfect); AC 21, touch 17, flat-footed 13; Base Atk +6; Grp +14; Atk slam +15 melee (2d6+4 (11)); Full Atk 3 slams +15 melee (2d6+4 (11)); Space/Reach 10 ft./10 ft.; SA Air mastery, whirlwind; SQ DR 5/–, darkvision 60 ft., elemental traits; AL N; SV Fort +8, Ref +14, Will +2; Str 18, Dex 25, Con 24, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

SA – Whirlwind (Su): Duration 4 rounds; dimensions: 5 feet wide at base, 30 feet wide at top, 40 feet high; DC 16 Reflex save; damage 2d6 (7); second Reflex save or be picked up and carried off.

Note: The above statistics do reflect Chalychia's Augment Summoning feat and *bear's endurance* and *haste* spells.

Invisible Stalker: CR N/A; Large elemental (air, extraplanar); HD 8d8+32; hp 75; Init +8; Spd 60 ft., fly 30 ft. (perfect); AC 18, touch 14, flat-footed 13; Base Atk +6; Grp +14; Atk slam +13 melee (2d6+6 (13)); Full Atk 3 slams +13 melee (2d6+6 (13)); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +6, Ref +11, Will +4; Str 22, Dex 19, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following

tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Note: The above statistics do reflect Chalychia's Augment Summoning feat and *haste* spell.

Bone Devils (2): CR N/A; Large outsider (evil, extraplanar, lawful); HD 10d8+70; hp 120; Init +9; Spd 70 ft.; AC 26, touch 15, flat-footed 20; Base Atk +10; Grp +21 Atk bite +17 melee (1d8+6 (10)); Full Atk bite +17 melee (1d8+6 (10)) and 2 claws +15 melee (1d4+3 (5)) and 2 stings +15 melee (3d4+3 (10) plus poison); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, fear aura, poison (Fort save DC 21, 1d6 (4) Str/2d6 (7) Str), summon devil; SQ DR 10/good, darkvision 60 ft., immunity to fire and poison, resistances 10 (acid, cold), see in darkness, SR 21, telepathy 100 ft.; AL LE; SV Fort +14, Ref +13, Will +11; Str 25, Dex 21, Con 25, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (the planes) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

SA – Spell-like Abilities (Sp): At will–*greater teleport, dimensional anchor, fly, invisibility, major image* (DC 15), *wall of ice* as a 12th-level caster.

SA – Summon Devil (Sp): This ability is unavailable because the bone devils are summoned creatures.

Note: The above statistics do reflect Chalychia's Augment Summoning feat and *haste* spell.

Chalychia's Spellbooks: The spellbooks of the Devil-Lich contain the following spells.

0-level: all

1st level: *cause fear, chill touch, comprehend languages, expeditious retreat, feather fall, floating disk, grease, identify, jump, mage armor, magic missile, obscuring mist, ray of enfeeblement, reduce person, unseen servant*.

2nd level: *acid arrow, alter self, bear's endurance, cat's grace, command undead, continual flame, darkness, detect thoughts, fog cloud, ghoul touch, glitterdust, knock, levitate, scare, see invisible, shatter, spectral hand, summon swarm, touch of idiocy, web*.

3rd level: *arcane sight, gentle repose, halt undead, haste, hold person, ice storm, lightning bolt, shrink item, sleet storm, stinking cloud, suggestion, tongues, vampiric touch, water breathing, wind wall*.

4th level: *animate dead, arcane eye, bestow curse, enervation, confusion, contagion, crushing despair, dimension door, fear, polymorph, scrying, solid fog, stone shape, summon monster IV*.

5th level: *cloudkill, baleful polymorph, dominate person, feeblemind, lesser planar binding, magic jar, mind*

fog, permanency, sending, summon monster V, symbol of pain, symbol of sleep, telekinesis, transmute rock to mud, wall of stone.

6th level: analyze dweomer, create undead, disintegrate, flesh to stone, forceful hand, legend lore, move earth, planar binding, symbol of fear, symbol of persuasion, summon monster VI, wall of iron.

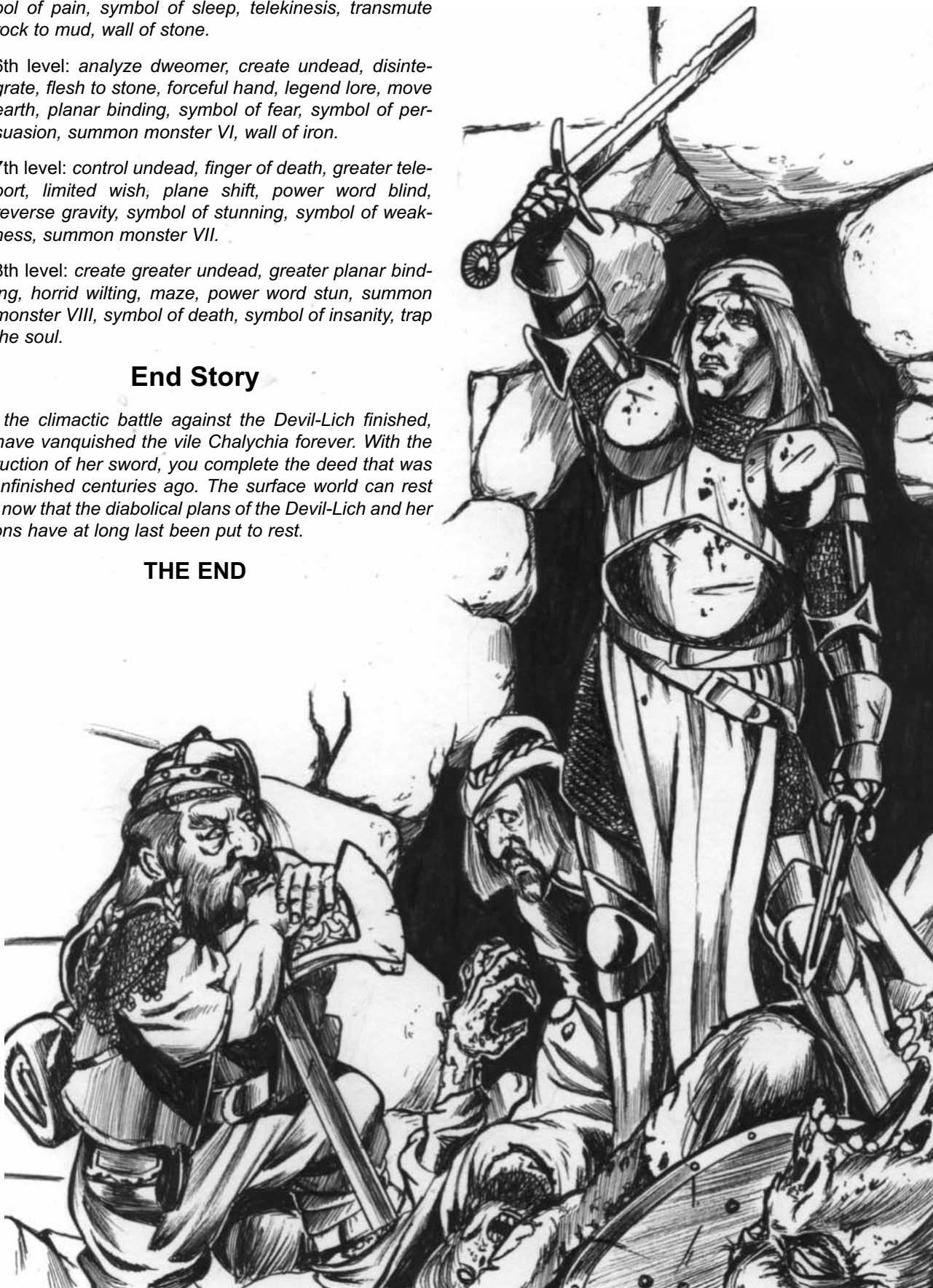
7th level: control undead, finger of death, greater teleport, limited wish, plane shift, power word blind, reverse gravity, symbol of stunning, symbol of weakness, summon monster VII.

8th level: create greater undead, greater planar binding, horrid wilting, maze, power word stun, summon monster VIII, symbol of death, symbol of insanity, trap the soul.

End Story

With the climactic battle against the Devil-Lich finished, you have vanquished the vile Chalychia forever. With the destruction of her sword, you complete the deed that was left unfinished centuries ago. The surface world can rest easy now that the diabolical plans of the Devil-Lich and her minions have at long last been put to rest.

THE END



Rewards

If this adventure is not used as a tournament module, you should award experience points according to the usual method: Compute the experience points for the combat and trap encounters based on their challenge ratings, then divide this amount by the number of PCs. Next, assign a discretionary role-playing experience award (1,000 to 1,500 XP) based on PC portrayal and contributions to the game. This award can vary per PC. Finally, determine objective awards based on tasks completed during each part of the adventure. These objective awards are based on individual PCs and are not group rewards. The sum of combat/trap experience, role-playing awards, and objective awards is the total experience awarded to each PC.

The bonus for objective awards can be determined using the module's tournament scoring rules (which are below). Award points for room objectives exactly as if you were scoring the module. At the end, double the points and award that much XP.

Tournament Scoring

Visit the Free Materials section of www.goodman-games.com for downloadable versions of these scoring sheets specially designed to be easily filled out.

Scoring – Round 1

Area	Activity	Points
1-1	Determine the nature of the Portal of the Damned without triggering trap	+50
	Avoid the <i>spike stone</i> trap	+50
	Glean clues from Brother Mikolas before destroying him	+100
	Defeat Brother Mikolas	+100
	Recover magic items off Brother Mikolas	+50
	Disable scythe trap	+50
	Destroy the braziers to make it easier to turn Brother Mikolas	+50
1-2	Free the allips without killing them, ending their torment	+200
	Discover the <i>arcane mark</i>	+100
	Use bard's countersong to negate babble	+100
	Use an arrow or bolt head to unlock doors	+50
	Confusion/poison gas trap triggered	-100
	Penalty per door trap triggered	-50 per
1-3	Waste any resources or more than 15 minutes passing through hallway	-100
1-4	Defeat the golem	+100
	Destroy the <i>Scriptum Mallus</i>	+50
	Recover the Rhyme of the Shards	+200
	Recover useful scrolls	+50
	Contract the affliction (any method)	-50
	Start a fire and/or destroy texts	-50
	Read the <i>Vacuous Grimoire</i>	-100

Area	Activity	Points
1-5	Avoid or disarm the <i>glyphs</i>	+50
	Defeat the hellwasp swarms	+50 per
	Discover the "crystal ball" is a fake	+50
	Recover the shard of <i>True Death</i>	+200
	Plug the holes in the door to prevent the swarms from escaping	+100
	PCs mask themselves from Chalychia's scrying (on this level)	+400
1-6	Reach east passage without touching floor	+200
	<i>Shadestone</i> is destroyed	+100
	Magic is used to uncover the trap	+50
	Locate secret door and bypass the room	+400
	Defeat the oozes	+50 per
	<i>Symbol of death</i> trap is triggered	-50
	Each PC that succumbs to trap after first	-50 per
1-7	Use Gather Information checks to learn about the dungeon	+100
	Per PC that determines some portals have positive effects and exits through one	+50
	Allow the hourglass to empty and suffer the consequences	-100
1-8	Discover the original trap and use the golem (or other weight) to deactivate the falling stone block trap	+200
	Prevent or avoid the effects of the flaming hallway trap	+100
	Search the pit trap for treasure	+50
	Locate the secret door in the pit	+100
	Defeat the flint golem	+100
	Recover the second shard of <i>True Death</i>	+200
	Fall into the pit trap	-50
1-9	Destroy the altar	+400
	Use area of effect spell to heal PCs	+100
	Defeat Foegar	+200
	Use <i>shatter</i> , a sonic attack, or <i>dispel magic</i> on the altar	+50
	Locate the secret door to level 2	+100
	Turning attempt directed at the altar	+100
	Each PC that touches the altar and suffers an alignment reversal	-200
	Additional Scoring:	
	Per PC reduced to 0 hit points	-100
	Per PC killed (>-9 hit points)	-250
	Per item charge used	-10
	Per potion or scroll used	-25

The team is awarded bonus points depending on how many encounter areas are completed on the first level. Consult the table below to determine how many points the team earns each round. These are not cumulative awards – for example, a team that completes 5 areas earns 400 points.

Rooms Completed	Bonus Points
1-3	0
4	200
5	400
6	600
7	800
8+	1,000

Scoring – Round 2

Area	Activity	Points
2-1	Disarm the crow's head trap and then disarm the razor dart trap	+200
	Use <i>mage hand</i> or another method to safely bypass the crow's head trap (even though it triggers the dart trap)	+50
	Trigger both the crow's head trap and the razor dart trap	-50
	Decipher the riddle and take correct path	+200
2-2	Per round less than 10 it takes to escape	+25 per
	Ghost sharks defeated	+100
	Locate and use the emergency handles	+200
	Use any method to bypass this trap	+400
	Break through the ceiling to escape	+100
	Jam the elevator winch mechanism	+200
	Enter the wooden columns and use them as an escape route	+100
2-3	Waste any resources or more than 15 minutes passing through hallway	-100
2-4	Per trap not triggered	+100 per
	Recover the shard of <i>True Death</i>	+200
2-5	Find Zebo Ellynamel's writing	+50
	Locate the secret door	+100
	Locate the <i>universal solvent</i>	+100
	Defeat the chains	+100
	Defeat Rogroakbub	+100
	Open the toad chest	-50
	Allow Rogroakbub to <i>plane shift</i> away	-200
2-6	Retrieve the shard of <i>True Death</i>	+200
	Destroy the <i>sanguine stone</i> (unlikely)	+400
	Use the <i>universal solvent</i> (from area 2-5) to recover the shard	+100
	Use magic (such as <i>stone shape</i>) or another method to recover the shard	+200
	Per PC affected by the <i>stone</i>	-100 per
2-7	Solve riddle and attempt ROYGBIV path	+200
	Don't take any acid damage in the room	+100
	Per mephit defeated	+100
	Locate the secret door	+100
	Recover at least one <i>wand of dispel magic</i>	+200
	Set off the pillar trap	-100
	Set off a <i>symbol of weakness</i>	-200 per

Area	Activity	Points
2-8	Destroy Lord Braxus before he reanimates	+400
	Destroy Lord Braxus in combat	+100
	Destroy Khetira	+100
	Destroy the cobra statue	+50
	Recover the shard of <i>True Death</i>	+200
	Obtain information regarding <i>True Death</i> from <i>Shadowstar</i>	+200
	Locate the correct feeding tube and use it to attack Khetira with holy water and/or <i>potions of healing</i>	+200
	Find the secret door	+50
	Set off the poison needle trap on the coffin	-50
	Allow Lord Braxus to reanimate	-200

Additional Scoring:

PCs mask themselves from scrying on level 2	+400
Per PC reduced to 0 hit points	-100
Per PC killed (>9 hit points)	-250
Per item charge used	-10
Per potion or scroll used	-25

Award additional bonus points depending on how many encounter areas are completed, as on the first level.

Scoring – Round 3

Area	Activity	Points
3-1	Free Krklkkrkl	+200
	Kill Krklkkrkl	-100
	Jengenritz reforges <i>True Death</i>	+100
	PCs reforge <i>True Death</i>	+200
	Interact with Jengenritz	+100
	Free Jengenritz from undeath	+50
	PCs convince Jengenritz and/or Krklkkrkl to assist with reforging and then go back on their word (e.g., attack them)	-200
	Attempt to use +3 <i>painful scimitar</i>	-50
3-2	Avoid all pit traps	+200
	Discover and disable or avoid the gas trap	+100
	Only trigger the second pit trap but escape with no casualties	+50
	Disable/avoid the second pit trap	+100
	Defeat the elder gelatinous cube	+100
3-3	Defeat the coin golem	+100
	Solve the puzzle and remove correct sword	+400
	Don't solve puzzle but remove correct sword	+200
	Determine gem in hollow statue is fake	+100
	Each sword incorrectly removed	-100 per
	Waste time looting the treasury	-50
	Recover the shard of <i>True Death</i>	+200



Area	Activity	Points	Area	Activity	Points
3-4	Free Slate from dungeon using <i>shrink item</i>	+200		Trigger the <i>symbol of pain</i>	-50
	Open secret door without triggering trap	+100		Each PC tossed into the <i>well of many worlds</i> (in addition to penalty for dying)	-100 per
	Obtain information from Slate about dungeon (such as how to bypass the pit trap)	+100		Attempt to use any cursed items	-200
	Players role-play the <i>silence</i>	+50	3-9	Destroy <i>True Death</i> (if not done in 3-7)	+200
	Learn name of Chalychia's sword is <i>Bane</i>	+200		Defeat Chalychia	+200
	Learn command word for portal in area 3-7	+100		Permanently destroy Chalychia	+500
	Per poison needle trap triggered	-50		Locate the weak link in the chain	+100
	Read from the <i>Tome of the Black Tongue</i>	-100		A PC sacrifices self to kill Chalychia (e.g., jump into the lava with her); also remove normal penalty for dying	+200
	Drink a <i>potion of lich creation</i>	-200		Prevent Chalychia from using her <i>staff of power</i> for a retributive strike	+200
	Destroy Slate	-200		Destroy the <i>instant fortress</i> (such as by sundering the weak link)	+200
3-5	Hidden trapdoor located	+100		Chalychia is prepared for the PCs (from scrying) and has cast spells	-100
	Use magic to reach trapdoor in the ceiling	+100		Each PC that falls into the lava (in addition to penalty for dying)	-100
	Disable the spinning room trap	+200		Release Chalychia from her prison	-50
	Disable or destroy spinning blades trap	+200		Additional Scoring:	
	Defeat the polluted air elemental	+200		PCs mask themselves from scrying on level 3	+400
	Use blades as ladder to reach the trapdoor	+200		Per PC reduced to 0 hit points	-100
3-6	PCs waste resources or more than 15 minutes passing through hallway	-100		Per PC killed (>-9 hit points)	-250
3-7	Destroy the portal	+200		Per item charge used	-10
	Identify <i>well of many worlds</i>	+50		Per potion or scroll used	-25
	Destroy <i>True Death</i> in <i>well of many worlds</i>	+500		Award additional bonus points depending on how many encounter areas are completed, as on the first level.	
	Avoid the bone swarms and bone field	+200			
	Defeat the mummy dragon	+200			
	Defeat the bone swarms	+100			
	Recover the Dragon's Heart	+50			
	Destroy the Dragon's Heart without suffering effects from the <i>glyph</i> (e.g., tossing it in the lava)	+200			

Appendix 1: Pregenerated Characters

These are the pregenerated characters that were used in the First Annual Dungeon Crawl Classics Open Tournament. We received a lot of comments on how ill-prepared the pregens were for this dungeon. Of course they're ill-prepared! Anyone can complete a dungeon with a min/maxed super-character. But completing it with this band of heroes – now *that* takes skill!

Lady Varin

Human 15th-level paladin

Alignment: Lawful good

Age: 30

Weight: 135 lbs.

Initiative: +1

Deity: Honorus

Height: 6'0"

Speed: 20 ft.

Hit Points: 140

Personality: Varin is a proud, energetic paladin dedicated to Honorus, the lawful good god of might and honor. She is tall and stands straight, yet moves with grace. Varin is a gentle, eloquent speaker and only raises her voice in the heat of battle.

As a paladin of Honorus, she upholds his ideals at all costs. Her motto is: Honor, Righteousness, and Loyalty. She will not take advantage of a foe's helplessness but she will not release a helpless foe to wreak havoc on another. She will not wield missile weapons or attack from an ambush, but she knows better than to make herself an easy target from such attacks. Varin believes there is a difference between being honorable and being stupid. Varin tries to listen to wisdom, but can be stubborn if she feels her ideals are being compromised.

Note on Mount: Varin's mount, Sylven, was slain while traveling to the Crypt of the Devil-Lich and can't be summoned for another 25 days. During this time, Varin suffers -1 to attack and damage (already reflected in the statistics).

Abilities: Str 17 (+3), Dex 12 (+1), Con 16 (+3), Int 12 (+1), Wis 14 (+2), Cha 18 (+4)

Saves: Fort +16, Ref +10, Will +11 (includes bonuses for divine grace)

AC: 26, touch 11, flat-footed 25

Attack Modifiers: BAB +15; Melee +18/+13/+8; Ranged +16/+11/+6; Grapple +18

Skills: Climb +3, Concentration +3, Diplomacy +20, Handle Animal +8, Heal +14, Jump -3, Knowledge (religion) +13, Listen +7, Ride +13, Search +1, Sense Motive +13, Spot +10, Swim -9

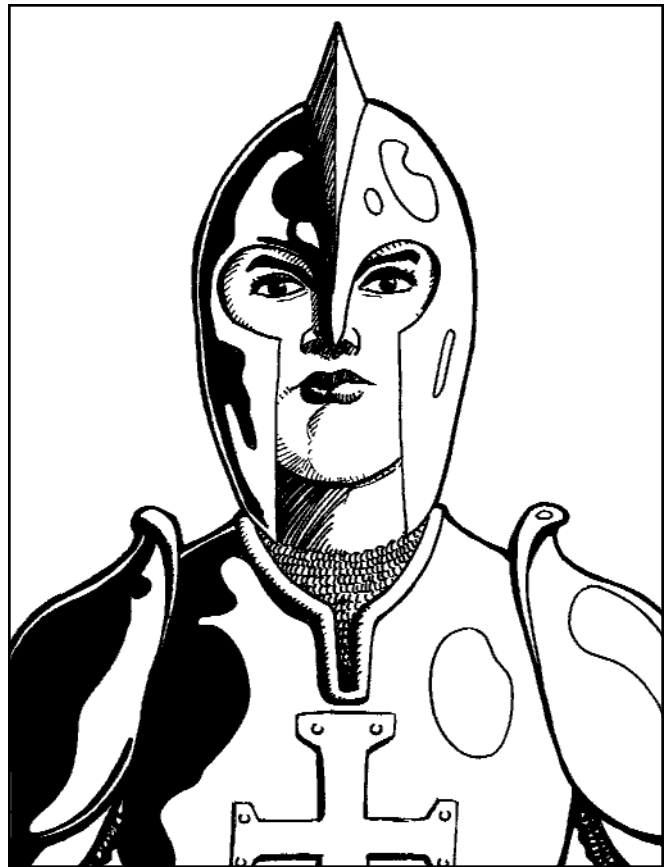
Feats: Blind-Fight, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Mounted Combat, Negotiator, Power Attack, Weapon Focus (bastard sword)

Languages: Celestial, Common

Equipment: +3 full plate, +2 animated heavy shield, *Blaze* (+3 holy bastard sword), +2 heavy mace, silver dagger, handy haversack, silver holy symbol, 100 ft. silk rope, sun-rods (5), holy water (5), climber's kit, blanket (3), grappling hook, hammer, pitons, prayer books (2), *pearl of sirines*, *brooch of shielding* (52), *potion of cure moderate wounds*, *potion of bull's strength* (x2)

Total equipment weight: 86 lbs.

Total PC weight: 221 lbs.



Special Abilities: Aura of good, *detect evil*, smite evil (4/day, +4 attack, +15 damage), divine grace, lay on hands (60 hp/day), aura of courage, divine health, turn undead (12th level, 7/day, +2 for Knowledge (religion)), *remove disease* (4/week), mount (not available), spells (3/2/1, DC 12 + spell level)

Blaze, +3 holy bastard sword

Counts as good vs. damage reduction
+2d6 damage vs. evil

Int 10, Wis 14, Cha 14, Ego 12

Speech, 120 ft. vision and hearing

Language: Common

Lesser Powers: *bless* on allies 3/day, *bear's endurance* 1/day

Spell Level	Spell Name	# Available
1	<i>Bless weapon</i>	☐
1	<i>Lesser restoration</i>	☐
2	<i>Eagle's splendor</i>	☐
2	<i>Shield other</i>	☐
3	<i>Cure moderate wounds</i>	☐
4	<i>Dispel evil</i>	☐

Weapon	Atk	Dmg	Crit	Range	Size	Type
<i>Blaze, +3 holy bastard sword*</i>	+21/+16/+11	1d10+5 (+7) *	17-20/x2	—	M	S
Holy water	+16/+11/+6	2d4	x2	10	M	—
Cold iron flail	+18/+13/+8	1d8+2	x2	—	M	B
+2 heavy mace	+20/+15/+10	1d8+4	x2	—	M	B

*+5 damage when wielded one-handed, +7 damage if wielded two-handed.

Agrij Agranni

Dwarf 12th-level cleric/3rd-level fighter

Alignment: Neutral good

Deity: Maruk

Age: 99

Height: 4'4"

Weight: 195 lbs.

Speed: 20 ft.

Initiative: +0

Hit Points: 116

Personality: Agrij is a grizzled aging dwarf with a carefully braided beard and numerous battle scars. He is a dedicated battle priest of Maruk, the dwarven Father of Battle. He has seen more wars than he has children and all the death he has witnessed has given him a pessimistic, dour view of life. Despite this, he knows the Father needs him to fight more battles to protect those who cannot protect themselves and he is happiest when he is in combat.

Agrij bears a special hatred for the undead and although the Father has given him the divine power to deal with these abominations, he prefers to introduce them to the business end of his waraxe. Sometimes, however, he must hold them at bay and let others battle for him. He prefers spells that wage combat, but also considers healing a valuable friend in the heat of battle.

Abilities: Str 16 (20) (+3/+5), Dex 10 (+0), Con 16 (+3), Int 12 (+1), Wis 16 (+3), Cha 14 (+2)

Saves: Fort +16*, Ref +7, Will +14* (*additional +2 vs. poison and spells) (includes bonuses for *cloak of resistance*)

AC: 24, touch 10, flat-footed 24

Attack Modifiers: BAB +12; Melee +17/+12/+7; Ranged +12/+7/+2; Grapple +17

Skills: Climb +4, Concentration +15, Craft (weaponsmith) +12, Heal +17, Jump -10, Knowledge (religion) +13, Listen +3, Search +1, Spellcraft +1, Spot +3, Swim -10

Feats: Cleave, Combat Casting, Great Cleave, Improved Bull Rush, Improved Shield Bash, Power Attack, Self-Sufficient, Skill Focus (Craft [weaponsmith]), Weapon Focus (dwarven waraxe)

Languages: Common, Dwarven, Elven

Equipment: +3 *half-plate*, +2 *heavy shield of bashing*, +3 *thundering dwarven waraxe*, +2 *heavy crossbow*, 20 masterwork bolts, 20 silver bolts, masterwork cold-iron light hammer, *rod of life* (as staff; 25 charges), backpack, scroll case (4), ink, pen, parchment (5), chalk (5), holy water (5), silver holy symbol, healer's kit, *cloak of resistance* +2, *wand of cure serious wounds* (CL 10, 10 charges), *belt of giant strength* +4, *scroll of neutralize poison*, *scroll of restoration* (x2), *scroll of remove paralysis* (x2), *scroll of bull's strength*, *mass*, *potion of cure serious wounds* (x2), *potion of heroism*, *potion of magic weapon* (+3), *potion of remove curse*

Total equipment weight: 104 lbs.

Total PC weight: 299 lbs.

Special Abilities – Cleric Abilities: Turn undead (6/day, +2 to attempt due to Knowledge (religion)); spells (6/6+1/5+1/5+1/3+1/3+1/2+1, DC 13 + spell level); domains: War (Weapon Focus (waraxe)), Strength (feat of strength: +12 Str 1/day for 1 round)

Special Abilities – Dwarven Abilities: darkvision 60 ft., stone-cunning, weapon familiarity, stability (+4 vs. bull rush), +2 to Fort saves vs. poison, +2 to Will saves vs. spells, +1 to attack orcs and goblins, +4 dodge bonus vs. giants, +2 to Appraise checks, +2 to Craft checks with stone or metal



Spell Level	Spell Name	# Available
0	Create water	☐
0	Detect magic	☐ ☐
0	Detect poison	☐ ☐
0	Read magic	☐
1	Enlarge person *	☐
1	Doom	☐ ☐
1	Magic weapon	☐
1	Divine favor	☐ ☐
1	Shield of faith	☐
2	Bull's strength *	☐
2	Remove paralysis	☐
2	Bull's strength	☐
2	Lesser restoration	☐ ☐
2	Spiritual weapon (waraxe)	☐
3	Magic vestment *	☐
3	Dispel magic	☐ ☐
3	Searing light	☐
3	Stone shape	☐
3	Meld into stone	☐
4	Divine power *	☐
4	Neutralize poison	☐
4	Restoration	☐ ☐
5	Righteous might *	☐
5	Disrupting weapon	☐
5	Spell resistance	☐
5	Flame strike	☐
6	Stoneskin *	☐
6	Heal	☐
6	Blade barrier	☐

* indicates domain spell

Weapon	Atk	Dmg	Crit	Range	Size	Type
+3 <i>thundering dwarven waraxe</i>	+21/+16/+11	1d10+8	x3	-	M	S
+2 <i>heavy crossbow</i> w/ masterwork bolts	+15	1d10+2	19-20	120 ft.	M	P
Masterwork cold-iron light hammer	+18/+13/+8	1d4+6	x2	20 ft.	M	B
+2 <i>heavy shield of bashing</i>	+14	1d8+7	x2	-	M	B

Jyncks

Human 15th-level wizard (evoker)

Alignment: Chaotic good **Deity:** None
Age: 28 **Height:** 5'4"
Weight: 105 lbs. **Speed:** 40 ft.
Initiative: +3 **Hit Points:** 68

Personality: Jyncks is a spirited, wily, optimistic and happy-go-lucky individual. She is extroverted and loves to hear herself talk. She has been given many nicknames – firebug, sister of the flame, and pyro – but her favorite is the nickname she gave herself, Jyncks, and she's been using it so long she's forgotten her real name.

Jyncks has a fiery temper, strong emotions, and is prone to impetuous judgment. Although she is remarkably intelligent, she sometimes lacks common sense. As a result, she has lost several familiars to hasty spellcasting (they were all cremated). She loved them all and has decided to make do without a familiar rather than risk losing another one.



Spell Level	Spell Name	# Available
0	<i>Flare</i> *	☐
0	<i>Detect magic</i>	☐ ☐
0	<i>Read magic</i>	☐
1	<i>Burning hands</i> *	☐
1	<i>Magic missile</i> *	☐
1	<i>Shield</i>	☐
1	<i>Expeditious retreat</i>	☐
1	<i>Feather fall</i>	☐
1	<i>True strike</i>	☐
2	<i>Flaming sphere</i> *	☐
2	<i>Scorching ray</i>	☐ ☐
2	<i>Knock</i>	☐
2	<i>See invisible</i>	☐
2	<i>Cat's grace</i>	☐
3	<i>Dispel magic</i>	☐ ☐ ☐
3	<i>Fireball</i> *	☐
3	<i>Fly</i>	☐
3	<i>Shrink item</i>	☐
4	<i>Magic missile</i> [maximized] *	☐
4	<i>Fire shield</i> *	☐
4	<i>Wall of fire</i> *	☐
4	<i>Resilient sphere</i>	☐
4	<i>Shout</i> *	☐
4	<i>Crushing despair</i>	☐
5	<i>Scorching ray</i> [maximized] *	☐ ☐
5	<i>Telekinesis</i>	☐
5	<i>Hold monster</i>	☐
5	<i>Break enchantment</i>	☐
5	<i>Interposing hand</i> *	☐
6	<i>Fireball</i> [widened] *	☐
6	<i>Fireball</i> [maximized] *	☐
6	<i>Greater dispel magic</i>	☐ ☐
7	<i>Delayed blast fireball</i> *	☐
7	<i>Prismatic spray</i> *	☐
7	<i>Spell turning</i>	☐
8	<i>Clenched fist</i> *	☐
8	<i>Incendiary cloud</i>	☐

* Indicates evocation spell.

Abilities: Str 10 (+0), Dex 16 (+3), Con 14 (+2), Int 20 (+5), Wis 13 (+1), Cha 13 (+1)

Saves: Fort +10, Ref +11, Will +13 (includes bonuses for *cloak of resistance*)

AC: 21, touch 15, flat-footed 18

Attack Modifiers: BAB +7; Melee +7/+2; Ranged +10/+5; Grapple +7; Ray +10 ranged touch

Skills: Climb +0, Concentration +20, Craft (cartography) +15, Decipher Script +22, Jump +5, Knowledge (arcana) +22, Knowledge (architecture and engineering) +15, Knowledge (the planes) +15, Listen +1, Search +13, Spellcraft +23, Spot +1, Tumble +10, Use Rope +8

Feats: Brew Potion, Combat Casting, Dodge, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Counterspell, Maximize Spell, Scribe Spell, Spell Focus (evocation), Spell Penetration, Widen Spell

Languages: Abyssal, Common, Draconic, Dwarven, Elven, Infernal

Equipment: *Bracers of armor* +6, +3 *shock dagger*, +2 *dagger of speed*, silver daggers (2), alchemist's fire (6), backpack, tinder-twigs (50), spell component pouch (3), sunrods (5), *boots of striding and springing*, *ring of fire resistance* (major), *cloak of resistance* +3, *ring of protection* +2, *pearl of power* (3rd), *wand of magic missiles* (CL 9th, 15 charges), *wand of scorching ray* (CL 10th, 10 charges), *scroll of dispel magic* (CL 15th) (x2), *scroll of pyrotechnics* (CL 10th) (x2), *scroll of alter self* (CL 10th), *scroll of fireball*, (widened) (CL 10th), *scroll of fireball* (maximized) (CL 10th), *potion of blur* (x2), *potion of cat's grace* (x2), *potion of cure moderate wounds* (x2), *elixir of fire breath* (x2)

Total equipment weight: 24 lbs.

Total PC weight: 129 lbs.

Special Abilities: no familiar; spells (4/7/6/6/6/6/4/3/2, save DC 15 + spell level +2 for evocation); school specialization: evocation (+1 spell/day; banned: necromancy, illusion)

Weapon	Atk	Dmg	Crit	Range	Size	Type
+3 <i>shock dagger</i>	+10/+5	1d4+3+1d6	19-20/x2	10 ft.	M	P/S
+2 <i>dagger of speed</i>	+10/+10/+5	1d4+2	19-20/x2	10 ft.	M	P/S
Silver daggers (2)	+11/+6	1d4	19-20/x2	10 ft.	M	P/S
Alchemist's Fire	+10/+5	1d6	x2	10 ft.	M	Fire

Mellyoun

Gnome 10th-level rogue/5th-level bard

Alignment: Chaotic good

Deity: Myna

Age: 72

Height: 3'1"

Weight: 48 lbs.

Speed: 20 ft.

Initiative: +9

Hit Points: 77

Personality: Melly is a typical gnome with a typically impressive nose and ruddy complexion. He is always well dressed, and blessed with a silver tongue and charming personality. His smooth talking has saved his hide many times, especially when his wanderlust gets him into trouble. He is fondly called the "roaming gnome" due to his penchant for investigating anything that piques his curiosity. There are few things that Melly has not seen and very little surprises him, even the horrors he encounters adventuring. He refuses to let anything depress him for long. For all the evil he has seen, there has been even more goodness.

Melly prefers to hang back in combat (it is dangerous, after all). He tends to whistle when nervous, such as when removing a trap. He whines and complains at the slightest injury and has no problem begging for healing as soon as possible!

Abilities: Str 12 (+1), Dex 20 (+5), Con 14 (+2), Int 14 (+2), Wis 7 (-2), Cha 18 (22) (+4/+6)

Saves: Fort +6, Ref +16, Will +5

AC: 23, touch 16, flat-footed 18

Attack Modifiers: BAB +10; Melee +12/+7; Ranged +16/+11; Grapple +7

Skills: Balance +15, Climb +11, Concentration +10, Decipher Script +15, Disable Device +20, Gather Information +19, Hide +19, Jump +11, Knowledge (history) +12, Listen +10, Move Silently +15, Open Lock +20, Perform (string instrument) +19, Search +17, Sleight of Hand +12, Spot +7, Swim +1, Use Magic Device +16

Feats: Improved Initiative, Investigator, Point Blank Shot, Precise Shot, Rapid Reload, Skill Focus (Disable Device), Weapon Finesse

Languages: Common, Elven, Gnome

Equipment: +3 mithral chain shirt, +3 rapier of speed, +2 heavy crossbow of seeking, silver daggers (2), masterwork lyre, masterwork thieves' tools, 15 silver bolts, 10 cold iron bolts, 10 mithral bolts, bag of holding (type I), antitoxins (5), tanglefoot bags (5), thunderstones (5), 100 ft. silk rope, cloak of charisma (+4), ring of improved jumping, amulet of proof against detection and location, ring of minor spell storing (arcane) (true strike x3), potion of blur (x2), potion of delay poison (x2), potion of neutralize poison

Total equipment weight: 33 lbs.

Total PC weight: 81 lbs.

Special Abilities – Bard Abilities: Bardic music 5/day, bardic knowledge (+9 to check), countersong, fascinate, inspire courage (+1), inspire competence, spells (3/5/3, save DC 16 + spell level +1 for illusions)

Special Abilities – Rogue abilities: Sneak attack (+5d6), trapfinding, evasion, trap sense (+3), improved uncanny



Spell-Like Abilities

Name	# Available
Speak with animals (burrowing only)	☐
Dancing lights	☐
Ghost sound *	☐
Prestidigitation	☐

Bard Spells

Spell Level	Spell Name
0	Daze
0	Detect magic
0	Mage hand
0	Read magic
0	Summon instrument
0	Resistance
1	Cure light wounds
1	Expeditious retreat
1	Animate rope
1	Ventriloquism *
2	Invisibility *
2	Mirror image *
2	Shatter

* Indicates illusion.

dodge, special ability (feat)

Special Abilities – Racial abilities: Low-light vision, Small size, weapon familiarity, +1 DC on all illusions, +2 to saves vs. illusions, +1 to attack kobolds and goblins, +4 dodge bonus to AC vs. giants, +2 to Listen, +2 to Craft (alchemy), spell-like abilities (save DC 16 + spell level)

Weapon	Atk	Dmg	Crit	Range	Size	Type
+3 rapier of speed	+20/+20/+15	1d4+4	18-20	—	S	P
+2 heavy crossbow of seeking	+18 (+19*)	1d8+2 (+3*)	19-20	120 ft.	S	P
Silver daggers (2)	+17/+12	1d3+1	19-20	10 ft.	S	S/P

* Within 30 ft.

Ryn of Briarwood

Half-elf 9th-level ranger/6th-level rogue

Alignment: Neutral good

Deity: Gaiyla

Age: 52

Height: 5'1"

Weight: 98 lbs.

Speed: 30 ft.

Initiative: +4

Hit Points: 104

Personality: Ryn hates drow with a burning passion. She isn't overly fond of her elven heritage, either, and prefers to appear as human as possible. Ryn is athletic, bold, and enjoys a good fight, which is one that she wins. She utilizes any advantage she can and her favorite tactic is a sneak attack as an introduction to combat.

Ryn tends to be moody and depressed. Her past isn't a happy one and she keeps it a secret from her friends. She doesn't have many friends and but values the few she has tremendously, even more than her own life.

Abilities: Str 16 (+3), Dex 18 (+4), Con 14 (+2), Int 15 (+2), Wis 14 (+2), Cha 13 (+1)

Saves: Fort +10, Ref +15, Will +7* (*+2 vs. enchantment; immune to *sleep* spells)

AC: 23, touch 14, flat-footed 19

Attack Modifiers: BAB +13; Melee +16/+11/+6; Ranged +17/+12/+7; Grapple +16

Skills: Balance +11, Bluff +12, Climb +17, Decipher Script +10, Disable Device +15, Gather Information +8, Heal +14, Hide +19, Jump +2, Knowledge (nature) +12, Listen +18, Move Silently +19, Open Lock +18, Search +18, Spot +18, Survival +16, Swim +2

Feats: Combat Expertise, Endurance, Improved Feint, Manyshot, Nimble Fingers, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow)

Languages: Common, Dwarven, Elven, Gnome

Equipment: +3 *silent moves chain shirt*, +3 *keen longsword*, +2 *composite longbow*, *efficient quiver*, 20 silver arrows, 20 +2 *arrows*, 20 cold iron arrows, silver javelins (10), masterwork longbow, masterwork thieves' tools, backpack, holly and mistletoe, whetstone, healer's kit, *greater bracers of archery*, *cloak of elvenkind*, *amulet of natural armor* +2, *scroll of delay poison* (x2), *scroll of resist fire* (x2), *scroll of bear's endurance*, *potion of barkskin* (+5), *potion of cure serious wounds* (x2), *elixir of swimming* (x2), *potion of remove paralysis*, *potion of spider climb*

Total equipment weight: 39 lbs.

Total PC weight: 137 lbs.

Special Abilities – Half-elf Abilities: Immune to *sleep* spells, +2 to saves vs. enchantments, low-light vision, +1 on Listen, Search, and Spot checks, +2 on Diplomacy and Gather Info checks, elven blood

Special Abilities – Rogue Abilities: Sneak attack (+3d6), trapfinding, evasion, trap sense (+2), uncanny dodge

Special Abilities – Ranger Abilities: 1st favored enemy (drow) +4, 2nd favored enemy (aberrations) +2, wild empathy, woodland stride, swift tracker, spells (2/1, DC 12 + spell level)



Spell Level	Spell Name	# Available
1	<i>Jump</i>	☐
1	<i>Longstrider</i>	☐
2	<i>Barkskin</i>	☐

Weapon	Atk	Dmg	Crit	Range	Size	Type
+3 <i>keen longsword</i>	+19/+14/+9	1d8+6	17-20/x2	-	M	S
+2 <i>composite longbow</i> (normal full attack)	+22/+17/+12	1d8+7	x3	100 ft.	M	P
+2 <i>composite longbow</i> (with Manyshot)	+16/+16/+16	1d8+7	x3	100 ft.	M	P
+2 <i>composite longbow</i> (with Rapid Shot)	+20/+20/+15/+10	1d8+7	x3	100 ft.	M	P
20 +2 <i>arrows</i>	+2 to above	+2 to above	x3	100 ft.	M	P

Brother Jharo

Human 15th-level monk

Alignment: Lawful good

Age: 36

Weight: 195 lbs.

Initiative: +5

Deity: None

Height: 6'2"

Speed: 80 ft.

Hit Points: 92

Personality: Brother Jharo was a member of the Monastery of the Dawning Sun, responsible for guarding the Devil-Lich's lair. He was traveling when the monastery was attacked. All his brothers were slain, save Brother Mikolas and another brother on pilgrimage. Brother Jharo is distraught, since the order was his only family, and he is anxious to put an end to the Devil-Lich once and for all.

Brother Jharo is a man of few words, but he makes certain they are important words. He often mumbles softly to himself, sorting out his thoughts and emotions before acting. He uses meditation to cleanse his mind. Lately, he has been meditating often to avoid dwelling on the massacre of his brothers.

Abilities: Str 14 (+2), Dex 16 (20) (+4/+5), Con 12 (+1), Int 14 (+2), Wis 19 (+4), Cha 10 (+0)

Saves: Fort +12*, Ref +16, Will +15* (immune to poison; +2 on saves vs. enchantments)

AC: 24, touch 24, flat-footed 15

Attack Modifiers: BAB +11/+6/+1; Melee +13/+8/+3; Ranged +16/+11/+6; Grapple +13

Skills: Balance +17, Climb +17, Escape Artist +13, Hide +11, Jump +14, Knowledge (religion) +12, Listen +14, Move Silently +13, Sense Motive +14, Spot +19, Swim +2, Tumble +19

Feats: Acrobatic, Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Snatch Arrows, Spring Attack, Stunning Fist

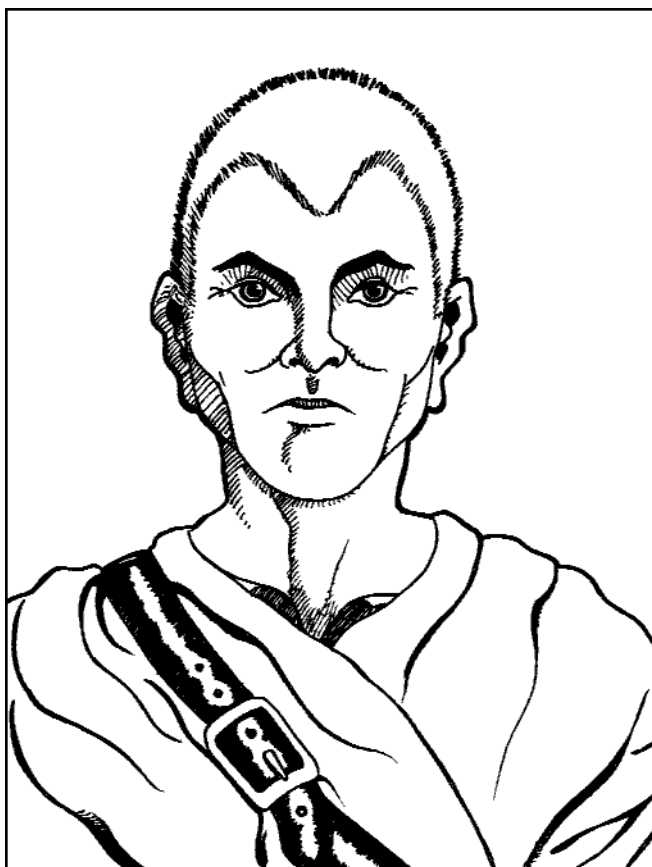
Languages: Celestial, Common, Elven

Equipment: +3 *kama*, +1 *flaming sling*, 10 masterwork bullets, 20 silver bullets, monk's outfit, backpack, sunrods (3), ink parchment, quills (4), flint and steel, *amulet of mighty fists* (+3), *ring of protection* +2, *cloak of resistance* +2, *gloves of dexterity* (+4), *potion of cure moderate wounds* (x3), *potion of darkvision*, *oil of greater magic weapon* (+5), *potion of water breathing*

Total equipment weight: 20 lbs.

Total PC weight: 215 lbs.

Special Abilities: Greater flurry of blows, improved evasion, still mind (+2 on saves vs. enchantments), ki strike (magic/lawful), slow fall (70 ft.), purity of body (immune to normal disease), wholeness of body (30 hp/day), diamond soul (SR 25), abundant step (as 7th-level caster, 1/day), diamond body (immune to poison), quivering palm (Fort save DC 21)



Weapon	Atk	Dmg	Crit	Range	Size	Type
Unarmed attack	+16/+11/+6	2d6+5		-	M	B
Unarmed flurry of blows	+16/+16/+16/+11/+6	2d6+5		-	M	B
+3 <i>kama</i>	+16/+11/+6	1d6+5	x2	-	M	S
Flurry of blows with +3 <i>kama</i>	+16/+16/+16/+11/+6	1d6+5	x2	-	M	S
+1 <i>flaming sling</i>	+17/+12/+7	1d4+1 plus 1d6	x2	50 ft.	M	B

Appendix 2: New Monsters

Bone Swarm

Tiny Undead (swarm)
Hit Dice: 12d12 (88 hp)
Initiative: +8
Speed: 20 ft. (4 squares)
Armor Class: 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16
Base Attack/Grapple: +3/–
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, swarm
Special Qualities: DR 10/bludgeoning, +2 turn resistance, swarm traits, undead traits
Saves: Fort +4, Ref +8, Will +8
Abilities: Str 1, Dex 18, Con –, Int –, Wis 10, Cha 1
Skills: –
Feats: Improved Initiative
Environment: Underground
Organization: Solitary, field (2–8 swarms), or ossuary (9–20 swarms)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral evil
Advancement: None
Level Adjustment: –

A bone swarm is a mass of animated small bones, mostly fingers, hands, claws, and jawbones. The bones writhe together like a single animated creature. The undead mass crawls and climbs over any obstacle to get to living prey, which it attacks in a savage frenzy of sharp, rending blows.

COMBAT

A bone swarm causes 3d6 swarm damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a bone swarm in its space must succeed on a DC 16 Fortitude save, or become nauseated for one round. The save DC is Constitution based.



Coin Golem

Huge Construct
Hit Dice: 16d10+40 (128 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 25 (–1 Dex, –2 size, +18 natural), touch 7, flat-footed 25
Base Attack/Grapple: +12/+30
Attack: Slam +20 melee (2d10+10)
Full Attack: 2 slams +20 melee (2d10+10)
Space/Reach: 15 ft./15 ft.
Special Attacks: Coin volley (6d6 damage plus special)
Special Qualities: Construct traits, DR 15/bludgeoning and magic, darkvision 60 ft., hardness 10, immunity to magic
Saves: Fort +5, Ref +4, Will +5
Abilities: Str 30, Dex 9, Con –, Int –, Wis 11, Cha 1
Skills: –
Feats: –
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 12
Treasure: See construction, below
Alignment: Always neutral
Advancement: 17–22 HD (Huge), 23–48 HD (Gargantuan)
Level Adjustment: –

A coin golem is a living pile of treasure, animated as a formidable guardian of treasure hordes. A typical coin golem is 20 feet tall and weighs about 1,000 pounds. It looks like a massively dense pile of animated coins. Coin golems are generally humanoid in shape but can “lie down” to look like a pile of treasure. When lying down, they are completely identical to a normal pile of treasure. Only magical means can detect that they are not, in fact, just a pile of treasure. While lying down, pieces of their body (e.g., coins) can be removed from the pile without affecting their construction or health. Up to 1/10th of their total coin mass (4,800 gp for the typical coin golem) can be removed without causing damage. When they reform into humanoid form they will try to recover any lost mass from whoever plundered them. Most coin golems never need to, though; they’re usually programmed to attack as soon they are disturbed.

COMBAT

Coin golems attack in a simple-minded fashion based on their original commands. A wounded coin golem “bleeds” coins from its wounds.

Coin Volley (Su): As a full-round action, a coin golem can unleash a volley of hundreds of enchanted coins. This attack is a 60-foot cone. In addition to 6d6 points of damage (DC 18 Reflex save for half damage), any creature struck by this attack that fails a DC 18 Fortitude save con-

tinues to take 2d6 points of bleeding damage per round for an additional 2d4 rounds due to coins embedded in its flesh. A *cure* spell or DC 20 Heal check stops the bleeding. The coin golem may use this attack three times per day.

Immunity to Magic (Ex): A coin golem is immune to any spell or spell-like ability that allows spell resistance.

Damage Reduction and Hardness: A coin golem has both damage reduction and hardness. A weapon that bypasses its damage reduction must still contend with its hardness.

CONSTRUCTION

Any sufficiently large pile of coins can be animated as a coin golem. 3,000 gold or platinum coins are required for every hit die, with a minimum of 48,000 coins for the 16 HD version shown above. This is purely materials cost; it is in addition to the base cost for actually creating the golem.

CL 12th; Craft Construct, *animate objects*, *commune*, *resurrection*, caster must be at least 12th level; Price 30,000 gp (not including at least 48,000 gp required to create body); Cost 16,500 gp + 1,175 XP.

Mummy Dragon (Template)

Even the vast life span of a dragon can be too short for the most ambitious plans. When the most powerful dragons seek life after death through transformation into lichs, they bring along their less powerful draconic servants as mummy dragons. In some cases, mummy dragons may even be called on to serve non-draconic lords, such as powerful humanoid necromancers who become even more powerful lichs.

"Mummy dragon" is a template that can be added to any dragon creature, hereafter referred to as the base creature. An example of a mummy dragon can be found on page 59.

A mummy dragon has all of the base creature's statistics and special attacks, except as noted here.

Size and Type: Type changes to undead, although the creature retains its dragon type, and any subtypes associated with its original form. Its size remains the same.

Hit Dice: The mummy dragon's hit dice remain d12, but since an undead creature lacks a Constitution score, it loses all bonus hit points due to a high Constitution score.

Speed: Land speed remains the same as base creature. A mummy dragon loses the ability to fly or swim. It retains a burrowing or climbing speed.

Armor Class: Same as the base creature.

Attack: Same as the base creature.

Full Attack: Same as the base creature.

Damage: Same as the base creature. In addition, a mummy dragon inflicts mummy rot when using its claw, bite, or wing attacks.

Special Attacks: A mummy dragon retains all the special attacks of the base creature and gains the new special attacks described below. All save DCs are equal to 10 + 1/2 the base creature's hit dice + its Charisma modifier.

Breath Weapon (Su): The base creature's breath weapon is replaced with a cone of bone shards. All base breath weapon statistics (range, damage, Reflex save) remain the same, but the attack also causes mummy rot.

Mummy Rot (Su): Supernatural disease, Fort save, incubation period 1 minute, damage 1d6 Con and 1d6 Cha. A *break enchantment* or *remove curse* spell and a successful caster check (DC 20) is required before the mummy rot can be cured as a normal disease.

Special Qualities: A mummy dragon retains all the special qualities of the base creature and gains the special qualities granted by the undead type.

Abilities: Same as the base creature, except as an undead creature, a mummy dragon has no Constitution score.

Skills: Same as the base creature.

Feats: Mummy dragons gain the Improved Initiative feat for free.

Environment: Same as base creature, or underground.

Organization: Usually solitary.

Challenge Rating: HD 5 or less, as base creature +2; HD 6 to 14, as base creature +1; HD 15 or more, as base creature.

Treasure: Same as base creature.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: –



Toadspawn (Template)

Bobugbubilz, the toadfiend god, likes to scatter its progeny across the planes. The toadfiend is a chaotic evil deity of terrible vitality and unusual resiliency. His followers are the most deviant members of the various amphibious races, such as locathah, scrags, and sahuagin, as well as reprehensible evil creatures who seek vigor, potency, and endurance. His domains are Chaos, Evil, and Water, and his favored weapon is the whip. His symbol is a leering, evil, malformed toad head.

Bobugbubilz's offspring are called toadspawn. "Toadspawn" is a template that can be added to any living, corporeal creature with 4+ Int and any non-good alignment. A toadspawn uses all the base creature statistics except as noted below.

See page 37 for an example of a toadspawn creature.

Size and Type: Type changes to outsider (augmented); do not recalculate base attack, saves, or skills. Size increases by one increment.

Hit Dice: Increase all current and future hit dice to d10s.

Speed: Toadspawn gain the amphibious special quality and can swim at their land speed (unless base creature can swim faster). They receive a +8 racial bonus on all Swim checks and can take 10 on Swim checks at any time.

Armor Class: Natural armor increases by +1 (this stacks with the base creature's natural armor).

Attack: A toadspawn has a tongue attack, 2 claw attacks, and a bite. The tongue attack is its primary attack, with the claws and bite secondary attacks. If the base creature can wield weapons, it retains that ability. A toadspawn only uses its bite attack on victims already in its mouth.

Full Attack: A toadspawn attacking without weapons uses its tongue and 2 claws when making a full attack. If wielding a weapon, it also uses its tongue attack as a natural primary attack, and uses a claw attack as a natural secondary attack if it has a free hand.

Damage: A toadspawn's tongue does no damage but is useful for grappling a foe. If the base creature had bite and claw attacks, use that damage or the damage values listed in the table below, whichever is greater.

Size	Bite Damage	Claw Damage
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A toadspawn retains all the special attacks of the base creature and gains the following:

Improved grab (Ex): With tongue attack only.

Swallow whole (Ex): In place of a bite attack, a toadspawn may swallow a victim held in its mouth. The toadspawn may swallow a creature up to two sizes smaller than itself. Once

inside, victims suffer 2d6 points of damage per round, modified by the toadspawn's Strength score. Swallowed creatures can escape with a successful grapple check to climb up the gullet, and another grapple check to jump out of the mouth. A toadspawn's gullet is considered one size smaller than itself, and can hold as many targets as its size allows. A victim can also use a light slashing or piercing weapon to cut its way out (AC 13, hp 30).

Special Qualities: A toadspawn retains all the special qualities of the base creature and gains the following:

- *Amphibious (Ex):* A toadspawn can survive indefinitely both underwater and on land.
- *Spell-like abilities (Sp):* *blasphemy* (3/day), *control water* (1/day), *plane shift* (at will), as caster level equal to hit dice.
- Tremorsense
- Low-light vision
- Energy resistance 5 (acid, electricity, cold, fire)
- Regeneration 5 (stacks with base creature's regeneration)
- A toadspawn's natural weapons are considered magic for purposes of overcoming DR.

Abilities: Str +2, Dex +4, Wis +4, Con +6, Cha -2 (in addition to modifiers for size increase).

Skills: A toadspawn gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3), not including class level skill points. Treat skills from the base creature as class skills and others as cross-class. Toadspawn receive a +8 racial bonus on all Jump checks.

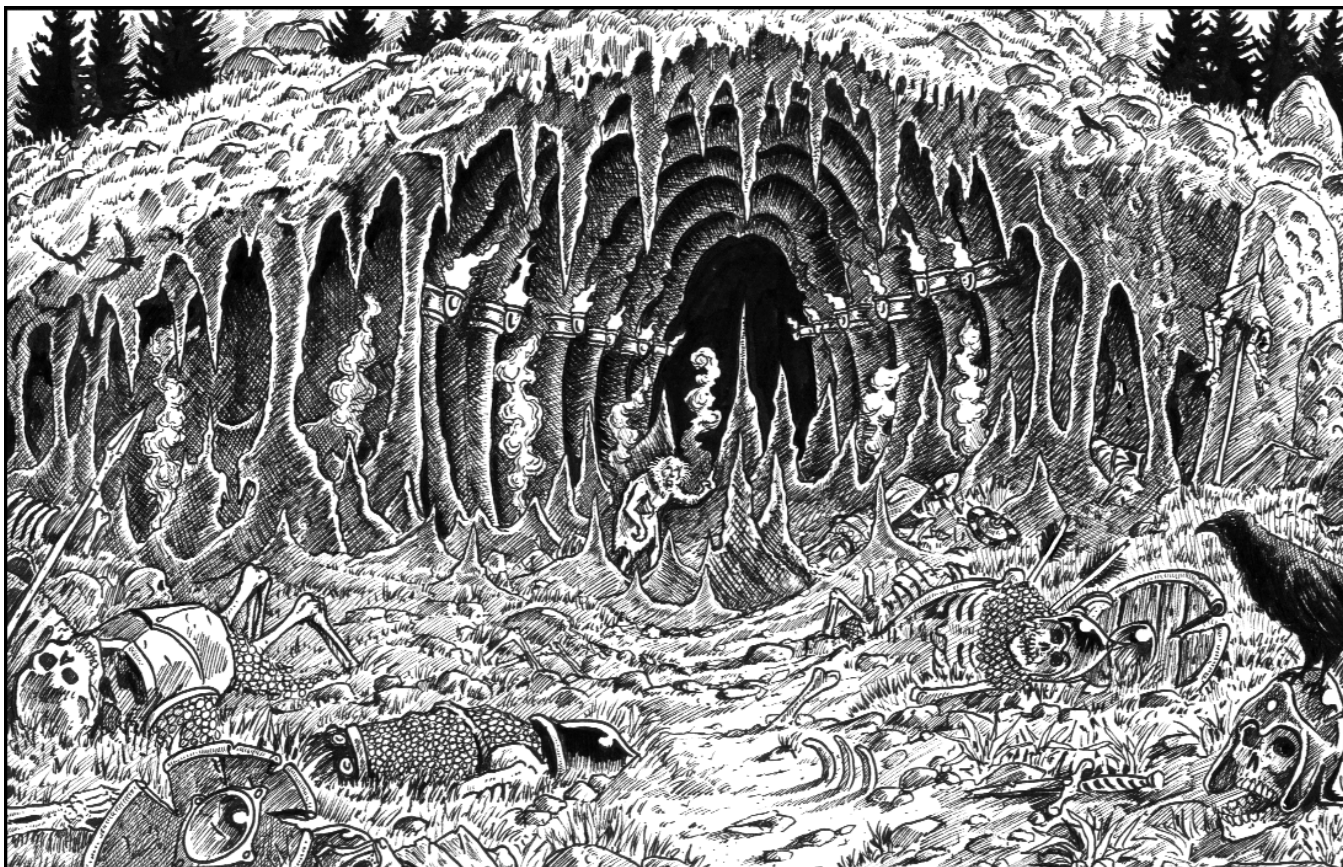
Feats: Toadspawn gain the feat Weapon Focus (tongue) for free.

Challenge Rating: HD 4 or less, as base creature +1; HD 5-10, as base creature +2; HD 11+, as base creature +3.

Alignment: Always chaotic evil.

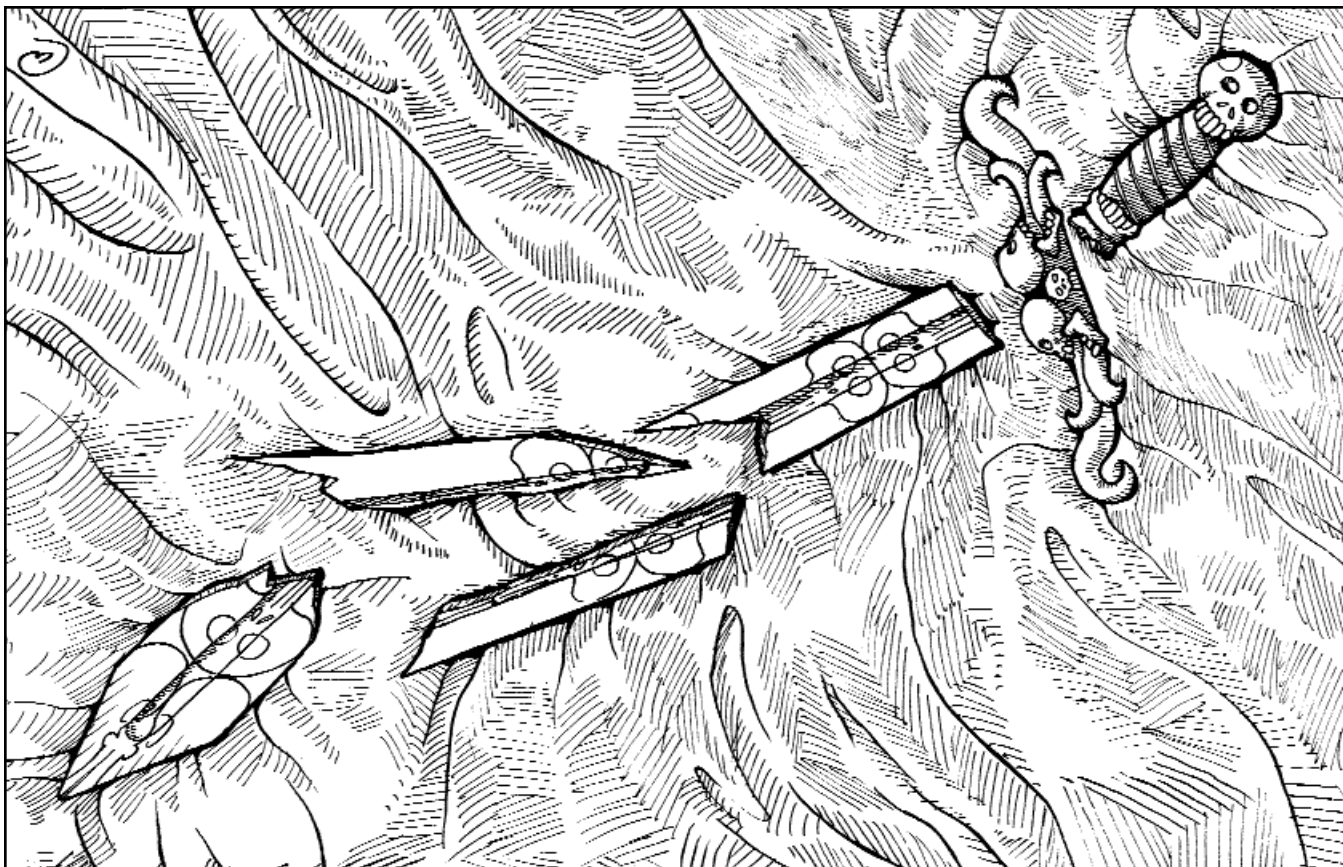
Level Adjustment: +4. Toadspawn can arise spontaneously when Bobugbubilz breeds offspring. They also arise when a cleric of Bobugbubilz undergoes a series of rituals to become a toadspawn. This is treated as a four-level prestige class, known as the Toadspawn of Bobugbubilz. The cleric must be a devout follower with Wisdom 18+ and the ability to cast 4th-level spells, and who has completed a great quest dictated by Bobugbubilz. The first level of the prestige class grants the toadspawn's natural attacks (including an elongated tongue), but no special attacks (including improved grab). The second level grants the special attacks of improved grab and swallow whole, and the special qualities of amphibious, low-light vision, and tremorsense. The third level grants the size change and all remaining special qualities and other traits, except for the ability modifiers. Finally, the fourth level grants the ability modifiers. A cleric of Bobugbubilz advancing as a toadspawn continues to receive new spells and spells per day as if he were advancing as a cleric. His hit die is d10, his saving throws continue at a cleric's progression, and his skill points are as a toadspawn.

Players Handout B



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Players Handout A



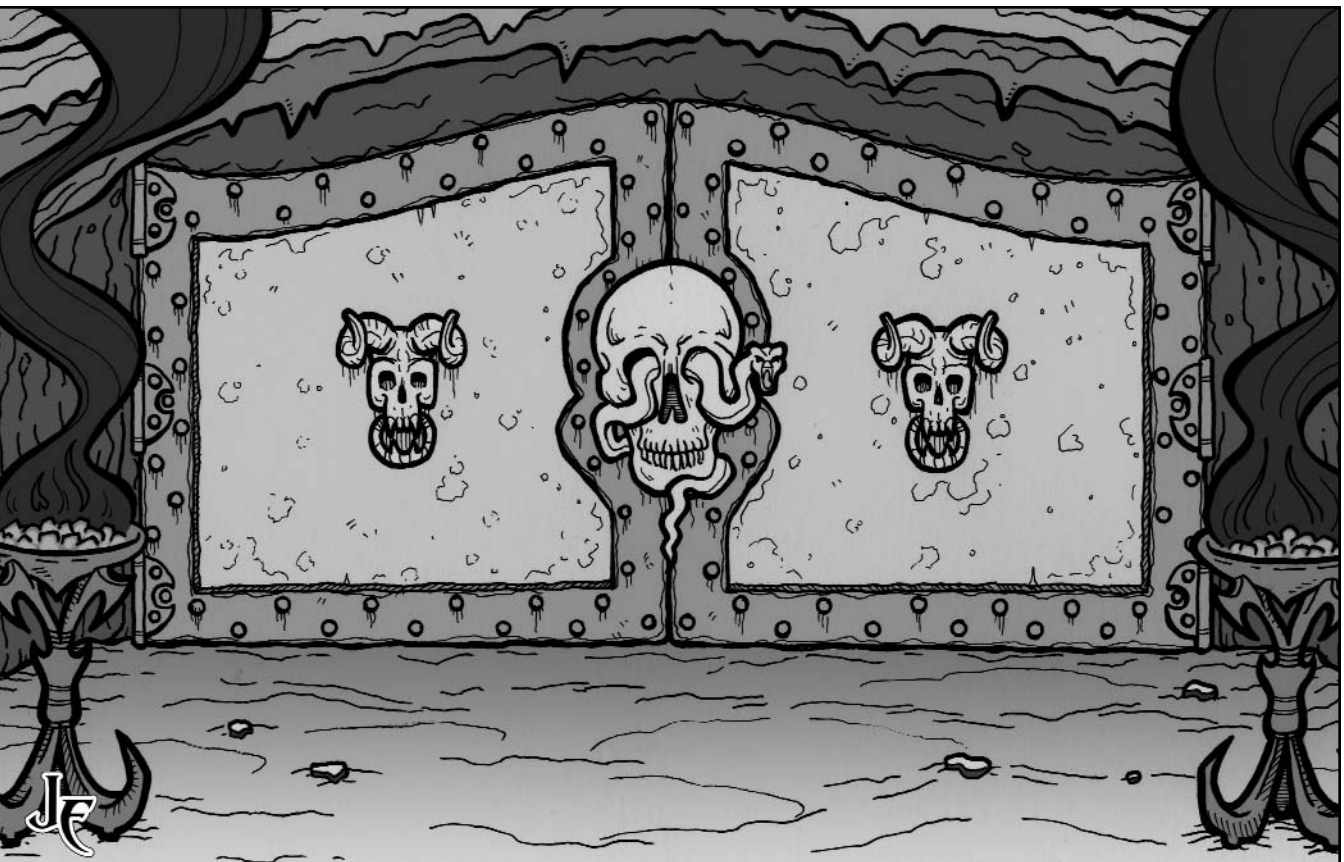
Players Handout C

The Rhyme of Shards

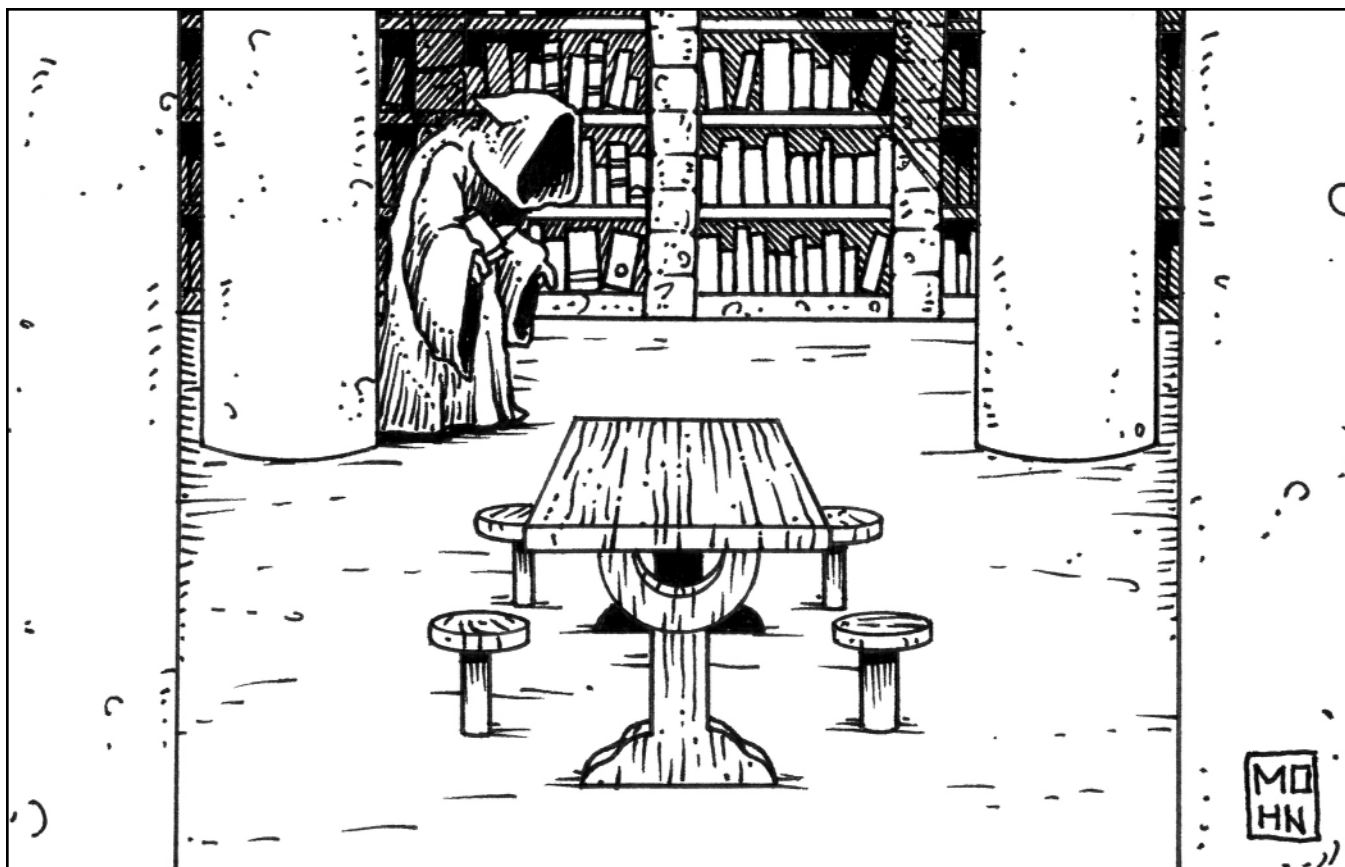
The shards of True Death are key,
Scattered about on levels three.
Encased in a crystal prison without a door,
But only the first, there are five more.
I hold the next shard of True Death,
But beware my fiery breath.
This shard is as safe as can be,
Hidden behind the reverse of a party.
Struck fast is this shard,
Removing it is tortuously hard.
Beyond the constant crimson drips,
Cloaked in darkness this shard sits.
Lest all hope fades,
Guarded by gold,
Solve the riddle of swords,
The last shard behold.

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Players Handout D



Players Handout F



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Players Handout E

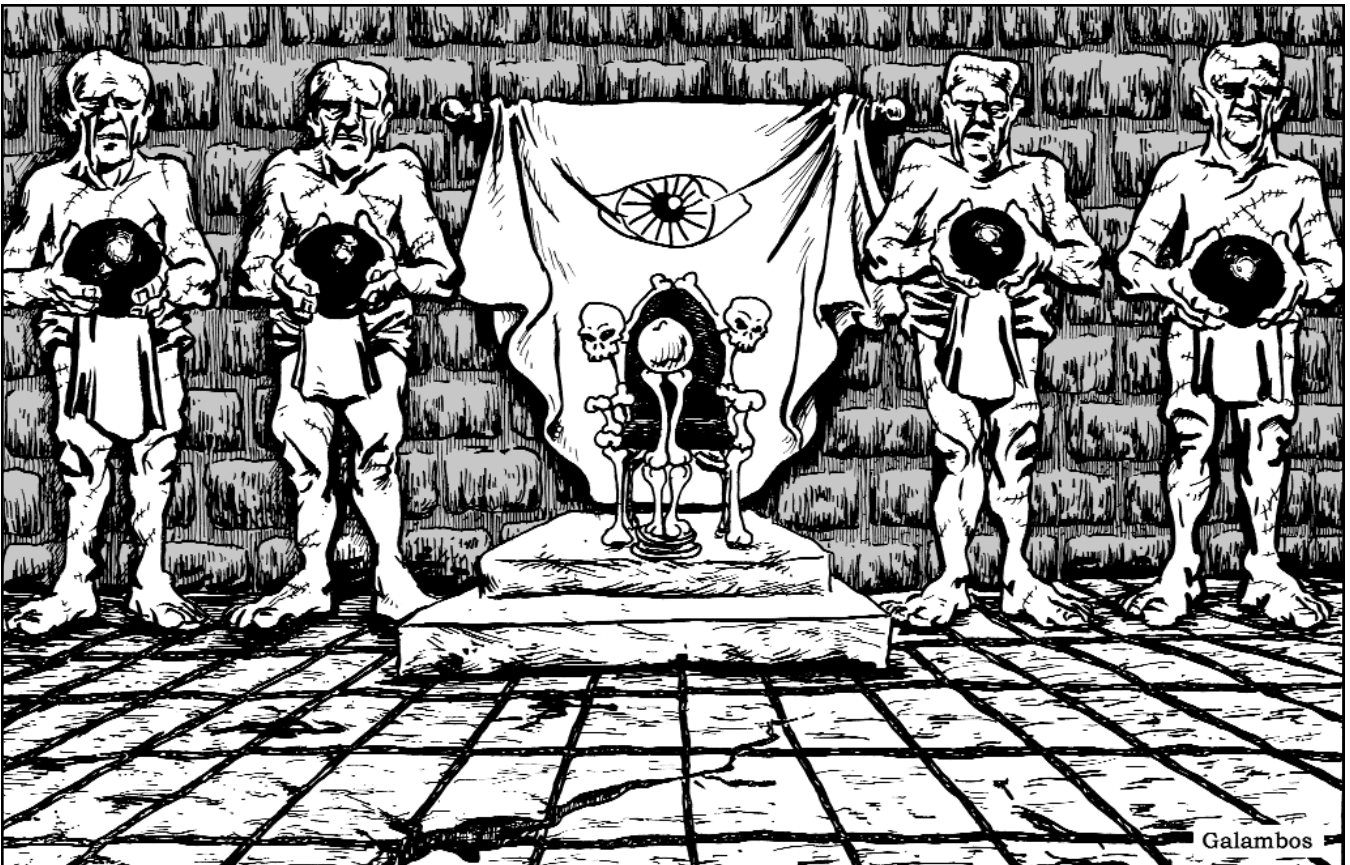


Players Handout G



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Players Handout H



Galambo

Players Handout J



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Players Handout I



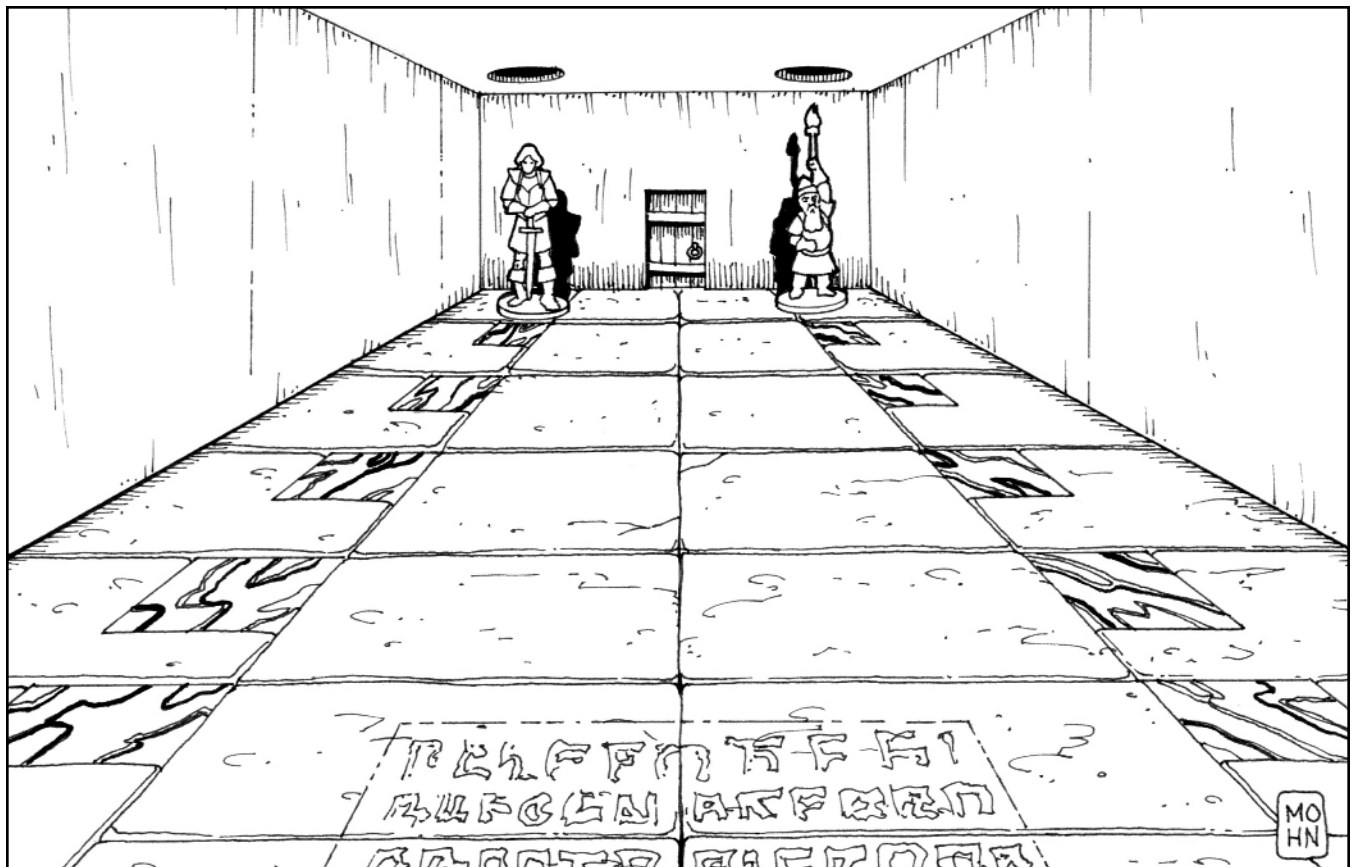


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Once before, this crypt was looted.
 The robber bore one sack of gold;
 His henchman stout bore two sacks.
 To proceed, you must walk the path
 Of he who bore the heavier load.

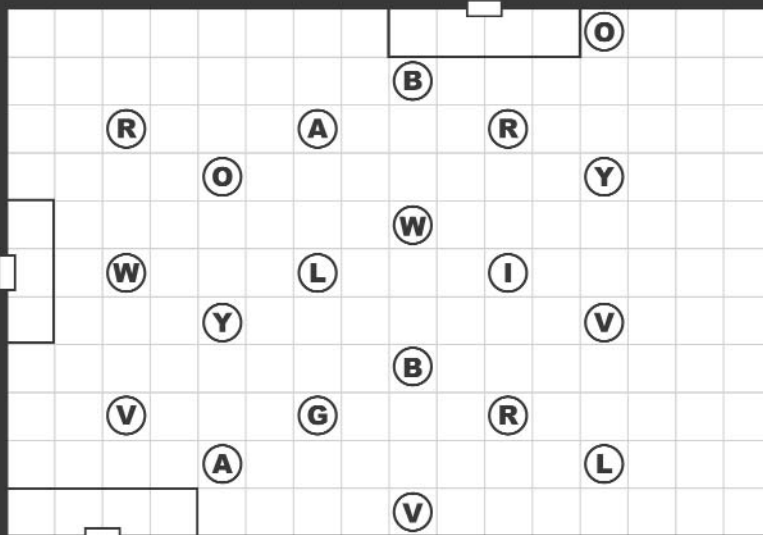
To cross this chamber safely,
 Don't be hasty.
 Follow the rainbow hues,
 But be careful how you choose.

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Players Handout O

1 sq. = 5 ft.

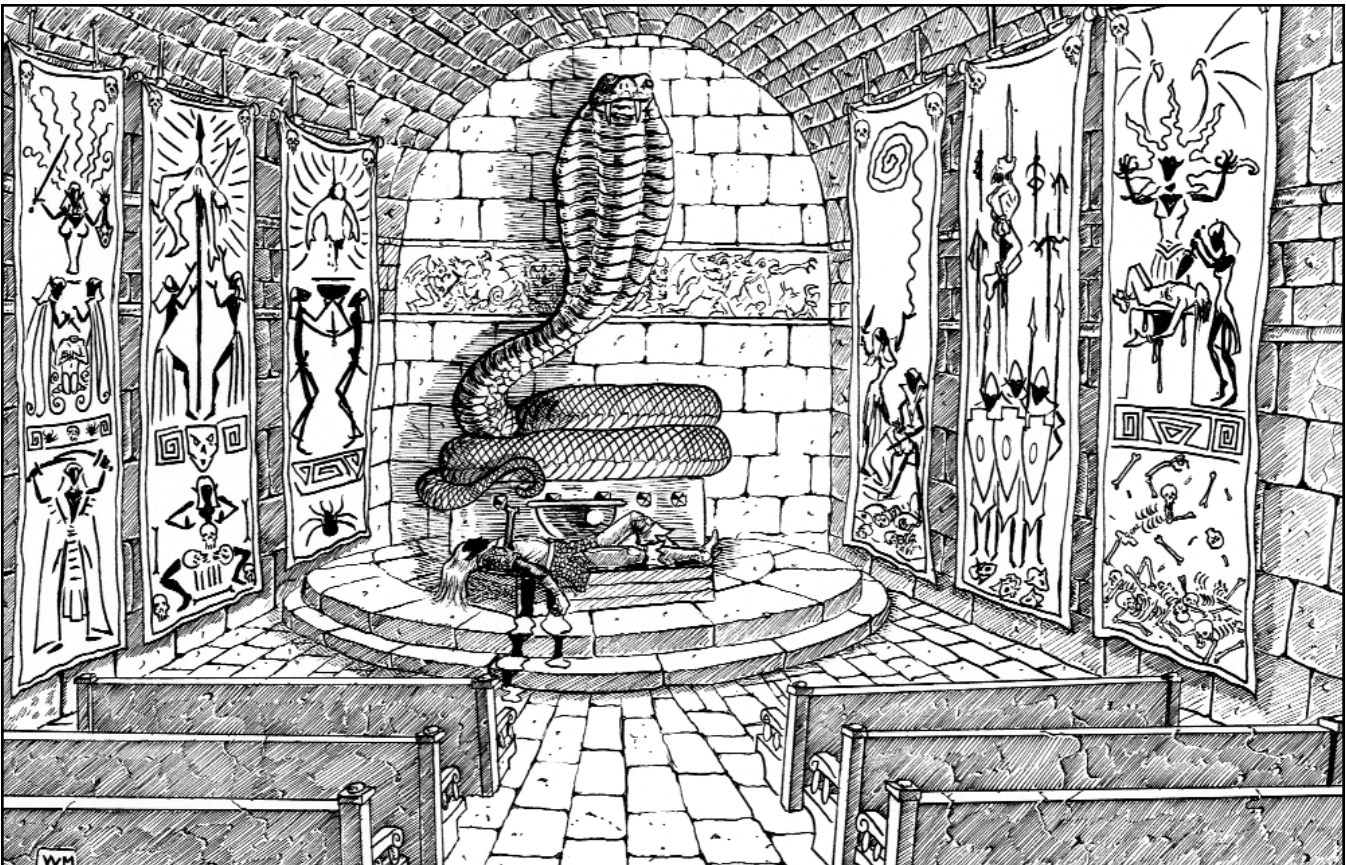


Color Key

- A = grey
- B = blue
- G = green
- I = indigo
- L = gold
- O = orange
- R = red
- V = violet
- W = white
- Y = yellow

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Players Handout P



NEXT TO LAST LIES WHAT YE SEEK
 THE SOUL OF THE ETERNAL QUEEN
 RULER OF DARKNESS, LADY OF PAIN
 WICKED MISTRESS OF ALL OBSCENE
 SHARD OF LIFE MAY BRING DEATH
 'TIS SIMPLE TO VANQUISH THE FIEND
 SEEK ETERNITY'S COVENANT OVER
 NIGHT'S DEATH –
 KNOW YE NOT WHAT ALL THIS MEANS?

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Once reforged, *True Death* has the following abilities:

True Death, +5 Defending Longsword: Int 18, Wis 10, Cha 18; Speech (Common, Celestial, Draconic, Elven); can *read languages* and *read magic* at will; 120 ft. darkvision, blindsense, and hearing.

Lesser Powers: 10 ranks in Diplomacy, 10 ranks in Knowledge (religion), can cast *detect undead* 3/day.

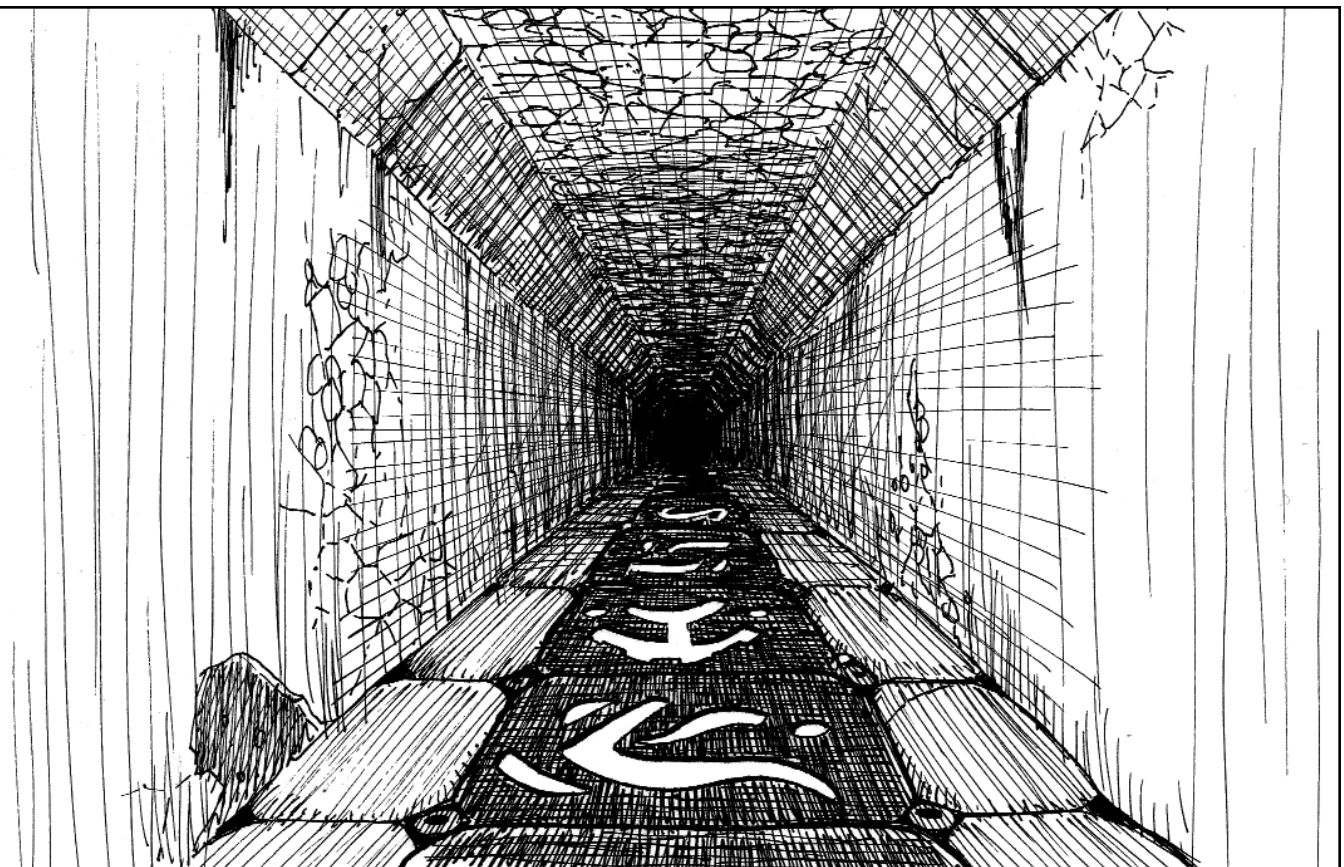
Greater Power: Can cast *lesser globe of invulnerability* 2/day.

Players Handout S

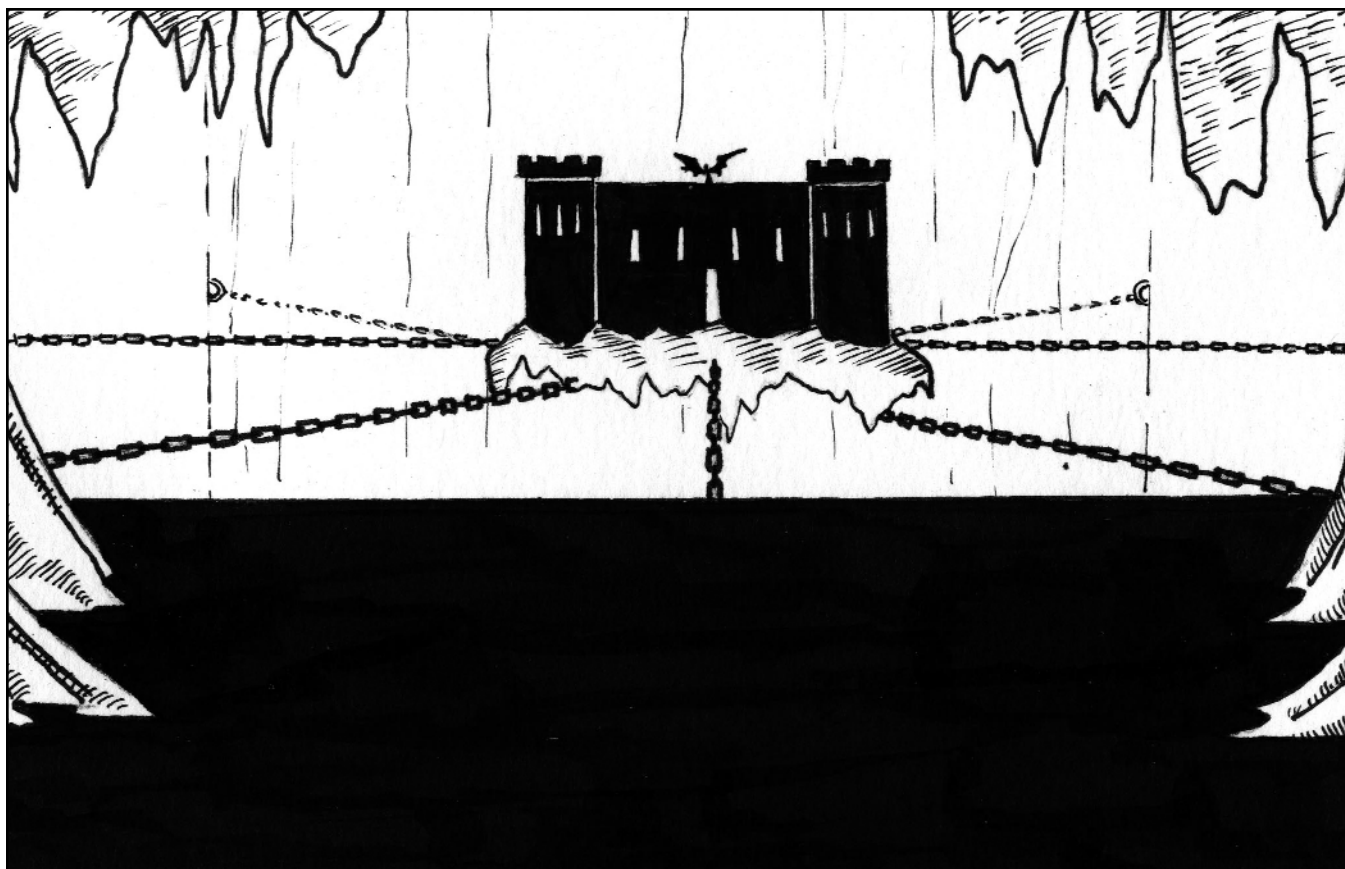
1. Walking on Air (Auran)
2. Dirt and Why It's Important (Terran)
3. Biology of the Kraken (Aquan)
4. Infernal Recipes: Cooking with Fire (Ignan)
5. Better Castles and Courtyards (Terran)
6. Hellhound Breeding Principles (Ignan)
7. 101 Uses for a Dead Aboleth (Aquan)
8. Breaking the Wind: Harnessing this Underutilized Resource (Auran)

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Players Handout T



Players Handout V



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Players Handout U



Appendix 4: Gen Con Roster of Heroes

Here is the Gen Con Roster of Heroes, maintained by the newly rebuilt Monastery of the Dawning Sun. This roster records all those who made a valorous attempt to penetrate the Crypt of the Devil-Lich. Their names will forever be whispered as heroes of the highest order.

Brotherhood of the Flying Dwarf

Bryan Andrews
Andrew Brogan*
Tom Caudron*
Daren Geremia
David Hall
William Wise

Clan Yeomen

Dan Adams
Tim Buckley
Nicol Roell
Riyad Shamma
Samir Shamma
Dave Stanford

Dirty Half Dozen

Luke Hitchcock
Justin Jacobson
Derek Lloyd
Matt MacGregor
Mark Rickard
Ben Waxman

Josh O'Connor Experiment

Juan Burriel
Matthew Filla
Mark Karau
Michael Maenza
Joshua O'Connor-Rose
Dustin Short

Melly's Gang

Shawn Blisset
Damon Dorsey
Devon Sanner
David Schneider
Mark Kiel
Alan Patrick

Thursday 4 PM Pickup Team

Ryan Henry
Rob Lawson
Craig Lloyd
Jeremiah Rose
Bill Simoni
Ian Welsh

Thursday 8 PM Pickup Team

Ian Burgess
Lion Godchaux
Steve Holley
Francois Moret
Dave Watson

What Plan?

Jonathan Cruz
Chris Foley
Paul W. King
Marion Nalepa
Tim Thomas
Mark Schutze

Wrecking Crewsaders

David Barclay
Frank Belinske
Dave Rickard
Derek Schubert
Neil Shackleton

* Also played in the final round as substitutes for The Josh O'Connor Experiment.

Dungeon Design Credits

This adventure was a collaborative effort. The rooms were devised by a team of dungeon designers, with the final arrangement orchestrated by master dungeoncrafter Chris Doyle. Here are the credits for individual room designs.

Chris Doyle: 2-7: The Pillar Room, 3-7: Lair of the Mummy Dragon, 3-9: The Crypt of the Devil-Lich

Lisa Doyle: 1-5: The Scrying Room

Mike Ferguson: 2-8: The Chapel of Khetira, 3-3: The Gold Room

Joseph Goodman: 1-7: The Hall of a Thousand Prophets, 3-2: A Whole Lotta Pit Traps, 3-8: Legend's Gate

Andrew Hind: 1-4: The Library, 2-1: The Hallway of Horrible Death

Jason Little: 1-1: Crypt Entrance, 1-2: Room of Eight Arrows, 1-8: The Flint Golem Hallway, 3-4: Eldritch Laboratory

Adrian M. Pommier: 2-4: The Lever Vault, 2-5: Torture Without End, 3-1: Pain's Forge

Jeffrey Quinn: 2-2: The Elevator of Doom, 3-5: The Meat Grinder

F. Wesley Schneider: 2-6: The Sanguine Stone

Andrew N. Smith: 1-6: Obstacle Trap, 1-9: Reverse Polarity Room

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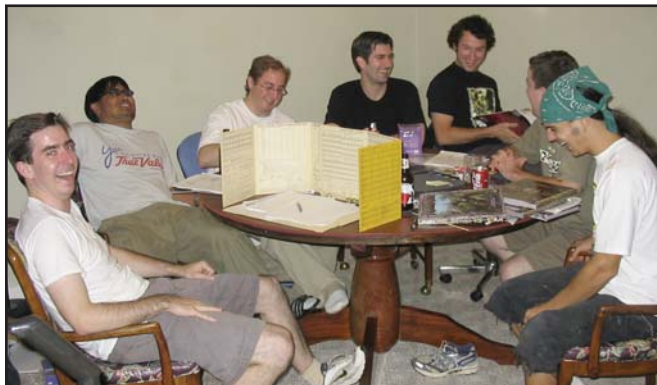
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First place individual scorer Dan Adams won the tournament Grand Prize: the original art of a character portrait by Erol Otus. Here is his character Chalakasen, and how Dan described him:

Being the GM for my group (for the past 10 years), I had to select an NPC instead of a PC. Here is Chalakasen, easily the most memorable NPC from my campaign. One of the characters had been captured by goblins, who then sold her to a slave trader headed for an underdark city called Jeruport. Unbeknownst to me, this city would be so well-liked that it became the center of that campaign. There was an imp bartender at inn named Chalakasen, who was a great source of information for the group... at a price. This imp was always incredibly cordial – unlike the other inhabitants of Jeruport. Whenever he spoke, he had a broad smile plastered on his face. Chalakasen would smile, even when it was inopportune or while he was discussing some morbid topic.

First Annual Dungeon Crawl Classics Open Tournament Gen Con Indy 2004



Playtesting at the Pluto Pad. Left to right: Joseph Goodman, Stephen Pellicer, Alan Fishman, Stephen Burt, Ben Rhoades, Michael Goodman, Garrick Andrus.



Ready for action at Gen Con! Left to right: April "Mrs. Goodman Games" Chan, Joseph Goodman, Jeff Quinn, Chris Doyle, Dustin Clingman, Jason "Iron DM" Little, Richard Iorio II



The games begin! A tense moment early on as Adrian Pommier (far right) tallies an attack roll.



A not-so-tense moment as Jeff Quinn (standing) makes everybody laugh.



Remember, men: This is what we're battling for! Fame, glory, a character portrait by Erol Otus, and some frickin' cool trophies!



Jason "Iron DM" Little ponders how best to kill off a character.



Tactics in action: Derek Schubert maneuvers a figure while Chris Doyle looks on.



"Got 'em!" Ben "Superfan" Waxman shows off the rare copies of DCC #1 and #2 that he managed to find at the con.



A tense moment in the final round.



Victory at last! Part of first place team The Josh O'Connor Experiment. Michael Maenza (kneeling) was the second place individual scorer.



Most of second place team Clan Yeoman (along with Chris Doyle, who somehow snuck into the picture).



"Dude, these trophies rock!"



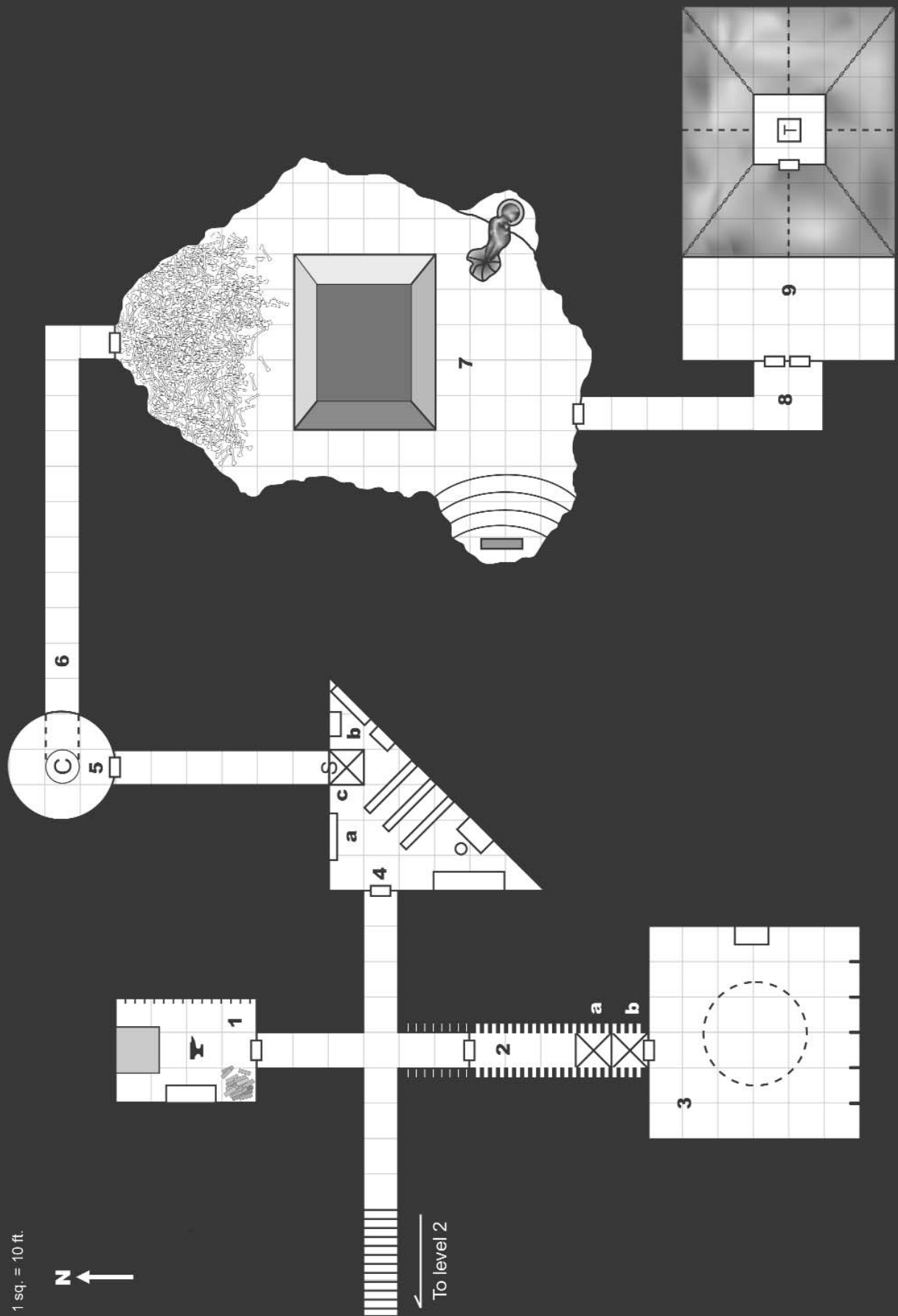
"Dude, I won a trophy *and* Erol Otus is going to draw my character!" First place individual scorer Dan Adams.



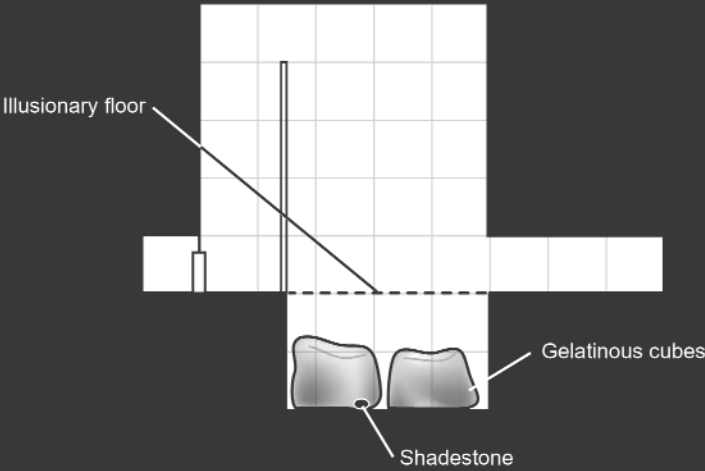
"This con rocked, but I'm worn out. Let's go home and prep for next year!"

Level 3 **The Crypt of the Devil-Lich**

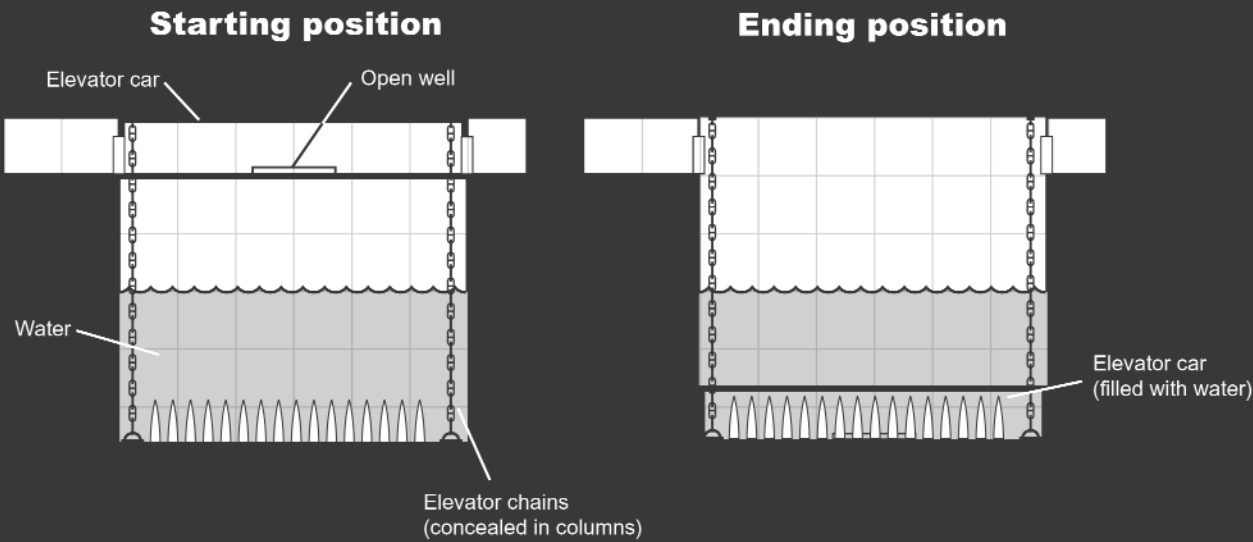
1 sq. = 10 ft.



Cross Section of Area 1-6



Cross Section of Area 2-2



I GOT WASTED



BY THE DEVIL LICH!

Dungeon Crawl Classics Open Tournament • Gen Con Indy 2004

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