Dungeons & Dragons

A CAMPAIGN ADVENTURE FOR CHARACTERS OF LEVELS 8–13



Expedition to the Ruins of Greyhawk

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Introduction

In the Cairn Hills north of the Free City stands a monument to madness, a crumbling palace of trap-laden halls packed with treasure beyond imagining: Castle Greyhawk. The archmage who built it vanished nearly two hundred years ago, and the castle has beckoned adventurers from around the world ever since. They come seeking the wizard's treasure and legendary lore, to explore demiplanes attached to the castle's deepest dungeons, and perhaps to follow in the footsteps of the Mad Archmage Zagig Yragerne.

For when Zagig departed Castle Greyhawk, he did so as a living god.

WHAT YOU NEED TO PLAY

This adventure is intended for use in any Dungeons & Dragons game. It can be dropped into any setting, even though the story refers to many characters and places that are unique to the Greyhawk setting. If you're not familiar with the particulars of the Greyhawk world, you can simply change these names to suit your personal campaign.

You need the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM) to make best use of this material.

Throughout this book, superscript abbreviations are often used to denote game elements and other materials that appear in certain supplements. Those supplements and their abbreviations are as follows: *Book of Exalted Deeds* (BoED), *Complete Adventurer* (CAd), *Complete Arcane* (CAr), *Complete Divine* (CD), *Complete Warrior* (CW), *Draconomicon* (Dra), *Fiend Folio* (FF), *Fiendish Codex I* (FC1), *Libris Mortis* (LM), *Lords of Madness* (LoM), *Miniatures Handbook* (MH), *Monster Manual II* (MM2), *Monster Manual III* (MM3), *Monsters of Faerûn* (MoF), and *Oriental Adventures* (OA). Access to these supplements is not necessary to get the most out of this adventure, because all pertinent information has been proivided herein.

THE ENCOUNTER FORMAT

Every combat encounter in the adventure is presented as a one- or two-page unit containing the information necessary to run the encounter, including the situation and how it might develop, statistics for monsters and traps, and a keyed map of the encounter area that can easily be translated to a battle grid or D&D *Dungeon Tiles* for use with D&D *Miniatures*.

No two encounters provide exactly the same kind of information. Each one is tailored to account for the event it describes. If another part of the adventure should be referenced when running a particular encounter, the appropriate page reference is also included.

CASTLE GREYHAWK: BIRTHPLACE OF ADVENTURE

Four decades have passed since Mordenkainen first delved Castle Greyhawk. In the company of his apprentice Bigby, the fearless Lord Robilar, and the willful cleric Riggby, the wizard relentlessly explored the ruins of Zagig's castle, charting its secrets and plundering its priceless treasures. Before his adventures, Mordenkainen knew of Zagig as an eccentric, the long-lived former Lord Mayor during the City of Greyhawk's renaissance. He was the founder of the city's world-renowned Guild of Wizardry and one of the greatest adventuring mages ever to cast a spell. Mordenkainen would come to learn that Zagig had cheated death by becoming a deity, piecing together the legend over several forays spanning thirteen years.

At the culmination of his research, in the shadow of a dozen lost companions, Mordenkainen finally discovered Zagig's Prison, an entire dungeon level designed to imprison nine demigods encountered by Zagig on his travels. In his final act as a mortal, Zagig carved an essence of their divine power and claimed it as his own, departing the Material Plane as the newly divine "Zagyg" to serve in the court of Boccob, Archmage of the Gods. But the nine prisoners remained.

Among them was Iuz the Old, the half-demon son of the Witch-Queen Iggwilv and the demon prince Graz'zt. The fiendish tyrant had vanished from his northern empire in Mordenkainen's youth, leaving savage humanoid hordes and diabolical societies in the ensuing power vacuum. Over the years a handful of lesser demons and shapeshifters appeared on the scene claiming Iuz's Throne of Bone, whipping the fractured cult of the Old One into temporary frenzy until being dispatched by rivals. These false Iuzes threw the nations into turmoil and brought savage armies across civilized borders. If the real Iuz returns, the disaster could be incalculable. With the discovery of Zagig's Prison, Mordenkainen decided to try to prevent that return from ever happening.

Iuz remained imprisoned just as Zagig had left him sixty-five years prior. But Mordenkainen knew that the archmage's prison would not last forever. If Mordenkainen could find the deity trap, so could someone else. Only a final solution would suffice, and a final solution required the enlistment of Lord Robilar.

The gregarious fighter lord thrilled at the audacity of Mordenkainen's suggestion. The fearless swordsman chased adventure with the enthusiasm of an addict, often venturing into Castle Greyhawk on highly dangerous solo missions, facing every challenge with a wide grin and a clever rejoinder. In the company of his orc henchman Quij and the cleric Riggby, Robilar confidently set into motion Mordenkainen's grand plan to save the future of the Flanaess.

Then everything started to go wrong.

Just as Robilar dispelled the barriers keeping Iuz at bay so that he might be slain, the wizard Tenser appeared with Bigby and the warrior Neb Retnar at his back. The trio had come to stop the dangerous gambit, but arrived too late. The six adventurers were no match for the enraged Iuz, who escaped certain death in the clutches of Bigby's notorious crushing hand by plane shifting to the Abyss. That magical warp freed the additional gods and caved in many of Castle Greyhawk's deepest dungeon complexes. After it was all over, safe on the skull-adorned battlements of his grisly palace, Iuz swore vengeance upon the adventurers who had attempted to kill him, dedicating a portion of his eternal rage to plotting their destruction.

Twenty-seven years have passed. To the west, in the not-so-distant city of Verbobonc, Riggby has escaped Iuz's vengeance by dying of natural causes in his twilight years. His body now travels by sacred procession along the Western Road toward Greyhawk, drawing the cleric's former companions from their sanctuaries and schemes to the city that once bound them together in long-dead friendships and alliances.

Iuz's patience for the perfect moment to smite his enemies grows thin, and Riggby's funeral provides all the excuse he needs to initiate a scheme designed to bring Greyhawk to its knees and deliver his enemies into the hands of his torturers. Already his soldiers have tunneled into the lowest levels of Castle Greyhawk from the Underdark, and although their ranks have not yet swelled enough to besiege the city, the time will shortly arrive. Everything is in place for Iuz's final vengeance against the adventuring heroes of the last generation.

But time does not stand still in Greyhawk, and the demon-god of the north has not accounted for the city's next generation of heroes.

SETTING OUT

In *Expedition to the Ruins of Greyhawk*, your player characters become the next great heroes to explore the world's most famous dungeon. In the process of their fantastic adventures they'll also explore the treacherous City of Greyhawk, where politics and thieves can do away with you just as easily as a falling stone block or guardian golem can. Iuz's machinations against Mordenkainen and the City of Greyhawk are just part of the backdrop playing out behind your players' exploration of the castle. Plenty of reasons can tempt the players to keep delving into Zagig's dungeons, not the least of which is the promise of thrilling adventure and fascinating rewards. Rumors dating back centuries suggest that the treasures waiting to be claimed below Castle Greyhawk will make the danger worth risking, the exploits of its heroes worth remembering forever.

Expedition to the Ruins of Greyhawk provides the framework for a major campaign arc featuring several delves into the castle itself and numerous side quests situated in the Free City. The adventure is intended for 8th-level characters, who should advance to about 13th level by the time they "complete" it. Finishing the events outlined in this volume does not mean that the PCs have finished exploring Castle Greyhawk, however, because the dozens of dungeon levels and associated demiplanes of Zagig's castle provide a limitless source of adventure well beyond the scope of a single book. A general overview of the known castle levels (and certainly several more remain to be discovered)

appears later in this book, but only those locations pertinent to the present campaign have been elaborated upon in detail. A series of random encounters allows you to treat the journey from the castle's front door to more important locations as wilderness travel, and these encounters can be used freely when the PCs decide to venture "off map" and away from the outlined adventure.

A general summary of *Expedition to the Ruins of Greyhawk* follows.

Chapter 1 The Free City of Greyhawk: Castle Greyhawk owes much of its renown to the eccentricities of the Mad Archmage Zagig Yragerne, and Zagig owes much of his fame to the city he once led, a sordid metropolis of opportunistic adventurers, crooked merchants, and fools delving in magical secrets best left undisturbed. An overview of the city's districts provides the background you'll need to make this exciting locale come alive for your players. Several adventure hooks in each city quarter aim to get the PCs into Castle Greyhawk or provide them with fun city-based encounters to fill in the gaps between dungeon delves. An overview of the Green Dragon Inn ensures that the PCs have a fully fleshed-out base of operations in the city and sets the scene for several key meetings. A brief encounter on the road to the Free City puts the PCs on the trail of the Green Dragon Inn and sets them on the path to Castle Greyhawk itself.

Chapter 2 The Castle and the Dungeons: This chapter provides a rough outline of the castle's history and structure, with a basic map of its levels and some suggestions on what dangers and treasure each contains. Special attention is given to the structure of *Expedition to the Ruins of Greyhawk*, with numerous tips aimed at making the adventure easier to play and at keeping the PCs from wandering too far off track. The chapter also features notes on Castle Greyhawk's upper ruins and the surrounding region.

Chapter 3 The Tower of War: When the PCs finally arrive at the gates of Castle Greyhawk, they find that the only way inside is through the front gates of Zagig's Tower of War, where the Mad Archmage once housed his considerable army of servitors, soldiers, and attack monsters. These days it is home to the cunning General At-Ur Rehmat, who has turned several levels into the barracks and training ground for an army of enslaved savage humanoids set to assault the City of Greyhawk at the behest of the demon-god Iuz the Evil. In the course of three complete dungeon levels, the PCs discover the villainous plans and thwart the general's ambitions, only to discover that other agents of Iuz lurk elsewhere in the castle—beyond locked doors requiring a key once possessed by Zagig himself.

Chapter 4 City of Hawks, City of Thieves: The PCs begin this chapter knowing that they need a key to enter Castle Greyhawk's imposing Tower of Magic, but knowing nothing of the key's location. Fortunately for them, their forays in and out of the castle bring their plight to the attention of the city's infamous Thieves' Guild, which has long held the secret of the key's location. The guild members too seek entrance to the Tower of Magic, but are forbidden by treaty to steal the key from its guardians—Greyhawk's Guild of Wizardry. The wizards keep the key in a special office at the apex of their mighty pyramid, held ready should Zagig Yragerne return to the world he left behind more than two centuries ago. With the thieves' aid, the PCs penetrate the ensorceled halls of the guild, risking encounters with invisible beholders, magical guardians, and an army of angry wizards. Key in hand, they meet the angriest wizard of all, Mordenkainen, and his special message for the PCs will serve them well in the Tower of Magic and beyond.

Chapter 5 Wrath of the Old One: Within the Tower of Magic, the PCs delve deeper into Zagig's madness. They discover remnants of the Mad Archmage's mortal experiments while negotiating deadly traps meant to protect his secrets forever. Here they discover lost shrines to Boccob, Zagig's divine patron, and learn the hard way to appreciate the archmage's notorious sense of humor. In darkened chambers deep below the crumbling tower they encounter the ringleader of Iuz's pending invasion, the preening, megalomaniacal wizard Vayne, a conniving lieutenant who cannot afford to fail Iuz again. The PCs discover that Vayne holds a secret weapon against the Old One in the form of a simulacrum of Iggwilv, Iuz's witch-queen mother. Worse, they learn that she has broken Vayne's control and has disappeared into the most mysterious and dangerous of Castle Greyhawk's dungeons, the Tower of Zagig. It was there that the Mad Archmage imprisoned nine demigods

CASTLE GREYHAWK: A TRUE ORIGINAL

Expedition to the Ruins of Greyhawk takes place on the Material Plane world of Oerth, specifically near the City of Greyhawk at the center of a continent called the Flanaess. The laws of the Dungeons & Dragons game govern the affairs of Oerth and its countless citizens, who worship the deities outlined in the *Player's Handbook* and Chapter 5 of *Complete Divine*. In the World of Greyhawk, the current year is 597 CY (Common Year).

Castle Greyhawk was the original campaign of D&D cocreator Gary Gygax, who developed most of the game's classic rules while leading characters such as Erac's Cousin, Tenser, Otto, and Serten through the dungeon's dangers. "Zagig Yragerne" is a play on Gary's name, and much of Castle Greyhawk's reputation for deviousness came from Gary's Dungeon Mastering style. When the business of Dungeons & Dragons consumed more and more of Gygax's time, Greyhawk's DM duties fell to Robert J. Kuntz, an expert on Castle Greyhawk from his years playing its most frequent explorer, the doughty Lord Robilar.

Expedition to the Ruins of Greyhawk is not intended to precisely model Gygax and Kuntz's original campaign, but it takes inspiration from the exploits of a legion of early D&D player characters who fought and died there so that all of us could enjoy the greatest roleplaying game ever created. Thanks, guys. This one's for you.

to carve a sliver of divinity for himself nearly a century ago, and it is there that the maddened simulacrum of Iggwilv learns more about her past and dreams godly dreams of her own.

Meanwhile, the PCs return to the Tower of War and seal the passage to the Underdark, preventing the arrival of the Old One's army and incurring the wrath of Iuz. The demigod abandons caution and manifests in the lower dungeons of Castle Greyhawk to punish the PCs for their treachery, only to be magically drawn through a nearby wall and into the waiting prison of Iggwilv's simulacrum.

Chapter 6 In Zagig's Shadow: On the trail of the false Iggwilv, the PCs explore the Tower of Zagig, the personal demesne of the Mad Archmage of Greyhawk. In the process they learn a great deal about Zagig's past and the obsessions that bade him to dig deeper into the earth. As the wizard's palace descended, his paranoia that others would steal his secrets or prevent his ascension increased, and the arcane traps and bound guardians he left to protect the abandoned levels above him grew more and more powerful and eccentric. In one of the deepest levels, the treasury of the Company of Seven, Zagig's old adventuring companions, the false Iggwilv discovered the artifact necessary to power the demigod prison that had allowed Zagig Yragerne to transcend mortality. After using the artifact—a shard from a magic-infused obsidian formation called the *Obelisk*—to trap Iuz in a bid to gain true sentience as a living being, Iggwilv's simulacrum sundered it into three pieces, which she has placed within three foreign planes in phase with the castle. Only by uniting the three fragments of the *Obelisk* shard and destroying Zagig's Prison—thus releasing Iuz from captivity once more—can the PCs destroy the empowered Iggwilv and escape from the dungeons with their lives.



Zagig Yragerne

Illus. by F. Vohwinkel

MAJOR NPCS

Although the PCs play the most important roles in this adventure, they are not the only ones who have an interest in Castle Greyhawk and the events that will occur there. *Expedition to the Ruins of Greyhawk* features some of the most popular and enduring NPCs the Dungeons & Dragons game has ever known. From Zagig and Iuz to Lord Robilar, Mordenkainen, and Iggwilv, this adventure throws the player characters right into the action with heavy hitters, characters who have been a part of the fabric of D&D for decades. The most notable of these characters are discussed here.

ZAGIG YRAGERNE (ZAGYG)

The archmage Zagig Yragerne built Castle Greyhawk more than two hundred fifty years ago after a long and prosperous adventuring career. As his architects and masons raised three splendid towers at the edge of a rocky crevasse in the Cairn Hills, Zagig became increasingly political, exploiting direct ties to ancient nobility and bribing his way into a seat as Lord Mayor of Greyhawk. The city flourished under Zagig's ambitious leadership, gaining a glittering reputation as the "Gem of the Flanaess," a star at the heart of the continent. At his height he founded the city's famed Guild of Wizardry, rebuilt a glorious coliseum from ancient times, and attracted the wisest mystics, the hardiest fighters, and the most opportunistic merchants and thieves to his burgeoning capital.

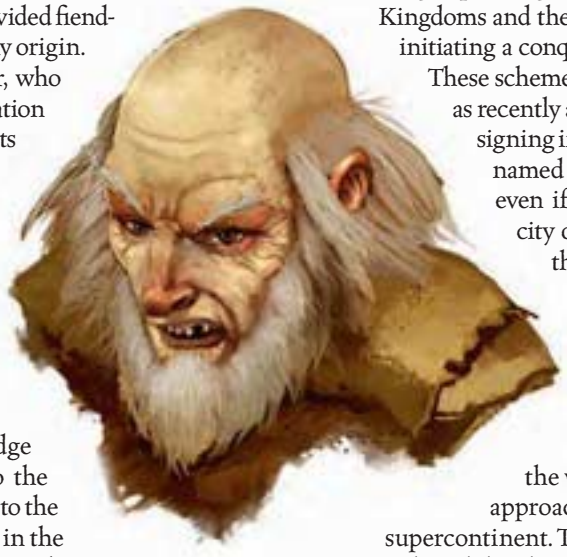
Then, one day, he was gone, never again to appear in the city of Greyhawk. From time to time he issued bizarre proclamations from his subterranean laboratories in the dungeons below Castle Greyhawk, where he toiled over esoteric experiments meant to grant immortality. Eventually he abandoned the city altogether, falling deeper and deeper into his obsession. For a hundred years Zagig schemed in his darkest dungeons, until at last his delving reached its goal—the *Obelisk*, a natural obsidian formation infused with pure magical energy. With great effort and assistance from Boccob and St. Cuthbert, Zagig cut a shard from the *Obelisk*, using the power to entrap nine demigods in specially prepared prisons meant to siphon their deific energy. So infused, Zagig achieved apotheosis. "Zagyg" thereafter withdrew from the Material Plane and his dungeons to serve in the court of Boccob the Uncaring, Archmage of the Gods.

Even before his strange experiments, Zagig showed signs of madness. The dungeon levels of Castle Greyhawk served as death traps for three lifetimes of enemies who sought to lay him low. Portals to diverse demiplanes adorned his subterranean dungeons like windows into realms both magnificent and absurd. When the "Mad Archmage" abandoned the world, his clockwork beasts and murderous illusions became rulers of the castle, and Zagig's great architectural marvel became a death trap without a master—a treasure-gilded proposition too tempting to ignore, but too treacherous to escape from unscathed.

IUZ THE EVIL

The malignant tyrant known as Iuz the Old arose more than a century ago in the frontier country on the plains north of the Lake of Unknown Depths. The "son" of a petty noble who died under mysterious circumstances, Iuz quickly and ruthlessly gathered rebel warlords to his side, slew them, and claimed their bandit followers as his own. Iuz's

merciless nature impressed his demonic father, the great Abyssal prince Graz'zt, who provided fiendish allies and artifacts of otherworldly origin. Political influence from his mother, who had conquered the neighboring nation of Perrenland, cowed skeptical subjects of Iuz into submission. By the time Iuz allowed the degenerate savage humanoids of the northern hills into his cities and armies, none of his human subjects had the willpower to resist—and besides, the feral subhumans brought stunning victories in the field.



Iuz the Evil

Iuz's growing kingdom soon engulfed the Middle Lands to the edge of the Rift Canyon in the east, to the ancient Vesve Forest in the west, and to the tenuous borders of the Shield Lands in the south. Tens of thousands died as Iuz's borders expanded. Those who rebelled or refused to submit to his will were ruthlessly slain, their skulls placed along a bloody three-hundred-mile road snaking from the Old One's capital in the haunted city of Dorakaa. Iuz's ambition knew no bounds, and he seemed poised to threaten the whole of the Flanaess. Then, some twenty-five years after he appeared, Iuz was gone.

To become a deity, Zagig needed to capture nine demigods as catalysts, and Iuz made for an excellent candidate. With assistance from his old adventuring companions Heward, Murlynd, Keoghtom, and Kelanen as well as St. Cuthbert himself, Zagig managed to summon Iuz to his dungeons below Castle Greyhawk and force him into an inescapable arcane prison. For sixty-five years Iuz fumed within his cage until deliverance came not from one of his devoted cultists but instead from the battle-hungry Lord Robilar, who tried to murder him immediately upon release. A fierce magical battle erupted in the dungeons of Zagig's Prison, triggering earthquakes and warping reality. Iuz fled just as several other enraged demigods emerged from their malfunctioning prisons, leaving Castle Greyhawk in chaos, and swore eternal vengeance on those who had attempted to slay him.



Zuoken

Upon returning to his homeland, Iuz brutally recaptured his capital and set about sorting out his loyal servants from the traitors. The twelve greatest of the former were elevated to positions in his Greater and Lesser Boneheart, a grisly cabinet of malevolent clerics and wizards. Together the Old One and his demented court reclaimed the old empire and began pressing for more, probing into the Bandit Kingdoms and the Shield Lands on its borders and initiating a conquest planned six decades before. These schemes engulfed much of the Flanaess as recently as twelve years ago, when a treaty signing in the Gem of the Flanaess forever named the conflict the Greyhawk Wars, even if the fighting never reached the city on the Selintan. But the death of the hated Riggby brings all of Iuz's old enemies to the city, and the time for revenge grows near.

ZUOKEN

More than a thousand years ago, devastating war ravaged the vast region west of the Flanaess, approaching the interior of the Oerik supercontinent. Two immense empires of mythic cultural development and decadence clashed in a conflict destined to have no victor. This was the height of the Age of Glory, and both sides boasted resources and weaponry that seem imaginary by today's standards. The Mages of Power of the Suloise Empire held such a mastery of arcane magic that their thoughts forced the universe to realign itself according to their whims. In the north, the Baklunish Empire is said to have built a window in time at the immense standing stones called the Tovag Baragu—the Navel of the World. It took just more than sixty years for the empires to erase one another from history in a continent-engulfing catastrophe known as the Twin Cataclysms. The Suel wizards acted fist, working in concert to manifest the Invoked Devastation, a magical catastrophe so destructive that its exact form remains a mystery to this day. In response, Baklunish Mage-Priests called down the Rain of Colorless Fire upon their Suel enemies, reducing the arrogant empire to the ashen Sea of Dust.

The opening decades of this clash of civilizations spawned countless martyrs and cultural heroes. Among the earliest was Zuoken, a daring monk of the twilight goddess Xan Yae who, along with thirty-eight of the Baklunish Empire's most skillful martial artists, defended a tactically critical mountain pass from an entire army of Suel invaders. The unarmed heroes held the pass for three days and nights until the entire foreign army had been destroyed. Of the valiant monks only Zuoken remained, feted as a legendary hero—the Survivor—of the war's early years. After inspiring a generation of monks to serve the Empire, Zuoken set out upon the Drawmij Ocean to the storied

Illus. by J. Hodgson & T. Denmark

Pinnacles of Azor'alq, where he passed legendary tests to gain access to the Baklunish heavens and immortality as a demigod.

Whereas the capture of Iuz had been a political imperative, Zuoken was more a target of opportunity for Zagig's apotheosis gambit. The Survivor had taken to an isolated life in the Outer Planes, where Zagig and Kelanen had encountered him in earlier days. They had departed as friends, but Zagig required what he required, and he considered Zuoken's capture a victory nonetheless and moved on to the next deity on his list without a second thought. Zuoken remains imprisoned below Zagig's Tower, but he is far from forgotten in the western lands. Even now a suspicious cult of monks in the City of Greyhawk has established a fail-safe plan to return him to the world.

VAYNE

Riggby's recent death prompted Iuz to advance his plans by months. Thousands of savage humanoids, undead warriors, and human mercenaries are currently making the months-long Underdark trek from Iuz's homeland to the dungeons below Zagig's Tower of War. But the Old One's hatred of his attempted murderers vastly overpowers his good sense, and now Vayne must improvise wildly to avoid failing Iuz once more, even though he is far short of the resources needed to implement the invasion so early. The nervous, twitching wizard has miraculously survived Iuz's wrath on two occasions, and he knows that he will not be allowed to live through a third. As a member of Iuz's elite Greater Boneheart, Vayne captained a disastrous military campaign in Furyondy during the Greyhawk Wars of the last decade. He was demoted and sent to manage the conquered Shield Lands capital of Admundfort. When that city later fell to a local insurgency, Iuz summoned Vayne to his haunted capital for an audience that would surely end in his execution.



Vayne

Illus. by B. Hagan

Fearing destruction, Vayne offered Iuz a piece of irresistible information he had learned from the records of the Shield Lands government. A winding, extremely dangerous network of Underdark caverns, tunnels, and rivers charted a reliable path from the Fellreev Forest outside Dorakaa all the way to Castle Greyhawk. An army could march along that trail straight to the heart of Greyhawk City. Vayne knew the plan could succeed, for a similar gambit had been attempted a decade earlier by a cult of the troll god Vaprak. That attempt ground to a halt in the face of a cult of Nerull in the dungeon's depths, and the conflict weakened both factions so that neither could defend the castle effectively. The back door to Greyhawk stood open and unguarded, the Gem of the Flanaess just a talon-snatch away.

A thousand miles from his master and surrounded by the grandeur of Castle Greyhawk, Vayne has just begun to think that he might be able to use Zagig's writings and treasures to imprison Iuz once again, so that the wizard might be safe from his wrath. To protect himself, Vayne recently acquired a lock of hair from the head of Iuz's mother Iggwilv. This he formed into a breathing simulacrum of the powerful Witch-Queen, the perfect weapon to confound Iuz, and an extremely potent ally despite commanding only a fraction of the original's essence. Using the false Iggwilv as a lure, Vayne plans to betray Iuz once the conquest of Greyhawk is complete. But his plan is not going exactly as he had hoped.

IGGWILV

The wicked archmage Iggwilv, author of the insidious *Demonomicon*, achieved infamy just more than a century ago, when she emerged from the Lost Caverns of Tsojcanth to conquer and enslave the northern nation of Perrenland. With assistance from her prisoner and lover, the demon prince Graz'zt, and their cambion son Iuz, Iggwilv zealously crushed her domestic enemies and subjected her people to disgusting displays of violence and horror. Her disastrous reign lasted but a decade, until Graz'zt sensed a moment of weakness and broke free of his bonds. The ferocious battle shook the caverns and mountains nearby. In the end, Iggwilv slew her lover's material form, barring him from Oerth for one hundred years. The victory came at great cost for the Witch-Queen, whose weakened condition left her unable to prevent insurrection and rebellion in the hinterlands. Even as her son Iuz marched toward empire in the east, Iggwilv faded from the scene. She eventually fell into a trap laid by Graz'zt's majordomo Verin, who whisked her away to the forlorn prisons of Azzagrat, Graz'zt's personal layer of the infernal Abyss.

Iggwilv escaped Graz'zt's clutches only recently, returning to the Material Plane in a gambit to free a powerful artifact called the *Crook of Rao* from the Isle of the Ape, an unusual demiplane connected to the dungeons of Castle Greyhawk. She failed in this task thanks to the efforts of the Circle of Eight, a group of powerful wizards led by the archmage Mordenkainen. Her interests remained focused on the Material Plane—and the City of Greyhawk in particular—while she plotted bitter revenge against the Eight. When these stratagems failed to gain purchase, Iggwilv retreated once more to the Outer Planes, where she counts hero-deities and demon lords as her equals and casts an aloof, almost condescending gaze upon the affairs of the mortal world.

On Greyhawk's world of Oerth she is remembered as the Witch-Queen of Perrenland, a shadowy figure from history used to frighten children into obeying their mothers. But one resident of Oerth remembers Iggwilv because she *is* his mother. Iuz the Evil, half-demon son of Graz'zt and Iggwilv, gained much from his mother's guidance and political influence, rising to prominence in the Northern Reaches of Furyondy just as his mother gained dominance over Perrenland. Fearing brutal reprisals from Iuz's parents, local nobles allowed Iuz to consolidate power, and by the time Iggwilv had fallen it was already too late. The Empire of Iuz had begun to take hold. Remembering her critical importance in his rise but also her capriciousness and propensity for betrayal, the wizard Vayne constructed himself a powerful ally, creating a simulacrum of Iggwilv from a lock of stolen hair. This being, keenly aware of its powerful legacy, holds but a fraction of the Witch-Queen's power, but even this makes her a formidable foe. Knowing that the nature of the *simulacrum* spell creates absolute loyalty, Vayne has assigned Iggwilv's simulacrum to assist in his ambitious project in Castle Greyhawk, knowing that she can be trusted. Ironically, the simulacrum's investigations in Zagig's dungeons reveal more about Iggwilv's past than is known even to her son, and her malign influence might prove to be the undoing of Iuz, the City of Greyhawk, and the player characters as well.



Iggwilv

MORDENKAINEN

The archmage Mordenkainen, one of the most powerful wizards ever to walk the world of Oerth, came to Greyhawk following tales of Zagig's legendary magical prowess. Thirty-six years ago he founded an adventuring group called the Citadel of Eight—inspired by Zagig's own Company of Seven—to explore central Flanaess and discover the treasures and knowledge of lost civilizations. In the course of his arcane studies and world travels, he developed a rigid philosophy based on cosmological balance, fighting on the side of good as often as he nudged events in the direction of evil. In this way he hoped to preserve a status quo within society, ensuring that no single faction gained the upper hand. His darker actions brought him into conflict with certain members of the Citadel, notably the good wizard Tenser, who advocated direct intervention on the side of weal and who couldn't grasp why Mordenkainen would not dedicate himself and his band to the eradication of evil. Such rifts eventually tore the group apart, but Mordenkainen remained great friends with the organization's most potent physical combatant, Lord Robilar, and together the pair traveled the length and breadth of the Flanaess, from the City of the Gods in the northern wastelands to the vine-choked crumbling pyramids of the southern jungles.



Mordenkainen

After decades of viewing himself as a chessmaster, Mordenkainen naturally began to view his friends and companions as pawns. When the opportunity to destroy Iuz once and for all presented itself to the wizard, he manipulated Lord Robilar and Riggby into releasing the imprisoned demon-god, freeing himself from the disastrous consequences and the scorn of his more altruistic associates should the plan fail. Despite an attempt to remain aloof from the consequences of his actions, Mordenkainen feels greatly responsible, and he resurrected the Citadel, after a fashion, in the form of the Circle of Eight, an association of master wizards with himself as shadow leader. In the years approaching the Greyhawk Wars, the Circle thwarted several of Iuz's schemes, explored treasure-laden tombs in the Cairn Hills, and made itself known in courts throughout the Flanaess, achieving a measure of political influence. Then, at the very end of the wars, on the eve of the Day of Great Signing in the City of Greyhawk, treachery nearly destroyed the Circle of Eight.

When the wizards Bigby, Tenser, and Otiluke inspected the building that would house the treaty event, they discovered an elaborate magical trap meant to destroy the assembled ambassadors and dignitaries. The archmage Rary, the only member of the Circle whose magical prowess matched that of Mordenkainen, then emerged from the shadows to congratulate his allies on their foresight. His schemes thwarted, Rary lashed out at his friends, slaying Tenser and Otiluke and gravely wounding Bigby. Worse, Mordenkainen soon received word that his greatest friend, the fighter Lord Robilar, had sacked the slain wizards' strongholds and destroyed their clones and soul objects, preventing their return to life. Mordenkainen

Illus. by T. Denmark

Illus. by F. Hooper & M. Coimbra

could understand Rary's actions, grudgingly, but Robilar's betrayal has always seemed incongruous to him. As his former companions gather in the City of Greyhawk to remember one of their own, Mordenkainen has just begun to piece together why Robilar acted as he did.

LORD ROBILAR

Like his boon companion Mordenkainen, Robilar emerged from the Wild Coast about forty years ago in search of adventure. Early successes in the Cairn Hills and the Gnarley Forest brought him to the attention of the public, and tales of his exploits circulated widely in the taprooms of the City of Greyhawk. With his allies in the Citadel of Eight, Robilar conquered the dungeons of Castle Roakire and the mirrored halls of the Forever Cairn, meeting each new challenge with a fearless abandon and a lust for fresh adventuring thrills. Despite his numerous triumphs throughout the Flanaess, Robilar is best known for his adventures in the dungeons of Castle Greyhawk, some undertaken solo but most involving a cast of characters including his orc henchman Quij and the portly wizard Otto. Robilar loved Castle Greyhawk, marveling at each deadly new chamber with the enthusiasm of a child.



Lord Robilar

Laden with loot from Zagig's treasuries and comfortable only around other adventurers, Robilar created an urban sanctuary for himself in the form of the Green Dragon Inn, a two-story tavern and hostelry on Cargo Street in the River District, Greyhawk's most boisterous neighborhood. Named for his trio of green dragon servitors, the inn served as a way to gather leads on new adventures and intrigue in the city. He owned the place in secret, entrusting the day-to-day management to a former cohort, the swordsman Ricard Damaris.

Ennobled for his role in solving a series of grisly killings known as the River of Blood murders, Robilar kept looking for bigger and better ways to test his limits and ensure his legend (in the minds of barwenches and copper-bards, at least). His old friend Mordenkainen arrived with a secret tip to an adventure to end all adventures—the release and destruction of Iuz the Evil. After the gambit failed, word of Lord Robilar's role in the demon-god's release spread quickly. Local magistrates sacked his castle west of Greyhawk, scattering his dragons and exiling him from the city. Thirteen years ago Robilar reemerged from obscurity to betray the Circle of Eight and disrupt the Day of Great Signing. Any good will Robilar retained with the common folk of Greyhawk instantly fled, and Robilar departed to the Bright Desert to serve Rary and his quixotic empire of the sands. According to Mordenkainen's divinations, however, the death of Riggby has brought even Robilar to the city that exiled him. Finally Mordenkainen is poised for revenge. But still, the wizard muses, something seems off.



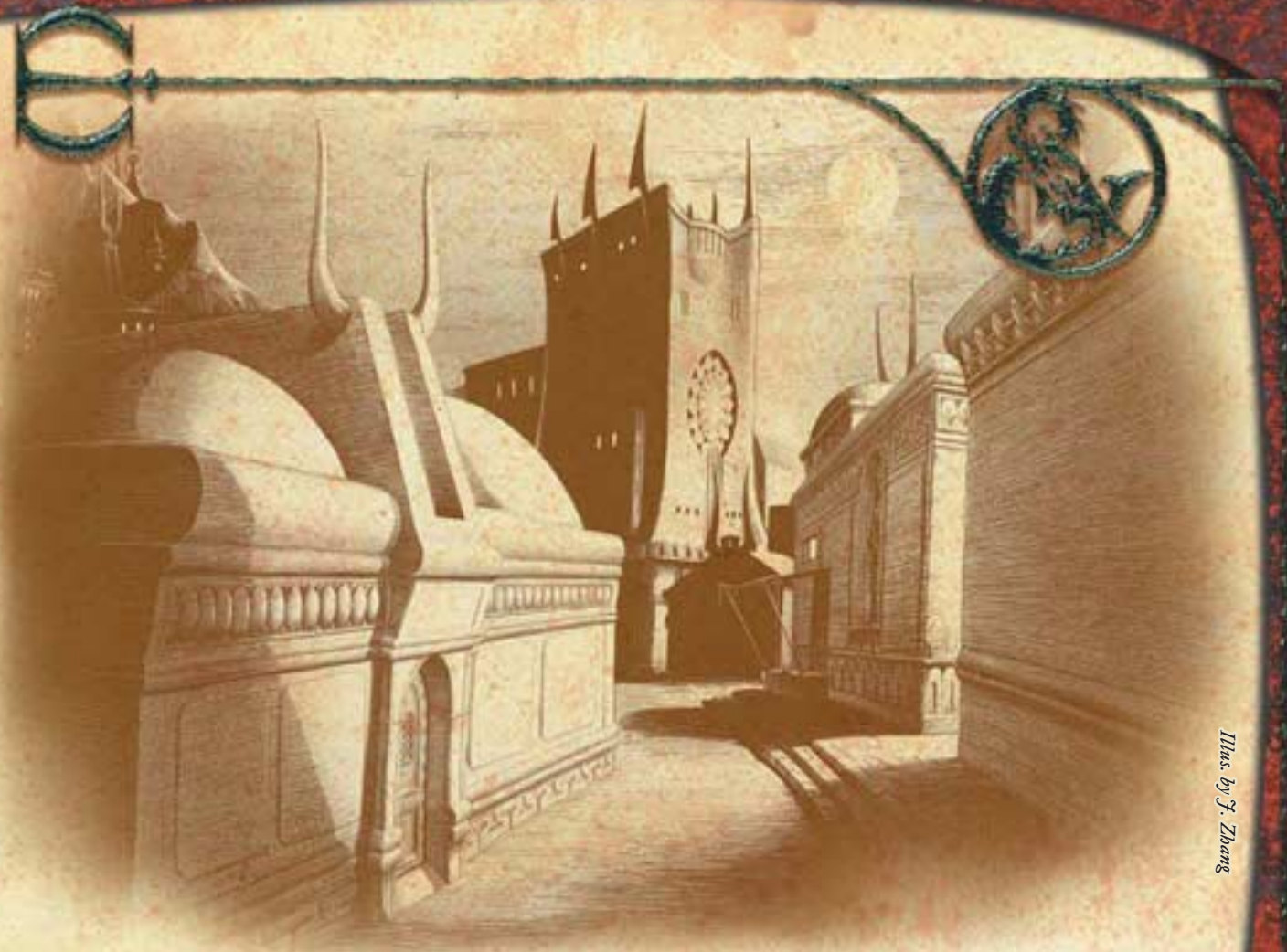
Ricard Damaris

RICARD DAMARIS

The swordsman Ricard Damaris joined up with Robilar in the Village of Hommlet, just outside the Temple of Elemental Evil years after that bastion of darkness fell in the infamous Battle of Emridy Meadows, where Damaris lost a finger and received a distinctive triangular scar on the left side of his chin. Ricard accompanied Robilar, his companion Terik, and Quij into the ruined temple on three occasions, thereafter joining the fighter lord's retinue of retainers and sworn fighting men. When later successes in the dungeons of Castle Greyhawk allowed him enough gold to found the Green Dragon Inn, Robilar turned to Damaris to manage the place for him. Robilar admired Ricard's ear for gossip and his persuasive manner as much as he did his considerable swordcraft, and knew he would be the perfect source of new adventuring sites and legends provided free of charge by the inebriated adventurers of the City of Greyhawk.

About three years ago, Ricard's wife and daughter abandoned Greyhawk for inherited ancestral lands outside the neighboring city of Dyvers. Damaris keeps in regular contact with the pair and speaks often of joining them, but for most weeks of the year he is effectively a bachelor. He visits his family twice a year, returning by way of the Western Road to Greyhawk. This year, as his caravan passed north toward Greyhawk, past the massive stone span over the Selintan River Gorge known as Zagig's Bridge, savage humanoid bandits surged from the west to waylay the caravan. Ricard Damaris was gravely injured and left for dead among slain horses and mortally wounded merchants. As *Expedition to the Ruins of Greyhawk* begins, Ricard clings to life atop the bridge, steeling himself for the return of the villainous bandits but praying for the arrival of salvation.

As the player characters approach Zagig's Bridge from the south, his prayers are about to be answered.



Illus. by J. Zhang

As the adventure begins, the player characters are traveling north on the River Road to Greyhawk. The exact reason is unspecified to better fit into the framework of an existing campaign. If they are already a unified adventuring group, perhaps they are going to the city to find their fortune, to track down a clue, or to meet with an important NPC. If you're playing *Expedition to the Ruins Greyhawk* as a stand-alone adventure, the PCs might be traveling together in a caravan and know only the barest details about one another until events entwine their fates. In either case, the adventure works best if the PCs are not natives of the Free City. In this way your players will discover the wonders of Greyhawk at the same time as their characters, which will bring curiosity and energy to the campaign.

Their new arrival to Greyhawk also puts the PCs at an immediate disadvantage. They are not on their home territory and will have to discover everything for themselves. To truly get a feel for the city, they must explore it like a dungeon, coming across cunning foes every bit as deadly as underground dangers.

The following encounter gives the PCs a common purpose and leads directly to two of the adventure's most critical locations: Castle Greyhawk and the Green Dragon Inn.

THE LOW ROAD TO GREYHAWK

It's been hours since you saw another soul on the River Road to the Free City of Greyhawk. The rushing waters of the Selintan echo up the deep river gorge on your left, breaking the silence with an undercurrent of low, ominous thunder. As you crest a low hill, a small settlement comes into view some 100 yards ahead. Perhaps a dozen weather-beaten shacks and hovels crowd around a crossroads where the River Road branches west across the looming stone expanse of Zagig's Bridge. At the road's edge, a massive statue of a robed figure holding a longsword points across the bridge into a craggy spur of the Cairn Hills. Two caravan wagons crowd the center of the crossroads, their ransacked contents strewn about the road. At least three humanoid corpses litter the ground nearby, along with the carcasses of three horses. A half-dozen brutish, hulking humanoids in leather armor and wielding handaxes pick through the wagons, while several companions go door to door, terrorizing the inhabitants of the tiny community.

The PCs have arrived in the closing stages of a raid upon a caravan that was traveling north along the River Road about an hour ahead of the PCs. Three wagons laden with goods from the neighboring city of Dyvers proved too tempting for the raiders, orcs



Illus. by M. Coimbra

The ambush at Zagig's Bridge

from Vayne's army in Castle Greyhawk. They had been sent out to "forage" for supplies to sustain the invasion force. The savage humanoids, led by a charismatic half-orc lieutenant in Iuz's army called Atolamyr, had received notice of the caravan's route from an ally in Greyhawk and knew exactly when to pounce. Atolamyr hadn't counted on his men brashly attacking the caravan at the foot of Zagig's Bridge in full sight of the destitute vagabonds inhabiting the hovel village, however. So he accompanied half of his dull-witted soldiers back to Castle Greyhawk with their ill-gotten gains while instructing a sublieutenant named Ulgrek to order the remaining brigands to go door to door in the tiny community, destroying any eyewitnesses to the attack.

Tactical Encounter: 1–1, Low Road to Greyhawk (page 36).

When the PCs approach closer to the carnage, they discover another caravan wagon crashed about 40 feet across the bridge as well as the bodies of nine caravaneers, mostly drovers and armed guards riddled with black-fletched poison arrows. A gravely injured middle-aged man lies flat on his back under the wagon on the bridge, breathing in shallow gasps due to the wyvern poison coursing through his veins. This is Ricard Damaris (N male human fighter 9), proprietor of the Green Dragon Inn, a popular Greyhawk tavern and hostelry that serves as a perfect base for a party exploring Castle Greyhawk. The PCs don't yet know that they'll be exploring the castle, but the action in this chapter sets up relationships that will be critical later in the adventure.

In halting, desperate tones, Damaris explains that his caravan was attacked by a much larger force, about half of which managed to flee into the hills northeast of the bridge, toward Castle Greyhawk. The horses hitched to his carriage spooked when they saw the orcs, wildly pulling the wagon a short distance across the bridge before a barrage of poisoned arrows brought them down. Upon emerging from the wagon, Damaris was struck by the envenomed barbed tail of a wyvern being ridden by a half-orc, who appeared to be second in command to another half-orc brigand.

If the PCs deal with his poison and restore most of Ricard's hit points with magical healing (he is currently at 5 of 85 total hit points), Damaris bitterly recounts how the bandits' leader stole his prized magic sword, the *blade of chaos*, and mockingly left him to die on Zagig's Bridge. "The lout was a good fighter," he says, "but if I hadn't been stung by that wyvern, he never would have bested me." The leader then accompanied several of the orcs headed back to the west, leaving his lieutenant to finish off the hovels and pick the caravan clean. If the PCs don't figure it out themselves, Damaris explains that the orcs probably have an encampment not far from the city.

Another survivor, Acton Kathenor (N male human cleric 3 of Boccob), fled from his caravan wagon at the first sign of trouble, leaping for refuge behind the statue of the archmage Zagig just to the right of the bridge's entrance.

Kathenor emerges only when three or fewer orcs remain in the battle, and then he jumps around to heal the party as best he can (he has three spells prepared when the PCs arrive, and can convert all of them to *cure light wounds* as needed). He urges the party to make for the City of Greyhawk—some two miles distant—immediately, for he must attend to important religious services. His brethren have been congregating in the Free City for the last two weeks in honor of the patriarch Riggby, a major figure in the Boccobite faith. Riggby's body will shortly arrive in Greyhawk to lie in state at the city's temple, and preparations are hurriedly being made.

Damaris readily agrees to accompany Acton Kathenor and the PCs back to Greyhawk. He was returning early from a vacation in the nearby city of Dyvers, because the influx of visitors to Greyhawk in the wake of Riggby's death had stretched the Green Dragon almost to the breaking point. In thanks for their rescue, Damaris offers to let the members of the party lodge at his inn for a month without payment. Exploration once the PCs arrive in Greyhawk reveals the wisdom in taking Damaris up on his offer, since the faithful of both Boccob and St. Cuthbert are flocking to the city and buying up nearly every rentable room from the southern tip of Old City to the finest manicured gardens of the High Quarter.

A successful DC 11 Survival check by a character who has the Track feat is enough to notice that the trail heading west across Zagig's Bridge was made by at least a half-dozen large-footed humanoids (orcs) and that it continues along the ill-kept road for a while before veering off into the northern reaches of the Cairn Hills. The trail eventually leads to the front door of Castle Greyhawk's Tower of War (see area A1). All three of the caravan wagons bear the orange and black wheel symbol of the Able Carter Coaching Company, a concern based in Greyhawk with offices in several nearby towns and villages.

SIDE QUEST: THE LOST CARAVANS

Ricard's is but one of several caravans from a half-dozen companies that have been hit in the last three months. The attacks seem to target lightly guarded caravans on slow travel days, to minimize witnesses and interruptions. Many in the city suspect that someone with access to the caravan routes—perhaps a bureaucrat or criminal within the ranks of the patrol militia—must be coordinating the attacks. Within a week of the survivors' return to Greyhawk, an agent of the City Watch named Elten Andrus (CG male human rogue 6) contacts the PCs and asks them what they learned at the crime scene, revealing that eight other caravans have been hit in recent weeks and that the merchant class is beginning to panic.

Andrus isn't really a member of the City Watch. He's a Least Master of Greyhawk's notorious Thieves' Guild. He has been bluffing his way across the city chasing a 4,000 gp reward from the Able Carter Coaching Company to the person or persons who returns the missing cargo. Andrus has been gathering information related to the raid on a lark, toying with the idea of tracking the orc raiders beyond the bridge. Andrus receives a +11 modifier on his Bluff check to convince the PCs that he is an officer of the law and that nothing is amiss. PCs can make opposed Sense Motive checks to realize through nonverbal clues that something about the way the man portrays himself is a deception. Characters who follow him or force him to confess might learn about his connection to the Thieves' Guild, but Andrus steadfastly denies any guild involvement in the raids.

The PCs' treatment of Elten Andrus can have ramifications later in the adventure, when the PCs encounter the Thieves' Guild in force.

SIDE QUEST: THE BLADE OF CHAOS

The leader of the attack on the caravan, a hulking half-orc named Atolamyr, managed to best Ricard Damaris in melee thanks to the swordsman's poisoned condition. While Damaris reeled from the effects of the poison, the bandit leader made off with his prized possession, the *blade of chaos*, a powerful sword given to him by the former owner of the Green Dragon Inn. Damaris vows to the PCs that he will reclaim the weapon at any cost, and jokingly offers "free drinks for life" to anyone who helps him recover it.

GREYHAWK AT A GLANCE

The streets of Greyhawk, already thronging with merchants and rural customers in town for the annual market festival, can barely accommodate all the Boccobite and Cuthbertine pilgrims flocking to the city. Followers of the Uncaring come to the city to honor Riggby's life and accomplishments in advance of the arrival of his corpse, which is set to appear within weeks, making the long trip from the western city of Verbobonc. Almost thirty years ago, according to local legend, Riggby and his ally Lord Robilar ventured into the depths of Castle Greyhawk to slay the imprisoned demigod Iuz. They failed (in part due to Robilar's treachery, the whispers say), but Riggby remains a favored son of the City of Greyhawk, a sworn enemy of Iuz forced into exile to avoid the Old One's wrath. Even the detached clergy of Boccob recognizes a hero in its midst, and although Robilar remains anathema for his betrayal of the Circle of Eight at the end of the Greyhawk Wars, Riggby is seen by most citizens of Greyhawk in a very favorable light. The zealous followers of St. Cuthbert have come to Greyhawk not just to honor a hero but also to prepare for war. Their hard-nosed deity personally aided Zagig in trapping the Old One, and they know that now that Riggby has escaped Iuz's vengeance by dying a natural death there will be little chance to stem the demon-god's fury. They suspect that the Old One's soldiers will arrive any day now. And they are correct.

All these visitors have stretched the city to its limits, leaving it almost bereft of open accommodations. Ricard's offer to let the PCs lodge at the Green Dragon Inn for a month, therefore, is their best shot at putting a roof over their heads during their time in the city. The adventure assumes that the PCs end up lodging at the Green Dragon for at least this long, a ploy that allows the Dungeon Master

to weave several subplots into the campaign that will add depth to the players' exploration of Castle Greyhawk. The Green Dragon Inn itself has a strong connection to the castle and its infamous dungeons, for it was built about thirty-five years ago by Lord Robilar himself with riches gained from looting Zagig's ruined home.

The next section of this chapter gives a detailed overview of the Green Dragon Inn (you can apply many of these details to another inn, should the PCs refuse to take Ricard up on his offer), since the PCs will be spending a great deal of time there in the opening weeks of their stay in the Free City. Considerable attention is also given to the River Quarter, the sordid city district in which the Green Dragon is situated, with additional information on several nearby locales bound to interest your players. A general overview of the city follows, providing the barest details on other districts of the city to give you a framework for further development. Several out-of-print Dungeons & Dragons supplements provide additional detail about the Free City if you prefer to research an "official" version of the Gem of the Flanaess, but don't be afraid to make up the missing details, allowing your players free rein to explore the parts of Greyhawk that interest them the most.

THE GREEN DRAGON INN

The Green Dragon Inn is located in Greyhawk's River Quarter, along a wide street crowded with rivermen, cutthroats, and thieves. At night the two-story stone building comes alive with activity, the sound of boisterous laughs and the sight of flickering windows attracting custom from all quarters of the city. Most of the shabby clientele are locals, Dockway bully-boys or bargefolk looking for cheap drinks and good atmosphere. The Dragon provides the latter in quantity, for its proprietor does little to quell light violence and overtly encourages enthusiastic drinking and carousing. Weapons and armor are allowed (and a wise precaution). It's a dangerous place but a friendly one, as long as no one harms the staff.

The Green Dragon's inviting taproom swells to capacity of nearly sixty patrons on weekend evenings and remains busy into the small hours of the morning. Against the back wall, to the right of the expansive and well-stocked bar, is a raised platform supporting a private dining area with a fireplace and a long mahogany table capable of seating eight. When he is not mingling with his patrons, Damaris holds court from the dais, surrounding himself with a coterie of intriguing folk. Since he considers the PCs his saviors, he frequently invites them to join him at the "Lord's Table."

For more than thirty years, adventurers have favored the Green Dragon Inn as a font of information about strange happenings in the city, unexplored tombs in the Cairn Hills, and even rumors about "lost levels" of Castle Greyhawk. The more adventurers who frequent the tavern, the deeper the information network grows, and the gregarious Ricard Damaris—seldom far from the taproom—is there to hear it all. Ricard closely follows events these days out of curiosity, but in an earlier time, information was the sole purpose of the inn. Robilar was a regular in the tavern until his betrayal of the Circle of Eight in 582 CY, but even then he didn't want anyone to know he was the owner. No overt signs of Robilar's involvement in the establishment remain, but a clever PC can figure it out easily enough.

The kitchen's specialty is "Quij's Plate," a heaping bowl of undercooked sausages and soggy potatoes large enough to please an ogre. A successful DC 18 Knowledge (history) or bardic knowledge check confirms that Quij was the name of an orc henchman of Lord Robilar. He has not been seen in years. If asked about it, Ricard smiles wistfully and recalls that the orc was a regular patron years ago but disappeared after Lord Robilar was run out of town back in 570 CY. He never admits Robilar's financial stake in the Inn, instead claiming that he owns the place himself and always has (a story that checks out according to the city's office of records).

The inn's second floor boasts several rooms for rent, each accommodating up to two characters. Only three rooms are available when the PCs first visit the inn, so members of

THE DAYS AND MONTHS OF GREYHAWK

The calendar used by most residents of the City of Greyhawk (and throughout the Flanaess) features weeks of seven days, each day dedicated to work, worship, or rest. They are:

Starday—Work
Sunday—Work
Moonday—Work
Godsday—Worship
Waterday—Work
Earthday—Work
Freeday—Rest

The annual calendar (or Dozenmonth, as it is sometimes called) is composed of twelve 28-day months interspersed with four seven-day festivals. They are:

Needfest (winter festival)
Fireseek—Winter
Readying—Spring
Coldeven—Spring
Growfest (spring festival)
Planting—Low Summer
Flocktime—Low Summer
Wealsun—Low Summer
Richfest (midsummer festival)
Reaping—High Summer
Goodmonth—High Summer
Harvester—High Summer
Brewfest (autumn festival)
Patchwall—Autumn
Ready'reat—Autumn
Sunsebb—Winter

larger groups might have to suffer the indignity of sleeping on the floor. Ricard and his staff live on the premises in a series of apartments off a hall from the guest quarters.

All prices for food, drink, and lodging conform to the standards set forth in the *Player's Handbook*.

THE GREEN DRAGON'S STAFF

Ricard supports a staff of eight, four of whom are on duty at any one time. The following notes will help you personalize the staff and add color to one of the adventure's critical locations.

Ricard Damaris ("owner," proprietor): At the age of twenty-five, Ricard Damaris fought in one of the most pivotal battles in modern history on the fields of Emridy Meadows against the denizens of the Temple of Elemental Evil. He came away from the battle missing the fourth finger on his left hand and with an odd triangular scar on the left side of his chin. He also left with a firm understanding that the world was a fascinating place filled with hidden wonder, and set off for an adventurer's life. Years later, in the Village of Hommlet, Ricard fell into service with Lord Robilar and became one of the accomplished fighter's most trusted associates. Thirty-six years ago, when Robilar asked him to give up the adventuring life and run the Green Dragon Inn, Damaris jumped at the chance, eager for an easy retirement and fully cognizant of his luck in surviving even this long.

The tall, gruffly handsome man looks about a decade younger than his sixty-one years. He wears his thick black hair down to his shoulders, and he dresses fashionably but not ostentatiously. Ricard reveres Olidammara, the Laughing Rogue, and encourages the boisterous character of his inn, believing it to be the secret to its continuing financial success. Fistfights, broken-bottle battles, and even dagger duels don't bother him unduly, though he might step in with a heavy club if a brawl gets out of hand. His regulars know when to stop.

If more serious weapons are drawn, dangerous magic is used, or if a member of his staff is attacked, Damaris does not hesitate to draw his own weapon (now a fine steel +2 *longsword* in lieu of the *blade of chaos*) and attack the offender until he flees into the street. On a few occasions Damaris has killed an unruly patron outright.

Ricard's wife, Florence, and his twenty-six-year-old daughter have moved to land they recently inherited outside Dyvers. He still adores them and visits a few times a year. Damaris doesn't really care about Robilar's "betrayal," since he has never trusted his master's dealings with wizards. He holds Mordenkainen in particular disdain, claiming that he and the treacherous Rary are more similar than they are different.

Ricard Damaris can be used to introduce the PCs to other characters from the neighborhood, push along a lagging adventure by feeding them an important overheard clue, or foreshadow later events with Lord Robilar in the dungeons below Castle Greyhawk. The PCs should come to know him as a trusted friend and a strong ally.



An evening at the Green Dragon Inn

Gulthen (bartender, evening): A friendly, bald man with muscular forearms, Gulthen (N male human expert 2) serves his customers with an open ear and generous pours for good tippers. Once he has developed a bond with a PC, he sees it as his duty to point out attractive members of the opposite sex and "tough customers" who shouldn't be trifled with.

Dendra (bartender, day): A thin, sarcastic woman with gray hair tied back by a multicolored cord, Dendra (NG female human expert 3) doesn't care for small talk with customers. She is frazzled by the influx of pilgrims and festival-goers that keep the Green Dragon busy even during the afternoon, and she talks openly about leaving for another job that "might turn out."

Illus. by W. Maby



Tolenn Tolan (cook): This dark-skinned cook speaks with a thick accent from the fallen Duchy of Tenh, several hundred miles to the northeast. He fled to the Free City in the dying days of the Greyhawk Wars and brought a previously missing culinary flair to the Dragon when he joined as night cook two years ago. Fiercely proud, Tolan (N male human expert 4) brooks no complaints about his cooking and frequently emerges from the kitchen to berate disrespectful customers.

Mevissin (cook): Mevissin (N female human commoner 5) has worked for Damaris almost a decade, sticking with him through good times and bad. Her cooking brings no honor to the establishment, but Ricard sees her as an older sister and will not lift a finger against her. She lost a nephew in Castle Greyhawk twenty years ago, and personally warns the PCs against exploring the place if she hears that they intend to do so.

Bethel (barmaid): Competent and dedicated to her simple duties, Bethel (NG female human commoner 1) is the newest of Ricard's staff, and hence is saddled with the earliest, least lucrative shifts and is responsible for cleaning the place in the morning. She wanted to be an adventurer when she was a little girl, and working at the Green Dragon Inn is probably as close as she will ever come.

Birgit (barmaid): Chatty and exuberant to a fault, the pale-skinned, round-faced Birgit (NG female human commoner 2) thinks of herself as a friend of regular patrons, making a point to remember their names and favorite orders.

Lindara (barmaid): Damaris plucked Lindara (N female human expert 3) from the Sea Willow, a brothel two blocks away on the notorious Strip. The intelligent, beautiful woman vastly prefers her new job to the old, not least because she is free to slap customers who offend her. Lindara respects those who respect her, and might find herself attracted to a gallant PC capable of taking her away from the hardscrabble life of the River Quarter.

Evessa Gale (barmaid): A quick tongue and a good eye for trouble have kept the red-haired half-elf Evessa Gale (N female half-elf commoner 4) in business at the Green Dragon Inn since its first day of operation. Ricard considers her among his best of friends, paying her a scandalously high salary for her services (with the approval of Robilar, who adores her playful humor). On orders from Damaris, she strongly encourages her customers to drink to excess, questioning their courage and fortitude if they appear to demur. The quarreling clientele of the Green Dragon seldom agrees on anything, but nearly all of the patrons consider Evessa Gale a friend.

THE REGULARS

The following NPCs frequent the Green Dragon Inn and should be used to spice up adventures between forays into Castle Greyhawk.

Captain Gallancz [Lord Robilar] (owner): Shortly after the PCs move into the Green Dragon Inn, a tall middle-aged man with bushy blond hair and beard and a red military coat appears at Ricard's table. Damaris introduces him to

the PCs as "Captain Gallancz," an old military friend from Emridy Meadows who happens to be in town on business. The captain, he explains, was his commanding officer on the field, and led him to many victories.

Gallancz confesses a great love of adventure, eagerly asking the PCs about their adventures to date. If they have explored a lost dungeon, he wants to know all the details. If they've bested a dragon, he wants to know what color, what it had in its trove, and if it had any known young. On the issue of Castle Greyhawk he pleads ignorance, but he nods excitedly (and perhaps knowingly) at the PCs' descriptions. Throughout his interrogations Gallancz remains cordial and friendly, prone to loud guffaws and hearty table-slapping. He frequently buys rounds for all at the Lord's Table, telling Ricard to "put it on the tab" with a wry smile.



Captain Gallancz

The Gallancz façade is easily penetrated by characters who have *true seeing*, for Lord Robilar's entire appearance is the product of his *hat of disguise*, which grants him a +13 total bonus on his Disguise check. He avoids making direct physical contact with anyone, lest they pierce his cloaking illusion.

More deception is going on here than mere illusion. Unbeknownst even to Ricard Damaris, Robilar is not in fact Robilar, and has not been for some time. About fifteen years ago, Lord Robilar accompanied a cadre of monks from the Dark Moon Monastery (area 4 on the River Quarter map, page 21) to Castle Greyhawk. The monks believed that their deity, Zuoken, remained imprisoned under the castle, and they paid the fighter lord to serve as their guide through the place's infamous traps and legendary guardians. Despite Robilar's best efforts, the monks all died within the castle, leaving him with the opportunity for solo exploration like in the old days. On a deep level called the Hall of Memory—a trophy museum celebrating Zagig's adventuring days—Robilar discovered a mirrored artifact called the *Orb of Opposition*, the key to a mysterious world only a few steps removed from his own. When the fearless fighter grasped the device with his bare hand, he found himself thrown into the mirror world, switching places with a lawful evil double known as Bilarro (LE male human fighter 24). Bilarro departed Castle Greyhawk and swiftly assumed Robilar's lands and identity. He was an easy convert to Rary's way of thinking, betraying the Circle of Eight because the thought of surprising that group satisfied his twisted sense of humor.



Tirra

Despite his evil nature, Bilarro is still much more Robilar than not. He is friendly toward adventurers and supportive of those he does not believe to be his enemies. Yet he is a man with very few friends, and is smart enough to identify that as a weakness. Riggby's death reminded him that many of his friends remain on his squalid homeworld, unaware of the opportunities ripe for the picking on Oerth. By the time the PCs reach the middle of Chapter 3, Gallancz/Robilar/Bilarro has left the city to once again explore Castle Greyhawk. He will cross paths with the PCs again in the deepest chambers of that edifice, where he might find himself banished back home, replaced by the genuine article.

Tirra (River Quarter Master Thief): This vivacious, beautiful black-haired elf loves the adventuring life. She is more likely to break into laughter than concern at the first sign of a bar fight, and isn't above taking a few "attacks of opportunity" against oblivious combatants. In the last year she became a Master Thief for the Greyhawk Thieves' Guild, granting her control of all affiliated thievery in the River Quarter. Tracking down unaffiliated operators is one of her chief concerns, which might put her on the trail of a PC who just couldn't help himself. She first offers the would-be enemy the opportunity to redeem himself by joining the guild and paying a small fee. Those who refuse are beaten roundly, first by young toughs in the lower ranks of the guild and then by Tirra herself.

Tirra (N female elf rogue 9) is flirtatious but substantive, and her knowledge of the district and the city beyond makes her a critical contact. She's not quite accustomed to the idea that she can simply order her enemies killed by guild thugs, and she tries to retain some humility. Until recently she considered herself an adventurer first and a Thieves' Guild member second, but her new responsibilities have changed that. She still spends time with her former companion Khellek and can often be found at his table.

Illus. by T. Denmark & F. Hooper

Illus. by B. Hagan & F. Hooper

Khellek (Seeker): This balding, dark-haired human wears a high-collared red cape fastened with a skull clasp over a green jerkin and pants. His receding hairline betrays his advancing age, as do the white streaks at his temples. Khellek (NE male human wizard 9) belongs to the Seekers, an untrustworthy organization of corrupt archeologists and unscrupulous adventurers who seek knowledge regardless of the cost (see area R14, page 27). Khellek lives in a black stone tower on a short bluff overlooking the Cargo Gate to the Wharf District. During the day he is 50% likely to be at home, where he occasionally sells scrolls inscribed with arcane spells to adventuring patrons. Any tales he hears of their exploits find their way to the Seeker Lodge.



Khellek

About two months ago, Khellek unseated the inn's reigning dragonchess champion and has not been defeated since. The incredibly complex but hugely popular game involves forty-two pieces per side competing upon three game boards representing the sky, the earth, and the underworld. Pieces include the griffon, sylph, oliphant, basilisk, hero, thief, and paladin. Games often take a full hour, and unfold at a leisurely pace while the players converse.

To resolve a dragonchess game, both players make an opposed Profession (gambler) check. Characters who have 5 or more ranks in Bluff, Diplomacy, or Intimidate receive a cumulative +2 synergy bonus on this check for each appropriate skill. Khellek accepts challenges only from those who own their own set of dragonchess pieces, which can be purchased from the local general store at a price of 5 gp. Those unable to show this fundamental respect for the game do not deserve to be taken seriously, in Khellek's eyes. Dragonchess games allow Khellek the perfect opportunity to size up a PC for possible inclusion in the Seekers. If he is particularly impressed by a PC's intellect or dedication, he might invite that individual outright to visit him in the lodge, to be taken into strictest confidence and offered membership in their ranks.



Amalia

Amalia Mézáros (Vixen): This gorgeous young woman wears the tattered dress of her Rhennee people, accenting her skirts and corset with expensive hoop earrings and a diamond-studded nose ring. Dark of skin and seductive in manner, Amalia is the third wife of the Rhennee lord János Mézáros, the aging criminal who owns the Low Seas tavern near the Cargo Gate. Most of the district's bargefolk stick to that dark brewhouse, which is exactly why Amalia avoids it. On the cusp of thirty years old, Amalia tires of the traditions and taboos of her people, rankling under the decrees of her misogynist pig of a husband. She is a good friend of Ricard Damaris, often joining him at the Lord's Table. She relentlessly pursues men she finds interesting, snaring them into dalliances that soon come to the attention of her jealous husband. Amalia doesn't think much about the consequences of her passions, preferring instead to live in the moment. She is followed at all times by three teenage Rhennee attendants, Jolanka, Rezi, and Zigana (who reports her activities directly to her husband).

Trolgar Kreet (Property Merchant): This short, plainspoken merchant started frequenting the Green Dragon Inn several months ago after moving into Pirthan Estate, up the hill across the street. He fled the haunted home shortly thereafter, but he hasn't yet been able to break the habit of surrounding himself with "friends" attracted to the prospect of free liquor. Once he has learned of the PCs' exploits, he approaches them with an interesting business proposition, as outlined in Chapter 4.

DAILY SCHEDULE

The Green Dragon Inn changes its character several times throughout the day, as different types of patrons arrive seeking different types of experiences. Early morning finds the staff and a few patrons recovering from the festivities of the previous night. A few lodgers gather for a mediocre breakfast while the servers scrub the bar and tables, clean the floor, and help prepare the day's menu. Lunch is even less popular than breakfast, for by midday most of the lodgers have left the inn for business elsewhere in the city.

Business begins to pick up at dinnertime, with many local merchants stopping by on their way home from work to enjoy a cold beverage and perhaps a warm plate of food. By 8 p.m. the evening crowd has started to arrive, and anyone respectable lingering from dinner makes a swift retreat. The mood grows more and more festive as the night goes on. By the early morning hours, any customers remaining in the taproom are either asleep, inebriated, or somewhere in between.

Think about what types of NPCs would be attracted to these different kinds of atmospheres. Because the ambiance and cast of characters changes, the Green Dragon can serve whatever role you need it to serve. Need time for a quiet meeting? Throw the PCs around the Lord's Table during the slow hours between lunch and dinner. Want to show how the death of Riggby has affected the city? Describe the evening hours in terms of packed bodies and the smell of sweat, peppering taproom discussions with complaints about strained services throughout the city. Want to deviate from the core plotline in this adventure? A new diversion is just a new NPC away.

The following schedule overview provides a quick summary of the Green Dragon's temporal mood swings.

7 a.m.	Cleanup and preparation
11 a.m.	Lunch
5 p.m.	Dinner (inn usually about one-quarter full)
8 p.m.	Wenta's boon (two-for-one drinks for an hour)
10 p.m.	Evening rush
3 a.m.	The diehards and the dead drunk

SPECIAL ENCOUNTERS

Use the following short encounter ideas as needed to enliven play within the Green Dragon Inn.

The Day Approaches: A group of four zealous worshipers of St. Cuthbert, clothed in stained brown garments of rough wool, enters the Green Dragon and starts going from table to table, explaining in prophetic terms that the eyes of the Old One have fallen upon the City of Greyhawk, and that the time for a final confrontation with Iuz rapidly approaches. No one pays them much notice.

The Great Wizard Arrives: A chill breeze teases the taproom as the inn's double doors swing open to reveal a dashing dark-haired human wizard clad in a fashionable blue coat, dark blue breeches, and a light cerulean scarf. A successful DC 10 Knowledge (local) or DC 15 Knowledge (arcana) check identifies the blue-clad adept as Tenser, the famous archmage who created the *floating disk* and who served Mordenkainen in the Circle of Eight before being slain by Rary on the Day of Great Signing. He returned from death some years later as a staunch opponent of Mordenkainen's style and thoughts of balance, favoring a much more proactive approach to doing good.

After entering, the wizard strides directly up the stairs to the Lord's Table, where he stares at Ricard Damaris for a moment before turning the considerable power of his gaze directly upon Captain Gallancz. After what seems like several minutes of speechless staring, Tenser reaches into his breast pocket to withdraw a small object wrapped in an azure handkerchief. He then unwraps the item (a successful DC 15 Spot check grants a good view, but a DC 15 Profession [gambler] check is required to understand that the object in question is a dragonchess piece, in particular the paladin, a pawn representing a player of major power in the celestial conflict modeled by the dragonchess game). Tenser carefully places the pawn on the table facing Captain Gallancz before tipping it on its side, indicating its capture by enemy forces. Without a further word, Tenser turns and stalks from the tavern, while Gallancz tucks the piece into his breast pocket.

Searches and Seizures: In the midst of a busy night at the Green Dragon Inn, an elite squad of Greyhawk's City Watch steps into the inn and begins slowly walking from table to table, looking closely at the faces of each patron. The guards are looking for a fugitive criminal by the name of Fidd Dulamin, but won't hesitate to bring in a wanted PC if they should happen to notice him during their sweep.

Expedition to the River Quarter: In the early evening, before the regulars arrive and start to get loud, a group of six students from Grey College in Clerkburg enters the Green Dragon Inn and commandeers a table near the corner stage. Products of wealthy upbringings, the young men and women decided to venture into the River Quarter on a "dangerous mission" set to bring them face to face with some of Greyhawk's most dangerous and desperate individuals. While waiting for the night to heat up, the early arrivers quaff a great deal of alcohol and begin acting belligerently toward the staff and the entertainment. Unless the PCs intervene, the students provoke a full-scale brawl that ends in one of them dying accidentally, triggering a minor scandal that brings increased City Watch presence to the quarter for a week or so. If the PCs pluck the kids out of harm's way, they might be due for some favors from their parents, who could be members of the Directing Oligarchy, influential merchants or guildsmen, or even ambassadors to foreign lands.

SIDE QUEST: THE LOST CARAVANS

A week and three days after the PCs arrive in Greyhawk, they are approached by a representative of Greyhawk's Merchant and Traders' Union, a powerful trade organization representing some of the city's richest artisans and merchant lords. The urbane Unthias (LN male human rogue 5) dresses in a sharp suit and wears a stylish deep green cape with gilded embroidery. A casual observer might think him a noble, but he is merely a lesser servant of the fabulously wealthy trading organization. Unthias approaches the characters when at least three of them are seated alone in the taproom of the Green Dragon Inn. He seats himself in their midst with a flourish, dramatically placing three shiny platinum pieces upon the table.

Unthias explains that his superiors in the Union have learned of the PCs' exploits at Zagig's Bridge through sources within the City Watch, and asks them to confirm the basics of their story. He asks several questions about the bandits, including if the PCs saw any insignia or uniforms. He explains that his superiors have authorized him to offer a reward of 5,000 gp to the person or persons responsible for returning the stolen goods to the guild house in the Thieves' Quarter. His message delivered, Unthias returns to the Union Hall to await any new developments.

SIDE QUEST: THE BLADE OF CHAOS

After the PCs have been in Greyhawk for at least a week, Ricard Damaris approaches them one evening in the taproom and informs them that his search for the missing *blade of chaos* has been fruitless. He must spend too much time tending to the affairs of the Green Dragon Inn during this exceptionally busy season. He reiterates his earlier offer of free drinks for life to anyone who helps him reclaim the sword, and he sweetens the deal by offering his trusty *stone of good luck* to the PCs if they will help him out.

A Guide to the Free City of Greyhawk

Nestled in a river valley near the geographic center of the Flanaess, the City of Greyhawk is perfectly suited for trade coming from the Lake of Unknown Depths to the north and Woolly Bay to the south. Here the rich and the poor share the same outer walls, though their worlds are divided into separate cities, new and old. Coin from as far away as Blackmoor changes hands in the city's markets, and the opulent mansions on the hill overlooking the city attest to the wealth generated by its markets. This wealth brings artisans, scholars, and laborers to Greyhawk. It also breeds a brand of thieves that has given Greyhawk a reputation for shadowed villainy that spans the continent.

Treasures plundered from ancient tombs in the nearby Cairn Hills first brought Greyhawk to prominence hundreds of years ago. Every decade or so, someone discovers the entrance to an unexplored cairn, and the hills crawl with swordsmen and wizards consulting ancient maps and bizarre historical riddles. The presence of Castle Greyhawk, the greatest treasure-laden tomb of all, ensures the interest of those who live by sword and spell, making adventurers an important part of the city's social fabric.

Governance of the city falls to fifteen members of the Directing Oligarchy, a council of coequal members who represent various interests in the city. The Directorate, as it is sometimes called, elects one of its members to sit as Lord Mayor, with the current title held by Nerof Gasgal (LN male human rogue 14), an aging politician who has strong ties to the Thieves' Guild. Due to his influence and the presence of several of his guild fellows on the Directorate, many believe that the city is managed by thieves, an assumption not far from the truth.

In Old City, south of the grimy Black Wall, agents of the Thieves' Guild are everywhere. In this long-shadowed area of leaning tenements and filthy streets, a man's life is worth less than his shiny brass belt buckle. The penniless laborers who keep the city running dwell in squalid conditions here amid the wanton criminals and desperate beggars. Opportunity and wealth seem distant notions, zealously guarded privileges kept forever out of reach.

North of Black Gate, in the so-called New City, merchants, students, riverfolk, and adventurers flock to Greyhawk's markets, to her influential universities, to her boisterous taverns. The city's reputation for all these and more brings it fame across the continent. Even in the

THE LAW

Sooner or later a trouble-seeking player character is bound to tangle with Greyhawk's City Watch. The notoriously bribe-friendly officers of the law attempt to defuse hostile situations with stern verbal warnings and eventually the application of nonlethal force. If seriously threatened, they draw their weapons and defend themselves, often to the death. No one bothers to conduct investigations into these incidents, which are most common in the Thieves', Slum, and River Quarters.

Greyhawk's City Watch divides itself into three 8-hour shifts. Members of the Watch are expected to patrol their assigned neighborhoods for at least four hours a day, with the balance of the time spent working on unsolved cases, seeing to administrative responsibilities, assisting with guard duty at high-profile events, assisting with prisoner transfers to work sites, or watching over the captives in the Citadel prison.

The City Watch uniform is a pair of finely crafted black leather trousers and a sleeveless tunic of red cloth emblazoned with a stylized star on its front and back.

The following guidelines can be used to generate City Watch encounters.

Standard Patrol: 4–7 watchmen (N male and female human warrior 2) with a 50% chance of a junior sergeant (N male or female human fighter 2) as a leader. These roving groups of City Watch are commonplace throughout the city and comprise the bulk of Greyhawk's force.

Elite Patrol: 5–8 watchmen (N male and female human warrior 2), 1–2 junior sergeants (N male and female human fighter 2), and a sergeant-at-arms (N male or female human fighter 3).

THE WEATHER

Weather is an important tool that can help to establish atmosphere during city adventures. Greyhawk endures a midwinter period of 10–16 bitter weeks, when night brings temperatures as cold as 20 degrees below zero. Daytime temperatures remain below freezing for 11–20 days per year.

The Cairn Hills spare the city from the worst of the northern winds off the Lake of Unknown Depths, but the shacks on the banks of the Selintan and some of the cruder constructions of the Slum Quarter are far from safe. Every day holds a 25% chance of precipitation of a half inch or less. During the winter there is a 60% chance that the precipitation will fall as snow to a depth of 1d6 inches. If 01 is rolled on the daily precipitation check, a major storm hits the Free City—1d6 bolts of lightning strike prominent structures in the city, sewers choke with runoff, and most citizens scramble for safety. In winter, a blizzard strikes, dumping 2d8 inches of snow that lasts for 1d4 days, cutting off the roads and isolating Greyhawk from the rest of the world.

distant Gran March, a common clerk knows that anything can be bought for a price in Greyhawk, that the metropolis is an excellent place to disappear or to be seen. It is all things to all people.

What it isn't, at least for the time being, is safe. Iuz truly means to tear down the city's monuments and put its people to the sword as retribution against Robilar, Tenser, and the others. Even now, his armies march through the Underdark on the approach to Castle Greyhawk. From there they will spill across Zagig's Bridge to savage the heartlands of the domain of Greyhawk and capture the Free City as a new "southern capital" of the Old One's heartless empire.

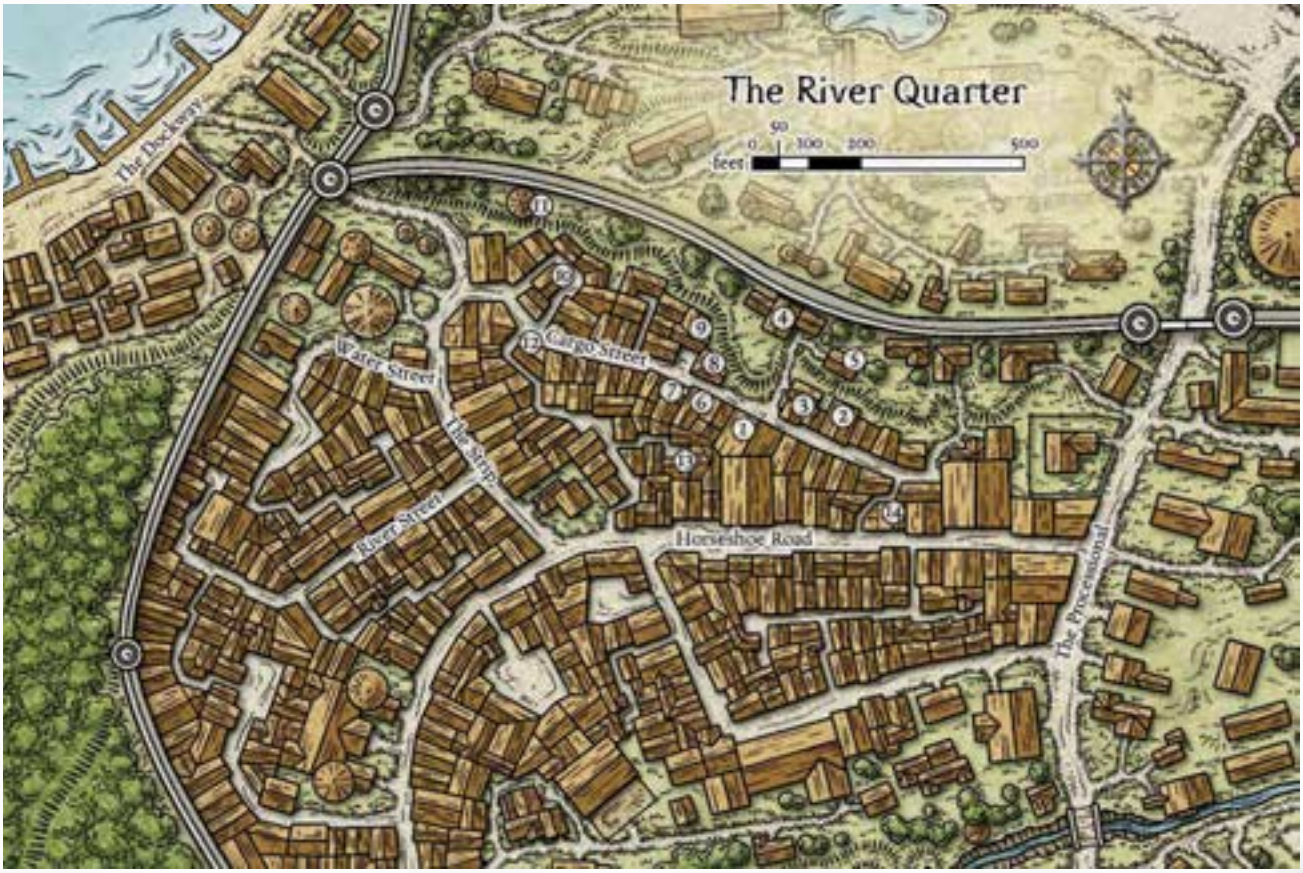
Much of the action in *Expedition to the Ruins of Greyhawk* covers forays into the castle that lead the PCs to the heart of this plot. Ultimately, they have a chance to confront the demon-god himself. Between their adventures in Castle Greyhawk, the player characters return to their accommodations in the Green Dragon Inn to recuperate, celebrate, or simply to take a break from relentless dungeon crawling. The information in the rest of this chapter is intended to help you handle play outside the context of Castle Greyhawk itself, with a strong focus on the River Quarter neighborhood immediately surrounding the Green Dragon Inn. Beyond this home region the city has been very sparsely detailed, allowing you to adapt the city to the needs of your players or incorporate material from other sources.

RIVER QUARTER

Greyhawk's wharves bring products and people from all corners of the Flanaess and beyond. Nowhere is this garish combination of cultures and influences more apparent than in the city's River Quarter, a boisterous district of taverns, brothels, and gambling dens just inside the Cargo Gate to the Wharf District. Here lifelong sailors, smugglers, and dockmen mix with river-gypsies, slumming nobles, brazen students, and adventurers to create a community of extremes, worldly in knowledge and experience but poor in coin and character.

By day, the River Quarter swarms with laborers hauling cargo from distant markets to the artisans and bazaars of the Free City. Cargo Street, running roughly parallel to the Nobles' Wall, sees the greatest traffic in the district, and one must walk with care through the muddy streets to avoid being trampled by horse and wagon. Most of the structures along the city's west wall serve as warehouses for merchant houses and local market barons, and might hold any number of treasures. At night the life of the district flows to a notorious avenue of vice and delights called the Strip, where a wise man goes armed if at all.

Tales from a thousand foreign ports draw adventurers like rust monsters to a suit of mail, enhancing the unpredictable nature of the quarter. Each night brings a flurry of arrests for larceny, indecency, and fighting into an overtaxed system that constantly strains police from the wildest district north of the Black Gate to Old City.



They respond to calls for help in 3d6 rounds, and even then they might arrive wounded or more interested in bribes than prosecution. The beleaguered City Watch of the River Quarter deals with more corpses than any other district north of the Black Gate, and the grim reality of the neighborhood's dangers breeds a look-the-other-way pragmatism lacking elsewhere in the city.

The following locales play a role in the events of *Expedition to the Ruins of Greyhawk*.

R1. THE GREEN DRAGON INN

See the previous section for a complete overview of this location and a number of tips on how to use it to bring depth and excitement to the city-based portion of this adventure.

R2. CITY WATCH STATION

The bawdy houses and festhalls of Cargo Street often fill to capacity at night, spilling crowds of drunken revelers into the road. In this atmosphere, the trail of surly vagabonds standing in the front of this squat two-story stone structure across the street and just down the block from the Green Dragon Inn looks no different from any other. These criminals and dangerous drunks wait not for another cold drink, but instead for processing and a damp gaol cell, for the building is no taphouse. The River Quarter City Watch station sees as much traffic as any drinking hole in the district, and thanks to its inhabitants, the building and especially its cells reek of the smells that characterize the district.



"Father" Caligor

Illus. by M. Coimbra

The watch station's underground level contains two cramped cells for extremely dangerous characters and a general holding cell for run-of-the-mill drunks, thieves, and killers. PCs captured in the act of burglary, during a bar fight, or on a murder charge might find themselves thrown into the basement cells, each of which are occupied by an unsavory character.

The most aggressive is "Father" Caligor (N male human fighter 8), a seething, shirtless man covered in tattoos depicting the cross of St. Cuthbert. Caligor's back is a knotted field of scar tissue from self-mutilation in honor of his divine patron. His short gray hair grants him a militaristic look, and his eyes dart wildly to the source of sudden sounds or movements. Caligor immediately confronts new prisoners, asking them if they have seen the light of St. Cuthbert and if they have heard anything about the world outside the jail. Caligor came here from the southern town of Hardby a week ago after hearing of Riggby's death, feeling in his heart that a final confrontation with Iuz the Old was surely at hand. He was thrown into prison five nights ago after crushing the skull of a "heretic" with his cudgel, and he yearns to know about the news of the day. His questions give the impression that the city will soon be thrown into great tumult, but his mannerisms and comportment suggest confusion and desperation. After a day or so, Caligor becomes irate, demanding to know what the PCs have done to protect the people of the city.

In a nearby cell is a short, portly fellow with a mustache. This is Weldamin Guth (N male human rogue 6), a long-time member of the city's Guild of Thieves and a good friend of Tirra, the elf who is now in charge of all guild activity in the River Quarter. He absolutely hates the creature in the adjacent cell, a sarcastic opportunist called Faestrinn (CN male half-elf rogue 8). Faestrinn is not a member of the Thieves' Guild, which means he is at the mercy of both the Watch and the guild. Guth particularly hates Faestrinn because he recently tried to rob the estate of Lord Henway, which is under guild protection. In a conspiratorial tone, Guth tells the PCs that if they can get Faestrinn to reveal the location of the *ring of animal friendship* he stole from Henway (requiring a successful DC 25 Diplomacy or Intimidate check), he will put in a good word for them with the guild. For his part, Faestrinn loudly announces that he will pay a bounty of 1,000 gold pieces to anyone brave enough to murder Weldamin Guth in his cell. So far he has had no takers.

R3. HAULD'S APOTHECARY

A portly, mustachioed fellow named Hauld (LN male human wizard 6) sells potions and magical unguents at this small shop across the street from the Green Dragon Inn. The affable, somewhat clumsy merchant barely fits behind the crowded desk, always nearly bumping over a leaking jar of this or shattering a glowing bottle of that. He offers potions, ointments, and alchemical items at *Player's Handbook* prices, with a 90% chance of having any item priced at 900 gp or less and a 60% chance of stocking more expensive items. He carries no more than five drafts

of any one potion, and can usually (70% of the time) turn up an item he does not stock in 1d6 days.

With a wide grin and obsequious manner, Hauld asks about the PCs' adventures, showing particular interest in the exploits of repeat customers. He knows that customers who visit him more than a few times a month are up to something, and he isn't above playing to his patrons' egos to learn something about their affairs. In this manner he keeps tabs on several plots in Greyhawk at the behest of his superiors in the city's powerful Guild of Wizardry. From Hauld's reports, word of the PCs' exploits in Castle Greyhawk spreads to the guild and from there to the archmage Mordenkainen, who has been watching the city since the death of Riggby for signs of the treacherous Robilar or the minions of the Old One.

Side Quest: The Great Mushroom Hunt

From the stories of other adventurers throughout the years, Hauld knows of an immense fungal garden near the bottom of the Tower of War's dungeons. An extremely rare mushroom species known as whiteshiver thrives in the garden and almost nowhere else, making it extremely valuable. Powdered whiteshiver mushroom is a critical ingredient in *whiteshiver elixir* (see page 222), a draft that confers the benefits of the plant type upon its imbiber for a short while. Hauld offers to pay 50 gp per mushroom. They can be identified by the small red lumps on their caps and their distinctive onionlike smell.

Side Quest: Desecrating Riggby

Hauld frowns deeply when he learns of his role, however minor, in the attack on Riggby's corpse (see page 32). He notes that the blue bottle fragments found at the scene are a stroke of luck, since he usually sells acid in flasks of green-tinted glass—but he ran out of green bottles about a week ago and has been using blue bottles ever since. Checking his records since the bottle switch, he determines that he has sold acid flasks in recent weeks to Gulfor Leeds at the Lore of the Lake, to a half-orc mercenary calling himself the Pomarjer, and to a member of the bargefolk Hauld has often seen in the neighborhood. Hauld says that individual's name is Vokos and tells the PCs that he frequents the Low Seas Tavern, off Cargo Street near the gate to the Wharf District.

R4. DARK MOON MONASTERY

A sprawling estate of white stone arches and enclosed courtyards overlooks the River Quarter from the small bluff supporting the Nobles' Wall. In the shadows of its manicured campus dwells an order of fighting monks and mental adepts who seem always to be training for *something*. The contemplative monks of the Dark Moon Monastery came to Greyhawk from the distant Baklunish West almost one hundred years ago after losing all contact with Zuoken, their patron demigod of mental and physical mastery. The god, whom they call "The Survivor," continues to answer their prayers and guide their spirits, but he has not manifested in the flesh since 505 CY.

Elders of the order have long suspected that Zuoken is imprisoned in the dungeons below Castle Greyhawk, for Zagig is known to have captured several demigods—including Iuz the Old—about the time Zuoken vanished from Oerth. To this end, about fifteen years ago the monks hired the disgraced Lord Robilar to escort an elite group of devoted masters into the castle in hopes of discovering their patron's whereabouts. Some in the order questioned the wisdom of employing a known criminal, but all ultimately agreed that Robilar's expertise would serve them well in the dungeons below Zagig's ruined estate.

The order thereafter heard nothing from the expedition, and after a month divinations revealed that the monks had all been killed. But Robilar remained alive. When the fighter was seen in the city thereafter, he claimed no knowledge of the monks and warned the monastery to leave him alone or face dire consequences. The monks believe that Robilar murdered their brothers and sisters and simply pocketed his exorbitant fee, a suspicion all but confirmed by the fighter's subsequent betrayal of the Circle of Eight on the Day of Great Signing.

The elder monks believe that Robilar has returned to Greyhawk for Riggby's funeral in the guise of Ricard Damaris's friend Captain Gallancz, and they know outright of Robilar's former ownership of the Green Dragon Inn. They have sponsored a contest of champions in their dojo, offering a fist-sized ruby worth 8,000 gp to the group that can defeat the monastery's elite monks in nonlethal combat. The contest has been open a week by the time the PCs arrive in the Free City, but no one has yet claimed the prize. If the PCs express interest in joining the contest, the monks record their contact information and tell them they will be found and notified when it is their turn to compete. Details on running this contest appear in Chapter 4.

The contest is a ruse to find powerful agents that might be able to take on Robilar (the monks do not know his true power, but rightly know to fear it). They reveal their suspicions to the winners of the contest and ask them to confront Damaris and Robilar.

The master of the Dark Moon Monastery is Iquoyan (N male human monk 12), a dusky-hued sculpture of refined muscles infused with catlike grace. He is unflinchingly polite and rules the thirty-eight monks under his tutelage because they respect his character and fighting prowess. His initial attitude toward the PCs is indifferent. If he can be made friendly, he might offer to take a PC monk under his wing, granting that character access to special feats or combat options.

R5. PIRTHAN ESTATE

A short walk away from the Dark Moon Monastery, a stately stone home overlooks the neighborhood. Unruly weeds choke the small grounds, which appear to have been neglected for several months. No one answers raps upon the manor's tightly boarded doors and windows. A fell presence dwells within the basement of the house,

dispatching would-be inhabitants and keeping the locale permanently on the market. Later, in Chapter 4, the merchant Trolgar Kreet might offer to sell the property to the PCs, triggering a tactical encounter against the place's fell inhabitants.

R6. THE LORE OF THE LAKE

A bewildering array of stuffed creatures dangles from the low ceiling of this workshop located below street level. Visitors must take care lest they run eye-first into the preserved beak of a slain stirge or the spiny frill of an Abbor-Alz quillbeast. Most customers here are deep-lake fishermen who bring in fantastic catches from the Nyr Dyv and hope to record the feat for posterity with the help of the assiduous taxidermist, Gulfor Leeds (CN male human expert 5). Sometimes adventurers haul in utterly remarkable creatures that defy description, at which point Leeds attempts the best he can do under the circumstances, often making snap decisions about the placement of an arm or horn that make the creature appear much more fearsome than it did in life. Leeds charges customers up to 1,000 gp for such special orders, knocking 100 gold off the price if the party can give him some details on the creature and where it came from, to help as "inspiration" for his stitchwork.

Side Quest: Missing Pets

His curiosity has a motive, for Gulfor Leeds is in the secret employ of Lord Henway, an eccentric noble who has a menagerie in the High Quarter and financial interests throughout the city. Henway's attraction already includes dozens of creatures, and he is always on the lookout for more. After Leeds has learned a little about the PCs, he contacts them directly with the message that Lord Henway wishes to see them at his private estate on the bluff overlooking the menagerie.

Side Quest: Desecrating Riggby

Gulfor Leeds immediately admits to purchasing six bottles of acid from Hauld's Apothecary, claiming that he uses them to dissolve organs, skin, and other biological material scraped out of his creations. He still has five of the bottles he purchased a week ago on display behind his workbench, and claims that the other has already been used for its intended purpose. Leeds lost his faith in religion after his wife died in the Red Death Plague that beset the Flanaess nearly twenty years ago, but he seems hardly the type who would attack Riggby's corpse.

R7. ONELLA'S PALMS

Several poles extend from the painted walls of this small storefront. Dozens of wooden and metal chimes of various pitches and sizes dangle from the poles, drawing attention and contributing to the aural landscape of the neighborhood. Strange geometric patterns similar to those on the aprons of the Rhennee gypsyfolk (see R9, below) adorn the walls and entrance arch, and strange purple smokes sometimes spill from within, luring in passersby with a redolence of saffron and cinnamon. The words "Palms Read" appear next to the door in Common letters painted two feet tall.

The smoky, duskily lit wooden structure is the home and office of Onella Otavi (NG female human rogue 6), a middle-aged Rhennee wisewoman who fled her domineering husband and set up shop here nearly two decades ago. The beautiful, energetic seer has made a name for herself in the River Quarter, both as a talented mystic and as a charming bon vivant. Now in her early fifties (and no less alluring for it), Onella Otavi has settled down with the weaponsmith Cerenoc, proprietor of the Nine of Swords (see page 33).

Onella's predictions, made through palmistry or consultation of the tarot, are not strictly magical, and yet they are surprisingly accurate. She effectively has the ability to cast *augury* three times per day and *divination* once per day, all as if she were a 9th-level cleric. No detectable magical energy is expended during the "readings," but the results are just as accurate as if the spells themselves had been cast. Onella charges 375 gp for her *divination* reading and 210 gp for her *augury* reading. In a superstitious town such as Greyhawk, she has no shortage of regular customers.

R8. GEERIDAN'S

The bright blue awning of this two-story building stands out among the staid storefronts along the north side of Cargo Street. The cavernous showroom within contains a dizzying array of products from markets across the Flanaess, all offered at reasonable prices. Whether you're gearing up for an expedition to the steepest region of the Cairn Hills, buying a few last-minute items before setting sail on a deep sea merchant vessel, or simply picking up some nails for a casual home improvement project, Geeridan's has what you need. The weapons and armor section—highly picked over by the district's adventurers—leaves something to be desired, but the stock of standard gear makes this one of the most popular general stores in the city, and certainly in the River Quarter.

The store's owner is a cheery human man named Gern Geeridan (N male human expert 4) with balding blond hair and a close-cropped beard. Gern takes detailed notes of all his transactions, passing the information to the Thieves' Guild in exchange for their protection against robbery. Unusual item requests or customers soon come to the attention of Tirra, the guild's Master Thief in the area.

R9. LOW SEAS TAVERN

The shabby façade of the Low Seas Tavern marks the north face of a small square at the center of Cargo Street. One must descend a short case of stairs to reach the establishment's front door, which lies a few feet below the level of the street. The sounds of boisterous good cheer echo up to the square at all hours of the day. Inside is a two-story taproom rich with private alcoves, smoking tables, and small stages for dancers or musicians. Energetic fiddles and delicate finger-cymbals give rhythm to the din of

conversation and argument, and from the moment a stranger enters he feels out of place, as if he is treading upon some private haven.

Most of the patrons of this place are Rhennee, the gypsy bargefolk who ply the rivers and lakes of the Flanaess trading in vice and information. Merely tolerated in River Quarter establishments and nearly absent in other districts, the Rhennee appreciate the Low Seas as a tavern that belongs to them, where they decide who is and isn't a stranger.

This is not to say that non-Rhennee are unwelcome in the Low Seas. The tavern's proprietor, a good-natured but decidedly aging former explorer named One-Eye Halloran (N male human wizard 5/fighter 9), welcomes all to sample from his kegs. One-Eye doesn't fully appreciate how his powerful Rhennee guests have wrested control of the establishment from him simply by making it their constant haunt when they are not attending to their barges. The most influential (and intimidating) of these men is János Mézáros (NE male human fighter 11), "Lord" of eleven Rhennee barges and their crews. In all, forty-seven men and women belong to his extended "family," and even perceived slights against a single member of this tribe invite hostility from all of them. Mézáros has three wives, whom he treats little better than property. The smartest of these, Amalia, spends a great deal of time at the Green Dragon Inn, where she might strike up a friendship with a PC who attracts her husband's wrath.

Side Quest: Desecrating Riggby

The PCs can find Vokos (CE male human cleric 6 of Iuz) here easily enough, since the barrel-chested Rhennee thug spends most evenings gathering a collection of empty tankards on the table before him. Acting against Vokos is more difficult, however, since the dim-witted man is under the protection of János Mézáros, who will not tolerate violence against him. If János becomes aware of the PCs' interest in Vokos, he summons them to his table and explains his duty to watch out for the members of his family. Vokos is a troubled man, he admits, but he has two young wives, and if something were to happen to him they would be left destitute. The middle-aged Rhennee lord discusses his young "nephew" in almost exclusively businesslike terms, and anyone conversing with him can attempt a DC 17 Sense Motive check to determine that he does not care for Vokos and considers him a liability to the family. PCs who offer to financially support Vokos's wives with a gift to János of 2,000 gp or more find that the lord no longer feels any need to protect Vokos, whom he accuses of bringing shame to the Rhennee with his outlander friends.



Nulligan

Vokos's outlander friends belong to a cell of Iuz cultists dwelling in a safe house in the River Quarter, not far from the PCs' home base at the Green Dragon Inn. See page 93 when events bring the cultists and the PCs together for a final confrontation. By investigating the attempted desecration of Riggby's corpse, the PCs have a chance to take the fight to the Iuzites preemptively, granting the characters a number of tactical advantages.

Vokos is a member of the Iuzite cell, but his friends in the organization consider him little more than a pawn despite his considerable cleric abilities. If they knew about his foolish, futile attack against Riggby in the Temple of Boccob, they would certainly expel him from the group, most likely with a slashed throat. Instead, Vokos might lead the PCs directly to the cult's doorstep, either by allowing himself to be followed or by confession in the face of threats or diplomacy. See Chapter 4 if the PCs decide to siege the building to press their advantage against the servants of the Old One.

R10. Nulligan's Trove

Northwest along Cargo Street, where the broad avenue intersects with the Strip, a short alley loop known as the Open Close is home to a collection of idiosyncratic shops and galleries. With its green *continual flame* torches and firebeetle ichor-infused sign, Nulligan's Trove is the most unusual offering on an unusual block. A businesslike balding merchant named Penander Nulligan (LN male human wizard 6) runs the curio shop, which offers a small selection of magic items for sale to the district's adventurers and wealthy sea captains docked in Greyhawk's Wharf District. More important, Nulligan somehow produces magic items to order, more often than not satisfying the needs of his customers within a week. He offers no guarantees, speaking of mysterious and unpredictable contacts who provide him with his goods. He goes light on the detail when explaining his business, claiming a need to protect the trade secrets that have kept him in business all these years.

Nulligan has a 10% chance of having any desired item of up to 100,000 gp in value. In the likely event that he does not have the desired item in stock, Nulligan asks for a full description of what his customer wants, taking copious notes on the intended item's physical and magical qualities. A successful DC 18 Sense Motive check made during

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such a session gives the customer a sense that Nulligan does not fully comprehend what he is talking about, making him seem less like a man capable of creating items himself and more like a go-between for some other source.

The PCs might follow Nulligan on his nightly forays into Old City, where he takes a circuitous route through curving, tenement-lined narrow streets that seem more like mazes than thoroughfares. Keeping up with him requires a successful DC 15 Knowledge (local) check, allowing the PCs to anticipate his switchbacks and shortcuts. Those who manage to stay on his tail discover that Nulligan ducks down a seemingly abandoned alley only to disappear through a magical portal to parts unknown. When he returns hours later, he does so with several orders tucked within a *portable hole* kept in a safe place on his person. Accessing the portal requires uttering a phrase Nulligan will never reveal, leaving the true source of his wares an odd mystery.

Side Quest: Lost Vault

Nulligan's small inventory of wondrous items includes an unusual ring composed of an unidentifiable green metal. A small gem on the top magnifies the three-tiered rune of insanity etched into the band, the holy symbol of Zagig's unusual cult. The *apprentice ring's* powers are summarized on page 220, but it bears one additional property worth noting here. Once it is in the possession of one of Zagig Yragerne's apprentices, the ring serves as the only means by which to open one of the Mad Archmage's hidden vaults (see page 66).

R11. KHELLEK'S TOWER

The witty, willful wizard Khellek (NE male human wizard 9), chessmaster of the Green Dragon Inn, owns a black stone tower on the bluff overlooking Cargo Street, not far from the gate to the Wharf District. During daylight hours that do not find him otherwise occupied (about 50% of the time), Khellek entertains visitors interested in purchasing arcane scrolls or spellcasting services. The balding old wizard takes a businesslike approach to this trade, which funds his arcane experiments and allows him to live in comfort. His cohort Arodotus (N male human fighter 7) greets would-be customers at the door and conducts a short interview to ensure that they will not be wasting his master's time.

Khellek's second-floor sitting room, where he conducts most of his business, resembles a museum of unusual objets d'art collected during his adventuresome journeys around the domain of Greyhawk with his companions Tirra and Auric, a champion of the Free City Arena who is currently visiting Hardby. Customers who show a cultured interest in his collection or who attempt to pay for his services by trading similar artifacts immediately pique his curiosity, and if they follow up by openly discussing their adventures, he offers on the spot to sponsor them for membership in the Seekers, a secret explorers' society based in the district (see area R14, page 27).

R12. RIVER QUARTER MISSION

Despite the run-down appearance of this two-story building at the intersection of Cargo Street and Reef Alley, The River Quarter Mission of St. Cuthbert offers hope to the downtrodden and forgotten members of the community. Homeless alcoholics, penniless war refugees, and ordinary poor citizens living day to day flock here, where they are given shelter and a stern sermon from a handful of brown-robed clerics of St. Cuthbert. These zealous, kind-hearted priests espouse a "tough love" doctrine that embraces the weary without letting them off the hook for their own social failings. The clerics discourage long-term stays because new faces always arrive to be fed and brought into the fold, particularly in this extremely busy season.

Side Quest: Left Behind

A broken, utterly destitute middle-aged human woman, her face cracked with windburn and clearly the victim of too many tears, serves the clerics of the River Quarter Mission as a cook, maid, and nurse. The Widow Retha (LG female human commoner 3) fell onto hard times four years ago when her husband Rilkus invested all the family's money in adventuring gear after discovering a partial map of the dungeons beneath Castle Greyhawk. He never returned from his foray below, and within months she was out on the street, forced to contemplate a variety of shameful options just to survive. Thankfully, she ended up at the River Quarter Mission, whose clerics took her in and made her a member of their small staff. Some mornings the Green Dragon Inn's cooks donate uneaten food from the previous night to the mission, so the PCs might notice her coming and going as they eat breakfast. If small talk turns to adventuring, Retha warns the PCs of the dangers of Castle Greyhawk, tearfully explaining her husband's disappearance. She clings to enough hope that he might still be alive to show the PCs her wedding band, a plain metal ring decorated with a distinctive geometric pattern, explaining that poor Rilkus wore an almost identical band. The PCs might come across Rilkus's corpse in area B11 of the Tower of War dungeons. Returning to Retha with the final word on Rilkus's fate finally gives her closure and allows her to accept what is ultimately a fulfilling life with the brothers of the River Quarter Mission.

R13. IUZITE SAFE HOUSE

This nondescript multiroom home is the haunt of a small cell of Iuzite cultists that is independent of Vayne's operation in the dungeons beneath Castle Greyhawk. Only recently have they learned that a great battle draws near, thanks to a personal visit from the lilitu demon Livashti. Once the cell members learn of the PCs' actions against their allies in the dungeons of Castle Greyhawk, they take action against them, culminating in the events of Chapter 4. Greater detail about this locale appears later in the adventure.

Side Quest: Desecrating Riggby

Interrogation of the crazed cultist Vokos leads to this location, and might allow the PCs to weaken the local cult of Iuz before the cultists attempt to take revenge for the PCs' interference with Vayne's plans in the dungeons beneath the Tower of War. The inhabitants of this place panic if confronted by the PCs, attempting to push them away with feeble denials until combat seems inevitable. If this occurs, consult tactical encounter 4–4, page 104.

Side Quest: The Lost Caravans

Investigation of the Iuzite cult's headquarters (see Iuzite Safe House, page 93, and tactical encounter 4–4, page 104) reveals a short roster of members that includes all the cultists slain in this encounter and Vokos (whose name has been crossed out). The list also mentions Garvent, a low-grade paper-pusher for the Able Carter Coaching House (area A1, page 33). Garvent has been betraying the scheduled caravan routes to the forces inhabiting the Tower of War by sending reports to Vayne's lieutenant, Atolomyr. A successful DC 18 Gather Information check (DC 14 if attempted in the Artisans' Quarter) reveals Garvent's connection to the coaching concern, and the City Watch offers a bounty of 2,000 gp for the arrest of any citizen of Greyhawk involved in the caravan raids.

R14. GELD'S MAPS/SEEKER LODGE

The master cartographer Lazzarin Geld (N male human expert 12) lives and works in a refurbished old manor house on the corner of Horseshoe Road and Cargo Street, at the eastern end of the River Quarter. His small office, just off the three-story structure's main entry, holds a wide variety of regional maps including documents showing prospecting rights in the Cairn Hills, the location of tapped-out tombs in the high country surrounding Greyhawk, and interior maps of many of the city's finest establishments, such as the Great Library and the Royal Opera House. Geld even stocks maps of portions of Castle Greyhawk, but how genuine they prove to be and how much they cost is entirely up to you.

Like the wizard Khellek, Lazzarin Geld wears a silver ring bearing an eight-pointed star on his left hand, the symbol of a secret society of unscrupulous explorers known as the Seekers. This is no surprise to those in the know, for the rest of Geld's splendid manor is the secret lodge of Greyhawk's branch of the order, complete with a well-stocked library of arcane tomes and transcribed adventurers' journals. If the PCs impress Geld as dedicated treasure hunters and explorers of the unknown by changing his attitude from indifferent to friendly, he might sponsor them into the order, granting them access to the Seekers' library and a host of highly placed fellow members with a wide variety of skills and interests. The society serves as an adventure-generator long after the PCs have tired of exploring Castle Greyhawk, with the ultimately dark nature of so many members surely accounting for trouble down the road.

Members are expected to keep a detailed journal of their findings and hand over a transcript of that journal once a year, to be archived in the lodge's library. The group's informal meetings once every month or so are a perfect way to inject rumors and hints aimed at pushing the campaign back on track or in an entirely new direction.

Side Quest: Stillguar's Map

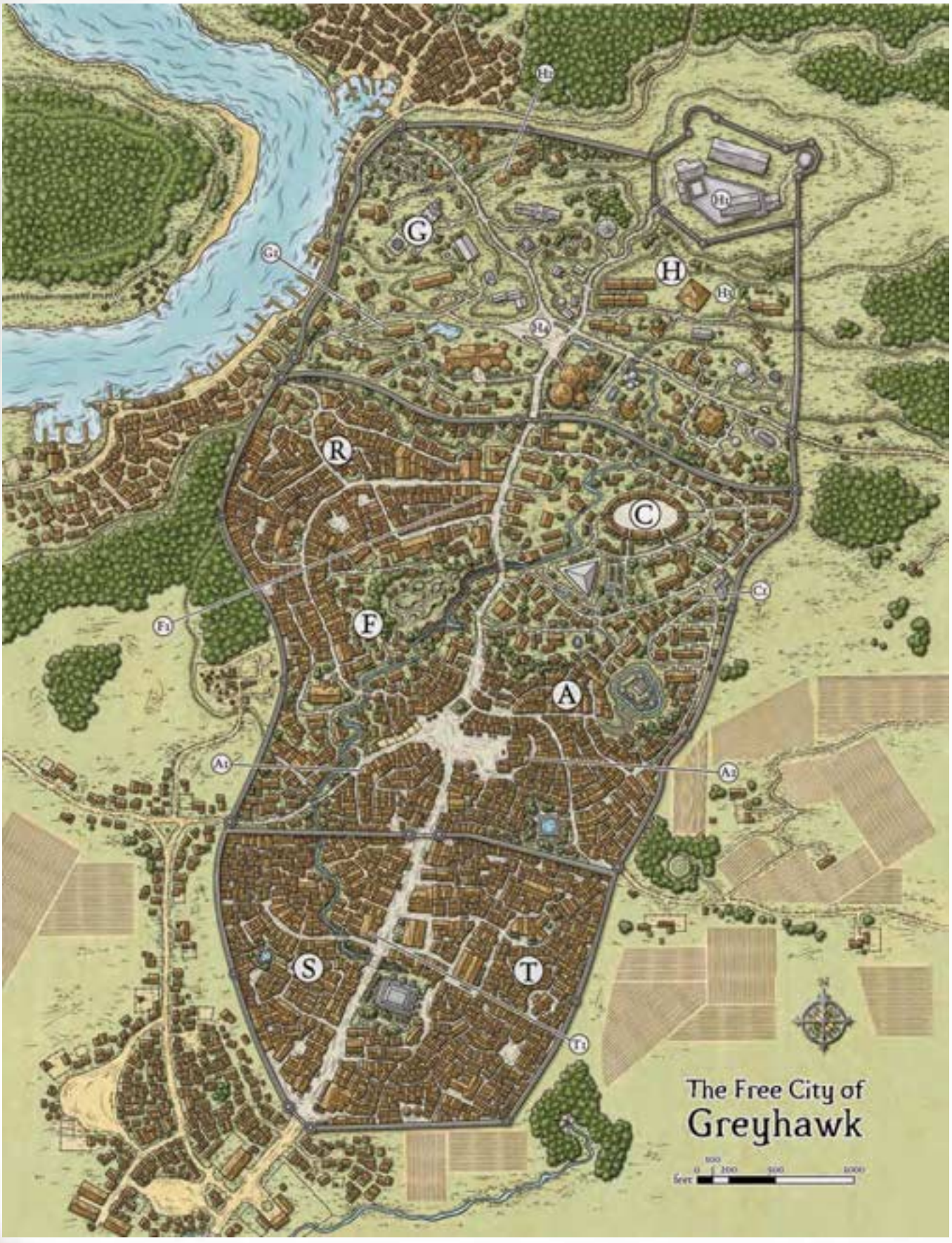
Lazzarin Geld owns a fragment of the map Stillguar has been hunting for so furiously (see page 57), but he doesn't remember it unless the PCs ask him about it directly, mentioning its vibrant copper ink. Upon hearing that, Geld immediately remembers the piece, which he filed away in a special drawer years ago, hoping to figure out a way to copy the technique. He'll gladly sell the fragment to the PCs as a curiosity, asking but 25 pieces of gold. If the PCs seem exceptionally eager to get their hands on it, Geld cynically offers 50 gp to take advantage of their interest.

HIGH QUARTER

Nestled atop a low rise, the magnificent mansions of the High Quarter cast a long shadow over the Free City. To the poor of the Slum Quarter they are unattainable palaces, symbols of the uncaring elite. Others see the palaces and temples as goals. A High Quarter address makes one the social equal of lords and ambassadors in the cult of public opinion that holds sway in its ostentatious taverns, casinos, and theaters. The High Market at the heart of the district attracts customers from all over the city and the region, but the local constabulary and even several mercenary bands hired by locals keep an eye on strangers. Those who do not live here are not made to feel welcome once their market business has concluded.

The homes and monuments of the High Quarter span centuries in their influences, bringing an unpredictable nature to a stroll through its well-maintained streets. Beside a handsome home of wooden towers and garden mazes looms the mighty headquarters of the city's Guild of Wizardry, a six-story stone ziggurat designed by Zagig from images he experienced in a dream. Elsewhere, the sprawling grounds of Lord Henway's Menagerie contribute to the district's visual and aural atmosphere. The noble's massive aviary, looking for all the world like a giant barred birdcage, draws visitors of all social strata. The shrieking creatures within can, on a quiet night, be heard as far south as the Thieves' Quarter. The Wharf Gate at the district's edge opens directly to an outlander shanty town called Barge End, where the terminally poor share leaky hovels with disease victims, addicts, and fugitives from the law. Needless to say, the gate remains tightly shut throughout the day and night.

Though most of the district's manors are protected by pact from the depredations of the Thieves' Guild, fearless independent thieves or opportunistic transients


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often find the High Quarter too alluring to ignore, getting themselves into a great deal of trouble. A standard watch patrol arrives within 1d6 rounds of the onset of an unusual commotion or obvious battle. These vigilant sentinels immediately raise a hue and cry, attracting an elite patrol in 2d6 rounds. The constables of High Quarter pride themselves on their honesty and incorruptibility. Whereas an offer to bribe a watchman in other parts of the city often leads to success, here such discussion might land the would-be dealmaker in a jail cell.

H1. THE CITADEL

In Greyhawk's earliest days, when the city fit well within the area now called Old City, this great fortress complex guarded the community from its enemies. Perched atop the peak of a low rise, the battle-scarred Citadel is visible from most parts of the city and along the full length of the Processional, a stalwart symbol of the city's might and independence. Behind the looming forty-five-foot Battle Wall is a complex of dark gray stone buildings that house the offices for the city's Directorate and Lord Mayor, the headquarters of the formidable City Watch, the city's arsenal and treasury, and its best-guarded prison.

The most notable of these structures is the Redoubt, a sprawling fortress meant to be the city's last line of defense in the face of catastrophe. The architectural marvel appears upon first glance to be windowless, but its portals are hidden within its grandiose design. The Redoubt holds the offices of the City Watch and serves as a barracks for its largest garrison. The cavernous entry hall, with floors of polished black marble and a brace of patrolmen and attack dogs on constant alert, leads directly to the city's formidable treasury. Greyhawk's vaults have never been penetrated, keeping safe the city's considerable coinage and treasures less easy to quantify. Rumor suggests that the vault protects numerous priceless relics liberated from the Cairn Hills over the centuries including—it is said—a fragment of the legendary *Rod of Seven Parts*.



Lord Henway

H2. LORD HENWAY'S MENAGERIE

A huge multistructure estate at the very apex of the High Quarter is one of the Free City's most beloved institutions. For a generation, young and old alike have visited the estate to view the living animal collection of Lord Henway (N male human expert 4), an eccentric old man who made a fortune in mining and retired to put his creatures on display for the benefit of the public. All are welcome to visit his grounds every Freeday. Merchants, nobles, and craftsmen must donate a gold orb to gain access to Henway's galleries, but the poor can enter and enjoy themselves for free. The colorful noble loves the crowds drawn to his establishment even if his neighbors turn up their noses at his accommodation of the filthy beggars of Old City.

Visitors enter the menagerie through an elaborate brass gate built into the aviary, a cylindrical cage filled with more than one hundred varieties of birds from as far south as Hepmonaland. The testy creatures shriek judgmental cries from their lofty perches high above the entrance, but most visitors later recall their unusual forms and inspiring beauty rather than their curious temperament. Visitors proceed through the aviary and into a catwalk in a modified manor house. Thin chain railings on either side prevent guests from toppling over and into one of several pits containing Henway's most prized treasures, his collection of unusual and dangerous beasts. Though the exact mix on display at any one time is controlled by Henway's mercurial whims and the health of the creatures in question, some of his most frequent exhibitions include three lions, four brown bears, an owlbear, two manticores (with clipped wings and covered tails), a leucrotta (with a *silence* spell always cast upon its pit), three hell hounds (in an extra-deep pit), a griffon (also with clipped wings), two elephants, a displacer beast, two sea cats, and four giant sea horses (in their own salty aquarium). A four-headed hydra named "King" at the end of the tour ensures that most visitors leave wide-eyed and with mouths agape.

Henway lives with nearly a dozen relatives and hangers-on in the manor house just up the hill from the menagerie. The structure, nicknamed Grey Manor, contains a bizarre mishmash of interior styles, with rooms built according to themes such as a desert palace, a mountain villa, and a spacious tropical bungalow. Some twenty laborers, animal trainers, and ticket takers keep the place running, and all deeply respect their patron as a genuine and caring advocate.

Lord Henway sponsors animal-capture operations throughout the Flanaess, and he can be counted on as an excellent source of rumors about unusual creatures. If he or any of his trusted servants learn of the PCs' role as adventurers or especially of their missions in Castle Greyhawk, he explains to them his plan to enhance the menagerie with new and more dangerous beasts. But he needs help collecting them. Henway offers to pay 400 gp for great carnivores such as lions, cave bears, and carnivorous apes. A creature with the visual flair of a hell hound might bring as much as 1,000 gp. A truly unique or novel attraction with the kind of drawing power that a hydra has could net as much as 4,000 gp.

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Side Quest: Missing Pets

Last year, Lord Henway acquired a pair of unusual creatures from an estate auction administered by representatives from the city's government. The auction drew interest from all quarters of the city due to its provenance as the personal property of one Loris Raknian, a director of the Free City Arena who was implicated in an unexpected plot to kill thousands and bring about an apocalypse called the Age of Worms. Raknian failed (some say he paid with his life), and in that failure he provided Lord Henway with—quite literally—a golden opportunity. The prize of Raknian's estate was a mated pair of aurumvoraxes, near-fabled six-legged carnivores about the size of a badger with thick, golden hair and an aggressive fuse, wound tighter than the most scarred battlefield attack dog.

The unusual critters vanished suddenly last week, apparently the victims of a random theft. No evidence was found at the scene, and none of his servants saw anything. Henway surmises that magic was involved in their abduction, but he isn't particularly interested in how the crime occurred, only that it be rectified as soon as possible. Henway paid good coin for the creatures both at the auction and since, providing the pair's unusual diet of raw gold. Simply owning the aurumvoraxes cost Henway money, but he has always favored showmanship over good sense, and he has decided that the creatures must be returned to his menagerie. To this end he recently paid for a *divination* spell to determine their fate, only to learn that the creatures have found their way to the depths of Castle Greyhawk's dungeons. He offers to pay the party 2,500 gp per living aurumvorax, and stresses that he will pay no reward if the aurumvoraxes are returned to him as corpses.

H3. WIZARDS' GUILDHALL

Zagig's youthful studies in Greyhawk set him upon a trail of mysticism and occult lore that granted him vast power and success in life, and he knew very early on that to make his city truly great he would need to do more than just attract potent spellcasters to his flag. He would have to create them. Just more than a decade after taking power, the archmage nominated himself to be president of the city's stodgy Society of Magi and easily won the position, giving him the clout to organize Greyhawk's arcanists as they had never been organized before. Soon the burgeoning Gem of the Flanaess attracted lesser wizards to the Society's prestige, and in time those lesser mages became puissant casters in their own right. By 372 CY, he and a number of his Society colleagues banded together to found the University of Magical Arts, a monumental academy instructed by some of the finest practitioners of magic since the days of the ancient Suel. Zagig's plan reached its climax in 393 CY, when he founded the Guild of Wizardry as a hub for Greyhawk's arcane community and as a repository for the hundreds of arcane tomes he had discovered during his journeys with the Company of Seven. Other wizards made similar donations, and within a handful of decades, the library of Greyhawk's Guild of Wizardry was the equal of any in the world.

The Wizards' Guildhall is one of the most impressive structures in all of Greyhawk. The six-story ziggurat of nonnative stone looks as if it might have been scooped from the jungles of the south, but was in fact based on sketches Zagig drew upon waking from a particularly vivid dream that he believed to be a revelation from his patron Boccob, God of Magic. A wide case of short stairs ascends the ziggurat's first four stories to a flat roof sporting two additional square levels. Along the stair, at the first and third levels, are pairs of massive black adamantine gates kept closed at all times. These doors are guarded by the guild's porters, a family of dwarves who have served the wizards of Greyhawk since Zagig's time and who are unflinchingly loyal, both to the guild that pays and houses them and to the legacy of their ancestors who served proudly. Their leader is Head Porter Dunar Khorshkan (LN female dwarf fighter 8). Most porters are 5th- or 6th-level fighters. These dwarves have almost no sense of humor, tolerating little nonsense from nonmembers of the guild.

Guild membership costs 100 gp per year and is available to anyone capable of casting an arcane spell in the presence of a guild proctor. Spellcasters who are considered by that proctor to be dangerous to the city or the guild are not admitted, but once someone is in, it is very difficult for the guild hierarchy to revoke that individual's privileges. As a result, guild members span the ideological and religious spectrum, and few within the guild bother to pursue vendettas against other members of the group. Despite the idealism of its direct leadership, most members of Greyhawk's guild have a pragmatic view of good and evil that is not likely to be popular with zealous, self-righteous player characters.

Member spellcasters who draw independent income from their spellcasting must pay one-tenth of their take to the guild. In return, they can purchase from the guild's essentially endless supply of common spell components

GREYHAWK COINAGE

The Free City's economy is based on the standard coin system of the Dungeons & Dragons game. Natives use the following terms to describe the denominations. (In this book, the standard coinage descriptions of the core rules are used, but you can add some Greyhawk flavor to the adventure by substituting the terms below.)

Platinum plate
Gold orb
Electrum lucky (discontinued)
Silver noble
Copper common
Bronze zee (discontinued)
Brass bit (discontinued)
Iron drab (discontinued)

and peruse its peerless arcane libraries. Members receive a one-tenth discount on all magic item purchases, spellcasting services, and even on magic item commissions. The latter are available only to members, and take 2d6 days to create or find. There is an 85% chance that the guild can come up with a given item (pending your approval, of course). The public must purchase items from the guild's general treasury, which has a 35% chance of having any given item. Guests are allowed to accompany guild members into the ziggurat, but their names must be written in a special book the day before they arrive.

The player characters will eventually have a chance to break in and sneak around the guild on a hunt for an item last owned by Zagig himself. More details and suggestions for running the associated encounters can be found in Chapter 4.

H4. HIGH MARKET

The most exotic wares to be had in Greyhawk cross palms in this enormous open-air market packed to the curbs with colorful open-faced tents, wood-frame booths, impromptu art galleries, and hundreds of well-to-do shoppers. High Market Square itself is a large open space of packed earth and sand in a diamond shape, measuring about 200 feet north–south and 300 feet east–west. Every major northern street branches out from here.

The market is open every day of the week, with Godsday drawing a sparser crowd due to the religious commitments of the citizenry. The square swells on Freeday, when the number of booths and stalls almost doubles to accommodate all the folk shopping on their day off. A City Watch patrol constantly wanders the market looking for thieves or problems. It arrives on the scene within 2 rounds of the first sign of trouble.

The High Market stocks premium products that, due to fine craftsmanship, command prices ranging from two-tenths to one-half higher than those listed in the *Player's Handbook*. A successful DC 15 Diplomacy or Intimidate check is enough to reduce the buyer's asking price by one-tenth, but even at reduced rates the market charges premium prices.

The High Market is an excellent catch-all solution to any number of campaign problems. Its transient nature allows you to bring in a special store or merchant for a single appearance, giving you the opportunity to seed an important item with the PCs for later exploitation. Just about anything is available in the High Market, so don't be afraid to get creative about what's offered.



Riggby

GARDEN QUARTER

If the posh inhabitants of the High Quarter represent the influence of Greyhawk's oldest wealth, the folk of the Garden Quarter are the city's future. Their mansions aren't quite as ornate, their estates not quite as large, their statuary not quite as self-aggrandizing, but they make up a vibrant part of the city's social tapestry. Ennobled heroes, made-good prospectors, acclaimed artists and artisans, and retired adventurers combine to form a community open to new and challenging ideas, in part because many of them had to work for what they have made. Despite this subtle distinction, the folk of the Garden Quarter still fall firmly into the upper class, and just because they are willing to entertain the concept of respect for their social inferiors doesn't mean they necessarily subscribe to it themselves.

The district sprawls across a wide swath from wall to wall of the High Quarter, a collection of beautiful estates, placid ponds, manicured gardens, topiary displays, and private green spaces. By far the most fragrant of Greyhawk's neighborhoods, the Garden Quarter is a favored site for romantic strolls. Although visitors from south of the Nobles' Gate are tolerated, the City Watch and a host of private security teams keep a close eye on strangers. A standard Watch squad arrives within 1d6 rounds of the first sign of serious trouble in the district.

G1. SACRED TEMPLE OF ST. CUTHBERT

Recent events have brought hundreds of foreigners to the Garden Quarter, much to the ire of its residents and the frustration of the impotent City Watch. When word of Riggby's death spread from distant Verbobonc to the City of Greyhawk, it soon came to the attention of High Priestess Eritai Kaan-Ipzirel (LN female human cleric 11), a firebrand preacher with a seat on the Directing Oligarchy and the ear of the largest congregation in the Free City. Instead of urging her cantankerous followers to caution, Eritai whipped up their paranoia and superstition regarding the hated Iuz, sworn foe of St. Cuthbert and a physical manifestation of divine evil, a malignant cancer on the face of the Flanaess. Members of the church, scores of whom have arrived on pilgrimage to celebrate the life and death of a hated enemy of Iuz, fully expect the Old One to attack during the festivities surrounding Riggby's funeral.

Nearly all the zealots who have come to Greyhawk belong to the billets, a faction of Cuthbertine worship tasked with ministering to and protecting the faithful. Many of the pilgrims, owning little more than the simple brown robes common to their order, are amazed at the opulence

Illus. by T. Denmark

and wealth of the city's immense cathedral, which has benefited greatly for centuries from the generosity of its parishioners. Lined with golden ornaments and fitted with silver and jeweled symbols of the faith, the Sacred Temple of St. Cuthbert is a castle of hard-nosed rustic values dressed in the decadent finery of civilization.

The clergy holds services day and night on Godsday, but lately foreign preachers have taken to screaming dark prophecies at passersby from the stairs of the temple, attracting fellow pilgrims desperate for leaders in a desperate time. At best, these impromptu sermons serve to upset the locals, who don't appreciate their neighborhood housing what is beginning to take on the characteristics of a doomsday cult. Some thirty clerics of varying levels fill out the ranks of the priests, their numbers swelled to perhaps thrice their usual due to recent events. The crowd has attracted a great deal of attention from the government, notably from Eritai's Directorate colleagues, who consider her an embarrassment. For now, the distrust has taken the form of vigorous Watch patrols around the temple in case the amassing Cuthbertines decide to do something foolish, such as make a move against the government they regularly decry as corrupt.

CLERKBURG

The north end of New City, east of the Processional, swarms with students from the dozens of colleges, universities, and academies that have made Greyhawk one of the foremost cities of learning on the continent, yet another improvement initiated during the reign of Zagig Yragerne. Called Clerkburg or simply The Halls, the neighborhood also houses the professors, administrators, and menials necessary to keep the schools running. The presence of scores of private libraries—as well as the Great Library of Greyhawk itself—ensures a healthy presence of scholars and sages in the neighborhood, many of them experts on the ancient cultures that once inhabited the region surrounding the Free City. The Street of Temples along the southeast corner of the district boasts edifices in honor of Celestian, Kord, Lendor, and Boccob. Riggby's body will travel here upon its arrival, and already the faithful of Oerth's God of Magic crowd the quarter in anticipation of a hero's return.

Despite the commotion surrounding Riggby, Clerkburg maintains a laconic atmosphere that makes it popular with students, artisans, and laborers from other districts. Most of the quarter's small taverns and eateries have seating on the street or a veranda, resulting in a social atmosphere. Students walk and relax along the Millstream that bisects the district, which is second only to the Garden Quarter in its quantity of plant life and small parks. Some of Clerkburg's taverns erupt into violence now and again, and events at the popular Free City Arena occasionally get out of hand enough to attract City Watch patrols with truncheons to break up unruly crowds, but Clerkburg is, in the main, a sleepy community, and its streets are some of the safest in all of Greyhawk. If alerted to trouble, a standard Watch patrol arrives within 2d6 rounds.

C1. TEMPLE OF BOCCOB

An imposing citadel of stone towers and rooftop gardens anchors Clerkburg's Street of Temples. The faith of Boccob has enjoyed great popularity in the City of Greyhawk over the years, despite the noninterventionist nature of its clergy and faithful. Services at the Guild of Wizardry, the Society of Magi, and the University of Magical Arts pay homage to Boccob as the Archmage of the Gods, the ideal wizard whose knowledge is as broad as the multiverse and as deep as the Abyssian Ocean. In years past, Riggby himself led the congregation of this temple, but he was forced to leave for a life of seclusion following Iuz's declaration of revenge. He left mostly to protect the innocent folk of Clerkburg rather than out of self-preservation. Now, Riggby comes back to his temple one last time, returning in plain sight as a final insult to the demon-god of the north, a rude gesture delivered from beyond the grave. The only question is what will happen next.

In some sense, the forces of evil already have a beachhead in the form of Rhiann, a young female cleric of Boccob. She is in fact a lilitu demon named Livashti, who killed the real Rhiann and took her place. She serves the simulacrum of Iggwilv currently investigating the dungeons below Zagig's Tower. For now, "Rhiann" merely awaits the arrival of Riggby's body, for her mistress has told her that she requires it for her final plan. Livashti doesn't know what that plan is, and she doesn't care. She knows that Iggwilv means serious business, and the demon wishes to benefit from her ascendance.

Side Quest: Desecrating Riggby

Some time during the PCs' first or second foray into the Tower of War's dungeons, Riggby's corpse arrives in Greyhawk, passing through the Marsh Gate, through the Foreign Quarter, up the Processional and into Clerkburg and the Temple of Boccob. If the PCs subsequently visit to pay their respects, they meet a charming female cleric named Rhiann (actually Livashti), who has been assigned to stand guard over the great cleric's body. The cleric explains that Riggby will remain in *gentle repose* for a month while he lies in state in the temple's main chamber. With a mixture of sadness and frustration, she explains that an unknown villain attempted to desecrate Riggby's remains only two days ago by throwing a flask of acid at the cleric's coffin. Members of the faith were able to repair the damage, but most unsettling of all, the attacker screamed out something about the "Old One's revenge" being at hand. If the PCs show interest in her story, "Rhiann" unfolds a thick blanket to reveal several shards of blue glass, remnants from the flask used in the attack. A successful DC 12 Spot check made by anyone looking at the shards reveals the presence of a maker's mark on one of the shards. A successful DC 18 Knowledge (local) check identifies the mark as belonging to the alchemist Hauld, in the River Quarter. The cleric can't promise the PCs a reward for tracking

down Riggby's attacker, but she can assure them that the city will be safer if he is captured.

Side Quest: Enemy of the Faith

If the PCs confide in "Rhiann" some measure of their exploits in the dungeons of Castle Greyhawk, the cleric grows very quiet, furrows her brow, and gives the impression that she is considering whether or not to tell the PCs something of great import. If pressed on the issue, she "reluctantly" tells them that the temple's best intelligence suggests that a blasphemous enemy of the faith has taken up residence in that very same dungeon. She describes the villain as Kalystys, a wicked dark elf half-demon dedicated to destroying Greyhawk's Temple of Boccob in revenge for some slight more than two hundred years ago. No one at the temple today remembers exactly what happened, but Kalystys continues her relentless attacks, and all fear that she might one day be successful. The cleric implores the PCs to search for the drow on their next incursion into the dungeons. If they could return with proof of the elf's demise, she suggests in a coy fashion, the temple would be willing to provide healing for the party for free.

Livashti does not have the authority to make such a deal, but that matters little to her. She plans to be long gone from the city by the time the PCs finish exploring the Tower of War dungeons, and merely seeks an expedient way to remove an enemy from the picture.

ARTISANS' QUARTER

The sleepy district surrounding Greyhawk's Low Market lacks the infamous taverns and crowded streets of the city's more famous quarters, but its influence is felt in other ways across the city and in distant marketplaces. Most of Greyhawk's finest artisans live and work here, carting their wares to the Petit Bazaar a few days a week or running respectable permanent businesses from a storefront deeper in the district. Most of the city's trade guilds are headquartered here, and the residents keep tabs on one another out of compassion or the hope of discovering some competitive advantage. With the proximity of the Low Market, locals don't have to travel far to acquire the supplies they need, making the Artisans' Quarter one of the most insular and self-sufficient communities in the Free City. It is also one of the safest. A summoned City Watch patrol arrives a leisurely 2d8 rounds after it is summoned to help.

A1. ABLE CARTER COACHING HOUSE

Located just outside the Petit Bazaar, the Able Carter Coaching House is a walled compound complete with a stable, garage, and front office (the second floor of which houses a series of rooms for use by visiting coachmen). Although most transport companies are located outside the city, Able Carter operates here under special arrangement with the Merchants' and Traders' Union, which appreciates the scandalously low prices the coaching house offers union members. Able Carter coaches travel to most reaches of the domain of Greyhawk, and the company has offices in Hardby, Dyvers, Maraven, and Pontyrel (across the border in the Duchy of Urnst), as well as in the mining towns of Steaming Springs, Blackstone, and Diamond Lake.

The recent caravan raids have been the source of much confusion and anger at the Able Carter offices, not least of all because the company has been hit harder than any other in the raids of the last month. Many within the organization fear that the company might be a focused target.

Side Quest: The Lost Caravans

Sooner or later, anyone making a serious investigation into the caravan raids will have to visit the Able Carter Coaching Company, if only to hear the official take on what has been happening. Representatives of the company are reacting with horror, because the illusion of undependability is all it will take to sink their fragile business. An all-business agent of the Able Carters named Thalivar (N male human fighter 2) engages any curious parties in a discussion on the case and expresses some anger that the City Watch is not doing more to eradicate the problem. He offers the PCs a reward of 4,000 gp for the successful return of several items stolen from Able Carter wagons in the last month. If the PCs locate and return these goods, Thalivar pays them immediately and thanks them for salvaging his company's reputation.

All the while, Thalivar's silent scribe Garvent (CE male human cleric 6 of Iuz) watches from the sidelines, recording every uttered word for posterity and silently praying to his blasphemous patron that his role in the affair remains secret. Players might confront Garvent after discovering his name on a list of Iuz agents in Chapter 5, or they might sense he is lying if they attempt a general interview of the Able Carter staff.

A2. THE NINE OF SWORDS

The retired adventurer Cerenoc (LN male human fighter 9/expert 8) is one of the most widely respected blademasters in the central Flanaess, boasting a reputation that extends beyond Dyvers into Furyondy and beyond. The left handprint that serves as his maker's mark corresponds to a liquid metal artificial hand that replaces his own, which he lost in a swordfight with the hero-deity Kelanen more than twenty years ago. Cerenoc is wistful about the injury, which he claims changed him for the better by showing him the path of Kelanen and true mastery of swordcraft. The gregarious, tightly muscled man, now pushing forty, enjoys swapping tales of derring-do with his patrons. He keeps at least twelve masterwork weapons on display at all times, and rumors abound that he can supply magic blades to particularly trusted customers. Cerenoc always offers to spar with a customer who is considering a new weapon, doing his very best to retain his somewhat aloof demeanor. The weaponmaster lives in a series of rooms up the stairs behind his showroom. His wife is Onella Otavi, the Rhennee palm reader from area R7 (page 24).

Side Quest: The Blade of Chaos

Cerenoc is not perfect. He desperately covets Ricard Damaris's *blade of chaos*, knowing it to be one of the most powerful swords in the city. If he learns that the PCs are staying at the Green Dragon Inn (perhaps overhearing the address when the PCs set up a delivery), he asks them if they know about the blade's whereabouts. He has heard that it has gone missing, and he is desperate to acquire it for his collection. He offers the PCs any standard magic weapon of the same or equal value, and can turn up such an order in less than a week thanks to his extensive contacts among local dealers. Ricard Damaris quarreled with Cerenoc a decade ago over Onella Otavi's attentions and urges the party away from contact with the merchant.

THE LOW MARKET (PETIT BAZAAR)

Greyhawk's busiest market stands at the crossroads of the Old City and the New City, serving both communities with goods from around the city and the world. Here a merchant prince from Ekbir sells finely woven garments to middle-class women, while young men from Slum Quarter orphanages trundle through crowds with handcarts displaying freshly cut sausages. Jugglers, musicians, and more than a few pickpockets work the crowds. Occasionally tempers flare and minor fights break out. All around is the din of the bargain, outrageous claims in a half-dozen languages.

Open every day from dawn to dusk, the Petit Bazaar specializes in common items such as food, tools, clothing, and toys. Some merchants hawk their wares from semipermanent wooden booths, while others merely pitch their kit wherever they can manage to scratch out the space. On Starday, the start of each new week, the market really comes into its own. The number of stalls doubles, as does the number of potential customers. Almost anything is available in the market on those days.

FOREIGN QUARTER

Despite the ease with which one can slip into the City of Greyhawk, attaining formal citizenship is an onerous process that begins with a strict requirement of seven consecutive years of residence in the city before one can so much as tender an application. Provided an applicant can produce two citizens to vouch for her and has no record of troubles with the City Watch or any influential guilds, citizenship is granted.

While they wait, petitioning residents must dwell within the Foreign Quarter, amid refugees from distant lands, wagon-gypsy Attloi, and other strangers. Accordingly, the Foreign Quarter is the most crowded district in the New City. Similar ethnic groups band together, creating several small neighborhoods within the context of the greater Foreign Quarter, and ensuring that the quarter's restaurants remain popular with adventurous gourmands. Residents of the Foreign Quarter take pride in their district and do not appreciate visitors who disturb the peace. If a patrol is summoned, the City Watch arrives in 3d6 rounds.

F1. MERCENARIES' GUILDHALL

Some of the most unusual characters in the City of Greyhawk frequent this sturdy block building on the corner of Horseshoe Road and the Processional. Sellswords, wandering wizards, and shiftless adventurers of all types congregate here in search of profit and adventure. Folk in need of muscle and magic for hire contact the guild's quartermaster, a gruff, gap-toothed, white-bearded dwarf named Gelbrun Grobadore (N male dwarf fighter 8). Occasionally these requests lead to thrilling adventures in an unexplored tomb in the Cairn Hills or into the massive undercity of cisterns, tunnels, and sewers just below Greyhawk's streets. More often some noble needs protection at a social event, so the wisest mercenaries pick their projects carefully.

The guild's 10 gp annual dues grant access to the hall's interior, a jovial environment complete with a well-stocked bar that pours free drinks for members. The guildhouse features a dozen utilitarian bunkrooms for the use of the general membership, but mercenaries planning to stay in town for a week or longer are expected to find their own accommodations. Weapons and armor are commonplace here, though the guild's rigid code prevents any fighting within the headquarters. Those who flaunt this rule or who betray their employers are banned for life from the organization, making them ineligible for guild missions.

Side Quest: Desecrating Riggby

One of the three suspects who purchased blue-bottled acid from the alchemist Hauld lives at the guildhall and initially appears to be a likely suspect. The Pomarjer (NE male half-orc fighter 7) is a gruff half-orc warrior who made his fortune on the front lines of the Pomarj, a southern kingdom dominated by orcs and savage humanoids. His bestial blood served him well on the battlefield, where he was present at several important victories. This taut-muscled mountain of a humanoid has no respect for the PCs' "investigation," and he toys with them simply because he can. Though he purchased the acid flasks with the intention of using them as weapons on the field, he sees no reason to dignify the party's questions and accusations, and he brazenly admits that he might be the one responsible for Riggby's desecration. "The question," he might say at the guild's bar, "is what you runts plan to do about it."

OLD CITY

At one time Old City was the entirety of the City of Greyhawk. Although the walled-off district is today a crumbling collection of leaning tenements and makeshift hovels, one can still detect a trace of greatness in the structures. Many of these ancient buildings, though now in advanced decay, once housed nobles and government structures critical to the city's survival. An ancient bathhouse along the Processional bears monolithic sculptures from an earlier time of prosperity, while the infamous Thieves' Guild dwells in the moldering ruins of Greyhawk's old City Hall. South of the Black Gate,

the city's main avenue is a littered, ill-maintained mess filled with potholes and refuse. Old City is home to the working poor and criminals with few options. The whole place breeds corruption and desperation. To venture here is to put one's purse and life at risk.

The danger is much worse at night, when the district's unlit streets swarm with trouble-seeking young gangs, bands of thieves, and beggars engaged in nefarious business. The City Watch operates on the assumption that anyone on the streets of Old City at night is a criminal. The Watch seldom ventures into the district and almost never patrols, leaving the desperate folk of the Slum and Thieves' Quarter to maintain their own sort of law enforcement. Private night watchmen respond to distress calls within 3d6 rounds, but only when the alarm is raised by one of their clients. The Thieves' Guild and the Beggars' Union represent the most significant order here, and those expecting to make a mark on this district will need to deal with them.

SLUM QUARTER

The poorest, most desperate region within Greyhawk's walls, the Slum Quarter is home to penniless immigrants and common laborers whose paltry wages afford them only the sodden, crime-ridden apartments common here. The district is the territory of the Beggars' Union, a grimy organization of con artists and information brokers with ears in every district of Greyhawk. The union has a better sense of what's happening in the city than any other group, including the government. Characters who slip a member of the union a gold orb or more can add a +2 circumstance bonus on all Gather Information checks made in the Slum Quarter. Unless they dress the part of destitute commoners, the PCs draw a great deal of attention to themselves simply by visiting the Slum Quarter. Repeated visits encourage the union's leadership to assign a beggar to monitor the group's activities. This individual, a friendly but ultimately nefarious one-handed halfling called Burl (NE male halfling rogue 4), trails the group until he is noticed, at which point he attempts to befriend the characters by buying them drinks and feeding them information helpful to their plans in Greyhawk. He is not, however, a true friend, and is more than happy to sell out the party if he can make a decent amount of coin doing so.

THIEVES' QUARTER

Despite its squalor, the Thieves' Quarter boasts two of the most important buildings in Greyhawk. The Directing Oligarchy governs from the High Quarter, but many of its key decisions are decided in the Old City Hall, where the highly influential Guild of Thieves decides matters of city policy far from the eye of the general public. The thieves keep a relatively tight leash on the inhabitants of the quarter; while petty crime such as shakedowns, confidence schemes, and burglary are common, more serious crimes (such as murder) that attract the attention of the City Watch and government officials are frowned upon. The Guild tends to launch its own investigations of grisly crime, frequently administering street justice (often fatal) before the city's legitimate authorities realize the original crime has been committed.

The buildings of the Thieves' Quarter are slightly less run down than their Slum Quarter equivalents, its people marginally better off. Such wealth is relative in Old City, however, where a handful of silver is enough to make one a prince for a day—or simply an easy target for a jealous criminal.

T1. The Merchants' and Traders' Union Hall

This ostentatious complex of barns, warehouses, and stables near the center of Old City has served Greyhawk's merchants for centuries, and although its buildings bear some of the characteristic stains and grime of the Thieves' Quarter, the Merchants' and Traders' Union remains one of the most influential organizations in the entire city. From dawn to dusk every day of the week, members of the union swarm to the open ground before the three-story hall and furiously trade raw materials that eventually make their way to the Petit Bazaar, the High Market, and the bazaars of the Flanaess far beyond the city gates. At dusk, the private market closes, and representatives of the Union total their receipts and post official prices for certain commodities, regulating trade in the city and maintaining Greyhawk's well-deserved reputation as a powerful economic force.

Many of the merchant caravans traveling to and from Greyhawk are coordinated through the union's offices, and they sometimes set out directly from the stables and warehouses here. Several binding pacts prevent members of the Thieves' Guild from stealing the wares of the merchants, and agents of the guild often patrol the market looking for freelance thieves to punish.

Side Quest: The Lost Caravans

The PCs might venture here to investigate the caravan raids that have plagued Greyhawk in recent weeks. Nearly every official in the union is aware of the thefts and their threat to the stability of the city's markets. The clerk Unthias (see page 19), a minor functionary who has the ear of the guild's leadership, has been placed in charge of the union's own investigation, and is responsible for the 5,000 gp reward the group has offered for the safe return of any of the missing cargo (most of which can be found in areas B8, B14, and B15 in the dungeons below the Tower of War). If the PCs successfully collect this award, they gain the appreciation of the Merchants' and Traders' Union, which thereafter comes to them with a variety of intriguing opportunities for adventure. By returning the stolen goods, the PCs earn the personal debt of Deran Nathane (N male human fighter 2/rogue 9), a Merchants' Unionmaster and a secret administrator of the city's infamous Thieves' Guild. Nathane also sits on the Directing Oligarchy that controls Greyhawk, potentially granting the PCs a powerful ally in the corridors of power. At a minimum, Nathane's support amounts to a "get out of jail free card" for the rest of the campaign, usable once.

Low Road to Greyhawk

Encounter Level 11

Use this encounter with the entry on page 11.

Use this encounter when the characters approach Zagig's Bridge from the south. The eight orc raiders are positioned at the spots marked O on the tactical map, and the half-orc lieutenant Ulgrek sits astride his wyvern mount at position W. A successful DC 18 Listen check allows a character to hear the commotion in the building to the west, and a successful DC 15 Spot check reveals the lone orc pillaging the hovel just east of the River Road. The injured Ricard Damaris lies on Zagig's Bridge at point R, and the Boccobite cleric Acton Kathenor cowers behind the Zagig statue at point P.

The two terrified beggars (N male and female human commoner 1) who live in the hovel where two orcs are positioned at the beginning of the combat will be killed in 3 rounds unless the PCs intervene. The orcs are so absorbed in their raiding that they do not notice the PCs' approach.

Several orcs in leather armor pick at the remains of a caravan in the middle of the River Road, just in front of Zagig's Bridge. Others are kicking in the doors of the nearby hovels. Judging by the screams issuing from within, their business is not benign. Overlooking the whole scene is a massive statue of a robed man holding a longsword, pointing across the bridge into a craggy spur of the Cairn Hills. Atop the bridge's framework looms a cloaked and hooded figure mounted on a mammoth draconic beast with a long tail ending in a wicked barb. This leader seems to be directing the raiders in their grisly business.

TACTICS

When the PCs arrive, Ulgrek casts *protection from arrows* upon his mount (and, if time permits, upon himself), then uses *glitterdust* against any PCs who have not yet closed for melee. Then he takes to the air on his wyvern. His mount uses Flyby Attack to strike with his talons, hoping to snatch and sting an opponent. If he succeeds, he climbs 60 feet before dropping his victim to the ground, dealing 6d6 points of falling damage.

Meanwhile, Ulgrek begins a barrage of *fireballs* from the safety of the air. He uses *magic missiles* against any apparent spellcasters, and against anyone who seems resistant to *fireballs*. Since his mount is also attacking the PCs, Ulgrek must succeed on a DC 18 Concentration check to cast a *fireball*, or a DC 16 Concentration check to cast a *magic missile*. Failure means he loses the spell. If Ulgrek runs out of spells or his hit points drop to 8 or fewer, he flies northwest to Castle Greyhawk. If his mount is killed, he uses *feather fall* to reach the ground safely, then joins combat if the PCs seem nearly defeated, or attempts to flee if his orcs are losing.

The orc raiders who are already outdoors throw their nonmagical axes at the party before closing to attack with their *+1 throwing axes*. They gang up on weak opponents, flanking wherever possible to take advantage of their sneak attack

ULGREK — CR 6

hp 34 (6 HD)

Male half-orc sorcerer 6
CE Medium humanoid (orc)
Init –1; **Senses** darkvision 60 ft.; Listen +3, Spot +8
Languages Common, Orc

AC 13, touch 9, flat-footed 13 with *mage armor*
Fort +5, **Ref** +2, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk sickle +6 (1d6+2)
Base Atk +3; **Grp** +5
Atk Options Mounted Combat
Combat Gear 2 *potions of cure serious wounds, potion of resist electricity 10, potion of resist fire 10*
Sorcerer Spells Known (CL 6th):
3rd (3/day)—*fireball* (DC 15)
2nd (6/day)—*glitterdust* (DC 14), *protection from arrows*
1st (7/day)—*feather fall, mage armor*†, *magic missile, shield*
0 (6/day)—*detect magic, flare* (DC 12), *light, mage hand, message, prestidigitation, read magic*
† already cast once

Abilities Str 14, Dex 8, Con 14, Int 8, Wis 13, Cha 14
SQ familiar (Ulgrek's familiar died on the journey to Greyhawk and has not been replaced)
Feats Alertness, Mounted Combat, Toughness
Skills Concentration +7, Listen +3, Ride +1, Spot +8
Possessions combat gear plus masterwork sickle, 2 masterwork daggers, *cloak of resistance +1, eyes of the eagle*

WYVERN MOUNT — CR 6

hp 59 (7 HD)

N Large dragon
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +16
Languages Draconic

AC 18, touch 10, flat-footed 17
Immune paralysis, sleep
Fort +7, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares), fly 60 ft. (poor); Flyby Attack
Melee sting +10 (1d6+4 plus poison) and
bite +8 (2d8+2) and
2 wings +8 each (1d8+2) and
2 talons +8 each (2d6+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +15
Atk Options improved grab, poison (Fort DC 17, 2d6 Con/2d6 Con)

Abilities Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
Feats Ability Focus (poison), Alertness, Flyby Attack, Multiattack[B]
Skills Hide +7, Listen +13, Move Silently +11, Spot +16
Possessions custom leather saddle and bridle

Improved Grab (Ex) To use this ability, a wyvern must hit an opponent of any size with a talon attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and stings.

8 Orc Raiders **CR 4**

hp 27 each (4 HD)

Male orc fighter 1/rogue 3
CE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Orc

AC 15, touch 12, flat-footed 13
Resist evasion
Fort +4, **Ref** +5, **Will** +0
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee *+1 throwing axe* +9 (1d6+6)
Ranged mwk throwing axe +6 (1d6+5)

Base Atk +4; **Grp** +8
Atk Options sneak attack +2d6
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 20, Dex 14, Con 13, Int 8, Wis 8, Cha 8
SQ trap sense +1, trapfinding
Feats Point Blank Shot[B], Power Attack, Precise Shot
Skills Hide +8, Intimidate +3, Listen +5, Search +2, Spot +5
Possessions combat gear plus masterwork studded leather armor, *+1 throwing axe*, 3 masterwork throwing axes

Light Sensitivity (Ex) An orc raider takes a –2 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

abilities. If any of them are gravely injured, their fellows attempt to move in and shield their injured companions while the latter drink their *potions of cure moderate wounds*.

If the PCs do not notice the orcs in the hovels when the fight begins, those raiders attack with the element of surprise, adding 2d6 points of sneak attack damage to any unanticipated ranged attacks they make from within 30 feet.

The orcs have been spoiling for a good fight for weeks, so they do not retreat.

CONCLUSION

If the orcs are driven away or defeated, the characters can see to the survivors—particularly Ricard Damaris. Refer to page 12 for additional developments.

Features of the Area

This area has the following features.

Bridge: If the PCs pursue the orcs out onto Zagig's Bridge, combat might ensue there. Although the bridge is safe enough to cross normally, combat there carries a risk of falling. Each combatant must make a successful DC 10 Balance check for each round of combat on the bridge or fall into the gorge (taking 20d6 points of damage).

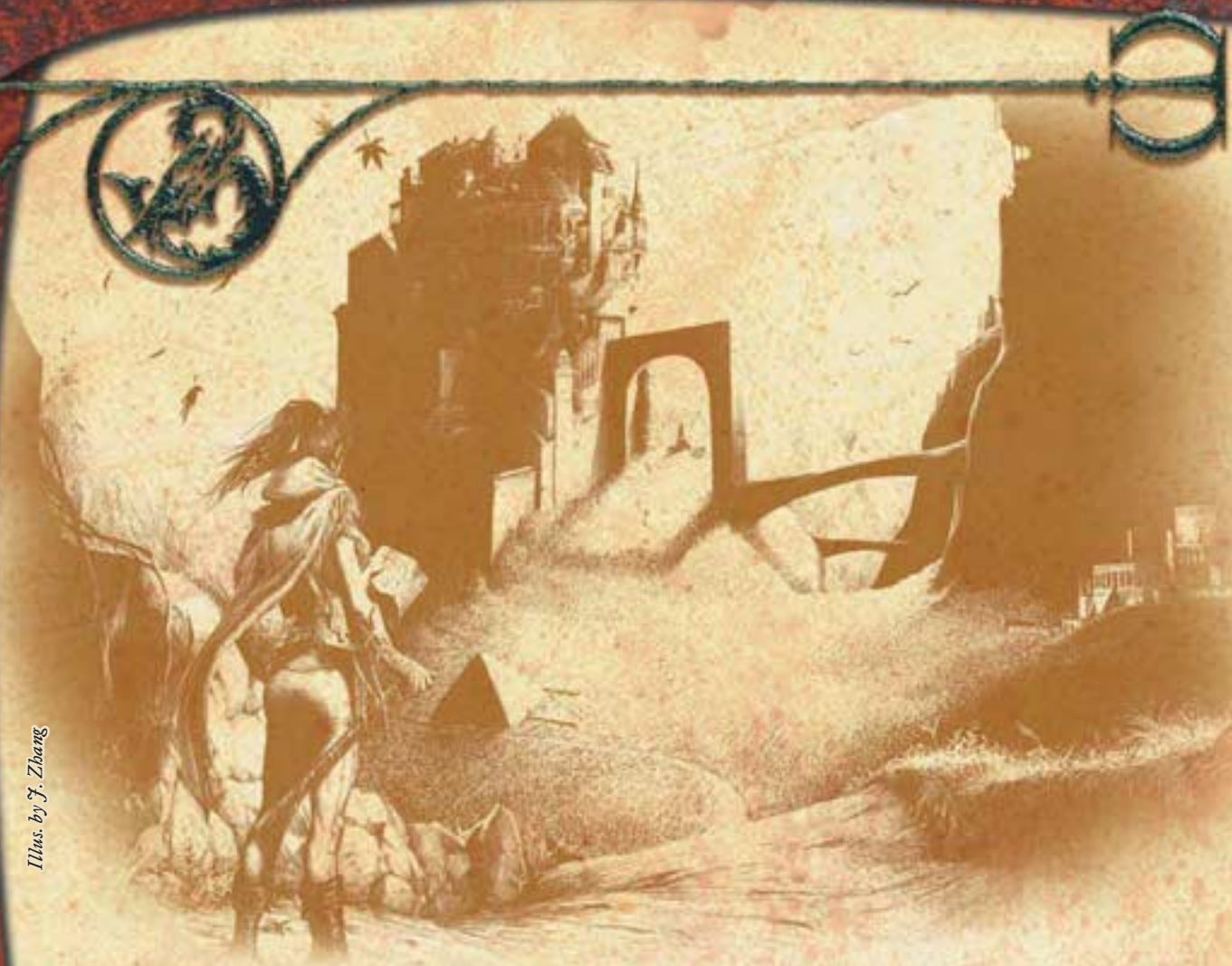
Caravan: The caravan wagons provide cover to anyone crouched behind one. The main group of raiders has already looted most of the goods, but some of the wealth can be recovered if the orcs are defeated. The wagons are sufficiently damaged that they cannot be used for transport until repaired.

Hovels: The hovels surrounding the foot of Zagig's Bridge house desperate folk who beg their livings from passersby. There is a 50% chance that any given hovel's residents have already been killed. Each hovel contains 2d6 cp worth of treasure, plus straw pallets for sleeping, cooking pits, battered pots and pans, and the meager possessions of poor people.

Illumination: This encounter takes place outdoors in full daylight.

Statue: The weathered statue of Boccob stands on a 20-foot-tall pedestal that offers an excellent view of the entire combat area. Any character standing on this pedestal gains a +2 circumstance bonus on ranged attack rolls.





Illus. by F. Zhang

North of the city of Greyhawk broods a large ruin consisting of three shattered towers, and beneath it, the largest dungeon in all of Oerth. Later chapters describe the adventures set to take place within Castle Greyhawk and its neighboring metropolis. This chapter is presented to give you an idea of the framework into which the adventure is set.

Mapping out and describing every chamber in Castle Greyhawk is well beyond the scope of this book, or even a half-dozen books of this size. It is simply too huge. Instead, this adventure occurs in specific parts of the dungeon, ranging from the infamous War Wagon in the Tower of War down to the incomprehensibly powerful deity prisons in the lowest reaches of the Tower of Zagig. How the characters find these areas is part of the adventure, but ultimately the goal is more important than the journey.

Think of the dungeons of Castle Greyhawk as a gigantic wilderness. Areas of adventure lie in the wilderness, and those are described in great detail. But not every forest glade is full of peril, and not every path is the site of an ambush, so these are not described. The same goes for Castle Greyhawk. The areas of adventure are fully detailed later, but the areas between are left vague, to leave room for expansion and further quests. Other side adventures are scattered throughout the dungeons, and some can be placed wherever needed to spice up a slow part of the journey.

This chapter gives you the tools to flesh out the vague areas of the map, plus tips and tricks to keep a wandering group on track in the adventure. The chapter also includes a history of the dungeon, information on the surface ruins and the surrounding environs, a hoard of random encounters, and an overview of every level of the dungeon. All of this information is vital to the adventure and should be read entirely before play begins.

HISTORY OF CASTLE GREYHAWK

For more than two hundred fifty years, Castle Greyhawk has perched in the Cairn Hills north of the Free City of Greyhawk, a crumbling testament to its enigmatic creator, the Mad Archmage Zagig Yragerne. Construction began in the summer of 320 CY, with the intent to build a keep from which Zagig, the soon-to-be Lord Mayor of the city, could govern and conduct his research. For the following one hundred years Zagig ruled from the castle, expanding the dungeon beneath it while extending his life through powerful magic. During this time, his experiments ranged from the creation of powerful artifacts to the imprisonment of the demon prince Fraz-Urb'luu.

After ruling the city for so many years, the Mad Archmage vanished from public sight in 421 CY, retreating to his ever-expanding dungeons to continue his research and explore the planes. The castle towers above were left to rot and eventually fell into ruin. Few dared approach the place, for fear of its being cursed. Eventually, the brave and the treasure-hungry did begin to venture into the dungeons below. Legends of great success and hoards of treasure soon buried the tales of failure and death, and the dungeons of Castle Greyhawk became one of the most renowned sites for adventure in all the Flanaess.

Although numerous groups of adventurers plundered the upper levels of the dungeon, their efforts did not disturb Zagig's work in the lower levels. In 505 CY his studies yielded the results he sought. Trapping nine powerful demigods, including Iuz the half-demon son of Iggwilv, Zagig fueled his own ascension, becoming the demigod Zagyg. Not soon after, he vanished and has not been seen on Oerth since.

In the years since Zagig's ascension, much has happened to the dungeons. A pair of unwitting adventurers released Fraz-Urb'luu from his prison in 562 CY. Iuz was freed from his prison in 570 CY by a group of adventurers, including Riggby, Robilar, and Tenser, who had hoped to destroy him. The attempt failed, and Iuz has harbored a deep hatred for all the members of that group and the city of Greyhawk ever since. Most of the remaining trapped demigods, except for Zuoken, have subsequently escaped from their prisons as the magic holding them has waned.

Other power groups have struggled for dominion in the vast dungeons, including a cabal of wizards calling themselves the Ring of Five, a large group of Nerull cultists, and a horde of humanoids and giants dedicated to Vaprak. The latter two groups destroyed one another in numerous battles that raged throughout the Tower of War. The wizards of the Ring of Five have all vanished, most likely the result of one of their experiments gone wrong.

The current year is 597 CY. Minions of Iuz, led by the wizard Vayne, have been hiding in the depths of the dungeons of Castle Greyhawk for over six months, having traveled here undetected through an Underdark tunnel leading to the bottom of the Tower of War. After wiping out the remains of the Vaprak and Nerull cultists, the group loyal to the Old One has spent its time preparing for Iuz's invasion force while exploring and securing an ever-growing portion of the dungeon. Although it is far from finished, recent events have accelerated the timeline, and the invasion force is on its way.

THE SURROUNDING AREA

Castle Greyhawk lies in the Cairn Hills, about six miles north of the farmlands that surround the Free City of Greyhawk, across the Selintan River. The farmers and craftsmen who call this area home live in small groups of buildings, usually surrounding a well or spring. Some are willing to allow adventurers and other groups to stay overnight in stables or other outbuildings for a small fee and a few tales of their exploits. These hardy folk do not fear the ruins, but they do not visit them either. Children sometimes dare each other to approach close enough to touch the old raven statue that sits on its side only a few hundred feet from the ruins.

Although this area is usually free of monsters, bandits and lone thieves roam these lands. They avoid the local militia patrols and hope to rob those who come back treasure-laden from the dungeon's haunted halls. Occasionally, some beast from the depths makes its way to the surface to terrorize the local folk. The Greyhawk militia is quick to act on any such arrivals, and it does not hesitate to call for assistance from adventurers if the challenge is too great. Leaflets proclaiming bounties on loose monsters litter the signposts of many taverns and inns in the city.

The area surrounding the castle consists of steep rocky hills and patches of scrub clinging to life. Rodents and other small game are plentiful, as are the birds of prey that hunt them. Few trees dot this landscape, and water is sparse but not impossible to find.

GETTING TO THE RUINS

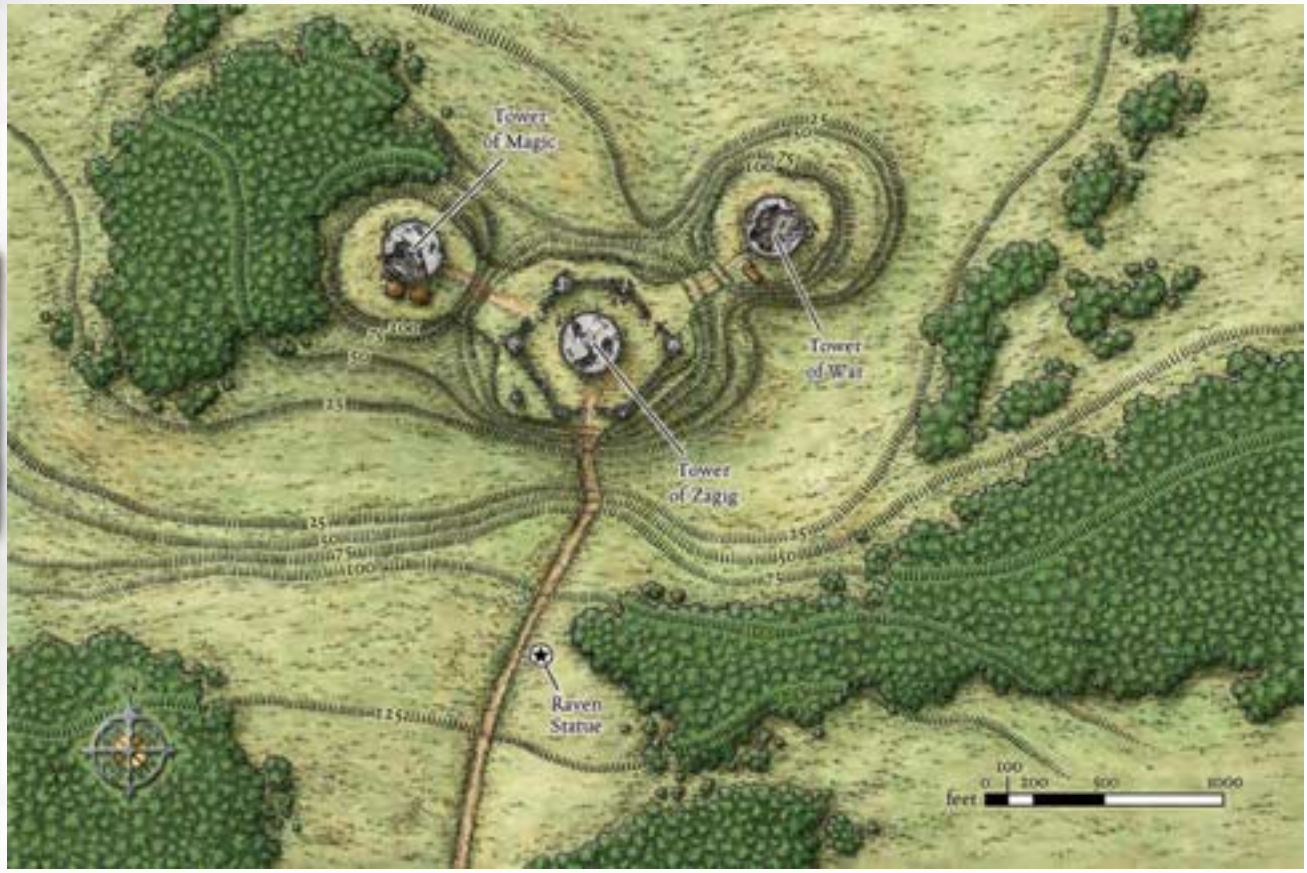
The ruins of Castle Greyhawk are clearly visible in the distance from the parks north of the city, but there is no direct path to them from these woodlands. Those wishing to explore the ruins must exit the city through the Marsh Gate, located in the River Quarter. From there, a path leads west to the banks of the Selintan River and Zagig's Bridge, a great expanse of stone that crosses over the water. Once across, a well-worn path leads north through farmlands and rolling hills. After four miles or so, all settlement stops as the hills become steep and rocky. After three more miles of winding, sometimes steep paths, the trail ends at the doorstep of Castle Greyhawk.

Rumors persist throughout the city that other, more secret, ways exist to reach the ruins. During Zagig's reign a number of passages did exist, some of which connected to the sewers and underground redoubts of the city. All of these, except one, have since collapsed or are otherwise blocked off. That lone passageway might become available to the characters during the course of this adventure.

THE SURFACE RUINS

The ruins of Castle Greyhawk stand crumbling atop three steep hills. The path that leads to the ruins passes by an ancient stone raven, lying on its side, before ending at a narrow stone arc that connects to the central hill and the Tower of Zagig. The raven has been here for many years and is said have been magically transported here from one of the lower levels of the dungeon. Across the bridge, the Tower of Zagig lies in ruins, surrounded by an old stone wall that has also fallen to the ravages of time. The holes in this wall are now so numerous and large that breaching the wall is a simple task.

The Tower of Magic, on the west pinnacle, and the Tower of War, on the east, are connected to the central pinnacle by simple stone bridges. Aside from their height, these towers have no real barriers to access, although the dwarves who keep watch outside the Tower of War demand a portion of any treasure recovered from "their" tower. The top level of each tower is fully detailed as part of that tower's description in later chapters.



THE DUNGEON LEVELS

Beneath each of the three towers that make up Castle Greyhawk resides a number of dungeon levels full of excitement and danger. The adventure laid out in the following chapters ranges throughout these dungeons, but since much of the dungeons are left intentionally blank, the following notes are provided to give a general atmosphere and feel to each of the levels.

This section catalogs only known layers of dungeons. Undoubtedly other secret levels exist under Castle Greyhawk, waiting to be discovered. In other words, if one of the following levels does not fit the desired theme of a future adventure, feel free to invent other levels to add.

THE TOWER OF MAGIC

Located on the west pinnacle of Castle Greyhawk, the Tower of Magic sits above nine dungeon levels. The tower and its corresponding dungeon levels were built by Zagig to host all sorts of magical experiments and research. It was in this tower that Zagig summoned the nine demigods needed to fuel his ascension, although they were trapped in the Tower of Zagig. The surface ruins were at one time occupied by a band of elves who, like the dwarves of the Tower of War, demanded a portion of the plunder found in their tower. Two years ago, however, a terrible demon came up from the depths, slew a number of the elves, and drove the rest away. Today, a group of fanatical cultists dedicated to Zagyg hold court in the ruins and do not allow any to enter the tower below. Little do they know that the wizard Vayne now hides in the deepest levels, planning an invasion of the Free City of Greyhawk.

Surface Ruins: The ruins of the Tower of Magic once served Zagig as home, but as his apprentices grew in number, he abandoned this tower to them and erected a third tower for his own personal use—the Tower of Zagig. Today, the surface ruins of the Tower of Magic are mostly abandoned. A large temple to Boccob takes up most of the ruins, with the remainder consisting of barracks, storerooms, mess halls, and guest quarters for low-ranking acolytes and visitors to the castle. A large band of kobolds dwells in the southern half of this ruin. Several flights of stairs lead down from this level to lower levels, allowing people to bypass Zagig's Gauntlet and the Ochre Crypts and access the lower levels with ease, although currently all these routes are magically closed by the priests of Zagyg who live nearby.

Level 1—Zagig's Gauntlet: This twisted and complex level was built by Zagig to vent his early eccentricities and to guard the entrance to the Ochre Crypts. His apprentices were expected to explore sections of this level in order to rise in rank. Today, many of the traps and bizarre tricks on this level are malfunctioning. A clan of troglodytes dwells in a relatively safe portion of the level.

Level 2—The Ochre Crypts: The stonework of this level is of distinctive ochre slabs. Much of this level consists of crypts where Zagig's apprentices and their families were buried. Being exceptionally long-lived, Zagig had a regular habit of outliving his apprentices. Access to the Ochre Crypts is by way of Zagig's Gauntlet only.

Level 3—Apprentice's Walk: This small level is accessed from above by the surface ruins or by Zagig's Gauntlet. These rooms once served as living quarters, lounges, and other facilities for Zagig's apprentices.

Level 4—The Sanctum Arcanum: The Sanctum Arcanum was a sprawling level of classrooms, workshops, laboratories, and related chambers used by the apprentices to study and research magic. Zagig once taught his apprentices on these levels, but as time wore on, he increasingly left these duties to his most gifted students.

Level 5—The Vaults of Creation: The fabrication of golems and other constructs required more extensive workshops than those available in the Sanctum Arcanum. Zagig built the Vaults of Creation to satisfy these needs, but never quite finished converting the natural caverns that riddle this level into working chambers. The level consists of three similar-sized sections that no longer offefr direct access to each other. Two of these levels are accessed from above through the Sanctum Arcanum, while one is accessed from below through the Master's Walk.

Level 6—Master's Walk: This level once served Zagig as his personal workshops, libraries, and retreat. He mostly abandoned this level once he discovered the Caverns of the Obelisk and began work on the Halls of Beckoning.

Level 7—The Earth Cradle: Zagig knew that there was a source of great power buried below the Tower of Magic, but what he didn't expect to discover in his search for this source of power was something equally potent—the *Earth Stone*. This ancient artifact, a "seed" of sorts that might just have served as one of the foundations for all earth in the Material Plane eons ago, vexed Zagig terribly, and when he eventually discovered the *Obelisk* he gave up his research here. Yet he knew that the *Earth Stone* was potent nevertheless, and he created a complex series of traps and seeded the chambers of this level with numerous ageless guardians to protect it until he had a chance to study it further. When he became a living god, Zagyg forgot about the *Earth Stone*. Today, this level remains a dangerous maze of traps, elementals, outsiders, and constructs left by the Mad Mage himself.

Level 8—The Halls of Beckoning: This small level was created after Zagig discovered the caverns below. Harnessing the magical power of the *Obelisk* on level 9, Zagig created eight chambers that focused and enhanced the eight schools of magic. The most potent of these was the grand summoning chamber he would eventually use to summon deities so they could be trapped under the Tower of Zagig. The chambers are not connected and can be accessed only by portals (some of which have ceased functioning, making it difficult indeed to reach them). Chapter 5 details one of these eight complexes. The remaining seven likely have traps and guardians tailored to match the type of magic to which the rooms are attuned.

Level 9—Caverns of the Obelisk: The lowest level under the Tower of Magic is also its most important. The Caverns of the Obelisk house an artifact that acts as a focal point for the world's magic. It played a key role in Zagig's ascension to divinity. This level consists of an immense central cavern surrounded by smaller chambers. An ageless and somewhat insane great wyrm gold dragon bound to the chamber by Zagig long ago guards the central cave and the *Obelisk* itself.

THE TOWER OF ZAGIG

Standing on the central pinnacle of Castle Greyhawk, the Tower of Zagig has six dungeon levels beneath the surface. Used by Zagig to house his most treasured possessions and to hide his deepest secrets, this tower is also the most dangerous. The lower levels house magical portals, nine god prisons, and the remains of Zagig. Today, they also hide the simulacrum of Iggwilv and her thirst for power.

Surface Ruins: Little remains of the surface ruins of the Tower of Zagig except rubble and a half-collapsed castle keep. Within this keep is hidden a trapdoor that opens to a 150-foot-deep winding staircase. The stairway has eight landings along its length, many of which are trapped or guarded by constructs.

Level 1—The False Crypts: The uppermost level of the Tower of Zagig consists of a sprawling series of crypts. Zagig intended these crypts to throw off further investigation, and he made them a maddening maze of similarly decorated chambers populated heavily with undead guardians under a lich's bony thumb. Over the centuries, most of the undead have been destroyed and the decoy treasures plundered. One approach to the true dungeons below exists—the Endless Stair. Without the proper set of passwords (most of which are now forgotten), intruders could descend these stairs forever without reaching the level below.

Level 2—Zagig's Promenade: Accessed from above by the Endless Stair, or by transportation devices that link the level to the Halls of Beckoning under the Tower of War, this large level served Zagig both as a home for his most trusted minions and as a place where he could display his creations and discoveries as he walked the path to divinity. Zagig kept his personal quarters here within a pyramid in a large cavern inside the eastern wing of the level. This entire level is detailed in Chapter 6.

Level 3—The Hall of Memory: Accessed from above by the central chamber of Zagig's personal quarters on the Promenade above, only the mad wizard's closest allies were ever allowed to visit this level, a place where Zagig put his greatest achievements, discoveries, and treasures on display. Portals to other worlds discovered or created by the Mad Archmage exist on this level. This level is detailed in Chapter 6.

Level 4—Zagig's Workshop: While he worked at becoming a god, Zagig did not abandon his research along other avenues. This sprawling level was not only dedicated to libraries, laboratories, and chambers to aid him in his other pursuits, but also provided him a way to vent some of his more destructive and dangerous eccentricities.

Level 5—Zagig's Prison: The entire reason Zagig built Castle Greyhawk can be said to reside in this level. Surrounded by smaller chambers used by the Mad Archmage as a convenient place to rest and relax during the final stages of his work, the focus of this level is the infamous Godtrap used by Zagig to capture and imprison nine demigods. This level also houses several of Zagig's treasuries,

although much of the wealth once kept here was utilized in financing the construction of the Godtrap itself.

Level 6—Zagig's Crypt: At the deepest recesses of the chambers below the Tower of Zagig lie the true crypts of the archmage. Here is where his family and closest friends were buried after the mage outlived them all. When he became a god, Zagig's mortal body perished as well and was interred in the deepest crypt within this level.

THE TOWER OF WAR

The Tower of War is located on the east pinnacle of Castle Greyhawk, resting atop nine dungeon levels. The surface ruins make up a level of exploration themselves, for a total of ten known adventuring locations. Originally built to house and supply Zagig's personal army, the Tower of War and its dungeons are full of barracks, armories, supply chambers, and entertainment for the men, most notably an arena. Various visitors have altered chambers throughout the years, making them more suitable to their purposes, while new chambers have been added. A group of dwarves calling themselves the Wartower Wardens have built a guild house outside the tower and charge a portion of the plunder discovered by any who explore "their" tower.

Surface Ruins: The ruins of the Tower of War litter the floor of this level. They are a maze of shattered guard-posts, armories, and barracks haunted by a few undead, animated years ago by the clerics of Nerull who inhabited the dungeons below. Of note are the swordwraiths, undead champions who wander the ruins in search of battle.

Levels 1 and 2—Hungry Halls and Silent Barracks: The first two levels of the Tower of War are in complete ruin. Originally made to service the troops above, these levels were laid waste during the battles between the clerics of Nerull and the humanoid followers of Vaprak. When Iuz's forces moved in, they pushed most of the monsters from below up to these levels, making them full of dangerous and deadly creatures fighting among each other for dominance. Vayne prefers to keep it this way to dissuade adventurers from delving much deeper. This tactic has worked well up to this point. The first level of the dungeon got its name from the large kitchen most explorers stumble upon, but due to the hungry monsters on that level, the name has taken on another meaning. The second level's name comes from the empty barracks now used as monster lairs.

Level 3—Crypts of the Forgotten: After slaughtering many of the original inhabitants of the Tower of War, the forces dedicated to Iuz dumped all the corpses onto this level and began animating a number of them. As a result, this level is full of all sorts of undead, wandering about in search of living creatures.

Levels 4 and 5—Shatterstone: Some time ago, a powerful earthquake destroyed much of these two levels. Iuz's forces now occupy these levels and have cleaned up and fortified their positions, while leaving others practically impassable. These forces are the ones responsible for many of the recent raids on caravans outside the city.

Level 6—The Arena: This level is split into two parts, although it was once one. The forces of Iuz have sealed off half the level to prevent anyone from delving below this. As a result, those venturing into the Tower of War dungeons can only reach level 6. A passageway connects the sealed-off half of this level to the Tower of Magic, allowing Vayne and the rest of Iuz's forces to access the lowest depths of the Tower of War and the tunnel leading to the Underdark. The marshal of Iuz's troops, General At-Ur Rehmat, resides on this level and reports directly to Vayne. This level sports a large arena where the general occasionally arranges fights for the entertainment of his men.

Levels 7 and 8—The Foundry and The Derro Mines: These two levels await the arrival of Iuz's invasion force and are mostly empty. They were once the bases of operations for the clerics of Nerull, but now monsters from the Underdark have taken to lairing in these chambers. These levels originally contained the forges (on level 7) and mines (on level 8) used to equip Zagig's army.

Level 9—Nerull's Gate: This level is dominated by a large pyramid resting above a shaft that leads to the Underdark. Some of Iuz's forces are marshaled here to keep the passage secure. The rest of this level is the home to a few Underdark creatures that have snuck past Vayne's army.

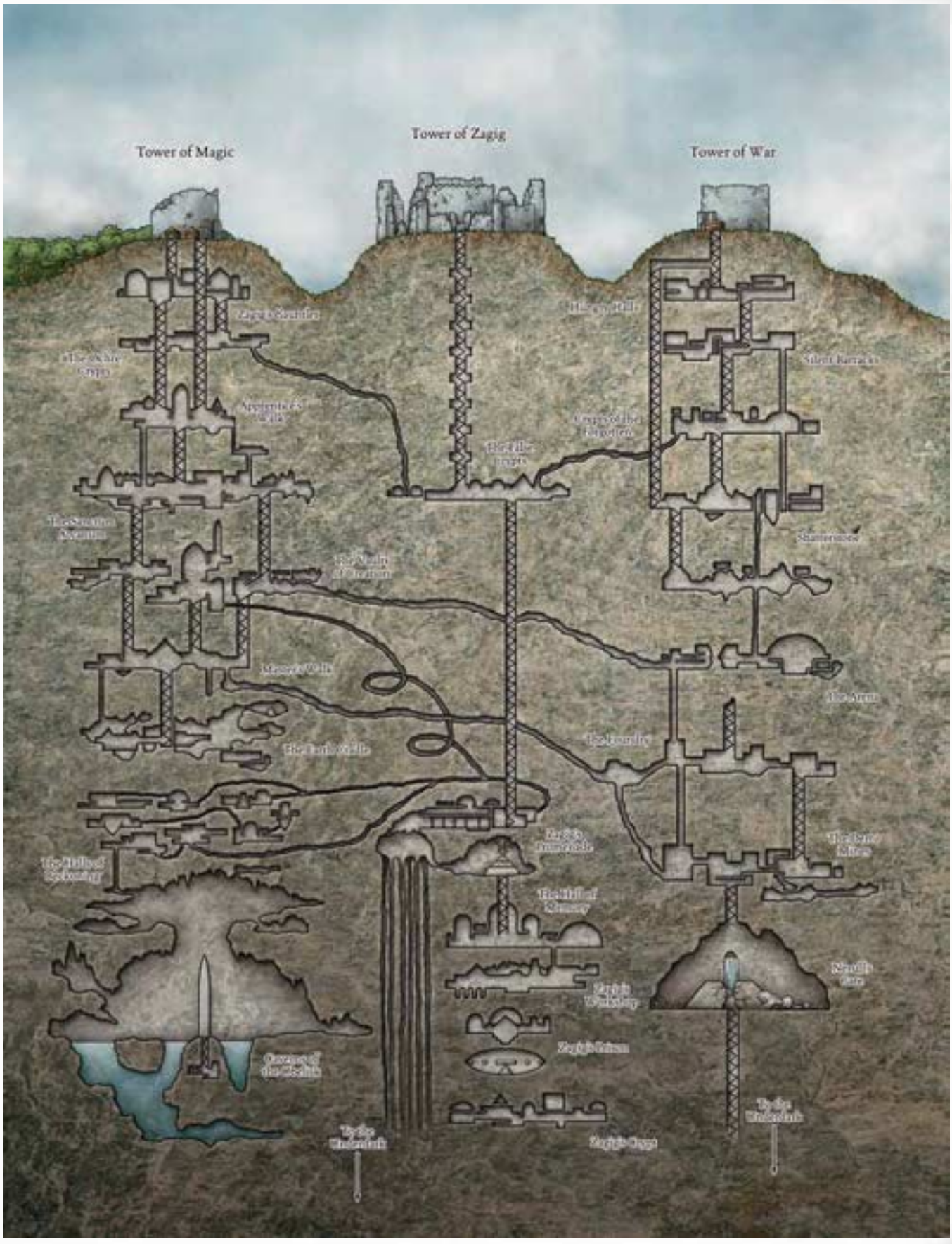
EXPLORING THE DEPTHS

Although Castle Greyhawk can certainly serve as the location for wandering adventure, those who explore this vast ruin often do so with a specific purpose in mind, from finding a lost friend to recovering a powerful artifact. This adventure is arranged in this model, with specific goals in mind for the characters nearly every time they venture into the dungeon. Aside from the primary plot of stopping Iuz's and Iggwilv's vile machinations, side treks are placed throughout the adventure as well, some hidden within other adventures and some located by themselves in the dungeon or the nearby city of Greyhawk. All these quests serve to give the characters plenty of motivation and help build a dungeon full of adventure, with danger and opportunity around every corner.

THE ILLUSION OF DETAIL

The dungeons of Castle Greyhawk are vast. Traveling from the surface to the lowest reaches could easily take more than a day. Portions of the dungeon are fully detailed in this adventure, but others are left intentionally undeveloped. This is not to say these areas are empty. Wandering monsters, entire clans of humanoids, and strange zones of magic fill these other levels. Characters should believe that these sections of the dungeon are full of life, but they should not have to fight through every room and face dozens of dangers just to arrive at the site of the adventure. Although shortcuts make this possible, the PCs might decide to stop at any moment and explore an area that is not fully detailed. Random encounters, sample chambers, and various other tricks give the illusion of depth to a wandering group. These features serve to flesh out areas of the dungeon while ultimately putting the characters back on track, heading toward the adventure.

The following tools are provided to assist you in adding detail to otherwise blank portions of the dungeon. Additional


Tower of Magic
Tower of Zagig
Tower of War

areas of the dungeon might be taken from other published sources and adapted.

RANDOM CHAMBERS

The following sections of dungeon are detailed in simple fashion so that they can be easily used during play. None of these chambers currently contain monsters, traps, or treasure, although each might make a suitable location for a wandering encounter or obstacle of your own design. These chambers should be placed anywhere the characters stop to explore outside the scope of this adventure.

Map #1

This area of the dungeon can be set in any of the towers, at any level. The general theme of this map is an abandoned dungeon area.

1. This wide hallway is covered in dust. Faded murals of pastoral fields decorate the walls and wispy cobwebs dangle from the ceiling.

2. These two rooms have not been occupied in years. It appears that the previous residents left in a hurry.

3. Standing in the corner of this small room is a dais with a statue of a robed figure standing upon it. The head and one of the hands have been broken off and are missing.

4. This dining hall has the remnants of some ancient meal still on the table.

5. A stagnant pool of water lies in the middle of the room. A thick layer of sludge has built up, obscuring the bottom, where the head from area 3 resides.

6. A faded, threadbare rug lies on the floor of this room, and three large curtains hang in front of the walls.

7. An ancient suit of armor once stood on a pedestal at this intersection. Now the rusted remains of the armor litter the floor, and only a wooden stand remains.

8. This raised platform overlooks an L-shaped pit. Manacles attached to the floor of the pit still hold the skeletal arms of two human corpses.

9. A crumbling chair sits across from the cold fireplace in this room that still has the vague scent of smoke.

10. A stone well stands in the center of this chamber, still full of brackish water. A rope threads through a ring in the ceiling, but no bucket is available.

11. This natural chamber is hidden from the others by secret doors. Full of cobwebs and debris, this chamber also holds a pool, the bottom of which connects to the well in area 10.

12. Soggy ancient crates and barrels reside in this chamber. Whatever contents they once had are now covered in mold and filth (as if the pool in area 11 has overflowed recently).

Map #2

This area of the dungeon can be set in any of the towers but is best located in the Tower of War. The general theme of this area is a ruined mining area.

1. A row of crumbling columns runs down the center of this wide hallway, each decorated with simple patterns.

2. This chamber contains a large desk and two chests, all covered in a thick layer of dust. Faded papers on the desk contain mining schedules from over a century ago.

3. This small, secret chamber bears a number of shelves along the back wall, holding strange objects recovered by the miners as they dug.





4. The worn statue of a stern-looking dwarf taskmaster stands watch in a niche on one side of this corridor.

5. A fountain on the far side of this room is dry. Those who look can see a glint of metal in the drain.

6. A layer of stagnant sludge sits atop the water in this fountain. One corner of the room has crumbled over the years, scattering debris everywhere.

7. This wide corridor was once a central mine shaft before an earthquake sealed it off at both ends. Now only rusted rails and crumbling tees remain.

8. Miners once tunneled out portions of this natural chamber but found little of value and abandoned it, leaving behind broken tools and rock. Light fog from the bubbling spring fills this room.

9. This bubbling spring grows very deep along the back wall and might lead to other areas of the dungeon.

10. Hidden near the ceiling of this corridor, a shelf leads to a winding natural stone passage.

11. The crates in this storage room are full of rusted mining tools and gear, along with a barrel of spoiled ale. Fog from the spring fills this chamber.

12. A doorway set into the side of the narrow passageway is swollen shut and damp with moisture.

Map #3

This area of the dungeon can be set in any of the towers, at any of the lower levels. The general theme of this map is a bridge over a vast chasm.

1. This large chamber is empty except for cobwebs and dust. Two large cranks in the northeast and southeast corners operate one half of the drawbridge in area 5.

2. These long hallways are marked with pillars on both walls. Between the pillars are relief carvings of Zagig toiling over various magical creations.

3. A stone table sits along the south wall of this chamber, its top heavily scorched with the burnt remains of an experiment. An empty barrel sits in another corner.

4. This storeroom once contained a small supply of food and water. It is all spoiled and turned to dust.

5. This wide chasm spans some danger (a deep pit, water, or even lava). The drawbridge that crosses it is sturdy but old. Both sides must be down for a group to safely cross.

6. This hall has four ancient statues of Boccob. The four statues all point with one hand toward the center of the room. They are covered in dust and cobwebs. This room also holds two large cranks to raise one half of the drawbridge.

7. A niche at the end of this hallway holds a dried-up fountain.

8. The west side of this chamber rises up and overlooks the chasm. A set of empty manacles on chains dangles over the edge.

9. A wide reflecting pool stands in this room. Its bottom is a silvery mirror.

10. This small chamber holds an ancient crumbling bed and nothing else. One corner has a secret door.



11. This small hidden chamber has four large cranks embedded in the floor that raise and lower both sides of the drawbridge. A series of small holes in the west wall allow those in the room to view the chasm.

12. These two chambers contain ancient crumbling beds and little else.

Map #4

This area of the dungeon can be set in any of the towers, at any level. The general theme of this map is a maze.

1. This dusty chamber contains a broken chair situated in front of one of the walls. An inscription on the wall speaks of the perils ahead.

2. The dusty cobweb-ridden maze corridor gives way to a long pit, the bottom of which is covered in spikes.

3. A pair of portcullises blocks both entrances to this chamber. A pair of tiny niches on the east and west walls hold small keys, one silver and one gold.

4. This large chamber holds a long pit at its center. The bottom of the pit is covered in spikes, and an old skeleton is caught in them.

5. A discarded backpack, a burnt torch stub, and a half-used piece of chalk sit in the corner of this dead end. One wall bears chalk writing.

6. A pressure plate lies at this location, but its effect is not immediately obvious.

7. A statue of Zagig stands in the center of this room. The statue holds one arm outstretched and can be turned. Whatever door it points at cannot be opened.

8. This secret door can be opened only with one of the keys from area 3.



9. This large chamber is divided in half by a wall of bars, with a locked door at the center. The barrels once contained oil, now turned to a thick flammable sludge.

10. This room contains a large table with four chairs set for some sort of grisly meal. Humanoid bones can be found on the plates.

11. The stench of fur hangs heavily in the air of this throne room. The throne is on a raised dais and is made of stone that has been chipped and scratched all over. Despite this, it glows with a faint red light.

LOCKOUT

The easiest way to keep the characters on track and exploring the detailed portions of the dungeon is to prevent them from going anywhere else. Although this tactic must be used carefully to avoid the sense of the adventure "railroading" the characters, it is a vital tool. The following methods each allow you to nudge the PCs in the right direction by blocking their progress in the wrong one.

Clerics of Zagyg: When the adventure begins, the Tower of Magic and all the paths leading to it are sealed by a bizarre cult of Zagyg that currently watches over the tower. These slightly crazed followers have received a vision of their god, who set them to this task until "One who has the key" returns to the tower. Walls of mist, conjured by the clerics, block every entrance to the tower, with the exception of those on the lowest levels used by the forces of Iuz. None can pass these mist walls until the clerics allow it (which they do later in the adventure, opening up this tower for exploration). This mechanism is more fully described in Chapter 5.

The Endless Stair: A few months ago, adventurers hoping to explore the Tower of Zagig found that after the first level, the stairs leading down into the dungeon seemed to go on forever, yet when they turned back they were only a few stories from the previous level. None have yet learned how to bypass this strange phenomenon. This, combined with the resistance of the clerics of Zagyg, means that only the Tower of War is open for exploration at the beginning of the adventure. None know that this is the sorcery of the simulacrum of Iggwilv. This restriction can be bypassed by taking one of the numerous tunnels leading from the Tower of Magic to the Tower of Zagig.

Blocked Way: The path is simply blocked by a cave-in, an iron door without a lock or handle, or even a field of force. Of all the ways to keep the group heading in the right direction, this one should be used the most sparingly.

Powerful Monsters: A terrible monster blocks the path the characters have chosen, too powerful for them to deal with. If the PCs draw too near, it might make a few attacks, but allow them to escape relatively unmolested. This tactic should be used only rarely.

Shortcuts: In most cases throughout this adventure, the characters have learned the way to reach their destination. These direct paths often involve hidden shortcuts, such as chutes, stairs, and tunnels that possess only one direction in which to travel. That is not to say that random encounters and other hidden chambers are not located along the way, but in the end the only way to go leads further into the adventure.

RANDOM ENCOUNTERS

Castle Greyhawk is teeming with monsters. Nearly any sort of creature might find a home in the immense labyrinth. One part of maintaining the illusion of detail is to stock the dungeon with creatures not directly tied to the main plot. These random encounters should not make up the bulk of any group's time in the dungeon, but they should serve to break up a monotonous trek or to add danger to an otherwise peaceful camp. Rather than relying upon random chance to determine when these encounters occur, use the following tables deliberately whenever the time is right. Hitting the characters with a random encounter just after they've finished a major part of the adventure and are out of resources is rather anticlimactic, but throwing in a couple of monsters to help rein in a party that is having too easy a time in the dungeon is perfectly appropriate.

The following tables should be used depending upon which area of the dungeon the characters are exploring. In some cases, a table serves to populate multiple levels of the dungeon. Random encounters should not be repeated unless you desire a theme for a given level or otherwise noted (such as the ghostly scholar). With few exceptions, these creatures are not accompanied by a tactical encounter. Feel free to add detail and life to these creatures as needed. Many might have a lair that the characters could encounter, while others might be out on the hunt for food or other resources. The details are up to you.

Tower of War: Surface Level

d%	Encounter	Average EL
01–15	1d3 wights (MM 255)	5
16–25	1 wraith (MM 257)	5
26–40	1d4+1 ghasts (*MM* 119)	6
41–50	1 spectre (*MM* 232)	7
51–65	1 swordwraith (page 70)	7
66–75	1d3 swordwraiths (page 70)	9
76–100	1d3+1 adventurers*	Varies

Tower of War: Levels 1 and 2

d%	Encounter	Average EL
01–10	1d3 rust monsters (*MM* 216)	5
11–15	1 ochre jelly (*MM* 202)	5
16–25	1d4 carrion crawlers (*MM* 30)	6
26–35	1d3 otyughs (*MM* 204)	6
36–50	1d3 trolls (*MM* 247)	7
51–65	1d6+1 ogres (*MM* 198)	7
66–70	1 umber hulk (*MM* 248)	7
71–80	1d3 ettins (*MM* 106)	8
81–85	1 ogre mage (MM 200) and 1d3+1 ogres (*MM* 198)	9
86–100	1d3+1 adventurers*	Varies

Tower of War: Level 3

d%	Encounter	Average EL
01–25	1d6 ogre zombies (*MM* 267)	6
26–50	1d6 troll skeletons (*MM* 227)	6
51–55	1 vampire, 5th-level human fighter (*MM* 250)	7
56–70	1d3 ettin skeletons (*MM* 227)	7
71–80	1d4+1 mummies (*MM* 190)	8
81–90	1 mohrg (*MM* 189)	8
91–100	1d3+1 adventurers*	Varies

Tower of War: Levels 4 and 5

d%	Encounter	Average EL
01–20	1d6 ogre zombies (*MM* 267)	6
21–40	1d6 troll skeletons (*MM* 227)	6
41–55	1d6 ogres (*MM* 198)	6
56–70	1d6 orc marauders (page 72)	7
71–80	1d8 goblin sneaks (page 74)	7
81–90	1d6 elite hobgoblin archers (page 80)	8
91–100	1d3 hill giants (*MM* 123)	9

Tower of War: Level 6

d%	Encounter	Average EL
01–15	1d6+1 ogres (*MM* 198)	7
16–30	1d6 orc marauders (page 72)	7
31–45	1d8 goblin sneaks (page 74)	7
46–55	2d6 dretches (*MM* 42)	7
56–65	1d6 acolytes of Iuz (page 82)	7
66–75	1d6 elite hobgoblin archers (page 80)	8
76–85	1d4 babaus (*MM* 40)	8
86–95	1d3 hill giants (*MM* 123)	9
96–100	1d3+1 minions of Iuz*	Varies

Tower of War: Levels 7 and 8

d%	Encounter	Average EL
01–10	1d6 orc marauders (page 72)	7
11–20	1d8 goblin sneaks (page 74)	7
21–30	1d6 elite hobgoblin archers (page 80)	8
31–40	1d6 displacer beasts (*MM* 66)	7
41–50	1 black pudding (*MM* 201)	7
51–60	1d6 trolls (*MM* 247)	8
61–65	1 mind flayer (*MM* 187) plus 1d2 thralls*	8 + varies
66–75	1d4+2 cloakers (*MM* 36)	9
76–85	1d3 umber hulks (*MM* 248)	9
86–95	1 delver (*MM* 39)	9
96–100	1d3+1 drow explorers*	varies

Tower of War: Level 9

d%	Encounter	Average EL
01–15	1d6+1 advanced violet fungi (page 141)	8
16–30	1d3 advanced shambling mounds (page 141)	9
31–45	1d3 umber hulks (*MM* 248)	9
46–60	1d4+2 cloakers (*MM* 36)	9
61–70	1d3 arrow demons (page 143)	9
71–80	1d3 ogre mages (*MM* 200)	10
81–90	1d3+1 drow explorers*	varies
91–100	1d3+1 minions of Iuz*	Varies

Tower of Magic: Surface Level

d%	Encounter	Average EL
01–15	3d4 kobolds (*MM* 161)	2
16–25	2d4 stirges (*MM* 236)	3
26–40	1d6 Medium monstrous centipedes (*MM* 286)	3
41–50	1d6 kobolds (*MM* 161) and 1 kobold 3rd-level cleric	4
51–65	1d6 kobolds (*MM* 161) and 1d3 dire weasels (*MM* 65)	4
66–75	1d4 ogres (*MM* 198)	5
76–100	1d3+1 adventurers*	Varies

Tower of Magic: Level 1

d%	Encounter	Average EL
01–15	1d6 troglodytes (*MM* 246)	3
16–25	1 troglodyte berserker (3rd-level barbarian)*	4
26–40	1d4 chokers (*MM* 34)	4
41–50	1d4 allips (*MM* 10)	5
51–65	1 wraith (*MM* 257)	5
66–75	1d6 mephits (*MM* 181)	6
76–100	1d3+1 adventurers*	Varies

Tower of Magic: Level 2

d%	Encounter	Average EL
01–15	1d3 wights (*MM* 255)	5
16–25	1 wraith (*MM* 257)	5
26–40	1d4+1 ghasts (*MM* 119)	6
41–50	1 spectre (*MM* 232)	7
51–65	1 invisible stalker (*MM* 160)	7
66–75	1 bodak (*MM* 28)	8
76–100	1d3+1 adventurers*	Varies

Tower of Magic: Levels 3 and 4

d%	Encounter	Average EL
01–10	1 verbeeg (page 131)	5
11–15	1 cloaker (*MM* 36)	5
16–25	1 ochre jelly (*MM* 202)	5
26–35	1d4 carrion crawlers (*MM* 30)	6
36–50	1d4 verbeegs (page 131)	7
51–65	1 flesh golem (*MM* 135)	7
66–70	1 mind flayer (*MM* 187)	8
71–80	2d4 verbeegs (page 131)	9
81–85	1 clay golem (*MM* 134)	10
86–100	1d3+1 adventurers*	Varies

Tower of Magic: Levels 5 and 6

d%	Encounter	Average EL
01–10	1 verbeeg (page 131)	5
11–15	1 will-o'-wisp (*MM* 255)	6
16–25	1 voidmind hook horror (page 194) controlled by Akulath	7
26–35	1d4 phase spiders (*MM* 207)	7
36–50	1d4 verbeegs (page 131)	7
51–65	1 greater shadow (*MM* 221)	8
66–70	1d4 flesh golems (*MM* 135)	9
71–80	2d4 verbeegs (page 131)	10
81–85	1 lich, human wizard 11 (*MM* 166)	13
86–100	1d3+1 minions of Iuz*	Varies

Tower of Magic: Level 7

d%	Encounter	Average EL
01–25	1d6 average xorns (*MM* 261)	9
26–50	1d4 Huge earth elementals (*MM* 97)	10
51–55	1 stone golem (*MM* 136)	11
56–70	1d4 greater earth elementals (*MM* 97)	11
71–80	1 elder black pudding (*MM* 201)	12
81–90	1 mummy lord (*MM* 190)	13
91–100	1d4 purple worms (*MM* 211)	14

Tower of Magic: Level 8

d%	Encounter	Average EL
01–25	1d6 babaus (*MM* 40)	9
26–50	1 rakshasa (*MM* 211)	10
51–55	1d4 mind flayers (*MM* 187)	10
56–70	1d8 spectres (*MM* 232)	11
71–80	1 kolyarut (*MM* 199)	12
81–90	1 lich, human wizard 11 (*MM* 166)	13
91–100	1d3+1 minions of Iuz*	Varies

Tower of Magic: Level 9

d%	Encounter	Average EL
01–25	2d6 umber hulks (*MM* 248)	12
26–50	1 roper (*MM* 215)	12
51–55	1 beholder (*MM* 26)	13
56–70	1d4 purple worms (*MM* 211)	14
71–80	1d4 glabrezu (*MM* 43)	15
81–90	1 lich, human wizard 11 (*MM* 166) and 1d4 mummy lords (*MM* 190)	16
91–100	1 marilith (*MM* 44)	17

Tower of Zagig: Level 1

d%	Encounter	Average EL
01–15	1d8 wights (*MM* 255)	7
16–25	1 ghost, human fighter 5 (*MM* 117)	7
26–40	1d6 wraiths (*MM* 257)	8
41–50	1d4 spectres (*MM* 232)	9
51–65	1 half-fiend, human cleric 7 (*MM* 147)	9
66–75	1d4 mohrgs (*MM* 189)	10
76–100	1d3+1 adventurers*	Varies

Tower of Zagig: Level 2

d%	Encounter	Average EL
01–10	1 voidmind hook horror (page 194) controlled by Akulath	7
11–15	1 greater shadow (*MM* 221)	8
16–25	3 redcaps (page 190)	9
26–35	1 night hag (*MM* 193)	9
36–50	1d6 invisible stalkers (*MM* 160)	10
51–65	1d4 mind flayers (*MM* 187)	10
66–70	1 dread wraith (*MM* 258)	11
71–80	1 roper (*MM* 215)	12
81–85	1d3+1 drow outcasts*	Varies
86–100	1d3+1 minions of Iggwilv*	Varies

Tower of Magic: Levels 3 and 4

No wandering monsters on these levels.

Tower of Zagig: Level 5

d%	Encounter	Average EL
01–15	1 stone golem (*MM* 137)	11
16–25	1d3+1 spirit nagas (*MM* 192)	12
26–40	1d4+1 green slaadi (*MM* 230)	12
41–50	1 beholder (*MM* 26)	13
51–65	1 death slaad (*MM* 231) and 1d4 green slaadi (*MM* 230)	14 14
66–75	Demon troupe: 1 glabrezu (*MM* 43), 1 succubus (*MM* 47), and 1d4+1 vrocks (*MM* 48)	15
76–100	1 horned devil (*MM* 55)	16

Tower of Zagig: Level 6

d%	Encounter	Average EL
01–15	1 beholder (*MM* 26)	13
16–25	1 nalfeshnee (*MM* 45)	14
26–40	1d3+1 stone golems (*MM* 137)	14
41–50	1d4 liches, human wizard 11 (*MM* 166)	15
51–65	1 nightwalker (*MM* 196)	16
66–75	1 marilith (*MM* 44)	17
76–100	1d3+1 greater stone golems (*MM* 137)	19

* These encounters consist of humanoids with class levels. Each character should be roughly equal to the party's average character level minus 2. To generate these NPCs, use pages 110–127 of the *Dungeon Master's Guide*.

Aside from random encounters, a few tactical encounters are provided here as well, to be used at any time the characters are inside the dungeon complex. All of these encounters are scalable, so that they can be used to challenge groups of varying levels. One of these encounters, the Ghostly Scholar, is designed to be used more than once. All of these encounters assume that the action begins when the characters enter the room. Feel free to alter the entrances and exits to these chambers to allow them to better mesh with the area of the dungeon the characters are exploring.

1. RIVAL EXPLORER

The door quietly swings open, revealing a large chamber. Standing in the middle of what was once a laboratory is a tall male human, dressed in crimson robes trimmed in gold, carrying an ornate iron staff. He is shouting at a number of kobolds who scurry about the room, doing his bidding.

The man standing in the center of the chamber is Logras, a sorcerer from the Bandit Kingdoms exploring the dungeons of Castle Greyhawk to seek his fortune. The kobolds are his servants and bodyguards. This chamber is an old laboratory that has not been used in over one hundred years. Logras has spent the better part of a week exploring the dungeons, ransacking rooms just like this one.

Logras is arrogant, sarcastic, and does not tolerate others exploring his area of the dungeon. When the PCs enter, he

demands that they leave at once. If they do so, they might encounter him in rooms similar to this one again and again. Logras uses any conversation with the characters to learn if they have retrieved anything truly valuable. If he comes to believe that they have, or if they refuse to leave him alone, he orders his minions to attack.

Tactical Encounter: 2–1, Rival Explorer (page 50).

The number of kobold bodyguards present determines the overall EL of the encounter. Two bodyguards make for an EL 10 encounter, while four increase the EL to 11. Eight bodyguards (the maximum) increase the EL of the fight to 12. The EL should be no higher than 2 above the average level of the characters.

Additional Development

If all the kobolds are slain, Logras attempts to flee from the chamber as quickly as possible. His pride wounded, the sorcerer will attempt to exact his revenge, showing up at an inopportune moment sometime later, perhaps with new minions.

If the characters have missed an opportunity to gain a key object for a side quest, Logras might have the item in his possession, allowing them to finish the quest.

2. GHOSTLY SCHOLAR

A thick blanket of dust covers every surface in this cramped library. Tall shelves, packed with old musty tomes, line the walls and stand throughout the chamber.



Viliryth, the ghostly scholar

Zagig built numerous libraries throughout the dungeon, each packed full of books from his studies and travels. This is one such library.

Zagig, however, did not tend to the studies by himself. One of his apprentices, a young elf named Viliryth Copperstar, tended to all the libraries. After Zagig ascended, Viliryth began to delve into the tomes under his care, hoping to complete his studies. The knowledge contained within one of the books proved to be his undoing, utterly destroying him. Now, as a ghost, Viliryth wanders the silent shelves of his libraries, unable to find peace.

The moment anyone disturbs any of the books in the library, Viliryth appears and attempts to drive off those who would harm his obsession.

Tactical Encounter: 2–2, Ghostly Scholar (page 52).

Side Quest: Restless Spirit

Viliryth's spirit will not rest until the book that led to his undoing is destroyed. The pieces of that book are scattered throughout four different libraries, and he is incapable of affecting the pieces in any way. The book, titled *Voluminous Vexations of the Void*, radiates powerful necromancy but has no other powers. Viliryth's use of the cursed tome drained it of all its magic, but as his focus, the chunks of the book still maintain their aura. Three of the pieces are kept under simple glass jars on podiums in libraries scattered throughout the dungeons. The final piece of the tome was found some years ago and is kept in the library in the Greyhawk Guild of Wizardry (see page 30).

Until he is destroyed, Viliryth re-forms every 2d4 days, appearing in random libraries throughout the dungeons.

If the PCs gather up all four pieces, Viliryth immediately appears (even if recently destroyed) and begs for the tome to be destroyed. If the PCs refuse, Viliryth hounds them until they rid themselves of the book. If the PCs agree and destroy the book, Viliryth shows the PCs the secret location of a *tome of clear thought +1* hidden behind a lead panel in one of the libraries before finding his eternal peace. In addition, PCs who complete this side quest should be given an ad hoc XP award equal to a CR 9 encounter.

3. BURROWING MENACE

The corridor ahead is shattered and ruined, widening out into a large open space full of tumbled stones and bare earth. A pool of stagnant water stands to one side.

A number of elder xorn have taken to lairing in this section of the dungeon, and their excavations have devastated this area. What was once a simple corridor has now expanded into a natural cave.

When the characters enter this space, the xorn or xorns (depending upon the EL) burrow up from below and attack, angry at the intrusion. One elder xorn makes for an EL 8 encounter, while two are an EL 10 encounter. Four elder xorn make an EL 12 encounter. The EL should be no higher than 2 above the average level of the characters.

Tactical Encounter: 2–3, Burrowing Menace (page 54).

Illus. by B. Hagan

Rival Explorer

Encounter Level 10 to 12

Use this encounter when the characters explore an uncharted portion of the dungeon, or whenever a break in the action occurs.

The number of kobold bodyguards present determines the EL of this encounter. Combat does not begin until the characters have either sufficiently angered Logras (L) or revealed that they have powerful magic items that he might want. Surprise isn't possible; all characters should roll for initiative when combat begins.

The bony human points a finger and shouts for his minions to attack. The kobolds stop their looting and draw their weapons, a feral glee lighting their eyes at the thought of combat.

Logras — CR 8

hp 40 (8 HD)

Male human sorcerer 8
LE Medium humanoid
Init +6; **Senses** Listen +2, Spot +2
Languages Common, Draconic; empathic link

AC 18, touch 13, flat-footed 16 with *mage armor*
Fort +5, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk dagger +4 (1d4–1/19–20)
Ranged mwk dagger +7 (1d4–1/19–20)
Base Atk +4; **Grp** +3
Combat Gear *potion of cure moderate wounds,* scroll of *wall of ice, staff of fire* (8 charges)
Sorcerer Spells Known (CL 8th):
4th (3/day)—*phantasmal killer* (DC 17)
3rd (6/day)—*haste, lightning bolt* (DC 16)
2nd (7/day)—*invisibility, scorching ray* (2 rays, +6 ranged touch), *web* (DC 15)
1st (7/day)—*expeditious retreat, grease* (DC 14), *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*arcane mark, detect magic, flare* (DC 13), *light, mage hand, message, prestidigitation, read magic*
† already cast once

Abilities Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16
SQ familiar (Ilzien), share spells
Feats Alertness[B] (if familiar within 5 ft.), Improved Familiar, Improved Initiative, Lightning Reflexes, Toughness
Skills Bluff +10, Concentration +13, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Listen +2, Sense Motive +4, Spellcraft +14, Spot +2
Possessions combat gear plus 2 masterwork daggers, *amulet of natural armor +1, cloak of resistance +1, ring of protection +1*

Tactics

Logras casts *mage armor* on himself three times per day to ensure that the spell is always active. He shares all of his spells with Ilzien, his imp familiar.

In the first round of combat, Logras casts *haste,* catching himself and as many of his minions as possible. In the following rounds, he casts *phantasmal killer* on a troublesome-looking opponent, and *lightning bolt* when the situation allows him to catch two or more enemies with one casting. He uses his *staff of fire* and scroll of *wall of ice* only if truly threatened, and then only to create barriers that delay opponents so that he can escape.

Ilzien stays at his master's side throughout the combat so that he can benefit from shared spells. The imp uses his *suggestion* ability on fighter-types to keep them from attacking him or his master. If a foe comes within 5 feet of Logras, Ilzien uses *invisibility* to enter the target's square without provoking attacks of opportunity, then attacks with his sting.

The kobolds' primary concern is the safety of Logras. They use all the tricks at their disposal, knocking over tables, cauldrons, and braziers as needed to slow down the PCs. Once engaged in melee, the kobolds make liberal use of the Power Attack feat unless their attacks frequently miss. Those who cannot close to melee pick up random jars from the shelves and fling them at the nearest enemies.

2–8 Kobold Bodyguards — CR 5

hp 42 each (7 HD)

Male and female kobold warrior 7
LE Small humanoid (reptilian)
Init +2; **Senses** darkvision 60 ft.; Listen –1, Spot –1
Languages Draconic

AC 21, touch 13, flat-footed 19
Fort +6, **Ref** +4, **Will** +1
Weakness light sensitivity

Speed 20 ft. (4 squares)
Melee mwk short sword +12/+7 (1d4+2/19–20) or
Melee mwk short sword +10/+7 (1d4+4/19–20) with 2-point Power Attack
Base Atk +7; **Grp** +4
Atk Options Power Attack
Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 12
Feats Power Attack, Weapon Finesse, Weapon Focus (short sword)
Skills Climb +5, Craft (trapmaking) +2, Hide –1, Jump –1, Search +2
Possessions combat gear plus chainmail, heavy steel shield, masterwork short sword

Light Sensitivity (Ex) A kobold bodyguard is dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills A kobold bodyguard has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

ILZIEN **CR —**

hp 20 (8 HD); fast healing 2; **DR** 5/good or silver

Male imp familiar
LE Tiny outsider (evil, extraplanar, lawful)
Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Common, Infernal; empathic link, speak with master

AC 28, touch 15, flat-footed 25 with *mage armor* (within 5 ft. of Logras); Dodge
Immune poison
Resist fire 5; improved evasion
Fort +3, **Ref** +6, **Will** +7
Weakness cannot be raised or resurrected

Speed 20 ft. (4 squares), fly 50 ft. (perfect)
Melee sting +9 (1d4 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** –4
Atk Options deliver touch spells, poison (Fort DC 16, 1d4 Dex/2d4 Dex)
Spell-Like Abilities (CL 6th):
At will—*detect good, detect magic, invisibility* (self only)
1/day—*suggestion* (DC 15)
1/week—*commune* (six questions)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
SQ alternate form (Medium monstrous spider or rat), share spells, speak with master
Feats Dodge, Weapon Finesse
Skills Bluff +9, Concentration +11, Diplomacy +4, Hide +17, Knowledge (arcana) +7, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Sense Motive +5, Spellcraft +11, Spot +7, Survival +1 (+3 following tracks)

Alternate Form (Su) Ilzien can assume a Medium monstrous spider or a rat form as a standard action at will. This ability functions as a *polymorph* spell cast on itself as a 6th-level caster, except Ilzien does not regain hit points for changing form and can only assume those forms. Ilzien can remain in an alternate form until it chooses to assume a new one or return to its natural form.

When Ilzien assumes Medium monstrous spider form, he has the following changed statistics:
LE Medium outsider (evil, extraplanar, lawful)
AC 22, touch 13, flat-footed 19 with *mage armor* (within 5 ft. of Logras); Dodge
Fort +4
Speed 30 ft. (6 squares), climb 20 ft.
Melee bite +7 (1d6 plus poison)
Space 5 ft.; **Reach** 5 ft.
Grp +4
Atk Options poison (Fort DC 12, 1d4 Str/1d4 Str)
Abilities Str 11, Con 12
Skills Climb +8, Concentration +12, Hide +9

When Ilzien assumes rat form, he has the following changed statistics:
Init +2
AC 22, touch 14, flat-footed 20 with *mage armor* (within 5 ft. of Logras); Dodge
Ref +5
Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +8 (1d3–4)
Grp –8
Atk Options deliver touch spells
Abilities Str 2, Dex 25
Skills Climb +4, Concentration +12, Diplomacy +4, Hide +16, Move Silently +8

Features of the Area

This area has the following features.

Illumination: The room is lit by burning braziers.

Braziers: The braziers are fueled by burning coals. If a brazier is knocked over into an adjacent square, everyone in that square takes 2d6 points of fire damage and must make a successful DC 15 Reflex save or catch fire and continue to burn for 1d6 rounds. The fire can be extinguished as a full-round action with a successful DC 15 Reflex save. Rolling on the ground grants a +2 bonus on this save.

Cauldrons: These stewing cauldrons are full of caustic and poisonous fluids. Any character can push over a cauldron as a standard action by making a successful DC 10 Strength check. The contents of the cauldron spill out in a 15-foot line in a direction chosen by the character who pushed it, dealing 4d6 points of acid damage (Reflex DC 18 half) to every creature in that line. For the following 1d6 rounds, the squares covered by the fluid are filled with a noxious gas. Anyone in or passing through such a square must make a successful DC 15 Fortitude save or take 1d6 points of Constitution damage.

Tables: The three tables are covered with alchemical gear, dried-up solutions, and long-forgotten instruments. Because they are high and sturdy, the tables provide cover to anyone crouching behind them. A table can be knocked over in any direction corresponding to one of its sides as a standard action by making a successful DC 15 Strength check. Every creature in the path of the falling alchemical gear takes 1d8 points of damage from broken glass.

Bottles: The shelves are filled with ancient bottles, jugs, and cracked glass tubes—fifty such containers in all. Some of these ancient receptacles contain dangerous compounds; others are full of stale spell components. Any of these bottles can be thrown as a splash weapon and has a 50% chance of functioning like alchemist's fire, except for the damage type (acid, cold, electricity, or fire, determined randomly). Vials that do not contain such a substance deal no damage upon impact.



Ghostly Scholar

Encounter Level 10

Use this encounter when the characters enter one of the dungeon's libraries (see page 49).

Combat does not begin until 3 rounds after the characters disturb the books within the library. At that point, each character can attempt a DC 15 Listen check to hear Viliryth's moaning approach. Those who succeed can make their initiative checks immediately; the others are surprised for 1 round.

A low moan—a faint echo that swiftly grows into a howl—approaches the library. Out of one of the shelves flies an angry spirit, robed as a Boccobite cleric, but insubstantial.

Viliryth — CR 9

hp 48 (7 HD); negative energy heals

Male human ghost cleric 7 (manifested)
NE Medium undead (augmented humanoid, incorporeal)
Init +1; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Draconic

AC 21, touch 15, flat-footed 20
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, *magic missile,* mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, nonmagical attack forms, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless); can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities
Resist turn resistance +4; 50% chance to ignore any damage from a corporeal source (except force effects and attacks made with ghost touch weapons)
Fort +5, **Ref** +3, **Will** +8
Weakness cannot be raised, destroyed at 0 or fewer hp

Speed fly 30 ft. (6 squares, perfect); can pass through solid objects (but not force effects) at will, moves silently (cannot be heard with Listen checks unless desired)
Melee draining touch +8 touch with *divine favor* (1d4 Int drain)
Base Atk +5; **Grp** —
Atk Options attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally)
Special Actions corrupting gaze, manifestation, rebuke undead 7/day (+6, 2d6+11, 7th), spontaneous casting (*inflict* spells), *telekinesis*
Combat Gear scroll of *inflict critical wounds, wand of magic missile* (5th level, 23 charges)
Cleric Spells Prepared (CL 7th):
4th—*confusion*[D] (DC 19), *spell immunity*†
3rd—*blindness/deafness* (DC 16), *clairaudience/clairvoyance*[D] (CL 8th), *dispel magic, searing light* (2, +6 ranged touch)
2nd—*hold person* (2, DC 17), *invisibility*[D], *sound burst* (DC 15), *spiritual weapon*
1st—*command* (4, DC 16), *disguise self*[D], *divine favor*†
0—*detect magic* (2) (CL 8th), *guidance, mending* (2), *read magic*
D: Domain spell. Deity: Boccob. Domains: Knowledge, Trickery
† already cast

Abilities Str —, Dex 13, Con —, Int 12, Wis 16, Cha 18
SQ rejuvenation
Feats Greater Spell Focus (enchantment), Skill Focus (Concentration), Spell Focus (enchantment), Toughness
Skills Concentration +13, Hide +10, Knowledge (religion) +11, Knowledge (the planes) +11, Listen +11, Search +9, Spellcraft +11, Spot +11
Possessions combat gear plus *+1 ghost touch breastplate*

Corrupting Gaze (Su) Viliryth can blast his enemies with a glance, at a range of up to 30 feet. Any creature that meets Viliryth's gaze must succeed on a DC 17 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.
Draining Touch (Su) When Viliryth hits a target with his incorporeal touch attack, he drains 1d4 points of Intelligence. On each such successful attack, Viliryth heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against nonethereal opponents, he adds his Dexterity modifier to attack rolls only.
Manifestation (Su) When manifested, Viliryth is incorporeal. When not manifested, he is on the Ethereal Plane and cannot affect or be affected by anything on the Material Plane.
Rejuvenation (Su) If he is destroyed, Viliryth is restored after 2d4 days if he succeeds on a DC 16 level check.
Telekinesis (Su) As the *telekinesis* spell; once/1d4 rounds; caster level 12th.
Skills Viliryth has a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Against ethereal opponents, Viliryth has the following changed statistics:
NE Medium undead (augmented humanoid)
AC 17, touch 11, flat-footed 16
Speed 30 ft (6 squares), fly 30 ft. (perfect)
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Speed 30 ft. (6 squares), fly 30 ft. (perfect)
Melee draining touch +6 touch with *divine favor* (1d4 Int drain)
Grp +4
Abilities Str 8

Features of the Area

This area has the following features.

Illumination: The library is dark, since the ghost requires no light by which to read.

Bookshelves: Each of the freestanding bookshelves is 10 feet tall and filled with old, musty books and crumbling scrolls. Viliryth can use his *telekinesis* ability to knock over a shelf onto his opponents. Any character who is in front of a bookshelf and within 10 feet of it when it falls takes 2d6 points of nonlethal damage and must make a successful DC 20 Reflex save or be pinned underneath. A pinned creature can escape as a full-round action by making a successful DC 15 Strength check or Escape Artist check. Falling bookshelves do not harm or hinder Viliryth, since he is incorporeal. A fallen bookshelf creates difficult terrain in a 10-foot radius centered on its original position.

Books: Viliryth can use his *telekinesis* ability to throw up to twelve books at a single opponent. He must make a separate attack roll for each book thrown (+8 ranged), and each missile deals 1d2 points of nonlethal damage on a successful hit. In addition, any books that hit crumble into dust on impact, creating a 5-foot-radius cloud centered on the target. Anyone in this cloud must make a successful DC 18 Fortitude save or spend 1 round choking and coughing, unable to take any action. The cloud dissipates after 1 round.



TACTICS

Before combat, Viliryth casts *spell immunity (magic missile)* and *divine favor* upon himself. In the first round of combat, he casts *confusion*, placed to catch as many opponents as possible. Then he uses his telekinesis ability to topple a bookshelf onto a group of PCs. He continues to use his spells, gaze, and touch to harass the characters until they leave the library.

Burrowing Menace

Encounter Level 8 to 12

Use this encounter with the area entry on page 49.

This encounter begins when the PCs enter the natural cavern. The number of elder xorns present determines the EL of this encounter. The xorns emerge from beneath the ground at the locations noted on the map. Because they use their earth glide ability to move, the PCs have little chance to notice them before they attack. Each character can attempt a DC 28 Listen check to hear the xorns before they attack. Those who succeed can roll initiative immediately; those who fail are surprised for 1 round.

The ground trembles briefly, then a rumbling sound fills the corridor. A moment later, a horrid, three-armed creature bursts up from the ground, scattering debris everywhere. The gaping, toothy maw incongruously placed at the top of its body snaps hungrily.

TACTICS

The xorns fight with few deceptions; they simply burrow up next to their enemies and attack with their powerful bites. They perform all their movement underground to avoid provoking attacks of opportunity. If severely wounded (dropped to 20 or fewer hit points), they attempt to flee underground, back in the direction from which they came.



1–4 Elder Xorns — CR 8

hp 130 each (15 HD); **DR** 5/bludgeoning

N Large outsider (earth, extraplanar)
Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; Listen +18, Spot +22
Languages Common, Terran

AC 25, touch 9, flat-footed 25
Immune cold, fire, flanking
Resist electricity 10
Fort +13, **Ref** +9, **Will** +9
Weakness cannot be raised or resurrected

Speed 20 ft. (4 squares), burrow 20 ft.; earth glide
Melee bite +21 (4d8+7) and 3 claws +19 each (1d6+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +26
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Abilities Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
Feats Awesome Blow, Cleave[B], Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness
Skills Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18 (+20 following tracks underground)

All-Around Vision (Ex) An elder xorn's symmetrically placed eyes allow it to look in any direction, providing a +1 racial bonus on Spot and Search checks. Opponents gain no benefit from flanking an elder xorn.
Earth Glide (Ex) An elder xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feat, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Skills An elder xorn has a +4 racial bonus on Search and Spot checks.

Features of the Area

This area has the following features.

Illumination: This cavern is dark.

Mud: The muddy floor is a hazard to any creature without the ability to burrow through it. The outer portion of the muddy area (marked in light brown on the map) is only a few feet deep and should be treated as difficult terrain. The inner section (marked in darker brown on the map) is 10 feet deep. Any creature without a burrow speed that is caught in this area can move at only 5 feet per round and takes a –2 penalty on attack rolls and AC. This change in depth is not readily apparent; thus, a character entering the dark brown area stops immediately as the mud sucks him down.



Illus. by J. Zhang

Standing on the eastern precipice, the Tower of War remains a testament to Zagig's will and might. Originally built to house the Mad Archmage's personal army, the tower now hides a far more sinister threat. The minions of Iuz have taken up residence in the lower levels and plan to use it as a base to launch an invasion of the Free City of Greyhawk.

Adventuring in the Tower of War is broken up across a total of four maps. The first depicts a section of the surface ruins and the entrance to the tower. The second shows an area of the fourth level of the dungeon, the home of the marauders. The third contains a portion of the sixth level of the dungeon, home to the leader of the marauders. These three adventure sites make up the majority of this chapter along with a few side quests. The final area of adventure in the Tower of War is actually on the bottom level, containing a passageway to the Underdark. This portion of the adventure takes place in Chapter 5.

GETTING STARTED

The characters' first trip to Castle Greyhawk should occur while they are following the trail of the marauders that attacked Ricard Damaris and the caravan outside the Free City of Greyhawk. This trail leads from Zagig's Bridge and through the Cairn Hills right to Castle Greyhawk, specifically the Tower of War. Read the following the first time the characters approach the castle.

The trail you have been following leads past an old raven statue lying on its side next to a withered tree. From there, it heads up a small hill and across a stone bridge to a trio of crumbling towers atop a clutch of pinnacles. Weathered and ruined, these three towers can be only one place: Castle Greyhawk. Known to be a site of great legend and even greater peril, these three crumbling edifices lie above a dungeon so vast that no one is foolish enough to claim to know all its secrets. Rumor holds that its halls are full of treasure and glory for the brave, while the foolish find only danger and death.

After approaching the castle, the PCs have a chance to explore some of the surface ruins.

As noted on page 40, the Tower of Magic is currently sealed off by the clerics of Zagyg stationed at the door to the tower. None can pass them without meeting their cryptic requirement, making this tower and the dungeons beneath it impossible to explore at this time.

The Tower of Zagig is accessible, but only the first level of it, which resides at the end of a very long set of winding stairs. This level has some

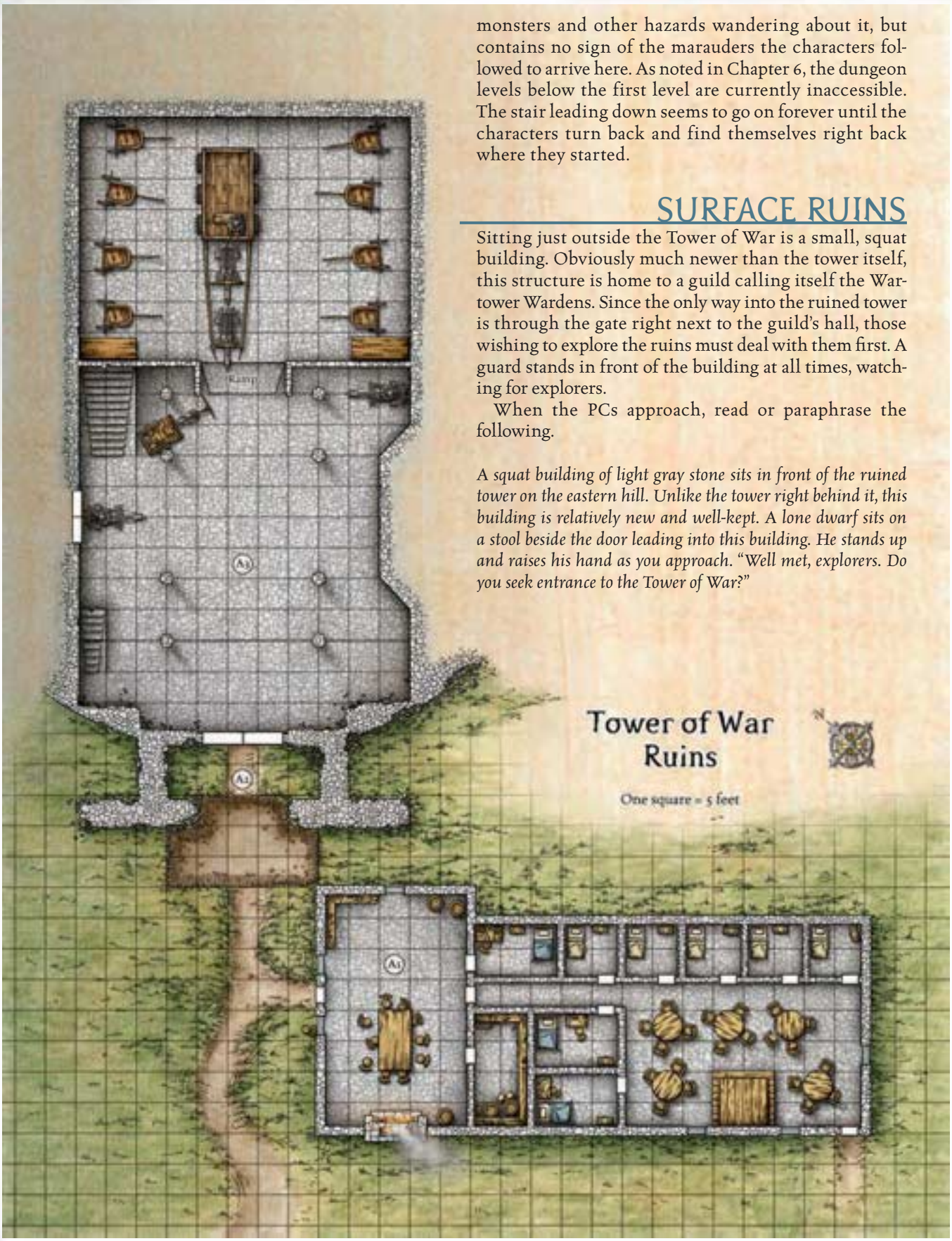
monsters and other hazards wandering about it, but contains no sign of the marauders the characters followed to arrive here. As noted in Chapter 6, the dungeon levels below the first level are currently inaccessible. The stair leading down seems to go on forever until the characters turn back and find themselves right back where they started.

SURFACE RUINS

Sitting just outside the Tower of War is a small, squat building. Obviously much newer than the tower itself, this structure is home to a guild calling itself the Wartower Wardens. Since the only way into the ruined tower is through the gate right next to the guild's hall, those wishing to explore the ruins must deal with them first. A guard stands in front of the building at all times, watching for explorers.

When the PCs approach, read or paraphrase the following.

A squat building of light gray stone sits in front of the ruined tower on the eastern hill. Unlike the tower right behind it, this building is relatively new and well-kept. A lone dwarf sits on a stool beside the door leading into this building. He stands up and raises his hand as you approach. "Well met, explorers. Do you seek entrance to the Tower of War?"



The dwarf is Grebold Blitzhame (LN male dwarf fighter 5), a loyal member of the Wartower Wardens. Grebold is usually on duty throughout the day, guarding the only surface entrance to the Tower of War. At night, his brother Threnis keeps watch; casual observers are rarely able to tell them apart.

Grebold is friendly, but insistent that the characters speak with the head of the guild, Stillguar, before entering the dungeon. If asked why, Grebold chuckles about them being "greenbeards" and motions them to follow him inside.

Attempting to enter the Tower of War without the permission of Stillguar causes the guard on duty to raise the alarm, bringing forth the entire complement from within the guildhall; see Additional Developments in A1, below, for more details.

A1. WARTOWER WARDENS

Inside the squat building is a large common room full of worn tables, chairs, and a fireplace containing the smoldering remains of a fire. A few dwarves, humans, and a lone gnome lounge about, enjoying a friendly game of cards or a mug of ale.

The PCs are brought into the common room and asked to take a seat while Grebold fetches Stillguar from his personal office in the back. After only a few moments, Grebold returns, followed by Stillguar, a tough old dwarf who approaches the characters.

Stillguar (LN male dwarf cleric 9/fighter 6) is the leader of the Wartower Wardens and the chief negotiator for those wishing to go inside. After introducing himself, Stillguar offers the characters the standard deal, allowing them to enter and plunder the ruins as long as he gets one-quarter of the treasure. This amount is collected when the characters return to the surface. Before they enter, one of Stillguar's lieutenants takes an inventory of what the characters take inside with them so that they are not charged the fee for items they already owned.

If the characters inquire about a group of orcs making their way into and out of the Tower of War, Stillguar's attitude quickly changes. At first he denies having seen them, but a successful DC 15 Sense Motive check reveals this to be untrue. If pressed, Stillguar admits that the orcs have been coming and going from the tower while paying the Wardens handsomely for the privilege. Stillguar offers to allow the characters to explore the tower and pay only a one-tenth fee should they agree to keep this knowledge to themselves and not inform the Greyhawk militia. A successful DC 20 Diplomacy check or Intimidate check persuades Stillguar to allow the PCs to explore the dungeons for free if they agree to keep quiet and eliminate the orcs.

Side Quest: Stillguar's Map

Stillguar has an offer for any character exploring the dungeons of Castle Greyhawk. He is looking for fragments of an old map showing the way to some lost treasure (which he will not discuss under any circumstances). These map fragments are unusual because they are scribed with a vibrant copper ink. Stillguar offers a bounty of 100 gp for each map fragment recovered.

These map fragments are located throughout the dungeon complex, to be included as part of treasure hoards or in various other spots at your discretion. In addition, feel free to place a few fragments within the city of Greyhawk. There could be up to forty fragments scattered about; once they are collected, only Stillguar knows their true purpose.

Additional Developments

Regardless of the terms agreed upon with Stillguar, the PCs can now proceed into the dungeons of Tower of War at their leisure, as long as they pay the agreed-upon cost when leaving. If the characters renege on the deal, or otherwise try to cheat the Wartower Wardens, these guardians will fight the PCs to prevent them from entering unless restitution is made. The characters can avoid paying the Wartower Wardens by entering and leaving the dungeons through a different tower, although at this time that is not possible.

At any given time, the guildhall of the Wartower Wardens is manned by 10 dwarf guards (LN male dwarf fighter 4), 2 lieutenants (LN male human fighter 7), 1 spellcaster (LN male gnome sorcerer 8), and either Stillguar or one of his captains (LN male dwarf cleric 7/fighter 4). If necessary, use the sample NPC statistics on *DMG* 115, 117, and 125 to generate these guards.

If the PCs report Stillguar to the Greyhawk militia, the dwarf and all of his advisors flee the area after being tipped off by an informant inside the militia.

A2. WAR TOWER GATE

Behind a deep pit stand two stout wooden doors, barring the entrance to the Tower of War. Skillfully carved into their surface is the image of a great wagon and eight chariots soaring through the air, accompanied by more than a dozen hawks flying escort and a host of hounds on the ground below.

The pit is 15 feet across and 30 feet deep. The Wartower Wardens keep a number of heavy wooden planks just inside their building that they use to bridge the gap, allowing entrance to the tower. The Wardens gladly lay down the planks for anyone entering and exiting the tower, as long as a deal has been struck.

The great doors leading into the Tower of War are never locked, although they are rusted with age and difficult to open. Opening the doors from either side requires a successful DC 25 Strength check. Up to three other characters can assist in this check. If the characters are unable to open the doors, the Wartower Wardens will gladly do so for a 10 gp fee, grumbling the whole time.

A3. THE WAR WAGON

With a whining creak, the heavy doors of the Tower of War open, revealing a large chamber flanked on either side by a row of columns. A staircase on the far side of the room, next to an empty wagon, descends into the black depths beneath the tower.

Three swordwraith guards watch this chamber with their undead mounts. These swordwraiths have been commanded by one of the clerics of Iuz in the Tower of Magic to allow all those displaying a specific hand gesture to pass unharmed. Unfortunately for the PCs, they do not know this gesture and so they are attacked immediately.

Tactical Encounter: 3–1, The War Wagon (page 70).

These swordwraiths were once the champions of the Free City arena, and they still wear the golden torcs signifying their victory in the Champions Games. Each of these torcs is worth 200 gp just for the metal, although a collector might pay up to double that price. Zagig personally hired each one of these champions after their victory in the arena and now, in death, they serve him still.

Aside from the war wagon, eight unused chariots reside on the platform on the far side of the chamber. Each chariot might fetch up to 5,000 gp to the right collector, but anyone who removes one from the tower is hunted each night by the numerous swordwraiths that inhabit the other areas of the tower until all the chariots are returned. The Wartower Wardens know this and (assuming the PCs have not incurred their ire) advise anyone of the curse who tries to leave the tower with a chariot.

The doors in the chamber lead to other ruined rooms of the surface ruins of the tower. Most of these rooms consist of barracks, kitchens, and practice rooms for the long-dead guards. Undead roam these halls and attack any living creature they come across.

The orcs that robbed the caravan entered this chamber, stabled the horses in a side room (off the map), and unloaded the goods down the staircase. Halfway down the stairs, they entered a secret passageway that leads to another staircase, ending at their habitat on level 4 of the dungeon. Due to the mud on their boots, this trail is easily followed with a successful DC 10 Survival check. The Track feat is not needed for this check to be successful. The secret door can be found with a successful DC 20 Search check. The staircase beyond the secret door leads down to area B1 on the fourth level of the dungeon.

Additional Developments

The magic of the War Wagon repairs itself after 1d6 days, and a new host of swordwraiths arrives to guard it after this time. Those who spend a good deal of time below the surface might find a new menace to deal with on their way out.

SHATTERSTONE

The fourth level of the dungeons of the Tower of War, known as Shatterstone, hides the troops loyal to Iuz that are responsible for much of the raids on the surface as of late. These troops have been tasked with gathering as many supplies as possible before the arrival of Iuz's army.

Although other, more treacherous ways lead to this level, the simplest way is through a secret passage (area B1) that connects this level to the staircase that goes between the surface ruins and the first level of the dungeon.

All the ceilings in this area are 10 feet tall unless otherwise noted. The walls are all superior masonry, and the doors are all of strong wood. Few lights illuminate these chambers, especially in the rooms occupied by creatures with darkvision.

None of the creatures on this level bear the symbol of Iuz on their person or gear. This is done so that if these creatures are discovered and overcome, the deeper plot would not be immediately compromised. After completing this level, the characters should have no indication that Iuz is backing this group.

B1. SECRET ENTRY

Assuming that the characters arrive at this chamber through the secret staircase, read or paraphrase the following to them.

The long, winding staircase travels for well over a dozen flights before abruptly ending at a stone door left half open. Beyond is a small chamber that looks like an unused den, with a mound of moldering hay pushed into one corner. The door leading out of the cell stands wide open.

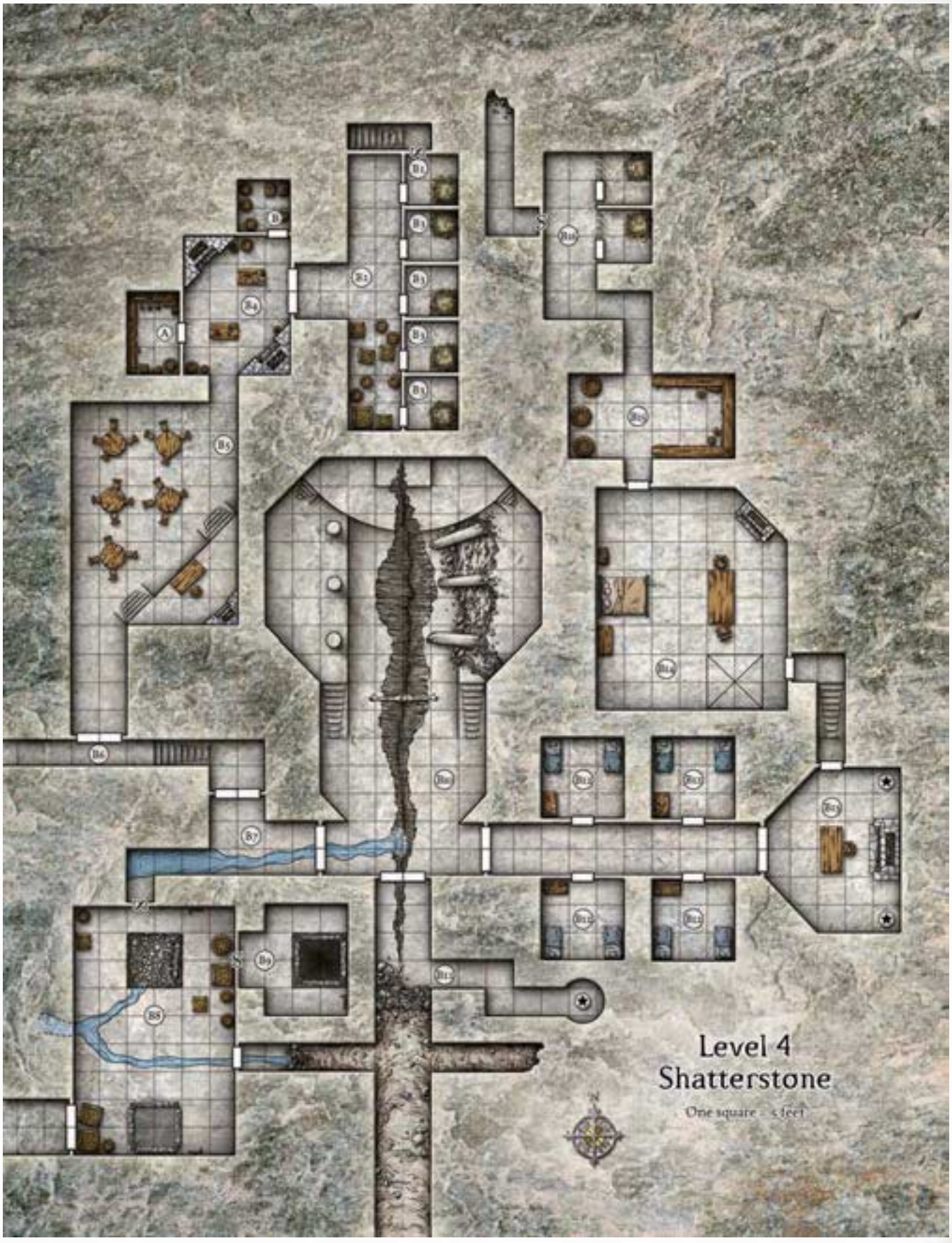
This chamber is only one of many used as a lair by the trolls who used to live in this area. The hay contains a number of old humanoid bones, scored with teeth marks. A successful DC 10 Heal check reveals them to be from humans, elves, and dwarves, but all are at least twenty years old.

This chamber is well traversed, as is apparent by a trail through the dust leading from the secret passage to the door leading to area B2. The troops on this level do not use this chamber due to the lingering stench of troll.

B2. STORAGE

The southern half of this chamber is packed full of small crates, barrels, and other easily portable containers. They are full of flour, sugar, ale, water, dried meat, and other food supplies. These supplies represent only a fraction of the goods stolen recently from caravans traveling to Greyhawk. All of them are fresh and edible. The crates also hide a wide bloodstain on the floor from the trolls that were butchered when Iuz's troops arrived. The bodies were dragged out of this chamber and up to the level above.

The troops on this level use this area for storage only, and a successful DC 20 Survival check by a character


Level 4
Shatterstone
One square = 5 feet

who has the Track feat reveals that the humanoids they are following traveled from area B1, dumped a number of crates on the pile, and then proceeded through the doors that lead to area B4. These wooden doors are closed but not locked.

All of the doors leading into the empty troll dens (area B3) are unlocked, covered in dust and cobwebs, and have not been used in many months.

B3. EMPTY TROLL DENS

Each of these chambers contains a mound of moldering hay, old bones, and the thick stench of troll. All of them have a bit of dust on the floor and do not look like they have been used in quite some time. The two southern dens are buried behind piles of crates and boxes, though a character climbing over them can enter the rooms easily.

Under the hay in the southernmost troll den is an old silver candelabra worth 40 gp. This small bit of treasure is the only valuable item in any of these chambers.

B4. KITCHEN

This chamber contains a kitchen, with two large fireplaces in opposite corners and a pair of tables in the center of the room. One of the fireplaces is lit, and a boar roasts over a fire on a spit. Two doors lead out of this chamber, as well as a passageway heading south. The sounds of feasting can be heard coming from that direction.

This kitchen is used to feed the troops on this level of the dungeon. As such, it is in use practically all day to prepare meals. The tables are covered in scraps of meat, a few knives and spoons, and a few fresh vegetables. The northernmost barrel contains water, and the other is full of ale. Both are without a lid.

The two doors in the room lead to storage pantries. Pantry A is shelved and contains all the dry goods used by the troops, including flour, sugar, salt, and rice. Pantry B contains barrels full of fresh water, ale, and a small keg of oil. All of these supplies are stolen and bear the marks of various merchant caravans.

The only danger in this room comes from alerting the orcs in area B5. Any loud noise draws their attention immediately. In addition, Kilsog, the half-ogre captain, might spot anyone moving through the room from his table in front of the fireplace. If the characters do not attempt to hide, this Spot check is DC 10 (an easy task for Kilsog with his +6 Spot modifier). Otherwise, add 10 to the DC of Kilsog's opposed Spot check, due to the distance and the fact that he is distracted. Roughly every 10 minutes, one of the orcs enters the kitchen to retrieve some more ale or another chunk of meat. This orc shouts for help if anything is out of the ordinary. If that creature is disposed of quietly, the other orcs become suspicious after 5 minutes and come to investigate.

B5. FEASTHALL

This large chamber holds five small battered tables surrounded by chairs. In one corner resides a small stage, on which is a table and chair in front of a fireplace.

This room is used as a dining hall by Iuz's troops stationed in this area. It is currently occupied by four orcs enjoying a meal of roast boar and ale. The leader of this group, a half-ogre, is sitting at the table on the stage. As with all the troops stationed here, these creatures are extremely hostile toward any strangers who manage to find their way down here, and they attack on sight.

Tactical Encounter: 3–2, Feasthall (page 72).

Aside from crude plates and knives, little of value is in this room.

Additional Developments

Due to the distance and the doors separating this room and the rest of the troops in area B10, the sounds of battle will probably not be heard elsewhere. If any of the creatures here survive, however, all of the rest of the combatants on this floor are ready for attack, and the word is passed down to the troops in the arena that the PCs have been discovered.

B6. HALLWAY

This narrow hallway leads to a set of stairs that descend to the east. The passageway leading to the west is unused, full of cobwebs, dust and debris. It should be obvious to the characters that all the traffic in this area heads east, down the stairs.

Characters who insist upon going west find themselves in unused parts of this level of the dungeon. Refer to the random encounter table for this level (page 47) and the lockout methods discussed on page 46. This passage might eventually lead to the doors in the southwest corner of area B8.

B7. DAMP CORRIDOR

Neither of the double doors leading into this wide corridor is locked. The passageway leading to the west reaches an apparent dead end after 15 feet. A shallow, stagnant pool of water flows from this passageway to the east, underneath the double doors. This water forms from condensation and small leaks in the west wall, even though the wall has nothing behind it but rock.

The only secret here is a door hidden in the small alcove at the end of the western corridor. This secret stone door is frequently used and has left a lot of scrapes on the floor, making it relatively easy to find (Search DC 15).

B8. ELEVATOR ROOM

This room is full of large crates, barrels, and leather bags piled along the walls. Two elevator shafts pass through the center of the room. The descending shaft is choked with rubble, making it impassable. The ascending shaft, along the far wall, appears to be in working order.

This chamber is used by the orcs to transport and store stolen goods that are too large or heavy to be transported down the hidden stair in area B1. The crates are full of average-quality shields, simple weapons, tents, dried rations, and other basic supplies. These goods bear the marks of various trading companies, making it difficult to sell them legally in Greyhawk. Returning the goods nets the PCs a bounty of 500 gp for all the goods present in this room (see Side Quest: The Lost Caravans, described throughout Chapter 1).

The ascending shaft contains a hand-operated elevator that ascends up to the first level of the Tower of War, making stops on both the second and third floors. Once on the first level, characters must find their way to the stairs leading up to the surface ruins. Operating the elevator requires a successful DC 15 Strength check per round to ascend 10 feet.

The elevator shaft going down to level 5 has collapsed and cannot be traversed without first digging out the entire 50-foot shaft.

The water trickling into this room comes from underneath the west wall, flowing down the shaft and into the rubble behind the southeastern door.

The double doors in the southwest corner of the room lead to other, unused portions of the dungeon. As such, the troops have piled up a number of heavy crates in front of them. The corridor beyond is choked with cobwebs and dust. The door in the southeast corner leads to an area of the dungeon that has collapsed.

Of important note is the secret door in the east wall of the room. The barrels and crates in front of this door are full of blankets and rough woven cloth, making them relatively light. The secret door behind them is cleverly concealed (Search DC 30). This door can be found only if the crates and barrels in front of it are moved. The secret door is also trapped, exploding if the correct command word is not spoken before it is opened.

Door Blast Trap: CR 6; magic device; touch trigger; no reset; multiple targets (20-ft. radius burst), 6d6 fire and 6d6 piercing, Reflex DC 14 half; Search DC 28; Disable Device DC 28.

B9. HIDDEN ELEVATOR

This chamber contains a hidden elevator that leads all the way down to level 5, where a second elevator descends to the rest of the troops stationed in The Arena on level 6 of the dungeon. This shaft descends a total of 50 feet to level 5 and contains a hand-operated elevator much like the one in area B8 that leads up to level 1.

Additional Developments

This room is difficult to find without the help of Altamaic, the prisoner kept in area B16. Once he is cured of the effects of the *robe of powerlessness* that plague him, he gladly tells the characters about this chamber and the troops stationed below. See area B16 for further details.

B10. NERULL'S TEMPLE

The wooden doors open to reveal a shattered temple. A great crevasse runs from one end of the room to the other, and although the ledge on one side is intact, the other is in complete ruin, creating a field of debris. In the crevasse, a great red iron statue rests, with its arms outstretched, as if holding back the walls. Its head is missing. On the far side of the room, the crack goes right through the altar, whose symbol is defaced and unrecognizable.

This chamber was once a temple dedicated to Nerull, but now it serves as a lair for some of Iuz's troops. Soon after taking over this area of the dungeon, the troops hacked off the head of the statue and threw nets over the entire length to keep the angry grell below from causing too many problems.

The ledge on the east side of the chamber is 10 feet above the ground, and the crevasse is 30 feet deep. This rift used to open up to another level down below, but seismic activity has sealed off this passage. Three reinforced wooden double doors lead into this chamber. The doors to the west and south are both unlocked. The door to the east is locked at all times, and the hill giant leader in this location has a key. The lock is relatively new and requires a successful DC 30 Open Lock check to open.

The troops stationed here, two hill giants and a host of goblins, do not take kindly to intruders and have orders to attack any that come this way. The hill giant residing near the altar wears a tarnished badge on his armor and is the leader of the bunch.

Tactical Encounter: 3–3, Nerull's Temple (page 74).

After the fight, the characters can examine this chamber. The holy symbols of Nerull have been hacked at or destroyed. Identifying them in their current state requires a successful DC 25 Knowledge (religion) check. The statue in the crevasse is also of Nerull. Its head is at the bottom of the rift and weighs almost 500 pounds.

Strewn about both ledges are small mounds of shredded cloth and hay, used by the giants and goblins as beds. Next to one of them, a hill giant has been counting the days spent here on one of the walls. When the characters arrive, 154 nicks are cut into this wall. Buried in one of the goblin mats is a small bag containing three pearls worth 100 gp each. A goblin found these while sneaking about other areas of the dungeon and has been hiding them from his fellows.

Side Quest: Nerull's Vengeance, Part 1

Any character who touches the statue or the head at the bottom of the crevasse feels a growing desire to put the head back where it belongs. This is not a command or domination, merely a curiosity. If this is done, the head reattaches to the rest of the body and a voice booms out from the shadows of the room. It says, "Deal my vengeance and reap my rewards." The voice says nothing after this and does not answer any questions. This is one of three side quests where the characters have the opportunity to



Illus. by F. Vohwinkel

Adventurers find that the ruined temple is not as abandoned as it seemed

avenge Nerull's clerics and temples. See area C7 and area G8 for further information. If the PCs complete these side quests, they earn Nerull's blessing (see page 122).

Additional Developments

If any of the forces on this level are left alive, they use this chamber as a defensive point, choking the stairs with debris so that they can rain bolts and rocks down on any intruders.

B11. SOUL-STEALING TRAP

The hallway beyond the double doors quickly ends, because a collapse has claimed much of the area beyond. A narrow side corridor leads away from the collapse to a small chamber. In the center of the chamber is a golden statue of a beautiful woman. This statue is actually a trap, and the moment anyone approaches within 5 feet of the statue, it changes to the appearance of a rust-red statue of Nerull that strikes with a scythe. Nerull claims the soul of anyone killed by this trap, leaving that individual forever dead.

Nerull's Scythe: CR 4; mechanical device; proximity trigger; automatic reset; Atk +20 melee (2d4+9/×4, scythe); Search DC 23; Disable Device DC 23.

Side Quest: Left Behind

At the base of the statue resides the shriveled corpse of a man killed some years ago by the soul-stealing trap. The corpse wears rotting leather armor and has a rusting short sword at its side. Anything of value, aside from a plain silver ring on its finger, has long since been plundered.

The man is actually Rilkus Retha, the husband of the Widow Retha who resides at the River Quarter Mission in the city of Greyhawk. If the PCs have spoken with the widow (see the earlier Side Quest: Left Behind section on page 26), they can be on the lookout for the corpse and can identify it by a geometric design on the tarnished silver ring on its finger. If this ring is returned to the Widow Retha, she is very grateful, but has little to offer them as a reward. Award the PCs an ad hoc experience award equal to a CR 7 encounter.

B12. QUARTERS

Each one of these chambers contains a pair of bunk beds and a table. These rooms are used by troops to get some rest between attacks on the surface. If the characters have been having an easy time of the previous encounters, some additional orcs or goblins might be found here resting. Use the statistics presented in tactical encounters 3–2 (page 72) and 3–3 (page 74) for these creatures.

B13. THE QUARTERMASTER

The door leading into this room is locked from the inside. Opening the lock requires a successful DC 25 Open Lock check. Therrat, the quartermaster who resides in this room, receives a DC 15 Listen check to hear this attempt.

A fine wooden table rests in the center of this room, reflecting the flickering light from the fireplace right behind it. Two old suits of armor stand in the corners of this well-appointed chamber.

This room is the workspace of Therrat, the tiefling quartermaster in charge of tracking and recording the goods stolen and stockpiled by the raiders. Unlike many of the humanoids on this level, Therrat is cultured and refined. He takes his job here very seriously and reports daily to his master, Atolamyr, who resides in the neighboring chamber (area B14).

Assuming that Therrat hears the noise made by the characters opening the lock, Therrat casts *invisibility* immediately and studies the first PC to enter the room for three rounds before striking with his death attack. This also causes the two suits of armor, which are actually animated objects, to attack.

Tactical Encounter: 3–4, The Quartermaster (page 73).

If caught unaware, Therrat calmly asks what the PCs are doing here when they enter, attempting to buy enough time to cast *invisibility*.

If captured, Therrat says nothing about his job and who his superiors are. To speak of his mission is akin to suicide. Therrat knows only of the plans occurring in the Tower of War, that the troops stationed here are to gather as many supplies as possible, and to do so as quickly as possible, regardless of the risk to life and limb.

The paperwork on the table and in the drawer contain long lists of supplies, along with the dates they were gathered. If the characters spend 1 hour going through this paperwork, they learn that the frequency of the raids increased greatly three months ago (just after Riggby died, although this fact is not readily apparent in the notes). The characters also learn that much of the supplies listed are not stored here; the supply areas present on this level aren't nearly large enough to hold all of them.

B14. Atolamyr's Chamber

This large chamber is dominated on the far wall by a large bed, with a small table and chest placed to either side. In the center of the room is a long table with chairs at either end. A fireplace crackles along one wall, casting the entire room in a flickering glow.

This room is the personal chambers of Atolamyr, the captain of the forces on this level of the dungeon. The half-orc blackguard spends most of his time here, plotting out upcoming raids or toying with his succubus lieutenant.

Atolamyr reports directly to General At-Ur Rehmat on the progress of the surface raiders as frequently as circumstances allow. One such report sits on his table. Atolamyr knows that to fail in his mission is to displease Rehmat and, through him, Vayne. Knowing that this would undoubtedly lead to his slow and painful execution, Atolamyr attacks anyone who manages to make it this far without question, hoping that his sheer ferocity allows him to win the day.

Tactical Encounter: 3–5, Atolamyr's Chamber (page 76).

Once Atolamyr is defeated, the PCs are free to search the chamber. On the table are a number of papers, including the report to the General (he is referred to as such throughout the report; his full name is not given). The report, written in Common, states that Atolamyr believes that he has nearly gathered three-quarters of the required supplies and expects to complete the order by the due date. A note mentions his concern that the plundering effort might be discovered soon. In addition to the report, a list of troops is on the table, outlining a total of thirty-four orcs, forty-three goblins, and six giants, in addition to command support (which is not itemized). At the bottom of the list is a note that reads, "This does not include reinforcements." The rest of the papers concern more mundane details such as ration levels, supply lists, and troop rotations. Iuz is not mentioned by name on any of these papers, nor is Vayne or General At-Ur Rehmat.

Additional Developments

Atolamyr does not allow himself to be captured; he will attempt to flee the area if the battle turns against him. If allowed to flee, the blackguard heals his wounds and gathers as many of the orc and goblin forces he has remaining under his control (from both specific encounters and random encounters) and attempts to hunt down the PCs, using his troops as a screen while targeting the most vulnerable characters.

B15. Private Storage

This large storeroom has shelves lining most of the walls and holds some of the finer goods captured by Atolamyr's forces. The truly high-priced items are shipped to other levels of the dungeon. Items stored here include 20 yards of fine Baklunish silk (200 gp), 40 yards of linen (160 gp), 10 pounds of salt (50 gp), 8 bottles of brandy from Bissel (10 gp each), a barrel of ale from Ahlissa (40 gp), 2 barrels of common ale (25 gp each), and a small chest containing 4 pearls (100 gp each), 2 rubies (50 gp each), and 74 gp in assorted coins. A reward has been offered for the recovery of many of these items (see Side Quest: The Lost Caravans, described throughout Chapter 1). Returning these items to their rightful owners, the PCs earn a reward equal to half the value of the items returned and an ad hoc XP award equal to a CR 7 encounter.

B16. Cells

This dank chamber holds two simple cells side by side. The first one is empty. The second contains a young man, sitting on the floor dressed in completely in rags except for a finely stitched and embroidered robe. He has a vacant look on his face and a dull glare in his eyes. A skeleton stands over the man, holding a bucket of some crude slop.

During their raids, the troops stationed on this level captured a young cleric of Boccob named Altamaic (LN male human cleric 3). Realizing the value of having such a knowledgeable prisoner, Atolamyr decided to

keep the young cleric in this cell. To prevent him from interfering with the mission, he placed a *robe of powerlessness* on him, and due to the cleric's Intelligence score (10), the young man has been comatose ever since. The skeleton in this chamber has been ordered to feed the stupefied cleric every 8 hours with the crude stew in the bucket. The skeleton does not fight back if attacked.

A *robe of powerlessness* detects as a *robe of scintillating colors* until it is donned. Anyone wearing such a robe takes a –10 penalty to Strength and Intelligence until *remove curse* and *heal* spells are cast upon that individual. The wearer also loses all spellcasting capabilities. The robe can be freely removed once it is donned, but doing this does not remove the penalties.

In another corner of the cell are Altamaic's personal belongings, including a wooden holy symbol of Boccob, a light mace, a suit of scale mail armor, and a signet ring bearing the symbol of Boccob. Anyone inspecting the ring can attempt a DC 15 Knowledge (local) check to identify it as belonging to the local temple of Boccob in Greyhawk.

This chamber hides a secret door that can be found with a successful DC 25 Search check. Beyond the secret door is a cobweb-choked corridor that goes on for 20 feet before ending in a pile of rubble and ruin.

Additional Developments

If the PCs take Altamaic back to his temple in Greyhawk, the clerics there quickly rush him inside. They tell the PCs that he has been missing for over three weeks and that they had presumed he had either run away or met some foul end. They heartily thank the characters and inform them that he will be taken care of.

After casting the appropriate spells the next morning to cure Altamaic of his condition, they send a messenger to bring the characters back to the temple. Altamaic is awake and resting quietly when the characters enter his room. He explains that he was kidnapped by a bunch of brutish orcs outside the city gates while on an errand and would like to hear the PCs' story. After they tell it, he informs them that the threat is more powerful than it first appears. He tells them of the secret door in area B8 behind a bunch of crates that leads to a hidden elevator in area B9. From there he was taken down two elevators to The Arena, where he was questioned by a human, referred to by the orcs as "the General." He was questioned about his faith and where he lives. He remembers little else aside from a soft robe and a bony-faced man who fed him. In gratitude for saving his life, the temple of Boccob gives each PC a simple metal token bearing the symbol of the temple. Each one of these tokens can be exchanged at the temple for a free spell cast upon them of up to 5th level (although the PCs must pay any material component cost).

With Altamaic's directions, the characters are now set to travel to the next level of the dungeon to face off against "the General" and his rather nasty pet.

THE ARENA

A few years ago, an earthquake ravaged a portion of this level, splitting it in two. One part can be reached from the surface, but the other can be explored only after traveling through a tunnel that connects to the Tower of Magic. General At-Ur Rehmat, who is in command of the forces responsible for the surface raids, uses half of this level as his base of operations (the half that has direct access to the surface). The general reports directly to Vayne, who oversees the preparation of the dungeon in the Tower of Magic, informing him daily on the progress of the surface raids.

Two routes can lead the PCs to this level of the dungeon (level 6 of the Tower of War). If the PCs rescue Altamaic, he tells them of the hidden elevator in area B9. This elevator leads down to a small chamber on level 5, where they must get into another elevator that descends to The Arena.

If the characters do not rescue Altamaic, they might believe the threat to be over. After they spend only two days on the surface, however, the raids on caravans resume, with rumors reaching them at the Green Dragon Inn (or wherever they are staying). If they have not found the secret elevator, they can continue to explore the Tower of War, eventually finding a way down to level 5 and the elevator that leads to The Arena. Level 5 is home to more humans, orcs, and goblins in service to Iuz. Use the random encounter table, page 47, to generate encounters for this level.

The ceilings in this area are 10 feet tall unless otherwise noted. The walls are all superior masonry, and the doors are all of strong wood. Flickering, oily torches light most of these chambers, except where otherwise noted.

THE ELEVATORS

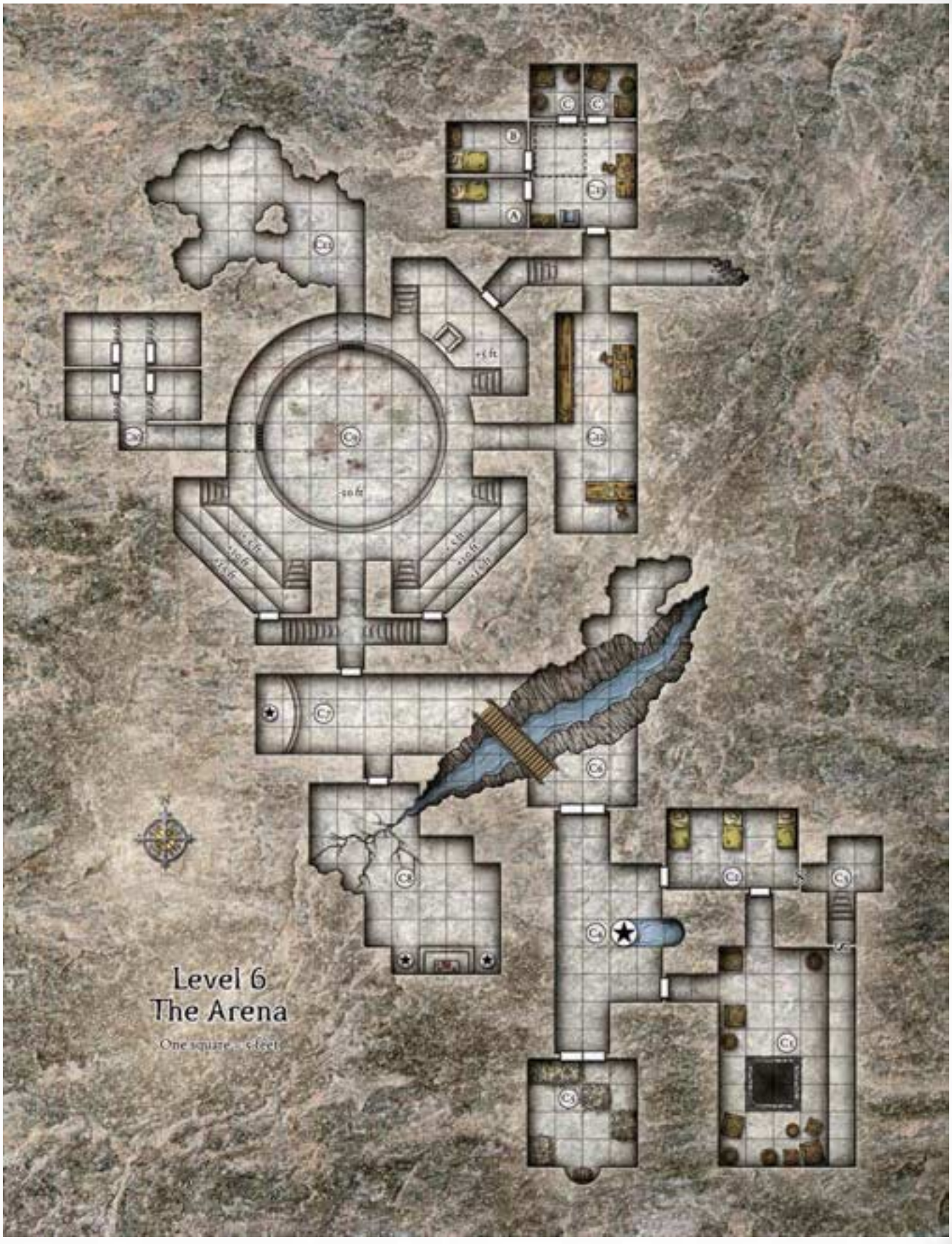
A pair of hand-operated elevators travels between levels 4 and 5 (Shatterstone) and level 6 (The Arena) of the dungeon. Operating the elevator requires a successful DC 15 Strength check per round to ascend 10 feet. Each shaft is 50 feet deep.

The two elevators meet in one chamber on level 5 of the dungeon. Assuming the characters enter this chamber by using the elevator, read or paraphrase the following to them.

The elevator descends into a chamber that is bisected by a narrow stream of water. A branch of the stream flows into a large, rubble-filled shaft that appears to have once served as another elevator. A stone statue occupies the northeast corner of the room.

This chamber is guarded by a flesh golem, placed here by Vayne himself. The golem allows creatures to pass only if they first speak the phrase "Vayne is the master." Anyone who enters this chamber without speaking the phrase is attacked after 1 round. The golem was one of Vayne's experiments and has some abilities different from normal flesh golems.

Tactical Encounter: 3–6, The Elevator (page 78).


Level 6
The Arena
One square = 5 feet

If the fight with the golem lasts longer than 8 rounds, 1d4 orcs from nearby chambers come to investigate the disturbance and join the fight. Use the statistics for orc marauders on page 72.

After the fight is over, the PCs can take the elevator down to area C1 on the arena level.

Side Quest: Lost Vault

An old stone statue of Boccob sits in one corner of this room, holding out its left hand palm down, while the right holds a thick book. The ring finger is clearly designed so that a ring could be slid onto its finger, and is stained slightly green. If the *apprentice ring* from Nulligan's Trove (see page 25) is placed onto the statue's finger, the statue recedes into the wall, revealing a hole with a ladder inside leading to one of Zagig's lost vaults.

At the bottom of the ladder is a 20-foot-square chamber lined with bookshelves. The books on the shelves are all over one hundred years old and deal with arcana, the planes, and history. Anyone referencing this library when making a Knowledge check receives a +2 bonus on the roll. If brought back to Greyhawk, the library might fetch up to 600 gp to the right buyer.

In the center of the room is a pedestal, on top of which is a *Boccob's blessed book*. A cloth bookmark running through the center of the book has a *ring of sustenance* tied to its end. The pedestal holding the book is trapped, and anyone removing the book or the ring sets it off.

Baleful Polymorph Trap: CR 6; spell; spell trigger; automatic reset; spell effect (*baleful polymorph*, 9th-level wizard, turned into a toad), Fort DC 17 negates; Search DC 30; Disable Device DC 30.

C1. GUARDED ELEVATOR

The elevator descends into a tall, long room, full of crates, boxes, and barrels. Along the east side, a balcony runs from one end of the room to the other. Two passageways lead from this room.

The room is continuously guarded by a troop of elite hobgoblin archers who watch the shaft from the balcony, looking for intruders or monsters that might find their way here. The moment the elevator clears the ceiling, these hobgoblins ring the alarm and open fire with their longbows. The alarm consists of a rope that runs along the railing, down the stairs, and to a bell in area C3.

Tactical Encounter: 3–7, Guarded Elevator (page 80).

The crates and barrels in this room are full of dried and cured foods, although two contain tents, one contains rope, and another contains some of the key metal pieces needed to build catapults. The doors leading out of this room are not locked.

At the northern end of the balcony is a secret door that leads down a flight of stairs to the armory. This secret door is well hidden (Search DC 25).

C2. BARRACKS

The stench of wet fur mixed with sweat hangs heavily in this room. Three bunk beds line one wall of this room. The bottom bed of one bunk is missing, replaced with a mound of hay and black hair.

This is the barracks for the troops stationed near the elevator. Normally, three elite hobgoblin archers rest in this room on the beds. Their leader, the Master of Hounds, is often found in this chamber, tending to his two half-fiend worgs that sleep in the mound of hay. The troops stationed here are constantly ready for battle, not knowing when General At-Ur Rehmat (see area C9) might perform a surprise inspection. As such, they sleep in their armor and always have their weapons at the ready. They spring into action whenever the alarm sounds (a bell hanging above the door leading to area C1) or an intruder enters the chamber.

Tactical Encounter: 3–7, Guarded Elevator (page 80).

C3. ARMORY

This small chamber is used by the hobgoblins to store additional weapons, armor, and ammunition. The room contains the following pieces of gear: 2 masterwork chain shirts, 2 masterwork composite longbows (+3 Str bonus), 120 arrows, 20 silvered arrows, 20 cold iron arrows, 4 vials of alchemist's fire, 2 thunderstones, and 2 tanglefoot bags. In addition to this gear, 2 *javelins of lightning* are wrapped up carefully in one rack. One of the hobgoblin archers can usually be found in the room, maintaining the weapons.

Tactical Encounter: 3–7, Guarded Elevator (page 80).

C4. POOL OF TRIUMPH

In the center of this large chamber stands a half-finished stone statue of a man, holding a sword aloft. The statue rises up out of a pool of calm, clear water.

The statue is of General At-Ur Rehmat and his loyal dragon standing atop the ruins of Greyhawk, although it is hardly recognizable as such. Currently, little detail can be ascertained, except that is it a human male, wearing armor of some sort, holding aloft a sword in one hand and an axe in the other. Something large and sinuous like a serpent is wrapped around his legs, and he is standing atop what look to be miniature buildings. A wooden pail full of stone carving tools rests next to the statue.

The pool of water is fresh and clean, fed by a spring in the back wall. The doors on the north end of the chamber are made of stone and locked with a sophisticated mechanism. It can be opened with a successful DC 35 Open Lock check or with the key held by dark naga residing in area C5.

C5. DEN OF THE DARK NAGA

This chamber is the home of Sassinal, a cunning dark naga. When the PCs enter area C4, the naga automatically becomes aware of their presence through the use of her *detect thoughts* ability. On the second round, she discerns that the PCs are intruders (after learning their Intelligence scores) and begins to prepare her defenses. On the third round, secretly roll Will saves (DC 17) for the characters

to determine if she can also read their surface thoughts while they explore that chamber.

When the PCs enter this room, read or paraphrase the following:

This small square chamber is made entirely from polished black marble. A dais sits across from the doors, and behind it is a niche holding a silver gilded chest. Small mounds of bones litter the floor.

Sassinal is one of the few original dungeon inhabitants allowed to remain in this area, after striking a deal with General At-Ur. The dark naga agreed to help guard this area in return for a continuous supply of food (in the form of goblins) and an occasional bribe (gems and coins). The general agreed and gave Sassinal the key that opens the northern door in area C4, with the understanding that the hobgoblins (as well as anyone accompanying them) are to be allowed entrance when required. All others are to be killed on sight.

Tactical Encounter: 3–8, Den of the Dark Naga (page 79).

If the PCs manage to somehow catch Sassinal unaware, the dark naga is resting atop the dais, contemplating her next meal. Even if the naga hears the battle occurring in the nearby chambers, she does not move to assist, instead preferring to wait here, knowing that intruders must eventually come to her searching for the key.

The chest behind the dais holds all of Sassinal's accumulated treasure, including 28 pp, 214 gp, 165 sp, 58 cp, 4 pouches of diamond dust worth 250 gp each, 2 matching ruby rings worth 150 gp each, an *elemental gem (air)*, and a *figurine of wondrous power (silver raven)*. The key to the door in C4 is located on a small chain attached to the naga's tail.

C6. CHASM OF WOE

The chamber before you is broken and ruined, with the far side ending in a great chasm. A narrow wooden bridge crosses the gap, leading toward another chamber off to the west. Flickering torches there provide the only light.

This chamber was destroyed some years ago by a powerful earthquake that connected this room to area C7 and opened a large chasm in the floor that leads down to a fast-moving underground stream. The stream flows toward the northeast through a tunnel until it eventually reaches the Selintan River.

Across the chasm hides a pair of gargoyle zombies, stationed here by the clerics of Iuz in area C8 to guard the chamber. One of the gargoyles wears a heavy bell around its neck to alert the clerics to the presence of intruders. When the PCs approach the bridge, the zombies fly out to attack.

Tactical Encounter: 3–9, Chasm of Woe (page 82).

The bridge is made of wood planks and sturdy lengths of chain tethered to stone posts set into the floor. The chasm it crosses is nearly 60 feet long and 20 feet wide at most. One end of the rift breaks through the wall of the shrine (area C8), allowing the clerics to see what is happening out in the larger space if they move up to the crack.

C7. TOPPLED STATUE

The chasm opens on a long hall with a dais at the far end. A rust-red skeletal statue lies in ruins atop it. Flickering torches light the walls, and a faded carpet runs down half the hall. Two doors exit this hall, one to the north and another to the south.

This hall is empty aside from the statue at the far end. The statue is one of Nerull; the clerics of Iuz toppled it when they took over this area of the dungeon. The door to the north leads to the arena and the lair of General At-Ur Rehmat. The south door leads to the shrine to Iuz.

The clerics of Iuz and their dretch minions likely spill out into this area to battle the PCs.

Tactical Encounter: 3–9, Chasm of Woe (page 82).

Side Quest: Nerull's Vengeance, Part 2

If the characters reattached the head on the statue in area B10, the toppled statue at the end of the hall glows with a ruddy light as they approach. If anyone touches the statue, a voice booms out from the shadows of the room. It says, "Destroy their altar as they have destroyed mine." The statue continues to glow until the altar in area C8 has been destroyed. The voice says nothing after this and does not answer any questions. This is one of three side quests to avenge Nerull's defeat at the hands of Iuz's forces. See area B10 (page 61) and area G8 (page 121) for further information. If the PCs complete these side quests, they earn Nerull's blessing (see page 122).

C8. SHRINE TO IUZ

Beyond the wood door is a shattered chamber whose floor is littered with debris. On the far side stands a large stone altar covered in black wax, blood, and bones. A golden bowl rests atop the altar, flanked by a pair of black candles, with a ceremonial dagger resting inside. Above the altar is a crude painting of a screaming white skull.

This chamber is used by the clerics of Iuz as a shrine. A successful DC 10 Knowledge (religion) check identifies the symbol as that of the Old One. The three clerics, led by a wicked, destructive individual named Kessarin, spend most of their time in this chamber with their dretch minions, praying and offering sacrifices. Occasionally, the general calls on them for guidance and spellcasting.

When the PCs first enter this part of the dungeon, through area C6, the clerics are in prayer but quickly spring into action when they hear the bell attached to one of the gargoyle zombies.

Tactical Encounter: 3–9, Chasm of Woe (page 82).

If the PCs somehow make it to this chamber without alerting the clerics, they are still in prayer, but move to attack the intruders the moment they make themselves known.

The altar is made from stone and has hardness 8 and 360 hit points. Anyone who destroys the altar is struck

by a tendril of red light that lashes out from the skull on the wall. This tendril afflicts the target with a powerful curse. The target must succeed on a DC 20 Will save each time he hears the name "Iuz" or become paralyzed for 1d4 rounds. The target must save only once per hour, regardless of the result of the previous save. A single successful DC 20 Will save negates the curse. The curse can be removed only with a *remove curse* cast by a spellcaster of at least 17th level or a *miracle* or *wish* spell.

C9. THE ARENA

Beyond the northern door in area C7 is a long hallway that leads to the arena. A permanent *alarm* spell is placed just on the other side of the door, alerting General At-Ur whenever it is opened. A pair of staircases on either side of this hall ascends to the top of the arena's balconies. The hallway continues on to the main level of the arena. When the PCs enter the main chamber of the arena, read or paraphrase the following:

The large chamber before you is an arena, with a sand-covered floor 10 feet below the level of the walkway that surrounds it. A pair of tunnels leads to the arena floor, their gates standing open. Two balconies dominate the south side of the room, with three risers climbing up into the shadows. In the northeast corner of the room is a large gallery, with a single throne looking out onto the bloodstained sand below.

This room is the audience chamber of General At-Ur Rehmat, the commander of the surface forces present in the Tower of War. The general spends most of his time in this room, planning out strategies and watching fights between his men, monsters, and captives from the surface.

When the PCs enter this room, At-Ur is sitting in his throne, working on his next plan. By now, he is undoubtedly aware of the characters' actions in the dungeons, and even if he is not aware that they have arrived on this level, he is always ready for battle. He calls out to them in Common when they enter the room.

Tactical Encounter: 3–10, The Arena (page 84).

After issuing his challenge (see the tactical encounter), the general stands up and his loyal companion Tyraniss, a fiendish blue dragon, flies into the room from the north.

Both At-Ur and Tyraniss fight to the death to protect the secret of the impending invasion. At-Ur is wielding Ricard Damaris's sword, the *blade of chaos*. (Ricard has promised to reward the PCs upon the blade's return; see Side Quest: The Blade of Chaos in Chapter 1.)

Additional Developments

If either At-Ur or Tyraniss survives, they hound the PCs until they can return to the surface, gathering up whatever forces remain (even drawing up a few of the random patrols that wander the other levels) to pursue them. If the PCs make it out alive, At-Ur and Tyrannis relocate to the Tower of Magic and are assigned to assist in the defense of Nerull's Gate.

C10. ARENA CELLS

These four cells are used to house prisoners and monsters scheduled to fight in the arena. Currently, three of the four are empty. The last contains Fidd Dulamin, a captured rogue. If any of the PCs are captured during this first part of the adventure, they are incarcerated here to wait for their turn to fight. Their gear is located in area C13.

Side Quest: The Rogue Returned

One of the cells contains Fidd Dulamin, a skilled rogue from the City of Greyhawk. Fidd was captured three days ago by a wandering patrol while exploring the upper reaches of the dungeon. When he sees the PCs, he begs for his release, explaining (Bluff modifier +14) that he is a poor messenger who was captured outside the castle on his way back to the city after delivering a letter to Dyvers. He is wearing a dirty explorer's outfit and has no other gear. If released, he accompanies the characters back to the surface, avoiding fights by staying in the back of the group.

Once back on the surface, he thanks the characters again and returns to the Free City. Once he is there, he returns to his old habits, primarily stealing from anyone with a loose coin purse. Releasing Fidd might come back to haunt the PCs later. See Rogue Responsibilities, page 97, for further information.

C11. THE DEN OF TYRANISS

The corridor empties into a cavernous chamber with natural rock walls. The stench of death hangs heavy in the air.

At the far end of this chamber is the den of Tyraniss. Her nest consists of a mound of bones, rotting flesh, coins, and a few treasures. Anyone digging through this heap or handling its contents risks contracting cackle fever (Fort DC 16, incubation 1 day, 1d6 Wis). The hoard contains 28 pp, 324 gp, 128 sp, and 37 cp. In addition, scattered among the pile is a *hand of the mage*, a *+1 composite shortbow of distance* (+2 Str bonus), and a *pearl of power* (2nd level). Finding these items requires a successful DC 20 Search check for each (DC 25 for the *hand of the mage*).

C12. STUDY

This large chamber contains two tables and a long bookcase along the western wall. The bookcase is full of books pertaining to the Free City of Greyhawk and its surrounding environs. Most are out of date by a number of years, but they still contain a decent amount of relevant information. On the tables are a host of books about the city's militia, guards, and defenses, as well as a gigantic map of the city. Areas of the western walls are circled in black ink, but otherwise no notes have been left behind.

C13. GENERAL'S QUARTERS

This comfortable chamber contains a writing desk, a plush chair, and a woven rug on the floor. A goblin sits at the desk talking to a crystal skull that pulses with a faint glow. "Master, the heroes have killed the General and . . . eep! They are here, master, save me!" The goblin looks at you in panic as a cool, calm voice

emanates from the skull, saying, "Silence, you sniveling dog. Might I ask who has come to ruin our plans?"

The goblin is Blushik, the general's personal servant. During the battle in the Arena, the goblin watched from the shadows and ran here to report when the general was killed. The skull is a *crystal skull of communication*, a device that allows the goblin to speak with Vayne in the Tower of Magic through an identical skull located there.

Vayne is curious about who has ruined his plans and caused him so much trouble. He speaks with the PCs, asking them questions but never really answering any himself, instead replying with vague phrases such as "We will see" and "Only time will tell." He does not, under any circumstances, identify himself, but he is confident enough to let slip that he is in the dungeons. Once the PCs have identified themselves, or if they refuse to give up any information, Vayne tires of them and sends a vrock to destroy them. At the same time, the *crystal skull of communication* shatters into a thousand pieces.

Tactical Encounter: 3–11, General's Quarters (page 86).

The rest of the chambers make up the general's private quarters. Room A holds a comfortable bed next to a locked chest. The key is on General At-Ur Rehmat, but the lock can be opened with a successful DC 30 Open Lock check. Inside is a stack of letters, with instructions on how to conduct the surface raids, what to do with all the supplies, and when they need to be ready by (this date gets moved up again and again as the notes get more recent). The notes also mention which supplies are to be sent to the Tower of Magic for use there. At the bottom of the chest is a pouch containing 45 pp and 2 rubies worth 300 gp each. Room B is Blushik's room. His bed is a filthy mess, and piled on top the table is a rancid mess of dirty clothes and half-eaten meals. The rooms labeled C contain supplies to support the general's accustomed lifestyle, including two casks of wine, a crate of dried foodstuffs from the Shield Lands, and an entire box full of his military uniforms (worth 300 gp to a collector).

CONCLUDING THE TOWER OF WAR

After the death of General At-Ur Rehmat, the remaining troops stationed in the Tower of War lose all sense of discipline and order. Raids on the surface become infrequent over the next few days. The PCs, meanwhile, have learned that the danger in the dungeon is greater than it first appeared. With the other forces stationed in the Tower of Magic, however, the heroes have no way of confronting that threat. Clerics of Zagyg control the upper entries into the Tower of Magic (see page 40), and there appears to be no way in. The clerics would allow the PCs to explore the dungeon—but only if they can find the missing key. Unfortunately, having no clues as to this key's whereabouts, the PCs have no choice but to return to the Free City. Fortunately for them, a means to find the key presents itself soon enough.



All fights in the arena are for the pleasure of the General

Illus. by F. Hooper

The War Wagon

Encounter Level 10

Use this encounter with the area entry on page 58.

This encounter begins when the characters first enter the Tower of War. The war wagon is 10 feet wide and 15 feet long. It is pulled by a pair of light warhorse skeletons and driven by a swordwraith. Place the two mounted swordwraiths in the chamber below where the war wagon is located. Place the war wagon and its swordwraith driver as indicated on the map, with two skeletal horses in front of the vehicle. The undead are passively waiting here for intruders, so neither side has a chance to surprise the other.

Pulled by horses made of bone and driven by a howling, armored corpse, the six-wheeled wagon creaks into motion and begins rolling across the room. At the same time, two more armored undead charge forward on skeletal horses, brandishing their weapons.

3 Swordwraiths[FF] — CR 7

hp 40 each (5 HD); **DR** 10/magic and slashing

Male human swordwraith fighter 5
LE Medium undead
Init +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3

AC 20, touch 12, flat-footed 18
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Resist turn resistance +2
Fort +4, **Ref** +3, **Will** +4
Weakness cannot be raised; destroyed at 0 hp

Speed 20 ft. (4 squares) in *+1 breastplate;* base speed 30 ft.
Melee mwk longsword +10 (1d8+5 plus 1 Str/19–20)
Ranged heavy crossbow +7 (1d10/19–20)
Base Atk +5; **Grp** +8
Atk Options Mounted Combat, Spirited Charge

Abilities Str 16, Dex 14, Con —, Int 10, Wis 12, Cha 8
Feats Alertness[B], Iron Will[B], Mounted Combat[B], Ride-By Attack[B], Spirited Charge[B], Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Handle Animal +7, Hide +1, Intimidate +7, Jump –8, Listen +3, Move Silently +1, Ride +12, Spot +3
Possessions *+1 breastplate,* heavy steel shield, masterwork longsword, heavy crossbow with 20 bolts

Skills A swordwraith has a +4 racial bonus on Hide and Move Silently checks.

TACTICS

On the first round of combat, the swordwraith drives the wagon forward, moving up to 40 feet as a move action. Treat this motion as a trample attack that deals 4d6 points of damage. Any character struck by the wagon can either attempt an attack of opportunity as normal against the wagon or its horses (but not the driver) at a –4 penalty, or attempt a DC 20 Reflex save to halve the damage.

When the wagon has traveled as far toward the large double doors as it can go, the driver reverses course, ordering the skeletal horses to back the wagon up, perhaps turning at the same time in an attempt to trample characters beneath the wheels. The wagon can move up to 20 feet in a move action when turning or backing. Anyone hit by the wagon at such a time takes 2d6 points of damage instead of 4d6 points. That individual can attempt an attack of opportunity against the wagon or its horses at a –2 penalty or attempt a DC 20 Reflex save to halve the damage.

The driver continues using this tactic each round—driving forward when space permits, or backward in other situations, always attempting to catch at least one character in the path of the vehicle—until either the wagon is crippled or both of the skeletal horses are destroyed. At that point, he disembarks from the wagon and attacks on foot until slain.

Mounted on light warhorse skeletons, the other two swordwraiths use their Ride-By Attack and Spirited Charge

4 Light Warhorse Skeletons — CR 1

hp 22 each (3 HD); **DR** 5/bludgeoning

NE Large undead
Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 15
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Fort +1, **Ref** +3, **Will** +3
Weakness cannot be raised, cannot heal damage, destroyed at 0 hp

Speed 40 ft. (8 squares)
Melee 2 hooves +4 each (1d4+3) and bite –1 (1d3+1)
Space 10 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +8

Abilities Str 16, Dex 15, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative[B]
Skills Hide –6, Jump +7
Possessions scale mail barding

Features of the Area

This area has the following features.

War Wagon: The driver has cover against individuals on the ground when on board the war wagon. Destroying at least two of the three wheels on one side of the wagon, dealing at least 100 points of damage to the body of the wagon, or destroying both of the warhorse skeletons hitched to it, brings the vehicle to a halt. If one of the horses is destroyed, the wagon moves at half speed.

For as long as the body of the wagon remains intact, the vehicle acts as the center of a permanent zone of *desecrate,* granting every undead creature within 20 feet of it a +1 bonus on attack rolls, damage rolls, and saving throws. All the undead in this room were created in this zone, so each has an extra +1 hit point per Hit Die from this effect.

A character can jump aboard the wagon (occupying one of the four squares behind the driver) by making a successful DC 20 Jump check, or DC 15 with a running start. The driver does not have cover against anyone aboard the wagon, and any individual on the wagon has a +2 bonus on attack rolls against the driver (as if the driver were being flanked).

War Wagon Body: AC 10; hardness 5; 150 hp.

War Wagon Wheels: AC 15; hardness 5; 30 hp each.

Ramp: The smaller chamber in this area is elevated 5 feet above the larger one, with the two connected by a short ramp. The ramp does not impede movement, but it does provide a +1 bonus on attack rolls for being on higher ground if someone occupies it while engaged in combat against an enemy in the larger chamber. Similarly, someone in the smaller chamber receives this bonus against an enemy located on the ramp or in the larger chamber.

Pillars: The slender pillars in the larger chamber obstruct movement (but not line of sight). The swordwraiths and the warhorse skeletons avoid the pillars, but the driver of the wagon is not so careful. If the wagon moves so that it impacts one of the pillars, the body of the wagon takes 2d6 points of damage and the vehicle can move no farther on that turn.



feats to full effect, riding around the room and staying well away from each other to avoid area effects. These swordwraiths dismount only if their skeletal warhorses are slain or turned. At that point, they relentlessly attack the individuals who destroyed their mounts.

The light warhorse skeletons follow the commands of their riders (or the driver) without fail. If the creature commanding one is slain, a warhorse skeleton attacks the nearest living creature.

If the war wagon is halted or disabled (see Features of the Area), the driver takes a standard action to unhitch the warhorse skeletons, which then enter combat on their own, and the driver also dismounts to join the fray.

If the driver of the wagon is destroyed while the wagon is still intact, the vehicle stops moving, and the warhorse skeletons hitched to it attack any opponents they can reach without moving.

FEASTHALL

Encounter Level 9

Use this encounter with the area entry on page 60, or if the PCs are detected sneaking around the kitchen (area B4, page 60).

Place the four orcs (O) and Kilsog (K) in the indicated spaces. If the characters initiate this combat without being detected (by the orcs' or Kilsog's Listen or Spot checks), they can gain a surprise round.

Four orcs are seated at round tables throughout the room, devouring a meal. An incredibly large, ugly humanoid is seated at a table atop a small dais. He roars in anger at the intrusion, and all the orcs rise to attack.

TACTICS

Kilsog enters a rage the moment his dinner is disturbed. He leaps from the dais and attacks the nearest opponents without mercy, using Power Attack liberally. Once in a rage, Kilsog fights to the death.

The orc marauders use Power Attack as much as possible. More fearful of failure than death, they attack until slain.

FEATURES OF THE AREA

This area has the following features.

Illumination: The room is lit by torches in wall sconces.

Tables: Standing atop the tables in this room grants a +1 bonus on attack rolls for being on higher ground. A character can climb atop these tables by using one of the chairs at a cost of 2 squares of movement. A successful DC 12 Jump check or DC 15 Tumble check allows a character to move atop a table while using only 1 square of movement. Destroying a table forces anyone atop it to make a successful DC 20 Balance check or fall to the ground prone. *Table:* hardness 5; 10 hp.



KILSOG — CR 8

hp 74 (6 HD)

Male half-ogre barbarian 6
CE Large giant
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +6
Languages Common, Giant (cannot read or write)

AC 15, touch 7, flat-footed 15; improved uncanny dodge
Fort +10, **Ref** +2, **Will** +4

Speed 40 ft. (8 squares)
Melee *+1 greatsword* +14/+9 (3d6+13/19–20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +18
Atk Options Cleave, Power Attack
Special Actions rage 2/day (8 rounds)
Combat Gear *potion of lesser restoration*

Abilities Str 26, Dex 11, Con 20, Int 10, Wis 10, Cha 6
SQ giant blood, trap sense +2
Feats Alertness, Cleave, Power Attack
Skills Climb +11, Hide –6, Intimidate +7, Jump +15, Listen +11, Spot +6
Possessions combat gear plus chain shirt, *+1 greatsword*

When not raging, Kilsog has the following changed statistics:
hp 57
AC 17, touch 9, flat-footed 17
Fort +8, **Will** +2
Melee *+1 greatsword* +12/+7 (3d6+10/19–20)
Grp +16
Abilities Str 22, Con 16
Skills Climb +9, Jump +13

4 ORC MARAUDERS — CR 4

hp 37 each (4 HD)

Male orc fighter 4
CE Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Giant

AC 17, touch 11, flat-footed 16
Fort +6, **Ref** +2, **Will** +1
Weakness light sensitivity

Speed 20 ft. in banded mail (4 squares); base speed 30 ft.
Melee mwk greataxe +11 (1d12+9/×3) or
Melee throwing axe +9 (1d6+5)
Ranged throwing axe +5 (1d6+5)
Base Atk +4; **Grp** +9
Atk Options Cleave, Power Attack
Combat Gear *potion of cure moderate wounds*

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 11, Cha 6
Feats Cleave[B], Power Attack[B], Toughness, Weapon Focus (greataxe)[B], Weapon Specialization (greataxe)
Skills Intimidate +2, Jump –7, Ride +4
Possessions combat gear plus banded mail, masterwork greataxe, 2 throwing axes

Light Sensitivity (Ex) An orc marauder takes a –2 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

The Quartermaster

Encounter Level 8

Use this encounter with the area entry on page 62.

This encounter begins when the PCs enter the quartermaster's chamber. Place Therrat adjacent to one of the PCs in the room. The two animated objects are located at the points marked as statues on the map. Therrat begins the combat invisibly, making a death attack during a surprise round. Only a character who makes a successful Listen check (opposed by Therrat's Move Silently check) can act during the surprise round.

A well-dressed man with sharp features and two small horns protruding from his forehead fades into view, his rapier already darting out before him. At the same time, the two suits of armor in the corners of the room rattle to life.

TACTICS

After performing his death attack, Therrat moves about the room, using Tumble and Spring Attack to flank PCs with the animated objects whenever possible. He attempts to flee to B14 if he is reduced to 10 or fewer hit points.

The two suits of armor move to attack the moment Therrat does, acting on their own initiative. They attack the nearest opponent each round until either they are destroyed or no enemies remain in the room.

Features of the Area

This area has the following features.

Illumination: The room is dark.

Fireplace: The fireplace is large enough to accommodate two Medium creatures standing upright. Any creature inside the fireplace takes 2d6 points of fire damage each round from the blaze.



Therrat — CR 8

hp 46 (8 HD)

Male tiefling rogue 5/assassin 3
LE Medium outsider (native)
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Goblin, Infernal, Orc

AC 18, touch 14, flat-footed 18; Dodge, Mobility
Resist cold 5, electricity 5, fire 5; evasion
Fort +4 (+5 against poison), **Ref** +11, **Will** +2

Speed 30 ft. (6 squares); Spring Attack
Melee +1 *rapier* +8 (1d6+3 plus poison/18–20)
Base Atk +5; **Grp** +7
Atk Options death attack (DC 15), poison (Medium spider venom, Fort DC 14, 1d4 Str/1d4 Str), sneak attack +5d6
Combat Gear *potion of cure moderate wounds,* scroll of *invisibility,* 3 doses Medium spider venom
Assassin Spells Known (CL 3rd):
2nd (1/day)—*cat's grace, invisibility*
1st (3/day)—*disguise self, obscuring mist, true strike*
Spell-Like Abilities (CL 8th):
1/day—*darkness*

Abilities Str 14, Dex 18, Con 14, Int 14, Wis 10, Cha 6
SQ poison use, trap sense +1, trapfinding
Feats Dodge, Mobility, Spring Attack
Skills Appraise +10, Bluff +6, Decipher Script +5, Disguise +6 (+8 to act in character), Hide +17, Jump +12, Listen +11, Move Silently +15, Profession (bookkeeper) +8, Speak Language (Giant), Spot +11, Tumble +17
Possessions combat gear plus *+1 studded leather armor, +1 rapier*

Death Attack (Ex) After observing a target for 3 rounds, Therrat can launch a sneak attack that can kill a target or paralyze it for 1d6+3 rounds (Fort DC 15 negates).
Skills Therrat has a +2 racial bonus on Bluff and Hide checks.

2 Medium Animated Objects — CR 2

hp 31 each (2 HD); hardness 10

N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

AC 14, touch 10, flat-footed 14
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects)
Fort +0, **Ref** +0, **Will** –5
Weakness cannot be raised or resurrected, cannot heal damage, destroyed at 0 hp

Speed 30 ft. (6 squares)
Melee longsword +2 (1d8+1/19–20)
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1

Nerull's Temple

Encounter Level 10

Use this encounter with the area entry on page 61.

This encounter begins when the PCs enter Nerull's Temple. Place the two hill giants at the spots marked H and the four goblin sneaks at the spots marked G. (The grell is not present initially.) Unless the forces here are somehow alerted to the characters' approach, neither side gains surprise. However, the PCs can see only the hill giant at the far end of the room upon entering.

The floor of this shattered temple is divided by a great crevasse that runs from the entrance to the opposite end of the room. This rift is draped with netting, which seems to cover a rusty iron statue of considerable size standing within the gap, its arms outstretched. Standing on a dais next to an altar that has been sundered by the rift is a hulking giant clad in hide, who roars out a challenge.

2 Hill Giants — CR 7

hp 102 each (12 HD)

CE Large giant
Init –1; **Senses** low-light vision; Listen +3, Spot +6
Languages Giant

AC 20, touch 8, flat-footed 20
Fort +12, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares) in hide armor; base speed 40 ft.
Melee greatclub +16/+11 (2d8+10)
Ranged rock +8 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +20
Atk Options Cleave, Improved Bull Rush, Improved Sunder, Power Attack; rock throwing
Special Actions rock catching

Abilities Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Feats Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub)
Skills Climb +7, Hide –8, Jump +7, Listen +3, Spot +6
Possessions combat gear plus hide armor, greatclub, 5 rocks

Rock Catching (Ex) A hill giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a hill giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile has a magical bonus on attack rolls, the DC increases by that amount.) A hill giant must be ready for and aware of the attack in order to make a rock catching attempt.
Rock Throwing (Ex) A hill giant is an accomplished rock thrower and receives a +1 racial bonus on attack rolls when throwing rocks. A hill giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment is 120 feet for a hill giant's thrown rocks.

Tactics

The giants begin by throwing rocks at the characters. Once the entire party is in the room, the giants use Improved Bull Rush to push characters into the netting, where the grell can reach them. They attack any characters who get free of the netting with their greatclubs.

Goblins who can act before the characters do begin by firing their bows, using sneak attacks against targets within 30 feet. Once this tactic is not longer practical, the goblins drink their *potions of invisibility* and move to flank individual PCs who are not in the netting, then sneak attack with their poisoned rapiers and daggers. Each goblin carries an additional dose of Large scorpion venom with which he can resupply one of his blades during combat.

The grell hides in a small alcove at the bottom of the crevasse until it hears the sounds of combat. Then it floats up to within 5 feet of the netting and waits for prey to come within reach of its tentacles. Any damage-dealing area spell that includes the grell in its area (as well as any attack upon the creature with a slashing weapon) deals an equal amount of damage to the netting. Destroying any single 5-foot section of the netting frees the grell. Once it escapes into the room, the grell attacks as many foes as it can reach, targeting PCs and NPCs alike.

4 Goblin Sneaks — CR 3

hp 16 each (3 HD)

Male or female goblin rogue 3
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Goblin

AC 17, touch 14, flat-footed 14
Resist evasion
Fort +2, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk rapier +5 (1d4+1 plus poison/18–20) and dagger +4 (1d3 plus poison/19–20)
Ranged shortbow +6 (1d4/×3)
Base Atk +2; **Grp** –1
Atk Options sneak attack +2d6, poison (Large scorpion venom, Fort DC 18, 1d6 Str/1d6 Str)
Combat Gear *potion of invisibility*, 1 dose Large scorpion venom

Abilities Str 12, Dex 17, Con 13, Int 8, Wis 12, Cha 8
SQ trap sense +1, trapfinding
Feats Two-Weapon Fighting, Weapon Finesse
Skills Balance +10, Climb +6, Hide +12, Jump +2, Listen +7, Move Silently +12, Ride +7, Spot +7, Tumble +8
Possessions combat gear plus studded leather armor, masterwork rapier, dagger, shortbow with 10 arrows

Skills A goblin sneak has a +4 racial bonus on Move Silently and Ride checks.

Features of the Area

This area has the following features.

Illumination: The room is dimly lit by torches set into the walls.

Crevasse: The crevasse running down the center of this chamber is roughly 30 feet deep. Its walls are rough but crumbly (Climb DC 15).

Netting: The giants have covered the entire length of the crevasse with rope nets to prevent the old grell that lives below from emerging. The netting is secured to the arms and shoulders of the statue with rope, and to various points along the crevasse with pitons and crude iron staples. The squares covered by netting count as difficult terrain. Crossing such a square at half speed requires a successful DC 10 Balance check, and doing so at full speed requires a DC 15 Balance check. Each 5-foot-square section of netting has 10 hit points. Destroying any single section frees the grell.

Statue: Positioned in the crevasse is a mammoth, rusted statue of Nerull, though it is unrecognizable as such from this angle. Its head has been chopped off and lies at the bottom of the crevasse.

Rubble: The rubble on the eastern half of this room slopes upward, requiring a successful DC 10 Climb check to ascend. Getting down is simpler, requiring only a DC 5 Balance check. A character who fails slides down the rubble, taking 1d6 points of damage and coming to a stop on top of the netting covering the crevasse.



Advanced Grell **CR 4**

hp 58 (9 HD)

NE Medium aberration
Init +3; **Senses** blindsight 60 ft.; Listen +4, Spot +5

AC 17, touch 13, flat-footed 14
Immune electricity, paralysis
Fort +5, **Ref** +6, **Will** +6

Speed 5 ft. (1 square), fly 30 ft. (perfect); Flyby Attack
Melee 10 tentacles +8 each (1d6+1 plus paralysis) and bite +2 (2d4)
Base Atk +6; **Grp** +7
Atk Options improved grab

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 11, Cha 9
SQ flight, tentacle regeneration
Feats Ability Focus (paralysis), Flyby Attack, Improved Natural Attack (tentacle), Weapon Focus (tentacle)
Skills Hide +12, Listen +4, Move Silently +13, Spot +5

Improved Grab (Ex) To use this ability, an advanced grell must hit an opponent of up to Small size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and automatically deals tentacle damage. An advanced grell has a +16 racial bonus on grapple checks.

Paralysis (Ex) Any creature hit by an advanced grell's tentacle attack must succeed on a DC 18 Fortitude save or be paralyzed for 4 rounds.

Tentacle Regeneration (Ex) Tentacles used for a grapple can be attacked. Each has an AC of 19 (touch 12) and can withstand 10 points of damage. Damage dealt to a tentacle is not applied to the grell's hit point total. Severed tentacles regrow in 1 day.

Skills An advanced grell has a +2 racial bonus on Hide and Move Silently checks.

CONCLUSION

If the hill giants and goblin sneaks are defeated, the characters can leave the room if desired, or clamber down into the crevasse to investigate the statue (and deal with the grell, if it isn't already dead). Refer to the associated area description on page 61 for details.

On both ledges are small mounds of shredded cloth and hay, which the giants and goblins have been using as beds. Next to one of them, a hill giant has been marking off the days spent here with nicks on the wall. When the characters arrive, the count is 154.

Buried in one of the goblin mats (Search DC 15) is a small bag containing three pearls worth 100 gp each. The goblin found these while sneaking about other areas of the dungeon and has been hiding them from his fellows.

Atolamyr's Chamber

Encounter Level 10

Use this encounter with the area entry on page 63.

This encounter begins when the PCs enter Atolamyr's chamber. Place Atolamyr at the spot marked A on the map, and the succubus on the bed at the spot marked S. Neither side should have surprise in this combat.

On the bed lies a comely woman clad in torn garments. She lifts her head at the sound of the door opening and cries out, "Help me, please!" At the sound, a hulking half-orc wearing ornate black full-plate armor stands up from behind the table. "How dare you violate my domain!" he shouts, drawing his sword.

Atolamyr — CR 9

hp 69 (9 HD)

Male half-orc ranger 2/fighter 4/blackguard 3
CE Medium humanoid (orc)
Init –1; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Aura despair (10 ft., –2 on saves), evil
Languages Common, Orc

AC 17, touch 9, flat-footed 17
Fort +14, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares) in full plate, base speed 30 ft.
Melee *+1 corrupted flaming longsword* +13/+8 (1d8+7 plus 1d6 fire/17–20) and
mwk shortsword +12 (1d6+2 plus poison/19–20)
Base Atk +9; **Grp** +13
Atk Options Cleave, Improved Sunder, Power Attack, poison (Fort DC 20, 1d6 Con/2d6 Con)
Special Actions rebuke undead 5/day (+2, 2d6+3, 1st), smite good 1/day (+3 damage)
Combat Gear 2 *potions of cure serious wounds*, *wand of cure light wounds* (CL 1st, 23 charges), 2 doses deathblade poison
Blackguard Spells Prepared (CL 3rd):
1st—*corrupt weapon*†, *cure light wounds*
† already cast
Spell-Like Abilities (CL 3rd):
At will—*detect good*

Abilities Str 18, Dex 8, Con 14, Int 8, Wis 12, Cha 14
SQ dark blessing, poison use, wild empathy +4
Feats Cleave, Improved Critical (longsword), Improved Sunder, Iron Will, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Concentration +5, Hide –1, Intimidate +7, Knowledge (religion) +1, Listen +6, Spot +6, Survival +6
Possessions combat gear plus full plate, *+1 flaming longsword*, masterwork shortsword

Tactics

Atolamyr casts *corrupt weapon* (the opposite of *bless weapon*) on his longsword as soon as combat begins and then wades into battle, fighting two-handed. He targets humans first—especially those he can readily identify as clerics—smiting only if he can be certain that his target is good-aligned. In addition, Atolamyr uses Power Attack liberally against unarmored foes and attempts to sunder the primary weapon of the most powerful fighter in the group. Atolamyr does not wish to be captured and makes every effort to ensure that he is not. If the battle turns

Succubus — CR 7

hp 33 (6 HD); **DR** 10/cold iron or good

CE Medium outsider (chaotic, extraplanar, evil, tanar'ri)
Init –1; **Senses** darkvision 60 ft.; Listen +19, Spot +19
Languages Abyssal, Common; telepathy 100 ft., tongues

AC 20, touch 11, flat-footed 19; Dodge, Mobility
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 18
Fort +6, **Ref** +6, **Will** +7
Weakness cannot be raised or resurrected

Speed 30 ft. (6 squares), fly 50 ft. (average)
Melee 2 claws +7 each (1d6+1)
Base Atk +6; **Grp** +7
Atk Options energy drain
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 12th):
At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Feats Dodge, Mobility, Persuasive
Skills Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (dungeoneering) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Energy Drain (Su) Any living creature kissed or embraced by a succubus gains one negative level. If the target is not willing to be kissed or embraced, the succubus must start a grapple, which provokes attacks of opportunity. The kiss or embrace also has the effect of a *suggestion* spell (Will DC 21) that asks the victim to accept another kiss from the succubus. The DC is 21 for the Fortitude save to remove a negative level.
Summon Tanar'ri (Sp) 30% chance to summon 1 vrock; 1/day; caster level 6th. This ability is the equivalent of a 3rd-level spell.
Skills A succubus has a +8 racial bonus on Listen and Spot checks.

Features of the Area

This area has the following features.

Illumination: The room is lit by torchlight.

Pit Trap: Just in front of the door leading from B13 is a covered pit trap whose bottom is studded with spikes. Anyone entering the area noted on the map risks falling into the pit. Atolamyr and the succubus both know the pit's location and avoid that area.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; Reflex DC 20 avoids; 40 ft. deep (4d6 fall); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

Table: Standing atop the table in this room grants a +1 bonus on attack rolls for being on higher ground. A character can leap atop the table with a successful DC 12 Jump check or DC 15 Tumble check while using only 1 square of movement. Destroying the table forces anyone atop it to succeed on a DC 20 Balance check or fall to the ground prone. In addition, the table can be tipped over in any direction corresponding to one of its sides with a successful DC 15 Strength check. Thereafter, it provides cover to anyone crouching behind it.

Table: hardness 5; 10 hp.



against him, he attempts to flee the area. If he cannot do so, he turns and fights to the death.

The succubus has used her *polymorph* ability to disguise herself as a simple human maiden. When the fight begins, she is lying on the bed (though she is not secured to it in any way) and calling out for help. If a character comes within arm's reach of her, she sits up, hugs her "rescuer" and tries to give him a kiss (using her energy drain ability). Beyond this simple ruse, she uses her *charm monster* and *suggestion* abilities to their best effect, attempting to make the PCs fight one another or step onto the cover of the pit if it has not yet been revealed. If her hit points fall below 5, she uses *ethereal jaunt* to flee to the lower levels of the dungeon and warn the army's other forces there.

CONCLUSION

If Atolamyr is allowed to flee, the blackguard heals his wounds, gathers as many of his remaining orc and goblin forces as possible (from the previous encounters and random encounters), and attempts to hunt down the PCs, using his troops as a screen while targeting the most vulnerable characters. Refer to the area description (page 63) for additional developments.

The Elevator

Encounter Level 8

Use this encounter with the area entry on page 64.

This encounter begins when the PCs enter the chamber containing the elevators. Place the flesh golem at the spot marked G. It does not move for 1 round or until it is attacked. If the PCs enter the room through the southern elevator, the golem is not immediately visible and does not move to attack until the elevator has come to a stop on this floor. A character who attacks the golem immediately upon entering the room gains surprise against it; otherwise, all the characters and the golem roll for initiative together, after 1 round has passed.

The towering mountain of crudely stitched flesh suddenly springs to life with a roar. Its blade arm bursts into flame, and its ugly claw snaps menacingly.

TACTICS

The golem attacks the nearest foe each round, attempting to grapple with its claw. If it succeeds on a grapple check, it attempts to grapple at a –20 penalty in the following round to deal claw damage, while still attacking other targets with its sword arm.

DEVELOPMENT

If the fight with the golem lasts longer than 8 rounds, 1d4 orcs from nearby chambers come to investigate the disturbance. Use the statistics for orc marauders from encounter 3–2, page 72.



Modified Flesh Golem — CR 8

hp 90 (11 HD); **DR** 10/adamantine

N Large construct
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0
Languages understands Common

AC 18, touch 8, flat-footed 18
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, magic, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects)
Fort +3, **Ref** +2, **Will** +3
Weakness cannot be raised or resurrected, cannot heal damage

Speed 30 ft. (6 squares)
Melee *+2 flaming longsword* +14/+9 (1d8+7 plus 1d6 fire/19–20) and
claw +7 (1d8+5)
Base Atk +8; **Grp** +17 (+21 with claw)
Atk Options improved grab

Abilities Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
SQ berserk

Berserk (Ex) When this flesh golem enters combat, it must succeed on a DC 15 Will save or go berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction.
Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.
Improved Grab (Ex) To use this ability, the golem must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can deal its claw damage each round with a successful grapple check. The flesh golem has a +4 racial bonus on grapple checks made with its claw.

Features of the Area

This area has the following features.

Illumination: The elevators and the surrounding area are dark.

Elevators: The elevators move at 10 feet per round with a successful DC 15 Strength check.

Den of the Dark Naga

Encounter Level 9

Use this encounter with the area entry on page 66.

Do not place Sassinal, the dark naga, on the map unless the PCs have managed to surprise her. In that event, combat begins when the PCs attack, or with Sassinal's attack, if they choose to delay. Read the following.

An immense black serpent lies coiled upon the dais. It raises its head—the head of a beautiful woman—and hisses.

If the PCs have not surprised her, Sassinal is invisible, and combat begins the moment her first silent spell is completed. Each character can attempt a DC 25 Listen check to hear her moving slightly while casting this spell. Those who succeed can act in the surprise round. Read the following.

A blast of lightning flies through the air, emanating from an immense black serpent that has appeared atop the dais. The snake has the face of a beautiful woman and a tail that ends in a deadly barb. She snarls angrily at the intrusion.

TACTICS

Sassinal casts *mage armor* every 8 hours and has already done so today. Assuming that Sassinal detects the PCs' approach, she casts *invisibility*, *stoneskin*, and *expeditious retreat*, in that order as time permits. The statistics above assume that she has cast all three of these spells.

When the PCs enter the room, Sassinal immediately begins to cast a silent *lightning bolt*, hoping to catch as many of the party members as possible. Once visible, she uses *lightning bolt*, *Melf's acid arrow*, and *magic missile* as appropriate to the situation. If any of her foes turn invisible, she uses *glitterdust* to outline the subject. Sassinal refuses to allow her treasure to fall into the hands of others, so she fights to the death.

CONCLUSION

The chest behind the dais holds all of Sassinal's accumulated treasure. Her hoard consists of 28 pp, 214 gp, 165 sp, 58 cp, four pouches of diamond dust worth 250 gp each, two matching ruby rings worth 150 gp each, an *elemental gem (air)*, and a *figurine of wondrous power (silver raven)*. The key to the door in C4 hangs from a small chain attached to the naga's tail.

SASSINAL **CR 9**

hp 83 (10 HD); **DR** 10/adamantine (with *stoneskin*)

Dark naga sorcerer 1
LE Large aberration
Init +3; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common, Infernal

AC 19, touch 12, flat-footed 16; Dodge
Immune mind-reading, poison
Fort +7, **Ref** +8, **Will** +9 (+11 against charm effects)

Speed 40 ft. (8 squares)
Melee sting +8 (2d4+3 plus poison) and bite +3 (1d4+1)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +13
Atk Options Silent Spell; poison (Fort DC 19, sleep 2d4 minutes)
Sorcerer Spells Known (CL 8th):
4th (4/day)—*stoneskin*†
3rd (6/day)—*displacement*, *lightning bolt* (DC 18)
2nd (7/day)—*glitterdust* (DC 17), *invisibility*†, *Melf's acid arrow* (+9 ranged touch, 3 rounds)
1st (8/day)—*expeditious retreat*†, *hold portal*, *mage armor*†, *magic missile*, *ray of enfeeblement* (+9 ranged touch)
0 (6/day)—*acid splash* (+9 ranged touch), *detect magic*, *flare* (DC 15), *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*
† already cast once

Abilities Str 16, Dex 17, Con 18, Int 16, Wis 13, Cha 21
SQ detect thoughts, guarded thoughts
Feats Combat Casting, Dodge, Eschew Materials[B], Lightning Reflexes, Silent Spell
Skills Bluff +11, Concentration +16 (+20 when casting defensively), Diplomacy +6, Disguise +7 (+9 acting), Intimidate +10, Knowledge (arcana) +9, Listen +10, Sense Motive +7, Spellcraft +14, Spot +10

Detect Thoughts (Su) As the *detect thoughts* spell; continuously; DC 17; caster level 9th.
Guarded Thoughts (Ex) Sassinal is immune to any form of mind reading.



Features of the Area

This area has the following features.

Bones: The piles of bones in this chamber count as difficult terrain, so each requires 2 squares of movement to enter. Furthermore, the DC of any Tumble check made to move within or through them increases by 2.

Guarded Elevator

Encounter Level 11

Use this encounter with the area entry on page 66.

This encounter begins when the PCs enter area C1. Place one hobgoblin at each spot on the map marked with an H. Place the Master of Hounds and his two worgs at the spots marked M and W, respectively. Each PC can make a Spot check, opposed by the hobgoblins' Hide checks, to act during the surprise round.

Somewhere a bell sounds. Then a trio of hobgoblins springs up from behind the railing of the balcony. The three level their bows and prepare to fire.

TACTICS

The hobgoblins fire at the PCs in each round after the alarm has been triggered, focusing on characters who are attempting to get up to their level or seem able to harm them from afar. The hobgoblins in the other rooms make their way to the elevator room as quickly as possible, one taking the stairs to the balcony, while the other two accompany the Master of Hounds.

3–6 Elite Hobgoblin Archers — CR 5

hp 34 each (5 HD)

Male hobgoblin ranger 3/rogue 2
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +9, Spot +9
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
Fort +5, **Ref** +9, **Will** +2

Speed 30 ft. (6 squares)
Melee heavy flail +7 (1d10+4/19–20)
Ranged mwk composite longbow +8 (1d8+3/×3) or
Ranged mwk composite longbow +6/+6 (1d8+3/×3) with Rapid Shot
Base Atk +4; **Grp** +7
Atk Options Point Blank Shot; favored enemy humans +2, sneak attack +1d6
Combat Gear *2 potions of cure light wounds*

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
SQ trapfinding, wild empathy +2
Feats Diehard, Endurance[B], Point Blank Shot, Rapid Shot[B], Track[B]
Skills Handle Animal +5, Hide +10, Listen +9, Move Silently +14, Spot +9, Survival +7, Tumble +10
Possessions combat gear plus masterwork chain shirt, heavy flail, masterwork composite longbow (+3 Str bonus) with 8 *+1 shock arrows* and 10 arrows

Skills A hobgoblin archer gains a +4 racial bonus on Move Silently checks.

The Master of Hounds begins in area C2 but quickly moves to C1 when the alarm is sounded. In the first round, he moves and casts *resist energy (fire)* on himself. If given the opportunity, he also casts *resist energy (electricity)*. During combat, the Master of Hounds stays with his two worgs, viciously attacking any characters they manage to trip and using Power Attack liberally. If his hit points fall below 10, the Master of Hounds attempts to drink his *potion of invisibility* and escape to report the PCs' presence to the other forces on this level.

Pain and Agony stay near the Master of Hounds. They usually try to flank a single opponent, tripping that target whenever possible. (A tripped character has a –4 penalty to AC against melee attacks and a +4 bonus to AC against ranged attacks.)

Master of Hounds — CR 7

hp 57 (7 HD)

Male hobgoblin ranger 6/fighter 1
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common, Goblin

AC 17, touch 12, flat-footed 15
Resist electricity 10, fire 10 with *resist energy* spells
Fort +10, **Ref** +7, **Will** +3

Speed 30 ft. (6 squares)
Melee *+1 keen shortsword* +10/+5 (1d6+4/17–20) and mwk shortsword +10/+5 (1d6+1/19–20)
Base Atk +7; **Grp** +10
Atk Options Power Attack; favored enemy humans +4, favored enemy dwarves +2
Combat Gear *potion of invisibility, wand of cure light wounds* (CL 3rd, 22 charges)
Ranger Spells Prepared (CL 3rd):
1st—*resist energy*† (2)
† already cast twice

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8
SQ wild empathy +5 (+1 magical beasts)
Feats Diehard, Endurance[B], Improved Two-Weapon Fighting[B], Power Attack, Two-Weapon Defense, Track[B], Two-Weapon Fighting[B], Weapon Focus (short sword)
Skills Climb +10, Handle Animal +8, Hide +8, Listen +10, Move Silently +10, Spot +10, Survival +10
Possessions combat gear plus masterwork chain shirt, *+1 keen shortsword,* masterwork shortsword

Skills The Master of Hounds gains a +4 racial bonus on Move Silently checks.

Pain and Agony **CR 3**

hp 34 each (4 HD); **DR** 5/magic

Half-fiend worg
NE Medium outsider (native)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10
Languages Common, Goblin

AC 17, touch 14, flat-footed 13
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 14
Fort +7, **Ref** +8, **Will** +3

Speed 50 ft. (10 squares), fly 50 ft. (average)
Melee bite +9 (1d6+5 plus trip) and 2 claws +7 each (1d4+2)
Base Atk +4; **Grp** +9
Atk Options smite good (+4 damage), trip (+5 Str check)
Spell-Like Abilities (CL 4th):
3/day—*darkness*
1/day—*desecrate*

Abilities Str 21, Dex 19, Con 17, Int 10, Wis 14, Cha 12
Feats Multiattack, Track
Skills Hide +13, Intimidate +8, Listen +10, Move Silently +12, Search +7, Sense Motive +9, Spot +10, Survival +9* (+13 tracking by scent)

Trip (Ex) A half-fiend worg that hits with a bite attack can attempt to trip the opponent (+5 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the half-fiend worg.
Skills A half-fiend worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *It has a +4 racial bonus on Survival checks when tracking by scent.

Features of the Area

This area has the following features.

Armory: The armory (area C3, the small room to the north and east) contains a number of pieces of gear that the hobgoblins might attempt to use if severely threatened, including 4 vials of alchemist's fire, 2 thunderstones, 2 tanglefoot bags, and 2 *javelins of lightning*.

Balcony: The balcony on the east side of area C1 is 10 feet above the floor. Its 3-foot-tall stone railing provides cover to anyone hiding behind it.

Crates: A character who climbs onto a crate can reach the balcony with a successful DC 10 Climb check.

Conclusion

The secret door on the east wall of area C2 (Search DC 25) leads to the armory (area C3). Another secret door (Search DC 20) connects the balcony with a corridor that also leads to the armory by way os a short staircase.

Under each bed in area C2 is a small locker containing a few personal effects. Scattered among these chests are a total of 148 gp in assorted coins, plus 9 tindertwigs, 2 smokesticks, 1 *potion of levitate*, and a masterwork silver sickle.



Chasm of Woe

Encounter Level 10

Use this encounter with the area entry on page 67.

This encounter begins when the PCs enter area C6. Place the two gargoyle zombies at the spots marked Z, the dretches at the spots marked D, the acolytes of Iuz at the spots marked A, and Kessarin at the spot marked K. When combat begins, the two gargoyle zombies fly out of their cave and across the chasm to attack. Since they cannot attack and move, neither side is surprised.

Two rotting corpses come flying out of the darkness and sail across the chasm on tattered wings. A dull hunger shines in their sunken eyes, and the harsh clanging of a bell around the neck of one splits the stillness.

2 Acolytes of Iuz — CR 4

hp 29 each (4 HD)

Male or female human cleric 4
CE Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 16, touch 10, flat-footed 16
Fort +8, **Ref** +5, **Will** +8 with *prayer;* +2 against fear with *bless*

Speed 20 ft. (4 squares) in splint mail, base speed 30 ft.
Melee mwk greatsword +11 (2d6+9/19–20) with *bull's strength* and *prayer*
Base Atk +3; **Grp** +7
Special Actions rebuke undead 4/day (+1, 2d6+5, 4th), spontaneous casting (*inflict* spells)
Combat Gear *oil of magic weapon, scroll of sound burst*
Cleric Spells Prepared (CL 4th):
2nd—*bull's strength*†, *cure moderate wounds*, *invisibility*[D], *spiritual weapon*
1st—*bless*†, *command* (DC 13), *cure light wounds*, *protection from good*[D] (CL 5th), *doom* (DC 13)
0—*cure minor wounds* (2), *detect magic*, *guidance*, *read magic*
D: Domain spell. Deity: Iuz. Domains: Evil, Trickery
† already cast

Abilities Str 18 with *bull's strength,* Dex 10, Con 14, Int 8, Wis 15, Cha 12
Feats Combat Casting, Exotic Weapon Proficiency (greatsword), Lightning Reflexes
Skills Bluff +6, Concentration +11 (+15 casting defensively), Knowledge (religion) +5 with *prayer*
Possessions combat gear plus splint mail, masterwork greatsword, silver holy symbol, vestments

Tactics

The two gargoyle zombies stay hidden in their darkened crevasse until the PCs approach the bridge, then come flying out to attack. They move or attack the PCs in each round until destroyed, beginning with any who manage to start crossing the bridge.

2 Gargoyle Zombies — CR 3

hp 55 each (8 HD); **DR** 5/slashing

NE Medium undead (earth)
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 16
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Fort +2, **Ref** +3, **Will** +6
Weakness cannot be raised, destroyed at 0 or fewer hp, single actions only

Speed 40 ft. (8 squares), fly 60 ft. (clumsy)
Melee slam +7 (1d6+4)
Base Atk +4; **Grp** +7

Abilities Str 17, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats Toughness[B]

3 Dretches — CR 2

hp 13 each (2 HD); **DR** 5/cold iron or good

CE Small outsider (chaotic, extraplanar, evil, tanar'ri)
Init +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages telepathy 100 ft.

AC 16, touch 11, flat-footed 16
Immune electricity, poison
Resist acid 10, cold 10, fire 10
Fort +6, **Ref** +4, **Will** +4 with *prayer;* +2 against fear with *bless*
Weakness cannot be raised or resurrected

Speed 20 ft. (4 squares)
Melee 2 claws +6 each (1d6+2) and bite +4 (1d4+1) with *prayer*
Base Atk +2; **Grp** –1
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 2nd):
1/day—*scare* (DC 12), *stinking cloud* (DC 13)

Abilities Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Feats Multiattack
Skills Hide +10, Jump –5, Listen +6, Move Silently +6, Search +3, Spot +6, Survival +1 (+3 following tracks) with *prayer*

Summon Tanar'ri (Sp) 35% chance to summon 1 dretch; 1/day; caster level 2nd. This ability is the equivalent of a 1st-level spell.

KESSARIN **CR 8**

hp 63 with *divine power* (8 HD)

Male human cleric 8
CE Medium humanoid
Init –1; **Senses** Listen +8, Spot +4
Languages Common

AC 19, touch 10, flat-footed 19
Fort +10, **Ref** +5, **Will** +11 with *prayer;* +1 against fear with *bless*

Speed 20 ft. (4 squares) in *+1 full plate,* base speed 30 ft.
Melee *+1 greatsword* +17/+12 (2d6+10/19–20) with *bull's strength, divine power,* and *prayer*
Base Atk +8 with *divine power;* **Grp** +13
Atk Options Power Attack
Special Actions rebuke undead 4/day (+3, 2d6+9, 8th), spontaneous casting (*inflict* spells), pain touch (domain granted power; see page 219)
Combat Gear *scroll of heal, wand of searing light* (CL 5th, 11 charges)
Cleric Spells Prepared (CL 8th):
4th—*confusion*[D] (DC 17), *divine power*†, *freedom of movement*
3rd—*bestow curse*[D] (DC 16), *cure serious wounds, dispel magic, prayer*†, *wind wall*
2nd—*cure moderate wounds* (2), *invisibility*[D], *silence* (DC 15), *spiritual weapon*
1st—*command* (2, DC 13), *cure light wounds* (2), *disguise self*[D], *obscuring mist*
0—*cure minor wounds* (2), *detect magic* (2), *guidance, read magic*
D: Domain spell. Deity: Iuz. Domains: Suffering, Trickery
† already cast

Abilities Str 26 with *bull's strength* and *divine power,* Dex 8, Con 14, Int 10, Wis 16, Cha 12
Feats Combat Casting, Exotic Weapon Proficiency (greatsword), Lightning Reflexes, Power Attack
Skills Bluff +6, Concentration +15 (+19 casting defensively), Knowledge (religion) +13, Listen +9 with *prayer*
Possessions combat gear plus *+1 full plate, +1 greatsword, ring of protection +1,* silver holy symbol, vestments

When the combat with the zombies begins, the two acolytes go to work casting spells—first *bless* (to include the three dretches and all three clerics), and then *bull's strength* on themselves. The pair exits the room with Kessarin 2 rounds after combat begins to join the assault. They charge into melee if doing so seems appropriate; otherwise they use their spells to best effect, starting with *spiritual weapon, command,* and *doom*. If a number of PCs are on the bridge, they attempt to cut it down. They save *invisibility* for when the fight goes against them, so that they can cast *cure* spells unmolested.

The dretches delay 1 round to receive a *bless* and a *prayer* spell from the clerics. Then they move into battle and attack the intruders to the best of their ability. In combat, one dretch uses *stinking cloud* first, encompassing the far side of the bridge, and the other two move to hold the near side of the bridge from intruders, using *stinking cloud* to encompass the entire bridge if possible.

When he hears the zombies go into battle, Kessarin begins casting spells—first *prayer* (to include the three dretches) and then *divine power.* Then he proceeds to area C7 to do battle with the PCs. He uses *confusion* if the PCs are grouped together, *wind wall* if they are relying upon archers, or *dispel magic* if one of them is flying over the pit. Kessarin and the other clerics know that failure means death, so they fight to the bitter end.



FEATURES OF THE AREA

This area has the following features.

Bridge: The bridge is made of wood and metal chains and is relatively new. Anyone falling off the bridge into the chasm plummets 50 feet into the rushing water below, taking 1d6 points of damage plus 2d3 points of nonlethal damage. The water moves at a speed of 20 feet per round toward the northeast. A character caught in this current must make a successful DC 15 Swim check to remain in the room. If a character who cannot breathe underwater is swept out of this room, he spends 2 hours underwater (most likely drowning; see drowning rules, *DMG* 304). The water empties into the Selintan.

Bridge: hardness 5; 20 hp per 5-foot section.

The Arena

Encounter Level 11

Use this encounter with the area entry on page 68.

This encounter begins when the PCs enter area C9. Place General At-Ur Rehmat at the spot marked G. Place Tyraniss at the spot marked T. Neither side should be surprised in this combat.

"Meddlesome fools!" cries the man seated in the chair. "Do you have any idea who you are trifling with? I am General At-Ur Rehmat, and the Empire of Iuz does not tolerate those who interfere with its plans. The penalty is death, and I am your executioner!"

Just as the general stands up, a nightmarish beast flies out of the northern tunnel and takes up a position near the entrance. The dragon's blue scales are covered with infernal runes, and its horns are black and twisted. Lightning crackles from the beast as it prepares to breathe.

General At-Ur Rehmat — CR 10

hp 79 (10 HD)

Male human fighter 10
CE Medium humanoid
Init +3; **Senses** Listen +5, Spot +6
Languages Common, Goblin, Orc

AC 25, touch 18, flat-footed 21 with *shield of faith*
Resist fire 10
Fort +10, **Ref** +9 with *haste*, **Will** +5

Speed 40 ft. (8 squares) with *haste*, base speed 30 ft.
Melee *blade of chaos* +18/+18/+13 (1d8+10/17–20) and
+1 handaxe +17/+12 (1d6+4/×3) with *haste*
Base Atk +10; **Grp** +16
Atk Options Combat Reflexes, High Sword Low Axe, Improved Trip, Power Attack
Combat Gear 2 *potions of cure serious wounds*, *potion of haste*†, *potion of shield of faith* (+4)†
† used when encounter begins

Abilities Str 22, Dex 17, Con 15, Int 14, Wis 13, Cha 12
Feats Combat Expertise, Combat Reflexes, High Sword Low Axe[CW], Improved Critical (longsword), Improved Trip, Improved Two-Weapon Fighting[B], Power Attack[B], Two-Weapon Fighting[B], Weapon Focus (longsword)[B], Weapon Focus (handaxe)[B], Weapon Specialization (longsword)[B]
Skills Bluff +6, Diplomacy +8, Intimidate +16, Listen +5, Ride +11, Sense Motive +4, Spot +6
Possessions combat gear plus *+2 breastplate, blade of chaos* (see page 220), *+1 handaxe, ring of minor energy resistance (fire), ring of counterspells (hold person), cloak of resistance +1, gauntlets of ogre power*, key to area C13A

High Sword Low Axe This feat allows At-Ur to make a free trip attempt whenever his hits one opponent with both his sword and his axe in the same round. He can immediately make an additional attack against any opponent he successfully trips.

Tactics

In the first round, General At-Ur Rehmat exits the room through the back door while drinking his *potion of shield of faith*. In the following round, he moves to the south and drinks his *potion of haste*. On the third round, he reenters the room through the eastern hallway (coming from area C12) and engages the nearest PC in melee, using the *blade of chaos* that he took from Ricard Damaris. Each round, he tries to use his High Sword Low Axe feat to trip opponents, gaining additional attacks and making attacks of opportunity when prone foes attempt to stand. A defending character takes a –4 penalty to AC against melee attacks when prone. He does his best to engage only one PC at a time, depending upon Tyraniss to keep the others busy.

Tyraniss — CR 8

hp 114 (12 HD); **DR** 10/magic

Fiendish young blue dragon
CE Medium dragon (earth, extraplanar)
Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., keen senses; Listen +16, Spot +16
Languages Common, Draconic

AC 21, touch 10, flat-footed 21
Immune electricity, paralysis, sleep
Resist cold 10, fire 10; **SR** 17
Fort +10, **Ref** +8, **Will** +9

Speed 40 ft. (8 squares), fly 150 ft. (poor), burrow 20 ft.
Melee bite +15 (1d8+3) and
2 claws +13 each (1d6+1) and
2 wings +13 each (1d4+1)
Base Atk +12; **Grp** +15
Atk Options Power Attack; smite good (+12 damage)
Special Actions breath weapon
Spell-Like Abilities (CL 3rd):
3/day—*create water* (can also destroy an equal amount)

Abilities Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12
Feats Improved Initiative, Improved Toughness[CW], Multiattack, Power Attack, Shape Breath[Dra]
Skills Hide +15, Intimidate +16, Listen +16, Move Silently +15, Search +16, Spellcraft +16, Spot +16

Breath Weapon (Su) 60-ft. line or 30-ft. cone, damage 6d8 electricity, Reflex DC 18 half. Usable once every 1d4 rounds (+1 round if used as a cone).
Shape Breath This feat allows Tyraniss to use her breath weapon as a line or a cone.

Features of the Area

The arena was designed for audiences to watch gladiatorial competitions. This area has the following features.

Balconies: Each balcony consists of three 5-foot-tall risers. Climbing a riser costs 2 squares of movement, but descending costs only 1 square. The stairs can be climbed without expending additional movement. Attacking a character on a lower riser grants a +1 bonus on the attack roll for being on higher ground.

Floor: The floor of the arena is 10 feet below the level of the walkway above. The DCs of all Tumble and Balance checks made on the sandy floor increase by 2.

Walls: The arena's walls are relatively smooth, requiring a successful DC 25 Climb check to ascend.



Meanwhile, Tyraniss breathes in the first round, using either the cone or the line form of her breath, depending upon which is likely to catch the most foes. On the following round, she attacks anyone who is alone on one of the balconies or any character who has managed to harm her, depending upon the situation. Once the general returns to the fight, Tyraniss tries to hold the other characters at bay while he deals with the PCs one at a time. She uses her mobility to avoid melee fighters while breathing as often as possible. Tyraniss moves to assist the general only if the fight begins to turn against him.

Both the general and Tyraniss fight to the death to protect the secret of the impending invasion.

CONCLUSION

If General At-Ur Rehmat and Tyraniss are defeated, the PCs can explore the room unhindered. If either survives, that survivor mobilizes whatever forces are handy to hunt down and slay any PCs who remain alive. Refer to the area decription on page 68 for additional developments.

The *blade of chaos* is Ricard Damaris's sword, and he will reward the PCs for its return (see Side Quest: The Blade of Chaos in Chapter 1).

General's Quarters

Encounter Level 9

Use this encounter with the area entry on page 68.

This encounter begins when Vayne tires of talking with the PCs. Place the vrock at the location marked V on the map, or in a spot close to the characters that has sufficient room to accommodate it. Neither side is surprised.

"I have had enough of your foolishness," shouts the skull in a shrill voice. "Now you will feel the true power of Iuz!" The crystalline skull suddenly shatters, and a vulturelike creature appears in the room, sending the goblin scurrying for cover. The immense feathered horror flexes its long, wicked claws, and pure malice glitters in its black eyes.

TACTICS

The vrock's first action is to release its spores. In the next round, it emits a stunning screech or makes a full attack (if possible) on the nearest enemy. (The spores are likely to kill the goblin within a round or two, and he writhes and wails on the ground until the end.) In each of the following rounds, the vrock makes a full attack on any character who poses a serious threat to it while continuing to use its spores whenever possible.

Features of the Area

This area has the following features.

Desk: The writing desk provides cover to anyone crouching behind it.



Vrock **CR 9**

hp 115 (10 HD); **DR** 10/good

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +2; **Senses** darkvision 60 ft.; Listen +24, Spot +24
Languages Abyssal, Common; telepathy 100 ft.

AC 22, touch 11, flat-footed 20
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 17
Fort +14, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares); fly 50 ft. (average)
Melee 2 claws +15 each (2d6+6) and
bite +13 (1d8+3) and
2 talons +13 each (1d6+3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +20
Atk Options Combat Reflexes, Power Attack
Special Actions dance of ruin, spores, stunning screech, *summon tanar'ri*
Spell-Like Abilities (CL 12th):
At will—*mirror image, telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only)
1/day—*heroism*

Abilities Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16
Feats Cleave, Combat Reflexes, Multiattack, Power Attack
Skill Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (religion) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks)

Dance of Ruin (Su) The vrock does not use this ability during this encounter.
Spores (Ex) A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to every creature adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viney growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for the duration. *Bless, neutralize poison,* or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.
Stunning Screech (Su) Once per hour, a vrock can emit a piercing screech. Every creature (except demons) within a 20-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round.
Summon Tanar'ri (Sp) The vrock does not use this ability during this encounter.



Illus. by J. Zhang

At the close of Chapter 3, the player characters should have discovered that the leaders of Iuz's army are living within the Tower of Magic, but they have no easy way to access the sealed dungeon levels. Simple reconnaissance of the crumbling tower ruins brings them into contact with the enigmatic Grandfather Magic (see page 110), who reveals that the clerics of Zagyg congregating around the tower have orders not to let the PCs pass unless they produce an obsidian artifact called *Zagig's Key*. None of the clerics except their leader, Grandfather Magic, knows any more about this item, and no one in the Free City of Greyhawk seems to have any information as to the key's whereabouts.

This temporary break in the action provides the party with an excellent opportunity to explore the Free City of Greyhawk, finish any remaining side quests from Chapter 1, and engage in the sort of unpredictable player-driven exploration and development that is impossible to predict in a printed adventure. Take this opportunity to reintroduce favorite NPCs and to let the PCs take care of business (such as crafting or purchasing new magic gear) and enjoy the food, drink, and atmosphere of the Green Dragon Inn.

A few days into this slow period, an elf rogue named Tirra (see page 17) approaches the PCs and presents them with an offer they cannot refuse.

ENTER THE THIEVES' GUILD

Greyhawk's Guild of Thieves boasts the most powerful and perceptive information network in the city. Because of the PCs' remarkable new equipment, the goods they have sold since they first delved into Castle Greyhawk, and perhaps even the stories they have told in the Green Dragon taproom, word of their exploits in the Tower of War has already reached the guild. And when the leaders of the Guild of Thieves smell opportunity, they act swiftly.

At some opportune time after the PCs have slain General At-Ur Rehmat, the elf rogue Tirra, Master Thief of the River Quarter, approaches them with an invitation to a private meeting at a guild safe house in the Thieves' Quarter. She openly admits her affiliation and simply asks that the party hear her out.

INTERACTION ENCOUNTER: A MEANINGFUL MEETING

Assuming that the PCs accompany Tirra to Old City, she leads them up a flight of rickety stairs to a run-down apartment in a musty old tenement. Once inside, she opens a small cabinet to reveal an ornate bottle made of yellow glass, as well as a plain green

metal ring wrapped in a red silk handkerchief. Taking them out, Tirra addresses the party.

"The guild has learned of your exploits below Castle Greyhawk," Tirra states confidently. "As you might imagine, we know quite a lot about the castle—enough to guess that you must be looking for a way into the dungeons below the Tower of Magic. Getting in means dealing with that addled old Grandfather Magic, and getting past him requires the key—Zagig's Key. Well, we know where it is—and I'll tell you if you want to know."

If the PCs affirm that they want the information, Tirra continues.

"About two hundred years ago, Zagig founded Greyhawk's Guild of Wizardry and established a six-story ziggurat in the High Quarter as its headquarters. He kept private rooms on the building's top floor, which was completely sealed after he abandoned the city for Castle Greyhawk. The obsidian key you seek is in that secret section. But getting there is not easy—you can't just walk in through the front door. We know of a secret entrance, and we are willing to share that information with you in return for a small service. Interested?"

The Terms

If the PCs ask about the terms of the proposed agreement, Tirra explains further.

"Zagig's Key is not the only treasure reported to be in the sealed study. A patron of the Thieves' Guild has placed a bounty on another of Zagig's treasures—a bronze statue of a monkey about the size of a halfling child. The statue is not magical, but it's worth a great deal to this collector, who has asked that we obtain it for him. But the Guild of Thieves is forbidden by pact and magic from robbing the Guild of Wizardry. You, however, as 'independent operators,' are not bound in this way.

"Since we both have an interest in the contents of this chamber, it only makes sense that we should aid one another. Zagig's Key means nothing to us, but the bronze monkey is important. If you agree to obtain it for me, I will give you the means to penetrate the Guild of Wizardry and tell you how to locate the secret entrance to the chamber. And if you are as good as your word, I'll make sure that you're very well rewarded for your efforts when you turn over the bronze monkey. What do you say?"

The Plan

If the PCs agree to Tirra's proposition, she describes her plan in more detail. Pointing to the yellow bottle and the ring, she says:

"Despite the wards and protections that keep Zagig's study sealed away, the room has a secret entrance that allows access from within the guildhall. An agent of the Guild of Thieves found a mention of this entrance years ago in a book entitled The Yragerne Accord of 393*—a general history of the Guild of Wizardry that described its founding and the ziggurat's construction. Unfortunately, the agent did not record the details of the entrance—he merely noted that the book was shelved in a room called Special Collections.*

"Getting to that room isn't easy, since potent wards protect the entire structure from teleportation magic, and the Special Collections library lies on a restricted part of the fourth floor. But we have a plan for getting you to the appropriate spot. Once in that library, you'll have to find the book and figure out where the secret entrance is.

"This yellow bottle is more than a thousand years old—in fact, it dates back to the ancient Baklunish Empire. It is called a refuge bottle, because when the wearer of the ring twists it in a certain way, he and all those touching him are magically transferred to an extradimensional space within the bottle.

Return here tomorrow at noon, and I'll give one of you the ring. When the wearer twists it, all of you will enter the refuge bottle. Then one of our agents will deposit it in a room near the Special Collections chamber. Exactly twelve hours after you entered the bottle, the ring-bearer should twist the ring again to expel everyone from the bottle. At that point, you're free to do whatever you wish deep within the Guild of Wizardry. After you have retrieved the key and the statue from the study, return to the refuge bottle in the room where you appeared, wait another 12 hours, and another of our agents will smuggle it out.

"But whatever you do, don't tell anyone within the Guild of Wizardry about the secret contained in this book. They too are interested in the contents of Zagig's study, and they would immediately plunder it for themselves, denying you your key and us our statue. These wizards aren't good people, and they don't think twice before summoning demons. Allowing the secrets of Zagig's study to fall into their hands would be catastrophic."

The interior of the *refuge bottle* is exactly like the effect produced by *Mordenkainen's magnificent mansion*, except that instead of a door, the ring allows passage to and from the extradimensional space.

THE REAL STORY

In fact, the guild cares little about the bronze monkey. Tirra's story is true—the guild does owe a favor to a minor noble who seeks the statue for his collection of oddities, but the guild's true goals are considerably loftier. When the PCs turn over the statue to Tirra, she plans to "reward" them by giving one member of the group a fantastically powerful weapon called *Norebo's Hand*. This item is a +3 intelligent chaotic neutral weapon—in fact, it's the favorite weapon type of the party's barbarian, fighter, ranger, or rogue (in that order). The guild particularly wants this weapon in the hands of a weak-willed character so that its ultimate plan has a better chance to succeed.

Norebo's Hand has Intelligence, 18, Charisma 18, Wisdom 10, Ego 20, darkvision out to 120 feet, blind-

sense out to 60 feet, and the ability to hear. It has a +14 bonus on Bluff checks and can use *cure moderate wounds* (2d8+3) on its wielder three times per day and *detect magic* at will. It can communicate telepathically, but it chooses not to do so until the PCs reach the Hall of Memory below Castle Greyhawk's Tower of Zagig. At that point, the machinations of the Guild of Thieves become clear.

When the PCs reach the designated spot, the weapon telepathically suggests that its wielder investigate the passage in area J2 (page 168). If that individual resists, a personality conflict occurs (*DMG* 271), and the wielder must make a successful DC 20 Will save to avoid coming under the weapon's control. If *Norebo's Hand* gains control of its wielder, that individual attempts to claim the *octych* at the end of the corridor and ensure that it is handed over to the Guild of Thieves. The guild knows that the *octych* is one of Castle Greyhawk's most important treasures, and the only reason it wants to help the PCs delve into the castle's dungeons is to gain this potent artifact.

REFUSAL

If the PCs refuse Tirra's offer, she warns them that the Guild of Wizardry deals harshly with thieves. In fact, its leaders seldom bother to turn them over to authorities—they prefer to dole out their own justice. "I have it on good authority," she says quietly, "that trespassers are dispatched to hostile planes." If they still refuse, she shrugs and wishes them well. Then it's up to you to decide the outcome of whatever alternative method they use to sneak into the Guild of Wizardry, and how that plan alters other portions of this chapter.

PENETRATING THE ZIGGURAT

If the PCs return to Tirra's Thieves' Quarter safe house at the appointed hour the following day, she is waiting for them with the *refuge bottle* and ring in hand. She wishes them the best of luck and promises to buy them all a round at the Green Dragon Inn upon their safe return slightly more than 24 hours from now.

THE BOTTLE

Inside the bottle is a well-kept series of rooms, including a dining hall, private chambers, and even an enclosed garden. Several plain purple robes—one for each player character—hang in the central chamber. (Tirra has provided these crude "disguises" to help the PCs navigate the guild library unnoticed.) A small library within the bottle contains numerous books of general interest—all about a hundred years out of date, but nonetheless perfect for whiling away the twelve hours until the PCs can leave the bottle.

THE GUILD OF WIZARDRY

The agent of the Guild of Thieves leaves the *refuge bottle* on the desk in area 1 on the Guild of Wizardry map (page 90), which depicts a section of the guildhall's fourth floor.

1. PRIVATE QUARTERS

This small chamber contains a bed, a dresser, and a table with two chairs. The dresser and desk drawers are empty because the room is not currently in use. The *refuge bottle* rests atop the desk opposite the bed. When the PCs emerge, they all appear within the room, but scattered rather than clumped together. This chamber and the others like it on this floor are meant for the general use of Guild of Wizardry members who are engaged in lengthy research projects in the guild libraries.

2. PRIVATE QUARTERS

Each of these rooms is functionally identical to area 1. Both are empty when the PCs first arrive at the guildhall. By the time the PCs have retrieved *Zagig's Key,* however, a freed hezrou demon is lurking in the adjacent hallway (see tactical encounter 4–3, page 102).

3. SUMMONING CHAMBER

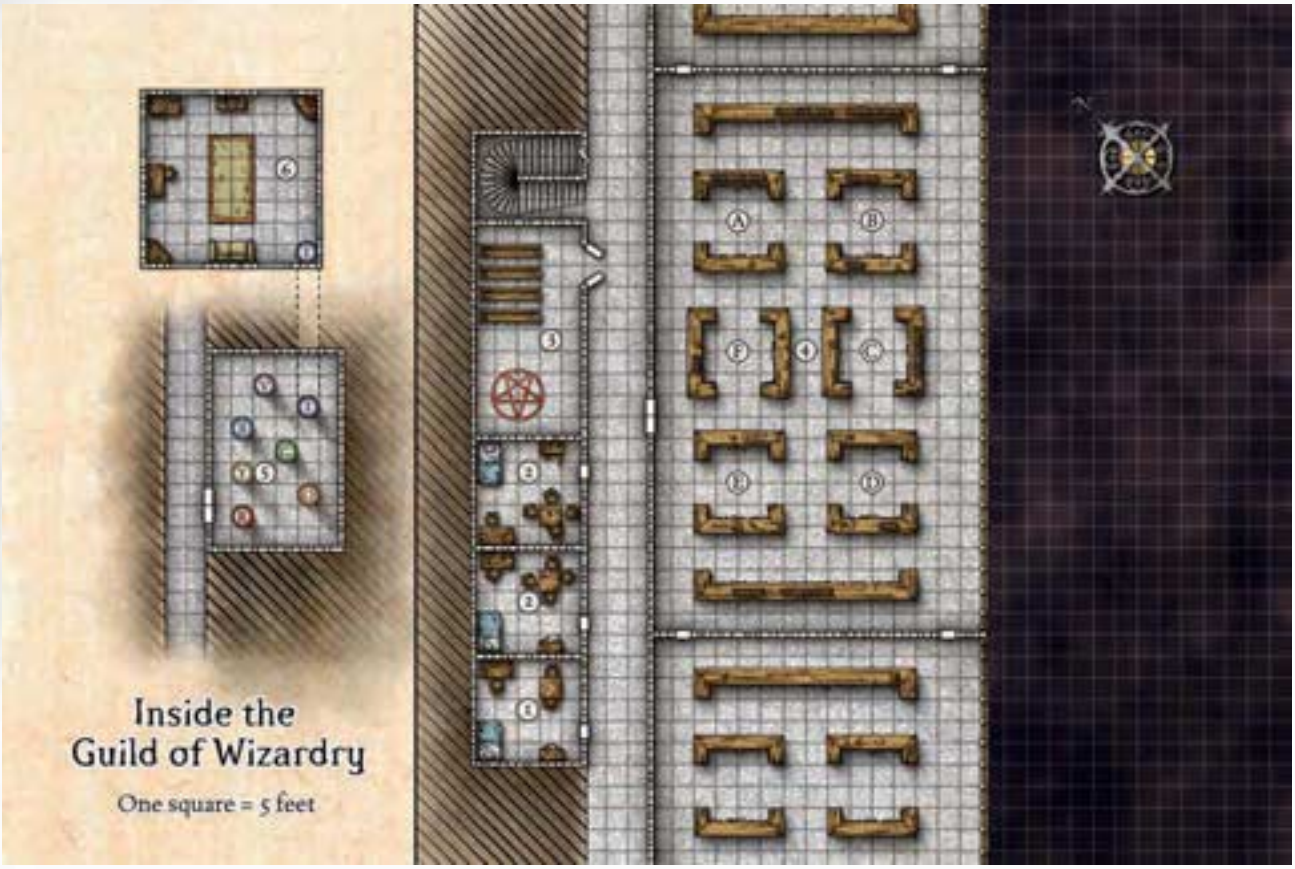
Blue arcane light flickers from somewhere within this chamber. Seven robed wizards stand in the hallway outside, peering through the open door at some spectacle within.

If the PCs are clad in the purple robes from the bottle, the wizards assume that they are in the restricted area on official guild business and pay little attention to them. Some of these NPCs might make friendly conversation with any PCs who attempt to look into the chamber.

Inside the Chamber

Four long pews provide seating, and bas-relief carvings of indescribable beasts adorn the otherwise plain stone walls of this chamber. At the far end, a red-robed female wizard gestures emphatically before the source of the flashing—a 10-foot-diameter, painted summoning circle that casts off a sizzling mix of azure flame and colorless smoke. A massive, grotesque figure struggles wildly within the circle, straining against tightening bands of arcane energy. The creature's inhuman cries issue from a face whose features are a demonic mixture of ape and toad. Sprouting from the creature's back are a series of long spines.

The female wizard summoned Ascariel the Unanticipated, a hezrou demon, only minutes before the PCs arrived, and her associates in the hallway have been watching with rapt attention ever since. Anyone watching the spectacle can attempt a DC 15 Knowledge (arcana) check or Knowledge (the planes) check to deduce that the summoner is having difficulty keeping the demon in line. However, the assembled wizards don't expect any serious trouble, and they do not allow the PCs to interfere with their entertainment.



Development: The hezrou breaks free while the PCs are exploring Zagig's study. When they leave that chamber, the creature is lurking in the hallway (page 102).

4. THE WIZARDS' LIBRARY

Six immense, freestanding pairs of bookshelves, each holding thousands of volumes, stretch from floor to ceiling, dominating the floor space in this huge chamber. Faint globes of glowing magical light in the center between each pair provide illumination. The room smells of ancient parchment and moldering leather.

Each 20-foot-square pair of bookshelves contains hundreds of books on various topics of interest to the Guild of Wizardry. This particular section includes books about the formation of the guild, ancient Greyhawk history, and historically important arcane societies and secrets. The book the PCs are looking for, *The Yragerne Accord of 393*, is located in stack B. Finding the book requires a successful DC 18 Search check made by a character standing within the appropriate stack. But the room also houses a potent guardian—an invisible beholder named Galubgex—tasked with protecting the guild's tomes and librams.

Tactical Encounter: 4–1, The Wizards' Library (page 100).

Development: Galubgex is, in fact, the only guardian the PCs must defeat to access this library. The guild's other guardians have been ordered to stand down by none other than the great wizard Mordenkainen, who is aware of the PCs' intrusion and awaits them elsewhere in the guildhall.

The Yragerne Accord of 393

The Yragerne Accord of 393 contains a great deal of information about the founding of the Guild of Wizardry, as well as schematics of the structure that would be of great interest to thieves. (If they show this material to Tirra at their next meeting, she offers to pay them 3,000 gp for it.) Finding the reference to Zagig's study is easy (DC 10 Knowledge [arcana] or Intelligence check). Opposite a full-page image of Zagig Yragerne laying the guild's cornerstone is the following passage.

"At Zagig's request, the stonemasons constructed a sealed level atop the ziggurat for the Lord Mayor's personal use. The sole access into this 'secret study' was hidden within the indigo pillar in the Chamber of Seven Secrets, which is part of the Initiate's Walk on the fifth floor. Instead of the correct answer, speak Zagig's name to gain entrance to his study."

A general map of the guildhall elsewhere in *The Yragerne Accord* reveals that the Initiate's Walk is at the top of a spiral staircase (not depicted on the accompanying map) leading up from the northeast extremity of the corridor that runs adjacent to the library.

Development: The PCs encounter no serious opposition on their way from the guild's library to the Chamber

of Seven Secrets. To keep them on edge, roll a few random Listen checks for guild functionaries, but all of these miraculously fail in the PCs' favor due to Mordenkainen's interference and sheer luck.

Initiate's Walk

The guildhall's fifth floor houses a series of administrative offices for the guild's hierarchy as well as the Initiate's Walk—a series of chambers meant to test guild members prior to their initiation into certain secrets of the organization. (The only portion of this part of the complex shown on the map is the Chamber of Seven Secrets, described below.)

Above the door of each room associated with the Initiate's Walk is a bas-relief legend that hints at its purpose. On their way to the Chamber of Seven Secrets (area 5), the PCs pass doors bearing the titles "The Pentagonal Path," "Adept's Gambit," "Cities of the Red Night," and "Eldritch Wizardry." These doors have no handles and are barred from the inside, so they cannot be opened with *knock*. If any of these doors are somehow bypassed, the rooms they adjoin are devoid of features. (In truth, the contents of these rooms are curtained behind powerful illusions, which cannot be penetrated except by a guild wizard who speaks the proper command word.)

Strangely, the door to the Chamber of Seven Secrets is not barred or locked. In fact, it seems almost as if someone wants visitors to enter this room.

5. CHAMBER OF SEVEN SECRETS

Seven stone pillars, each a different color, reach down from the 10-foot-high ceiling of this chamber to its floor, which is thickly blanketed in multicolored fog. On each pillar is the oversized face of a smiling, round-cheeked, wizard with his eyes closed. All seem to depict the same man, but he wears a slightly different expression on every case. In each of three corners stands a mechanical man made of wood and stone bearing a massive metal club.

These faces are part of the test associated with this chamber. To undertake the test, the initiate must touch each of the columns in order (from red to violet, according to the colors of the spectrum). The consequences for touching the columns out of order and for answering the questions incorrectly (failing the checks) are outlined in this room's tactical encounter.

When a column is touched, its face animates and asks a question. Each question can be answered with a successful skill check, as outlined below in the description of each column, or a player can use his own knowledge to guess. A correct answer allows the initiate to proceed to the next column; an incorrect answer brings the consequences described in the tactical encounter and means the questioner must begin the entire process again at the red column. If all the questions are answered correctly, each character who successfully answered at least one question gains a +2 inherent bonus to Intelligence.

Tactical Encounter: 4–2, Chamber of Seven Secrets (page 99).

Red Column

Skill Check: DC 15 Knowledge (arcana) or Knowledge (religion).

Question: What draconic creator deity emerged from the First Void in the Age before Ages and shed blood in the Shadow Void to inspire all creation?

Answer: Io, the Ninefold Dragon.

Orange Column

Skill Check: DC 15 Knowledge (arcana).

Question: Potent magical workings, such as the *wish* spell or the appearance of a god's avatar, sometimes leave behind a specific magical phenomenon that is detectable only by arcane means. What form do such symbols take?

Answer: Shadow helices.

Yellow Column

Skill Check: DC 25 Knowledge (the planes).

Question: What five planar races are signatories of the Draeden Compact governing the transmission of pre-Great Wheel arcane secrets?

Answer: The rilmani, the keepers, the mapmakers, the devetes, and the githzerai.

Green Column

Skill Check: DC 25 Spellcraft.

Question: Three spells were used to create the fog at your feet. Name them.

Answer: *Fog cloud, hypnotic pattern,* and *permanency.*

Blue Column

Skill Check: DC 20 Knowledge (history).

Question: Who was the ancient Suel Empire's famed Last Mage of Power?

Answer: Slerotin.

Indigo Column

Skill Check: DC 25 Knowledge (arcana).

Question: Oerth is but one of five parallel Material Plane worlds. Name the other four.

Answer: Yarth, Aerth, Uerth, and Earth.

Violet Column

Skill Check: DC 20 Knowledge (arcana).

Question: Eight *Orbs of Dragonkind* were created by the power magic of the Suel. Name them all, from least to most powerful.

Answer: *Orb of the Hatchling, Orb of the Wyrmkin, Orb of the Dragonette, Orb of the Dragon, Orb of the Great Serpent, Orb of the Firedrake, Orb of the Elder Wyrm, Orb of the Grand Dragon.*

Development: If the name "Zagig" is mentioned in response to any column's question, the face on the indigo column grins widely and says, "Welcome." It then opens its mouth in an immense circle, revealing a hollow shaft through the column and a ladder leading 15 feet straight

up. The column extends about 5 feet into Zagig's study (area 6), ending in a large portal that opens into that room. "Zagig" is not the correct answer to any question, however, so characters interested in completing the test must start over from the beginning.

6. ZAGIG'S STUDY

Along each of the four walls in this cozy study are two windows that reveal the skyline of the City of Greyhawk in the distance. A freestanding bookshelf dominates the center of the room, stretching nearly to the ceiling like a massive pillar. Hundreds upon hundreds of books and scrolls are stuffed into its shelves in haphazard fashion. To one side of the bookshelf sits a padded leather lounge chair, and a large statue of Boccob nearly blocks passage on the other side. Candlelight flickers in the area beyond the bookshelf, in a portion of the room as yet hidden from view.

Zagig's study occupies the entire top floor of the ziggurat. None of the room's windows were apparent from street level—in fact, the upper story appeared to be solid stone from that vantage point.

The bookshelf contains a good portion of the arcane lore that Zagig collected as a mortal, including several volumes of magical import. A successful DC 15 Search check (or a *detect magic* spell) turns up a *Boccob's blessed book*, a *manual of bodily health* (+2), a *manual of quickness in action* (+1), a *tome of clear thought* (+1), and a scroll of *wish*.

Development: Beyond the bookshelf, someone awaits the PCs.

Interaction Encounter: An Unplanned Meeting

Use this encounter when the PCs explore beyond the bookshelf.

Opposite the bookshelf, in the northern corner of the room, stands a table crowded with alchemical equipment and empty beakers and vials. A desk against the northwest wall supports piles of paper, as well as a statue of a squatting monkey about the size of a halfling child. In front of the desk is a tall-backed chair, which suddenly swivels around to reveal its occupant—a middle-aged, bald human male with a black van dyke beard streaked with silver. He wears a stylish outfit of black and blue silk with a dark cape. In his gloved left hand, he holds a wine glass filled with green liquid.

"Welcome to Zagig's study," he says. "I am Mordenkainen. What are you doing on this sacred ground?"

Mordenkainen (N male human wizard 27) is among the most potent wizards in Greyhawk—and indeed, in all of the Flanaess. His question is unnecessary—he knows precisely why the PCs have come. His agents in the city (including the alchemist Hauld and other members of the Wizards' Guild) have already informed him of the PCs' adventures in Castle Greyhawk, and the wily old wizard knows that they need *Zagig's Key* to enter the Tower of Magic. However, he wants to hear what they have to say and take their measure himself.

If the PCs mention *Zagig's Key*, Mordenkainen opens a drawer in the desk and removes a foot-long key made of obsidian and topped with a pyramid design. Looking wistfully at it, he begins to speak, almost as if talking to the key instead of to the PCs.

"Twenty-seven years ago, Riggby, Lord Robilar, and I released Iuz from a magical prison in the dungeons below Castle Greyhawk. We had thought to slay the imprisoned god once and for all so that he could never harm the Flanaess again, but we failed. The Old One walks Oerth once again, and no one is safe.

"The years since then have not treated us well. Even now, Riggby's corpse lies at the temple of Boccob. And Robilar is . . . changed.

"A few years ago, at the close of the Greyhawk Wars, my old friend Rary betrayed me and the other wizards in the Circle of Eight. When the smoke cleared, Otiluke and Tenser lay dead, and my old apprentice Bigby clung to life by only the barest thread. Rary's betrayal was unexpected, though not entirely out of character. He always fancied himself a master chess player, so in retrospect, it was not surprising that he might seek to upset the board.

"The Circle had been struck before—indeed, its members had even been killed before. To prevent catastrophe, each of my wizards had prepared special samples—bits of hair or flesh—from which a new version of himself could be created should disaster strike. But Tenser and Otiluke never had a chance, because their strongholds had been raided and sacked by none other than Lord Robilar, my oldest friend and companion. Robilar threw in with Rary for reasons I have never been able to comprehend, and his betrayal has galled me and my associates since the moment it occurred. Rary's defection made a certain kind of sense, but Robilar's did not.

"Ironically, the journals in this very room unlocked the mystery. Centuries ago, at the height of Zagig's adventuring career, he and his companions discovered a powerful artifact called the Orb of Opposition that acted as a key to an alternate world—Uerth, a place similar to Oerth but several shades darker. Strange doppelgangers of Zagig and his friends existed on this world, where they lived a life of villainy. Zagig and company swapped places with their doubles by touching the orb, and only after a series of great adventures did they manage to return to Oerth, imprison their enemies, and lay the orb to rest in the dungeons of Castle Greyhawk.

"Since Rary's betrayal, I have become convinced that Robilar, in his exploration of the castle, somehow touched the orb and swapped places with his evil double—a being we encountered once before who calls himself Bilarro. My divinations reveal that Robilar—or rather, Bilarro—has once again entered the dungeons of Castle Greyhawk and lurks there even as we speak.

"I once made a promise to Zagig that I would never again enter Castle Greyhawk, and I intend to honor my oath. You, however, are headed there now. You need this key to get in, and I will give it to you freely on one condition. Find the Orb of Opposition. Touch it to Bilarro's skin and return my friend to Oerth. Agree to this quest, and the key is yours, along with my best wishes.

"What do you say?"

If the PCs agree to his terms, Mordenkainen hands one of them the key and urges them to be on their way. Wishing them good luck on their adventures, he assures them that their paths will undoubtedly cross his again someday.

Development: Mordenkainen has spent a lifetime exploring the castle, so he is a useful resource for questions regarding the edifice. Though he wants to get back to the research he was conducting in Zagig's study, he is willing to answer as many of the PCs' questions about the place as you see fit to allow. Feel free, however, to have him hold back key pieces of information simply to keep the adventure interesting. Mordenkainen doesn't want to make exploration of the dungeon that made him famous too easy for anyone else, lest his own legend be diminished—even if his reticence makes Robilar's return less likely.

ESCAPE FROM THE GUILDHALL

After dealing with Mordenkainen, the PCs must return to the *refuge bottle* on the fourth floor of the guildhall. To do so, they must retrace their steps down the shaft to the indigo column in the Chamber of Seven Secrets and back to the area depicted on the Guild of Wizardry map (page 90). Shortly after reaching the bottom of the stairs near area 3, the PCs discover the escaped demon and his grisly meal.

Tactical Encounter: 4–3, Escape from the Guildhall (page 102).

Development: Once the PCs have made their way past the escaped hezrou, they can return to area 1 and the *refuge bottle* without further incident. According to Tirra's instructions, they must wait inside the bottle for 12 hours before emerging. During this time, an agent of the Guild of Thieves makes his way into the guildhall and leaves with the yellow bottle in hand.

If the PCs have completed either the Lost Caravans or the Desecrating Riggby side quest from Chapter 1, they emerge in Tirra's Thieves' Quarter safe house and can immediately exchange the bronze monkey for the powerful weapon *Norebo's Hand* (see page 88). If they have not yet dealt with the city's cult of Iuz, however, the members of that organization take matters into their own hands. Go to encounter 4–4, Iuzites Attack (page 104).

IUZITE SAFE HOUSE

The Iuzites' stronghold consists of a moribund two-story dwelling in the heart of the River Quarter, not far from the Green Dragon Inn. The information that follows describes important locations in this stronghold. Refer to the map on page 105 for details that are mentioned here.

Through their magical divinations and their spy network, the cultists of Iuz know that the PCs—the people who have disrupted Iuz's efforts below the Tower of War—will soon emerge from a bottle carried by an agent of the Guild of Thieves. So they ambush the agent on his



The Iuzites attack!

Illus. by M. Coimbra

way back to the safe house, dump his corpse into the Millstream, and carry the bottle back to their headquarters. The PCs subsequently emerge in the cult's underground sanctum (area 6 of the safe house), where they must do battle to survive.

Tactical Encounter: 4–4, Iuzites Attack (page 104).

1. ENTRANCE HALL

The building's only exterior door opens onto a long hallway with a shabby green carpet. Candles set within niches carved into the walls provide flickering light. Three doors along the north wall lead to two closets, and a thin flight of stairs leads down to the cellar and the cult's private sanctuary. An arch just inside the front door gives access to an unkempt dining room, and a door on the south wall at the far end of the hall leads to the kitchen. A grand staircase directly south of the front door ascends to the second floor.

2. STORAGE CLOSETS

These small chambers contain several soiled overcoats used by the five cultists, plus three city guard uniforms, two noble's outfits, and four purple-and-gold robes similar to those worn by clerics of Boccob. A rusty shovel in the western closet is limned with dried blood from a murder committed months ago.

3. DINING HALL

Several half-eaten meals—some several days old—crowd the surface of the battered dining room table in this hall, providing mute evidence of the cult's laziness about doing chores. If the cult is not on alert, the clerics Sarunsen (S on the map) and Galamog (G) are here when the PCs arrive.

4. KITCHEN

This simple kitchen features two doors—one leading to the central hallway and another that opens directly into the dining room. A butcher-block table against the east wall is piled high with rotten meat and moldy cheese. Three water basins along the south wall hold stacks of dirty dishes and a healthy colony of maggots.

5. PRIVATE ROOMS

Four bedrooms dominate the upper floor of the cult's stronghold. One of these chambers—which is used by members of the cult who have dwellings elsewhere in the city—contains only two beds. Each of the other three is furnished with a desk and dresser as well as a bed.

If the cult is not expecting trouble, Vokos (V) and Zirelle (Z) are in two of the three well-furnished rooms when the PCs arrive. Zirelle fancies herself the leader of the group, and the desk in her room contains a ledger listing the members of this Iuzite cell. The list includes Vokos, Zirielle, Galamog, Sarunsen, and Asher (A)—all of whom dwell here—as well as Garvent, their man at the Able Carter Coaching Company. If you want to develop Iuz's cult beyond this cell, feel free to expand the list with additional names that might lead to further adventures.

Development: The ledger also contains a handwritten receipt from one Ladav Idnorsea for a box containing the bones of someone named Sir Bluto Sans Pite. According to the note, this box was delivered to Zirielle just a few days ago from somewhere in the Bandit Kingdoms to the north. A successful DC 15 Knowledge (local) check reveals that Sir Bluto Sans Pite was the infamous villain behind the so-called River of Blood murders that terrorized the Free City some twenty-two years ago. Anyone whose check result exceeds 20 also remembers that Robilar solved that case and was ennobled by the city for his efforts. Upon acquiring Sit Bluto's remains, the cult converted them into the mohrg that now inhabits area 6.

Treasure: A thorough search of the floor coupled with a successful DC 10 Search check reveals assorted coins worth 134 gp in total. A *hand of glory* hidden under a loose floorboard in Vokos's room can be found with a successful DC 12 Search check.

6. FOUL SANCTUM

If the PCs arrive at the stronghold by means of the *refuge bottle,* use the room description given in the associated tactical encounter (page 104). If they arrive by some other means, use the following description.

The rickety wooden steps end in a one-room basement with exposed earthen floors. A low, circular stone platform covered in runes surrounds a short stone pedestal at the center of the dank chamber. A taller raised platform in the eastern half of the room surrounds a stone sarcophagus bearing the grinning skull motif of Iuz the Evil. A lone cleric dressed in bloody white robes kneels upon the floor, inscribing a rune on the stone platform. He seems completely absorbed in his task.

The lone cleric in this area is Asher (A), the youngest member of this Iuzite cell. If he can do so, he cries out, "Help me, Sir Bluto!" when he notices the presence of armed intruders. His desperate call attracts the attention of the mohrg (M) resting within the sarcophagus. "Sir Bluto" emerges from his hollow tomb in the following round and attacks as outlined in the tactical encounter on page 104.

Development: If the PCs manage to defeat the cult, they might choose to take possession of the house and live there. If they are still in residence after three months, then a member of Greyhawk's infamous Revenue Service taps on their door and demands 4,500 gp in back taxes.

LOOSE ENDS

When the PCs finally return to Tirra, she expresses great relief, confiding that she had feared the worst after the discovery of her agent's corpse in the Millstream. She apologizes for the inconvenience and immediately offers to sponsor any interested party members into the Guild of Thieves. Whether or not any PCs join, Tirra explains that the guild looks out for its friends and will watch the PCs' backs in the future.

If the PCs give Tirra the bronze monkey from Zagig's study, she claps her hands in excitement, then presents the party with *Norebo's Hand* (see page 88). She explains the weapon's powers but does not reveal that it is intelligent. Depending on how the PCs react to the weapon's machinations later in the adventure, Tirra might turn out to be either a long-term enemy or an ally who can aid them throughout the entire campaign.

In the meantime, the PCs now control their own destiny. With *Zagig's Key* in hand, they are free to explore the dungeons below Castle Greyhawk's Tower of Magic at their leisure. If they want to spend more time in the city, however, Greyhawk still has a few adventures left to offer them.

Diversions

In addition to their quest for the key, the PCs can find a host of opportunities for adventure in the City of Greyhawk. The following diversions are just a sample of the possibilities that exist in this vast and bustling metropolis.

HAUNTED HOUSE

The PCs' exploits in the dungeons of Castle Greyhawk are sure to attract the attention of the locals who frequent the Green Dragon Inn. As their legend grows, a few of the regulars might occasionally offer them free drinks or meals in exchange for a good story.

One individual who takes a special interest in the PCs is Trolgar Kreet (LN male human expert 4; see page 18), a local import merchant. A portly, middle-aged man with thinning brown hair, Trolgar is charismatic and rather taken with himself. One evening, Trolgar approaches the PCs and offers to buy them a few drinks. If they accept, he regales them with rather boring tales of his journeys to the distant city of Sasserine. Once Trolgar gets the sense that he can trust the characters, he proposes a business deal.

TROLGAR'S PROPOSITION

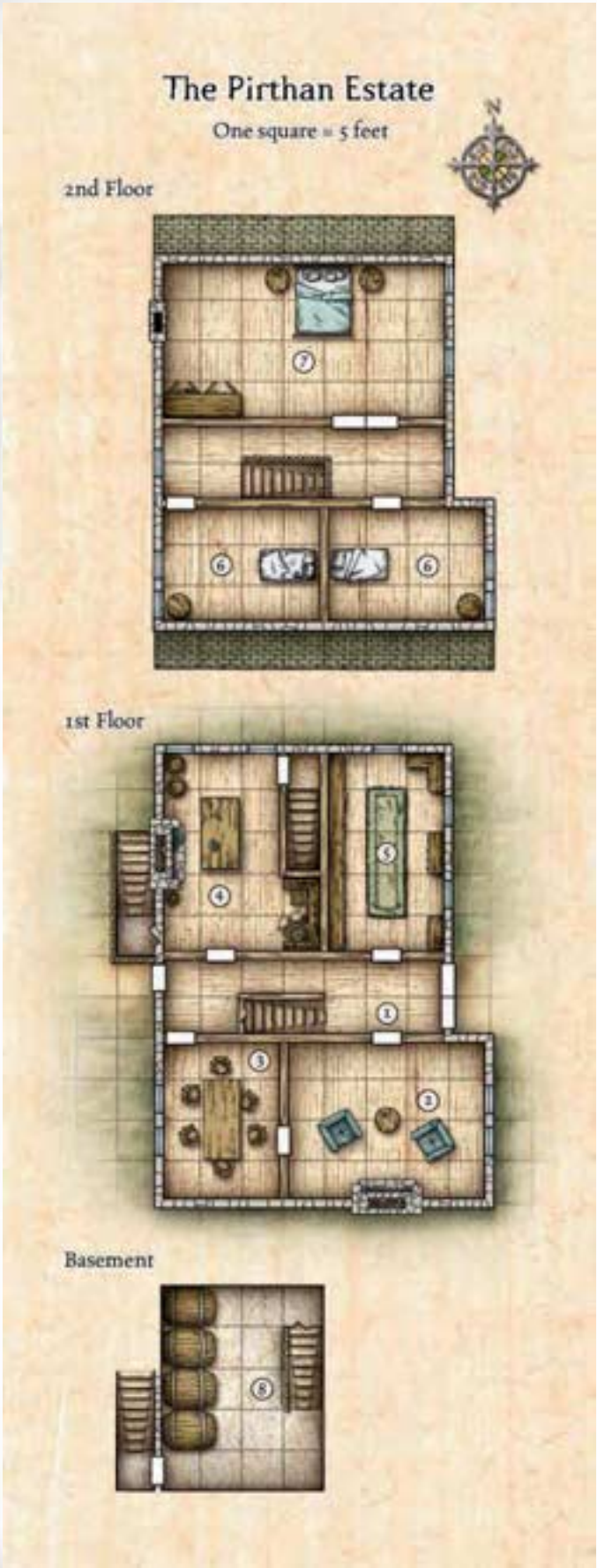
"You know," says your host, "brave heroes such as yourselves need a place to call home, where you can store your treasure safely and be reached easily by those with propositions of employment. I've recently acquired a place that would make a perfect home base for you. It's called the Pirthan Estate, and I would be willing to let you have it for a reasonable price—only 4,000 gold. Interested?"

Trolgar offers to show the PCs around the Pirthan Estate if they would like to have a look at it. But although everything Trolgar says is true, he hasn't told them about the vengeful spirits that haunt the place. A successful Sense Motive check opposed by his Bluff check (+5 modifier) reveals that he hasn't told them the whole truth.



Illus. by F. Vohwinkel

A night of sleep in the estate is far from restful



THE PIRTHAN ESTATE

On a small hill overlooking the surrounding neighborhood sits a weathered stone house with an overgrown yard. All the windows and doors are boarded up, but the building appears to be in fairly good condition.

Trolgar explains that he received this house in lieu of payment for a shipment of goods that he delivered to a local landlord five years ago. He thought he might live here, but he found a larger building a few blocks away that better suited his needs.

Building Key

The interior of the building includes the following areas, keyed to the accompanying map.

1. Entry Hall: An old, dusty rug covers much of the floor of this chamber, and cobwebs dangle from the brass chandelier suspended from the ceiling.

2. Sitting Room: Two plush chairs covered by sheets stand in front of an oversized fireplace.

3. Dining Room: Though covered in dust and grime, the long dining table and chairs are otherwise in fine condition.

4. Kitchen: Obviously a kitchen, this room is nonetheless bare of food or dishes. Only a few stale crumbs remain in the cupboards. A lone rat scurries from one corner to another.

5. Study: The bookshelves lining the walls of this chamber are empty. A tattered rug in the center of the floor covers an old bloodstain.

6. Bedrooms: Each of these bedrooms contains a table and a simple bunk bed with a straw mattress. The furniture is covered in dust, and the beds smell musty.

7. Master Bedroom: The master bedroom is furnished with a relatively new straw bed, two small tables, and an empty wardrobe. Trolgar explains that he replaced the bed when he thought he might live here.

8. Wine Cellar: Except for four large, empty casks and copious amounts of dust and cobwebs, this small basement appears empty. Behind a metal door is a small side vault.

Cold Shadows

The previous owners of the Pirthan Estate harbored a dark secret that even Trolgar doesn't know. Throughout the Greyhawk Wars, various agents loyal to Iuz had been using Ulrthan Pirthan's estate as a safe house. At the war's end, Ulrthan decided that it would be in his best interest to cover up all evidence of his collaboration. So he poisoned the four agents hiding in his basement at the time and entombed their bodies in his wine casks.

About two weeks later, the agents arose as shadows and attacked Ulrthan's family. Although his wife died, the patriarch and his children managed to escape. Ulrthan later sold the estate to a local landlord, who subsequently deeded it to Trolgar in payment for a debt.

The four shadows lurk in the basement still. During the day they do not stir from the casks that house their remains. At night, however, they roam the house in search of living prey. Trolgar stayed here only one night and barely managed to escape with his life, but he does not mention this fact to the PCs.

Although none of this information is publicly known, a successful DC 20 Gather Information check reveals that the place has been uninhabited for thirteen years (roughly since the end of the Greyhawk Wars), and that the neighborhood children think it's haunted.

The first night the PCs stay in the estate, the cold shadows emerge from their casks and roam the house in search of victims.

Tactical Encounter: 4–5, Haunted House (page 103).

Development: If he is accused of selling a cursed house, Trolgar is flustered at first. Shortly thereafter, he regains his composure and confesses that he did know about the restless spirits but thought brave heroes such as the PCs could handle them. Trolgar offers to take the place back if the PCs wish, but he is willing to reduce the price by 1,000 gp if they stick with the deal.

If the PCs defeat the shadows and decide to keep the estate, they have no further trouble. They can hire laborers to repair and clean up the place for 200 gp.

ROGUE RESPONSIBILITIES

Greyhawk is well known as a city of thieves, but one thief in particular has earned a reputation here of late. Fidd "Quick Fingers" Dulamin has spent the past three years robbing the rich and poor alike, much to the frustration of the City Watch. He has been arrested three times but managed to escape each time. His crime spree came to an end a few days ago, when he decided to follow some adventurers to Castle Greyhawk in hopes of robbing them when they made their way back to the surface. His plan fell apart when a wandering patrol of orcs caught him in the upper reaches of the tower dungeons and brought him down to the Arena (see page 68). Stripped of all his gear and guarded by a hungry dragon, Fidd has been biding his time and ever since and hoping to find a way out.

As noted in the first episode of The Rogue Returned side quest (page 68), Fidd claims to be a messenger when the PCs discover him. If they release him, he quickly returns to the city, reestablishes himself in his old haunts, and resumes his daring raids and robberies. Within a week, he has broken into the general store, burglarized a handful of local merchants, and robbed a trio of pilgrims who have come to pay their respects to Riggby. Unfortunately for Fidd, one of the pilgrims saw his face and described him to the City Watch. Just after a week after Fidd's release from the Arena, wanted posters bearing his likeness and offering a 1,000 gp reward for his capture go up all over town.

SIDE QUEST: THE ROGUE RETURNED

If the PCs try to solve the problem they have inadvertently created, they soon find that tracking down Fidd is no simple task. The City Watch in the River Quarter has spent months trying to catch and hold him, stopping into local taverns (including the Green Dragon Inn) periodically and staying alert on the streets. Because Fidd works alone and has no ties to the Guild of Thieves, Gather Information checks yield only wild rumors and speculation. However, since the PCs have actually seen Fidd, they can use *locate creature* or *locate object* (on his clothes or some object he was given) to find his rooftop hideout in the River Quarter.

If they have not found Fidd after another week (during which he commits even more spectacular crimes), his likeness has become so commonplace that many people in the River Quarter begin to swear that they have seen him. At this point, a successful DC 30 Gather Information check turns up an old woman who recognizes his picture and claims that she sees him wandering down a nearby alley practically every night. At the end of the dead-end alley is a narrow staircase that leads up to the roof.

FIDD'S HIDEOUT

On the roof of a two-story building is a small shack surrounded by a series of tripwires. When triggered, these wires sound a tiny bell inside the building.

Ringing Bell Trap: CR 0; mechanical; location trigger; manual reset; Reflex DC 25 avoids; Search DC 25; Disable Device DC 15.

The shack contains a bed, a table, and a chest. Fidd spends most of each day and the early part of each evening here. If the bell rings while Fidd is at home, he sprints out the door and attempts to flee, grabbing his bow and sword along the way. Otherwise, the PCs might be able to surprise him during a meal.

Inside the chest are the clothes Fidd wore when he was in the dungeon. Underneath the chest is a small, unlocked door that opens into a compartment containing coins and jewels worth a total of 3,000 gp.

Tactical Encounter: 4–6, Rogue Returned (page 106).

Development: If the PCs capture Fidd and turn him over to the authorities, extraordinary precautions are taken to guard against his escape, and he remains in custody this time. At his trial, Fidd is sentenced to five years of hard labor for his crimes.

If the PCs turn over the stolen coins and jewels they found in Fidd's shack to the authorities, they earn the gratitude of the City Watch. From this point onward, Watch officers show them leniency if they are involved in any sort of petty crime or disturbance.

If Fidd escapes the PCs, he attempts to take revenge upon them before fleeing the Free City. He might try to rob every one of them, or he might try to embarrass them in public. In any case, once Fidd leaves Greyhawk, he never returns.

ZUOKEN'S FINEST

Games are quite popular in the Free City of Greyhawk, and citizens can watch or participate in just about any sort of contest—from the glorious matches in the Free City Arena to simple games of chance at nearly any inn or tavern in town. Two weeks ago, monks from the Dark Moon Monastery sent out a special challenge—anyone who could best the monastery's three top masters in combat would earn an immense ruby the size of a fist. A number of brutes have already tried their skill against the monks, but all have come away with large welts and bruised egos.

Any PCs wishing to take up the monk's challenge need only visit the monastery (see Dark Moon Monastery, page 23). When they state their business, the monks invite them inside, take down their contact information, and inform them that they will be called when it is their turn. Two days later, a solemn monk arrives at their residence to invite them to the contest.

THE RULES

At the monastery, the monks bring the PCs inside to a waiting room just outside the combat area and explain the rules of the contest.

1. All combatants must deal nonlethal damage. Dealing lethal damage immediately ends the contest and results in forfeiture. To facilitate compliance with this rule, every weapon must be tied inside a padded leather sheath, which allows normal use but converts all damage to nonlethal. A character wishing to use a bow, crossbow, or sling is given 5 pieces of blunt ammunition that deals only nonlethal damage. Special weapon qualities such as flaming, frost, shock, and keen do not function while the weapon is inside the sheath, and other abilities might also fall into this category at your discretion. Each spellcaster participating in the contest is given a special *metamagic rod* that allows conversion of damage from three spells per day to nonlethal. A character who casts spells spontaneously must spend a full-round action to cast a spell using one of these rods.

2. Combatants are not allowed to cast any spells or use any magic items before the challenge begins.

3. The combat is not over until either all three monks or all the participating PCs have been rendered unconscious, incapacitated, or otherwise disqualified.

PCs who agree to these rules are taken to the next chamber, where their weapons are prepared and any additional gear needed is distributed. Then the PCs are checked with a *detect magic* spell to ensure that they are following the rules. Thereafter, they can proceed through the double doors into the chamber where the challenge is to be held.

THE CHALLENGE

Rows upon rows of plain wooden pillars extend the length of this immense chamber. The walls are covered in hanging scrolls emblazoned with odd symbols. In the center of the room yawns a wide pit, and a gong hangs on the wall opposite the entrance. The fragrance of burning candles and the smell of autumn leaves pervade the air.

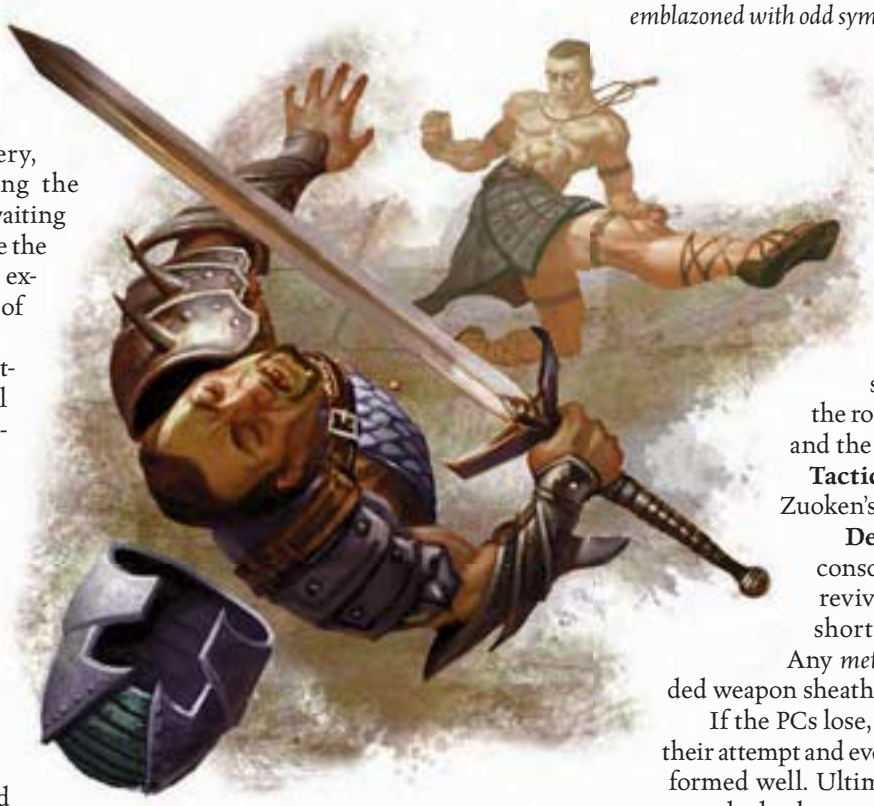
After 1 round, three skilled monks enter the room, the gong sounds, and the challenge begins.

Tactical Encounter: 4–7, Zuoken's Finest (page 107).

Development: Any unconscious combatants are revived in another room shortly after the match. Any *metamagic rods* and padded weapon sheaths must be returned.

If the PCs lose, they are thanked for their attempt and even praised if they performed well. Ultimately, however, they are asked to leave, and any requests to try again are refused.

If the PCs are victorious, they are taken to a small room at the top of the monastery to meet with Iquoyan (N male human monk 12), the dusky-skinned master of the Dark Moon monks. He congratulates the PCs on their accomplishments and hands them a small, black-lacquered wooden case containing their prize—a fist-sized ruby worth 8,000 gp. Iquoyan then offers them a quest (see Dark Moon Monastery, page 23).



A contest of combat in the Dark Moon Monastery

Illus. by T. Denmark

Chamber of Seven Secrets

Encounter Level 11

Use this encounter with the area entry on page 91.

This encounter begins when the PCs enter the Chamber of Seven Secrets. Each round stone column fills a 5-foot square. The letter designations of the seven columns on the tactical map correspond to their colors (red, orange, yellow, green, blue, indigo, violet).

The proctors begin this encounter in each of the three corners farthest from the door.

The Black, White, and Gray Proctors CR 8

hp 112 each (15 HD); fast healing 5

Modified shield guardian
N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 24, touch 9, flat-footed 24; **DR** 10 /adamantine with *stoneskin* (White only); *fire shield* (Gray only, deals 1d6+7 fire damage to attacker)
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects); 3rd-level or lower spell effects with *lesser globe of invulnerability* (Black only)
Fort +5, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)
Melee +2 *thundering greatclub* +19 (1d10+9 plus 1d8 sonic)
Base Atk +11; **Grp** +21
Special Actions find master*, guard*, *shield other**, *spell storing*

Abilities Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1
SQ find master*, guard*, *shield other**, *spell storing*
* Each modified shield guardian treats the room as the bearer of its amulet. Accordingly, these powers do not come into play during the course of this encounter.

Spell Storing (Sp) Each proctor stores a 4th-level arcane spell, which it "casts" upon animating. The Black Proctor's spell is *lesser globe of invulnerability,* the White Proctor's is *stoneskin,* and the Gray Proctor's is *fire shield.* Caster level 7th.

Features of the Area

This area has the following features.

Fog: The multicolored fog cloaks a deliberately uneven floor meant to trip up combatants. Treat the ground in this room as difficult terrain.

The air resonates with an unseen energy that feels like the moment before a lightning strike, and the multihued fog on the floor roils restlessly.

The columns must be touched in the order of the colors of the rainbow. If a column is touched out of order, it thrums with magical energy for a moment, then the face animates and shouts "NO!" At that point, every living creature in the room must succeed on a DC 18 Fortitude save or be deafened as if subject to the *blindness/deafness* spell.

When a column is touched in its proper order, the face animates and asks a question (see page 91). If an incorrect answer is given, the Black Proctor animates and attacks. The White and Gray Proctors follow suit upon the utterance of the second and third incorrect answers, respectively.

TACTICS

Upon animation, each proctor casts its stored spell and closes to attack with its +2 *thundering greatclub*. The proctors initially focus their attacks upon characters who have uttered incorrect answers to the columns' questions. If attacked by other characters, they respond in kind, but they do not move against characters who have not acted against them—in fact, they behave as if they do not even know such characters are present. The proctors fight to the death.



The Wizards' Library

Encounter Level 14

Use this encounter with the area entry on page 90.

This encounter begins when the characters enter the Special Collections library. Galubgex, the invisible beholder monitoring this section, is in stack A at that time. It spends 2 rounds casually glancing at various titles here before continuing its circuit to stack B, where it remains for 2 rounds before proceeding to stack C, and so on. The beholder continues on this route for as long as the characters remain unobserved by it. (Thus, it is possible for a party using stealth measures to enter the library, successfully locate the book they are after, and leave before Galubgex becomes aware of their presence.)

Each character in the room can attempt a DC 12 Spot check to notice that the magical lights within one of the stacks flicker out every 2 rounds, then flicker back on 2 rounds later (because of the beholder's antimagic eye).

Unless the PCs are taking precautions to remain undetected, Galubgex senses them with a Listen check (+18 modifier) or if it crosses their path in its circuit of the stacks. Upon discovering the PCs, Galubgex trains its central eye on them and addresses them as follows.

"Who are you?" demands a deep, rumbling voice from within one of the stacks. "And what is your business in the library?"

TACTICS

At the onset of the encounter, after discovering the characters, Galubgex pivots so that its antimagic cone can cover as many PCs as possible. Characters within this area immediately become aware that their magic has become nonfunctional.

Unless the PCs can change the beholder's attitude from hostile to friendly, it attacks in the following round, becoming visible and lashing out with its eye rays. Thereafter, it puts its maneuverability and its *ring of invisibility*

GALUBGEX — CR 13

hp 93 (11 HD)

Beholder
LE Large aberration
Init +6; **Senses** all-around vision, darkvision 60 ft.; Listen +18, Spot +22
Aura antimagic cone
Languages Beholder, Common

AC 26, touch 11, flat-footed 24
Immune flanking
Fort +9, **Ref** +5, **Will** +11

Speed 5 ft. (1 square), fly 20 ft. (good); Flyby Attack
Melee bite +2 (2d4)
Ranged 10 eye rays +9 touch each (various effects, see below)
Base Atk +8; **Grp** +12

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15
SQ flight
Feats Alertness[B], Flyby Attack, Great Fortitude, Improved Initiative, Iron Will
Skills Hide +12, Knowledge (arcana) +17, Listen +18, Search +21, Spot +22, Survival +2 (+4 following tracks)
Possessions *ring of invisibility* (worn on an eyestalk)

All-Around Vision (Ex) Galubgex's multiple eyes allow it to look in any direction, providing a +4 racial bonus on Search and Spot checks. Opponents gain no benefits when flanking Galubgex.

Antimagic Cone (Su) Galubgex's central eye continually produces a 150-foot cone of antimagic. This cone functions like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed—even Galubgex's own eye rays. Once each round, during its turn, Galubgex decides whether the antimagic cone is active or not. (It deactivates the cone by shutting its central eye).

Eye Rays (Su) Each of Galubgex's ten eyes can produce a magic ray once per round as a free action. During a single round, Galubgex can aim only three eye rays at targets in any 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. Galubgex can pivot its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell cast by a 13th-level caster, but follows the rules for a ray (see Aiming a Spell, *PH* 175). Each eye ray has a range of 150 feet and a save DC of 17. The ten eye rays include:

Charm Monster: Will negates.
Charm Person: Will negates.
Disintegrate: Fort negates.
Fear: Will negates; single target only.
Finger of Death: On a failed Fortitude save, the target dies; on a success, it takes 3d6+13 points of damage.
Flesh to Stone: Fortitude negates.
Inflict Moderate Wounds: 2d8+10 points of damage (Will DC 17 half).
Sleep: Affects any one creature, regardless of Hit Dice (Will DC 17 negates).
Slow: Works as the spell, but affects only one creature (Will DC 17 negates).
Telekinesis: Moves objects or creatures that weigh up to 325 pounds (Will DC 17 negates).

Flight (Su) Galubgex's body is naturally buoyant, allowing it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Skills Galubgex has a +4 racial bonus on Search and Spot checks.

to good use, darting about invisibly and then reappearing to attack. One of its favorite tactics is to pick up a character with its telekinesis eye and fling him or her into a wall or a bookshelf, dealing damage as for a fall of the same distance that the character was flung.

The configuration of this area puts severe limitations on what the beholder can accomplish with its eye rays (including its antimagic cone), since all of these abilities need line of sight to function and cannot pass through a square occupied by one of the bookshelves. Galubgex is acutely aware of this fact, so it spends a lot of time moving around (usually while invisible) for two reasons: to stay away from the characters' attacks as much as possible and to continually search for an optimum location from which to launch one of its rays.

Although it has been entrusted with the guardianship of the library, Galubgex does not hesitate to destroy one or more sections of the bookshelves (using its disintegrate ray) if doing so gives it a better chance of bringing its powers to bear against the intruders.

Features of the Area

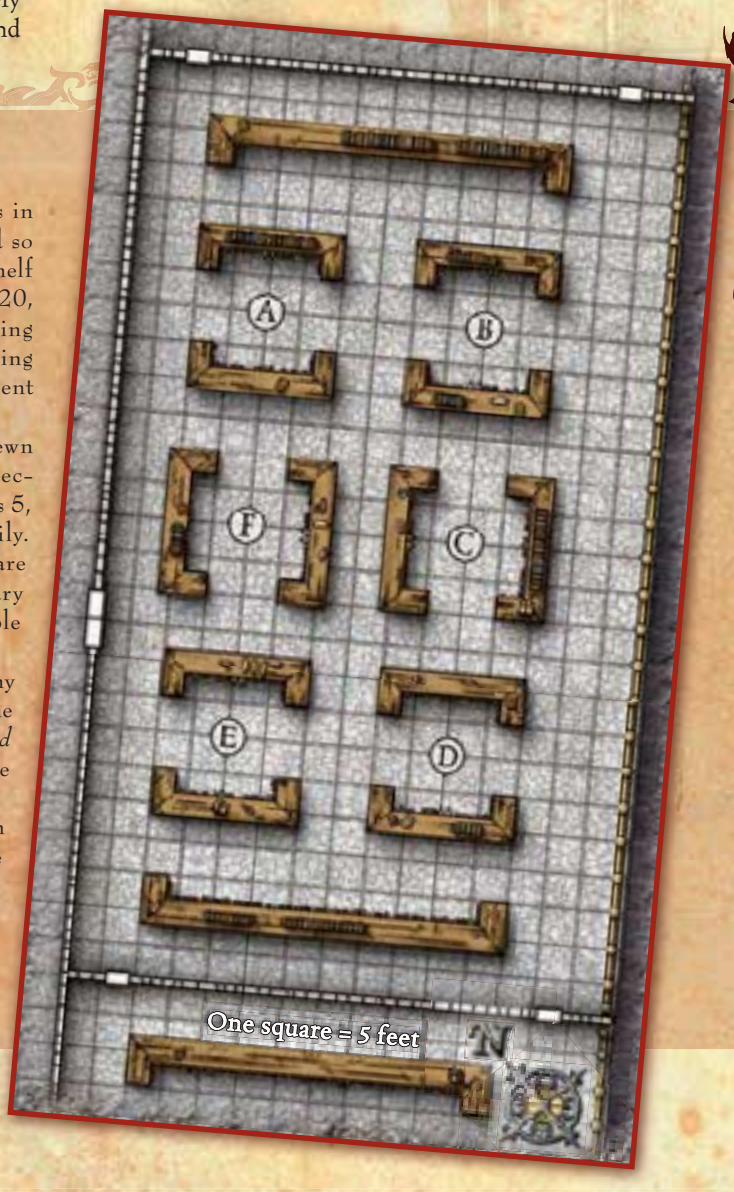
This area has the following features.

Bookshelves: The six pairs of U-shaped bookshelves in this area extend from floor to ceiling and are anchored so that they cannot be tipped over. Each 5-foot section of shelf has the qualities of a strong wooden door (hardness 5, hp 20, break DC 23). If a section of shelf is destroyed, the resulting debris fills the squares on either side of that section, making those squares into difficult terrain (2 squares of movement to enter).

If the books in a section of shelf are pulled out and strewn across the floor (taking a full-round action), the empty section of shelf is treated as a simple wooden door (hardness 5, hp 10, break DC 13) and thus can be destroyed more easily. The bookshelves along the short sides of this chamber are already empty (they are used only for sorting and temporary storage), so they also have the characteristics of simple wooden doors.

If any section of the shelf in area B is destroyed, or if any of the books in a section of this shelf are strewn across the floor, it happens to be the section where *The Yragerne Accord of 393* was located. Accordingly, the Search DC to locate the book increases to 40.

Despite their appearance on the map, the shelves are thin enough so that a character (or Galubgex) can occupy the same square as a section of shelf. (The small projections on the ends of each shelf do not prevent movement into the squares they occupy, but do keep characters from moving "through" that portion of shelf into the adjacent square on the opposite side.)



Escape from the Guildhall!

Encounter Level 11

Use this encounter when the characters try to return to their refuge bottle after retrieving Zagig's Key from Mordenkainen (page 93).

The hezrou demon Ascariel the Unanticipated has broken free from his bonds in area 3 and now lurks in the halls outside the library, on the PCs' path to escape. Place him at point A on the tactical map.

Several mutilated corpses litter the hallway outside the library chamber. Their bloody robes resemble those worn by the men and women who were lingering outside the summoning chamber earlier. However, the carnage here makes it difficult to tell where one body ends and the next begins, much less make positive identifications.

TACTICS

Upon hearing the PCs, Ascariel steps into the hallway (using *gaseous form*) to confront them. The enraged demon attacks even those who might claim to be his friends. He complains bitterly in Common about the guild's attempt to enslave him "once again" while leading off with his *unholy blight* spell-like ability. In the subsequent rounds, he uses *blasphemy* and *chaos hammer* whenever given an opportunity, closing to melee only if necessary. The magical wards of the Wizards' Guild prevent Ascariel from using his *greater teleport* ability to escape.



Ascariel the Unanticipated — CR 11

hp 138 (10 HD); **DR** 10/good

Male hezrou demon
CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +0; **Senses** darkvision 60 ft.; Listen +23, Spot +23
Languages Abyssal, Common; telepathy 100 ft.

AC 23, touch 9, flat-footed 23
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 19
Fort +16, **Ref** +7, **Will** +9
Weakness cannot be raised or resurrected

Speed 30 ft. (6 squares)
Melee bite +14 (4d4+5) and
2 claws +9 each (1d8+2)
Base Atk +10; **Grp** +19
Atk Options improved grab, stench
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 13th):
At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18)
3/day—*blasphemy* (DC 21), *gaseous form*

Abilities Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Feats Blind-Fight, Cleave, Power Attack, Toughness
Skills Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)

Improved Grab (Ex) To use this ability, Ascariel must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.
Stench (Ex) Ascariel's skin produces a foul-smelling toxic liquid whenever it fights. Any living creature within 20 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area, and cannot be affected again by the stench for 24 hours. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.
Summon Tanar'ri (Sp) Ascariel does not use this ability in this encounter.

Features of the Area

This area has the following features.

Corpses: Examination of the bodies (Search DC 10) turns up a *ring of force shield*, a *wand of fox's cunning*, a *figurine of wondrous power (silver raven)*, and a jar of *sovereign glue*.

Refuge Bottle: Unless the PCs took it with them, the yellow bottle they must enter to escape the Guild of Wizardry rests in area 1. The PCs might attempt to escape by avoiding Ascariel and teleporting into the bottle. In this case, the demon simply steals the bottle and escapes the guild, then finds a likely spot to await the PCs' return. The details of such an encounter are left for you to formulate.

Summoning Circle: The summoning circle in area 3 appears to be intact, but a careful examination (Search DC 10) reveals a small beetle covered with the paint that was used to finish the circle. The caster unknowingly painted over the beetle, and when it walked away, it disrupted the magic, allowing Ascariel to break free. (A successful DC 15 Spellcraft check reveals this fact.)

Haunted House

Encounter Level 10

Use this encounter with the area entry on page 96.

This encounter begins the first time the characters enter the basement of the house in the Pirthan Estate, or during the first night they spend there. Each PC can attempt an opposed Spot check (against the shadows' Hide modifier, which can vary; see below) to notice the shadows before they attack.

The darkness it the room quivers, then reaches out to strike.

3 Cold Shadows — CR 6

hp 58 each (9 HD); fast healing 3

Evolved advanced shadow
CE Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Common

AC 14, touch 14, flat-footed 12
Immune undead immunities; can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities
Resist turn resistance +2; 50% chance to ignore any damage from a corporeal source (except force effects and attacks made with ghost touch weapons)
Fort +3, **Ref** +5, **Will** +7
Weakness cannot be raised, destroyed at 0 or fewer hp

Speed fly 40 ft. (8 squares) (good); can pass through solid objects (but not force effects) at will, moves silently (cannot be heard with Listen checks unless desired)
Melee incorporeal touch +6 (1d6 Str plus 50%; see below)
Base Atk +4; **Grp** —
Atk Options attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally)
Special Actions create spawn
Spell-Like Abilities (CL 9th):
1/day—*cone of cold* (DC 18)

Abilities Str —, Dex 14, Con —, Int 7, Wis 12, Cha 16
Feats Dodge, Empowered Ability Damage[LM], Mobility, Spring Attack
Skills Hide +14*, Listen +7, Search +6, Spot +7

Strength Damage (Su) A cold shadow can weaken a foe by making a touch attack. The opponent takes Strength damage on each hit equal to 1d6 points plus 50% of that amount. A creature reduced to Strength 0 by a shadow dies. Strength damage is a negative energy effect.
Empowered Ability Damage This feat increases the amount of Strength damage dealt by the cold shadow's touch attack by 50%.
Create Spawn (Su) A humanoid reduced to Strength 0 by a cold shadow becomes a shadow in 1d4 rounds. Spawn are under the command of the cold shadow that created them and remain enslaved until its death.
Skills A cold shadow has a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *It has a +4 racial bonus on Hide checks when in areas of shadowy illumination, and a –4 penalty in areas of bright illumination.



Features of the Area

The tactical map displays the basement and the first floorof the estate. If the action extends onto the second floor, refer to the full map on page 96 for particulars about that area.

Illumination: The entire interior of the estate is in shadowy illumination all day because the windows are boarded over and covered with grime. Removing the boards and cleaning or breaking the windows allows bright illumination into every room during the day—a situation that makes it more difficult for the shadows to hide.

Tactics

Because the cold shadows can travel through the interior walls of the building without slowing, they can use Spring Attack to move through the wall, attack, and move back through the same wall. They still must, however, be aware of the PCs' locations. Thus, their favorite tactic is to lie in wait until the characters are within 10 feet, then charge, deliver their touch attacks, and retreat through the floor or wall. In addition, each cold shadow uses its *cone of cold* ability whenever it can manage to catch two or more PCs in the blast. The cold shadows attack until destroyed, but if turned, they flee down through the floor to their casks in the basement. They do not leave the house under any circumstances.

Iuzites Attack

Encounter Level 14

Use this encounter with either of the area entries on page 93.

The PCs can arrive at this encounter in two different ways.

Side Quest

If the party triggers this encounter by completing the Lost Caravans or the Desecrating Riggby side quest from Chapter 1, the members of the cult are spread out throughout the house and are not expecting trouble. Each cultist stands at the point corresponding to the first letter in his or her name, and the mohrg is within the altar at point M. Read the following when the PCs are approaching the safe house from the street.

This two-story structure doesn't look much like a cult safe house, but if your research is correct, the folk who dwell here follow the brutal code of the Old One. At least two humanoid figures are wandering about the top floor, and at least one more sits at a long table in another room.

5 Agents of Iuz — CR 6

hp 42 each (6 HD)

Male or female human cleric 6
CE Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 19, touch 11, flat-footed 18
Fort +7, **Ref** +5, **Will** +10; +1 against fear

Speed 20 ft. (4 squares) in *+2 splint mail,* base speed 30 ft.
Melee mwk heavy mace +10 (1d8+4) with *bull's strength* and *bless*
Base Atk +4; **Grp** +7
Special Actions rebuke undead (2/day, 2d6+6, 6th), spontaneous casting (*inflict* spells)
Combat Gear *oil of magic weapon, scroll of harm*
Cleric Spells Prepared (CL 6th):
3rd—*blindness/deafness, contagion, dispel magic, magic circle against good*[D]
2nd—*bull's strength*†, *cure moderate wounds, invisibility*[D], *hold person, spiritual weapon*
1st—*bless*†, *command* (DC 14), *cure light wounds, protection from good*[D] (CL 7th), *doom* (DC 14)
0—*cure minor wounds* (2), *detect magic, guidance, read magic*
D: Domain spell. Deity: Iuz. Domains: Evil, Trickery
† already cast

Abilities Str 17 with *bull's strength,* Dex 12, Con 14, Int 10, Wis 16, Cha 8
Feats Combat Casting, Iron Will, Lightning Reflexes, Weapon Focus (heavy mace)
Skills Bluff +5, Concentration +10 (+14 casting defensively), Knowledge (religion) +4, Spellcraft +4
Possessions combat gear plus *+2 splint mail,* masterwork heavy mace, silver holy symbol, vestments

Since the PCs have caught them unaware, the members of the cult attempt to bargain for their lives. They attack only when combat seems a certainty.

The Refuge Bottle

If the PCs have been brought here inside the *refuge bottle,* the cultists place it in the center of the platform in the basement (area 6) and stand in a circle around it to await the PCs' emergence. Sir Bluto, once again, is within the altar at point M. Read the following when the PCs emerge from the bottle.

You are standing on a circular stone platform in a dank, earthen-floored basement. The yellow bottle sits on a short stone pedestal in your midst. A 10-foot-long stone altar surrounded by another raised platform dominates the far half of the room. Five human men and women dressed in bloodstained white robes stand in a wide circle around your platform, which is inscribed with

Sir Bluto Sans Pite — CR 8

hp 91 (14 HD)

Male mohrg
CE Medium undead
Init +9; **Senses** darkvision 60 ft.; Listen +11, Spot +15

AC 23, touch 14, flat-footed 14
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Fort +4, **Ref** +10, **Will** +9
Weakness cannot be raised, destroyed at 0 or fewer hp

Speed 30 ft. (6 squares)
Melee slam +12 (1d6+7) or tongue +12 touch (paralysis)
Base Atk +7; **Grp** +12
Atk Options improved grab, paralyzing touch
Special Actions create spawn

Abilities Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Skills Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9

Create Spawn (Su) A creature killed by Sir Bluto rises after 1d4 days as a zombie under Sir Bluto's control. It does not possess any of the abilities it had in life.
Improved Grab (Ex) To use this ability, Sir Bluto must hit an opponent of up to Medium size with a slam attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity.
Paralyzing Touch (Su) Anyone hit by Sir Bluto's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 rounds.

hundreds of disquieting symbols. One of the hooded men raises his head and says, "Our guests have finally arrived."

The cultists then begin to pepper the PCs with questions, hoping that the *zone of truth* keyed to the circular platform will ensure that the answers are correct. Typical questions include "What do you know of Vayne's plan in Castle Greyhawk?" "Why are you investigating the castle?" and "Who else in the city knows about the Old One's involvement?"

TACTICS

While talking to the PCs, the cultists cast *bull's strength* and *bless* on themselves. Once combat begins, they use some combination of *dispel magic* (area version), *blindness/deafness*, and *contagion*, switching spells as opportunities present themselves. The cultists are accustomed to fighting as a team, so they frequently set up flanking situations, look for opportunities to heal one another, and communicate with one another during the fight.

Sir Bluto Sans Pite emerges from his sarcophagus/altar in the third round of combat and attacks the nearest creature with a slam, hoping to pull it into a grapple with improved grab. He thereafter attacks with his tongue, paralyzing characters one by one until none of his enemies are moving. Then the feasting begins.



Features of the Area

This area has the following features.

Altar: The stone altar is inscribed with the grinning skull symbol of Iuz. A sarcophagus built inside it contains the bones of a notorious murderer named Sir Bluto Sans Pite. The occult rituals that the cult has conducted here during the last few months have imbued the remains with necromantic energy, converting Sir Bluto into a mohrg. He slides open the top of the altar in the third round of any combat that takes place in this room and emerges to protect his patrons in the cult.

Platform: The circular stone platform is covered with runes. Anyone standing upon it is affected by an *unhallow* spell (caster level 11th) that includes a *magic circle against good* and a *zone of truth* effect. Any check made to turn undead in this room takes a –4 penalty, and any attempt to rebuke undead gains a +4 profane bonus. Spell resistance does not apply.

Rogue Returned

Encounter Level 12

Use this encounter with the area entry on page 97.

This encounter begins when the characters track down Fidd's hideout on the rooftops of Greyhawk. Place Fidd inside his shack at the beginning of the encounter.

If the PCs fail to set off any of Fidd's traps when approaching his shack, they might be able to surprise him. Read the following when they open the door.

The door opens to reveal a wiry human sitting at a table having a meal. "You'll never catch me!" he cries as he reaches for a rapier lying on the table.

If Fidd hears his alarm ring, he springs out the door, grabbing his weapons along the way. Read the following.

A humanoid form clad in dark clothing dashes out of the shack, heading straight for the roof's edge.

TACTICS

Fidd's first priority is escape, and he does whatever is necessary to achieve that goal. If he is caught inside the shack, he fights with his rapier while looking for a chance to either tumble past his opponents and out the door, or back toward a window while fighting. Once he has managed to put some distance between himself and the PCs outside the shack, Fidd takes at least one move action away from his opponents each round while firing with his bow. He darts across rooftops whenever possible in hopes that his foes are not nimble enough to pursue him effectively.

Fidd fights until reduced to 5 or fewer hit points. At that point, he surrenders.



Fidd Dulamin — CR 12

hp 68 (12 HD)

Male human rogue 7/thief-acrobat[CAd] 5
CN Medium humanoid
Init +8; **Senses** Listen +9, Spot +9
Languages Common, Gnome

AC 21, touch 18, flat-footed 21; Dodge, Mobility; agile fighting +2/+3, steady stance, uncanny dodge
Resist improved evasion
Fort +6, **Ref** +14, **Will** +3

Speed 40 ft. (8 squares); fast acrobatics
Melee *+1 rapier* +10/+5 (1d6+2/18–20)
Ranged mwk composite shortbow +13/+8 (1d6+1/×3)
Base Atk +8; **Grp** +9
Atk Options Improved Feint, Spring Attack; acrobatic charge, sneak attack +4d6
Combat Gear *potion of cure moderate wounds*

Abilities Str 12, Dex 18, Con 14, Int 13, Wis 8, Cha 10
SQ defensive roll 2/day, kip up, skill mastery, slow fall 30 ft., trap sense +2, trapfinding
Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Mobility, Spring Attack
Skills Balance +21, Bluff +10, Climb +16, Disable Device +11, Hide +14, Jump +27, Listen +9, Move Silently +14, Open Lock +11, Search +11, Spot +9, Tumble +21
Possessions combat gear plus *+2 studded leather armor, +1 rapier, boots of striding and springing, cloak of resistance +1,* masterwork composite shortbow (+1 Str bonus) with 20 arrows

Fast Acrobatics (Ex) Fidd can move at full speed when making a Balance check without taking the –5 penalty. Fidd can climb at half his speed without taking the –5 penalty, or tumble at full speed without taking the –10 penalty.
Kip Up (Ex) Fidd can stand up from prone as a free action that does not provoke attacks of opportunity.
Steady Stance (Ex) Fidd is not considered flat-footed when balancing or climbing. He gains a +5 bonus on Balance or Climb checks to remain balancing or climbing when he takes damage.

Features of the Area

Changing Elevation: This encounter takes place in an environment of many different elevations. To successfully change elevation while moving, a character must make a successful DC 20 Jump check or Climb check (for descending or ascending, respectively). A failed check indicates that the character falls prone in the nearest square of lower elevation and takes falling damage appropriate for the distance of the fall.

Zuoken's Finest

Encounter Level 11

Use this encounter with the entry on page 98.

This encounter begins when the characters have been prepared for their challenge match with Zuoken's monks. Place the monks in the squares marked M on the map. Neither side can be surprised in this encounter.

Three monks step into the room. With the strike of a loud gong, they move to attack.

TACTICS

The monks use their knowledge of the pits in this chamber to their advantage, leaping and bounding over them to avoid pursuit and keeping their backs to them to avoid being flanked. In addition, the monks stay away from one another to avoid area attacks. If forced into one of the pits, they move below the floor and attempt to open another pit (with the lever next to it) and jump out in another place (Jump DC 32) or climb up the ladder in the open pit.

3 Zuoken Monks — CR 8

hp 55 each (8 HD)

Male human monk 8
LN Medium humanoid
Init +3; **Senses** Listen +2, Spot +2
Languages Common

AC 16, touch 16, flat-footed 13
Immune evasion, normal disease
Fort +8, **Ref** +9, **Will** +8; +2 against enchantments

Speed 50 ft. (10 squares)
Melee unarmed strike +10/+5 (1d10+1) or
Melee unarmed strike +9/+9/+4 (1d10+1) with flurry of blows
Base Atk +6; **Grp** +7
Atk Options Combat Reflexes, Improved Trip, Stunning Fist (8/day, DC 16); flurry of blows, *ki* strike (magic),
Special Actions wholeness of body (heal 16/day)

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 8
SQ slow fall 40 ft.
Feats Dodge, Combat Reflexes[B], Improved Trip[B], Improved Unarmed Strike[B], Mobility, Stunning Fist[B], Weapon Finesse, Weapon Focus (unarmed strike)
Skills Balance +16, Climb +12, Jump +22, Swim +12, Tumble +16



Features of the Area

This area has the following features.

Lower Level: The level below the main floor is 8 feet down, and it is open except for the center, where the platform in the open pit is located. The floor of this lower level is covered with 6 inches of water. Although the water does not impede movement, it does make moving through the area rather noisy (–2 penalty on Move Silently checks).

Open Pit: In the center of the open pit is a platform at the level of the main floor that can be reached from below by using a simple wooden ladder (Climb DC 0). To get off the platform, however, a character must either jump down into the water on the lower level (Jump DC 10), jump across to the main floor (Jump DC 20), or cross one of the two 6-inch-wide beams (Balance DC 15).

Pits: In addition to the open pit, eleven covered pit traps are scattered throughout the room. The monks know their locations and avoid them.

Pit Trap: CR 0; mechanical; location trigger; manual reset; Reflex DC 20 avoids; 8 ft. deep (0 damage); Search DC 20; Disable Device DC 20.



Illus. by F. Zhang

Zagig built the Tower of Magic for one purpose—to teach others about his often controversial and always unorthodox theories of magic. But as his quest to become a god consumed greater and greater amounts of Zagig's energy, his apprentices—many of whom were quite powerful in their own right—shouldered more and more of the burden of managing the tower and the chambers below. Zagig took no notice of the rivalries that sprang up among his followers, or of the factions that formed within the student body. Each faction was loyal to its own eccentric master, and its members were willing to do anything to stay ahead of their rivals. Alliances arose and died with regularity in the Tower of Magic as the years wore on, and the leaders of the various factions expanded greatly upon the subterranean levels below the tower in their bids for supremacy.

When Zagig finally left the Material Plane, he did so without even saying good-bye to his apprentices. Some understood and remained loyal—indeed, more than a few actually aided in establishing Zagyg's church. The majority, however, viewed Zagig's abandonment as the final insult. Open warfare tore through the Tower of Magic as the conflicts between the factions escalated and grew bloody. Some factions opened tunnels to the Underdark to forge allegiances with drow, kuo-toa, and other evil denizens. Others turned to necromancy or golemcraft to bolster their ranks, and at least one sought aid from the Lower Planes. It wasn't long before the battle for supremacy came to its inevitable end, with the majority of the apprentices slain and huge sections of the dungeons under the control of monstrous "warlords." A few of the apprentice leaders survived, but without armies, they had no choice but to retreat to smaller corners of the dungeons to continue their research alone. The wiser of their number used magic to seal off their tiny demesnes, ensuring both privacy and protection from the other dungeon residents. This arrangement has endured for nearly a century now.

In this part of the adventure, the PCs visit a small number of the chambers hidden below the ruined Tower of Magic. In particular, they navigate a handful of rooms claimed by the leaders of Iuz's army, plus a few rooms that Iuz's followers haven't yet been able to reclaim from the indigenous inhabitants. In several areas, the PCs have opportunities to stray from the path presented in this section. For example, collapsed tunnels can be excavated, malfunctioning portals can be repaired, and hidden tunnels to other parts of the dungeon can be explored. Consult page 40 for general notes on the Tower of Magic and advice on expanding this dungeon, should your players wish to experience more of what this dangerous region has to offer.

THE OBELISK

Perhaps the most important feature of the dungeons below the Tower of Magic is the great *Obelisk* located on its deepest level. This block of obsidian is a focal point for the world's magic, and those capable of harnessing its power can work truly legendary dweomers. In fact, it was Zagig's discovery of this *Obelisk* that motivated him to choose this site for Castle Greyhawk, and he combined its power with that of the nine captured demigods to ascend to divinity. The *Obelisk*'s properties and the fantastic guardians that protect it from discovery are beyond the scope of this adventure, but its magical effects are not. Few souls know (or even suspect) that the *Obelisk* exists, so it truly is one of the greatest hidden secrets of Castle Greyhawk.

One of the primary reasons that the priesthood of Zagyg views the Tower of Magic and its dungeons as holy is that arcane magic functions with increased potency there. This effect permeates the entire dungeon complex, and although it is most potent on the lowest level (where the *Obelisk* remains hidden), it can be harnessed from anywhere within the dungeon.

Any character capable of using arcane spells feels a strange sense of power immediately upon entering either the ruins of the Tower of Magic or the dungeons below them. A successful DC 20 Spellcraft check made while observing magical energy (using *detect magic*, *arcane sight*, *true seeing*, or any similar effect) reveals that arcane magic simply works better in this area. A spellcaster who makes this discovery can harness the magic in the following three ways.

- He automatically gains a +2 bonus on caster level checks made to penetrate spell resistance.
- He can draw upon the ambient energy to enhance his arcane spells while casting them. Doing so requires a Spellcraft check (DC 20 + the level of the spell cast). Success increases the spell's caster level by 1. Failure means the spell manifests normally, but the caster takes 1 point of Constitution damage because the magical backlash burns and scours his body with colorless fire. He cannot take 10 on this Spellcraft check.
- If he creates a magic item in this region, the XP cost for creating it is reduced by 20% because the ambient magical energy infuses the object during the creation process.

In this adventure, only Vayne, the barbed devil Avagozel, the efreeti Ajah-Kahar, and the half-fiend warlock Kalystys know about and can take advantage of these properties. Their statistics reflect this advantage as appropriate.

IGGWILV'S TRAP

At the beginning of this chapter, the false Iggwilv has finally mastered the *Godtrap* in Zagig's Prison. But for all its power, the *Godtrap*'s range is fairly limited—in fact, it can snatch only targets within the dungeon. Thus, Iggwilv must wait for Iuz to reach Castle Greyhawk so that she can snare him.

But the false Iggwilv wanted to test the *Godtrap* before using it against Iuz. After all, if she tried to catch him and failed, the repercussions would be catastrophic for her. So she laid plans to lure the most powerful creature she could into the dungeon and give the trap a "dry run." As luck would have it, Riggby's funeral drew the greatest of the great to Greyhawk, so Iggwilv was able to pick and choose from among numerous potential victims. After evaluating her options, she chose Lord Robilar.

With Livashti's aid, Iggwilv lured Lord Robilar into Castle Greyhawk at about the time the PCs finished talking with Mordenkainen in the previous chapter. As soon as the doughty Robilar entered the dungeons, Iggwilv sprang her trap. It worked perfectly, and a few moments later, Zagig's Prison held one more trophy. Robilar's capture has convinced the false Iggwilv that her trap is perfect—all she needs now is for Iuz to pay the dungeon a visit.

Robilar's sudden disappearance spawned some rumors in Greyhawk, but since he had been keeping his presence in the Free City reasonably quiet, the incident didn't raise as many eyebrows as it might have. Indeed, unless the PCs have made a point of getting to know Robilar, they might be surprised to find him trapped in the prison alongside Zuoken and Iuz at the end of this adventure.

STARTING THE CHAPTER

During his time as a mortal, Zagig chipped off several fragments from the *Obelisk* under the Tower of Magic to use as portable links, so that he could harness its power from elsewhere if needed. The PCs must recover these four fragments to defeat Iggwilv's simulacrum. She has hidden three of them on strange and terrible planes accessible only through portals in the dungeons below the Tower of Magic, but Mordenkainen has already given the party the fourth fragment. Since it has been carved into the shape of a key, however, the PCs probably don't understand its true nature at this time.

The PCs must present the obsidian key to the priests of Zagyg who dwell in the strange pyramid in the shadow of the ruined Tower of Magic. The priests consider possession of this key proof that the bearers are favored by Zagyg and should be granted access to his Tower of Magic.

CHAPTER SYNOPSIS

Once they have gained access to the Tower of Magic, the PCs must make their way to a section of chambers known as the Vaults of Creation on the fifth dungeon level below. Iuz's subcommanders have claimed a portion of this section as their own, leaving the indigenous monsters in other parts of this level to serve as guardians for their chambers.

In the chambers of Bailak Trostian, third in command of Iuz's forces, the PCs learn what Iuz's troops are doing under Castle Greyhawk—they're preparing to invade the city! The Old One's army marches through the Underdark even now, and in only a few days, the

first of his troops should arrive at an immense staging cavern under the Tower of War. This chamber can be reached by traversing a long tunnel that connects to the Vaults of Creation.

Following up on the information they have gained about the invasion, the PCs must make their way to the cavern below the Tower of War, to a level known as Nerull's Gate. After defeating the giants and other monsters that guard this place—including General At-Ur Rehmat—the PCs can delay the advance of Iuz's army by collapsing the Underdark tunnel. But to stop the threat completely, they must return to the Tower of Magic dungeons. On the ninth level, in a complex called The Halls of Beckoning, the PCs finally confront the wizard Vayne, supreme commander of Iuz's forces in the region. By defeating him, they can prevent the invasion of Greyhawk by robbing the army of its leader.

Vayne's defeat does not negate the true danger facing the city of Greyhawk—in fact, it exacerbates the problem. With the death of Vayne, Iggwilv's simulacrum becomes free-willed. Worse still, when Iuz realizes that Vayne has failed him, he teleports to the site of his general's death in a fit of rage, intending to take matters into his own divine hands. But before he can destroy the PCs, the false Iggwilv activates her trap, which draws Iuz through the walls and confines him under the Tower of Zagig. At that point, the PCs have only a short time to prevent the false Iggwilv from transforming into a true, living soul and gaining terrible powers.

THE PRIESTS OF ZAGYG

Just south of the surface ruins of the Tower of Magic stands a strange, pyramid-shaped structure that serves as home to a small group of human priests of Zagyg. Their leader is a man known only as Grandfather Magic (CN male human cleric 17 of Zagyg). Addressing him in any other way results in a temper tantrum that combines a storm of tears with a stream of profanity.

Grandfather Magic's six followers are all relatively young and inexperienced (male and female human clerics 2 of Zagyg)—he refuses to associate with higher-level clerics because he fears that they might try to steal his body parts and sell them as relics. As soon as a priest reaches 3rd level, Grandfather Magic sends him or her away to seek one of the 864 secret words of Zagyg. (These words might or might not exist, but Grandfather Magic uses such quests to remove imagined threats from his immediate area.)

Recently, Grandfather Magic received a vision from Zagyg in which the god warned him that intruders would soon come to the Tower of Magic and use it for nefarious purposes. Until one of them could present him with the key to the Ruby Skull (one of dozens of strange Zagygian relics that Grandfather Magic owns), no one must be permitted to enter the tower. Filled with terror at this prospect, Grandfather Magic used a *miracle* spell to seal all the entrances into the dungeons that he knew about. He doesn't know about the deeper entrances from the Underdark that the forces of Iuz are using, so he has effectively barred entrance only to those who might be able to prevent the unfolding doom.

Despite his apparently addled state, Grandfather Magic is among the most powerful clerics of Zagyg in the world. His actual name and background are left for you to devise, but for now, his sole purpose is to foil the PCs' attempts to enter the dungeons below. He refuses to cast spells for anyone—including visiting PCs. In fact, he refuses to use his spells and abilities even to harm attackers, since he can never be sure who might be an avatar of Zagyg sent to test him. If attacked, he simply teleports away using *word of recall*, then returns a day later acting as if nothing had happened.

The key to the Ruby Skull is the obsidian key that Mordenkainen presented to the PCs when they visited Zagig's study in Chapter 4. If the PCs show it to Grandfather Magic, his eyes bulge briefly; then he snatches it while jabbering excitedly. After a brief examination of the key, he proclaims the PCs to be the people sent by Zagyg to liberate the Tower of Magic, then uses another *miracle* spell to remove the wards preventing surface entry into the dungeons.

Grandfather Magic then begins to search through his robe and eventually produces a skull made of polished red crystal from one of several pockets. He then inserts the key into the skull's left eye socket, turns it, and squeals in delight when the skull's jaw opens, releasing a brightly colored butterfly that flutters around his head. "The butterfly of Zagyg!" he shrieks, clapping his hands. "It will show me the way to the one true portal!" Taking no further notice of the PCs, Grandfather Magic drops both the Ruby Skull and the key, then leaves the pyramid to follow the butterfly's erratic journey through the world. Where the butterfly leads him (and whether his journey even matters in the grand scheme of things) is left to you to decide. For the PCs, the way into the dungeons is open.

REACHING THE VAULTS

Once the PCs have access to the dungeons below the Tower of Magic, they must make their own way down to the Vaults of Creation on the fifth level. If you just want to move the adventure along, you can briefly describe the journey down through the first four dungeons, then pick up the action when the PCs reach the stairs leading down from the Sanctum Arcanum into the vaults.

Alternatively, you could use several of the one-shot encounters in Chapter 2 to liven up the journey from the surface to the vaults below. Feel free to expand on the brief descriptions given for the first four levels in that chapter, or even generate your own maps of these levels. The encounters there should be minor—the PCs shouldn't really face a strong challenge until they reach the Vaults of Creation. Make as much or as little of this portion of the adventure as you desire, but once inside the Vaults of Creation, the characters probably won't have time for idle dungeoneering until they have vanquished the false Iggwilv in the Tower of Zagig.

THE VAULTS OF CREATION

The Vaults of Creation were once laboratories and golem-crafting workshops for Zagig's apprentices. After Zagig abandoned his followers, these chambers fell into disuse. Monsters periodically settled in the area, but it wasn't until recently that a tribe of verbeeg giants (see the sidebar below) claimed most of this section as their lair. When Vayne and his troops began exploring the Tower of Magic, they realized that the verbeegs would make excellent guardians for the upper approach to their headquarters. So Vayne killed the verbeeg chieftain and bribed the gauth beholderkin Iaxithrax (who already dwelt in the area) to oversee the tribe. Several of the verbeegs proved to be gifted smiths, so Vayne relocated them to the level below to toil in the forges. The rest of the verbeegs now live in fear—fear of what the mad wizard might do to them if they fail to protect him, fear of the strange and alien monster he placed in charge of them, and fear of what monstrous tortures their kin are enduring in the forges below.

The doors in the Vaults of Creation are made of stout bronzewood and cannot be locked unless otherwise indicated. The ceilings are 10 feet high in worked stone areas, or 15 feet high in natural passageways and caverns.

Doors: 2 in. thick, hardness 10, 60 hp, break DC 28.

F1. THE POOL OF BLACK RUIN

The stone risers of this wide staircase are as steep as they are smooth. Not a trace of dust or debris mars the mirror finish of their surfaces. The stairs descend into a sizable chamber from which a flickering orange light beckons. A pungent, acrid stink hangs in the air.

Despite their appearance, these 10-foot-wide stairs are no more difficult to descend than a normal staircase. Below lies the black pool chamber.

Black Pool Chamber

In this worked stone room, banks of polished stone pillars support rectangular stone balconies—two to the south and one to the north. The balcony floors are about 15 feet above the main floor, and along the far edge of the northern balcony burns a long, thin fire. Beyond this flaming barricade, a natural cavern extends to the north. The ceiling arches high above the polished stone cavern floor, and four stone doors—two to the north and one each to the east and west—provide egress.

Pooled on the floor to the north is an immense slick of some oily substance. Its glistening surface extends 5 feet in every direction from the pillars rising through it to support the balcony above. The acrid smell seems to come from this pool.

The characters must climb, fly, or use magic to reach the upper balconies. Clambering up one of the pillars that supports the balcony requires a successful DC 20 Climb check, and going up one of the room's walls requires a successful DC 25 Climb check. The two balconies to the south are empty, but the one to the north (above the pool) opens into area F2.

The "pool of oil" is in fact a Huge and always hungry black pudding.

Tactical Encounter: 5–1, The Pool of Black Ruin (page 130).

F2. VERBEEG GUARDPOST

Tongues of flame lick upward from a trough that has been carved into the ground across the southern entrance to this natural cavern. Two wooden doors block passageways to the north, and a 5-foot-high ledge to the east rises into what looks like a larger cave.

The verbeegs dug the fire trough several months ago when the black pudding moved into area F1. Keeping the trench filled with slow-burning tar ensures that the pudding doesn't slither up into these caverns. One barrel of tar burns for 5 days, but the tar supplies in area F4 are starting to run low. For the last few months, the threat of the pudding has kept the verbeegs from leaving the Vaults of Creation to refill their barrels at the bubbling tar pits on the level below this one.

Any character who passes through the flames in the trough must succeed on a DC 15 Reflex save or take 1d6 points of fire damage. A creature that ends its movement in the trough gets no save to avoid this damage.

Two verbeegs guard this area. If any intruders manage to defeat or avoid the black pudding, the guards raise an alarm and do their best to defend the cavern.

Tactical Encounter: 5–2, Verbeeg Caverns (page 131).

F3. VERBEEG CAVERNS

This cavern has been cleared of most of its rubble and stalagmites, although dozens of stalactites still hang from the ceiling some 30 feet above. Nearly two dozen crude fur beds line the walls, and the unlit fire pit in the center is surrounded by gnawed bones.

VERBEEG GIANTS

Not all half-ogres are mindless brutes—now and then one retains the quick mind of its human parent. Such half-ogres are known in some regions as "human behemoths," but most call them by the name they have chosen for themselves—verbeegs. Often more ambitious than the ogres and hill giants with whom they share territory, verbeegs sometimes ascend to positions of leadership within tribes of giants or giantkin. Slighter of build than their ogre parents, verbeegs are often deformed in minor ways—club feet, misshapen faces, or extra fingers or toes are common traits. Such minor deformities have no game effect, but they make each verbeeg distinctive.

A verbeeg is Medium and has the following ability modifiers: +4 Strength, –2 Dexterity, +2 Constitution. Otherwise, its statistics and racial traits are the same as those of half-ogres. For additional details on half-ogres, see *Races of Destiny,* pages 96–98.


Vaults of
Creation
One square = 5 feet

This cavern once served as the home for a tribe of twenty-four verbeegs, but that number has been reduced in recent weeks. Some members of the tribe (including the chieftain and the shaman) were slain by Vayne and his troops, and others were taken to either the forge (area F18) or the guardpost (area F6). The six verbeegs who remain here are terrified that if they allow any intruders to move deeper into the dungeon, the punishment visited upon them by Vayne will be more than they can bear.

Tactical Encounter: 5–2, Verbeeg Caverns (page 131).

Treasure: Buried under one of the larger fur beds to the south is a locked metal coffer (Open Lock DC 30) that the verbeegs managed to hide from Iuz's troops. The key, which the chieftain used to carry, has been lost. Inside is all that remains of the verbeeg tribe's treasure: 1,300 gp, 140 pp, an ivory ring set with an amethyst (worth 500 gp), and a single *bead of force* in a small leather pouch tied to a leather necklace.

F4. STOREROOM

More than twenty barrels lie in a haphazard pile on the western side of this otherwise empty room.

Of these twenty-four barrels, twenty-one are empty except for a few traces of tar. The other three are full of tar, which the verbeegs use to fuel the fire trough in area F2. The tar burns too slowly for these barrels to serve as weapons of any kind.

F5. ABANDONED SHRINE

This rectangular chamber has three doors—one to the north and two to the south. The walls are decorated with crude murals of lumbering humanoid behemoths—each nearly 8 feet tall—who are busy pillaging human villages. Blood spatters obscure portions of these renderings, and the paint has been defaced or scraped away in spots. In the northeast corner lies a pile of rubble that might once have been a statue, and among the stones are pieces of a dismembered and badly rotted corpse.

This chamber was once a crude shrine dedicated to Erythnul, and the statue depicted the God of Slaughter. The agents of Iuz made a show of defacing this room and left the dismembered body of the verbeeg tribe's shaman here as a reminder of their undisputed rule over the area. Nothing of value remains, but the verbeegs are unwilling to enter the room as long as the remains of their shaman are visible.

F6. GUARDROOM

This room has two doors, one each in the east and west walls. Aside from two simple cots pushed up against the southern wall, the chamber is unfurnished. The faint but cloying odor of rotten meat seems to emanate from somewhere in the room. Three of the monstrously ugly humanoids are here, with weapons at the ready.

The western door is kept locked (Open Lock DC 30), as much to prevent further intrusion as to ensure that any verbeeg uprising does not spill over into the western complex. Bailak Trostian (area F18) carries the only key. A successful DC 25 Search check of the east wall reveals a secret door, and a DC 10 Search check reveals a peephole in the wall south of that door. Any creature that has the scent ability gains a +10 bonus on these checks because the odor of rotten meat is wafting into this room from area F7.

A band of three verbeegs resides in this room. They sleep in shifts so that at least one of them is up and about at any time.

The verbeegs hope to be released from this duty when Iuz's troops have finished their business here, but for now they are too terrified of the gauth beholderkin that has replaced their previous chieftain to resist. Although Iaxithrax spends most of its time in area F7, the verbeegs have seen it kill no less than three of their kin who displeased it, and the sounds of feasting emanating from room F7 filled them with horror.

Tactical Encounter: 5–3, Iaxithrax's Lair (page 132).

F7. IAXITHRAX'S LAIR

The odor of death and rot in this chamber is overpowering. A skeletal verbeeg lies in a tangled heap in the center of the room next to a pool of greasy-looking water. An archway in the southern wall opens into another room. A rubbery sphere topped with several small tentacles floats in the corner.

This chamber has served the gauth Iaxithrax as a lair for several years. Before Vayne and his troops moved into the Tower of Magic, Iaxithrax spent its time exploring the dungeons in search of strange magic devices and books to study. When it encountered Vayne, it attacked the wizard but was quickly defeated. Instead of killing the gauth, Vayne offered it a job as the new chieftain of the verbeegs, and Iaxithrax accepted readily. Vayne knows that the gauth will eat its way through all the verbeegs eventually, but he intends to be finished with his work here well before Iaxithrax goes hungry.

The pool is foul and undrinkable because Iaxithrax relaxes and bathes in it after eating.

Tactical Encounter: 5–3, Iaxithrax's Lair (page 132).

F8. IAXITHRAX'S TREASURY

The smell in this room is only slightly less offensive than that in the room to the north. A few dismembered, mostly skeletal corpses lie scattered around the chamber.

Iaxithrax has dragged some of his verbeeg victims into this chamber to munch on them while relaxing in the vicinity of his valuables.

Treasure: In the southwest corner of this room, an iron ring protrudes from a flagstone in the floor. Because it is partially covered by bones, a successful DC 12 Search check is required to find it. The ring and the stone to which it's attached can be pulled up and aside with a successful DC 15 Strength check to reveal a small hollow in the floor. Iaxithrax hides his treasure in this cubbyhole. The disorganized mound of valuables consists of 1,600 cp, 980 sp, 640 gp, 3 pp, five moonstones (worth 50 gp each), a bejeweled short sword scabbard (worth 300 gp), a scroll of

expeditious retreat, a scroll of *delay poison*, a scroll of *vampiric touch*, a *wand of cure light wounds* (32 charges), and a *wand of scorching ray* (12 charges).

F9. ANCIENT STOREROOM

Stacks of crates and barrels line the northern and western walls of this chamber, and doors provide egress from the northern and southern walls. A thick layer of dust and cobwebs coats all the surfaces.

These containers once held foodstuffs, minor spell components, and other supplies for Zagig's apprentices. The contents have long since decayed away, and nothing of value remains.

The illithid that dwells in area F10 has hidden a stone of *alarm* near the northern door. Anyone touching this door causes the stone to emit a piercing screech that alerts the mind flayer—as well as any surviving verbeegs, though none of them come to investigate the noise.

F10. VYRTHOON'S REBOUBT

The ceiling of this cavern arches up to a peak nearly 40 feet overhead. A 10-foot-tall ledge rises to the north, and a nasty-looking pool of dark green sludge glistens in the western part of the floor.

The pool of sludge is in fact three colonies of green slime. The mind flayer that lairs in this chamber uses this material to trap unsuspecting enemies.

The illithid Vyrthoon is that most horrific of outcasts—a criminal loathed and detested even by its own kind. Insatiably curious, Vyrthoon spent many years purposefully nurturing illithid tadpoles into monstrous behemoths called neothelids. Exiled from the mind flayer city of Dra-Mur-Shou after these experiments became public, it moved from place to place for a while until it settled in the dungeons under Castle Greyhawk nearly a year ago. When it realized that a group of illithids from Dra-Mur-Shou was close to finding its lair under the Tower of Zagig, Vyrthoon abandoned it and went into hiding in this cave.

If Vyrthoon's alien mind had the capacity to contemplate allegiances with lesser races, it might approach the PCs with an offer to exterminate the illithids that have claimed its lair in exchange for a reward. Instead, Vyrthoon simply tries to seize control of any intruders' minds. Keeping two at most as food, it sends the rest off to the Tower of Zagig to reclaim its lair.

Tactical Encounter: 5–4, Vyrthoon's Redoubt (page 134).

F11. STORAGE CAVE

A neat stack of barrels and crates stands in the southern end of this cavern.

These crates contain reserves of food and drinking water for Iuz's army. An inspection of these containers reveals several bearing the mark of Iuz (a grinning skull), but just as many bear the marks of local merchants.

F12. STATUE OF BOCCOB

A statue of a bearded wizard stands in this alcove. With his fingers tented before his face, he appears to be concentrating deeply.

A successful DC 20 Knowledge (religion) check identifies the figure as Boccob. This statue, like many others in the dungeons below the Tower of Magic, is a potent magic device with strange powers. A worshiper of Boccob who spends 1 minute venerating this statue can immediately prepare one expended spell again. Worshipers who cannot cast spells gain no benefit, and a given creature can receive this benefit only once per day.

Examination of the statue (Search DC 20) reveals two items of interest. First, it appears to be hollow. Second, the word "Zjarcon" is inscribed on its left palm. Any Medium or smaller creature who speaks this word aloud and fails a DC 22 Will save is immediately teleported into the hollow inside the statue, and its former contents (currently a moldering skeleton with some treasure, see below) are teleported into that character's place. To observers, it appears as if the speaker simply transformed into a skeleton and clattered to the ground, though it should quickly become apparent that the bones (and more notably the associated gear) are those of a different person.

A character trapped inside the statue cannot move or speak and quickly suffocates unless another creature speaks the word (thereby replacing him), or unless the statue is broken apart. The statue has hardness 8 and 40 hit points, but anyone who deals damage to it is cursed (Will DC 19 negates) to take a –1 penalty on saving throws against spells. The penalties for subsequent damaging strikes stack, and a successful save negates only the penalty for that blow. A *remove curse* or a *break enchantment* spell immediately clears all penalties. The effective caster level of this curse is 20th. If it is destroyed, the statue repairs and restores itself after 24 hours, apparently none the worse for the wear.

Treasure: The body currently trapped in the statue is that of an unlucky human rogue. Her skeleton still wears a suit of *+1 silent moves studded leather armor*, a *ring of protection +1*, a *cloak of elvenkind*, and *boots of elvenkind*, and her bony hand clutches a *+2 dagger*.

F13. COLLAPSED PASSAGEWAYS

The passageway here has collapsed into rubble.

These passageways once connected to other sections of the Vaults of Creation. If you wish to expand this portion of the adventure, one or both of these passageways can be clear, providing access to the rest of this level. These unexplored regions are doubtless still patrolled by golems and other constructs created long ago by Zagig's apprentices.

F14. KALYSTYS'S PRISON

The soft sound of dripping water echoes through this damp cavern. A forest of stalactites hangs from the high ceiling, mirrored below by 5-foot-tall stalagmites. Swaths of color—deep purple in some spots and scintillating green in others—run along the rocky walls, and a thick mat of fungus and ropy mushrooms covers the floor.

The ceiling of this cavern is 30 feet high. A half-fiend/half-drow named Kalystys has been imprisoned here for the better part of two centuries.

Kalystys's Story

After Zagig abandoned his apprentices, many of them turned to sinister sources of magic that had previously been forbidden to all but the most trustworthy and responsible. One such enterprising but inexperienced apprentice was Telveran Pash. In his search for a way to fuel his magic with fiendish power, Telveran learned of a half-fiend named Kalystys who, according to rumor, had just such powers and could smite her foes with beams of eldritch magic. The daughter of a drow wizard and a succubus, she was the leader of a cult of Fraz-Urb'luu fanatics hidden in a series of caverns deep below the city of Verbobonc.

The young wizard used *planar binding* to call Kalystys from her lair, then used a scroll of *binding* (the hedged prison version) to trap her within this cavern. Telveran had hoped to extract Kalystys's secrets for his own personal gain, but he was susceptible to the half-fiend's powers of deception. A thrall of the demon prince Fraz-Urb'luu, Kalystys managed, over the course of several weeks, to reverse their roles. By the end of that period, Telveran had become her pawn.

Kalystys resisted killing Telveran only because she needed him to escape the hedged prison in which he had confined her. The young wizard had left no escape clause in his casting of the *binding* spell, so Kalystys quickly realized that her only way out was by means of an *antimagic field* or a *Mordenkainen's disjunction* spell. She sent Telveran out to secure one of these two spells, but he perished elsewhere in the dungeon before he could return.

Since Telveran's death one hundred eighty-five years ago, Kalystys has remained trapped here, her anger and rage and boredom growing with each passing day. Now and then, adventurers or monsters have stumbled into her lair. Those she managed to charm or beguile went off to seek a means for her escape, and those unfortunate enough to resist her charms were murdered.

The Half-Fiend's Ruse

Kalystys appears as a statuesque beauty with ebony skin, long silver hair, red eyes, batlike wings, and a pair of dainty ivory horns on her brow. Intricate tattoos of spiraling runes—actually invocations in Abyssal to her demonic patron—adorn her arms and legs.



The half-succubus Kalystys

Illus. by F. Hooper

When she notices the PCs, she immediately calls out for help, insisting that the form they see is not her true one. She has found that her skill in Bluff is often enough to convince others to aid her, so she attempts to use that method first. Kalystys resorts to *charm monster* or *suggestion* only as a last resort, since she knows that such obvious tactics generally end in conflict if her target resists the spell, or if allies come to his aid.

If Kalystys gets the party to listen to her, she imparts the following information in the course of conversation.

- "I'm so glad someone has come at last! My name is Rhaiani, and I'm really an elf princess, cursed to wear this vile shape by a hateful drow enchanter who is bent on driving me insane!"
- "I've been trapped in this cave for years by the drow's *binding* spell. He returns every few days to torment me and ensure that I don't die of starvation or thirst. Honestly, I'd rather die than continue existing like this."
- "The drow taunts me, saying that only an *antimagic field* or a *Mordenkainen's disjunction* spell can free me. Can any of you cast either of those spells?"
- "If you can free me, I know my family would reward you handsomely for my safe return to my parents' court."

To prove her virtue, Kalystys readily answers any questions the characters might have about the region, or about her supposed background. She knows little about the dungeon as a whole, but she has learned a fair amount about the Vaults of Creation—mostly from a *charmed* soldier of Iuz whom she captured several months ago. She provides the following information in response to appropriate questions.

- If confronted about the marking on her arms and legs by someone who can read Abyssal, Kalystys says, "I don't know what they say, but they seem to be a manifestation of the *binding* spell he used on me. Apparently my captor worships a particular demon lord."
- If asked about the presence of Iuz's troops, she says, "Oh, yes, they maintain a strong presence nearby. Somewhere to the south of here, several firbolgs, an efreeti,

and a high-ranking officer are stationed in or near an ancient forge once used to build golems. Behind a curtain in a place called the War Room is a secret door that might provide you with an alternate route to the forge, and perhaps even allow you to surprise them."
- If asked how she came by her information, Kalystys says, "My tormentor is working with the troops, and I've overheard him talking to their commander. I think he's planning a deal to hand me over to them as a sacrifice. Can't you please find some way to release me?"

If the PCs agree to help Kalystys but cannot cast *Mordenkainen's disjunction* or *antimagic field*, she urges them to return to Greyhawk and purchase scrolls bearing these spells. If she's certain they intend to help her, she even offers her *cloak of resistance* +2 for the PCs to sell to get enough cash for a scroll of *antimagic field*. If the PCs ask why her captor would allow her to keep her magic items, she says since they won't help her escape anyway, he sees no harm in allowing her to have them.

Kalystys's True Intentions

Kalystys's fondest goal is to shed her mortal remnants and become a full-fledged succubus. She hopes to achieve this goal by staying true to her patron until he grants her the ability to alter reality (a power granted to high-level thralls of Fraz-Urb'luu).

Although she has some legitimate information to offer them, Kalystys does not intend to maintain friendly relations with the PCs after they rescue her from the *binding*. As soon as she is free, she succumbs to decades of built-up anger and immediately attacks her rescuers.

Tactical Encounter: 5–5, Kalystys's Prison (page 135).

Side Quest: Enemy of the Faith

By the time the PCs reach this encounter area, they might already know some of the truth about Kalystys. Although she never volunteers her actual name, her appearance matches the description of the half-demon that Livashti (see page 32) might have asked the PCs to track down and slay.

If the PCs mention that fact, Kalystys looks shocked and demands the name of the one who sent them on this mission. No matter what name the PCs give, she feigns terror at its utterance, claiming that she has heard her drow captor mention that name several times—and that it's the name of a spy working for Iuz. "That person is trying to set you up by sending you on a mission that takes you close to her evil allies!" cries Kalystys. Although she is lying, her words do contain an element of truth and could cause the PCs to examine any alliances they've forged with Livashti more closely.

If the PCs kill Kalystys and bring proof of her death back to Livashti (who is still masquerading as the priestess Rhiann at the Temple of Boccob), she promises them free healing whenever they visit her. She doesn't remain at the temple for long thereafter, but until she leaves, she actually makes good on her promise to the PCs. She might even invite anyone who seems particularly fond of her gifts to visit her alone, then try to dominate that character and return him to his companions as a hidden agent.

F15. HALL OF OFFERINGS

Two banks of deep green pillars run along the walls of this long hallway. Two doors are set into the opposite wall at the south end, and a low archway opens into a small alcove directly opposite the northern entrance.

On the southern wall of the alcove is a mural of a wizard holding aloft a glowing staff and spellbook while the heavens part above him. Apprentices of Zagig once left offerings to their patron in this chamber, but it hasn't been used in ages.

Zagyg is somewhat picky about the offerings he accepts. If anyone places a magic item worth at least 1,000 gp (or a spellbook containing at least ten levels' worth of spells) on the floor in the alcove, it immediately vanishes. The donor is flushed with energy and must attempt a DC 20 Charisma check with a +1 bonus for every 1,000 gp the sacrificed item was worth. On a failure, Zagyg is unimpressed, and the character takes a –1 penalty on attack rolls, skill checks, and saving throws for 24 hours. If the check succeeds, Zagyg grants the character 10 discretionary bonus points that can be spent to modify one or more d20 rolls. The modification and its amount must be announced after the roll is made but before the results are known. Once spent, these points are gone forever—otherwise, they last as long as the character lives. Any offering worth less than 1,000 gp (or ten levels' worth of spells) simply remains on the floor, unaccepted.

Zagyg accepts as many offerings as a character wishes to make, but he grants only one boon or curse to a single character per year.

F16. SINGING STATUE

In a curved alcove to the north stands a 9-foot-tall statue of a bearded wizard with his head tilted back, his arms raised, and his mouth open as if in song. To the south, a wide flight of stairs leads up to a larger room from which bright torchlight flickers.

A successful DC 20 Knowledge (religion) check identifies the bearded wizard as Boccob. As soon as anyone comes within 10 feet of the statue, it seems to animate and begins to sing in Auran. The song tells of a sylph who fell in love with a wizard specializing in earth magic, and of how their tragic love resulted in a landslide that buried a village.

The singing statue has no other magical qualities, but since its song is rather loud, it serves the denizens of area F18 quite well as an alarm.

F17. WAR ROOM

The east and west walls of this vaulted chamber are lined with nearly two dozen flickering torches set in sconces. In the center of the room stands an impressive oak table surrounded by chairs. A deep red curtain hangs on the southern wall.

All twenty torches on the wall are *everburning torches*.

Vayne used this room as a meeting hall to brief the commanders of his exploratory force when they first settled into the dungeon. Behind the curtain is a crudely painted cutaway view of the dungeon levels below Castle Greyhawk, with several areas labeled. Included on these labels are some key points of interest to the PCs, including a large tunnel leading into the lower reaches of the Tower of War from the Underdark and a tunnel connecting the Vaults of Creation to the Tower of War dungeons. Other notes of interest include troop placements, some dangers the troops have encountered so far, and regions as yet unexplored. Finally, a route from the lower levels to the surface world is mapped out and labeled "Army's Path."

Development: The secret door in the southeast corner of the room can be discovered with a successful DC 25 Search check once the curtain is pulled aside.

F18. GOLEM FORGE

The pumping of bellows and the hammering of metal are audible even out in the hallway. Now and then, a booming voice calls out admonishments. "You expect that arm to work? Start over! Make sure that sword's good and sharp, you cretin!"

The voice belongs to Ajah-Kahar, who is constantly spurring on the beleaguered verbeeg smiths working the forges in this chamber.

Inside the Forge

Three immense forges belch fire on three walls, filling this room with intense heat. On three stone tables in the center of the chamber sprawl partially completed suits of iron full plate sized for giants. A short flight of stairs leads up to a door in the west wall. South of that exit, a second door stands ajar. Six tall, brawny, misshapen humanoids work the forges, while a red-skinned giant with two small golden horns protruding from his head spurs them on.

This chamber is bustling with activity, even if the inhabitants are expecting trouble. When Vayne discovered this room, he ordered one of his subcommanders—a marshal named Bailak Trostian—to restart the forges and commence work on the bodies of several iron golems. Vayne claims that he intends to hand these bodies over to his superiors for animation when his army is ready to march on Greyhawk, but in fact he hopes to use them for his own purposes once he has captured Iuz in the *Godtrap*.

To aid in constructing the golems, Vayne called upon the services of an efreeti duke named Ajah-Kahar by means of a *planar binding* spell. The efreeti loathes working at such a menial job, but he can do little about his situation until the three iron golems are completed to his exacting specifications. Thus, Ajah-Kahar takes out his frustrations on the unfortunate verbeeg smiths, even though such actions do little to hasten the task's completion.

Tactical Encounter: 5–6, Golem Forge (page 136).



The war room

F19. BAILAK'S QUARTERS

A thick rug covers much of this chamber's cold, stony floor. A chandelier of purple and red crystal hangs from a hook in the center of the ceiling, casting multicolored light all around. To the northwest is a canopied bed, its mattress swathed in brightly colored silk blankets. To the east are a chair and a small table heaped with stacks of parchment and used quills. A teak armoire in the southern portion of the room completes the furnishings.

Bailak Trostian has little patience for dungeons and didn't appreciate being assigned to this dank, nasty place. So he scavenged what fine furniture he could from the Tower of War and had it dragged all the way back here to ensure at least a modicum of comfort for as long as he had to be

Illus. by B. Hagan

caged here. The marshal now spends most of his time in this room, counting the hours until he can help lead Iuz's army back to the surface world.

The parchments are hand-drawn maps of Greyhawk, each detailing an alternate plan of attack for the army depending on weather conditions, expected resistance from local forces, and other factors. None of the scenarios seems to bode well for the Free City. Destroying these maps won't impact the invasion much—they amount to little more than doodles that Bailak has scribbled while away the hours.

Treasure: The four silk blankets on the bed are rather fine (worth 100 gp each). The chandelier is lit with two dozen tiny *continual flame* spells and is worth 2,000 gp for its fine workmanship. The armoire is unremarkable, but it contains several suits of clothing sized for a human male, including six fine tabards (worth 50 gp each), two noble's outfits (worth 75 gp each), and an exquisite royal outfit (worth 350 gp). All these clothes bear the insignia of Iuz, which could make them unattractive to some buyers.

The Teleporter

The secret door in the east wall is so well hidden (Search DC 35) that even Bailak has not found it. Beyond it, a short passageway leads to a small room that is empty except for a black stone disc on the floor. This disc is a teleporter that transports anyone who steps on it to a similar disc in area H1, on the eighth dungeon level below the Tower of Magic. There, in the Halls of Beckoning, waits the mastermind behind Iuz's presence in the dungeon—the wizard Vayne. The PCs might discover the teleporter and use it before they have traveled to Nerull's Gate, and thus possibly challenge Vayne before they are truly ready. If they do so, you can either run the final encounter with Vayne as scripted, or you can give him a scroll of *teleport* so that he can escape to Nerull's Gate. When the PCs finally confront and defeat him there, Iuz manifests to finish the job as detailed in area H9, and the adventure proceeds from there into the Tower of Zagig.

A door near the teleporter opens onto a winding flight of stairs that leads down to the Master's Walk (the dungeon level directly below the Vaults of Creation). The Master's Walk is not detailed in this adventure—if you don't want to expand it on your own, simply describe this flight of stairs as clogged with rubble.

F20. HALL OF STOLEN BREATH

Twin rows of light blue columns, each carved to resemble the face of a wizard with bulging eyes and pursed lips, flank either side of this room. The floor resembles a shallow bowl and is almost 2 feet lower at its center than it is near the edges.

This chamber is basically one large trap—the carved pillars along the walls are large containers of magic gas. As soon as more than 30 pounds of weight is placed on the floor, the pillars silently release the odorless gas into the room through the mouths of the carved wizards. The gas level in the room doesn't rise to a dangerous point until 2 rounds after the flow of gas begins. At that time, every creature in the room must succeed on a DC 20 Fortitude save or fall into a deep sleep for 2d6 minutes. Only an effect that neutralizes poison can awaken a victim sooner. Creatures that are immune to poison or sleep effects are immune to the gas.

Because the poison gas is heavier than air, it pools in the bowl-shaped floor. The mixture contains little breathable oxygen, so any creature that falls asleep in this room begins to suffocate after 1d4 rounds, dropping immediately to 0 hit points. The suffocating character drops to –1 hit point in the following round and dies in the round thereafter if not rescued. The gas is magical, so if it is blown or otherwise transported out of this room, it becomes inert and harmless—a safety feature that Zagig created to prevent the stuff from filling his entire dungeon. A creature that knows about the trap can escape peril simply by holding its breath and moving rapidly through the room.

Stolen Breath Trap: CR 10; magic device; location trigger; automatic reset; onset delay (2 rounds); multiple targets (all creatures in room); magic gas (sleep and suffocation, Fort DC 20 resists); Search DC 30; Disable Device DC 30.

F21. MINING CAVERN

A cold wind whistles through this vast, high-ceilinged cavern. Along the southern wall, a 10-foot-wide ledge winds down to the cavern floor on the eastern end and up to a height of 30 feet on the western end. Jagged stalagmites vie for floor space with large boulders and rubble-filled carts that are perched on the edges of a half-dozen 3-foot-wide holes in the ground.

The ceiling soars to a uniform height of 60 feet above the floor throughout the cavern. The holes in the floor are the upper openings of mine shafts.

This room was where the duergar minions of Zagig's apprentices once mined iron and other metals to provide raw materials for the construction of golems and other constructs. The duergar are long gone, but their unfinished work remains.

A particularly hideous fomorian giant named Mashface currently dwells in this cavern. Though he is fiercely loyal to Vayne, the deformed giant doesn't get along well with any of Iuz's other troops, so he was placed here as a guardian. Mashface spends the majority of his time sleeping invisibly (by virtue of his ring). If the PCs come upon him quietly, he is entitled to a Listen check (modified by –10 for being asleep) each round to hear them moving through the cavern. However, if combat occurs in area F18 or the trap in area F20 is triggered, Mashface awakens automatically and remains awake for 8 hours.

Tactical Encounter: 5–7, Mining Cavern (page 138).

F22. THE WAY TO WAR

This 10-to-15-foot-wide passageway winds through the stone, twisting and turning but remaining relatively level for its entire length. After several hundred feet, it connects to area G1 of Nerull's Gate under the Tower of War.

RETURN TO THE TOWER OF WAR

The tunnel leading from the Tower of Magic back to the Tower of War slopes slightly down for most of its 400-foot run. The walls are old and covered in grime, but the floor is relatively free of dust because a great many creatures have been moving through it recently. The tunnel is 20 feet wide and 10 feet tall in most places, and it is not lit.

The tunnel ends in a sealed-off portion of the Tower of War's Arena (level 6 of the dungeon). It is not possible to reach the surface from this area without first going back to the Tower of Magic. The tunnel ends at a small chamber that houses a spiral staircase leading down to levels 7 and 8. On level 8, a long hallway just outside the staircase room ends at another spiral staircase that leads down to level 9, Nerull's Gate. Since this transition involves only a relatively simple journey, it is not necessary to roll for random encounters, though you might wish to place a few (see Chapter 2) if the party is having an easy time or needs some additional XP. The PCs can also use these access points to explore parts of levels 7 and 8 of the Tower of War if desired. These areas are mostly empty except for a few creatures that lair here and the occasional patrol of Iuzite forces. Such encounters are left for you to devise.

NERULL'S GATE

The level known as Nerull's Gate was once a holy site for the clerics who lived here. Since their destruction, the area has fallen into disrepair. Most of this level is one vast cave whose ceiling soars to a height of almost 130 feet. A gigantic pyramid of stone topped with a towering statue of Nerull once stood in the center of the cavern, atop a tunnel leading down into the Underdark. With the proper incantations, clerics of Nerull could cause the statue to animate, hook into the ceiling with its titanic scythe, and lift the pyramid, allowing access to the tunnel. But a few years ago, an earthquake destroyed the pyramid and toppled the statue, revealing the passageway beneath. The damage to the cavern also caused a waterfall in the back of the room to flood a section of the chamber, and a large fungus colony has all but taken over the remaining area. Many of the smaller buildings in the chamber have collapsed, and the encroaching fungus has swallowed others.

A force loyal to Iuz is now stationed here to ensure that the tunnel leading to the Underdark—a vital part of the Old One's invasion plan—remains open and secure. But the earthquake destabilized the passage, so Iuz's forces have had to brace it with a number of heavy beams to keep it from collapsing.

Unless otherwise noted, all the doors in this area are made of strong wood and are stuck shut because moisture has caused them to swell. The walls are all made from superior masonry. The chamber is unlit except for the area occupied by the fungus patch, which emits dim light because of some phosphorescent molds that have grown here.

G1. ENTRY PYRAMID

The spiral stairs end atop a square pyramid of stone set into the wall of a vast cavern. Near the center of this chamber looms a gigantic, ruined pyramid. At one time, a towering skeletal statue must have protruded from its flat top, but that sculpture now lies slumped over the side of the cracked structure. At the base of the pyramid gapes a dark hole, and flicking torchlight is visible from its depths.

The floor of the landing is 15 feet above that of the cavern below, but a wide staircase provides an easy connection. A successful DC 10 Knowledge (religion) check identifies the statue as the god Nerull. Recently, clerics of Iuz have performed a special ritual to animate this once-utilitarian sculpture for their own purposes.

G2. STATUE OF NERULL

At the base of the stairs rests the handle of Nerull's scythe. The clerics of Iuz have animated the statue to serve as a guard for the pyramid and the passageway to the Underdark. When the PCs come within 10 feet of the handle, the statue animates and attacks.

Tactical Encounter: 5–8, Statue of Nerull (page 139).

Development: The noise of the battle is so loud that everyone on this level of the dungeon hears it. Although none of the monsters on this level come to investigate, Iuz's forces inside the pyramid begin preparing for an assault.

G3. RUINED BARRACKS

East of the pyramid lie several ruined buildings. Some appear to have crumbled over time; others look as if they were crushed by the skeletal statue when it fell.

These buildings once served as barracks for the clerics of Nerull and their minions. The roofs of these ruined structures have collapsed, and all that remains of those closest to the pyramid are crumbling pieces of wall and rubble.

A purple worm has taken up residence in this area. Iuz's forces have been unable to drive it out, and since it seems unwilling to enter the pyramid, they have left it alone. When anyone approaches the easternmost building where it makes its lair, in burrows up from below to attack.

Tactical Encounter: 5–9, Ruined Barracks (page 140).

G4. MUSHROOM FOREST

This section of the cavern houses a veritable forest of mushrooms and fungi. Their tall caps and wide blooms come in a riot of colors—greens, blues, purples, and pale whites. Some of the mushroom caps rise to a height of more than 10 feet, while smaller ones cover the floor between these giants. A few of the other fungus patches emit a phosphorescent glow, bathing the area in a dim, eerie light.

The fungus forest fills the western and northern perimeters of the chamber, right up to the walls of the pyramid and the shores of the underground lake. Some areas are difficult terrain, and the ground is slick everywhere. These conditions increase the DCs for all Tumble and Balance checks made here by 2.


Level 9
Nerull's Gate
One square = 5 feet

Some of the fungus here is edible. A successful DC 20 Survival check (which you should make for a player in secret) locates enough mushrooms to feed one person for one day. Failure means some of the mushrooms chosen are poisonous (Fort DC 18, 1d6 Con/1d6 Con). The phosphorescent mushrooms glow for one day after they are picked and emit half as much light as a torch.

Side Quest: The Great Mushroom Hunt

The forest of mushrooms includes numerous rare and dangerous varieties, including the whiteshiver sought by the owner of Hauld's Apothecary. PCs wishing to search for the fifteen whiteshivers that Hauld requires soon find that locating specific mushrooms in a field of this size is more difficult than it first appears. Picking out the desired mushrooms from any given 10-by-10-foot area requires 10 minutes and both a successful DC 15 Knowledge (nature) check and a successful DC 25 Search check. Success on both checks yields 1d4 whiteshivers. If the PCs find and return any mushrooms, Hauld pays a handsome reward, as noted in Side Quest: The Great Mushroom Hunt (page 23). Characters can search for as long as 1 hour, gathering more mushrooms every 10 minutes if the checks are successful. After 1 hour, no more mushrooms can be found.

G5. RUINED HOMES

Within the mushroom forest are numerous small, hollow hillocks. Once the homes of the clerics of Nerull, these structures are now covered so thickly with fungus that they are no longer recognizable. Any Medium or larger creature that climbs atop one of these hills must succeed on a DC 15 Reflex save or fall through the roof into the interior, taking 1d6 points of damage.

Three of these hillocks (determined randomly) are home to a number of plant creatures that attack any characters who come close to their lairs. The tactical encounter can be used for all three monster dens simply by shifting the starting area of the monsters.

Tactical Encounter: 5–10, Ruined Homes (page 141).

Treasure: Although most of the hillocks have been looted, one (your choice) still contains a moldering mat and a small chest. The lock on the chest is rusted shut and must be pried off with a successful DC 20 Strength check. Inside is a length of silver-tipped bone that is actually a *wand of dispel magic* (CL 5th, 19 charges).

G6. UNDERGROUND LAKE

Water pours into this chamber from a great crack in the back wall, forming a dark pool before flowing out in a narrow stream. A similar crack in the back of the pyramid allows water to flow inside.

The water is cold and brackish but drinkable. Its constant flow has eroded away the floor in front of the crack, creating a rather deep pool. At the edge, the water is only 3 feet deep, but it quickly reaches a depth of 20 feet beyond that point. The water is choppy because of the nearby falls, so all Swim checks made to traverse it are DC 15. A few small, blind fish are the only creatures that dwell in this pool.

Anyone shining a light into the pool can attempt a DC 25 Spot check to notice a glint of metal somewhere in its depths. Mired in the muck at the bottom is a *lion's shield* that can be pulled loose with a successful DC 17 Strength check by anyone at the bottom. The shield was lost here many years ago and has not been disturbed since.

G7–G12. THE PYRAMID

Areas G7–G12 are inside the central pyramid. Unless otherwise noted, the ceiling of each chamber is 20 feet high, and the doors are made from stone. Flickering torches light most of these chambers.

The pyramid has been heavily damaged but is still relatively solid. The outside walls rise at a 45-degree angle to a height of 30 feet, ending in a flat plateau. The top of the pyramid is littered with stone and debris from the collapse of the statue that once stood there. The eastern half of the building has shifted, creating huge, rubble-filled cracks along the fault.

The clerics of Iuz have cast an *unhallow* spell upon the pyramid that grants *protection from good* to all those within. As a result, everyone inside the structure has a –4 penalty on turning checks, and those who worship Iuz gain the benefit of a *freedom of movement* spell. These effects are centered on the staircase in the center of the pyramid and affect areas G7 and G8, as well as the approaches from the north and the south. The other chambers are outside the area of the emanation.

G7. Underdark Staircase

The interior of the pyramid is damp and musty. Flickering torches illuminate a passageway choked with rubble. Up ahead, the ruined passageway opens to reveal a spiral staircase that descends deep into the earth.

The Underdark staircase is the passageway by which Iuz's forces plan to reach the surface. As noted in the tactical encounter description, this staircase descends more than 200 feet to the upper reaches of the Underdark and is braced with two solid wood beams (hardness 5, 120 hit points each). If both are destroyed, the stairway collapses in a cloud of dust and stone. Anyone on the stairs at the time must make a successful DC 25 Reflex save or die in the collapse.

Because of the staircase's vital importance to his plans, Vayne has stationed deadly guards here—including Shyrath, a powerful cleric of Iuz. Not only does this arrangement protect the tunnel, it keeps this loyal minion of Iuz from discovering Vayne's private ambitions.

Shyrath might be thoroughly bored with her duties here, but she understands their importance. She also knows that failure means certain death, if not worse.

Four deadly fiends known as arrow demons attend Shyrath here at all times.

Tactical Encounter: 5–11, Underdark Staircase (page 142).

G8. Nerull's Altar

In the center of this small chamber stand the remains of a black altar, its edges festooned with skulls and old black wax. A large fissure

runs down the center of the altar and continues through the back wall of the pyramid. The sound of splashing water echoes from somewhere within the hole.

Once a shrine to Nerull, this chamber was destroyed during the earthquake that ruined the pyramid. All that remains of the altar is crumbled stone, melted wax, and a rusted ceremonial dagger.

Side Quest: Nerull's Vengeance, Part 3

If the characters reattached the head to the statue in area B10 and destroyed the altar in area C8, this ruined altar glows with a ruddy light as they approach. If anyone touches the glowing stone, a voice booms out from the shadows, saying, "Use my implement to deliver the heart of the blasphemer." The voice answers no questions and does not repeat its message, but the glow persists until Shyrath's heart is removed and placed on the altar. At that point, the glow fades, and the voice speaks no more.

This side quest is one of three that offers the characters an opportunity to wreak vengeance upon the forces of Iuz that butchered the remaining clerics of Nerull and desecrated his temples in the Tower of War. (See area B10, page 61, and area C7, page 67, for further information.) If all three side quests are completed, those PCs who actively participated in every one earn Nerull's blessing, as described below.

Nerull's Blessing (Su): As a full-round action that provokes attacks of opportunity, you can call out to Nerull and demand that a soul be returned to its body. This effect functions like a *raise dead* spell (CL 20th), without the normal time limit or the need for a material component. This ability can be used even on souls claimed by Nerull, such as those slain by the statue in area B11, though a dead character cannot use the effect on himself. This ability can be used only once by any individual.



Shyrath

Illus. by J. Hodgson

G9. Shyrath's Chamber

The door leading into this room is locked (Open Lock DC 25). The key is tucked in one of Shyrath's pockets.

In one corner of this small room stands an oversized plush chair. Adjacent to it is a shelf containing a few ledgers, and opposite it is a chest. Unlike the other chambers inside the pyramid, this one is clean and lit by flickering flames from a gold brazier in one corner.

Shyrath uses this chamber for rest and contemplation. The ledgers on the shelf contain extensive notes she has made on Vayne's activities, with which she hopes to prove his incompetence should the opportunity arise. These records document his slow progress and bungled missions, including several errors that might have been noticed by enemies on the surface. In one underlined note, Shyrath lambasts Vayne for his cowardice in hiding within the Halls of Beckoning and for his paranoia about anyone finding him there. She rages about how they have to come up with new ways to distract Bailak Trostian each time she or General At-Ur needs to get there using the teleporter hidden behind Bailik's room. The notes suddenly end three weeks ago, at the point when Shyrath was sent here to watch over the Underdark tunnel. All the entries beyond that date consist only of notes on various ways to torture and kill Vayne for inflicting such an indignity upon her.

The chest is both locked (Open Lock DC 30) and trapped with a *symbol of weakness*. Shyrath keeps the key to the chest hidden in her boot. The *symbol*, which is inscribed inside the lid, triggers when viewed by anyone who is not chaotic evil. Once activated, the *symbol* affects all creatures (regardless of alignment) within 60 feet and remains active for 130 minutes. Shyrath and the arrow demons are immune to its effect because they were attuned to it when the spell was cast.

Symbol of Weakness: CR 7; magic device; spell trigger; no reset; spell effect (*symbol of weakness*, 3d6 Str, Fort DC 20 negates); Search DC 32; Disable Device DC 32.

Treasure: Inside the chest, Shyrath stores one explorer's outfit, one set of cleric's vestments, one noble's outfit, a golden necklace bearing the symbol of Iuz (worth 500 gp), a gold ring set with a single ruby (worth 200 gp), 2 *potions of cure moderate wounds*, a scroll of *planar ally*, and a jar of *Keoghtom's ointment*.

G10. Storage Rooms

The doors leading into these chambers are stuck but not locked. The north chamber houses two barrels of arrows (four hundred in each), four sets of artisan's tools, four wooden beams of the same size used in the staircase, a crate containing fifty torches, and a healer's kit. The south chamber holds a crate containing fifty days' worth of rations, two barrels of water, one barrel of ale (worth 6 gp), a small crate containing 4 bottles of Ilymirth wine from Highfolk

(worth 50 gp each) along with two empty bottles, and a wheel of fine Furyondian cheese (worth 5 gp).

G11. Collapsed Chamber

The door leading into this chamber is solidly stuck in its frame. Only a successful DC 30 Strength check can open it, though it can be destroyed with sufficient physical damage.

This small chamber has completely collapsed, leaving only a tiny space undisturbed.

This room was one of the studies used by the ogre mages that once inhabited the pyramid. When the earthquake occurred, this room collapsed, burying its inhabitant. Shyrath did not open this door out of fear that doing so might cause more of the area to collapse.

Treasure: PCs who spend 10 minutes carefully removing rubble uncover the skeletal hand of the ogre mage that died here. Any further excavation risks collapsing the entire room (see *DMG* 66) unless one of the PCs working on it succeeds on a DC 20 Profession (miner) check. Another hour of work yields a *tome of understanding* +1 grasped in the dead ogre mage's other hand.

G12. Garbage Heap

The stench in this chamber clearly emanates from the large mound of corpses and garbage piled in the center of the room.

Shyrath and her minions use this chamber to store all the refuse and corpses that she and her forces have accumulated since her arrival. She decided to pile them here instead of tossing them in the lake so as not to pollute the water should it be needed.

In this chamber are the bodies of six violet fungi and three ogre mages wearing the vestments of Nerull. Anyone who digs through the garbage must make a successful DC 20 Fortitude save each round or become nauseated for 1d4 rounds.

Treasure: Each round, a character searching the heap can attempt a DC 25 Search check. Success uncovers one of the following four items: a gold holy symbol of Nerull studded with onyx gemstones (worth 150 gp), a *potion of fly*, one of Stillguar's map fragments (see Side Quest: Stillguar's Map, page 57), or an adamantine dagger. (None of these items can be found more than once.)

THE HALLS OF BECKONING

Zagig initially used the eighth level under the Tower of Magic as a retreat where he could escape the responsibilities and tedium of teaching his apprentices, but it didn't take long for him to find a special purpose for the area. The proximity of the *Obelisk* made certain sections of this level particularly potent for the manifestation of certain spell effects. Zagig capitalized on one such area—a zone that greatly enhances conjuration magic—by creating a huge summoning chamber and installing several magic circles to contain what he called up. For many years, Zagig lived in a suite of rooms nearby and allowed only his most trusted friends to visit him while he perfected this chamber. When it was finished, he realized that he had succeeded beyond his wildest hopes, and that he could use his creation to summon even beings as powerful as deities. The completion of this chamber might well have been the spark that lit Zagig's desire to become a living god, because soon after he finished his work here, he began construction on the chambers below the Tower of Zagig—including the *Godtrap*.

Since Zagig left this world, the Halls of Beckoning have served as a lair for numerous spellcasting creatures, all drawn here by the power of the chamber. The most recent invader was Vayne, who, after ably defeating the cabal of wizards that had been living here, claimed a small network of rooms near the summoning chamber as his own quarters during the invasion.

Doors in the Halls of Beckoning are made of magically reinforced cold iron (2 in. thick, hardness 16, 120 hp, break DC 28). They can be locked, but the keys have long since been lost, so Vayne has taken to using *arcane lock* on the doors leading to the areas he cares about (areas H2 and H3). Unless otherwise indicated, the ceilings are vaulted to a height of 15 feet in both halls and chambers.

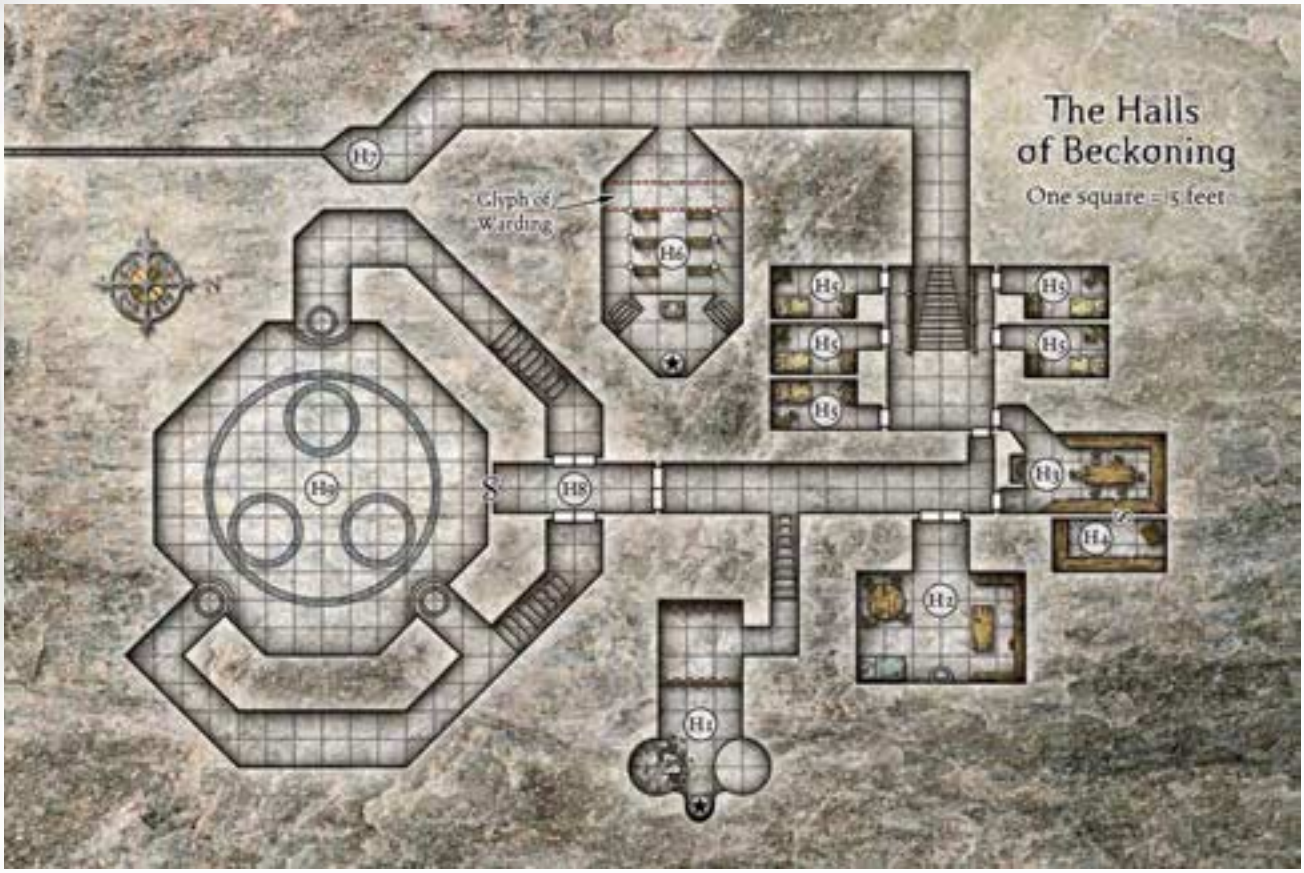
The area detailed in this chapter represents about 20 percent of the level. Many other chambers (some in which schools of magic other than conjuration function at increased effect) remain undiscovered. Although the rooms described here offer no direct access to these chambers, you can expand upon them as you see fit.

H1. PORTAL CHAMBER

On the floor at opposite ends of this room sit two round, black discs of stone. The northern disc is highly polished; the southern one is cracked and crumbling into ruin. In an alcove between the discs stands a statue of a handsome wizard in purple garments decorated with gold runes. A curtain of deep purple fabric obscures the western end of the room.

This chamber once served as a hub for several portals in various parts of Castle Greyhawk's dungeons. The two black discs are portals that function as *teleportation circles* to these other locations, instantly transporting any creature or object that stands upon one for more than 1 round. The northern disc was once linked to several other portals in the Tower of War and the Tower of Magic, and a user could redirect its destination by speaking a specific command word after mounting the disc, but before transportation occurred. Characters who appear on a disc must step off and back onto it if they wish to be transported elsewhere. This disc is the destination of a similar portal in the Vaults of Creation (area F19a).

The southern disc was linked to only one other teleporter—the one in the Caverns of the Obelisk on the ninth level of the Tower of Magic dungeon. This portal is broken and has been for some time. If other routes to the Caverns of the Obelisk exist, they lie elsewhere.



H2. VAYNE'S QUARTERS

The grandeur of this spacious chamber is nearly overwhelming. The floor is thickly carpeted in a red and black pattern, and heavy tapestries depicting landscapes and cityscapes adorn the walls. Directly opposite the entrance stands a 6-foot-wide metal fountain whose frame is decorated with capering nymphs and succubi. On the wall to the north is a massive bookshelf whose shelves are filled not only with tomes, but also with crystal balls, statuettes of animals and demons, skulls mounted on silver holders, and other strange objects. In the southwest corner stands a circular oak table surrounded by four cushioned chairs. A bed fitted with silk sheets occupies the southeastern section of the room.

Vayne chose this chamber, which was once occupied by Zagig, as his personal quarters for the duration of his stay in Castle Greyhawk. As it turns out, however, he hasn't slept in this room for nearly a week because he has been taking most of his rest on the cot within his *portable hole*. Vayne is not encountered here; with the moment of his victory drawing so near, he rarely has time to sleep and relax. He spends most of his time in area H9.

The fountain bears a minor magical aura that constantly replenishes its basin with pure, cool water. The tapestries on the walls (all hung by Vayne) depict scenes of note from the regions and cities in Iuz's domain (identifiable with a successful DC 20 Knowledge [geography] check). Most of the books and bric-a-brac on the shelves are items that he looted from elsewhere in the dungeon—in fact, many of the books were stolen from the library in area H3.

Treasure: The eight tapestries are finely made, and are worth 250 gp each despite their notorious subjects. The books are fairly mundane—mostly titles that Zagig didn't value enough to bring with him when he left. None of the other items on the shelves are magical, but some are valuable nonetheless. Items of note include four fine crystal balls (worth 150 gp apiece), a silver statuette depicting a trio of demonic dogs chasing a cat around a tree (400 gp), a jade statuette of an elephant (200 gp), an ivory statuette of a singing succubus with sapphire eyes (1,200 gp), a large marble statuette of Zuggtmoy (the demon queen of fungi) that glows in the dark (300 gp), and seven skulls (three human, two elf, one dryad, one blink dog) that are valueless, though their silver stands are worth 50 gp apiece.

H3. AVAGOZEL'S LIBRARY

The walls of this chamber are lined with wooden shelves that must once have held hundreds of books. Now, large swaths stand empty. In the center of the room is a black table surrounded by six black chairs and surmounted by a platinum candelabra whose five radiating arms are fitted with guttering candles. Between the doors to the south is a wide fireplace from which several mantels holding strange objects jut out here and there.

One section of shelving along the eastern wall is actually a cleverly hidden secret door (Search DC 30) secured with an *arcane lock* (CL 20th). A peephole in this door allows creatures in area H4 to observe events in area H3. Spotting

this peephole from area H3 requires either a successful DC 30 Spot check or a successful DC 20 Search check.

All the books kept here share the same subject—conjuration magic. Vayne discovered this library not long after arriving in the dungeons and befriending its guardian, a barbed devil named Avagozel. Vayne often visits the library to study or to chat with Avagozel, but the PCs won't encounter the wizard here.

Zagig contacted Avagozel and secured his compliance with an effective combination of gifts, promises, and threats. Just before he abandoned these chambers to begin work on the Tower of Zagig, the wizard installed Avagozel as guardian here, promising to return when his term of service expires (only a few years from now) with a secret of fiendish ascension that will transform Avagozel into a horned devil. Avagozel isn't sure he believes Zagig's promise, but he remembers the torment that the wizard put him though well enough that he's never seriously entertained thoughts of abandoning his post. During his nearly two centuries of service, Avagozel has managed to teach himself about spellcasting by studying the books in area H4 and has become a wizard in his own right.

Avagozel spends the majority of his time in area H4, but as soon as he notices intruders in this room, he moves to the peephole in the secret door and uses *major image* to create the illusion of a beholder that appears from nowhere in the northern section. Avagozel then addresses the PCs through this image, demanding to know why they've trespassed in his library. No matter what response they give, he orders them to leave at once or face his wrath. If the PCs remain in the room or attack the image, Avagozel uses the illusory beholder to respond in kind, though he takes care never to let the monster's eye rays actually hit a PC and keeps its central eye closed at all times. With this tactic, the barbed devil hopes to learn a bit about the PCs' tactics so he can combat them better, and also to trick them into using up their most powerful attacks on the illusion before he engages them.

Tactical Encounter: 5–12, Avagozel's Library (page 148).

Treasure: The platinum candelabra—a work of art worth 1,000 gp—bears a minor magical effect that automatically lights any candles placed in it when the command word "light" is spoken.

None of the nearly five hundred volumes remaining on the shelves is particularly valuable. However, if used as a resource for making a Knowledge (arcana) check involving the school of conjuration, they grant a +4 circumstance bonus. Sold as a lot, the books are worth 5,000 gp.

The mantel above the fireplace is cluttered with common spell components, but several items of value can be found in the mix, including a crystal-encased scorpion worth 50 gp, two *potions of bear's endurance*, and an oversized, leather-bound book. This last item is a register containing the names of all visitors to this library in ages past. Although it has more than a thousand entries, only thirteen have been made in the last one hundred eighty-eight years—Mellard-Plict, Iggwilv, Erac, Elluvia Maure, Thessalar, Robilar, Eli Tomorast, Mordenkainen, Bigby, Tenser, Riggby, Warnes Starcoat, and, most recently, Vayne. Though the book is not magical, it is worth 1,000 gp as a curiosity.

H4. SECRET LIBRARY

Attached to the back wall of this narrow secret chamber is a single long shelf. Upon it rest five books, a metal box, three bone scroll tubes, and a large green leaf in a wooden and glass display case. To the north are the sorry remains of a single stuffed chair, its leather fabric shredded to ribbons and the stuffing piled in heaps around its feet.

This chamber was once the repository of Zagig's most valued books, but the wizard took most of these with him when he moved on to the Tower of Zagig. Only a few things of interest remain here.

If the PCs manage to reach this room without first alerting Avagozel, they find the barbed devil seated in the chair, perusing a well-read and lavishly illustrated book about summoning erinyes devils that he borrowed from area H3. He reacts to unexpected intrusions with combat.

Treasure: All the objects on the shelf are valuable. Three of the books are spellbooks—one belongs to Avagozel, one contains all the 1st-level wizard spells in the *Player's Handbook* (except for *Tenser's floating disk* and *Nystul's magic aura*), and one contains all the 2nd-level spells from that publication (excluding *Melf's acid arrow* and *Leomund's trap* but including *Tasha's hideous laughter*). The fourth book is an empty *Boccob's blessed book*. The fifth is bound in black leather and contains notes on portals that link several areas in the Tower of Magic dungeons to other locations. This book can serve as a springboard for future adventures, but it is of little use to the PCs in this adventure.

The box is made of steel and locked (Open Lock DC 40). Inside is a *talisman of Zagy*. All three scrolls are scribed with arcane spells—*vision*, *analyze dweomer*, and *freedom*.

The green leaf is made of mithral that has been magically treated to display a green hue. When grasped tightly by an elf, the leaf transforms into a green key. What lock this key might open is left for you to devise.

Tactical Encounter: 5–12, Avagozel's Library (page 148).

H5. COMMANDERS' QUARTERS

The floor of this chamber is thickly carpeted. In one corner, a triangular desk stands next to a comfortable-looking bunk. Against the wall opposite the bed is a freestanding dresser.

These five rooms were set aside for the commanders of Iuz's troops in the region, None of them have been used recently. Vayne keeps his commanders busy either in the Tower of War or upstairs in the Vaults of Creation. No items of value can be harvested from any of these chambers.

H6. CHAPEL OF THE OLD ONE

Two rows of stone pillars support this chamber's high vaulted ceiling, and twin rows of pews to the east frame the approach to an upraised dais that supports an altar of black marble. Bloody bones and bits of flesh are heaped at the base of this foul edifice, and its sides are thickly caked with blood. Standing guard over

the altar at the extreme east end of the cathedral is a 10-foot-tall stone statue of a leering old man seated upon a throne of skulls. Before the altar stands a pale, gaunt hobgoblin clad in cleric robes, and at the end of each pew stands a skeletal figure.

Vayne doesn't trust the priests of Iuz, even though they have resurrected him countless times. He worries that clerics with such an intimate connection to the demigod he hopes to betray might be able to discern the seeds of his treachery if he interacts with them too much. Thus, he has assigned most of the clerics in his band to stations in the Tower of War, explaining that since the underground tunnel connects with Nerull's Gate at that point, it remains the most important place for his priests to guard.

Yet he couldn't justify sending away all his clerics—he had to keep one nearby in case he needed healing and to keep up his facade as a faithful minion of the Old One. Vayne selected a hobgoblin cleric named Lorzag to remain behind with him, primarily because Lorzag was unnaturally afraid of him. Even though Vayne has supplied Lorzag with several dead demons to animate as temple guardians, the hobgoblin remains deeply unsettled by Vayne's manner and bearing. The priest is convinced that Vayne plans to do something terrible to him—why else would he have chosen him to stay behind while all the other priests were assigned important duties in the Tower of War? So Lorzag busies himself with cleaning and preparing this chapel for the day when the troops arrive. He hopes that if he keeps all in readiness for Iuz, the Old One will protect him from whatever cruel fate Vayne has planned.

Lorzag is a gaunt hobgoblin with pale skin and deep bags under his eyes. His hands shake all the time, except when he's crafting undead minions. When he is engaged in such a task, his glee and pride in his work give him the steady hands required for corpsecrafting.

Tactical Encounter: 5–13, Chapel of the Old One (page 144).

H7. THE WAY TO ZAGIG

The passageway ends abruptly here, where the wall narrows down like the inside of a huge funnel tipped on its side. In the center of the wall is a tiny hole, barely half an inch in diameter. Pale mist plumes around the wall's circumference, spiraling as it spins southward along the slanted walls, then eventually drains into the hole with a faint whooshing sound. A ring of carved runes has been carved into the wall along the funnel's circumference.

Zagig built this strange transport device to allow him (and any visitors he deemed worthy) to travel quickly to the second level of the dungeons below the Tower of Zagig. This method effectively bypasses the crypts that serve as the dungeon's uppermost "decoy" level.

To use this device, a character must become gaseous—either through a *gaseous form* or *wind walk* effect, or by transforming into a creature such as a belker or an air elemental. A gaseous creature can simply float into the funnel, where powerful air currents whisk him up and transport him along a 1,200-foot-long, half-inch-diameter pipe that twists and turns through the bedrock from this area to area I1 in the Tower of Zagig. The trip takes only 2 rounds and is particularly jarring to anyone not prepared for high-velocity transport, so a character undertaking this journey must make a successful DC 14 Fortitude save upon arrival at the far end or be nauseated for 1d4 rounds.

H8. LOCKED DOORS

The approach to the Summoning Chamber is protected by three sets of double doors made of magically enhanced blue steel. Each of these sets is warded with *arcane lock* (caster level 11th). Vayne has hidden the western door with an *illusory wall*.

Doors: 4 inches thick, hardness 16, 120 hp, break DC 38.

Although the secret door to the south is exceptionally well hidden when it's closed (Search DC 40), Vayne purposely leaves it ajar, hoping to lure any enemies looking for him into the room beyond, so that he can deal with them from the safety of his perch within.

H9. SUMMONING CHAMBER

A domed ceiling arches high above this octagonal room, which is lit by a flickering radiance from a broad circle of fire on the floor. Within this circle are three smaller circles, each defined by a rim of flickering runes like the larger one. High above, three balconies—each encased in a dome of reflective silvery metal—protrude about 5 feet out over the floor. Three immense, deformed humanoid forms move restlessly about the larger circle, and a human male sits within the westernmost small ring.

The ceiling is 40 feet high, and the balconies are about 20 feet above the floor. The main circle is 40 feet across, and each of the smaller ones is 15 feet in diameter. Closer inspection reveals that the tongues of flame gutter from complex runes worked into each circle's 1-foot-wide rim. This entire room is protected by a *dimensional lock*. This effect and all others within this chamber function at caster level 20th. If dispelled, the *dimensional lock* is suppressed for 1d4 rounds, after which it returns at full potency.

This chamber was the location to which Zagig summoned the original nine demigods so long ago. After interrogating them, he redirected them into the prison under the Tower of Zagig.

Although the method of summoning a deity into these circles is still known only to Zagyg, the chamber can be used to conjure all manner of extraplanar creatures. For the past several days, Vayne has been practicing with the circles in this room, calling up various extraplanar creatures to interrogate, torment, or recruit. He gained the allegiance of the efreeti Ajah-Kahar in this manner, and he also used this room to summon the bar-lguras whose bodies are now animated skeletons in area H6. The thought of using a *gate* spell to call Iuz into one of these chambers has occurred to him, but he hasn't yet worked up the courage to try such a bold plan. Instead, he waits patiently for Iuz to come to the dungeon on his own to claim leadership of his army. Once the god is within range, Vayne will spring his trap. After capturing Iuz, Vayne hopes to use this chamber to augment his new army's ranks.

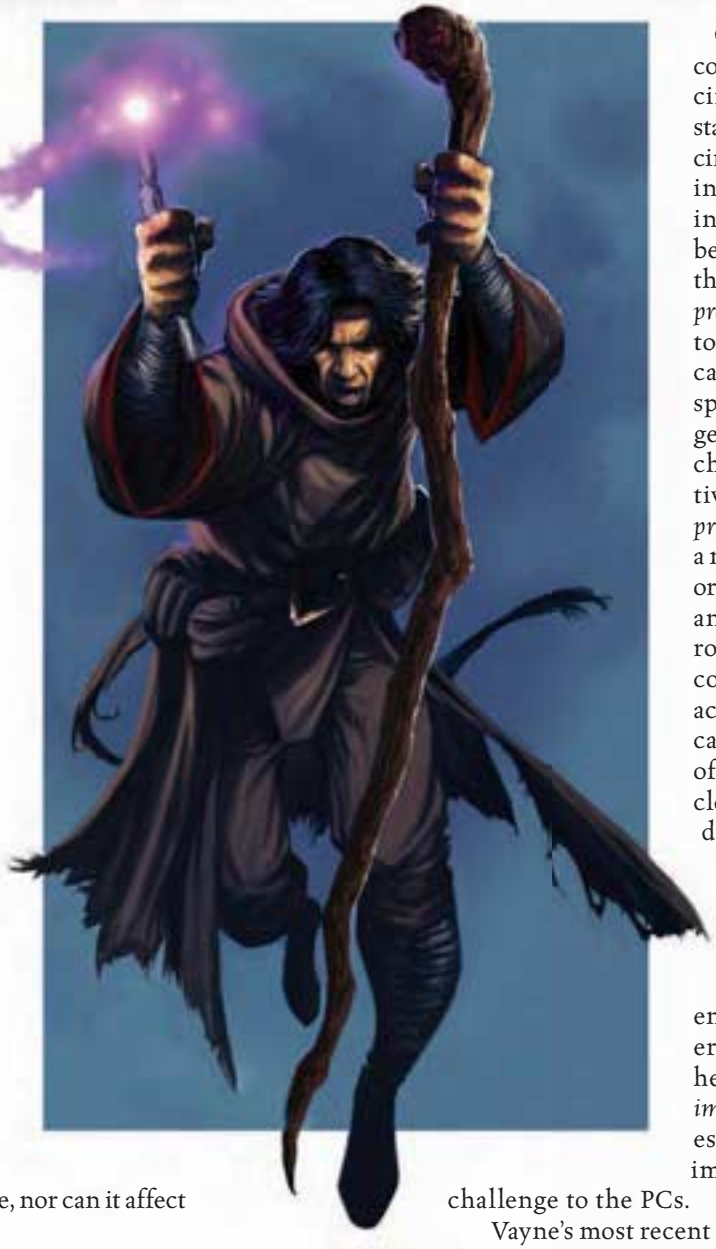
Summoning Circles

The burning runes that delineate the circles are magical phrases of conjuration and entrapment in Abyssal, Celestial, and Infernal. Each circle has three settings: deactivated, passive, and active. These settings are described below.

Deactivated: A deactivated circle does not burn and is visible only as a faint ring of runes etched into the floor. Any creature can move over its rim with ease.

Passive: The runes surrounding a circle in passive mode flicker with fire. Creatures called or summoned into such a circle cannot physically cross its rim, but they can reach over the edge to strike foes. They can also use ranged attacks and spells to target foes beyond the edge.

Active: When a circle is active, its flames turn dark red. A creature conjured or summoned into an active circle is trapped within, as if by a domed *forcecage* with a height equal to the circle's diameter. A creature so trapped cannot affect or target anything outside its circle, nor can it affect its circle in any way.



Vayne

Balconies

The secret to controlling the summoning circles lies in the balconies overlooking the area. Each is encased in a *wall of force* and a one-way illusory wall that, from area H9, looks like a silver dome. From within a balcony, the wall is transparent, so anyone can observe events in the main room with ease.

On the floor of each balcony is a 5-foot-diameter circle. When a creature stands within one of these circles, its image appears in the closest summoning circle on the floor below. The individual in the balcony can use this *projected image* of himself to observe, communicate with, or even cast spells on creatures or targets in the summoning chamber. He can deactivate and activate his *projected image* at will as a move-equivalent action, or change the settings of any magic circle in the room below by mental command as a standard action. Typically, a spellcaster projects an image of himself into one circle and then conjures a desired creature into another.

Current Inhabitants

Vayne is currently ensconced in the westernmost balcony, and he maintains a *projected image* in the circle nearest to that. It is from this image that he issues his challenge to the PCs.

Vayne's most recent catches are three giant rutterkin demons that he has been holding in the larger circle while he decides what to do with them. His paranoia won't allow conversation to go on for long, however. As soon as he gets any notion that the PCs are here to kill him or to ruin his plans, he attacks.

Tactical Encounter: 5–14, Summoning Chamber (page 146).

Illus. by B. Hagan

VAYNE

Vayne is a nervous, twitchy human who walks with a pronounced stoop. His greasy, stringy black hair hangs limply from his head, and unsightly black hair sprouts from the knuckles of his unusually long and knobby fingers. Since pledging his life to Iuz, Vayne has endured years and years of bad luck—some stemming from his own poor choices, but most resulting from a pestilence of misfortune that seems to follow him. Broken from multiple resurrections, Vayne is a desperate man with a desperate plan. Even if his bid for glory is unsuccessful, he hopes that Iuz will be enraged enough at his hubris that the deity will finally let him die.

Development: Vayne has failed his master time and time again. Thus, unbeknownst to Vayne, Iuz maintains a potent *status* effect on him. As soon as the demigod senses that Vayne is near death (when his hit points drop below 0) or has otherwise succumbed to some enemy (from a death effect, massive damage, petrification, domination, or some similar crippling effect), he realizes that his trust in Vayne has yet again been ill advised. As angry at himself (for believing that the simpering wizard could pull off an important mission) as he is at Vayne, Iuz teleports into the Summoning Chamber to take matters into his own hands. Use the following interaction encounter as soon as Vayne fails Iuz.

INTERACTION ENCOUNTER: THE OLD ONE ARRIVES

The air in the chamber suddenly takes on an almost electric aura of tension. Flickers of black fire rime every living and dead creature in the room, and the flames of the summoning circles wink out. A moment later, a 20-foot-tall humanoid demon with rippling muscles and curving black horns manifests in a blast of chilling black fire. In his hands is a greatsword that seems to be forged of coiling black flames.

Any creature within 30 feet of Iuz when he manifests must succeed on a DC 20 Will save or be dazed by the power exuding from his being for as long as that individual remains within 30 feet. Iuz is a 30 HD outsider cleric 20/assassin 10, and he possesses a wide range of divine abilities. However, since the PCs are not expected to challenge him directly (and are nearly incapable of harming him anyway), statistics are not provided for him.

The cambion son of the demon lord Graz'zt and the true Iggwilv, Iuz is a demigod. As such, he is well beyond the PCs' ability to defeat, and they are not expected to challenge him. The goal of this encounter isn't to kill PCs, but to instill a bit of panic and fear in them.

Roll initiative when Iuz appears. (His initiative modifier is +30.) On his turn, the Old One glances around the room until he finds Vayne, alive or dead. "Out of my way, worms of Greyhawk!" he roars if any PCs stand between him and his quarry. He then strides over to Vayne, swatting any PCs who haven't moved out of the way with his sword. If Vayne is dead, Iuz resurrects him with a wave of his hand as a free action. He then grabs Vayne, drops him onto the floor in front of him, and begins speaking.

The wizard lands on his knees before the towering fiend and opens his mouth as if to beg for mercy, but no words come out.

"And yet again you fail me, Vayne," says the fiend in a voice filled with quiet malice. "It seems that I must do everything myself, since I have only fools for slaves."

"Oh mighty Iuz, have mercy upon your servant!" simpers Vayne, gazing up at the fiend with tears in his eyes. "I shall not fail you again!"

But Iuz only snorts in derision. "Your days of service are at an end, pest," he says with a sneer. "But do not think you can rest. Not yet. Your soul owes me many more deaths before I will forget the insult of your servitude. Die again, fool, to await my further wrath in the City of Skulls!"

Any direct action against the demigod attracts his attention immediately, as does any attempt to flee the chamber. Although Iuz could crush the PCs with ease, he wants to toy with them first. He swats aside any PC who tries to attack him with a blow from his *+3 chaotic unholy greatsword*, using Power Attack to an extent that leaves the target with only 1d4 hit points. If any PCs try to flee, he produces a *wall of stone* to block their escape. If the party tries to bargain with him, he bellows with laughter, then utters a *blasphemy* spell (CL 20th) in response. Assuming that the PCs are 11th level at this point, this spell shouldn't kill any of them. However, if the group includes any characters who have fewer than 11 Hit Dice, Iuz uses *harm* instead. On his next turn, Iuz returns his attention to Vayne.

Ignoring Vayne's horrified screams, Iuz reaches out, takes him by the throat with one massive hand, and squeezes until bones crumble and flesh pulps. The wizard's head lolls and then drops to the ground. Absently shaking the gore from his hand, Iuz turns and smiles cruelly.

"Do not think that his failure is your triumph, worms of Greyhawk," he says. " In defeating Vayne, you have merely ensured my direct hand in the culmination of my plans. But you shall not live to see the results."

If the PCs attempt to attack Iuz or flee, he reacts as above. After the PCs have had a round or two to taste the power of the Old One, he tires of the game. On his next turn, he intends to slay them—but the simulacrum of Iggwilv has other plans.

"Time to die, mortals!" bellows Iuz, hefting his greatsword in both hands. Just then, a strange look flashes over his demonic visage, and he utters a shriek that blends rage with an unmistakable note of terror. Nine ghostly tentacles writhe out of the eastern section of floor and unerringly seek out the Old One, shrouding him in a vortex of mist and light. As they wrap around him, his form wavers and distorts. For a moment, he appears both as a 20-foot-tall demon and as a frail, frightened old man. His body twists, warps, and stretches in an impossible vortex of flesh and bone; then he suddenly becomes insubstantial. The tentacles pull his ghostly form across the room and down through the floor in a chaotic spiral of energy that leaves a vaguely humanoid shadow etched in black on the stones.

Freed from her servitude to Vayne by his death, the simulacrum of Iggwilv has initiated the final stage of her plan. Sensing Iuz's arrival and his proximity to the *Godtrap*, she has pulled him into it and imprisoned him there. For the second time in a century, the Old One has been trapped in the dungeons below Castle Greyhawk. If the PCs don't seek out this prison below the Tower of Zagig soon, the simulacrum of Iggwilv will use his power to build herself a soul—the final step in becoming a truly living being.

Treasure: Iuz carries no gear, but Vayne's *portable hole* is in the balcony where he began the encounter. As befits a man who is constantly on the move, Vayne has furnished this extradimensional space with a freestanding bookshelf, a worktable, a comfortable cot, and three barrels of dried food and fresh water. On his workbench are four *potions of cure serious wounds*, three *potions of lesser restoration*, and three *potions of gaseous form*.

The books on the shelves are Vayne's traveling spellbooks, containing all the spells he can access easily in this adventure. They hold all the wizard cantrips detailed in the *Player's Handbook*, all the spells he currently has prepared, plus the following: 1st—*alarm, charm person, comprehend languages, disguise self, enlarge person, feather fall, identify, mount, protection from good, unseen servant*; 2nd—*arcane lock, continual flame, darkvision, detect thoughts, ghoul touch, invisibility, knock, levitate, locate object, minor image, obscure object, shatter, summon monster II*; 3rd—*displacement, fireball, gaseous form, haste, lightning bolt, magic circle against chaos, magic circle against good, nondetection, secret page, shrink item, summon monster III, tongues*; 4th—*animate dead, dimensional anchor, illusory wall, greater invisibility, locate creature, remove curse, scrying, stone shape, summon monster IV*; 5th—*break enchantment, contact other plane, fabricate, passwall, lesser planar binding, summon monster V, teleport*; 6th—*antimagic field, contingency, greater dispel magic, legend lore, planar binding, stone to flesh, summon monster VI*.



Iuz falls victim to Zagyg's trap once again

Illus. by B. Hagan

Atop Vayne's cot is his journal, a tattered book bound in red leather. Vayne has cast *secret page* on every page to disguise the contents as mundane magical research notes. Although each page is protected by a separate casting, these eighty-six spell effects can be treated as one for the purpose of *dispel magic*. If the magic is removed, the true contents are revealed. The last six pages are blank, but the other eighty pages contain months' worth of Vayne's notes. Reading through them all takes 8 hours. Most of the entries are petty accounts of Vayne's misfortunes, long lists of belongings taken from him as payment for multiple resurrections (which he would one day like to reclaim from the Church of Iuz), and ravings against his superiors—in particular, a wizard named Null whom Vayne particularly despises. He never mentions Iuz by name, but it seems obvious that the Old One is in fact the subject of many of Vayne's thinly veiled metaphors and satires.

For the purpose of this adventure, the most important information in the journal concerns the simulacrum of Iggwilv. In one entry, Vayne gloats about a great treasure he found while skulking about the depths of Iuz's palace—a comb that had fallen behind a dresser. Caught in its tines was a single dark strand of a woman's hair—but not just any woman's. This hair was from the mother of Iuz, the witch-queen Iggwilv herself! The entry further describes how he used a scroll of *simulacrum* on the hair a few days after his arrival in Castle Greyhawk. Only 12 hours later, Vayne had a unique minion—a simulacrum of one of the most powerful wizards known to Greyhawk.

A subsequent entry describes how Vayne knew from his studies that the real Iggwilv spent some time in the dungeons below the Tower of Zagig as the great wizard's apprentice—or perhaps even his lover. Another mentions that although the simulacrum retained none of the original Iggwilv's memories, he knew that some of the defenses Zagig had left behind might well be fooled into thinking that the wizard's ancient ally had returned to the tower. Other entries record how Vayne sent the simulacrum through the transportation device in area H7 with orders to explore the region and gather resources for the coming army. (That area description, page 126, includes details on how to use the transport.) At the end is a single oblique reference to a "true mission" for the simulacrum, but the journal entries do not elaborate further.

The Pool of Black Ruin

Encounter Level 9

Use this encounter with the area entry on page 111.

This encounter begins when the PCs enter area F1. The black pudding slithers into life and attacks as soon as any living creature steps into the room.

The black fluid in the pool jerks and bunches up, then begins to slither across the floor as a mass!

Features of the Area

This area has the following features.

Balcony: No easy way exists to get up onto any of the three balconies. It takes a DC 25 Climb check to clamber up the walls, or a DC 20 Climb check to shinny up a pillar.

Ceiling: The ceiling in this chamber is 25 feet high.

False Doors: The four doors in this chamber are in fact locked false doors (Open Lock DC 30). Beyond each is a blank wall.

Illumination: The entire area is bathed in shadowy illumination from the fire trench in area F2.

Stairs: The stairs are quite steep—any character moving up a staircase must spend 2 squares of movement to enter each square of stairs. A character who runs or charges down the stairs must make a successful DC 10 Balance check upon entering the first steep stairs square. Failure means the character stumbles and must end his movement 1d20 feet later. A character who fails by 5 or more takes 1d6 points of damage and falls prone in the square where he ended his movement. The black pudding can slither up the stairs with ease using its climb speed.



Advanced Black Pudding — CR 9

hp 172 (15 HD)

N Huge ooze
Init –5; **Senses** blindsight 60 ft.; Listen –5, Spot –5

AC 3, touch 3, flat-footed 3
Immune critical hits, flanking, gaze attacks, mind-affecting spells and abilities, paralysis, poison, polymorph, sleep, stunning, visual attacks
Fort +9, **Ref** –2, **Will** –2

Speed 20 ft. (4 squares), climb 20 ft.
Melee slam +12 melee (3d6+5 plus 3d6 acid)
Space 15 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +20
Atk Options acid, constrict 2d6+5 plus 2d6 acid, improved grab

Abilities Str 19, Dex 1, Con 22, Int —, Wis 1, Cha 1
SQ split

Acid (Ex) A black pudding's body produces a corrosive slime that deals 3d6 points of acid damage on a successful hit with its slam attack. Furthermore, any melee hit dissolves the target's clothing and armor immediately unless he or she makes a successful DC 21 Reflex save. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless that object succeeds on a DC 21 Reflex save. The pudding's touch deals 18 points of acid damage per round to wood and metal objects if it remains in contact for 1 full round.

Constrict (Ex) A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saving throws against the acid.

Improved Grab (Ex) To use this ability, a black pudding must hit with a slam attack. It can then attempt to start a grapple without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half the original's current hit points (round down). A pudding with 10 or fewer hit points cannot be further split.

Tactics

The black pudding is unintelligent, and it fights accordingly. It attacks the nearest foe, pursuing that character as far as possible The pudding can climb walls, so it readily pursues anyone who flees upward to a balcony, but it does not chase or attack foes who move beyond the fire trench in area F2.

Development

If the black pudding is slain, a verbeeg (see the facing page) from area F2 comes to investigate 2 rounds after the sounds of combat cease.

VERBEEG CAVERNS

Encounter Level 10

Use this encounter with the area entry on page 111.

This encounter begins a few rounds after the PCs defeat the black pudding in encounter 5–1, or when they move north from area F1 into F2. A total of six verbeegs inhabit these two caverns. Two of them begin in area F2, while the other four begin in F3 in the indicated positions.

The verbeegs listen closely to the sounds of combat from area F1. When the noise ends, one of the verbeegs from area F2 comes to investigate, arriving in 2 rounds. If he notices the PCs in area F1, he raises the alarm and attacks. Read the following.

An ugly, misshapen creature that looks like a cross between a human and an ogre leaps the flaming barricade with a shout, then kneels to fire a recurved longbow.

Alternatively, if the PCs enter area F2 before the black pudding in area F1 is slain, the verbeegs in area F2 raise the alarm and attack intruders there.

TACTICS

Against characters still on the floor of area F1, a verbeeg uses its longbow to attack. Once at least one PC gets up to the balcony area, the verbeeg retreats north toward the ledge separating area F2 from F3.

6 VERBEEGS **CR 5**

hp 47 each (5 HD)

Male and female half-ogre fighter 5
NE Medium giant
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Giant, Undercommon

AC 20, touch 10, flat-footed 20; Deflect Arrows
Fort +7, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)
Melee +1 *glaive* +12 (1d10+12/×3) or
Melee +1 *glaive* +10 (1d10+14/×3) with 2-point Power Attack
Ranged mwk composite longbow +6 (1d8+5/×3)
Base Atk +5; **Grp** +10
Atk Options Power Attack

Abilities Str 20, Dex 10, Con 16, Int 13, Wis 10, Cha 8
Feats Deflect Arrows, Improved Unarmed Strike, Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive)
Skills Climb +13, Intimidate +7, Jump +7
Possessions +1 *breastplate*, +1 *glaive*, masterwork composite longbow (+5 Str bonus) with 20 arrows, 20 gp

As soon as the alarm is raised, the verbeegs in area F3 move to take up positions on the ledges, where they ready actions to attack any creatures that come within reach of their glaives. If confronted by ranged attacks, they respond with their longbows.

All of these verbeegs are terrified of their new masters, so they fight to the death rather than surrender.

FEATURES OF THE AREA

The area has the following features.

Balconies: The balconies are 15 feet above the floor of area F1. A character who falls off a balcony ledge takes 1d6 points of damage (Tumble DC 15 negates). A character who intentionally jumps off a balcony can avoid this damage with a successful DC 15 Jump check.

Ceiling: The ceiling is 20 feet high in area F2 and 15 feet high in area F3.

Fire Pit: The fire pit is currently unlit. Even though it's relatively shallow, the mounds of bones surrounding it and the half-burned wood and giant mushroom stalks inside make it difficult terrain. Entering a fire pit square costs 2 squares of movement. The DC for any Balance or Tumble check made in such a square increases by 5, and the DC for Move Silently checks increases by 2.

Fire Trough: A 1-foot-deep trough has been carved into the stony floor at the entrance to area F1 and filled with a thick layer of slow-burning tar. A creature that passes through a fire trough square must make a successful DC 15 Reflex check or take 1d6 points of fire damage. A creature that ends its movement in one of these squares receives no saving throw to avoid the fire damage.

Illumination: Area F2 has shadowy illumination, except within 20 feet of the fire trough, where the room is brightly lit. Area F3 is dark.

Ledge: Each of the ledges in these caverns is 5 feet high. With a successful DC 15 Climb check, moving through a ledge square costs 4 squares of movement. A creature that has a climb speed can move through one of these squares at a cost of 2 squares of movement. A verbeeg on a ledge that attacks a creature below gains a +1 bonus on his or her attack roll for being on higher ground.



Iaxithrax's Lair

Encounter Level 10

Use this encounter with the area entry on page 113.

This encounter begins as soon as the verbeeg guards in area F6 notice intruders, or the PCs enter area F7. Place the verbeegs (V) around area F6 and Iaxithrax (G) in area F7. Read the following if the PCs enter area F6 first.

The three brutish creatures launch themselves into combat, brandishing wicked-looking glaives and howling their rage.

Read the following if they enter F7 first.

A bloated sphere topped with a nest of stubby tentacles spins to reveal a gaping maw and a bloodshot central eye. With a shriek of annoyance, it rocks forward to fire a ray from the eye stalks atop its body.

TACTICS

When the verbeeg guards in area F6 notice intruders, they bellow an alarm to Iaxithrax, then attack. Their primary goal is to prevent characters from moving through the western door, so one verbeeg takes pains to stand in the square immediately east of it at all times.

When the giants raise the alarm, Iaxithrax moves to the peephole between areas F6 and F7 and peers through with its paralysis eye. It can use the peephole to launch one eye ray per round at almost any creature in area F6; the only squares it cannot target in this manner are the two directly north and the one directly south of the square with the peephole. The beholderkin gains twice the normal cover

3 Verbeegs — CR 5

hp 47 each (5 HD)

Male or female half-ogre fighter 5
NE Medium giant
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Giant, Undercommon

AC 20, touch 10, flat-footed 20; Deflect Arrows
Fort +7, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares) in *+1 breastplate,* base speed 30 ft.
Melee *+1 glaive* +12 (1d10+12/×3) or
Melee *+1 glaive* +10 (1d10+14/×3) with Power Attack
Ranged mwk composite longbow +6 (1d8+5×3)
Base Atk +5; **Grp** +10
Atk Options Power Attack

Abilities Str 20, Dex 10, Con 16, Int 13, Wis 10, Cha 8
Feats Deflect Arrows, Improved Unarmed Strike, Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive)
Skills Climb +13, Intimidate +7, Jump +7
Possessions *+1 breastplate, +1 glaive,* masterwork composite longbow (+5 Str bonus) with 20 arrows, 20 gp

Iaxithrax — CR 8

hp 114 (12 HD)

Advanced gauth
LE Medium aberration
Init +8; **Senses** all-around vision, darkvision 60 ft.; Listen +3, Spot +22
Languages Beholder, Common

AC 21, touch 14, flat-footed 17
Immune flanking
Fort +8, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares); Flyby Attack
Melee bite +3 (1d6–1)
Ranged 6 eye rays +13 touch each (various effects, see below)
Base Atk +9; **Grp** +8
Special Actions stunning gaze

Abilities Str 8, Dex 18, Con 20, Int 14, Wis 12, Cha 18
SQ flight
Feats Alertness, Flyby Attack, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot
Skills Hide +19, Knowledge (arcana) +17, Listen +3, Search +21, Spot +22

Eye Rays (Su) Each of Iaxithrax's six eyes can produce a magic ray once per round as a free action. During a single round, Iaxithrax can aim only two eye rays at targets in any 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. Iaxithrax can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell cast by a 13th-level caster, but follows the rules for a ray (see Aiming a Spell, *PH* 175). Each eye ray has a range of 100 feet and a save DC of 20. The six eye rays include:

Dispel Magic: As the spell, targeted dispel function (1d20+8 dispel check).

Exhaustion: As the *ray of exhaustion* spell (no save).

Inflict Moderate Wounds: 2d8+8 points of damage (Will DC 20 half).

Paralysis: Paralysis for 2d10 minutes (Fort DC 20 negates).

Scorching Ray: 4d6 fire damage.

Slow: As the spell, but affects only one creature (Will DC 20 negates).

Flight (Su) Iaxithrax's body is naturally buoyant, allowing it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 20 negates. Any creature meeting the gaze of Iaxithrax's central eye is subject to its stunning gaze attack. Since it can use its eye rays as a free action, it can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

Skills Iaxithrax has a +4 racial bonus on Search and Spot checks.

Features of the Area

This area has the following features.

Ceiling: The ceiling in these two rooms is 20 feet high.

Cot: These two cots are too low to serve as higher ground in combat, but they do hinder movement. Entering a square containing a cot costs 2 squares of movement.

Door: The door to the west is locked (Open Lock DC 30). Bailak Trostian (area F19, page 117) carries the only key.

Illumination: Both of these rooms are dark.

Peephole: A peephole between areas F6 and F7 allows a creature in either room to observe the other. On the F7 side, the peephole is obvious, but it's somewhat hidden on the F6 side, requiring a successful DC 20 Spot check to notice (or a DC 10 Search check, should a character search this section of wall deliberately).

Pool: The pool of water in area F7 is 4 feet deep. Moving through this square costs Medium or larger creatures 4 squares of movement. Small or smaller creatures must swim through it. The water provides cover (+4 to AC, +2 on Reflex saves) for Medium creatures and improved cover (+8 to AC, +4 on Reflex saves) for smaller creatures. However, a Medium creature can crouch as a move action to gain improved cover. A creature with improved cover takes a –10 penalty on attacks against creatures that aren't also underwater. Finally, anyone in the pool takes a –2 penalty on Move Silently checks.



Secret Door: A successful DC 25 Search check reveals the secret door connecting areas F6 and F7. A character who knows the door is there can find the latch to open it with a successful DC 15 Search check.

bonuses against attacks made through the peephole (+8 to Armor Class, +4 on Reflex saves, takes half damage on a failed Reflex save against attacks that allow one and no damage on a successful save).

If the PCs manage to kill two verbeegs, or if it seems that they're about to enter area F7 (through the secret door or otherwise), Iaxithrax makes a 5-foot adjustment to reach the secret door, opens it, then moves as far as it can into area F6, rising to hover at the ceiling 20 feet above. It tries to take up a position in the center of the room to maximize the available firing arcs for its eye rays.

Once Iaxithrax enters combat, the verbeegs avert their gazes from its central eye. But even so, each verbeeg has only a 50% chance each round to avoid the gaze; otherwise it must succeed on a DC 20 Will save or be stunned for 1 round.

If the PCs manage to surprise the beholderkin in area F7, it raises the alarm and fights as detailed above. Two of the verbeegs in area F6 come to its aid through the secret door as soon as they can, leaving one verbeeg guarding the western door. (None of the verbeegs needs to make a Search check to find the secret door because they have all been shown how to open it.)

Terrified of Iaxithrax, these verbeegs fight to the death as long as the gauth lives. When it dies, any surviving verbeegs immediately panic—any creatures capable of killing the dreaded Iaxithrax are certainly too much for them to handle. They attempt to flee to area F3, but if prevented from doing so, they continue to fight until reduced to fewer than 15 hit points each. At that point, they surrender and throw themselves upon the PCs' mercy.

DEVELOPMENT

A diplomatic party might be able to recruit surviving verbeegs as allies in the fight to free their kin in area F18. See the description of area F6 on page 113 and the description of area F18 on page 117 for more information.

Vyrthoon's Redoubt

Encounter Level 10

Use this encounter with the area entry on page 114.

If Vyrthoon knows the PCs are coming, it uses its *wand of greater invisibility* on itself before they arrive. This act requires a successful DC 20 Use Magic Device check, but Vyrthoon automatically succeeds unless it rolls a 1. (In that case, it cannot attempt to use its wand again for 24 hours.) Then it moves to investigate the intrusion with *detect thoughts* to determine how many enemies it faces.

After assessing the situation, Vyrthoon levitates to 30 feet above the floor in the eastern wing of the cave and waits for the characters to come close enough for it to attack them.

TACTICS

Once it has line of effect to the PCs, it uses its *mind blast* and follows up in subsequent rounds by using *suggestion* (delivered by telepathy) to make PCs believe that the strange green ooze in the pool is a magic substance that can be rubbed on stunned allies to revive them. Vyrthoon uses its *mind blast* and psionics freely, avoiding melee until convinced that its enemies are helpless; then it steps in to grab the nearest foe and consume its brain.

Vyrthoon uses *plane shift* to flee to the Astral Plane if reduced to fewer than 20 hit points.

CONCLUSION

If forced to flee, Vyrthoon does not return here; it simply seeks out a new lair.

Features of the Area

This area has the following features.

Ceiling: The ceiling in this cavern is 40 feet high.

Green Slime: The green pool holds three colonies of green slime. Contact with green slime deals 1d6 points of Constitution damage per round. On the first round of contact, it can be scraped off, but thereafter it must be frozen, burned, or cut away (dealing damage to the victim as well). Sunlight, a *remove disease* spell, or any attack that deals cold or fire damage destroys one colony of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring the hardness of metal but not that of wood.

Illumination: This room is dark.

Ledge: The ledge is 10 feet high. It can be navigated with a successful DC 15 Climb check.



Vyrthoon CR 10

hp 74 (12 HD)

Mind flayer rogue 4
LE Medium aberration
Init +8; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Languages Abyssal, Aquan, Common, Elven, Infernal, Terran, Undercommon; telepathy 100 ft.

AC 22, touch 14, flat-footed 22; uncanny dodge
SR 29
Fort +5, **Ref** +10, **Will** +10; evasion

Speed 30 ft. (6 squares)
Melee 4 tentacles +14 each (1d4)
Base Atk +9; **Grp** +9
Atk Options improved grab, sneak attack +2d6
Special Actions extract, *mind blast*
Combat Gear *wand of greater invisibility* (27 charges)
Powers Known (ML 8th):
At will—*charm monster* (DC 20), *detect thoughts* (DC 18), *levitate, plane shift* (DC 23), *suggestion* (DC 19)

Abilities Str 10, Dex 18, Con 14, Int 21, Wis 16, Cha 22
SQ trap sense +1, trapfinding
Feats Ability Focus (*mind blast*), Combat Reflexes, Improved Initiative, Stealthy, Weapon Finesse
Skills Bluff +21, Concentration +13, Diplomacy +10, Hide +21, Knowledge (dungeoneering) +16, Listen +18, Move Silently +21, Sense Motive +13, Search +12, Spot +18, Use Magic Device +21
Possessions combat gear plus *+2 studded leather armor*

Extract (Ex) If Vyrthoon begins its turn with all four tentacles attached to a victim and makes a successful grapple check, it automatically extracts the opponent's brain, instantly killing that creature.

Improved Grab (Ex) To use this ability, Vyrthoon must hit a Small, Medium, or Large opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. If Vyrthoon begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but Vyrthoon gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp) 60-ft. cone, stun for 3d4 rounds, Will DC 22 negates.

KALYSTYS'S PRISON

Encounter Level 13

Use this encounter with the area entry on page 114.

Kalystys doesn't initiate combat unless she's already free of the *binding* spell, so where she is at the start of the battle depends on the situation (see page 114). If possible, she takes to the air before combat begins.

"Fools!" crows the woman with a demonic laugh as she flies up toward the ceiling. "Sometimes you really can believe your own eyes!"

TACTICS

Kalystys's strengths are deception and treachery, not combat. Thus, when a fight starts, she attempts to put distance between herself and her attackers by taking to the air. She tries to maintain ranged superiority in combat, flying near the cavern roof and using her *brimstone blasts* and spell-like abilities against foes below. Against opponents who use magic to fly, she uses *voracious dispelling*. If she is attacked at range or caught in melee, Kalystys uses *mirror image*, then follows up with *hideous blow*.

If Kalystys is already free of the *binding* spell, she fights only until her hit points fall to 30 or fewer. At that point, she attempts to flee, using *darkness* to cover her retreat.

KALYSTYS — CR 13

hp 80 (10 HD); **DR** 5/good and 2/cold iron

Female half-succubus half-drow warlock[CAr] 7/thrall of Fraz-Urb'luu* 3
* Prestige class from *Dragon* 333; all pertinent details provided here
CE Medium outsider (extraplanar)
Init +3; **Senses** darkvision 120 ft.; Listen +1, Spot +1
Languages Abyssal, Celestial, Common, Draconic, Drow Sign Language, Elven, Kuo-Toan, Undercommon

AC 22, touch 15, flat-footed 19; Dodge, Mobility
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 21
Fort +13, **Ref** +8, **Will** +9 (+11 against spells)
Weakness light blindness

Speed 30 ft. (6 squares), fly 30 ft. (average)
Melee 2 claws +8 each (1d6+1) or
Melee *hideous blow* +8 (1d6+1 plus *brimstone blast*)
Ranged *brimstone blast* +10 touch (4d6 fire plus Reflex DC 17 to avoid 2d6 extra fire damage)
Base Atk +7; **Grp** +8
Special Actions deception 2/day, *voracious dispelling*
Spell-Like Abilities (CL 10th):
At will—*detect magic*
4/day—*darkness*
3/day—*charm monster* (DC 22)
1/day—*dancing lights, detect thoughts* (DC 20), *faerie fire, mirror image, suggestion* (DC 21), *unholy blight* (DC 22)

Abilities Str 12, Dex 16, Con 16, Int 18, Wis 8, Cha 26
SQ *Dark One's own luck, Obelisk*-enhanced magic
Feats Deceitful, Dodge, Mobility, Thrall to Demon (Fraz-Urb'luu)
Skills Bluff +33, Concentration +14, Diplomacy +22, Disguise +20 (+22 acting), Forgery +6, Intimidate +35, Knowledge (the planes) +17, Knowledge (religion)+17, Spellcraft +14
Possessions *bracers of armor +3, amulet of health +4, ring of protection +2, ring of force shield, cloak of resistance +2*

Brimstone Blast (Sp) This invocation gives Kalystys's rays a range of 60 feet. The effect is equivalent to a 3rd-level spell (CL 9th) and is subject to spell resistance.
Dark One's Own Luck (Sp) At will, Kalystys can gain a +4 luck bonus on her choice of Fortitude, Reflex, or Will saves for 24 hours. She is currently applying this ability to her Fortitude saves.
Deception (Su) Twice per day as an immediate action, Kalystys can gain a +4 profane bonus on a single Will save. If successful, she can make a Bluff check opposed by a spellcaster's Sense Motive check to deceive the caster into believing that she has failed her save.
Hideous Blow (Sp) As a standard action, Kalystys can combine a claw attack with her *brimstone blast*.
Obelisk-Enhanced Magic (Su) Kalystys gains a +2 bonus on caster level checks made to penetrate spell resistance (CL 9th). She can also enhance her spell-like abilities by making a Spellcraft check (DC 20 + the level of the spell being cast). If successful, the effects manifest at caster level +1; if not, the spell manifests normally and she takes 1 point of Constitution damage.
Thrall to Demon (Fraz-Urb'luu) Once per day, Kalystys can gain a +1 luck bonus on any roll when performing an evil act.
Voracious Dispelling (Sp) At will, Kalystys can use *dispel magic* against any creature under an active spell effect, taking 1 point of damage per level of the spell effect.



FEATURES OF THE AREA

Ceiling: The ceiling in this area is 30 feet high.

Illumination: The chamber is dark.

Stalagmite: Moving into a square occupied by a stalagmite costs 2 squares of movement.

Golem Forge

Encounter Level 12

Use this encounter with the area entry on page 117.

If the PCs activated the singing statue in area F16 or have already confronted Bailak in F19, the denizens of this room are ready for them; otherwise, determine surprise normally. One verbeeg (V) stands in front of each forge; the other three stand at the tables working on pieces of hot metal. Ajah-Kahar (A) stands in the center of the room, giving orders, and Bailak (B) is in F19 unless he has already run in here to summon aid. Read the following when Ajah-Kahar becomes aware of the PCs.

"Intruders!" bellows the red-skinned giant. "Don't just stand there, you cretins! Get rid of them!"

TACTICS

If the PCs arrive alone, the verbeeg smiths obey the orders of Ajah-Kahar and Bailak, but nervously. Treat them as shaken in this combat (–2 on attack rolls, saving throws, skill checks, and ability checks). These modifiers are not included in the statistics block above. If the PCs arrive with verbeeg allies, however, the smiths cheer and gladly join the fight against their oppressors, losing their shaken status.

Bound by Vayne's magic, Ajah-Kahar must defend this area from intruders with all his strength. He uses *change size* to reduce any powerful-looking melee fighters during the first two rounds of combat, then wades in to finish the fight in melee. During the first three rounds of combat, he augments his attacks with quickened *scorching rays*.

6 Verbeeg Smiths — CR 4

hp 32 each (5 HD)

Male and female half-ogre expert 5
NE Medium giant
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Giant, Orc

AC 16, touch 10, flat-footed 16
Fort +4, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk morningstar +9 (1d8+7)
Ranged javelin +3 (1d6+5)
Base Atk +3; **Grp** +8

Abilities Str 20, Dex 10, Con 16, Int 13, Wis 10, Cha 8
Feats Skill Focus (Craft [armorsmithing]), Skill Focus (Craft [weaponsmithing])
Skills Appraise +9 (+11 with weapons and armor), Craft (armorsmithing) +12, Craft (weaponsmithing) +12, Disable Device +9, Knowledge (architecture and engineering) +9, Knowledge (dungeoneering) +9, Open Lock +8
Possessions leather armor, masterwork morningstar, 5 javelins, masterwork smithing tools, 10 gp

Ajah-Kahar — CR 9

hp 78 (12 HD)

Male advanced efreeti
NE Large outsider (extraplanar, fire)
Init +7; **Senses** darkvision 60 ft.; Listen +17, Spot +17
Languages Auran, Common, Ignan, Infernal; telepathy 100 ft.

AC 18, touch 12, flat-footed 15; Dodge, Mobility
Immune fire
Resist cold 10
Fort +10, **Ref** +11, **Will** +10
Weakness vulnerability to cold

Speed 30 ft. (6 squares)
Melee 2 slams +18 each (2d6+7 plus 1d6 fire)
Ranged *scorching ray* +14 touch (4d6 fire)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +23
Atk Options Flyby Attack
Special Actions *change size, plane shift*
Spell-Like Abilities (CL 12th):
At will—*detect magic, produce flame, pyrotechnics* (DC 14), *scorching ray* (1 ray)
3/day—*invisibility,* quickened *scorching ray* (1 ray), *wall of fire* (DC 16)
1/day—grant up to three *wishes* (to nongenies only), *gaseous form, permanent image* (DC 18), *polymorph* (self only)

Abilities Str 24, Dex 17, Con 14, Int 12, Wis 15, Cha 15
SQ heat, *Obelisk*-enhanced magic
Feats Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (slam), Mobility, Quicken Spell-Like Ability (*scorching ray*)
Skills Bluff +17, Craft (weaponsmithing) +17, Concentration +17, Diplomacy +6, Intimidate +19, Listen +17, Move Silently +18, Sense Motive +17, Spellcraft +16, Spot +17
Possessions *minor ring of cold resistance*

Change Size (Sp) Twice per day, Ajah-Kahar can magically change a creature's size. This ability works just like *enlarge person* or *reduce person* (Ajah-Kahar chooses when using the ability), except that the ability can work on Ajah-Kahar. A successful DC 14 Fortitude save negates the effect. This is the equivalent of a 2nd-level spell.
Heat (Ex) Ajah-Kahar's body produces tremendous heat. Any creature that strikes or touches him with its body, or that grapples him, automatically takes 1d6 points of fire damage. A creature takes damage from this ability only once per turn.
Obelisk-Enhanced Magic (Su) Ajah-Kahar gains a +2 bonus on caster level checks made to penetrate spell resistance. He can also enhance his spell-like abilities by making a Spellcraft check (DC 20 + the level of the spell being cast). If successful, the effects manifest at caster level +1; if not, the spell manifests normally and he takes 1 point of Constitution damage.
Plane Shift (Sp) Ajah-Kahar can take himself and up to eight other creatures, provided they all link hands with him, to another plane. This ability is otherwise similar to the spell of the same name (caster level 13th).

BAILAK TROSTIAN **CR 9**

hp 62 (9 HD)

Male human marshal[MH] 9
NE Medium humanoid
Init +2; **Senses** Listen +0, Spot +0
Aura minor aura (60 ft.), major aura (60 ft.)
Languages Abyssal, Common, Giant, Undercommon

AC 23, touch 11, flat-footed 22
Fort +8, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk longsword +8/+3 (1d8+1/19–20)
Ranged *+1 frost composite longbow* +10/+5 (1d8+2/×3 plus 1d6 cold)
Base Atk +6; **Grp** +7
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions grant move action 2/day
Combat Gear *potion of cure serious wounds, potion of eagle's splendor*

Abilities Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 16
Feats Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Diplomacy), Weapon Focus (longbow)
Skills Bluff +12, Diplomacy +22, Intimidate +17, Sense Motive +12
Possessions combat gear, *+1 full plate, +1 heavy steel shield,* masterwork longsword, *+1 frost composite longbow* (+2 Str bonus) with 20 arrows

Grant Move Action (Ex) Twice per day as a standard action, Bailak can grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies take this extra move action immediately, acting in their current initiative order.

Major Aura (Ex) Bailak can project one major aura at a time that benefits all of his allies (including himself) within 60 feet. Selecting a new major aura is a swift action. When he activates his major aura, he chooses one of the following: Armor Class, ranged attack rolls, or all saving throws. Each affected creature gains a +2 bonus on the selected rolls.

Minor Aura (Ex) Bailak can project one major aura at a time that benefits all of his allies (including himself) within 60 feet. Selecting a new major aura is a swift action. When he activates his minor aura, Bailak chooses one of the following: Fortitude saves, Reflex saves, Will saves, rolls made to overcome spell resistance, or damage rolls made when flanking. Each affected creature gains a bonus equal to Bailak's Charisma bonus on the chosen roll.

If Bailak is not already in the room, he grabs his bow and steps out onto the balcony overlooking area F18 as soon as combat breaks out here. His favored major aura grants a +2 bonus to the ACs of his allies, and his favored minor aura grants bonuses on damage rolls made when flanking. He adjusts his auras as necessary during combat to adapt to the party's fighting style, supporting the battle with shots from his magic longbow. Bailak uses his ability to grant move actions to let the verbeeg smiths and Ajah-Kahar adjust their positions if the PCs use flanking tactics.

FEATURES OF THE AREA

This area has the following features.

Ceiling: The ceiling in this area is 20 feet high.

Illumination: The three forges provide bright lighting for this chamber.

Forge: Each of these 10-foot-wide forges contains a roaring fire of magical, smokeless flames. Any creature that passes through either of the two squares immediately in front of a forge must take a move action to avoid the gouts of fire. Failure to do so means the creature must succeed on a DC 15 Reflex save or take 1d6 points of fire damage.

Any character who enters a forge gains concealment in the writhing flames but also takes 10d6 points of fire damage per round (no save). A character pushed into the forge can attempt a DC 15 Reflex save to take half damage; success means he manages to stagger out of the forge into one of the two squares in front of it. If a creature already occupies the target square, the character falls prone in that square.

Worktable: On each of these worktables, an array of tools surrounds a partially completed iron golem. A character can stand on one of these tables to gain a +1 bonus on melee attacks against creatures on the floor. Leaping onto a table requires a successful DC 10 Jump check; simply clambering onto or off one requires a DC 2 Climb check as a move action. The table surface counts as difficult terrain (each square costs 2 squares of movement) because of the bulky golem body atop it.

Alternatively, a Medium creature can use a table and its bulky golem as cover against ranged attacks, gaining a +4 bonus to Armor Class and a +2 bonus on Reflex saves against attackers.



Mining Cavern

Encounter Level 12

Use this encounter with the area entry on page 118.

This encounter begins when Mashface (M) detects the PCs in the cavern. If the PCs have fought the denizens of F18 or triggered the trap in area F20 within the last 8 hours, Mashface is awake and expecting trouble. Otherwise, he is asleep when they arrive but can still make a Listen check each round at a –10 penalty to detect them. In either case, he is invisible.

Unless the PCs are using *see invisibility*, *true seeing*, or some similar method of detecting the unseen, they must rely on Listen checks opposed by Mashface's Move Silently check (+30 modifier) to have a chance of acting before the fomorian giant starts throwing objects at them. Ideally, Mashface waits for intruders to make it halfway down the ramp into this cavern, then opens combat by throwing a volley of axes at the character closest to area F20. Read the following if he gets the drop on the party.

Without warning, three axes come sailing through the air just as a massive, hideous giant appears on the ledge.

TACTICS

In the round after he throws the three axes, he fires off another three-axe volley. This attack exhausts his supply, so he takes a 5-foot step toward the next closest throwable object. If his enemies engage him in melee, Mashface activates his *ring of invisibility* and sneaks off to a suitable area from which to resume his ranged attacks.

Mashface takes the defense of this room very seriously and fights to the death.

MASHFACE — CR 12

hp 201 (16 HD); fast healing 5; **DR** 5/—

Male fomorian[MM2] hulking hurler[CW] 1
NE Huge giant
Init +2; **Senses** darkvision 60 ft., scent; Listen +2, Spot +20
Languages Common, Giant

AC 22, touch 10, flat-footed 20
Fort +17, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk throwing axe +27/+22/+17 (2d6+15) and slam +25 (1d8+15)
Ranged mwk throwing axe +14/+9/+4 (2d6+15) and rock +10 (3d6+15) or
Ranged rubble-filled cart +10 (5d6+15) or
Ranged large stalagmite +10 (8d6+15) or
Ranged boulder +10 (12d6+15)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +35
Atk Options Point Blank Shot, really throw anything
Special Actions trample (Reflex DC 32 half, 2d10+22)

Abilities Str 40, Dex 14, Con 26, Int 10, Wis 15, Cha 6
SQ catch weapon
Feats Far Shot, Point Blank Shot, Rapid Shot, Power Attack, Precise Shot, Quick Draw, Snatch Arrows, Weapon Focus (throwing axe)
Skills Climb +17, Move Silently +30, Spot +20
Possessions masterwork studded leather armor, 6 masterwork throwing axes, *ring of invisibility*

Catch Weapon (Ex) Mashface can use his Snatch Arrows feat to catch weapons of Huge or smaller size and can hurl them back at the attacker immediately if he chooses.
Really Throw Anything (Ex) Mashface can throw any object in the cave as a weapon. If the item is an improvised weapon, he takes a –2 penalty on his attack roll instead of –4. The range increment for any weapon he throws is never less than 30 feet (including adjustments for his Far Shot feat).



FEATURES OF THE AREA

This area has the following features.

Boulder: A square containing a boulder is impassable.

Ceiling: The ceiling in this area is 60 feet high.

Illumination: The cavern is dark.

Mine Shaft: Each of these 3-foot-wide shafts is about 30 feet deep. The shaft walls are rather rough, so a Medium or Small creature can descend or ascend one with a successful DC 5 Climb check by bracing against two opposite walls. Mashface's size allows him to move through a square containing a mine shaft without taking a penalty to his speed.

Rubble-Filled Cart: Moving into a square occupied by a rubble-filled cart costs 2 squares of movement.

Stalagmite: Moving into a square occupied by a stalagmite costs 2 squares of movement. By making a successful DC 28 Strength check, Mashface can break off a stalagmite to use as a thrown weapon.

Statue of Nerull

Encounter Level 10

Use this encounter with the area entry on page 119.

This encounter begins when the PCs come within 10 feet of Nerull's statue in area G2. The statue takes up the space occupied by the northwest corner of the pyramid and can be attacked from any adjacent space. Each character can attempt a DC 15 Spot check to notice the statue moving before it attacks. Only those who succeed can act in the surprise round.

Suddenly the gigantic statue moves, its towering scythe flashing downward in a deadly strike.

TACTICS

The statue of Nerull attacks the closest combatant within its reach each round. If the characters cluster together or draw away from the statue, it throws its skull at them, trying to hit as many PCs as possible. It continues attacking until it is destroyed or until all intruders have left the cavern. If any take shelter within the pyramid, it waits for their return, then begins attacking again.

Statue of Nerull — CR 11

hp 256 (32 HD); hardness 8

Colossal animated object
N Colossal construct
Init –3; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

AC 11, touch –1, flat-footed 11
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), magic, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects)
Fort +10, **Ref** +7, **Will** +5
Weakness cannot be raised, cannot heal damage

Speed 0 ft. (0 squares)
Melee colossal scythe +25 (5d6+13/×4)
Ranged stone skull +13 touch (10d10)
Space 30 ft.; **Reach** 30 ft.
Base Atk +24; **Grp** +49
Special Actions stone skull

Abilities Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1

Stone Skull (Ex) The statue of Nerull can toss the stone skull in its left hand as a standard action that provokes attacks of opportunity. The skull is treated as a thrown splash weapon with a range of 20 feet that deals 10d10 points of damage to each target within 10 feet. If the statue throws it at a point in space, the attack is against AC 5. If the statue throws the skull at an individual, it must hit the target's touch AC. (Because it is a splash weapon, the target might still take damage even if the throw misses.) Anyone who takes damage from the skull (except the actual target) can attempt a DC 25 Reflex save for half damage.

Features of the Area

This area has the following features.

Ceiling: The ceiling in this area is 130 feet high.

Illumination: The area is dark.

Pits: On either side of the pyramid is a 40-foot-deep pit set partially into the wall. Anyone falling into one of these pits takes 4d6 points of falling damage.

Pyramid: The area inside the pyramid provides total cover from the statue of Nerull. It cannot attack those inside, nor can they attack it.

Rubble: Rubble covers the floor throughout this area. The areas shaded black on the map are impassable; the rest count as difficult terrain.



Ruined Barracks

Encounter Level 12

Use this encounter with the area entry on page 119.

This encounter begins when the PCs come within 10 feet of the easternmost building in area G3. The purple worm emerges in the spot marked PW. Because of the rumbling and sprays of earth that its passage creates, it cannot surprise the PCs.

The ground begins to rumble and shake. Moments later, a gigantic worm bursts from the floor of the cavern. The creature rears up over the walls of the building and looks down, snapping its fanged jaw.

TACTICS

The purple worm uses its bite and sting attack each round on the nearest opponents, or on those who have caused it harm. It also attempts to swallow opponents whenever the opportunity presents itself. If it already has a meal to digest, it retreats when reduced to 50 or fewer hit points; otherwise, it fights until its hit points fall below 25.

CONCLUSION

The contents of the barracks are mostly ruined, and a coating of mold and rust covers all that remains. Under one of the tables, however, is a locked iron box (Open Lock DC 25), within which lies a tarnished but complete silver serving set worth 500 gp. A small compartment at the bottom of this chest, which can be found only if all the silver pieces are removed, hides what appears to be a simple spoon made from horn. This item is a *Murlynd's spoon*.

Purple Worm — CR 12

hp 200 (16 HD)

N Gargantuan magical beast
Init –2; **Senses** tremorsense 60 ft.; Listen +18, Spot –1

AC 19, touch 4, flat-footed 19
Fort +17, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Melee bite +25 (2d8+12) and
sting +20 (2d6+6 plus poison)
Space 20 ft.; **Reach** 15 ft.
Base Atk +16; **Grp** +40
Atk Options Cleave, Improved Bull Rush, Power Attack; improved grab, poison (Fort DC 25, 1d6 Str/2d6 Str), swallow whole
Special Actions Awesome Blow

Abilities Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)
Skills Listen +18, Swim +20

Improved Grab (Ex) To use this ability, a purple worm must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent in the following round.

Swallow Whole (Ex) A purple worm can try to swallow a grabbed opponent of up to Large size by making a successful grapple check. The swallowed creature takes 2d8+12 points of crushing damage and 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A purple worm's gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.



Features of the Area

This area has the following features.

Illumination: This area is dark.

Rubble: Rubble covers much of the floor throughout this area. It counts as difficult terrain, requiring 2 squares of movement to enter.

Walls: The walls in this area are only 10 feet tall, and as such, the purple worm can attack characters within 10 feet of the other side of the wall even through the characters cannot attack it. The walls adjacent to the worm do not provide cover for characters on the ground.

Ruined Homes

Encounter Level 11

Use this encounter with the area entry on page 121.

Place the two shambling mounds at least 10 feet apart from one another and the violet fungus creatures around and between them. This encounter begins when the PCs come within 20 feet of one of the plant creatures. Each character can attempt a DC 20 Spot check to notice the plants moving before they strike; success allows a character to act during the surprise round.

A successful DC 14 Knowledge (nature) check allows identification of the plant creatures from as far as 20 feet away.

Suddenly the plants spring to life and begin to move forward of their own accord, their leafy appendages swaying.

TACTICS

All plant creatures rush the nearest foes. The shambling mounds attempt to grapple and constrict; the violet fungus creatures attack with their tentacles. Both kinds of plant creatures fight to the death, but only the shambling mounds bother to pursue fleeing characters.

6 Advanced Violet Fungi — CR 4

hp 45 each (6 HD)

N Medium plant
Init –1; **Senses** low-light vision; Listen +0, Spot +0

AC 13, touch 9, flat-footed 13
Immune critical hits, electricity, mind-affecting spells and abilities, paralysis, poison, polymorph, sleep, stunning
Fort +8, **Ref** +1, **Will** +2

Speed 10 ft. (2 squares)
Melee 4 tentacles +6 each (1d6+2 plus poison)
Base Atk +4; **Grp** +6
Atk Options poison (Fort DC 16, 1d4 Str plus 1d4 Con/1d4 Str plus 1d4 Con)

Abilities Str 15, Dex 8, Con 16, Int —, Wis 11, Cha 9

2 Advanced Shambling Mounds — CR 7

hp 102 each (12 HD)

N Large plant
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +0

AC 20, touch 9, flat-footed; 20
Immune critical hits, electricity, mind-affecting spells and abilities, paralysis, poison, polymorph, sleep, stunning
Resist fire 10
Fort +12, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares), swim 20 ft.
Melee 2 slams +14 each (3d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +18
Atk Options Power Attack; constrict 3d6+7, improved grab

Abilities Str 21, Dex 10, Con 18, Int 7, Wis 10, Cha 9
Feats Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Hide +3, Listen +8, Move Silently +12

Constrict (Ex) A shambling mound deals 3d6+7 points of damage with a successful grapple check.
Immunity to Electricity (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily grants it 1d4 points of Constitution. These extra points are lost at the rate of 1 per hour.
Improved Grab (Ex) To use this ability, a shambling mound must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Features of the Area

This area has the following features.

Dense Fungus: This entire area counts as difficult terrain.

Illumination: The area is dimly lit by patches of phosphorescent fungus.

Large Mushrooms: The large mushrooms are 10 feet tall and block both movement and line of sight. Climbing atop one requires a successful DC 10 Climb check. Dealing 30 or more points of damage to a mushroom causes it to collapse. Fire does double damage to these mushrooms.

Poison Spores: Each of the mushrooms in this area releases a deadly cloud of poison spores (inhaled, Fort DC 17, 1d4 Con/1d4 Con) when jostled, burned, or stepped on. This cloud covers the square in which the mushroom is located plus all adjacent squares and disperses after 1 round.



Underdark Staircase

Encounter Level 13

Use this encounter with the area entry on page 121.

This encounter begins when the PCs enter area G7. Place Shyrath at the spot marked S and the arrow demons at the spots marked A. None of them are visible until the PCs actually reach the entryway to area G7. Shyrath and her minions can make Listen checks to hear the PCs' approach. If the characters enter under the cover of *invisibility* and *silence*, or similar effects, they might be able to catch Shyrath and the demons unaware. Otherwise, neither side gains surprise.

From around the corner steps a four-armed humanoid creature wielding two gigantic bows. Arrows are nocked in both.

TACTICS

When Shyrath hears the fight in area G2, she casts the following spells, in order: *spell immunity* (*magic missile* and *fireball*), *resist energy* (cold), *resist energy* (electricity), extended *shield of faith*, and *bear's endurance*. The shortest spell (*bear's endurance*) lasts 11 minutes; each of the others lasts 22 minutes or longer. (She cast extended *magic vestment* on her shield hours ago.)

When combat begins, Shyrath uses her most powerful spells (empowered *enervation*, *harm*, *flame strike*, and *confusion*) first on appropriate targets. If possible, she casts quickened *divine favor* before engaging in melee, then uses her touch and short-range spells against nearby foes. She reserves *make whole* for the stair bracing if it should become damaged in the fight.

The arrow demons stay inside the pyramid and use their bows against anyone who dares to enter. One demon holds each of the three entrances, and the fourth moves to provide support anywhere that a comrade is hard pressed. If the fight gets near the stairs, all the arrow demons fire upon the intruders at once.

Shyrath and the arrow demons fight to the death to defend this staircase.

DEVELOPMENT

This fight is difficult enough that the PCs might be forced to retreat. Although they are not immediately pursued, Shyrath sends two of the arrow demons to the top of the pyramid by means of *dimension door* to survey the chamber and confirm that the intruders have left the level. If they report that the PCs are still here, the entire group exits to track them down. The 2 minutes between the fight and this renewed assault gives the characters a chance to rest and recuperate. Thereafter, two of the arrow demons use their *dimension door* ability to position themselves within easy bowshot range of the characters but out of their reach—for example, on top of the pyramid or statue. The other two accompany Shyrath to continue the assault from the ground.

SHYRATH — CR 11

hp 97 (11 HD)

Female human cleric 11
CE Medium humanoid
Init +4; **Senses** Listen +9, Spot +9
Languages Common

AC 26, touch 13, flat-footed 26
Immune *fireball, magic missile*
Resist cold 30, electricity 30; light fortification (25% chance to avoid critical hit)
Fort +13, **Ref** +5, **Will** +15

Speed 20 ft. (4 squares); *freedom of movement*
Melee *+2 unholy heavy mace* +13/+8 (1d8+5 plus 2d6 unholy)
Base Atk +8; **Grp** +11
Special Actions rebuke undead 6/day (+5, 2d6+14, 11th), spontaneous casting (*inflict* spells), pain touch (domain granted power; see page 219)
Combat Gear *potion of invisibility, wand of cure moderate wounds* (CL 3rd, 28 charges)
Cleric Spells Prepared (CL 11th):
6th—empowered *enervation*[D] (+8 ranged touch), *harm* (DC 22), *mass inflict moderate wounds* (DC 22)
5th—quickened *divine favor, feeblemind*[D] (DC 21), *flame strike* (DC 21), *spell resistance*
4th—*confusion*[D] (DC 20), *cure critical wounds,* extended *magic vestment*†, *poison* (DC 20), *spell immunity*†† (2)
3rd—*bestow curse*[D] (DC 19), *cure serious wounds, dispel magic* (2), *invisibility purge, remove blindness/deafness*
2nd—*bear's endurance*[D]†, *make whole, resist energy*†† (2), extended *shield of faith*†, *silence* (DC 18), *spiritual weapon*
1st—*cure light wounds* (4), *divine favor, disguise self*[D], *sanctuary* (DC 17), *shield of faith*
0—*detect magic* (2), *mending* (2), *purify food and drink, read magic*
D: Domain spell. Deity: Iuz. Domains: Suffering, Trickery
† already cast

Abilities Str 16, Dex 10, Con 18, Int 11, Wis 22, Cha 17
Feats Empower Spell, Extend Spell, Improved Counterspell, Improved Initiative, Quicken Spell
Skills Concentration +18, Knowledge (religion) +9, Listen +9, Spellcraft +7, Spot +9
Possessions combat gear plus *+1 light fortification full plate, +2 unholy heavy mace, +2 cloak of resistance, periapt of Wisdom +2*, heavy steel shield, vestments, silver holy symbol of Iuz, 84 gp, key to G9, key to chest in G9 (kept in her boot; Search DC 15)

4 ARROW DEMONS[MM3] **CR 7**

hp 135 each (10 HD); **DR** 5/cold iron and good

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 60 ft.; Listen +16, Spot +16
Languages telepathy 100 ft.

AC 19, touch 14, flat-footed 15
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 18
Fort +16, **Ref** +11, **Will** +10
Weakness cannot be raised or resurrected

Speed 40 ft. (8 squares)
Melee 4 claws +15 each (1d6+5)
Ranged *+1 composite longbow* +14/+14/+9/+9 (2d6+6/×3) or
Ranged *+1 composite longbow* +12/+12/+12/+12/+7/+7 (2d6+6/×3) with Rapid Shot
Base Atk +10; **Grp** +15
Atk Options Point Blank Shot, Precise Shot, Rapid Shot, close combat shot, symmetrical archery
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 10th):
At will—*dimension door* (self plus 50 pounds of objects only)

Abilities Str 21, Dex 19, Con 29, Int 14, Wis 16, Cha 12
SQ oversized weapons
Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Skills Balance +17, Bluff +14, Climb +18, Concentration +21, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16
Possessions *+1 composite longbow* (+5 Str bonus) with 100 arrows

Close Combat Shot (Ex) An arrow demon does not provoke attacks of opportunity for firing a bow when threatened. In addition, an arrow demon can shoot its bows to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.
Oversized Weapons (Ex) An arrow demon can use any sort of bow that is up to one size larger than a Medium creature could normally wield without penalty.
Summon Tanar'ri (Sp) An arrow demon does not use this ability during this combat.
Symmetrical Archer (Ex) An arrow demon can wield two bows at once in unison. Any time an arrow demon could make a single attack with a bow, it can attack with both of its bows at a penalty of –2 on all its attack rolls for the entire round. An arrow demon takes no additional penalties for using multiple bows, as long as it wields no other kind of weapon.

FEATURES OF THE AREA

This area has the following features.

Rubble: Rubble covers much of the floor throughout this area. It counts as difficult terrain, requiring 2 squares of movement to enter.

Stairs: This staircase descends more than 200 feet to the upper reaches of the Underdark. It is braced with two solid wood beams (hardness 5, 120 hp each). If both beams are destroyed, the stairway collapses in a cloud of dust and stone. Anyone on the staircase when it collapses must make a successful DC 25 Reflex save or die in the cave-in.



Chapel of the Old One

Encounter Level 11

Use this encounter with the area entry on page 125.

Place Lorzag (L) in the square between the statue of Iuz and the altar, and a bar-lgura skeleton (S) at the end of each pew adjacent to the north and south walls of this chamber. This encounter begins as soon as Lorzag notices intruders in the chapel. He and his forces attack without asking questions—after all, Lorzag can always prepare *speak with dead* later.

The hobgoblin's eyes glitter with malice as he cries out something in a guttural tongue and points a shaking hand toward the door. The skeletons lurch, then begin moving at his command.

TACTICS

While the skeletons fight the PCs, Lorzag casts *sanctuary, freedom of movement,* and *protection from good* on himself (already accounted for in the above statistics). Next, he tries to cast *divine power* and *divine favor* on himself and maneuvers to a spot within 10 feet of one or more skeletons, so that he can benefit from the negative energy released (through his Destruction Retribution

6 Bar-Lgura[MM3] Skeletons — CR 3

hp 63 each (6 HD); **DR** 5/bludgeoning

NE Medium undead (extraplanar)
Init +9; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 15, flat-footed 12
Immune ability damage to Str, Dex, or Con, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Fort +4, **Ref** +9, **Will** +7
Weakness cannot be raised, cannot heal damage, destroyed at 0 or fewer hp

Speed 30 ft. (6 squares)
Melee 2 claws +14 each (1d6+10 plus 1d6 cold) and bite +9 (1d6+6 plus 1d6 cold)
Base Atk +4; **Grp** +12
Special Actions Destruction Retribution

Abilities Str 26, Dex 21, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative

Destruction Retribution This feat (possessed by Lorzag) causes each bar-lgura skeleton to explode in a burst of negative energy when destroyed. This effect deals 4d6 points of damage to every creature in a 10-foot spread (Reflex DC 15 half). This damage comes from negative energy, so it heals undead creatures (and Lorzag as well).

Lorzag, Priest of Iuz — CR 9

hp 72 (9 HD)

Male hobgoblin cleric 8/fighter 1
CE Medium humanoid
Init +0; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 20, touch 10, flat-footed 20
Fort +11, **Ref** +2, **Will** +9

Speed 20 ft. (4 squares) in mwk full plate, base speed 30 ft.
Melee *+1 flaming greatsword* +10/+5 (2d6+4 plus 1d6 fire)
Base Atk +7; **Grp** +9
Special Actions rebuke undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict* spells)
Combat Gear *lesser metamagic rod of extend* (1 use remaining for the day), 3 vials unholy water
Spells Prepared (CL 8th):
4th—*confusion*[D] (DC 17), *divine power, freedom of movement*†
3rd—*blindness/deafness* (DC 16), *dispel magic, magic vestment*†, *magic circle against good*[D], *prayer*
2nd—*desecrate*[D]†, *hold person* (DC 15), *resist energy, sound burst* (DC 15), *spiritual weapon*
1st—*command* (DC 14), *divine favor, doom* (DC 14), *protection from good*[D]†, *sanctuary*† (DC 14), *shield of faith*
0—*create water, detect magic, guidance, mending, read magic, resistance*
D: Domain spell. Deity: Iuz. Domains: Evil, Trickery
† already cast

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12
Feats Corpsecrafter[LM], Deadly Chill[LM], Destruction Retribution[LM], Tomb-Tainted Soul[LM]
Skills Concentration +14, Intimidate +3, Knowledge (religion) +11
Possessions combat gear plus masterwork full plate, *+1 flaming greatsword,* 15 pounds of silver dust (worth a total of 75 gp), 3 black onyxes worth 150 gp each

Tomb-Tainted Soul Lorzag is healed by negative energy and harmed by positive energy as if he were an undead creature.
Undead Crafting Feats Lorzag possess three feats from *Libris Mortis* that augment the undead he creates.
Corpsecrafter grants his undead +4 Str and +2 hit points per Hit Die.
Deadly Chill grants each undead he creates an extra 1d6 points of cold damage with natural weapons.
Destruction Retribution causes each undead he creates o explode in a burst of negative energy when destroyed. This effect deals 1d6 points of damage plus an extra 1d6 points of damage per 2 Hit Dice of the undead to every creature in a 10-foot spread (Reflex DC 15 half). This damage comes from negative energy, so it heals undead creatures (and Lorzag as well).

Features of the Area

The area has the following features.

Altar: A *desecrate* spell (CL 9th) centered on the stone altar fills this entire room. As long as this altar exists, a –6 profane penalty applies to turn undead checks made within 20 feet of it, and each undead creature in the room gains a +2 profane bonus on attack rolls, damage rolls, and saving throws and an extra 2 hit points per Hit Die. If the altar is destroyed, these modifiers are halved. In addition, the altar provides cover (+4 bonus to AC and +2 bonus on Reflex saving throws) to anyone standing behind it.

Altar: hardness 8, 180 hp.

Ceiling: The ceiling in this area is 50 feet high.

Dais: This dais is 3 feet above the floor to the west. A character can jump onto it with a successful DC 10 Jump check, climb onto it as a move action with a DC 2 Climb check, or simply take the short flight of stairs to the north or south. A creature on the dais gains a +1 bonus on melee attack rolls against creatures standing on the floor due to being on higher ground.

In addition, the dais is protected by a *glyph of warding*. Evil creatures can pass over it unharmed, but any other creature that stands on the dais is targeted by a *bestow curse* spell (Will DC 16 negates) that inflicts a terrible stinging rash. Each round, the affected character has a 50% chance to act normally; otherwise, he must spend that round writhing in pain.

Glyph of Warding: The 5-foot-wide zone inside the entryway is protected by a *glyph of warding*. Evil creatures can pass over it unharmed, but if any other creature enters this area, the *glyph* explodes in a burst of cold energy. Every creature within 5 feet takes 4d8 points of cold damage (Reflex DC 16 half). The skeletons are immune to cold damage.

Illumination: This area is dark.

Pew: Any of these low benches can provide cover (+4 bonus to AC and +2 bonus on Reflex saving throws) to a Small creature or to any Medium creature that kneels behind one. Entering a square with a pew in it costs 2 squares of movement.

Pillar: A pillar provides cover (+4 bonus to AC and +2 bonus on Reflex saving throws) to anyone standing behind it.

Statue of Iuz: This 10-foot-tall statue of Iuz depicts the demigod as a leering old man seated on a throne of human skulls. It is protected by a *glyph of warding* that targets any creature touching it with an *inflict serious wounds* spell (3d8+9 damage, Will DC 16 half). If Lorzag is within reach of the statue, he can touch it as a free action and trigger the *glyph* to gain healing from the negative energy.



feat) if any of them are destroyed. (In fact, Lorzag is not above smashing his own skeletons if he's desperate for healing.) If the PCs still haven't reached him, he casts *confusion*, *blindness/deafness*, *hold person*, and *command* (sleep) on likely targets. Once forced into melee, he employs his *+1 flaming greatsword*.

The bar-lgura skeletons rush the PCs from their positions along the north and south walls. Once in melee, they use only the simplest of tactics. The skeletons break off melee only to pursue characters who try to approach Lorzag, but they do not chase any who flee the room.

Summoning Chamber

Encounter Level 13

Use this encounter with the area entry on page 126.

Vayne (V) and his quasit (B) begin this encounter on the balcony to the west, though his image is in the western-most small summoning circle. The three giant rutterkins (R) start in the large summoning circle. This encounter begins when the PCs enter area H9.

"Who are you, and what's your business here?" demands the human in a voice ringing with authority.

Bittertongue — CR —

hp 20 (11 HD); fast healing 2; **DR** 5/cold iron or good

Female quasit
CE Tiny outsider (chaotic, extraplanar, evil)
Init +7; **Senses** darkvision 60 ft.; Listen +7, Spot +6
Languages Abyssal, Common; empathic link, speak with master

AC 24, touch 15, flat-footed 21
Immune poison
Resist fire 10, improved evasion; **SR** 16
Fort +3, **Ref** +6, **Will** +8
Weakness cannot be raised or resurrected

Speed 20 ft. (4 squares), fly 50 ft. (perfect)
Melee 2 claws +10 each (1d3–1 plus poison) and bite +5 (1d4–1)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +5; **Grp** –6
Atk Options deliver touch spells, poison (Fort DC 13, 1d4/2d4 Dex)
Spell-Like Abilities (CL 6th):
At will—*detect good, detect magic, invisibility* (self only)
1/day—*cause fear* (30-ft. radius around quasit, DC 11)
1/week—*commune* (six questions, CL 12th)

Abilities Str 8, Dex 17, Con 10, Int 11, Wis 12, Cha 10
SQ alternate form
Feats Improved Initiative, Weapon Finesse
Skills Bluff +6, Concentration +16, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (arcana) +18, Knowledge (architecture and engineering) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (the planes) +13, Listen +7, Move Silently +9, Search +6, Spellcraft +20, Spot +6

Alternate Form (Su) Bittertongue can assume the form of a Medium monstrous spider or a raven as a standard action at will. This ability functions as a *polymorph* spell cast on itself as a 6th-level caster, except Bittertongue does not regain hit points for changing form and can assume only those forms. Bittertongue can remain in an alternate form until she chooses to assume a new one or return to her natural form.

Vayne — CR 11

hp 40 (55 with *false life*) (11 HD)

Male human wizard 11
CE Medium humanoid
Init +2; **Senses** Listen +0, Spot +0
Languages Abyssal, Common, Orc; empathic link

AC 17, touch 13, flat-footed 15
Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares)
Melee +1/+1 *quarterstaff* +7 (1d6+2)
Base Atk +5; **Grp** +6
Combat Gear *bone wand* (41 charges; see page 221), *wand of scorching ray* (CL 8th, 23 charges), *wand of displacement* (11 charges), *wand of ghoul touch* (32 charges), scroll of *planar binding,* two scrolls of *lesser planar binding,* scroll of *summon monster VI,* scroll of *summon monster V,* scroll of *summon monster III,* scroll of *wall of force*
Wizard Spells Prepared (CL 11th):
6th—*disintegrate* (DC 22, +7 ranged touch)
5th—*baleful polymorph* (DC 21), *wall of force*
4th—*dimension door, mass reduce person* (DC 20), *phantasmal killer* (DC 18), *stoneskin*
3rd—*dispel magic,* extended *false life*†, *fly, slow* (DC 19), *vampiric touch* (+6 touch)
2nd—*blindness/deafness* (DC 16), *glitterdust* (DC 16), extended *mage armor*†, *mirror image, scorching ray* (+7 ranged touch)
1st—*grease* (DC 15), *magic missile* (2), *ray of enfeeblement, shield*
0—*arcane mark, detect magic, light, message*
† already cast

Abilities Str 12, Dex 14, Con 13, Int 19, Wis 10, Cha 8
SQ familiar (Bittertongue), *Obelisk*-enhanced magic, share spells
Feats Alertness[B] (if familiar within 5 ft.), Combat Casting, Craft Wand, Craft Wondrous Item, Extend Spell, Greater Spell Focus (transmutation), Improved Familiar, Scribe Scroll, Spell Focus (transmutation)
Skills Concentration +16 (+20 when casting defensively), Knowledge (arcana) +18, Knowledge (architecture and engineering) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (the planes) +13, Spellcraft +20
Possessions combat gear plus *ring of protection +1, +1/+1 quarterstaff, headband of intellect +2, portable hole* (contains many more items not of use in combat; see area H9 for a list), 2 doses of diamond dust for *stoneskin* (worth 250 gp each)

Contingency If he is brought below 20 hit points, a *false life* spell activates on Vayne.
Obelisk-Enhanced Magic (Su) Vayne gains a +2 bonus on caster level checks made to penetrate spell resistance. He can also enhance his spell-like abilities by making a Spellcraft check (DC 20 + the level of the spell being cast). If successful, the effects manifest at caster level +1; if not, the spell manifests normally and he takes 1 point of Constitution damage.

3 GIANT RUTTERKINS[FC1] **CR 8**

hp 114 (12 HD); **DR** 5/cold iron or good

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +1; **Senses** darkvision 60 ft.; Listen +16, Spot +16
Languages Abyssal; telepathy 100 ft.

AC 20, touch 9, flat-footed 19
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 14
Fort +13, **Ref** +9, **Will** +9
Weakness cannot be raised or resurrected

Speed 20 ft. (4 squares)
Melee mwk snap-tong +20/+15/+10 (2d8+10)
Ranged mwk tri-blade +14/+9/+4 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +23
Atk Options snap-tong grapple
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 6th):
At will—*darkness, cause fear* (DC 11)
1/day—*desecrate*

Abilities Str 24, Dex 13, Con 21, Int 9, Wis 12, Cha 10
Feats Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade), Quick Draw, Weapon Focus (snap-tong), Weapon Focus (tri-blade)
Skills Balance +3, Climb +22, Intimidate +15, Jump +12, Listen +16, Move Silently +16, Spot +16, Tumble +16
Possessions *+1 studded leather,* masterwork snap-tong, nine masterwork tri-blades

Snap-Tong This exotic weapon consists of crescent-shaped pincers arranged around a sharp spike on a pole. The pincers snap shut when the weapon strikes. If a rutterkin hits a Medium or smaller creature, it can attempt to start a grapple as a free action without provoking attacks of opportunity. If the rutterkin gets a hold, the snap-tong deals 2d8+7 points of damage each round the hold is maintained.

Summon Tanar'ri (Sp) 35% chance to summon 1d6 dretches or 1 rutterkin[FC1]; 1/day; caster level 5th. This ability is the equivalent of a 3rd-level spell.

Tri-Blade This exotic weapon is a three-bladed wedge launched from a slinglike device. It has a range increment of 20 feet and deals slashing damage.

TACTICS

Vayne taunts and attacks PCs in area H9 by means of his *projected image* (I) in the westernmost small circle. If the PCs seem close to discovering his true location, he walls off the approach from the west with a *wall of force,* then casts *stoneskin, fly, shield, displacement* (from his wand), and *mirror image* on himself. Then he uses *dimension door* to move to an advantageous position from which to continue the fight. In melee, he prefers to use his *bone wand* rather than casting spells. If reduced to fewer than 10 hit points, Vayne attempts to flee.

Bittertongue generally remains within 5 feet of Vayne, often perching on his shoulder. When Vayne orders her to deliver a touch spell, she begrudgingly turns invisible, flaps down to her target, and flees back to Vayne as soon as she can.

The larger summoning circle hedges in the giant rutterkins, preventing them from physically exiting. Nevertheless, their reach allows them to strike at any creature on the floor of this large room, and they do so with glee. The rutterkins fight to the death.

FEATURES OF THE AREA

The area has the following features.

Illumination: This area is brightly lit by the burning runes on the floor.

Ceiling: The ceiling in this area is 40 feet high.

Balconies: These balconies are 20 feet above the floor, and each is completely encased in a curved *wall of force* and a one-way *illusory wall* that allows those on the balcony to observe the room below. From area H9, these curved walls appear to be made of solid silver. Both magic walls function at CL 20th. Each balcony contains a projection circle.

Projection Circle: As long as a character stands on one of these projection circles, his *projected image* (caster level 20th) appears in the nearest smaller circle in area H9. A character can see, speak, and cast spells through a *projected image.*

Summoning Circles: These magic circles can be activated or deactivated by anyone standing within a projection circle as a standard action. Each has three settings: deactivated, passive, or active. An active summoning circle functions like a domed *forcecage* and prevents summoned creatures from affecting anything outside their circles in any way. A passive circle prevents summoned creatures from physically crossing its border, though they can reach over to attack foes in reach on the other side, or use ranged attacks or spells. All the circles in this room are in passive mode when the encounter begins.



DEVELOPMENT

As soon as Vayne dies, surrenders, or attempts to flee, his demonic patron takes matters into his own hands. Conclude this episode with the interaction encounter The Old One Arrives on page 128.

Avagozel's Library

Encounter Level 12

Use this encounter with the area entry on page 125.

Avagozel starts this encounter in H4. As soon as he hears anyone in H3, he moves to the peephole in the secret door and casts a *major image* of a beholder floating just over the table at the north end of H3. He uses this image to parley with the PCs, as detailed in the description of H3 on page 124. Combat ensues when the PCs attack the beholder, or when Avagozel grows tired of toying with them.

Suddenly a rubbery, one-eyed globe topped by several short, stubby tentacles appears over the table. Opening its gaping, toothy maw, it roars, "Who are you, and why have you trespassed in my library?"

TACTICS

Once his illusion has served its purpose, Avagozel casts *mirror image*, *mage armor*, and *shield* on himself while the PCs explore area H3, then teleports into that room to finish the fight on his own. He opens with either *order's wrath* or *unholy blight*, then moves in for melee. In the first 3 rounds of combat, he augments his attacks with quickened *scorching rays* cast defensively. Zagig's ancient magics prevent Avagozel from fleeing or using his *summon baatezu* ability, so he fights to the death to defend the library.

Features of the Area

Ceiling: The ceiling in this area is 15 feet high.

Chairs: Moving through any square containing a chair costs 2 squares of movement.

Illumination: Candles on the table provide shadowy illumination.

Secret Door: See the area description, page 124.

Table: A character can jump onto the table with a DC 10 Jump check or clamber up onto it with a DC 2 Climb check to gain a +1 bonus on melee attacks against opponents on the floor.



Avagozel — CR 12

hp 181 (15 HD); **DR** 10/good

Male barbed devil wizard 3
LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +18, Spot +18
Languages Celestial, Common, Draconic, Elven, Infernal; telepathy 100 ft.

AC 30, touch 17, flat-footed 23; barbed defense
Immune fire, poison
Resist acid 10, cold 10; **SR** 23
Fort +17, **Ref** +16, **Will** +12
Weakness cannot be raised or resurrected

Speed 30 ft. (6 squares)
Melee 2 claws +20 each (2d8+8/19–20 plus fear)
Base Atk +13; **Grp** +20
Atk Options impale 3d8+10, improved grab
Spells Prepared (CL 3rd):
2nd—*darkness, mirror image*
1st—*grease* (DC 14), *mage armor, shield*
0—*mage hand, mending, prestidigitation, read magic*
Spell-Like Abilities (CL 12th):
At will—*greater teleport* (self plus 50 pounds of objects), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays, +20 ranged touch)
3/day—quickened *scorching ray* (2 rays, +20 ranged touch)
1/day—*order's wrath* (DC 18), *unholy blight* (DC 18)

Abilities Str 24, Dex 25, Con 26, Int 17, Wis 12, Cha 18
SQ *Obelisk*-enhanced magic, familiar (none at present)
Feats Alertness, Combat Reflexes, Craft Wondrous Item, Improved Critical (claw), Iron Will, Quicken Spell-Like Ability (*scorching ray*), Scribe Scroll
Skills Concentration +26, Diplomacy +6, Hide +22, Intimidate +19, Knowledge (arcana) +21, Knowledge (architecture and engineering) +18, Knowledge (the planes) +18, Listen +18, Move Silently +22, Search +18, Sense Motive +16, Spot +18, Spellcraft +14

Barbed Defense (Su) Anyone striking Avagozel with natural or hand-held weapons takes 1d8+7 points of piercing and slashing damage.
Fear (Su) As the *fear* spell; on a successful hit; DC 21; CL 9th.
Impale (Ex) Avagozel deals 3d8+10 points of piercing damage to a grabbed opponent with a successful grapple check.
Improved Grab (Ex) To use this ability, Avagozel must hit an opponent of any size with a claw attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity.
Obelisk-Enhanced Magic (Su) Avagozel gains a +2 bonus on caster level checks made to penetrate spell resistance. He can also enhance his spell-like abilities by making a Spellcraft check (DC 20 + the level of the spell being cast). If successful, the effects manifest at caster level +1; if not, the spell manifests normally and he takes 1 point of Constitution damage.



Illus. by J. Zhang

The Tower of War was built to house Zagig's army, and the Tower of Magic to house his students, but the central structure was to be Zagig's alone. The wizard intended it to be a place he could call home—a retreat to which he could escape when the pressures of ruling a city or teaching at an academy grew too tiresome. The dungeons below the Tower of Zagig were the last chambers to be created, because it wasn't until Zagig discovered the *Obelisk* deep under the Tower of Magic that the possibility of becoming a god began to consume him.

As Zagig's obsession grew, he expanded the dungeons below the Tower of Zagig still further. They became his favored haunts, and although he invited several of his most trusted friends, allies, and students to live on the second level of his underground empire, the deeper levels remained his and his alone.

Of the three dungeon complexes, the one below the Tower of Zagig offers PCs the greatest opportunity for peril and reward. It was here that Zagig spent the last days of his life and became a god. During this part of the adventure, the PCs can explore two of the levels below the Tower of Zagig, as well as three of many alternate dimensions and strange realms that the Mad Archmage discovered or created in his life. During their exploration of these chambers, they can discover more about the false Iggwilv's plans to transcend the limitations of her simulacrum body, recover the *Obelisk* shards that she has hidden throughout the planes, and ultimately free two gods from imprisonment.

STARTING THE CHAPTER

After the PCs defeat Vayne and witness the arrival and subsequent imprisonment of Iuz the Old, they might believe they're finished with Castle Greyhawk and the perils it contains. But by defeating Vayne, they have inadvertently brought an even greater threat to the world. Iuz's army no longer poses a threat to the city of Greyhawk, but the simulacrum of Iggwilv has become free-willed and is now intent on gaining a soul of her own. She plans to use the divine power of a trapped demigod to fuel her transformation into a true, living duplicate of Iggwilv. If allowed to achieve this goal, she becomes a threat even greater than Iuz, since an epic-level wizard in command of the dungeons below Castle Greyhawk represents a terrible menace indeed.

If the PCs have been particularly observant during their explorations of the previous dungeons, they probably already suspect that one of Vayne's agents remains to be rooted out. If they have recovered Vayne's journal, they know that such an agent exists, and also that she is a simulacrum of

one of the world's most nefarious villains. Yet they still might not fully comprehend the danger she represents. Thus, in this chapter, an eladrin seeking her mistress provides them with the necessary impetus to undertake their final mission. Once the PCs hear what Vexia has to say, only the most callous characters will be able to resist extending their expedition into the most notorious region of Castle Greyhawk.

CHAPTER SYNOPSIS

The PCs meet a tiny eladrin named Vexia, who tells them that her mistress—a ghaele eladrin named Shenda—entered the dungeons below the Tower of Zagig to confront Iggwilv and prevent her from achieving her goals. She is certain that her mistress needs help, but Vexia is no match for the perils that await within the dungeon. Thus, she begs the PCs to enter the Promenade, seek out Shenda, and rescue her.

Many of the encounters in Zagig's Promenade are optional. However, PCs who thoroughly explore the dungeon are much better prepared to face the dangers that await them within Zagig's Ziggurat (where Shenda has been imprisoned) than those who do not.

WHAT HAPPENED TO IUZ?

Although the PCs witnessed Iuz's capture by the *Godtrap*, they probably have no idea what that event really signifies. They know only that the demigod seemed fearful, and that he was drawn bodily through the dungeon wall toward the east. A successful DC 20 Knowledge (history) check or Knowledge (religion) check allows a PC to recall that Iuz was once trapped in a special prison below the Tower of Zagig by the mad wizard himself. From that information, the PCs might speculate that Iuz's return to the castle might have triggered some sort of *contingency* effect left behind just in case he should ever return. Consultation with sages in Greyhawk yields disbelief at first, but when rumors begin to manifest that Iuz is no longer present in his capital city of Dorakaa (see page 7), the PCs' story gains credibility. As long as Iuz remains trapped, his clerics cannot prepare spells. His empire begins to collapse on itself in a rapidly escalating civil war as opposing factions struggle to claim command of the Throne of Skulls.

Although most of the Flanaess greets this development with profound joy, a few wise souls rightfully worry that Iuz's disappearance bodes ill. For all his cruelty, Iuz was a known quantity—a threat that could be measured and defended against. But now, a being powerful enough to remove Iuz from circulation has appeared. Whispered speculation that Zagig has returned to his castle begin to spread, as well as rumors that an even more powerful threat—perhaps Graz'zt or even Iggwilv—has come to the world to capture the Old One for some fell purpose. After all, if those who prevailed over Iuz had good intentions, wouldn't they have come forward with news of their victory? The fact that no one has claimed responsibility is evidence that the vanishing of the Old One foreshadows some truly disastrous event.

A TEARFUL ELADRIN

The PCs can meet Vexia in one of two ways, depending upon whether or not they take the initiative to continue exploring Castle Greyhawk.

OPTION 1: EXPLORATION HALTED

If the PCs need encouragement to continue their investigation of Castle Greyhawk, a coure eladrin named Vexia visits them in their rooms late at night, appearing in the form of a sphere of light.

A ball of sparkling white light drifts slowly into the room, illuminating the chamber with the brilliance of daylight. "Can you help me?" asks a melodious voice that seems to issue from the ball.

OPTION 2: EXPLORATION IN PROGRESS

If the PCs have recovered Vayne's journal and set off into the Tower of Zagig of their own volition, they meet Vexia in area I6. After finding her way into Zagig's Promenade (page 152), the poor coure was captured by the redcaps and put into a cage. If the PCs rescue her, she tearfully tells them her tale of woe.

VEXIA'S TALE

Vexia beseeches the PCs for aid in finding her mistress—a ghaele eladrin named Shenda. If the PCs are willing to hear her out, she assumes her normal form (a Tiny, fairylike being) and launches into her story. She provides the following bits of information in the course of conversation.

- "My mistress Shenda, a ghaele eladrin, has gone missing from Ysgard, and we need her back desperately."
- "I've managed to track her to the dungeons below the Tower of Zagig, but I'm not exactly sure where she is, and I'm not powerful enough to battle the creatures that live there."
- "She left Ysgard in an uncharacteristic display of anger and determination. I suspect she learned that some old enemy had taken up residence in the dungeons here."
- "If Shenda had been killed, her allies back in Ysgard would have been able to use *true resurrection* to restore her to life. So I suspect that she has only been captured."
- "I have only one real clue—a cryptic verse whispered to me by a lillend oracle who lives in the head of a dead god of prophecy on the Astral Plane. Perhaps you can make heads or tails of it."

The verse is as follows.

Watched above by hawks of gray, deep below old castle's clay,
Guest of madness lost from ken, your mistress waits in Zagig's den.
Under ziggurat crowned with fire, beyond the room of rainbow's ire,
Lonely mistress filled with rage, caught within a pretty cage.

Shenda's Plight

When Iggwilv first explored this level several months ago, she discovered the *deck of many things* in area I45. Hoping that this item that might aid her in her quest to become a living creature, she drew four cards—including the Flames, which brought her the enmity of a ghaele eladrin—namely, Shenda. Suddenly overcome with hatred for Iggwilv, Shenda sought out the simulacrum and attacked it. The battle was furious, but with the aid of her lilitu companion Livashti, the false Iggwilv managed to defeat Shenda and trap her in a *prison of Zagig* (a minor artifact; see page 221) in area I46, where she languishes still.



Vexia

Illus. by T. Denmark

Shenda's sudden compulsion to confront the false Iggwilv couldn't have come at a worse time for her estate on Ysgard. She and the small army she commanded were soon to launch a strike against a force of fire giants and drow from the layers below, who had mounted an incursion into her plane. When she vanished, she left her armies without a leader, and now her holdings are under siege. Several of her closest allies have been scouring the planes searching for any sign of Shenda, but so far only Vexia has come close to finding the missing general.

The nature of the *prison of Zagig* in which Shenda is trapped prevents magical detection, but Vexia is a talented investigator. Though she had a few false starts, she managed to track her mistress to the Tower of Zagig in Castle Greyhawk. Unfortunately for her, the coure discovered that the inhabitants of Castle Greyhawk were far beyond her ability to challenge. She is certain that she is close to finding her mistress but is unsure how to reach her. Thus, Vexia has spent the last week sinking deeper and deeper into depression.

Development: Vexia begs the PCs to search the dungeons below the Tower of Zagig for Shenda, promising them that her mistress—if she can be rescued—will reward them well. Vexia has little to offer as a reward, but she gladly hands over her *ioun stone* if she thinks it will help to gain the PCs' cooperation. Vexia is even willing to accompany the PCs into the dungeon if they wish. Though she's no match in combat against the menaces that dwell there, she can at least provide a light source and free magic detection. She is also an excellent translator, if the PCs have need of such a talent.

VEXIA — CR 4

hp 29 (5 HD)

Female coure[BoED] eladrin rogue 3
CG Tiny outsider (chaotic, eladrin, extraplanar, good)
Init +8; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Aura magic circle against evil 10 ft.
Languages Celestial, Common; tongues

AC 28, touch 19, flat-footed 20
Immune electricity, petrification
Resist acid 10, cold 10; evasion
Fort +6 (+10 against poison), **Ref** +14, **Will** +3
Weakness cannot be raised or resurrected

Speed 20 ft. (4 squares), fly 60 ft. (perfect)
Melee mwk rapier +15 (1d3–2/18–20)
Ranged mwk shortbow +15 (1d3/×3)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** –6
Atk Options sneak attack +2d6
Combat Gear 2 *potions of cure moderate wounds*, 2 *potions of lesser restoration*
Spell-Like Abilities (CL 4th):
At will—*dancing lights, detect evil, detect magic, faerie fire*
3/day—*magic missile, sleep* (DC 15)

Abilities Str 6, Dex 27, Con 14, Int 15, Wis 8, Cha 19
SQ alternate form, trapfinding, trap sense +1
Feats Combat Expertise, Weapon Finesse
Skills Balance +10, Concentration +7, Diplomacy +14, Escape Artist +16, Gather Information +7, Hide +28, Jump –5, Knowledge (the planes) +7, Listen +7, Move Silently +20, Sense Motive +7, Spot +7, Tumble +13, Use Rope +13
Possessions combat gear plus *+1 mithral chain shirt*, masterwork rapier, masterwork shortbow with 20 arrows, *dusty rose prism ioun stone*

Alternate Form (Su) Vexia can assume the form of an incorporeal ball of light at will as a standard action. She sheds light in this form, providing illumination with a radius of up to 30 feet. She can change the amount of light she sheds as a free action once per round. This ability functions as a *polymorph* spell cast on herself as a 2nd-level caster, except that Vexia does not regain hit points for changing form and can assume only the incorporeal ball of light form. She can remain in this form until she chooses to return to her natural form. As a ball of light, she can fly and use her spell-like abilities, but she cannot use her weapons.
Magic Circle against Evil (Su) Vexia is constantly protected by a magic circle against evil effect (CL 8th).
Skills Vexia has a +4 racial bonus on Hide and Move Silently checks.

If Vexia assumes her ball of light form, use the following changed statistics:
CG Tiny outsider (chaotic, eladrin, extraplanar, good, incorporeal)
Speed fly 60 ft. (12 squares) (perfect); can pass through solid objects (but not force effects) at will, moves silently (cannot be heard with Listen checks unless desired)
AC 28, touch 23, flat-footed 20
Immune electricity, petrification, nonmagical attack forms; can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities
Resist 50% chance to ignore any damage from a corporeal source (except force effects and attacks made with ghost touch weapons)
Ref +8
Melee —
Ranged —
Atk Options attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally)
Abilities Str —
Skills as normal form except Jump –3

ZAGIG'S PROMENADE

When Zagig decided he wanted to become a god, he established a workshop in the dungeons below his personal tower. The uppermost levels he left as crypts, figuring that such features would help to disguise the true nature of the chambers beneath. Some 60 feet below these crypts, he built a complex of rooms accessible only through a stairway that required passwords to navigate. In this area, he placed libraries, laboratories, shrines to Boccob, storerooms, and apartments for his favorite allies and apprentices. Deep within the complex, he built himself a home in his favorite structural shape—a pyramid.

The central focus of this level, however, was a long hallway that he called the Promenade. Initially, the wizard used this area to speak to his followers and friends and update them on the progress of his work. But as he drew increasingly closer to his goal, Zagig grew more and more paranoid and used this level less and less frequently. After he became a living god and departed the Material Plane, those he had left behind here grew angry, bitter, and jealous, and infighting became common. Factions vied for control over sections of the Promenade, until eventually only a few remained.

Such was the state of the dungeon when Iggwilv's simulacrum arrived. Under orders from Vayne to explore the region for magic that could aid him and to eventually find her way to the *Godtrap,* she clashed with several denizens of this level. Some—such as the exiled tiefling necromancer Baervalar, who had settled in the northwest corner of the dungeon, and the exiled drow who had claimed area I32—she simply confronted and slew. Others—such as the lich Shodei, the redcaps, and the ulitharid Akulath—she formed alliances with. These allies, plus the dangerous traps and magical wards remaining here, make Zagig's Promenade highly dangerous for explorers.

Ceiling height in the Promenade's halls and rooms is 10 feet unless otherwise indicated. Doors are made of stout bronzewood (2 in. thick, hardness 10, 60 hp, break DC 28). Though most are unlocked, they do have keyholes and can be locked with a successful DC 30 Open Lock check. The keys to these doors have, for the most part, been lost. *Continual flames* provide illumination where so indicated, but for the most part, this area is unlit.

REACHING THE PROMENADE

The easiest way for the PCs to reach Zagig's Promenade is to take the transportation device from area H7 in the Halls of Beckoning under the Tower of Magic (see page 126). This method brings the characters directly to area I1. Alternatively, the PCs could puzzle out the enigma that is the Endless Stair (area I2)—although without powerful divination magic or a lucky roll on a *dispel magic* check, this route might prove impossible to navigate.

I1. CHAMBER OF HUNGRY WIND

If the PCs use the transportation device in area H7 to reach these dungeons in gaseous form, they are unceremoniously spewed from the tiny pipe in the east wall of this room with great force. As a standard action, a character can regain control of himself and avoid being blown into the room with a successful DC 18 Fortitude save. However, anyone who emerges in a nauseated condition (see area H7, page 126) gets no save and is automatically blown into the room.

The wall to the east tapers down like a vertical funnel, and at its center is a tiny hole. Pale mist plumes around the sides of the funnel and spirals down into the hole in defiance of gravity. A ring of runes has been carved into the stone wall around the funnel's circumference. To the west, a short flight of wide steps leads downward, lit by soft, flickering light from somewhere below. Alcoves to the north and south are decorated with strange, bas-relief carvings depicting swirling vortices of gnashing teeth and twisted limbs.

The funnel on the wall functions in the same way as the one in area H7 does.

Zagig intended that only he and his closest friends should use this entrance into the Promenade. To exclude those who hadn't been invited, he created a powerful wind trap designed not only to prevent creatures from moving through the room, but also to tear apart creatures in gaseous form. Speaking the pass phrase "Zagig welcomes me to his most


Zagig's
Promenade
One square = 5 feet

humble promenade" immediately deactivates the trap. Otherwise, 1 round after any creature enters the room, powerful gales howl out of the carvings in the alcoves to the north and south, filling the entire room with hurricane-force wind for 1 minute. At the end of this duration, the wind abruptly ceases and the trap resets, activating again 1 round after another creature enters the room.

Ranged attacks and Listen checks are impossible to make when the wind is active, and it extinguishes any open flames. Furthermore, each nongaseous creature in the room must attempt a DC 20 Fortitude save. The effects of failure depend on size: A Huge creature cannot move, a Large creature is knocked prone, and a Medium or smaller creature is whisked off its feet, battered and smashed against the walls, and flayed by the wind, taking 4d6 points of damage per round. A flying creature is treated as one size category smaller when determining the effects of failure, and a gaseous creature gets no save to avoid the effect. Each creature in the room must attempt a new Fortitude save each round to negate the wind's effects.

Hungry Wind Trap: CR 10; magic device; location trigger; automatic reset; onset delay (1 round); password bypass; multiple targets (all creatures in room); hurricane-force wind (Fort DC 20 resists) for 10 rounds; Search DC 30; Disable Device DC 30.

12. THE ENDLESS STAIR

Anyone who successfully navigates the Endless Stair from the False Crypts above arrives on Zagig's Promenade at this point.

At the base of the stairs lies a low mound of rubble consisting of beams of timber, gravel, and dozens of crushed skeletons and pulped corpses.

13. HALL OF THE JUGGERNAUT

This wide hallway is brightly illuminated by dozens of equally spaced, shimmering tiles set into the ceiling high above. The hall bends at the northern end, where an upraised stage accessible by twin flights of curving stairs overlooks a stone fountain. Numerous causeways arch delicately overhead, spanning the width of the chamber, and another causeway bridges the hall to the east, connecting two alcoves about 15 feet off the floor. Semirhythmic crashes echo thunderously throughout the hall.

One of Zagig's creations was an immense, multilegged spider carved of stone, with a body composed of two dozen leering gargoyle faces. This juggernaut served as a guardian and as a display of its creator's power. After Zagig left, it mindlessly continued to patrol this hall until a band of murderous fey known as redcaps stumbled upon it several years ago. These creatures originally came to Castle Greyhawk from the realm known as Dungeonland (see page 175) and stumbled into the dungeons here by accident. They have no concept of the world beyond these musty halls.

Unable to cast spells themselves, the redcaps were nevertheless gifted at tinkering with magic items and getting them to perform functions never intended by their creators. Several of the redcaps succumbed to the juggernaut before their fellows managed to deactivate it without destroying it. The remainder of the band spent the next few years adjusting and modifying it, but when they activated it again, the result was less than optimal. Now damaged and malfunctioning, with its original programming corrupted and scrambled, the juggernaut careens along these halls, destroying anything in its path. Much to the redcaps' delight, it no longer views them as a threat, and they take murderous glee in dragging captives here for the juggernaut to crush.

The band consists of five redcaps, although three of them are typically riding atop the juggernaut in a bowl-shaped depression at any given time. Another often lurks in area I5, and the last of the murderous little menaces prefers to spend his time in area I15.

Tactical Encounter: 6–1, Hall of the Juggernaut (page 190).

Interlude

Once the PCs have dealt with the juggernaut and have a chance to look about the room, read the following.

Murals covering the walls depict a wizard who could only be the great Zagig, but portions of them have been scratched away or rubbed off to reveal the stone wall beneath. The flagstone floor bears a complex network of tiny cracks, and some sections have been pulverized into gravel. Balconies run along the sides of the hall to the south.

The hallway is 20 feet wide, and the ceiling is 30 feet high. The damage to the murals extends to a height of up to 15 feet in spots, where the careening juggernaut has scraped the walls.

Zagig once used this promenade as a place to make announcements or simply to parade his latest accomplishments before his minions. The last such announcement occurred nearly two hundred years ago. For many years thereafter, this hall served as a no-man's land where various factions fought each other for control of the complex.

14. VISITOR RECEPTION

The southern face of the southern door bears a sign with a message written in dozens of languages (including Common). The message reads, "Visitor Reception—Please Enter."

The walls of this room are painted a shocking shade of bright blue, and the ceiling is decorated with a whimsical depiction of a confused-looking, human-faced sun. A dust-covered couch sits against the eastern wall, facing a simple desk and chair to the west. A line of wooden pegs protrudes from the wall above the couch.

Zagig often used this room to meet with visitors. When anyone enters, a soft chime rings out; then a *magic mouth* (CL 20th) appears on the sun's face and says (in Common), "Greetings, friend! Master Zagig will be with you shortly. Please be seated."

Anyone who sits on the sofa activates an *unseen servant*, which attempts to take any headgear the character might

be wearing. If uncontested, the servant removes the item and hangs it on one of the pegs.

Although Zagyg still receives a mental *alarm* when this room is entered, he no longer cares to visit it. The PCs can wait here as long as they wish—Zagyg won't be with them shortly after all.

15. REDCAP'S ROOST

In the center of this room stands a wooden table with four chairs. To the east is a tall wooden cabinet with its face smashed in and a heap of splintered wood lying on the floor in front of it. To the north, a single arrow slit overlooks a wide hall.

One of the redcaps spends much of his time here, practicing weaponplay with the different weapons or tormenting Vexia in area I6 (if she's there). The weapon collection consists of ten longswords, ten battleaxes, ten daggers, ten light crossbows, and two hundred crossbow bolts—all standard quality (no magic or masterwork).

Tactical Encounter: 6–1, Hall of the Juggernaut (page 190).

16. VEXIA'S PRISON

Against the wall of this chamber stands a pair of double bunk beds, their sheets thick with dust. Between the bunks, in the southwest corner, is a low table upon which sits a golden birdcage.

This barracks has been unmanned for years. The redcaps now use it to hold prisoners.

If the PCs haven't yet met the coure eladrin Vexia, they encounter her here. She has been captured by the redcaps, and her gear is piled on one of the bunks. The redcaps delight in tormenting the eladrin—primarily by forcing her to dance and sing for their amusement and placing bets on how long it will take her to die of thirst or starvation. (They don't realize that, as an outsider, Vexia has no need to eat or drink.)

When she sees the PCs, Vexia begs them to rescue her, promising them her *ioun stone* if they set her free. The redcap in area I5 is carrying the key to her cage. If the PCs have not recovered it from him, they must open the lock (Open Lock DC 40), break the cage (hardness 10, 30 hp), or use aid another actions to enhance Vexia's Escape Artist skill, possibly allowing her to wriggle out of the cage with a successful DC 40 Escape Artist check.

Treasure: The "birdcage" in which the redcaps have trapped Vexia is actually a prototype (nonmagical) version of a *prison of Zagig* (see page 221). Because of its solid construction and craftsmanship, it's worth 600 gp as a curiosity or a work of art.

Tactical Encounter: 6–1, Hall of the Juggernaut (page 190).

17. FOUNTAIN OF VIM

At this corner sits a 5-foot-wide, green stone basin with a black stone frog at its center. From the frog's upturned mouth, a geyser of frothy water sprays upward. A raised platform to the southeast of the fountain supports three stone statues, each of which depicts a beautiful, veiled woman with the lower body of a snake.

One of Zagig's many obsessions was death—or, more precisely, the means of preventing it. Even before he set out to become a god, he had already perfected several methods of preserving his youth and extending his life. Rumors about fountains of youth often sent the mad wizard on extensive journeys to the far corners of the world, yet he never found one that actually delivered on the promise of eternal life. This fountain, discovered in faraway Hepmonaland in the Forbidden City, is one of those disappointments. However, Zagig was intrigued enough by its properties that he had it transported (along with its three decorative statues) back here to his home.

The magical waters of the fountain replenish themselves as fast as they are consumed. When water is taken from the basin, its magical effects instantly fade, so a creature must drink directly from the fountain to gain any benefits from it. Anyone who drinks the water immediately gains a +2 enhancement bonus to Dexterity and Constitution, as well as immunity to poison. The effects of the water persist for 1 hour, but a character who drinks the potent stuff more than once in a single 24-hour period is "overloaded" and must succeed on a DC 20 Fortitude save or collapse to the ground in a fit of spasms. The fit lasts for 2d6 rounds, during which the victim takes 1 point of Strength damage per round. Upon recovery, the victim is fatigued.

18. ZAGIG'S PULPIT

Twin stairways of white marble ascend to either side of this circular upraised area, and a 2-foot-tall stone rim runs along its southeast side. The inner surface and upper lip of this rim, as well as the area's curved walls, are thick with carved names and short messages.

Zagig sometimes used this pulpit to address his friends and followers when the occasion simply didn't warrant a larger gathering in the plaza to the south. During the years since he left, visitors to this dungeon have taken to carving their names or the names of their adventuring parties into the stone walls here. Curious characters might recognize a few names here and there, such as Mordenkainen, Bigby, Robilar, and Elluvia Maure.

19. CHAMBER OF THE GOLDEN THREAD

In the center of this chamber stands a circular table. Upon it rests a 2-foot-tall stone statue of a woman dressed in robes and wearing a featureless white mask. In her hands she holds a spindle, from which dangles a single thread of gold.

A successful DC 15 Knowledge (religion) check reveals that the statue depicts Istus, the goddess of fate, who uses her spindle to create the strands of people's fortunes. If a PC pulls on the golden thread dangling from the spindle, it unwinds to a length of 3 feet, then snaps. At that point, the character must immediately attempt a Charisma check. On a result of 10 or lower, he feels suddenly oppressed with the sure knowledge that some dreadful fate awaits him soon. On a result of 11–19, he instead experiences feelings of

excitement and anticipation, as if a piece of exceptionally good luck were coming his way in the near future. On a result of 20 or higher, the character not only feels luckier, but also gains a +1 luck bonus on all attack rolls, skill checks, and saving throws for the next 24 hours. (No game effects apply to these feelings of pessimism or optimism, but let the players wonder what dire or wonderful run of luck awaits their characters in the future. Whatever fate has in store for them should be revealed soon enough.)

The golden thread fades into nothingness and reappears on the spindle as soon as the Charisma check is made. If the same character attempts to pluck a second thread, it stubbornly refuses to unwind—Istus allows only one thread per soul.

If someone removes the statue from this room, it vanishes immediately and reappears on the table. If it is destroyed, the statue fades away into nothingness and reappears intact on the table.

110. GREYHAWK DISPLAY

The walls of this otherwise empty chamber are decorated with a complex mural of the City of Greyhawk, seen as if from a height of a hundred feet in the air over the center of the River Quarter. The detail in the piece is amazing—almost as amazing as the fact that the depiction seems completely up to date.

This magical painting updates itself whenever structures rise and fall in the City of Greyhawk. Zagig was a busy man, so he created this room to observe the changes in his city without having to actually travel there.

111. RAKNIAN'S RETREAT

This immense hall ascends to the west by way of three short flights of stairs. At the base of each flight on either side is an alcove containing a statue of a humanoid figure standing guard. A hexagonal area far to the west flickers with firelight. Just above the second stair landing, two eight-legged, catlike creatures with fur of shining gold lounge on the steps.

The two creatures are the aurumvorax pets of Loris Raknian, the current inhabitant of this area.

Tactical Encounter: 6–2, Raknian's Retreat (page 192).

The Statues

Zagig kept statues of those few beings who directly inspired him in this chamber. Whenever a new hero entered his life, he replaced an old statue with one depicting the new person. The statues here now are of the beings he most admired at the time of his ascension, and each bears a plaque that identifies its subject by name. The statues (clockwise beginning with the southeasternmost one) depict the following individuals.

A: Han-Gra-Dan (a Baklunish man with upraised arms and an intense glare).

B: Ganz Yragerne (a proud-looking man wearing expensive robes and a bejeweled turban).

C: Johydee (a beautiful Oeridian woman who is holding a white porcelain mask that has very plain features).

D: Lyzandred (a tall, thin, Baklunish man with an enigmatic smile on his lips, wearing an ornate half-mask).

E: Kelanen (a handsome man with a scar on his right cheek, wielding two exquisite-looking swords).

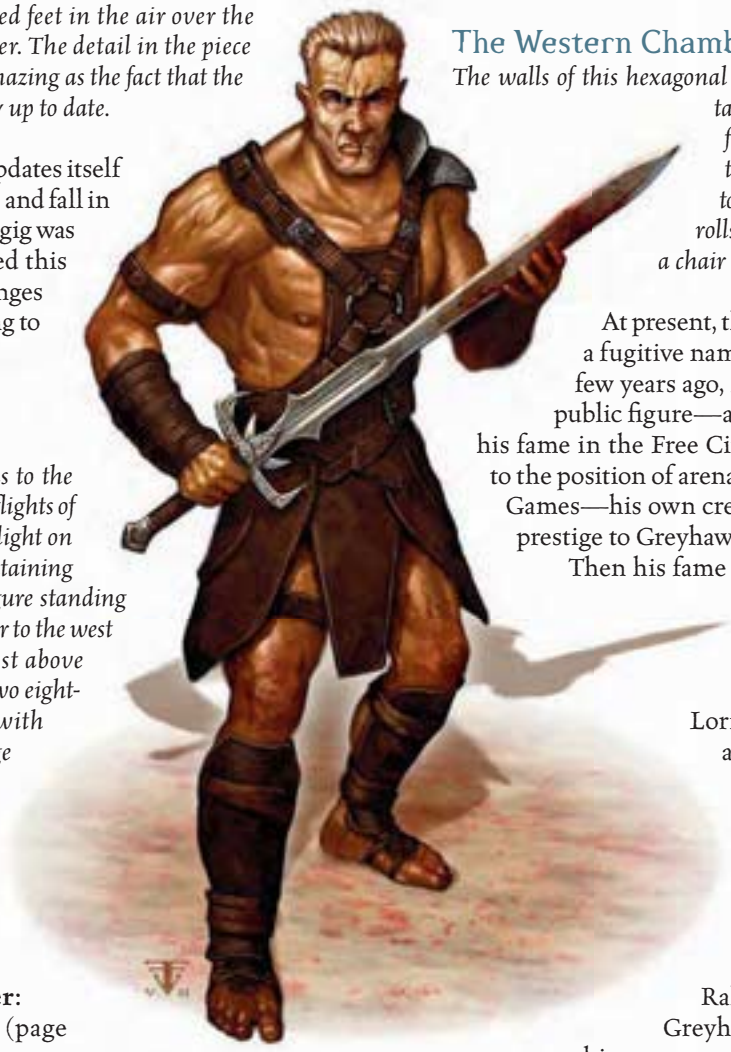
F: Slerotin (a Suel man with his arms folded across his chest, apparently glaring with distaste at Han-Gra-Dan across the hall).

The Western Chamber

The walls of this hexagonal chamber are hung with silk tapestries depicting gladiatorial fights in the Free City Arena. To the southwest is a bookshelf, and to the north, a table covered with rolls of parchment stands next to a chair and a huge fireplace.

At present, this chamber is the home of a fugitive named Loris Raknian. Until a few years ago, Loris was a well-respected public figure—a gladiator who had earned his fame in the Free City Arena and finally risen to the position of arena director. The Champion's Games—his own creation—brought fame and prestige to Greyhawk.

Then his fame crumbled when a band of heroes posing as gladiators revealed that he had allied with agents of the Worm God Kyuss. After Loris's plan to offer an entire arena full of spectators as a mass sacrifice to Kyuss was disrupted, the disgraced director fled into Greyhawk's slums. With the City Watch closing in on him and the bounty for his capture growing, Raknian fled north to Castle Greyhawk, hoping to throw off his pursuers and lie low within the dangerous dungeons until the hunt had cooled down.



Illus. by F. Vohwinkel

Loris Raknian

But the ex-gladiator was slain by the tiefling necromancer Baervalar in the False Crypts.

Planning to create a powerful undead minion out of Raknian's body, Baervalar returned to his lair here, but he was killed shortly thereafter by the false Iggwilv. Her lilitu companion Livashti raised the gladiator from the dead, and the two told him they were working on a "project" that would change the face of Greyhawk and place them in a position of power. They offered him a proposition—serve them as an information source about the city above, and they would ensure a prominent place for him in the new order. Enthralled by the two beauties and grateful for the restoration of his life, Raknian agreed to help them.

Since then, Raknian has accompanied Livashti into Greyhawk in disguise on several occasions to help her learn more about the city. During one of these trips, he returned to the Free City Arena and stole two of the current director's prized monsters: a pair of gold-eating creatures known as aurumvoraxes. Their capture and return is the focus of the Missing Pets side quest (see below).

Neither Livashti nor the false Iggwilv has visited Loris Raknian for many weeks, and he is growing impatient for them to finish their "project" so he can return to Greyhawk in triumph. He spends most of his time exercising in this room, studying the books and maps that he and Livashti have been stealing, and playing with his two pet aurumvoraxes—which missed Raknian almost as much as he had missed them.

Development: Securing Raknian's cooperation requires magic. If his attitude is converted to helpful by *charm person* or some other means, the ex-gladiator can tell the PCs relatively little about his two employers. He can describe them in detail, but he knows them only as Liva and Tasha. The PCs might recognize the description of Livashti and her name if they've had dealings with her, since she has never appeared before Raknian in her true form. A successful DC 30 Knowledge (history) check or bardic knowledge check reveals that Raknian's description of Tasha is similar to the commonly known description of the witch-queen Iggwilv. Raknian doesn't know where the women are located and has no way to contact them.

Side Quest: Missing Pets

Although the two aurumvoraxes recognize Loris and no one else as their master, they legally belong to Lord Henway (see page 29). If the PCs were willing to take the job, Lord Henway has hired them to find his two expensive pets. His offer is 2,500 gp per live aurumvorax returned; he's not interested in dead creatures. Transporting live aurumvoraxes might turn out to be more dangerous than just fighting them, but if the PCs can get the two creatures back to Henway, he makes good on the promised payment.

Side Quest: A Bountiful Bounty

No one directly offers the PCs this side quest, but if they've been paying attention while in Greyhawk, they have doubtless heard that Loris Raknian is still a fugitive from the law. Wanted posters for the ex-gladiator grace tavern walls and storefronts throughout the city, although many of the posters have begun to fade or yellow with age. Raknian has eluded capture for months, and the City Watch has all but given up on ever bringing him to justice.

The current bounty for the criminal, dead or alive, is 6,000 gp. If the PCs return Raknian alive, the watch officer on duty is so pleased that he gives the PCs a 2,000 gp bonus for a job well done. However, Raknian remembers the PCs' faces well, and if he escapes again, they are high on his list for revenge.

I12. RAKNIAN'S BEDCHAMBER

This modest bedchamber features a freestanding dresser, a desk and chair, and a messy bed.

Raknian spends his nights in this room. The chamber contains no items of interest to the PCs.

I13. BATTLEGROUND

This chamber might once have been a lounge or study, but the chairs, tables, and shelves that furnished it are ruined—some burnt or melted, and others smashed to timbers. Against the east wall stands a statue of a humanoid dressed in robes, with his hands up in the air before him as if to ward off an attack. Identification of the statue's subject is impossible because the head has been hacked off and does not seem to be anywhere nearby.

The false Iggwilv finally slew the tiefling necromancer Baervalar here, after initially confronting him in area I11 to the north. After her death blow, a *prismatic spray*, petrified Baervalar, she took his head as a trophy and left the rest of the statue here.

Treasure: A detailed examination of this chamber (Search DC 25) uncovers a *wand of enervation* (19 charges remaining) under a table that looks like it has been partially melted by acid. Baervalar dropped this wand an instant before he was petrified, and the false Iggwilv missed it in her haste to retreat from the battle and lick her wounds.

I14. CAUSEWAYS

These stone causeways arch gracefully over the promenade at a height of 15 feet. During a fight, some of the redcaps that dwell in the area might retreat here for cover while attacking PCs on the ground below.

Tactical Encounter: 6–1, Hall of the Juggernaut (page 190).

I15. REDCAP LAIR

What purpose this circular chamber might once have served is unclear. Now, five nasty-smelling nests made of rags and bloody clothes are arrayed on the floor around an iron cauldron apparently filled with congealed blood.

The redcaps have chosen this room as their lair, though they rarely spend any time sleeping or eating here. The blood contains the remnants of their rituals of ascension, in which they dip their red hats into the blood of slain enemies to gain their power and strength.

Treasure: Examination of the nests (Search DC 20) reveals a few minor baubles, including 39 gp, 11 pp, a jade ring with a band crafted to resemble twisting vines (worth 200 gp), a bejeweled masterwork kukri (1,200 gp), and a *golembane scarab* shaped like a beetle impaled upon a half-dozen pins.

I16. OBSERVATION BOOTHS

In this 10-foot-wide alcove stands a pair of iron-framed, high-backed chairs, their seat cushions ratty and dusty. Each chair sits on a 1-foot-tall riser, affording an excellent view of the promenade below to anyone seated here.

Zagig's closest allies and friends used these seats to observe proceedings below. Each booth features a secret door (Search DC 30) that allowed important guests to come and go without taking the longer route toward area I31—a path that would have forced them to mix with the more "common" rabble.

I17. TEMPLE OF BOCCOB

The polished blue marble floor of this chamber looks almost like a serene mountain lake, its surface untouched by wind. The western end of the room is dominated by a 20-foot-wide pool of water that glows with a soothing blue radiance. On either side of the pool stands a titanic statue of a wizard pondering the mysteries of the universe. The heads of these statues, which must be nearly 40 feet tall, actually seem to brush the vaulted ceiling above. Three huge birdlike creatures with gigantic hooks for arms stand guard here.

Because Zagig considered Boccob more of a patron or teacher than a deity, this shrine was designed more as a place to study magic than as a place of worship. Both the statues of Boccob and the pool are infused with powerful magic (see the tactical encounter for details).

This room and its adjoining chambers (areas I18–I21) were recently claimed by Akulath, a powerful mind flayer from the city of Dra-Mur-Shou, and the three voidmind hook horrors that accompany him. The towering, six-tentacled ulitharid is one of the leaders of the city and a direct envoy of its elder brains, Akulath has been tasked with capturing a renegade illithid named Vyrthoon and returning it to the city for punishment. After tracking Vyrthoon to these dungeons, the ulitharid began using its voidmind hook horrors to explore various areas from the seclusion of its inner sanctum (area I21). When Akulath realizes that intruders have invaded this chamber, it quickly springs to the defense of its new demesne.

Tactical Encounter: 6–3, Temple of Boccob (page 194).

I18. HIGH PRIEST'S QUARTERS

This chamber once served as both a shrine and a bedroom. To the northwest stands a bunk, and to the northeast a portable shrine sits atop a short, round table. On the ground before the shrine lies a kneeling mat, and a dry holy water font is built into the wall to the left of the door.

Although Zagig had little time for worship, he realized that several of his followers were devoted to their faith. So he retained the services of a priest of Boccob to serve as caretaker and priest for this temple. But because Zagig found the man's simpering attitude annoying in the extreme, he rarely visited this place.

The unfortunate priest was slaughtered by the rogue necromancer Baervalar early in his coup. The bed still bears the bloodstain from his murder, but the body is nowhere to be found.

Treasure: The portable shrine contains a small gold and ivory statuette of Boccob worth 200 gp.

I19. TEMPLE STORAGE

Wooden cupboards and open shelves line the walls of this storeroom. The shelves are laden with a variety of temple goods such as candles, incense, robes, and other religious paraphernalia.

The priest who lived in area I18 used this room to store the accoutrements of his office.

Treasure: Although most of the supplies kept here have long since spoiled, a successful DC 20 Search check uncovers a single block of *incense of meditation*.

I20. WORSHIP CELLS

Several small cells line the southern wall of this area. Each is empty except for a kneeling mat and a few candles.

These tiny chambers once served as private meditation cells. More recently, Akulath used them to house its thralls and prisoners. Over the last several days, it has fed all the goblins, kobolds, and bugbears it had captured to its hook horror minions. The ulitharid knows it should go and gather new slaves soon, if only to keep its favored minions fed, but it has not yet bothered to do so.

I21. INNER SANCTUM

Each of the four doors leading into this chamber is locked and protected by a *glyph of warding* that triggers as soon as the doors are opened. A successful DC 30 Open Lock check unlocks a door but does not disarm its *glyph of warding*, which triggers as soon as the door is opened or damaged. Akulath uses *dimension door* to bypass these traps.

Glyph of Warding: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 10th-level cleric, 5d8 sonic, Reflex DC 14 half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

The walls, floors, and ceiling of this square chamber are lined with sheets of metal polished to a mirrorlike sheen. The repeated reflections in each surface trail off into infinity, making the entire chamber seem somehow unsettling.

Zagig had a particular interest in and obsession with mirrors, and he found them to be excellent aids in meditation. The mirrors in this chamber, however, can be disorienting to others. Any creature entering this room must succeed on a DC 10 Fortitude save or be sickened for 1d6 rounds. When the southern door is closed, its surface meshes so perfectly with the wall that it effectively becomes a secret

door. Locating it again and opening it requires a successful DC 20 Search check.

If the PCs manage to reach this chamber without giving the ulitharid Akulath any advance warning, they find it on its knees in the center of this room. Akulath has linked its mind to a fourth voidmind hook horror and is presently using the creature as a remote unit to explore Castle Greyhawk and search for the rogue illithid Vyrthoon. Akulath has gone through three voidminds already on this mission. When he runs out, he will have to return to Dra-Mur-Shou and gather more, but he hopes to have found Vyrthoon before then.

If Akulath is here when the PCs arrive, it flees, hoping to find a more suitable area in which to engage them. If the PCs have already encountered one of its voidminds elsewhere, the ulitharid already knows a bit about their tactics and weaknesses. If it comes to a fight, Akulath fights to the best of its ability (see page 194 for its statistics).

I22. RUINED GOLEM

The walls of this chamber bear numerous gouges and scorch marks. On the floor lies a pile of rubble that might once have been a humanoid statue carved of granite.

This room was once guarded by a lone stone golem left by one of Zagig's long-dead apprentices. Livashti and the false Iggwilv destroyed the creature several weeks ago.

The secret door to the north is extremely well hidden (Search DC 40) and also locked (Open Lock DC 40).

I23. APARTMENTS

Each of these identical chambers contains nothing but simple furnishings. Zagig had the power to attune any of these rooms to a particular visitor. As soon as that creature entered, an extradimensional space similar to that created by *Mordenkainen's magnificent mansion* manifested, allowing his guests to live in luxury without taking up valuable space that Zagig needed to support his own eccentricities. Each of these rooms radiates strong conjuration magic, but Zagig took the secret of attuning them with him when he left.

I24. SHODEI'S PALACE

Opening this door reveals a stone-paved outdoor plaza. On the left side of the chamber stands a long banquet table heaped with delectable-looking food. To the right, water gushes from a marble fountain carved to resemble a trio of dolphins lifting a beautiful water nymph into the air. Directly opposite the entrance stands an 8-foot-tall golden birdcage, and beyond it, a wooden railing runs along the edge of a balcony that overlooks a sprawling, exotic city. A warm breeze wafts through the plaza, carrying with it the scent of the sea, the smells of unseen cooking fires and exotic spices, and the songs of rare birds.

This entire room is a complex series of illusions created by the master of this wing of the dungeon, a powerful lich illusionist named Shodei. The lich created this chamber to remind himself of Ekbir—his distant hometown—but he rarely visits it these days. However, he has placed a permanent mental *alarm* spell in the room to alert him if intruders arrive. Shodei has already repelled Livashti and the false Iggwilv once, and he expects the pair to make a second attempt to destroy him at any time. As soon as the alarm is triggered, he casts several preparatory spells, as detailed in tactical encounter 6–5 (page 198), and comes to deal with the intruders.

Any PC who interacts with the illusions in this chamber can attempt a DC 24 Will save to see through the deception. The room contains four separate but overlapping illusions, as detailed below.

The Plaza

The stone paving of the plaza is intricately cut and precisely set to form a pleasing combination of color and shape. Beyond the balcony rail, delicate spires with fluted minarets grace the cityscape, and the sound of bustling merchants and travelers wells up from the tangle of streets nearly 50 feet below. Beyond the city walls lies the graceful sweep of a lush coastline bordering a brilliant blue sea dotted with ships of all types.

The room is under an illusion that makes it look like an open-air plaza. Any character who searches the room can attempt a DC 24 Will save to see the room as it actually is—a musty chamber of plain stone with two doors in the southern wall. This area once served as the primary laboratory and library for the level, and it became a hotly contested chamber in the infighting after Zagig left. Little of interest remains here now—the contents were looted long before Shodei took over the area.

The Banquet Table

This long table is covered with white cloths and heaped with plates of delicious-smelling food and carafes of sparkling wine.

Anyone who comes within 5 feet of the banquet table must succeed on a DC 22 Will save or succumb to the urge to sample the food and wine (a mind-affecting compulsion effect). Any character who does so (or who interacts with the table in any other way) can attempt a DC 24 Will save to see that the comestibles are in fact bowls of razors, haunches of rotting and diseased meat, plates of drugged and lethargic spiders and wasps, and carafes of diseased and rancid blood. A character who doesn't see through the illusion after succumbing to the compulsion to eat and drink continues to do so each round until stopped by external forces.

Anyone who actually partakes of this banquet of poison and peril—whether or not he makes the saving throw to see through the illusion—takes 1d6 points of damage per round and must attempt a DC 20 Fortitude save each round. On a failure, the character takes 1d6 points of Wisdom damage and must make a successful Fortitude save 1 minute later or take 2d6 points of Wisdom damage. Furthermore, a character who even samples this horrid feast might contract a foul disease called dripskin (Fortitude DC 14, incubation 1 day, 1d3 Con).

The Fountain

The water pouring from the marble nymph's head runs down over her shoulders, almost as if it were her hair, before finally cascading into the gold-lined basin below.

Anyone who comes within 5 feet of the fountain must make a successful DC 22 Will save to resist the urge to drink from it. A character who drinks (or who interacts with the fountain in any other way) can attempt a DC 24 Will save to perceive that it is actually a sputtering pool of green slime, and the nymph and dolphins are mold-infested statues of intertwined worms and snakes.

Green slime deals 1d6 points of Constitution damage per round while it devours flesh, as detailed on *DMG* 76. A character who drinks green slime cannot be saved by scraping off the slime or burning it away; she continues to take 1d6 points of Constitution damage per round while the stuff eats her away from the inside out. Such a character is doomed to a painful death unless someone casts a *remove disease* spell on her.

The Birdcage

The delicate bars of the tall birdcage are fashioned of gold and decorated with jade. Within the cage flutter about a dozen brightly colored tropical birds, whose melodious songs fill the air.

A character who searches the birdcage or attempts to harm or capture one of the birds can make a Will save to see through the illusion, but simply listening to the birds does not grant a save. Success reveals the birdcage to be an iron torture cage, within which hangs a gagged and bound skeleton, bits of leathery flesh still clinging to its bones. Any character who touches or disturbs the skeleton in any way activates a *phantasmal killer* trap. That character suddenly sees the skeleton "unrot" back into a newly dead version of his own body.

Phantasmal Killer Trap: CR 5; magic device; touch trigger; repair reset; spell effect (*phantasmal killer*, 11th-level wizard, Will DC 22 disbelief, Fort DC 22 partial); Search DC 29; Disable Device DC 29.

I25. STORAGE CHAMBERS

Each of these small rooms once contained a wide variety of spell components, bookbinding supplies, and laboratory and alchemical equipment. All that remains now are empty shelves, the odd beaker or empty potion vial, and some spoiled spell components.

I26. WARDING ROOM

The only feature of note in this otherwise empty room is the archway to the south. The stones set into the arch are etched with dozens of arcane runes, and the air within the archway shimmers faintly with pale blue light.

The runes, written in Draconic, repeat various mantras of protection. This chamber serves as a lockout for the dangerous denizens of the room to the south. The archway radiates a permanent field of *protection from evil* (CL 20th). A successful DC 24 Spellcraft check allows a character to identify this effect.

Summoned creatures can pass through the archway to the south but may not enter this room once they are in area I27. Spell resistance does not allow a trapped creature to escape.

Area I26A is a small closet containing a single table and chair. Atop the table is an open iron coffer that once contained several scrolls of *magic circle against evil*. These scrolls, which were intended to protect those wishing to enter area I27, have long since been looted.

I27. INTELLECT DEVOURER PRISON

Several 5-foot-wide alcoves line the walls of this 10-foot-wide hallway. Within each alcove hangs a pair of iron manacles, and some of the alcoves also house a few scattered bones.

Zagig and his apprentices used this prison not only to confine their enemies, but also to imprison conjured creatures that they wished to interrogate or examine later. Because the entire chamber has been infused with magic similar to that in a *ring of sustenance*, no creature—prisoner or visitor—ever grows hungry or thirsty here.

The secret door leading to area I28 can be discovered with a successful DC 30 Search check.

Currently, the prison holds two advanced intellect devourers—dangerous psionic creatures that Zagig captured one hundred ninety-one years ago. Intrigued by their ability to steal the bodies of other creatures, he let them loose in this room so that he could study how they murdered and stole the bodies of the other prisoners. When he became a god, he forgot completely about his evil pets, and they have languished here ever since. Their stolen bodies have long since rotted away, but they wait patiently and invisibly in alcoves A and B for the day that new visitors find their prison.

Tactical Encounter: 6–4, Intellect Devourer Prison (page 196).

I28. SHODEI'S CRYPT

The air in this chamber is musty and carries a faint stench of decayed meat. Except for a few well-gnawed bones in the corner, however, the room seems empty.

Shodei the lich has protected this chamber with a powerful illusion similar to a *mirage arcana* spell that makes it appear empty. Anyone who searches the room can attempt a DC 24 Will save to see through the illusion. Success reveals the room's contents—a single adamantine coffer (hardness 20, hit points 40) sitting on a narrow shelf inset on the eastern wall.

Shodei has also warded this room with a permanent *alarm* that gives him a mental warning if anyone enters. When he realizes that intruders have found his chamber, he casts *greater invisibility* and *protection from evil* on himself to ward off the intellect devourers, even though the creatures have long since learned to avoid confrontations with him. Then he quickly moves to investigate. (See tactical encounter 6–5, page 198.)

The adamantine coffer is both locked and trapped. The complex combination lock that secures it requires five successive DC 40 Open Lock checks to pick. Any failed Open Lock check triggers the trap, as does any attempt to strike or move the coffer. The trap fires three rays of *disintegrate* at the one who triggered it and creates an illusion on the

coffer, making it appear to disintegrate into powder. In fact, however, it is rendered invisible for only 24 hours.

Disintegrate Trap: CR 10; magic device; touch trigger; automatic reset; spell effect (*disintegrate*, 11th-level wizard, three rays, +5 ranged touch, 22d6 damage, Fortitude DC 22 reduces to 5d6 damage); Search DC 31; Disable Device DC 31.

Treasure: Within the coffer are three objects—a scroll of *limited wish*, a scroll of *discern location*, and Shodei's phylactery, which appears as a golden puzzle box that can be opened with a successful DC 20 Disable Device check.

Shodei's Phylactery: hardness 20, 40 hp, break DC 40.

Development: If Shodei is destroyed, his body re-forms in this chamber 1d10 days later. He gathers the treasure from his coffer (assuming it has not been looted) and uses his scroll of *limited wish* to produce a *teleport* spell that takes him to a hideout in the Bright Desert. He then uses the second scroll in whatever way seems best to track down those who destroyed him, reclaim his gear, and wreak his vengeance. (His most likely tactic is to use the scroll of *discern location* to locate one of his magic items, which he assumes to be in the possession of his new enemies.)

I29. GARDEN OBSERVATORY

Each of the four alcoves along the walls of this chamber contains a statue of Boccob. The southern wall consists of a stone-rimmed balcony overlooking a vast cavern. A strange yellow haze hangs in the air above the cavern, and the sound of a waterfall echoes throughout.

This room overlooks area I33, which houses a fungal garden of glowing spores. A character looking down into the garden sees what appear to be the dead bodies of two bulettes, but these creatures are in fact minions of an evil plant growing farther back in the cave (see area I33 for details).

A deep pool of water lies 50 feet below the balcony, hidden in the shadow it casts. The balcony has a 2-foot-high rim that a Small creature can use as cover (+4 to AC, +2 on Reflex saves). Anyone who falls into the water from the balcony takes 2d3 points of nonlethal damage and 1d6 points of lethal damage. Clambering down into the cavern below (I33) requires a successful DC 20 Climb check.

I30. SHODEI'S LABORATORY

The air in this chamber reeks of raw meat, vinegar, and decaying flesh. Spattered on the walls and floor are thick, congealing puddles of translucent slime and tacky swaths of a substance that looks like blood in some places but like tar in others. Strips of greenish leather and glass jars of pale liquid hang from chains affixed to hooks in the ceiling. In each of the room's four corners is a circular stone platform just over 3 feet high, heaped with pieces of flesh, enormous fins, and coils of entrails. To the west is a long marble table on which a partially dissected, fishlike head lies in a glistening heap. The head has three red eyes, four long tentacles protruding from the base of its neck, and a glowing brain inside its opened skull.



Never interrupt a lich when he's working

Illus. by F. Vohwinkel

Shodei the lich performs the majority of his experiments in illusion and deception here. His latest subject is an aboleth that he captured on a recent foray into the Underdark. He has scattered the aberration's body throughout the room, gathering its mucus and blood in jars and hanging its skin up to dry. Shodei hopes to isolate elements of the creature's body that are linked to its profound illusion powers, and he has discovered that this energy seems to collect not only in the creature's skin, but also in its brain, which he has begun to dissect. If the PCs have not encountered Shodei elsewhere, then he is here.

Tactical Encounter: 6–5, Shodei's Laboratory (page 198).

Room I30A (to the north) is currently unlocked. Within it are several chains and manacles that Shodei uses to confine living creatures as test subjects for his illusions. Currently, however, he has no prisoners here.

Room I30B is a tiny reading room, complete with table and chair. On a shelf above the table are Shodei's spellbooks, which contain all the wizard spells detailed in the *Player's Handbook*, except conjurations and abjurations.

Development: See area description I28, above.

I31. PLAZA OF ZAGIG

The ceiling above this plaza rises to a vaulted dome nearly 50 feet overhead, and a cracked crystal sphere occupies its peak. A wide balcony surrounds the east, west, and north edges of the plaza, and twin flights of stairs lead up to it from the south. The plaza's southern end is a balcony overlooking an immense cavern whose walls are studded with glittering crystals.

Once the central meeting place for this level, this plaza was often used for displays of Zagig's magical discoveries. The crystal sphere in the dome once shone like sunlight during the day and moonlight at night, as a concession to surface-dwellers who lived here.

The cavern floor of area I32 lies 40 feet below the plaza floor.

I32. RUINOUS BATTLEFIELD

Though the floor of this cavern is relatively smooth and free of rubble, it bears the marks of a recent battle. Splashes of blood stain the ground here and there, and the shattered stalactites and scorch marks on the walls testify to the use of potent magic. Five tents made of a strange, dark purple hide lie collapsed around the cavern's perimeter. To the east and west, two passageways lead deeper into the caverns, and the western one is lit with a faint yellow glow.

This area was once the home of a small band of drow who had been forced to flee their Underdark city because they followed the Elder Elemental Eye rather than the Spider Queen. When Livashti and the false Iggwilv discovered the cavern, they immediately set about removing the inhabitants. The drow put up a terrific fight, but in the end they all succumbed to the dangerous pair. The two victors stripped the bodies of valuables, looted the tents, and went on their way, planning to return later to make use of the area. In the meantime, scavengers from area I34 have taken care of the bodies. Few clues remain here now to reveal what actually occurred.

Treasure: A thorough examination of the largest tent (Search DC 30) reveals two items that Livashti and the false Iggwilv overlooked when they looted the cavern. The first is an adamantine brooch bearing an inlaid etching of a copper staff. A successful DC 30 Knowledge (nobility and royalty) check identifies this figure as the mark of the infamous drow house of Eilservs. The second object is a masterwork hand crossbow and seven bolts coated with drow sleep poison (Fort DC 13, unconscious/unconscious 2d4 hours).

I33. GARDEN OF GOLDEN RUIN

Glowing golden clouds float above the floor of this vast cavern, and smears of greasy yellow mold glow dimly on the walls. Large swaths of thick fungus grow in beds all over the cavern floor. To the south, a waterfall cascades from a cleft rock near the ceiling into a pool below, which drains to the north by way of a narrow creek. The water finally gathers in a second pool to the north, above which hangs an open balcony.

At one point, this fungus-rich cave provided relatively fresh food for the inhabitants of this level, but over the years, the fungi have simply grown wild. The most dangerous feature of the chamber is an immense and deadly yellow musk creeper that grows in the southwest corner of the cavern. This plant consumes the minds of living creatures, transforming them into loyal, zombie-like minions. Two bulettes that the plant has recently captured lurk in the room, ready to defend their verdant master from intruders.

The ceiling in this area is 40 feet high. Patches of glowing fungi provide shadowy illumination throughout the chamber.

The water in the creek is 1 foot deep. Entering a square containing the creek costs 2 squares of movement, and the running water increases the DCs for Tumble checks by 2.

In a square containing fungus (as marked on the map), the DCs for Balance and Tumble checks increase by 2, and a –2 penalty applies to Move Silently checks. A successful DC 10 Balance check is required to run or charge through fungus. Failure means the character can still act but can't run or charge this round. The denizens of this area can move through the fungus squares without impediment.

Each of the two pools in this chamber is 10 feet deep and inhabited by tiny, blind cave fish, which are harmless.

Along the southwest wall, water flows from a hole near the ceiling and cascades down into a pool below. The sound of rushing water imposes a –2 penalty on Listen checks made in this room.

Tactical Encounter: 6–6, Garden of Golden Ruin (page 197).

I34. CAVERN OF THE SEVEN DEPTHS

The walls of this cavern glitter with crystals of all sorts. Stalactites hang down from the ceiling, and one in the center of the room has fused with a massive stalagmite to form a single natural pillar. Seven gaping pits are arrayed around the cavern's perimeter, and a distant, hollow wind moans from their unknown depths.

The ceiling of this cavern is about 50 feet high. Six of the pits drop for hundreds of feet before leveling off into twisting passageways and tunnels that connect to the Underdark. None of them lead directly to the larger Underdark passageway that connects with Nerull's Gate. Instead, they lead to even deeper caverns unknown to Iuz and his troops.

Now and then, creatures from below make their way into the dungeon by these tunnels, and the dracolisk Mavaug (see page 200) often finds good hunting there. The mysteries and dangers that await within these six pits have been left for you to develop.

The seventh pit (the one due north of the massive pillar) drops 40 feet before opening into area I36. A 5-foot-wide side passage opens in the west wall of this shaft at a depth of 20 feet and leads to area I35.

Any character who falls into one of the six deep pits takes 20d6 points of falling damage before landing on a shelf that juts out from the side of the passage 200 feet beneath this chamber. The pit walls are rough and scalable with a successful DC 15 Climb check, but their great depth makes climbing out a perilous and time-consuming task.

I35. CRYSTAL GROTTO

The walls, floor, and ceiling of this cavern are encrusted with thick beds of rock crystals. Here and there, patches of crystal seem to glow, as if tiny fires were burning inside them.

Eleven glowing crystals light this cave. Warm to the touch, they can easily be broken free, after which they continue to glow (providing illumination as a torch) for 24 hours before fading. Zagig keyed the entrance to his ziggurat to these crystals. Any character who carries one that is still glowing can navigate the burning entrance to his home without fear of the flames.

If a crystal is harvested, a new one grows to replace it in 24 hours.

I36. ZAGIG'S ZIGGURAT

The walls of this immense cavern are striated with bands of glittering silver and red. The ceiling soars out of sight above, and numerous large stalagmites protrude from the ground. Arrayed about the cavern floor in a seemingly haphazard fashion is an eclectic collection of statues depicting drow, deep gnomes, driders, enormous spiders, and umber hulks. In the northern section of the cavern stands an immense ziggurat of black stone.

The towering ziggurat in this cavern was Zagig's home for many years. Its interior is detailed in areas I37 and I39–I44. When the PCs get close enough to examine the ziggurat, read the following.

The structure's first tier rises nearly vertically to a height of about 30 feet. The second and third tiers angle inward sharply, each rising only a third as high. A steep staircase ascends from the cavern floor to the ziggurat's apex, upon which stands a column of smokeless fire. At each corner of each tier, an iron brazier burns with smaller but no less brilliant plumes of fire.

The magically enhanced obsidian from which the ziggurat was built not only doubles the hardness and hit points of the walls, but also prevents entry by means of *passwall, stone shape, transmute rock to mud,* and similar effects. Furthermore, the entire interior is warded by a *dimensional lock,* which bars entrance by teleportation and similar methods.

The entrance to the ziggurat is the crackling pillar of fire spewing from the apex. A successful DC 20 Spot check reveals that the fire also burns down into the pyramid along the length of a circular shaft. Any creature within 5 feet of the fire takes 1d6 points of fire damage per round. A creature that steps into the fire takes 10d6 points of fire damage per round and can immediately see that the fire descends through a hole in the ziggurat's roof into a chamber below. Those who actually enter the column of fire do not fall—they simply float within the flames. By simply concentrating, such a character can fly at a speed of 20 feet (perfect maneuverability) inside the column. A character who carries one of the glowing crystals from area I35 is protected from the fire and can navigate the pillar without harm. Other methods of magical fire protection also work normally to prevent or reduce damage.

Current Inhabitant

For many years, this cavern has been the lair of Mavaug, the hateful product of the union between a black dragon and an immense basilisk. When Livashti and the false Iggwilv discovered this cavern, the lilitu quickly *charmed* the dracolisk. Since then, Mavaug has come to view the two females as allies, especially since they bring snacks for him whenever they visit.

Tactical Encounter: 6–7, Zagig's Ziggurat (page 200).

I37. FOYER

A floor-to-ceiling column of fire burns in the center of this domed chamber. The polished stone floor and walls are seamless—almost as if the chamber had been melted out of a solid block of stone. To the west is a granite door bearing a carving of an exotic coiled dragon. To the north and south stand massive double doors made of iron and adorned with strips of ivory and jade. The air is almost stiflingly hot and seems charged with energy, as if some catastrophic magical event might be building to an explosive climax at this very moment.

The eerie feeling of magical power in this room is a side effect of the potent warding spells that Zagig wove into this structure. All the chambers in the ziggurat (areas I37–I43) are constantly protected by *dimensional lock* and *false vision,* which makes the interior chambers appear to be solid stone if viewed through *scrying.* Furthermore, the

walls are magically reinforced and immune to all transmutation effects.

None of the doors in the ziggurat are trapped or locked. A successful DC 30 Search check reveals the secret door leading to the east.

138. ZAGIG'S RETREAT

This wide chamber is completely barren. The walls, floor, and ceiling are seamless stone, polished to a glasslike sheen.

Zagig's tastes changed often and capriciously. After he had redecorated this chamber—his private lounge and bedroom—for the third time, he gave up and instead worked a powerful series of illusion and transmutation effects into its structure so that he could change the decor more easily. As a result, the room reacts to the thoughts of the highest-level arcane spellcaster within it. Such a character can furnish and redecorate the room simply by concentrating on the desired changes. Nonmagical items so created are real, and can even include valuable goods, exotic food, and rare wine. Any created object taken from this chamber, however, instantly fades into shadows and mist. Creatures and magic items cannot be fashioned in this manner.

The magic of the chamber has another beneficial effect as well. Preparing spells in this room takes only half as long as normal, and after preparation, the caster's mind becomes incredibly focused and clear. For the next 24 hours, he gains a +4 insight bonus on Concentration checks.

139. STAIRWAY DOWN

These stairs lead down to area J1 of the Hall of Memory (see page 168). After the first 50 feet, the stone stairs are replaced by iron risers caged in a cylindrical metal lattice.

140. LIBRARY

The walls of this square chamber are lined with shelf upon shelf of books, tomes, scrolls, parchments, and any media that can be used to record written knowledge. In the center of the chamber stands a simple wooden chair next to a plain oak table. Floating in the air above is a bright sphere of pale light that starkly illuminates a small stack of books on the table.

The glowing sphere of light that hovers above the table is a permanent *dancing lights* effect. Whenever a book is placed on the table, the light's radiance increases until the entire room is brightly lit. Since books currently rest on the table, the room is lit when the PCs enter.

Removing a book from any shelf reveals a second row of books behind those visible. In fact, each shelf is laden with books three rows deep. This collection includes several of Zagig's personal spellbooks as well as a strange, eclectic, and nonsensical assortment of storybooks, illuminated manuscripts, maps of imaginary (and not so imaginary) locations, books about the history of other worlds, plus prophecies, ledgers, legal transcripts, and any other strange documents that caught Zagig's eye while he explored the multiverse. The 2,000 books kept here are completely disorganized, but anyone who takes the trouble to catalog and organize them (a daunting task that requires several days) gains a +10 circumstance bonus on any Knowledge checks attempted while using the books in this chamber. Each of the spellbooks contains dozens of arcane spells—including all those detailed in the *Player's Handbook*. Feel free to add spells from other sources as well, or even to make up brand-new spells if the PCs take the time to examine the books thoroughly.

All the books on the table focus on a single topic—the creation of life. Zagig collected many such books in his day, but the false Iggwilv has been studying these particular tomes. Any character who opens one can see her notes in the margins, written with red ink in a delicate, flowing script. A character who peruses these books for 1d4 hours, paying particular attention to Iggwilv's notes and the passages she has circled or underlined, can attempt a DC 20 Knowledge (arcana) check to realize that the author of the notes seemed particularly interested not only in the *simulacrum* spell, but also in a theoretical method of infusing a simulacrum with more than just the illusion of life. One particularly well-annotated passage describes how a simulacrum might absorb the life of its source, effectively replacing the original. In so doing, the simulacrum would gain all the powers of the original creature, plus its soul.

Treasure: This collection includes four magic books—a *manual of gainful exercise* +1, a *stone golem manual*, a *tome of leadership and influence* +2, and a *book of infinite spells* with only three pages remaining (currently open to *heal*). The best way to locate these tomes is by *detect magic*.

141. PRISMATIC VORTEX

The smooth walls, floor, and ceiling of this room seem to writhe and twist with dazzling colors, as if a rainbow had somehow been petrified and then sculpted into a chamber. One unusual door provides egress to the left, and another to the right. The door to the left appears to be made of bone-white clouds. The one to the right seems to be composed of rippling black mist. A bronze handle carved to resemble a long-tongued gargoyle is affixed to each of these doors.

This chamber is a final, deadly trap constructed to guard two chambers that Zagig wished to keep private. The trap nearly claimed the false Iggwilv's life when she and Livashti reached this area. Rather than attempt to disable or bypass it, the pair returned the next day, and the simulacrum simply waltzed through the room under the protection of an *antimagic field*.

Any creature that gazes upon the rainbows whirling in this room's walls must succeed on a DC 16 Will save or become entranced by the colors. If not restrained, an entranced character enters the room to surround himself with the swirling hues. The victim can attempt a new save at the start of each round to resist this hypnotic effect.

Every round that a creature stays within this room, its prismatic energy lashes out violently, striking each inhabitant once with a random color from a *prismatic spray* effect. Roll on the table for this spell (*PH* 264) to determine the nature of the ray that strikes (save DC 20 for any effect).

Despite their vaporous appearance, the two doors to the left and right are as solid as stone. Although neither is locked, both are trapped. The white door blasts any creature that opens it with brilliant radiance. The victim must succeed on a DC 20 Will save or take 1d8 points of Intelligence damage and be stunned for 1d6 rounds. The black door is infused with negative energy that bestows 1d4 negative levels on anyone who attempts to open it. Removing these negative levels requires a successful DC 15 Fortitude save.

Prismatic Vortex Trap: CR 9; magic device; proximity trigger; automatic reset; entrance (compels entry into room, Will DC 16 resists); spell effect (*prismatic spray*, 20th-level wizard, DC 20); Search DC 32; Disable Device DC 32.

Stunning Radiance Trap: CR 7; magic device; touch trigger; automatic reset; stun 1d6 rounds and 1d8 points of Int damage (Will DC 20 resists); Search DC 30; Disable Device DC 30.

Soul Draining Door Trap: CR 7; magic device; touch trigger; automatic reset; 1d4 negative levels (Fortitude DC 15 to remove); Search DC 30; Disable Device DC 30.

I42. MUSEUM OF MAYHEM AND MALICE

Nine glass display cases mounted on the walls of this chamber contain all manner of weapons, jewelry, clothing, and strange objects. In the center of the room stands a well-constructed bronzewood gaming table inlaid with gold and silver. The recessed tabletop is lined in green felt, in the center of which is a complex white rune that resembles a distorted eight-pointed star. Glass fragments litter the felt, and among the shards lie several brightly colored cards.

The cards are a complete *deck of many things*, and their backs are adorned with the image of a black and a white dragon coiled together in a yin–yang motif. The gaming table once had a clear glass cover, but the false Iggwilv smashed it to get at the deck. She hoped to draw a card that would let her escape Vayne's control or otherwise further her goals, but instead of the Moon, she drew the Euryale, the Flames, the Star, and the Sun. These four cards granted her a permanent –1 penalty on saving throws, a +2 inherent bonus to Intelligence, the enmity of an outsider (the ghaele eladrin Shenda; see area I43), and a 5th-level *pearl of power*. (Because she is a simulacrum, however, she did not gain the corresponding XP boost from drawing the Sun card.)

Treasure: During his travels, Zagig came across many dangerous, cursed magic items. But he could never quite bring himself to destroy any of them because he thought that even the most dangerous item might someday have a use. So he placed them in locked display cases and mounted them on the wall in this room—his notorious Museum of Mayhem and Malice.

Each of the nine display cases is locked (Open Lock DC 30) but not trapped. The easiest way to get at the tempting-looking magic items stored within a case is simply to break the glass.

Each of the items on display has a small brass plaque that bears a short warning or inscription. The items and their associated inscriptions are as follows.

1. A cursed *lesser metamagic rod of quicken* that stuns the user for 1d4 rounds with each use ("For Use Only in Real Emergencies")
2. A *bag of devouring* ("Not to Be Opened under Any Circumstances")
3. A *crystal hypnosis ball* ("WARNING: Do Not Observe")
4. A cursed *headband of intellect +6* that prevents its wearer from casting any spells when it is worn ("What's the Point?")
5. A *periapt of foul rotting* ("PERIL")
6. A *vacuous grimoire* ("Do Not Read This")
7. A *belt of giant strength +4* made of pink lace that constantly emits scandalous moaning sounds and ridiculous grunts when worn, negating any Move Silently checks and penalizing all Charisma-based skill checks by –6 ("Has its Uses")
8. A *berserking sword* ("Not to Be Used among Friends")
9. A *cursed backbiter spear* ("Not to Be Trusted")

I43. SHENDA'S PRISON

Just south of the entrance to this room stands a tall-backed chair padded with red velvet cushions. Hanging on a fine black metal chain from a hook in the ceiling is a 6-inch-diameter golden birdcage, within which a tiny humanoid figure lies slumped. The rest of the room is bare.

The birdcage is a *prison of Zagig* (a minor artifact that can shrink a creature and imprison it forever; see page 221) hanging from an adamantine chain. The prison is inexorably bound to this chamber—if removed, it instantly vanishes, along with any prisoner inside it, and reappears in its proper location inside the room. This effect bypasses the *dimensional lock* that otherwise wards these chambers. Using a spell such as *dimensional anchor* or bringing the prison into a different area protected by a *dimensional lock* effect cannot prevent it from teleporting back to its proper chamber in the ziggurat. This effect cannot be dispelled or suppressed by an *antimagic field*—although it could, in theory, be destroyed by *Mordenkainen's disjunction* (treat the effect as an artifact in this case). Zagig achieved this near-divine effect by harnessing the power of the *Obelisk* under the Tower of Magic, and it is only one of several potent effects the Mad Archmage created before he left the Material Plane.

Current Occupant

The prison's current occupant is a ghaele eladrin named Shenda, whose ire the false Iggwilv earned by drawing the Flames card from the *deck of many things* in area I42 (see above). Shenda, a general commanding a celestial army, had been reviewing her troops on the eve of a major offensive against the fire giants and drow living in the lower regions of Ysgard when the fateful card was drawn. Compelled by the power of the deck, she abandoned her responsibilities and traveled to the Material Plane

to confront the false Iggwilv personally. A mighty and protracted battle ensued, but in the end the simulacrum prevailed. Rather than delivering a killing blow (which she feared would enable the ghaele's allies to retrieve her only by the use of *true resurrection*), the false Iggwilv imprisoned her within the *prison of Zagig* that she had noticed here only a few days before.

Since then, Shenda has languished inside the prison, sinking ever deeper into despair. Her thoughts are consumed by visions of her enemies overrunning and burning her beautiful realm in Ysgard. But try as she might, she cannot escape the potent prison by herself.

If Vexia (see page 151) is with the PCs when they enter this room, she joyfully flutters up and perches on the prison for a tearful reunion with her mistress. Vexia refuses to leave Shenda's side from this point onward.

If the PCs arrive without the coure eladrin, Shenda calls out to them for help. If anyone responds, she begs for her freedom, citing her extraplanar responsibilities and offering to aid them in any way she can that does not involve her staying for long.

Freeing Shenda

A *prison of Zagig* is nearly impossible to destroy and is immune to damage from conventional attacks. The false Iggwilv knows the command words to operate this prison, and she is unlikely to reveal them. However, she possesses a tome written by Zagig that chronicles the prison's creation and records its command words.

Perhaps the simplest way to free Shenda from the prison, however, is through the Use Magic Device skill. A successful DC 30 Use Magic Device check allows a character to utter the correct command word by happenstance.



Shenda in her prison

Illus. by J. Hodgson

What Shenda Knows

Whether or not the PCs manage to free her immediately, Shenda informs them that stopping Iggwilv is of vital importance to this plane. She sighs in relief if the PCs explain that they are here to oppose the witch-queen and asks them to tell her what they know. Shenda listens carefully, then quickly runs down a list of what she has learned during the past several weeks, when her captor has visited. Shenda does not know that this "Iggwilv" is merely a simulacrum, but she suspects that she isn't the real witch-queen.

If the PCs take the time to listen, provide the following information to them during the course of conversation.

- "The woman who locked me in this cage looked, sounded, and acted a lot like the Witch-Queen Iggwilv, but I don't think it's actually her. It might just be wishful thinking, but something about her doesn't quite make sense."
- "On some of her visits, Iggwilv was accompanied by a beautiful woman with horns, broken wings, and hoofed feet. This creature had to be a lilitu demon—a consummate trickster who is well versed in the art of masquerading as a priest. These creatures have potent powers of seduction and domination, so you had best prepare accordingly. It appeared that this creature was serving Iggwilv as a guardian, at the very least."
- "On her most recent visit, Iggwilv boasted that she had captured her son, Iuz. She seemed almost drunk with glee, which might explain her garrulous manner—it seemed that she was bragging as much for her own pleasure as to display her power to me. Before she left, she gave her companion some instructions in Abyssal. 'Make sure the Company of Seven hides the three shards deep in the demiplanes, Livashti,' she said, 'especially the one in Hollow's Heart. They must not be put in Boccob's hands. I suggest contacting one of those deposed rajahs—they have no loyalty to Fraz-Urb'luu. The shards have to stay hidden for only a few more weeks—after that, they can no longer cause me any problems.' I assume that she was speaking in Abyssal to conceal the information from me, and that she had simply forgotten that eladrins can understand all languages."
- "Hollow's Heart is the 176th layer of the Abyss—a realm ruled by Fraz-Urb'luu, the Demon Prince of Deception. I'm not sure what these shards that Iggwilv spoke of really are, but if she needed them hidden, then tracking them down might be a good idea."

Shenda isn't sure what the Company of Seven might be, but a successful DC 15 Knowledge (history) check reveals that it was a famous adventuring group that was active hundreds of years ago. Its members included Keoghtom, Murlynd, Tasha, Zagig, Heward, Quaal, and Nolzur—all famous heroes whose names should be known to any adventurer worth his salt.

Development: If the PCs mention that this Iggwilv is a simulacrum, or tell Shenda the nature of the books stacked on the table in area I40, the eladrin puts it all together. She excitedly announces that this simulacrum is going to use Iuz's divinity—and perhaps his blood link to Iggwilv—to transform into a true, living duplicate of the witch-queen!

Shenda — CR 15

hp 116 (12 HD); **DR** 10/cold iron and evil

Female ghaele eladrin fighter 2
CG Medium outsider (chaotic, eladrin, extraplanar, good)
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +16, Spot +16
Aura protective aura 20 ft.
Languages Celestial, Draconic, Infernal; tongues

AC 26, touch 12, flat-footed 24; +4 against evil attacks and effects
Immune electricity, petrification; bodily contact by nongood summoned creatures (SR overcomes), enchantment (charm and compulsion) effects, mental control, and possession with *magic circle against evil;* 3rd-level and lower spell effects
Resist cold 10, fire 10; **SR** 28
Fort +15, **Ref** +9, **Will** +10
Weakness cannot be raised or resurrected

Speed 50 ft. (10 squares), fly 150 ft. (perfect)
Melee unarmed strike +20/+15/+10 (1d3+8)
Ranged 2 light rays +14 touch each (2d12)
Atk Options Improved Disarm, Improved Trip
Special Actions *animal friendship* 1/day, gaze 20 ft., turn earth/rebuke air 8/day (+5, 2d6+19, 14th)
Cleric Spells Prepared (CL 14th):
7th—*animal shapes*[D], quickened *dispel magic, holy word* (DC 20)
6th—*antilife shell*[D], quickened *cure moderate wounds, heal* (2)
5th—*break enchantment, commune, control winds*[D] (DC 18), *plane shift* (DC 18)
4th—*cure critical wounds, divination, freedom of movement, restoration, summon nature's ally IV*[D]
3rd—*cure serious wounds (2), gaseous form*[D], *invisibility purge, protection from energy, remove curse*
2nd—*align weapon, bull's strength, cure moderate wounds* (2), *lesser restoration, status, wind wall*[D]
1st—*bless, command* (DC 14), *hide from undead, obscuring mist*[D], *sanctuary* (DC 14), *shield of faith* (2)
0—*guidance* (3), *mending* (3)
D: Domain spell. Deity: Corellon Larethian. Domains: Air, Animal.
Spell-Like Abilities (CL 12th):
At will—*aid, charm monster* (DC 19), *color spray* (DC 16), *comprehend languages, continual flame, cure light wounds, dancing lights, detect evil, detect thoughts* (DC 17), *disguise self, dispel magic, hold monster* (DC 20), *greater invisibility* (self only), *major image* (DC 18), *see invisibility, greater teleport* (self plus 50 pounds of objects only)
1/day—*chain lightning* (DC 21), *prismatic spray* (DC 22), *wall of force*

Abilities Str 26, Dex 15, Con 20, Int 14, Wis 17, Cha 20
SQ alternate form, *animal friendship* 1/day
Feats Combat Expertise, Exotic Weapon Proficiency (bastard sword)[B], Improved Critical (bastard sword)[B], Improved Disarm, Improved Trip, Quicken Spell, Weapon Focus (bastard sword)
Skills Concentration +18, Diplomacy +7, Escape Artist +15, Handle Animal +18, Hide +15, Intimidate +11, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Listen +16, Move Silently +15, Ride +19, Spot +16

Alternate Form (Su) Shenda can assume the form of an incorporeal ball of light at will as a standard action. She sheds light in this form, providing illumination with a radius of up to 30 feet. She can change the amount of light she sheds as a free action once per round. This ability functions as a *polymorph* spell cast on herself as a 14th-level caster, except Shenda does not regain hit points for changing form and can assume only the incorporeal ball of light form. She can remain in this form until she chooses to return to her natural form. As a globe of light, she can fly and use her light rays and her spell-like abilities, but she cannot cast spells or use her gaze attack.
Gaze (Su) In humanoid form, slay evil creatures of 5 or fewer HD, range 60 feet, Fortitude DC 20 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. A non-evil creature or an evil creature that has more than 5 HD must succeed on a DC 20 Will save or be affected by the *fear* effect.
Light Ray (Ex) Range 300 feet. This attack overcomes damage reduction of any type.
Protective Aura (Su) Against attacks made or effects created by evil creatures, every creature (including Shenda) within 20 feet gains a +4 deflection bonus to AC, a +4 resistance bonus on saving throws, and the benefits of a *magic circle against evil* and a *lesser globe of invulnerability.* This effect has an effective caster level of 12th.

If Shenda assumes her ball of light form, use the following changed statistics:
CG Medium outsider (chaotic, eladrin, extraplanar, good, incorporeal)
Speed fly 150 ft. (perfect); can pass through solid objects (but not force effects) at will, moves silently (cannot be heard with Listen checks unless desired)
AC 17, touch 17, flat-footed 15
Immune electricity, petrification, nonmagical attack forms; can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities
Resist 50% chance to ignore any damage from a corporeal source (except force effects and attacks made with ghost touch weapons)
Ref +8
Ranged 2 light rays +14 touch (2d12)
Atk Options attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally)
Special Actions *animal friendship* 1/day, turn earth/rebuke air 8/day (+5, 2d6+19, 14th)
Abilities Str —

Side Quest: Rescuing Shenda

Despite the urgency of the situation at hand, Shenda's primary concern remains her estate. If the PCs manage to free her, she thanks them graciously and offers to cast any of her spells or use any of her spell-like abilities on their behalf. She can even cast *commune* or *divination* to help the PCs learn more about the false Iggwilv's plans (see sidebar below). If she does so, let the PCs ask the questions to be answered by the spells.

However, Shenda has no interest in joining forces with the PCs to defeat the false Iggwilv. She and Vexia are both eager to flee the dangers of the dungeon and return to the Outer Planes, so they depart as soon as they have provided the requested magical aid. However, Shenda does mention that Iggwilv took her sword and other gear upon capturing her and tells the PCs that the sword would be a powerful weapon against Iggwilv and her lilitu ally if they can find it. She promises them handsome rewards if they return it to her once they are finished with it. Assuming they do so, she gives each PC a class-appropriate magic item worth approximately 16,000 gp.

THE HALL OF MEMORY

This small level holds many of the fabulous treasures that Zagig gathered during his travels—particularly from his adventures with the Company of Seven in the early decades of the fourth century. Several of these chambers also house portals to other realms. During this part of the adventure, the PCs are destined to visit three of these demiplanes—the whimsical (but no less dangerous) Dungeonland, the sweltering Isle of the Ape, and the Abyssal realm known as Hollow's Heart.

The ceiling height on this level is 10 feet unless otherwise indicated. Doors are made of stout bronzewood (2 in. thick, hardness 10, 60 hp, break DC 28). Most are unlocked because the keys were lost long ago, but each does have a keyhole and can be locked with a successful DC 30 Open Lock check. This level is lit by *everburning torches* that burn in bronze sconces set every 40 feet along the walls.

J1. THE GREAT SPIRAL STAIR

Characters who descend the spiral staircase from area I39 (page 164) emerge into the center of this chamber.

Encased in a circular lattice of steel bars, the spiral staircase descends about 70 feet from the center of this octagonal chamber's domed ceiling down to its floor. On the ceiling, a decorative painted carving of an exotic, serpentine dragon winds around the top of the enclosure holding the staircase, and a gate at its base allows entry into the room at the bottom. Eight hallways radiate from this chamber's walls, although entrance to the southernmost passage seems to be barred by a field of rippling orange energy. The air smells strongly of cherry blossoms.

Zagig didn't leave the entrance to the Hall of Memory without a guardian. The dragon carved into the ceiling is in fact an exotic dragon from the Far Western Shaofeng Kingdom. On a rare trip beyond the Baklunish West, Zagig and his companions spotted this creature, a young adult t'ien lung named Han-Tan Chun. With his serpentine shape, his dull gold scales, and his multicolored mane and whiskers, he seemed more like a treasure than an enemy, so the company captured him and brought him back to Castle Greyhawk. There Zagig enslaved the dragon and bound him into this mosaic to provide amusement for his friends and a surprising challenge to any who might attempt to break into the treasury.

When the first PC descends to within 20 feet of the floor, the mosaic tears itself from the wall—one colored stone at a time—forming a guardian dragon that attacks everyone on the stairs. Han-Tan Chun does not listen to reason because he is both magically compelled to destroy all interlopers and enraged at his lowly guard duty.

Tactical Encounter: 6–8, The Great Spiral Stair (page 201).

Treasure: A successful DC 25 Knowledge (arcana) check reveals that some dragons from the western lands have magic gemstones in their brains. Han-Tan Chun is no exception—inside his brain is a pearl worth 1,000 gp.

J2. THE OCTYCH TRIALS

Rippling, shimmering orange energy blocks the entrance to this hallway, which seems to end about 100 feet to the south.

In fact, nine separate fields of orange force block advancement along this long hallway. The fields are translucent and radiate light, but they distort vision to an extent. Anyone who peers down the hall can see where it ends,

SECRETS UNVEILED

After communicating with Shenda, the PCs are close to achieving their goal. They have doubtless learned a great deal about the false Iggwilv and her plans, but they are likely to be missing some key information—especially about the mysterious "shards" that Shenda mentioned. Although they can certainly learn more simply by exploring the remaining dungeon levels, smart PCs might turn to spells such as commune or divination. If they do, use the results of these spells to fill in any missing information and guide the group in the right direction.

The most important fact that the PCs have yet to learn is that the false Iggwilv plans to use essence harvested from Iuz to become a truly living creature with her own soul and the capacity to grow more powerful. If Iuz is freed from his prison, she cannot accomplish that goal. But to free Iuz, the PCs must recover the keys to the *Godtrap* (the "shards" mentioned by Shenda) from the three demiplanes within which Livashti has hidden them. Armed with these items, the PCs can deactivate the *Godtrap,* thereby not only releasing Iuz, but also rendering the false Iggwilv vulnerable to harm so that the characters can defeat her.



Illus. by J. Hodgson

Battle breaks out on the great spiral stair

but only a character who makes a successful DC 10 Spot check (+2 for each intervening field of force and normal distance modifiers, so the DC is 36 from area J1) can see the small, triangular shape floating in the air at the end of the hall. This object is the fabled *octych* sought by the Greyhawk Thieves' Guild (see The Real Story, page 88). If one of the PCs is wielding *Norebo's Hand*, that individual might be compelled to seek the *octych* regardless of what his companions might prefer to do.

To reach the *octych*, the PCs must pass through eight visions, one held within each of the eight rooms along the length of this hall. By passing the tests in these chambers, they can learn about the *octych* and gain *octych* points, which provide them a significant advantage in defeating the ancient Suloise spirit that guards the object.

Anyone who touches an orange field of energy feels a slight jolt, as if from static electricity. At that moment, all PCs in area J1 (or in the current chamber in J2) are transported into the next chamber to the south; characters beyond these areas are not.

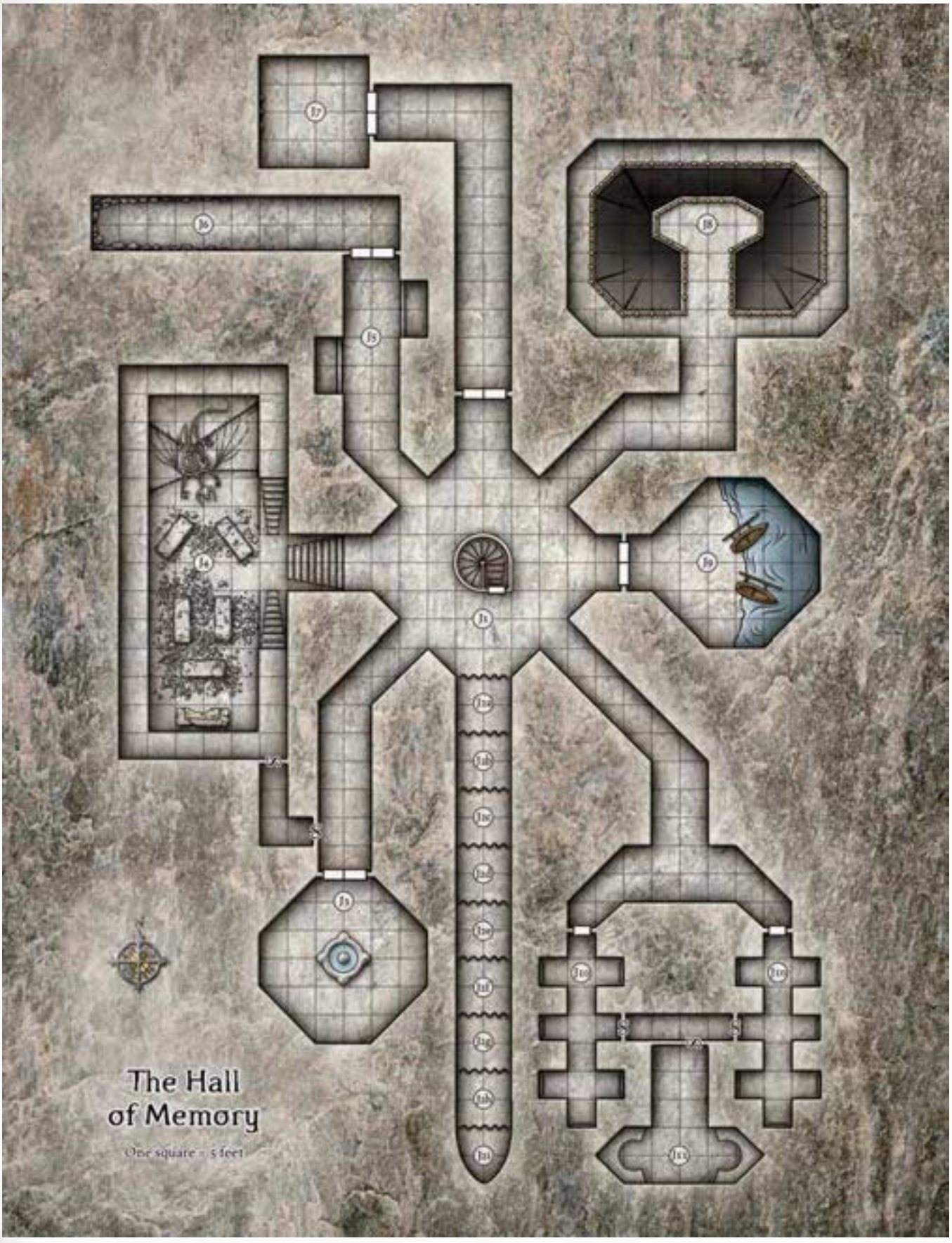
Each time one or more characters enters a new chamber, read the corresponding readaloud text that describes the vision they are experiencing, then give the PCs involved a few moments to decide what to do. To "solve" each of these eight rooms, at least one of the characters within it must succeed on a specific skill check or saving throw, or successfully perform a certain action. On a success the party gains 1 *octych* point, and the vision fades immediately. On a failure, the vision fades after 1 minute and the group takes the indicated penalties.

After the vision disappears, the PCs find themselves in a 10-foot-square, plain stone chamber with a field of orange energy to the north and the south. Touching the northern field transports them back to area J1 and removes any *octych* points they have accumulated. Touching the southern one moves them to the next chamber in the sequence and allows them to keep any *octych* points they have gained so far.

J2a. Lesson

You are in a large chamber, seated in a semicircle with your friends. At the front of the room, your teacher—a powerful wizard named Slerotin—is lecturing you on the nature of the true magic that lies beyond what mortals can shape into spells. This, he says, is power magic, and its direct manipulation is what allows the Suel Imperium—your home—to prosper in the face of adversity. Eventually, your teacher turns to you and asks you to repeat the lesson to him.

No matter how the PCs respond to the question, each can attempt a DC 20 Spellcraft check. If at least one succeeds, the teacher smiles, and the group gains 1 *octych* point. If everyone fails, feelings of shame overcome all the PCs, and each takes 2 points of Wisdom damage before the vision fades.


The Hall
of Memory
One square = 5 feet

J2b. Legacy

You have graduated and mastered the use of power magic. You and your classmates, who are now your boon companions, stand in the plaza of a mighty city at the heart of a verdant empire. Before you, an upthrust pillar of rock shudders and shakes. Slerotin has asked you to imagine that you stand at the end of time and wish to erect a monument to the greatest wizard of Oerth. You have just begun your work on the rock and are eager to see what it will become.

Ask each player to write down on a piece of paper whom he wishes to make the statue resemble. A character who raises a statue in Zagig's image hears a friendly chuckle in the distance and gains a permanent +1 inherent bonus to Intelligence. If any character raises a statue in his or her own image, the group gains 1 *octych* point. If no one makes a statue of himself or herself, each character takes 2 points of Charisma damage, and the vision fades.

J2c. Invoked Devastation

You and your allies stand alongside your master Slerotin before the Suloise Emperor, counseling him on the wisdom of mounting a strike against the hated Baklunish Empire. That nation's crimes against the Suel are countless, yet Slerotin urges restraint. The emperor disagrees, desiring to invoke a devastation upon the Baklunish Empire that would wipe it from the world. What do you say is the best course of action?

Allow the PCs to argue for or against this devastating strike against the enemy. Whatever the consensus, each must then attempt a DC 20 Diplomacy check. If at least one character succeeds, Slerotin smiles in pride, and the group gains 1 *octych* point. If everyone fails, the emperor grows weary and dismisses the group. Each character takes 1d4+1 points of Charisma damage, and the vision ends.

J2d. Rain of Colorless Fire

Slerotin's advice has been ignored, and the emperor has ordered you to destroy the Baklunish Empire with the Invoked Devastation. But when you begin to produce the terrible magic, you realize that he has underestimated the enemy, because you can feel power building in opposition to your own. As your magic wipes the enemy from the face of Oerth, a terrible Rain of Colorless Fire strikes the Suel Imperium. You stand upon the parapets of your towers, watching helplessly as the fire burns away the world, leaving behind only a sea of dust. Just as the effect is about to consume your tower, you hear Slerotin's voice. He says that he has prepared an escape for the few citizens he could gather, but he needs your aid in opening the tunnel under the mountain that will lead to safety in the world beyond.

Ask each character if he or she wishes to accompany Slerotin into the new world. Anyone who agrees to do so must make a successful DC 20 Reflex save. Those who fail (and those who choose to stay behind) burn to death in the Rain of Colorless Fire. As long as one PC escapes with Slerotin, the group gains 1 *octych* point; otherwise the vision fades, and each character takes 15d6 points of fire damage (Reflex DC 25 half).

J2e. Passage

You and your companions are again with Slerotin, leading the Suel survivors through a seemingly endless underground tunnel that he has carved through the foundation of the world. Now and then, the passage intersects existing tunnels inhabited by strange and terrible creatures, and you must defend the refugees from their claws.

Tell the players that the group has entered an immense cavern filled with dozens of monsters that hunger for the flesh of surface-dwellers. Ask each to describe how his or her character defends the refugees from the monsters. A character who fights can make an attack roll against AC 20 using only his base attack modifier, and a character who uses magic can attempt a DC 20 caster level check. If at least one PC succeeds, the monsters are vanquished and the group gains 1 *octych* point. Otherwise, every character takes 10d6 points of damage (no save), and the vision fades.

J2f. Arrival

You have survived the Rain of Colorless Fire and emerged from Slerotin's Passage. The new world before you offers countless regions that your group could claim as its new home. Some of the refugees wish to travel farther east in order to remain in the comfort of the near tropics, while others argue for heading north to lands less harsh.

Ask the players where the PCs wish to lead their people and how they will go about settling in this world. Should they conquer the indigenous tribes? Or should they seek a place of their own? Observe each player's mannerisms. Any character whose player assumes an argumentative stance must attempt a DC 20 Intimidate check; a character whose player speaks softly and uses logic must attempt a DC 20 Diplomacy check. The first time anyone succeeds on the required check, the group gains 1 *octych* point, and the refugees follow that person's advice. If everyone fails, the refugees scatter, each seeking her own fate. Each PC gains 1d4 negative levels, and the vision ends.

J2g. Binding

You have found a place for your followers in the new world, yet this world is not safe. Power magic unleashed the Invoked Devastation and also brought about the Rain of Colorless Fire. The nine of you who stand here are the last who know its secrets, so your continued existence in this world is a threat. This place belongs to your people, not to you, so you have decided to leave for realms of your own making far beyond this world, where you can hide away your knowledge. Each of you has forged a key to your realm—a single triangular wedge called an octych—and now you stand together in the chambers below Castle Maure to jointly bind your worlds to this one. Only those who hold the correct octych can visit your world, and you shall await them in your realm to judge their worth.

Ask each player to describe what his or her world is like. Once that player has done so, the character must attempt a DC 20 check involving a skill that would be of great import in the world. (Thus, an aquatic world might call for a Swim check, while a realm of towering mountains might call for a Climb check.) If any PC succeeds on this check, the ceremony is a success, and the group gains 1 *octych* point. Otherwise, the ceremony fails, and the eight *octychs* are scattered throughout the Multiverse. The vision fades, and every character takes 1d6+1 points of Constitution damage when his personal world tears free from his soul and is lost.

J2h. Guardian

Centuries have passed in your own realm, and now you have returned to the place where you once raised statues. Now, only dust remains, stretching to the choking red horizon. But suddenly you feel a presence nearby, and a memory long set aside rises from the sand before you. It is none other than Slerotin himself, returned from the dark recesses of time to judge you! "Why have you returned home?" he asks.

Allow each character a chance to reply to the spirit of Slerotin. No matter what they say, Slerotin becomes enraged. Howling in anger, he informs the PCs that their return has awakened the spirit of a murdered nation, which now marches upon the world to finish what its people began so long ago. "The Invoked Devastation shall come again," he says, "and this time, none shall survive."

Each PC must attempt a level check (1d20 + character level). Multiply the lowest check result by the number of *octych* points the PCs have accumulated. If the result is higher than 88, the PCs manage to contain Slerotin's wrath—for now. Failure indicates that each character takes 2d4 points of damage to each ability score and is transported back to area J1.

J2i. Octych

You and your companions appear in a small stone chamber. In its center, a triangular wedge of orange metal no larger than a human's thumb floats in a pillar of white light. You recognize this wedge as an octych. If it is not the key to your own world, perhaps it opens that of a friend.

As soon as a PC touches the *octych*, both the shaft of light and the fields of orange energy vanish. The hallway becomes an empty stone passage, and the visions the PCs received grow hazy, like distantly remembered dreams. Only the *octych* remains—a solid link to the trials they have endured. This item does indeed serve as a key to another world, but the details are left to you to decide.

If someone in the party is under the control of *Norebo's Hand* when the PCs obtain the octych, that individual insists on being the one to carry the object. The next time the characters reenter the City of Greyhawk, that character will do everything in his or her power to turn over the *octych* to the Thieves' Guild. (How this turn of events plays out is up to you, but at the least, giving the *octych* to the thieves should cause *Norebo's Hand* to break its control over the afflicted character.)

J3. CHAMBER OF THE ORB

The secret door (Search DC 35) in the wall just north of this chamber leads to area J4. Read tactical encounter 6–9 before reading the readaloud text below;

Six of the seven walls in this chamber bear a life-sized, stained-glass portrait of a human adventurer, equipped for any task and standing in a pose that radiates power and confidence. The other wall might once have sported such a portrait, but now it is only a gaping hole in the wall surrounded by tiny flames, with broken glass on the floor in front of it. On a pedestal in the center of the room sits a polished silver sphere the size of a melon. A dead human female dressed in a form-fitting leather gown lies on the floor between the pedestal and the shattered portrait. In the southern end of the room are several copies of two of the men depicted in the portraits—the images of the man who sang stand on the ground, and those of the one armed with the rapier float in the air.

These portraits depict the members of the Company of Seven, each identified by name on a bronze plaque below the picture. Clockwise beginning on the northeast wall, they appear as follows. The names on the plaques appear in parentheses after each description.

1. A wild-eyed man dressed in flowing robes, clutching an elegant painter's brush in one hand (Nolzur).
2. A thin man in a chain shirt, wielding a rapier surrounded by floating feathers (Quaal).
3. A handsome man wearing a chain shirt and a belt heavy with pouches who stands singing in front of a large pipe organ (Heward).
4. A wild-eyed man in a gray robe, holding his hands out to display the zigzag lines on his palms (Zagig).
5. Shattered (Tasha).
6. A man wearing exotic leather armor and a wide-brimmed hat, holding a device resembling a hand crossbow without a bow (Murlynd).
7. A lanky, bare-chested man in a martial stance (Keoghtom).

When Iggwilv's simulacrum came upon this room, she recognized her own face in the image of Tasha—a name that the real Iggwilv had used long ago, which might in fact be the one given her by her mysterious mother. The false Iggwilv shattered the window in anger, and in so doing released Ahsat, Tasha's double from a parallel but opposite world. Tasha was the only evil member of the Company of Seven; thus, her double was good. Ahsat quickly deduced what had occurred, realized that the false Iggwilv must be up to no good, and attacked her. Iggwilv slew Ahsat easily, then began to study the portraits. During the next few days, she discovered a way to release the other six doubles from their windows without breaking them and summoned them all forth. To her great delight, the doubles obeyed the commands of the one who had released them.

For a time, Iggwilv charged the remaining six with the task of guarding this level. After capturing Iuz, she realized that she no longer needed the *Godtrap Key*, so she dismantled it into its three components and entrusted them to Livashti, who in turn gave fragments to three of the doubles for safekeeping. Lyndurm (the double of Murlynd) took his fragment into the whimsical realm of Dungeonland; Rulzon (the double of Nolzur) chose the Isle of the Ape as his retreat; and mad Xagig (the double of Zagig) took his fragment into the depths of the Abyss, to Fraz-Urb'luu's realm Hollow's Heart. Now, only Komoghet, Wedrah, and Aluuq (the doubles of Keoghtom, Heward, and Quaal, respectively) remain. Wedrah and Aluuq spend much of their time in this chamber awaiting new orders from Livashti or Iggwilv; Komoghet is busy in area J4.

Destroying any of these stained glass portraits does not harm the associated duplicates now that they have been released.

Tactical Encounter: 6–9, Chamber of the Orb (page 202).

Treasure: The object on the pedestal is the *Orb of Opposition*—a strange artifact created by the Mirrormasters of Lynn. These old enemies of the Company of Seven once attempted to assassinate the Seven by sending oppositely aligned "mirror images" into their lair. Zagig and the rest couldn't bring themselves to kill these doubles, so they imprisoned them within the stained-glass portraits in this room for further study—and perhaps later rehabilitation. Fortunately for the PCs, these duplicates represent the legendary heroes in their youth, long before they ascended to quasi-deityhood.

The *Orb of Opposition*'s capacity to create duplicates was sapped when Iuz used it to call forth Robilar's double Bilarro and merge the two together. Bound to Iuz, the resultant entity became a powerful ally, and the Old One used him to set off the Greyhawk Wars. If a PC touches the nearly depleted sphere to Robilar/Bilarro, it grows cloudy, banishes the double, and restores the doughty fighter to his old self. (See page 188 for more information.)

J4. GALLERY OF WONDER

This huge chamber looks like an immense museum. A 10-foot-high catwalk encircles it, allowing visitors to walk the perimeter and gaze upon the incredible displays. On the stairs leading up to this catwalk stand several burly humans in studded leather armor. To the north hangs a skeletal black dragon in a fierce pose, and to the south, a 6-foot-long arm made of black metal hangs from mithral chains.

Komoghet the Alchemist, the evil double of ancient Keoghtom, has taken a liking to this chamber. Rather than wait for new orders with his allies in area J3, he whiles away the time here, reading and studying.

When Komoghet hears the battle with the dragon in area J1, he reaches for the *iron horn of Valhalla* that he has claimed from one of the displays here. If he does not hear the dragon's triumphant roar when the sounds of battle cease, he blows the horn, summoning 1d4+1 barbarian allies to aid him in defending this room.

The arm hanging along the southern wall is a fragment of the legendary Greyhawk artifact known as the *Mighty Servant of Leuk-O*. As soon as battle is joined, it disengages from the chains holding it and moves to the fray—but, as borne out in the tactical encounter, it might help the PCs at least as much as it hurts them.

Tactical Encounter: 6–10, Gallery of Wonder (page 204).

Once the PCs have dispatched the room's guardians, they are free to look around.

Just beyond the spot where the arm once hung is a stone arch that resembles a classic druidic standing stone. The dozens of glass display cases scattered through the center of the room must once have held countless objects of wonder, but someone has smashed and looted them all. Below the spot where the dragon skeleton hung, several chairs are arranged around a low table atop which some books have been carefully stacked.

Treasure: The false Iggwilv has looted most of the treasure once kept here (including the *staff of the magi* from one of the display cases). However, a thorough examination of the dragon skeleton (Search DC 30) reveals a fully charged *scarab of protection* lying neglected amid the rubble of a ruined case just southeast of it.

J5. MINIATURE DISPLAYS

Two alcoves enclosed by panes of glass look out into this hallway. Inside each is a miniature display of people equipped with various kinds of adventuring gear. The double doors to the north are closed, and the words "Turn back" have been painted upon them in large red letters.

Each alcove contains nearly three dozen figures, each the size of a child's doll. Casual inspection reveals that each doll in the displays is dressed like an adventurer—and that one of them appears identical to the viewer. (If more than one character looks at the dolls, each PC sees a duplicate of himself or herself.) A successful DC 20 Spot check during an examination of the southern alcove reveals that one of the dolls is missing. (Lyndurm took it with him when he fled into Dungeonland with his *Godtrap Key* fragment.)

The glass cases are not trapped and can be opened normally or smashed. In the latter case, the glass re-forms in an hour. The dolls within are well made, and their equipment seems to be fully functional, though miniature. A character who claims his or her own doll feels a strange sense of completeness and foreboding, but the meaning of this sensation should not become clear until the PCs enter area J6 (see below).

J6. THE PATH TO DUNGEONLAND

The words "Go back! It's not too late!" have been painted in 9-foot-tall red letters on the northern wall of this hallway. To the west, the passage seems to go on forever, but about 20 feet down,

the stone walls are replaced by tree trunks. At the point where the walls change, a pair of playing cards dance on the ground, as if caught by an updraft of air.

A successful DC 20 Spot check reveals that the cards are in fact miniature people who seem to have cards for bodies. The two cards immediately run off to the west once they spot intruders. This hallway leads into a demiplane called Dungeonland.

Any character who moves down the hallway beyond the point indicated on the map is immediately transported onto a forest path. The woods to the north and south are so dense as to be impassable, and a quick glance to the rear reveals that the hallway leading back to area J5 has vanished. Furthermore, with each step to the west, the characters' belongings seem to grow larger. In fact, the PCs are shrinking with each step. By the time they have progressed 100 feet along the hallway, they have shrunk to such an extent that their clothing and equipment collapses around them—but a character who was carrying his or her doll from area J5 discovers that the doll's gear is of a size that he or she can now use. A character who was not carrying a doll must deal with the perils of Dungeonland without clothing or equipment.

When one or more PCs reach this point, continue with the Dungeonland section that begins on the next page. This journey is a one-way route until the PCs recover the *Godtrap Key* fragment from Lyndurm; otherwise, only powerful magic such as a *gate* or *plane shift* spell allows escape from this demiplane. However, returning in such a manner does not restore the characters' gear. Their regular gear remains on the floor in area J6, and they appear at their destination normal-sized but without clothing or gear. If the PCs take too long in returning to this corridor for their belongings, they might find that Livashti has already claimed them.

J7. THE HATEFUL HOLE

This bare room seems somehow filled with a disembodied rage—a rage that grows stronger near a ruined bas-relief carving in the western wall. A disturbing shape has been carved out of the wall here—the vague form of a towering humanoid with bat wings and a hulking, gorillalike posture. This oddly shaped hole extends into the rock beyond the wall, forming an irregular passage that winds like a cave as far as the eye can see.

Upon entering this room, each character must immediately succeed on a DC 18 Will save or become overwhelmed by the anger radiating from the walls. For the next 1d4 rounds, characters who failed the save perceive any other living creatures (including cohorts and other PCs, but excluding bound companions such as familiars, animal companions, and special mounts) as hated enemies. Affected characters are compelled to attack these "enemies" as long as they remain in sight and the rage persists. Once the duration expires, the rage that permeates the room can never again drive those particular characters to such extremes, but its presence does not fade from the room. This rage is a mind-affecting compulsion that can be dispelled (CL 20th).

The punctured western wall of this chamber is where Zagig (with the aid of a much younger Iggwilv) once captured and imprisoned Fraz-Urb'luu, the Demon Prince of Deception. The hole and the tunnel beyond were formed when the demon prince broke free and returned to Hollow's Heart, his Abyssal realm, and the rage is a tiny remnant of the fury that he unleashed upon his captors.

Brave PCs can navigate this tunnel to Hollow's Heart. If one of them carries *Zagig's Key*, the passage leads to the proximity of one of the *Godtrap Key* fragments, carried there only a few days ago by Xagig at Livashti's command. Otherwise, the tunnel leads to a random section of Hollow's Heart. Unlike the paths to Dungeonland (J6) and the Isle of the Ape (J9), this route is two-way, allowing the PCs to come and go from Hollow's Heart as they please.

J8. THE EVERLORE PIT

A mournful wail, like wind blowing over unseen rents in the earth, fills this chamber. Much of the floor is missing, revealing a vast and apparently bottomless pit. A 5-foot-wide ledge surrounds the pit, and a platform of stone extends out over its center.

Zagig constructed this magic chamber, which he called the Everlore Pit, to contact powerful entities from other realms for advice. Anyone standing upon the central platform can use *contact other plane* at will. An image of the entity contacted rises from the pit below as if on a powerful updraft and hovers in the air before its summoner. This image is not the real creature, but it behaves as though it were in every way. The face-to-face nature of this contact grants the user a +2 bonus on the Intelligence check made to avoid the Intelligence and Charisma decrease when using the Everlore Pit to generate this spell effect.

If the PCs are still having trouble piecing together the false Iggwilv's plans, or can't seem to figure out how to stop her, you can use this room to give them hints about their next step.

J9. PORTAL TO THE ISLE OF THE APE

A narrow beach of white sand runs along the edge of a seemingly limitless ocean. The waves of this incongruous sea lap gently at the shore, and the sky overhead is blue and cloudless. Two outrigger boats lie partially beached on the sand about 20 feet away. A warm breeze carrying a whiff of salt spray blows gently toward the entrance.

This chamber is a route to another of Zagig's favorite demiplanes—the Isle of the Ape.

Each of the outriggers can seat two Medium creatures or four Small creatures. A character who rows one out into the sea is transported to the ocean surrounding the Isle of the Ape, vanishing from the view of those remaining on shore. A replacement outrigger floats up onto the beach 1d4 rounds after the disappearance of an occupied one. This portal offers only a one-way trip; the PCs must recover the *Godtrap Key* shard hidden on the Isle of the Ape to return to Castle Greyhawk.

J10. GALLERY OF ADVENTURE

Each of the seven alcoves in this hall is decorated with an oversized landscape painting. Rendered with incredible detail, the scenes in these paintings are as varied as they are breathtaking.

Each of these galleries contains seven paintings depicting locations that the Company of Seven visited through the ages. In the lower right corner of each painting is a small signature in a cramped hand that reads, "Nolzur." These paintings all depict areas of great danger and great adventure. Some of the scenes—including the skull-decorated hill above Acererak's Tomb of Horrors, the jungle-draped columns in the hidden city of Tamoachan, the arid and desolate Sea of Dust, the frozen Land of Black Ice, and the belching heights of White Plume Mountain—are recognizable to many adventurers. Others depict locations that are not familiar. Feel free to include any images that strike your fancy in these galleries.

Although each painting is masterfully rendered and would be worth thousands of gold pieces, all are magically bonded to this chamber. If a painting is removed from the room, it instantly rots away into dust, only to reappear once again in its proper place in the gallery.

Only one scene—an image of Castle Greyhawk—is duplicated in both arms of the gallery. These two paintings are actually cleverly hidden secret doors (Search DC 30) that lead to area J11. Since the false Iggwilv has locked both with *arcane lock* (CL 15th), *detect magic* also gives away their locations.

J11. NEXUS CHAMBER

The secret door (Search DC 30) leading south into this chamber has been sealed with an *arcane lock* (CL 15th) by the false Iggwilv.

Two identical C-shaped tables have been built into this chamber—one into the eastern wall, the other into the western. The top of each table is engraved with a complex network of glowing runes, one of which glows brightly.

The four runes on each table are written in Abyssal, Celestial, Draconic, and Infernal, often incorporating characters from all four languages into a single shape. A character who knows all four languages and studies the runes for at least 1 minute can attempt a DC 20 Knowledge (arcana) check. Success reveals the runes as phrases. Each table is engraved with the same four runes, which translate as "The Vaults of Creation," "Crypts of the Forgotten," "Tower of Zagig," and "Zagig's Prison"—the names of various dungeon levels below Castle Greyhawk. The rune for the Tower of Zagig glows on the western table, and the rune for Zagig's Prison glows on the eastern one.

If any character traces the glowing rune on either table with his or her finger, all creatures in the room are instantly teleported to the corresponding level. Teleporting to the Tower of Zagig places the PCs on the surface, just in front of the ruined archway into the tower. Teleporting to Zagig's Prison transports the PCs to area N1 of that level (see page 183).

Not even the false Iggwilv has determined how to change which runes glow. When she found this place, she was relieved to see that one teleporter was already set to Zagig's Prison, thus saving her the necessity of finding another route to her goal. If you wish to open up other levels of the dungeon to the PCs, you can reveal to them (perhaps through strange scrolls found in treasure mounds or in the pages of moldering books discovered in ancient libraries) the methods of activating the other runes on these tables.

DUNGEONLAND

This demiplane is certainly a realm of whimsy, but for all its frivolity, it is no less dangerous than the dungeons the PCs have been traversing. The inspiration for this realm draws heavily upon the works of Lewis Carroll, and although the PCs must spend only a short time here, reading some of Carroll's works—particularly *Alice in Wonderland*— can help you to capture the atmosphere of the place. If your PCs insist on exploring more of Dungeonland, copies of the old published adventures *Dungeonland* and *The Land Beyond the Magic Mirror* should prove invaluable.

Dungeonland exists in a small, closed demiplane that is accessible through several portals hidden within Castle Greyhawk. Access to the realm by any other means is difficult at best—the focus for *plane shift* spells is fabulously rare, so only a *gate* spell has a reliable chance of allowing travel to and from Dungeonland.

The demiplane is an enclosed realm of temperate forests in which a maze of paths and clearings leads to all manner of strange and dangerous encounters. The plants and animals of Dungeonland seem normal at first glance, but anyone who has ranks in Knowledge (nature) can immediately tell that none of the creatures here are quite right. The insects have too many legs, the birds are too brightly colored, and many plants and animals are unusually talkative for their kinds.

Dungeonland has the following planar traits.

- Normal gravity.
- Finite size. Dungeonland is relatively small—not quite a mile in diameter. The edge of the world consists of thick forest with impassable undergrowth. Characters who insist on pressing on through this inhospitable terrain arrive back in Dungeonland at approximately the point where they attempted to leave it.
- Strongly chaos-aligned (a lawful character takes a –2 circumstance penalty on Intelligence-, Wisdom-, and Charisma-based checks made in Dungeonland).
- **Impeded Travel:** Dungeonland keeps visitors to the paths and discourages exploration beyond the honest mode of walking from one location to another. Any spell that allows magical travel (such as *dimension door, fly, levitate, teleport, passwall,* or *wind walk*) fails unless a successful caster level check (DC 15 + the level of the spell) is made. Natives of Dungeonland are not affected by this limitation.

- **Impeded Conjuration:** Dungeonland resists the intrusion of summoned or called creatures. Any spell that conjures a creature from elsewhere (such as *summon monster, summon nature's ally, planar binding, planar ally,* and *gate*) fails unless a successful caster level check (DC 20 + the level of the spell) is made.

THE PALACE

The woodland path leading from the portal in area J6 opens onto a large clearing in which stands a remarkable structure.

You come upon a clearing bounded on all sides by oppressively thick trees. In the center of the clearing stands an imposing, three-story palace of white marble, with several towers that reach even above the massive trees all around. The grounds around the place are beautifully kept, and the path winding up to its many-pillared entrance hall is made of alternating red and white marble slabs.

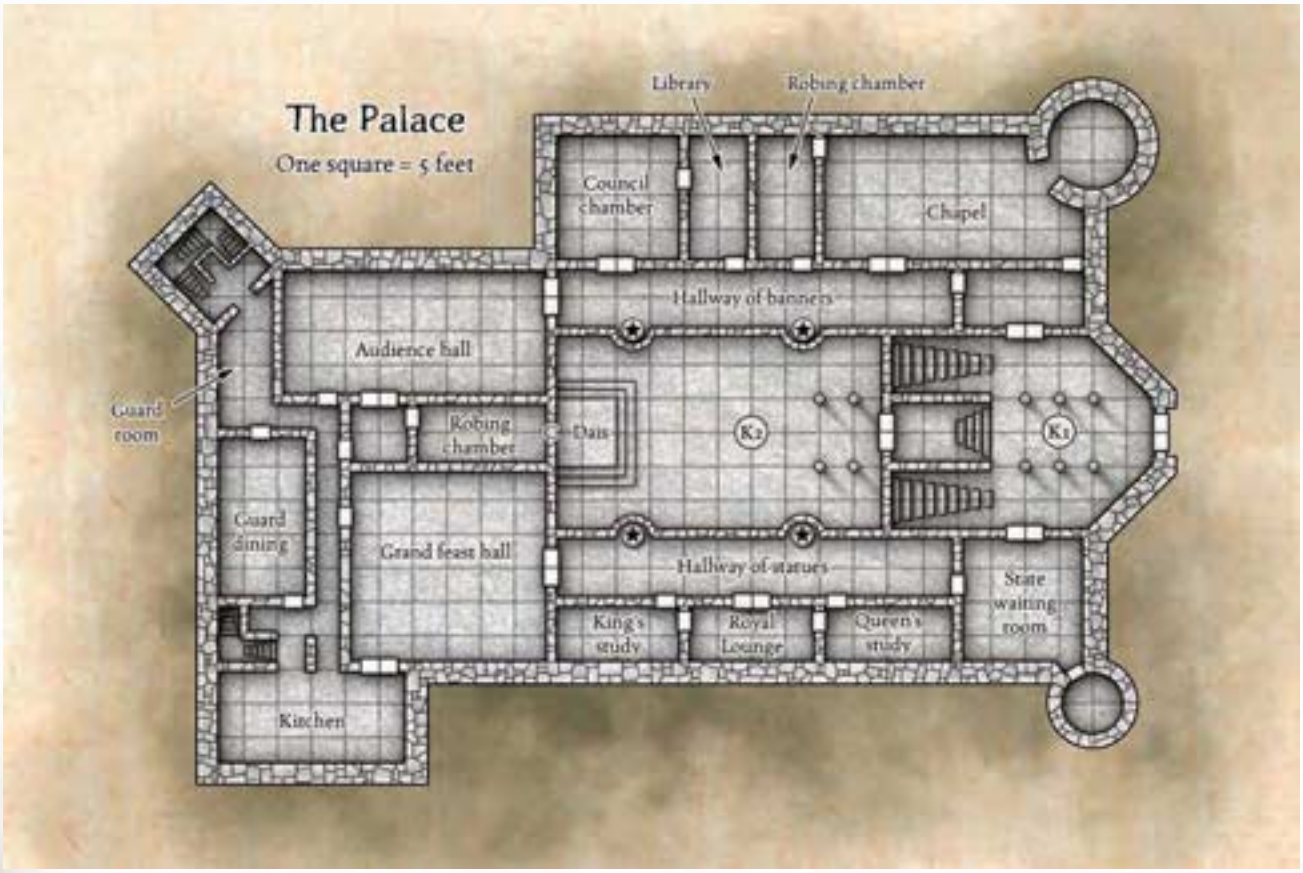
This palace is the home of this realm's eccentric rulers, the King and Queen of Courland. The king has recently left to hunt the legendary Bandersnatch—a task he has attempted dozens of times, though he has yet to even sight the frumious creature. However, the Queen is in attendance and awaits the arrival of the PCs. Although she doesn't know who they are, she has been warned by her good friend Lyndurm that unsavory folk of a low nature have been pursuing him. The strange, animated "cards" that the PCs encountered in area J6 are in fact two of her guards who were sent into Castle Greyhawk to watch for the approach of Lyndurm's enemies.

By the time the PCs step into the clearing, the animated cards have already reached the front doors of the castle and are pointing back the way they came and talking excitedly with the guards stationed there. When they spot the PCs, they yelp in shock and quickly duck into area K1, leaving the front doors ajar in their haste to warn the queen. The characters' approach to the castle is unimpeded, but since the palace has no real windows (just fake ones designed to flummox birds and keep out the drafts), the only way they can get into the palace is to follow the guards into K1.

Although the accompanying map shows the entire first floor of the palace, the PCs are not expected to venture far from the two numbered areas. The other rooms are labeled in case you wish to expand this section of the adventure—or to offer options in case the fight in area K2 spills over into the surrounding chambers.

K1. ENTRY HALL

This pillared entry hall is spotlessly clean. The floor is a checkerboard pattern of white and rose-colored tiles, and marble columns rise up to support the ceiling some 25 feet above. To the north and the south stand closed double doors, both sets emblazoned with red hearts. To the west, two flights of carpeted stairs lead to an upper floor, and between them a short flight of stairs leads



down to another pair of double doors, also emblazoned with red hearts, which stand ajar. From somewhere beyond them comes the sound of a shrill voice that seems to be arguing with unheard others.

The northern and southern double doors are both locked (Open Lock DC 30) and lead to other parts of the palace. Characters who insist on exploring the areas beyond them find the palace to be quite well furnished but uninhabited. With the King and his guard off on their hunt, all of the remaining palace guards are waiting in area K2. Likewise, the upper floors of the palace feature guest chambers, attics, storerooms, and the chambers of the royal family, but all of these areas are beyond the scope of this adventure.

K2. ROYAL COURT

This grand chamber is, without a doubt, a royal court. At the opposite end of the room, a red marble dais supports a pair of red-upholstered thrones, one of which is occupied by an imperiously beautiful woman. Dressed in flowing red robes and a towering gold-and-silk crown, she holds a flower-headed rod in her gloved hands. Before the dais, six humanoids with oddly square bodies stand in a semicircle. At the near end of the hall, four red-and-white marble pillars decorated with gold rise to the ceiling some 30 feet above, and a red silk carpet runs the length of the chamber, up to the foot of the dais along the far wall.

PCs entering this room immediately discern that the shrill voice comes from the woman seated upon one of the thrones. In fact, however, she is only a *projected image* of the Queen of Courland.

When Lyndurm arrived at the palace to plead his case and beg for her protection, the Queen thought that he looked familiar. Unwilling to let him any farther into her palace, she locked all the other doors and ordered him to wait here for her husband's return. Knowing that her husband's hunting trips tend to run long and unwilling to put herself at risk should the low folk hunting Lyndurm arrive before he does, she has retreated to elsewhere in the palace. However, she still holds court here, maintaining a link to this chamber by means of a duplicate throne that creates a *projected image* of her regal form in the throne on the dais.

The other occupants of the royal court are quite real. The six square-bodied royal guards arrayed before the dais wear armor that makes them appear to be playing cards—specifically, the 2, 3, 4, 5, 6, and 7 of hearts. Their bodies seem normal (if oddly square) when viewed face-on, but are nearly paper-thin when viewed from the side. This physical feature makes the guards all but impossible to strike from an angle.

Standing invisibly beside the queen's throne is Lyndurm, one of the mirror-doubles that Livashti entrusted with a fragment of the *Godtrap Key*. He is dressed in exotic leather armor and a wide-brimmed leather hat, and a strange weapon resembling a hand crossbow without the bow hangs at his belt.

Tactical Encounter: 6–11, Royal Court (page 206).

Development: The PCs are free to explore the palace once they have defeated the guards and Lyndurm; the queen is not actually present in the room. Since all the items in the palace are intrinsically part of Dungeonland, they revert to miniature tokens when brought to another location from the demiplane. Nothing the PCs can loot here (except Lyndurm's gear) has any value beyond this realm.

ISLE OF THE APE

The Isle of the Ape is located in a closed demiplane accessible only through certain portals created by Zagig and hidden below Castle Greyhawk. The portal in the Hall of Memory is certainly not the only one that leads to this savage land.

The demiplane consists of a single island at the center of a vast ocean. Because the plane is closed, anyone who swims or sails to the west for long enough ends up approaching the island from the east, and vice versa.

The Isle of the Ape is wholly primeval and festering with life. Dinosaurs are its primary denizens, but disease-carrying insects are ubiquitous here, and poisonous reptiles and arachnids are common sights in the verdant undergrowth. Primitive tribes of savage humans dwell on the southwest peninsula and in caves along the northwest or southern mountains, but they rarely venture far into the interior. Mammals and birds exist here too, although most of them occupy positions near the bottom of the food chain. The major exceptions to this rule are the island apes—immense dire apes that rule the mountainous eastern reaches of the island.

The PCs' stay on the Isle of the Ape should be short. The portal in the Hall of Memory delivers them close to their goal—a magic pool guarded by a creature that the natives call the Dormant King. Hidden deep in this pool is the *Obelisk* shard the PCs seek.

The Isle of the Ape has the following planar traits.

- Normal gravity.
- Finite size.
- Minor positive dominant (every creature on the Isle gains fast healing 2 as an extraordinary ability).
- Mildly neutral-aligned.
- **Limited Magic**: The Isle of the Ape is cut off from the rest of the Multiverse. Travel to and from it is possible only through specially created portals. As a result, spells and effects that draw upon other planes (including the Astral, Ethereal, and Shadow planes) do not function here. This group includes *astral projection, dimension door, elemental swarm, ethereal jaunt, etherealness, greater planar ally, greater planar binding, greater shadow conjuration, greater shadow evocation, greater teleport, Leomund's secret chest, lesser planar ally, lesser planar binding, planar ally, planar binding, shades, shadow conjuration, shadow evocation, shadow walk,* all *summon monster* spells, all *summon nature's ally* spells, *teleport, teleportation circle, teleport object,* and *transport via plants.* Furthermore, spells such as *banishment, dismissal,* and



holy word cannot send a creature on the Isle of the Ape back to its home plane. Spells that establish planar connections (such as *commune, contact other plane, gate,* and *plane shift*) function normally, although the exact forked metal rod required for using *plane shift* to reach this demiplane is fantastically rare. Characters who cast divine spells can still prepare new spells on the Isle of the Ape with no problem, although they feel a strange sense of distance from their deities when they do so.

- **Infested:** The Isle of the Ape is rife with disease. Upon arrival, and then again every day thereafter, a creature must make a successful DC 15 Fortitude save or contract some form of infection. This sickness has an incubation period of 1 day and deals 1d6 points of Strength damage and 1d4 points of Constitution damage each day. Natives of the island are immune to these infections and need not make Fortitude saves to avoid them.
- **Sweltering:** The temperature on the Isle of the Ape never varies much from 100 degrees F. A character must make a Fortitude saving throw every hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage from the heat. A character wearing heavy clothing or armor of any sort takes a –4 penalty on this save. Any character who is rendered unconscious begins taking lethal damage (1d4 points per hour). The native inhabitants of the island are acclimated to this heat and suffer no ill effects from it.

L1. ARRIVAL AT THE ISLE

After the PCs board the outriggers and leave area J9, they travel for what seems like hours across a vast, open sea. Be sure to impress upon them how hot it is here, because once they reach their destination, this discomfort becomes a key factor.

The PCs approach the island from the north. Visible from several miles away, it is a forbidding sight indeed.

After hours on the featureless ocean, the sight of an island looming on the horizon is welcome indeed. But at least some of this island's deadly dangers are obvious from afar. Rumbling volcanoes belch smoke and fire into the sky, thick jungle covers steep mountain slopes, and towering cliffs stretch upward directly from the sea.

Every few minutes, a thick fog bank flows in to cover the PCs' boats, and when it clears a few minutes later, the characters have traveled several miles closer to the island. After three such "jumps," the fog clears entirely, and the sound of crashing waves fills the air.

At this point, the cliff walls loom a mere 60 feet in front of the PCs. Jagged reefs jut from the water, and between them, a narrow, rocky beach lines the base of the cliffs. In the middle of the beach looms a 20-foot-high opening in the cliff wall, from which a narrow stream empties into the sea. This cave is the home of one of the island apes.

Landing

An outrigger can be safely guided up onto the beach with a successful DC 20 Profession (sailor) check. If the check fails by less than 5, the ride is rough, and the outrigger crashes on the beach, dealing 1d6 points of damage (Reflex DC 15 negates) to everyone on board. If the check fails by 5 or more, the outrigger strikes the reef just offshore and capsizes, dealing 2d6 points of damage (Reflex DC 15 half) to each occupant and dumping everyone aboard into the 10-foot-deep water. Navigating the rough surf up to the beach requires a successful DC 20 Swim check.

When the PCs arrive, one of the island's namesakes—an immense and cantankerous dire ape—is squatting on the shore of the beach, tearing huge hunks of meat from the carcass of a recently slain plesiosaurus. When the ape sees the PCs approaching, it rises to its full height of 20 feet, beats its chest, and roars a challenge.

Tactical Encounter: 6–12, Arrival at the Isle (page 203).

Treasure: In a small cavern just southwest of the main cave is a pool of water with a small ledge about 10 feet from its surface. Slumped on this ledge is the long-dead skeletal body of a halfling adventurer who was chased in here by the island ape. The ape's patience outlasted the halfling's rations, and he died of starvation before the ape stopped guarding the only exit. Most of the halfling's gear has long since rotted or rusted away, but his *+1 shocking burst adamantine longsword* remains unscathed by the passage of time, as does the *courser stone horse* clutched in his bony hand.



Welcome to the Isle of the Ape

L2. TUNNEL UNDER THE MOUNTAIN

The cavern on the beach opens into a 15-foot-wide tunnel that slopes gently upward through the bowels of the mountain. A character who carries *Zagig's Key* feels a strange tugging sensation that seems to urge her up this tunnel. The passageway winds upward for nearly 2 miles, and smaller passageways intersect it at various points. PCs who go in the direction indicated by *Zagig's Key* should be able to navigate the tunnel to area L3 with no problems. Characters without the key (or those who succumb to curiosity) could spend considerable time wandering the side passageways, but the caverns below the Isle of the Ape are as deadly as they are vast. Only endless hordes of immense monstrous vermin and blind cave dinosaurs await the PCs in the maze of tunnels and caverns below the isle, and exploration of these caverns is well beyond the scope of this adventure.

L3. THE ISLAND INTERIOR

When the PCs emerge from the tunnel, they get their first real look at the Isle of the Ape.

The tunnel opens onto the lower slope of a ragged range of mountains overlooking a vast, bowl-shaped basin. Directly below the tunnel exit, the mountain slope angles down to a circular savannah several miles across. The rest of the island's interior seems to be covered with lush jungle, but toward the center lies an immense swamp with a dark lake in the middle. Strange creatures fly above, volcanoes rumble in the mountains that rim the isle, and the thunderous cries of immense creatures echo throughout the verdant valley.

Illus. by W. Maby

A successful DC 25 Spot check reveals a low, pyramidal structure glittering in the center of the open plain, about 2 miles away. *Zagig's Key* urges the PCs toward this site.

If the PCs make directly for the pyramid, they should be able to reach area L4 without incident. Some parties might not be able to resist exploring such a rich region, but those who set off to do so should quickly find more danger than they bargained for. Dinosaurs—many of which are considerably larger and more dangerous than those presented in the *Monster Manual*—rule the majority of this realm. Any dinosaurs the PCs encounter here should be advanced to the maximum HD allowed.

L4. THE DORMANT KING

A low pyramid rises from the grasses of this savannah to a height of about 10 feet. A flight of stairs runs up the southern side of this incongruous structure. On its flat top, a circular pool of clear water glitters in the sunlight. The pyramid's metal sides are a strange purple color, and thousands of arcane runes have been carved into their surfaces.

Any character who succeeds on a DC 15 Survival check notices that the omnipresent swarms of insect life vanish within 600 feet of the pyramid. This phenomenon occurs because the pyramid exudes a subtle aura that makes animals and vermin uncomfortable. Any animal companions accompanying the PCs begin to quail and shudder when the party gets near the structure, but with a little coaxing, they follow their masters inside. Normal animal pets and mounts refuse to come within 600 feet of the pyramid unless magically compelled or coaxed with a successful DC 30 Handle Animal check.

As soon as anyone comes within 30 feet of the pyramid's base, the waters of the pool begin to churn. Moments later, the pyramid's ageless guardian—a spellwarped tyrannosaurus—explodes from the pool with a roar. This creature, known to the natives as the Dormant King, was augmented with magic and bound to the pool by Zagyg.

Tactical Encounter: 6–13, The Dormant King (page 208).

Development: Closer investigation of the pool reveals two unusual features. The first is that even at the height of noon, the water reflects the night sky. The second is a line of runes written in Draconic along the rim. They read, "Ye who have fought the Dormant King, enter my knowledge. Zagyg." In fact, the pool is a magical portal to yet another demiplane—and it was into this one that Rulzon (the mirror-double of Nolzur) took his *Obelisk* shard.

Anyone who touches the water is immediately whisked away to a demiplane known as the Spheres of Thought (see below). If no one touches the water within 3 rounds of the time that the first creature reached the top of the pyramid, 1d4 black bubbles (AC 10, 50 hp each) fly out of the pool and attempt to envelop anyone within 30 feet of it. The bubbles fly at a speed of 100 feet with perfect maneuverability, and each can make one +15 melee touch attack as a standard action. Any character hit by a bubble must succeed on a DC 30 Will save or be transported into the Spheres of Thought. Each bubble destroyed explodes in a 30-foot-radius burst of force that deals 2d20 points of damage to every creature in the area (Reflex DC 20 half). A bubble cannot pursue a character farther than 600 feet from the pyramid.

THE SPHERES OF THOUGHT

A few seconds of nauseating free fall is followed by the sensation of vast nothingness. Like the night sky, the limits of this dark place seem close and immensely remote at the same time. Strange, billowing swirls of mist float randomly about, clashing and roiling as they interact. Small, brilliant spheres of light dart past, sometimes followed by larger, slower globes. No reference points or obvious exits are apparent, and the entire place dwarfs the mind with implications of infinity.

This demiplane actually exists deep within Zagyg's divine mind. The swirls of color and globes of light contain the demigod's thoughts and emotions. Although it seems to the PCs that they can move by mere thought, in fact they cannot move at all. Furthermore, no magic functions here—any attempt to cast a spell or use a magic device automatically fails. (Prepared spells are not lost—they simply aren't able to be cast.)

Clouds and Spheres

The swirling clouds of color are harmless. A character who touches one simply feels a random emotion, as if from a great distance. The spheres of light, however, represent real hazards. Each round, a 20% chance exists that 1d4 PCs are targeted by small spheres, each of which makes a melee touch attack at a +10 bonus. Each hit deals 1 point of Intelligence, Wisdom, and Charisma damage and fills the target with an overwhelming sensation of love, hatred, mirth, despair, curiosity, or carelessness. These emotions have no game effect on the victim but become part of his personality for the next 1d12 hours. The spheres are insubstantial and cannot be harmed.

The larger spheres contain more focused thoughts and ideas. They do not attack, but every 1d4 rounds, one rolls close enough that a PC can attempt to touch it. If a character makes a successful touch attack against AC 8, he or she must succeed on a DC 20 Will save or be sucked immediately into the sphere. Once inside, the character can understand the nature and meaning of the idea the sphere contains by making a successful DC 15 Intelligence check. On a failure, he takes 1 point of Intelligence drain and is expelled from the sphere. On a success, roll 1d12 and consult the following table to determine what the PC hears, sees, or learns.

Any character whose Intelligence, Wisdom, or Charisma score reaches 0 is immediately expelled from the Spheres of Thought and reappears lying prone and comatose in area L4.

A Special Sphere

Any character who concentrates on *Zagig's Key* or on the *Obelisk* shard can attempt a DC 20 Charisma check. Failure

Spheres of Thought

d12	Result
1	*Whispering Voice:* "Visitors in my divine mind . . . welcome, mortal one!"
2	*Whispering Voice:* "Enter one more thought and think hard to leave my mind, else insanity may save ye!"
3	*Telepathic Message:* "Beware the spheres! Some may be inhabited."
4	*Mental Image:* Three obsidian shards whirling in a vortex, then coming together to form a fist-sized pyramid of black stone.
5	*Mental Image:* A fist-sized pyramid of black stone sits atop an eight-sided adamantine pedestal.
6	*Magical Gift:* The character gains the use of one randomly determined arcane spell. This spell is prepared in the character's mind and can be cast once (caster level equals user's character level). It does not take up an existing spell slot and can be granted to any character, not just an arcane spellcaster. Although the save DC (if any) is set by the character's Intelligence modifier, she need not meet the minimum ability score necessary to cast the spell. If this gift is granted to someone who has already received a magical gift from a sphere, the new spell replaces the old one, and the character takes 1d4 points of Wisdom damage.
7	*Whispering Voice:* "Ye be not the only visitors to my mind. One whose reflection I count as friend hides here as well. Seek him by his painterly craft, yet know that he has displeased me—he shall emerge nevermore!"
8	*Mental Image:* A beautiful raven-haired human woman smiles at the character, then opens her arms for an embrace. A successful DC 25 Knowledge (history) check identifies the woman as Iggwilv. Anyone who accepts the embrace gains 1d4 negative levels.
9	*Mental Image:* The same woman glimpsed in #9 holds a tiny gold cage in her hand. The character then realizes that he is trapped inside the cage and looking out at his beautiful captor.
10	*Magical Gift:* The character gains the use of one randomly determined divine spell. All the casting parameters are as in 6 above, except that the character's Wisdom modifier sets the save DC, and the new spell deals 1d4 points of Intelligence damage if it replaces an existing magical gift.
11–12	*Letters of Fire:* "Zarn's the way out!" (Zarn is the password required to escape the Spheres of Thought.)

indicates he catches a glimpse of a sphere that seems to be made of roiling paint and shimmering pigments, but it quickly darts away. Success indicates that he finds this strange sphere and can keep it in sight. By concentrating for 1d4 rounds on this sphere, which is orbited by six smaller motes of light, a character can bring it close enough to touch. At that point, these smaller spheres dart out to make touch attacks (as per the smaller spheres of light, above) on him and any allies. Each of these motes vanishes after its first successful attack.

This sphere contains what remains of Rulzon, who decided this demiplane would be a fine place to hide the *Obelisk* shard that Livashti had entrusted to him. But Zagyg took offense at his choice and transformed him into this unique sphere of thought. A character who successfully touches this sphere is pulled inside it, but rather than encountering a thought, he is faced with a strange duplicate image of himself that seems to be made entirely of running paint in various colors.

This duplicate is the same as the PC in all other ways—right down to current damage, gear carried, and spells prepared. It soundlessly attacks as soon as it is noticed. No tactical information is provided for this encounter because it is not a typical combat. Neither combatant can move away from the other—the entire battle is fought with the PC and the duplicate in adjacent squares. If the original character dies, he is ejected from the sphere and must make a successful DC 20 Will to avoid an immediate change to the alignment opposite his current one. If the PC defeats his duplicate, the painted foe melts away to reveal the *Obelisk* shard. As soon as a character grasps the shard, the entire realm shimmers and flashes, and in a heartbeat, he and all his allies are once again standing on the shore in area J9.

Hollow's Heart

Hollow's Heart is the 176th layer of the Abyss—the realm of Fraz-Urb'luu, the Demon Prince of Deception. The section that the PCs must visit lies in a remote location in the mountains, at the edge of a chasm known as the Forever Gash. But even though this area is not one that draws much attention from the ruler of the layer, it is both dangerous and hostile in the extreme.

Hollow's Heart is a continent-sized mass of land formed by Fraz-Urb'luu from a barren, lifeless expanse of fine white powder under a starless black sky. The realm consists of mountain ranges, poisonous seas, lakes of bile, drooling jungles of fleshy plants, deserts of scabs, and other horrific features. Despite the lack of heavenly bodies, Hollow's Heart is illuminated at all times as if by a noonday sun. *Fiendish Codex I: Hordes of the Abyss* provides additional details on Fraz-Urb'luu and his realm, but unless the PCs decide to explore beyond the Ichor Shrine, that information shouldn't be needed for this adventure.

Fraz-Urb'luu entrusts the rulership of several regions within his realm, including the one where the *Obelisk* shard now lies, to chaotic evil rakshasas known as Hollow Rajahs—traitors even to others of their kind.

As with all layers of the Abyss, Hollow's Heart is mildly chaos-aligned and mildly evil-aligned. A lawful or good character takes a –2 circumstance penalty on all Charisma-based checks, and a lawful good character takes a –4 circumstance penalty on such checks.

The Forever Gash

If they take the tunnel leading from area J7, the PCs arrive in a region of Hollow's Heart called the Forever Gash. This long strip of land is composed of the same raw material as the rest of the layer—fine white powder. But for reasons unclear even to Fraz-Urb'luu, this particular strip resists his attempts to transform and shape it. The Forever Gash

appears as a 2-mile-wide canyon that cuts a swath through the Demon's Teeth Mountains.

After clambering through the tunnel from area J7, the PCs emerge in the Forever Gash at the base of a tall cliff.

The tunnel opens into a wide canyon at the base of a cliff that must be at least a mile high and as wide as the eye can see. The bright noonday sun reflects off the fine white powder that coats the canyon floor. Another immense cliff rises on the horizon, clear against the sky, even though it must be miles away.

The possessor of *Zagig's Key* feels a sudden, nearly overwhelming urge to scale the nearby cliff and instinctively realizes that what she seeks lies somewhere above. Characters who ignore this calling (or who are unfortunate enough to arrive in Hollow's Heart without *Zagig's Key*) are free to return to Castle Greyhawk the way they came or to explore the Abyssal layer. However, encounters other than the one described here are beyond the scope of this adventure.

The cliff face is rough, requiring a successful DC 20 Climb check to scale. Because of the distance involved, however, magical flight offers a faster and safer way up. The source of the strange pull upon the key bearer is a horrific structure called the Ichor Shrine, which is situated on a wide ledge about 800 feet up the cliff.

THE ICHOR SHRINE

In the center of a sizable ledge in the cliff face squats a pyramid whose five red stone sides rise about 10 feet to a flat peak. A flight of stairs ascends one of the pyramid's faces, and from each of the other four rise arcing towers of red metal that look almost like ribs, curving in to a point about 30 feet above the pyramid's center. Suspended in the air, pierced by the tips of these ribs, is an enormous, disembodied black heart that beats as if it were still alive. Several tents stand along the ledge.

When the PCs get close enough to see the heart more clearly, read the following.

Thick tendrils of dark red ichor weep from great rents in the heart's sides and from the slowly writhing veins and arteries dangling from its top, flowing at last into a large pool in the center of the pyramid's roof. Five channels siphon the thick, tar-like ichor into smaller pools arranged at the pyramid's base, one at each corner. The air smells tangy and sharp, like molten iron mixed with the stink of rotting flowers, and the stone of the ledge seems to vibrate with each beat of the monstrous heart pinioned above. A bipedal tiger with a demonic visage stands atop the pyramid with his arms raised, and six humanoids are grouped in a semicircle at the base of the stairs, watching him raptly.

Although he created Hollow's Heart, even Fraz-Urb'luu can't keep track of all that happens in a continent-sized realm once its shape has been set. The constant expansion of the realm into the wastes, his never-ending search for his missing staff, and the constant conflicts with other demon lords attempting to encroach upon his Abyssal empire keep Fraz-Urb'luu quite distracted—enough so that traitors who escape death at his hands or the hands of his agents can retreat to remote corners of Hollow's Heart to hide. The Ichor Shrine is one such corner.

When Fraz-Urb'luu returned to Hollow's Heart after more than two hundred years of imprisonment in the bas-relief in area J7 (see page 174), he slew countless unique demons who had moved in and claimed corners of his realm as their own. One of these interlopers was an immense nalfeshnee named Telvechus, a minion of Graz'zt. When Fraz-Urb'luu was finished with Telvechus, he left the demon's heart suspended in the air above a five-sided pyramid designed to leach energy from it in the form of ichor and store it in bubbling pools below. What Fraz-Urb'luu intended to do with this ichor remains a mystery, but the Prince of Deception seems to have forgotten the shrine for now.

When Xagig arrived here, he found an outcast hollow rajah named Vejakilar and a small group of his tiefling minions living in the Ichor Shrine. Rather than attacking, Xagig proposed joining forces. He learned that Vejakilar was trying to discover a way to awaken the spirit of Telvechus from his heart and use it to regain favor with the Prince of Deception. In return for a place to hide and protection from enemies seeking the *Obelisk* shard, Xagig has promised Vejakilar all the aid he requires in his plans. After all, when the false Iggwilv gains a true soul, she is likely to look favorably on those who aided her minions.

The PCs arrive at the Ichor Shrine when Vejakilar is leading his followers in one of several lengthy magical rituals intended to awaken Telvechus's essence. The hollow rajah has had some success in this endeavor, but he has yet to convert the nalfeshnee into a true undead incarnation.

Tactical Encounter: 6–14, The Ichor Shrine (page 210).

THE OBELISK SHARDS

If the PCs examine the *Obelisk* shards they have recovered, it should be obvious that they fit together. If any two shards are pressed together, they flash with light and then fuse into one. Once all three shards have been reunited, the resulting object is a fist-sized, four-sided pyramid of black stone. If the completed pyramid is touched with *Zagig's Key*, the latter object is absorbed entirely. The pyramid (referred to hereafter as the *Godtrap Key*) then has all the functions of *Zagig's Key* and can be used to open the obdurium doors in area N8 or to activate the *Godtrap*'s grasping arms in area N10.

ZAGIG'S PRISON

One of the deepest levels below Castle Greyhawk, Zagig's Prison is perhaps the most infamous. It was here that Zagig spent nearly a century conceiving and constructing the *Godtrap*—the potent device that enabled him to capture not only Iuz but eight other deities within a series of spherical vaults. One of the most powerful magical devices ever created by a mortal, the *Godtrap* has now become the cornerstone of the false Iggwilv's plot to secure a soul and become a truly living being.

A small complex of rooms above the *Godtrap* once served as Zagig's final home before his divine apotheosis. The false Iggwilv and her minions and guardians now use them in much the same way.

Access to Zagig's Prison is tightly restricted—only a select few portals allow entrance. The only one of these portals readily available to the PCs is located in area J11 in the Hall of Memory. Before using this portal to enter the prison, they should have the *Godtrap Key* and any other items they might need to disrupt the false Iggwilv's plans.

The ceiling height in the halls and rooms of Zagig's Prison is 15 feet unless otherwise indicated. The doors are made of adamantine (2 in. thick, hardness 20, 80 hp, break DC 35) and bear Zagyg's holy symbol in softly glowing blue light. These doors are all locked (Open Lock DC 40), but they slide open effortlessly at the touch of *Zagig's Key*. Opening a door in this manner is a move action, or a free action if made as part of a move. *Continual flame* spells provide illumination in all the chambers on this level.

The walls of Zagig's Prison are powerfully warded in a manner similar to those of Zagig's Ziggurat (areas I37–I43). All these chambers are warded by both a *dimensional lock* and a *false vision* effect (which makes the interior chambers appear to be solid stone if viewed through *scrying*), and the walls are made of magically reinforced stone that is immune to transmutation effects. However, objects can be taken from Zagig's Prison.

N1. PRISON ENTRANCE

Three alcoves overlook this octagonal chamber. In its center stands a 4-foot-high pyramid of blue metal, its surface crackling and flashing with tendrils of electricity and dancing sparks. To the west is a pair of black metal double doors, each of which bears a glowing pair of zigzag marks.

Characters who come here by means of the teleporter in area J16 appear in alcove B. A character who steps out of that alcove and then back into it reappears back in area J16. The teleporter in alcove A once connected with a hidden room under the *Obelisk* beneath the Tower of Magic, and the one in alcove C with a chamber in Zagig's Workshop, which lies directly above this level. However, the teleporters at the other ends have both been destroyed. All three teleporters were designed to function within the *dimensional lock* that wards this level.

The blue metal pyramid is an obvious but dangerous trap. It fires a bolt of energy at anyone who enters this room—whether from the alcoves or through the western door. The bolts hit automatically, dealing 10d6 points of electricity damage and 10d6 points of fire damage (Reflex DC 20 half) with each hit. As long as it remains active, the pyramid generates enough bolts to strike every creature once per round. If anyone in the room carries *Zagig's Key* or one of the *Obelisk* shards, the trap is suppressed until the object is no longer in the room.

Energy-Spewing Pyramid: CR 12; magic device; location trigger; automatic reset; 10d6 electricity plus 10d6 fire damage (Reflex DC 20 half); multiple targets (all creatures in room); Search DC 10; Disable Device DC 35.

N2. WARDEN'S ZIGGURAT

The floor of this room descends in three steps, each 5 feet wide and 5 feet deep. The ceiling arches to a point like an eight-sided pyramid. In the walls to the north, south, and east are black metal doors with zigzag runes, and to the west is a 10-foot-wide, circular alcove furnished with a stone bench.

This room once served not only as a sort of arena to entertain Zagig when he took his increasingly rare breaks from work, but also as a chamber for the prison's warden—a bronze dragon that Zagig had befriended. The dragon is long dead and its body is gone, but the chamber is not unguarded—Iggwilv has stationed a trio of hezrou demons here with orders to prevent anyone who enters this room from ever leaving.

Each of the floor's descending tiers bears magical effects that make moving about progressively more difficult. These effects are detailed in the tactical encounter.

Tactical Encounter: 6–15, Warden's Ziggurat (page 209).

N3. MORTALITY REPOSITORY

Six alcoves line this hallway, three to a side. In each alcove stands a statue of a different humanoid form, its outlines indistinct, as if it has not been completed. To the south, the hall opens into an elliptical chamber containing a pool of brilliantly glowing blue liquid. A rope bridge spans the pool, leading to a statue of a triumphant-looking wizard with his arms raised and an expression of joy on his upturned face.

Five of the statues in the alcoves radiate strong necromancy, and the other one (in the center alcove on the western wall) radiates strong transmutation. This statue is in fact part of a secret portal. When any spell with the light descriptor is cast upon it, the statue glows brightly for a moment, then fades away, revealing a hallway to the west. Characters approaching from the secret passage can open the portal by casting such a spell on the statue opposite this one. In either case, the statue re-forms and seals the passageway 1 minute after the casting, or as soon as no object or creature remains in its space.

The other five statues were once lifelike renditions of Zagig himself. As he grew closer and closer to his apotheosis, their features faded and eroded away, while the statue to the south grew more and more lifelike.

The pool of liquid is not water—it is a magical link to the *Obelisk* under the Tower of Magic. Bathing in this pool was one of several rituals that Zagig completed daily while



he was undergoing his apotheosis. The liquid retains much of its divine potency even now. Any character who drinks from this pool receives the benefit of a *heal* spell. Furthermore, once per day, a dead body (or fragment thereof) placed in the pool is restored to life, as if by a *resurrection* spell (caster level 20th). Water taken from the pool immediately loses its glow and becomes nonmagical.

N4. THE FIRST STATUE

In this alcove stands a statue of a serene-looking man, his hands pressed together before him. Twin zigzag lines have been carved into his forehead.

This statue was the first that Zagig commissioned of himself, and as such it always held a special place in his heart. Any wizard who touches the zigzag rune on the statue's head is filled with inspiration and gains a +2 morale bonus on Intelligence-based skill checks for 24 hours.

N5. STOREROOM

Shelves line the walls of this octagonal chamber, but whatever was once stored here is long gone.

Zagig once stored food, water, and other supplies needed for his mortal existence here. Since the false Iggwilv keeps her supplies in area N7, she has never bothered restocking this area.

Treasure: Any character who examines this room more closely (Search DC 30) discovers a hidden panel on the floor in the middle of the room. Opening this panel reveals the three magic items that the false Iggwilv took from the captured eladrin Shenda. Eager to proceed with her business (and unable to properly use the items in any event), the false Iggwilv hid the items here in hopes of corrupting them for her own use at some point. The cache contains a *cloak of resistance +4* wrapped around a *+4 holy greatsword*, and a standard *strand of prayer beads* infused with the spirit of an eladrin. (The beads aren't quite intelligent, but they function only for good-aligned creatures.)

N6. LIVASHTI'S CHAPEL

This cathedrallike chamber with its high domed ceiling seems at once a place of holy retreat and a pit of blasphemy. Hanging like macabre ornaments from iron chains fused into stone pillars are the rotting bodies of nearly a dozen men and women dressed in filthy rags. Along the curved northern wall stand seven statues that once depicted Boccob in loving detail, but each has been warped by magic—one now sports demonic horns, another seems to be eviscerating himself with his own holy symbol, a third is eating the pages of a spellbook, and the others have been altered in other bizarre ways. To the south stands a pulpit, its stone floor awash in gore and filth, next to an eighth statue of Boccob that has been covered with blood and excrement. At the edge of the dais is a stone altar crawling with vermin.

The ceiling of this chamber is 50 feet high, and the stone pillars that support it are intact. Little else remains as it once was, however.

The sheer level of blasphemy on display in this chapel is nearly overwhelming. Increasingly left to her own devices because the false Iggwilv has been spending more and more of her time in the *Godtrap*, Livashti has been amusing herself by seeing how completely she can debase this once-pristine chapel. It is indeed fortunate for the foul demon that Boccob is uncaring—any other deity would certainly have taken notice of the work she has accomplished here.

The corpses hanging from the chains were once devout worshipers of Boccob. Most were harvested at random from the influx of the faithful during the past several weeks. However, the body hanging lowest—and the one that appears to have suffered the most before death—is that of Rhiann Lassilar, the priestess whom Livashti replaced at Boccob's temple in Greyhawk several weeks ago. (See page 32 for more information.)



Livashti

The New Riggby

None of Livashti's blasphemy here can match her latest foulness. Knowing that the time for deception was drawing to a close, she abandoned her pose as a priestess of Boccob in the local temple. But before she teleported back to Castle Greyhawk, she entered the vault, removed Riggby's body, and replaced it with a cleverly constructed fake made from wax (utilizing a beggar who had died a few hours before as a base). She then used *word of recall* to return with Riggby's body to area J11. From that point, it was only a short walk back here.

A day ago, she used *plane shift* to travel to Orcus's realm of Thanatos in the Abyss, where she baptized Riggby's body in the River Styx. The application of a *create undead* spell to the resulting dead tissue caused the holy man's body to rise in undeath as a monstrous creature called a blaspheme. Although not directly under the lilitu's control, the semi-intelligent blaspheme regards her as an ally and does not attack her.

Livashti maintains an extended *status* spell on the hezrous in area N2, so she probably knows when the PCs are near. Assuming they do not manage to circumvent that battle somehow, Livashti prepares for their arrival by draping some chains over her ankles and wrists and lying down on the altar. She then directs the blaspheme Riggby to stand over her and act as if he is about to sacrifice her in Boccob's name.

Tactical Encounter: 6–16, Livashti's Chapel (page 212).

Side Quest: Returning Riggby

The priests at the Temple of Boccob discovered that Riggby's body was missing a few days after Livashti stole it. Although they suspected that the sudden disappearance of "Rhiann" from the temple was linked to this crime, they believed that she had fallen victim to the same nefarious villains who stole Riggby's body. The priests quickly determined by divination magic that the body had been spirited away by a fiend to the depths of Castle Greyhawk, but the shame of losing the body of such a holy man drove them to spend precious time covering up the event by restricting visitors.

If the PCs defeat the blaspheme and return the savaged body to the temple, the priests are aghast at Riggby's condition, but they shower the PCs with praise nevertheless. After taking his body away to repair it, the priests offer the PCs the same reward that Livashti offered them (see page 33). If the characters reveal Livashti's role in recent affairs and return the bodies of the other dead worshipers (including Rhiann's), the priests raise the reward to 30,000 gp. If the PCs can also prove that they have destroyed Livashti, they receive 40,000 gp worth of free spellcasting.

N7. IGGWILV'S LABORATORY

Nine doors—each bearing a bronze plaque etched with a simple rune—line the walls of this chamber. Just to the north of the western entrance stands a hard-backed chair next to a desk heaped with stacks of books, scrolls, and papers. To the south is a laboratory workbench, its surface cluttered with alchemical apparatus, jeweler's tools, books, vials of strange liquid, and other arcane devices. A stone pillar near the room's center provides an anchor for two gauzy curtains that mask the northwest corner of the room. An oversized bed is just visible through the curtains.

This chamber is where Zagig performed his research and made the preparations required to trap nine deities and draw upon their divinity to catapult himself to godhood. The nine closets around the perimeter of this room are

Illus. by W. Maby

organized by school of magic (one for conjuration, one for illusion, and so forth) and filled with spell components, books, supplies, and other tools necessary for performing magical experiments of the designated type. The ninth closet contains miscellaneous supplies associated with universal magic, plus a secret door (Search DC 30) that separates it from the corridor leading to N8.

A successful DC 27 Spellcraft check made while examining the items on and under the workbench reveals that most of them are materials needed to repair damage to a simulacrum. The false Iggwilv has gathered enough supplies to heal 250 points of damage to herself. In addition to these items, the workbench holds a thick volume written by Zagig that details some (but not all) of the steps required to create a *prison of Zagig*. Within its pages are the command words required to operate the *prison of Zagig* in area I43. The papers and tomes on the desk are related to the false Iggwilv's goal. PCs who sift through these pages should be able to find answers to any remaining questions they might have about what the simulacrum is planning.

Treasure: The supplies for repairing a simulacrum are worth 25,000 gp. The entire collection weighs 250 pounds and takes up 10 cubic feet. A search of the nine closets uncovers a wide variety of spell components, including many that are valuable in their own right (1,000 gp worth of powdered amber, 1,650 gp in black onyx gems, 1,200 gp worth of diamond dust, 375 gp worth of gold dust, an ivory statuette of Zagig (2,000 gp), four ivory strips (50 gp each), six sticks of rare incense (250 gp each), two jacinths (1,000 gp each), six vials of lead-based ink (50 gp each), a sack of jade fragments (500 gp), a silver chalice set with thirty opals (15,040 gp in all), a hexagonal mirror (1,500 gp), a pewter dish holding twenty-five 100 gp pearls, 3,000 gp worth of ruby dust, ten silver bars (5 gp each), a rack of twenty wooden replicas of Zagig (5 gp each), and a single crystal vial of powdered diamond, emerald, ruby, and sapphire (5,000 gp).

The false Iggwilv keeps her spellbooks here as well, hidden in a secret compartment on the left side of the desk (Search DC 30). She discovered these tomes in a chamber in Zagig's Workshop that the real Iggwilv had once used and was delighted to find that she could study from them with ease. Finding them much more convenient than the small selection of spells she had transcribed from Vayne's books in the first month after her creation, she used them to expand her spell selection. In addition to the spells the false Iggwilv currently has prepared, these books contain all the wizard spells listed in the *Player's Handbook*.

N8. THE OBDURIUM DOORS

To the west is a pair of 10-foot-tall double doors made of some pale violet metal. Across their surfaces is an intricate carving of Castle Greyhawk in its prime. The towers of its three keeps are silhouetted against the sky before a crowd of thousands of cheering people. Rising like a god from the clouds beyond the castle is an immense humanoid figure, its arms spread wide and its face turned down toward the crowd below.

These doors are the last barrier before Zagig's Prison, so the Mad Archmage spared no expense in their construction. As might be expected, the image of the man looking down at the crowd is that of Zagig himself.

The doors are made of obdurium, a fantastically rare metal that is even harder than adamantine. Furthermore, a magic lock much more potent than a mere *arcane lock* holds them shut. Zagig discovered this method of securing doors while exploring Maure Castle ages ago and managed to duplicate it after many years of research. When locked, these doors can be opened only by the *Godtrap Key* or the mightiest of artifacts, such as the *Silver Key of Portals* (which is not in the immediate area at this time). Spells such as *knock* and *passwall* have no effect on these doors. Zagig could open them with a touch, and he extended this courtesy to one or two other close allies whose aid he required in creating the *Godtrap*. Among these individuals was the Witch-Queen Iggwilv, and her simulacrum shares the privilege.

Obdurium Doors: 3 in. thick, hardness 30, 180 hp, break DC 60, magical lock.

A successful DC 30 Search check is required to discover either of the secret doors that lead to N8.

N9. THE APPROACH

The walls, floors, and ceiling of this room have been polished to a high shine. To the west, four low steps ascend to an alcove fronted by a metal archway. Pale, swirling mist fills the arch, glowing with muted blue light from somewhere deep within. To the north and south loom two 15-foot-tall crystalline statues of human warriors.

The mist-filled archway to the west is the portal to the *Godtrap*. Any creature that steps through this archway appears on the central platform in the *Godtrap* (not shown on the map of Zagig's Prison but depicted in the tactical encounter on page 214). The portal can transport only one creature per round.

The statues to the north and south are actually diamond golems created by Zagig, who left them with orders to attack any intruders in this chamber. The golems recognized the false Iggwilv and let her pass unmolested, but other creatures do not have this luxury.

This combat is fairly straightforward, and the room's lack of features makes it simple to run. Thus, no tactical encounter description or map has been provided.

2 Diamond Golems[MoF] — CR 12

hp 107 each (14 HD); **DR** 15/adamantine and bludgeoning

N Large construct

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

Languages understands Common and Draconic

AC 29, touch 10, flat-footed 28

Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), magic, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects)

Fort +4, **Ref** +5, **Will** +5
Weakness *ki* vulnerability

Speed 30 ft. (6 squares); can't run
Melee 2 slams +19 each (2d6+10 plus targeted dispel)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +24
Atk Options targeted dispel
Special Actions sunbeam
Spell-Like Abilities (CL 15th):
At will—*true strike*

Abilities Str 31, Dex 12, Con —, Int —, Wis 12, Cha 1
Skills Hide –3

Ki Vulnerability (Ex) A monk's *ki* strike ability bypasses a diamond golem's damage reduction. For every 4 levels above 4th that the monk possesses, her *ki* strike deals +1d6 damage to a diamond golem.

Magic Immunity (Ex) A diamond golem is immune to all spells and spell-like abilities that allow spell resistance, except *shatter* and *imprisonment* (which affect it normally) and *make whole* (which heals all damage the golem has taken).

Sunbeam (Su) Once every 1d4 rounds, a diamond golem can emit a dazzling, 60-foot beam of intense light in a line as a free action. Every creature in this area takes 4d6 points of damage and is permanently blinded (Reflex DC 17 halves the damage and negates the blindness). Creatures to which sunlight is harmful take double damage from this effect. An undead, fungus, mold, ooze, or slime instead takes 15d6 points of damage (Reflex DC 17 half). Any undead creature that is specifically harmed by sunlight is destroyed if it fails this save.

Targeted Dispel (Su) Any creature struck by a diamond golem is affected by a targeted *greater dispel magic* effect (CL 16th).

THE GODTRAP

This nine-sided chamber throbs with magical energy. Lances of fire and lightning flicker along some walls, and shuddering bubbles of light and coils of black mist roil together on others. The smoothly polished stone ceiling and floor reflect the light generated by these displays, giving the room an even more phantasmagoric appearance. From the center of each wall protrudes an immense gemstone about 5 feet in diameter, its face divided into nine glittering facets. Distorted images writhe and boil in some of these stones; others remain dull and dark.

A nine-sided stone pyramid thrusts up from the floor to a height of about 50 feet. Balanced on its apex is a disc of stone as wide as the pyramid's base, encircled by an outer rim of smooth, polished crystal that bulges at nine points. Atop it, in a circle of runes, stands a 10-foot-tall statue of Boccob with his hands held out before him, palms up. From the southernmost bulge in the rim protrudes a slowly writhing nest of nine ghostly tentacles, which trail downward at an angle toward one of the wall-mounted gemstones. Five of these appendages hold identical beautiful women aloft; the other four caress the gemstone.

This chamber is where Zagig trapped nine gods to fuel his own divine ascension, and it is where the false Iggwilv now holds Iuz in preparation for her incredible transformation. A character who arrives here through the portal in area N9 appears in the smaller magic circle just south of the statue of Boccob on the central disc. A character can return to area N9 by simply standing in this circle and willing the transport to occur. Doing so is a free action, and unlike transport into the chamber, any number of travelers can return to N9 in a single round.

The Five Iggwilvs

Only one of the women in this chamber is the true simulacrum of Iggwilv. The other four are cataboligne demons that have used their change shape ability to disguise themselves as Iggwilv. Five tentacles of the *Godtrap* cradle the simulacrum and the demons (one tentacle to a creature), and the other four are attached to the southern gemstone, behind which Iuz is trapped. As the tentacles siphon his divinity away, flashes of light travel down their lengths and back up into the five "Iggwilvs." These flashes of energy provide no benefits for the four demons, but each carries the false Iggwilv closer to her goal.

Even if the PCs have attained 13th or 14th level by the time they reach this chamber, the battle with the simulacrum and her demonic minions should test them to the limits of their ability.

Tactical Encounter: 6–17, The Godtrap (page 214).

Development: If the false Iggwilv manages to drain enough divinity from Iuz, she not only gains her own soul and life, but she also becomes an exact duplicate of the true Iggwilv, gaining all the powers of a 30th-level wizard in the process. By the time the PCs reach this chamber, she is already well on her way to achieving that goal, so the PCs have only a limited time to stop her. However, the time remaining is somewhat flexible. If the PCs retreat through the portal and flee back to Greyhawk to recover, leaving the simulacrum alive, you must decide exactly how much longer she needs to complete her ritual. At most, the PCs should get two tries to stop her. Although the false Iggwilv can gain temporary hit points from spells such as *vampiric touch*, actual damage to her does not heal over time, nor can it be repaired by magic—Iggwilv must spend 24 hours (and 100 gp per hit point or ability score to be repaired) in the laboratory at area N7 to repair damage to herself. However, she is unwilling to leave the *Godtrap* until she has absorbed enough of Iuz's power to realize her goal, since doing so would negate all that she has so far accomplished. Catabolignes slain in the first visit are not replaced, and this fact, combined with previous damage to the false Iggwilv and some knowledge of how the room works, might be all the PCs need to succeed on their second visit.

Using the *Godtrap* to capture a deity is a daunting and complex task—even for someone who has done it before. Furthermore, the *Godtrap* needs time to build up enough energy for such a task. Capturing a mortal (even an epic-level one such as Robilar) is a relatively simple task, but capturing a god drains the trap. Thus, it will be several months before the capture function can be used on targets within the dungeon again. Rules for using the *Godtrap* to capture creatures are not presented here—if they become necessary in your campaign, it's fair to assume that the process is quick, painful, and impossible to resist.



Illus. by B. Wooten

The witch queen has countless ways to make her victims suffer

CONCLUDING THE ADVENTURE

If the PCs fail to prevent the false Iggwilv from finishing her ritual, she becomes an exact duplicate of the true Iggwilv. The ramifications of a brand-new 30th-level wizard in the region are not immediately noticeable because she takes a few more weeks to secure her power base and finish combing Castle Greyhawk for any last useful items. During this time, she masters the powers of the *Obelisk* below the Tower of Magic, and if she discovers the *Earth Stone*, she becomes a dangerous power indeed, with the ability to reshape the dungeon at her whim.

Eventually, the new Iggwilv seeks out the PCs to murder them. Upon their graves, she plans to build an empire that even Mordenkainen and the Circle of Eight would be hard pressed to bring down. Greyhawk becomes the new witch-queen's domain, and when the original Iggwilv arrives to investigate the rumors of a pretender to her throne, the resulting apocalyptic battle might well wipe the Free City from the map.

If the PCs manage to defeat the false Iggwilv, her body shudders and turns to ice. At the same moment, all the divine energy that her false body has absorbed is suddenly released, cascading back into Iuz's prison in a single flash of light. The gemstone in the wall shatters, and Iuz the Old emerges into the room as a shaking, feeble old man. His time in the prison, short as it was, has drained him.

Upon the destruction of his prison, a cascading failure tears through the *Godtrap*. The magical backlash travels all the way back to the *Obelisk* below the Tower of Magic, creating an incredible explosion that lances up through the dungeons to strike the *Earth Stone*. Infused with this sudden wash of divine energy, the *Earth Stone* shudders in its ancient sleep, releasing Castle Greyhawk from the Material Plane and turning it into a wandering dimension of its own. An earthquake shakes the castle, its dungeons, and the surrounding Cairn Hills as the links to the Material Plane are severed. In the coming weeks, Castle Greyhawk and its dungeons will vanish from the Cairn Hills as if they were never there, and then appear for a time on some distant plane or even in some other world with a name such as Faerûn or Eberron or Mystara.

The remaining eight prisons are not destroyed, but they do disgorge their prisoners—ageless Zuoken and mighty Robilar—into the chamber an instant after Iuz appears. As the earthquake subsides, Iuz regards the two with narrowed eyes, glances back at the PCs, and shrieks, "Watch your backs, heroes! Iuz does not forget his enemies!" Then he teleports back to his home in the north. (As a deity, the Old One is not hindered by the *dimensional lock* securing the *Godtrap*'s walls.)

Like Iuz, both Robilar and Zuoken are shaken and weak. Zuoken looks around the chamber for a moment

in wonder, then seems to notice the PCs for the first time. Always a deity of few words, he acknowledges the great debt he owes the party with a simple nod, then teleports away to set his house in order. But Zuoken's nod is more than a gesture—it is the honest thanks of a long-imprisoned god. Each PC gains a permanent +1 insight bonus to Armor Class and on Will saving throws in return for service to the god of physical and mental mastery.

Robilar/Bilarro is no deity, yet he remains a force to be reckoned with. While he is weak and disoriented, the PCs should have little trouble touching the *Orb of Opposition* to him. When they do so, the orb clouds and grows dark. Robilar looks up, his expression clearing and his eyes widening as his mind is restored. Seconds later, a wide grin creases his face, and he guffaws. "Looks like I'm not the only one who let old Iuz out of his crib!" he shouts merrily.

Robilar is eager to leave Castle Greyhawk and set his affairs in order, but he takes the time to thank the PCs effusively. He's prepared to fight his way out of the dungeons, but if the PCs offer him teleportation back to the city, he doesn't turn them down.

When he is ready to take his leave of the PCs, Robilar mutters something about having a lot of "housecleaning" to do and "trading in that old, rusty horse for a proper dragon mount." Then he says his good-byes and promises to bring the characters some proper rewards in the near future. Then he departs, the lift in his stride bespeaking an ease in his heart that has been missing for nearly twenty years. Greyhawk is not all the PCs have saved from Iuz today.

CONTINUING THE ADVENTURE

Even if the PCs manage to defeat the false Iggwilv, the adventure doesn't have to end there. Several side quests might still remain unfinished, and more than a dozen levels have yet to be explored under Castle Greyhawk. Furthermore, even the levels the PCs have already visited could still hold untold secrets in unfound chambers. Any further adventures in Castle Greyhawk are up to you to devise—but the following information might help a bit.

Below are eight adventure seeds that you can use to inspire new adventures in Castle Greyhawk. After all, these dungeons have been luring adventurers to their doom for more than thirty years (real time, not game time), so why stop the campaign just because one adventure has reached its climax?

Stillguar's Map: The PCs might or might not have gathered enough fragments of this vexing parchment to make sense of it by the time they defeat the false Iggwilv. If not, more pieces certainly await discovery in the unexplored halls of Castle Greyhawk. And once the PCs fit together enough fragments to understand the map's message, where might it lead? Deeper into the dungeons? Or perhaps to an as-yet-unseen complex hidden even deeper than the Caverns of the Obelisk or Nerull's Gate?

A Curious Witch-Queen: Eventually, the real Iggwilv hears about the double who tried to seize her power deep below Castle Greyhawk. Although Iggwilv has turned her attention away from Oerth in recent months, this event might be enough to draw her back into the world. The witch-queen's previous visits to Oerth have always resulted in catastrophic events—including the conquest of nations and the presence of demons who walked the lands uncontested. When she returns to Oerth this time, she systematically begins hunting down any other physical relics she might have left behind to prevent the formation of another simulacrum, and her methods are far from subtle. When word spreads of her return, the call for heroes cannot be far behind. Truly epic PCs might end up working for the witch-queen, tracking down locks of hair kept in places that even she dares not venture.

The Old One's Vengeance: With the defeat of his troops and the humiliation of a second incarceration in Castle Greyhawk, Iuz is in a truly terrible rage. Once before, his machinations brought war to this world, but the Greyhawk Wars began with a subtle shifting of allegiances. This time, the Old One might not have the patience to sit and pull strings from behind the scenes. Can any of Oerth's kingdoms withstand the fully roused wrath of the Old One when he personally leads his armies into battle again?

Sponsor from the Circle: Mordenkainen doesn't see the need to give the PCs material rewards—he thinks that surviving a run through the castle's dungeons is reward enough, especially if they stopped to pick up any items along the way. However, he might be impressed enough with their performance to offer them missions in the future. Such quests might seem inane at times and unusually dangerous at others, but Mordenkainen has a method to his madness—the Circle of Eight is an evolving organization, and he might soon need to recruit new members to his cause.

Robilar's Redemption: At the end of this adventure, the PCs are among the few people on Oerth who know the truth behind Lord Robilar's recent uncharacteristic actions. Never one to forget his friends, he contacts them shortly after their return, arriving on the back of a freshly conquered green dragon mount and gifting the party with treasures he has recently reclaimed from an old fortress. These gifts almost certainly include magic items of a martial nature (such as a *+1 mace of disruption*, a *belt of giant strength*, or another item worth roughly 16,000–18,000 gp), but Robilar is also an source for new adventuring opportunities. An off-the-cuff remark about where he found the treasures he's handing out could well send the PCs off on a new quest. Finally, if the characters wish to spread the word of Robilar's redemption, they should expect to meet resistance along the way—after all, not everyone wants these truths told.

Hall of the Juggernaut

Encounter Level 13

Use this encounter with the area entries on pages 154, 155, and 157.

The PCs can approach the promenade from multiple areas, but unless they utilize magic such as teleportation, chances are that they will approach from area I2, I4, or I8—any of which will place them at the northern end of the area. This encounter begins as soon as redcaps or the juggernaut notice the PCs.

The juggernaut trundles back and forth along this hallway, from the base of the Infinite Staircase all the way south to the Plaza of Zagig (area I31). When the PCs arrive, the juggernaut is around the corner and heading toward them. The PCs have plenty of advance warning of its approach because of its slow movement and the noise it makes. Three redcaps ride the juggernaut, shrieking and cackling in excitement. The other two redcaps wait elsewhere—one in area I5 and one in area I15.

Read the following when the PCs get their first glimpse of the monster.

The thundering sound grows closer as an immense, spider-like creature lumbers toward the stage. Its movements are jerky and its motion is erratic, but its intent seems all too clear—destruction. Atop it sit three small humanoids wearing red hats, all cackling merrily.

Damaged Juggernaut[MM2] CR 11

hp 69 (18 HD); fast healing 5; **DR** 10/adamantine

N Huge construct
Init –4; **Senses** all-around vision, darkvision 60 ft., low-light vision; Listen +2, Spot +6

AC 29, touch 4, flat-footed 29
Immune ability damage, ability drain, acid, critical hits, death effects, death from massive damage, disease, effects that require a Fortitude save (unless it also affects objects), electricity, energy drain, exhaustion, fatigue, fire, flanking, mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning
SR 36
Fort +6, **Ref** +2, **Will** +8
Weakness damaged

Speed 10 ft. (2 squares)
Melee 4 slams +19 each (2d6+8)
Space 15 ft.; **Reach** 15 ft.
Base Atk +13; **Grp** +29
Atk Options improved grab, trample 10d6+16 (Reflex DC 27 half)
Spell-Like Abilities (CL 18th):
1/day—*forcecage, grease* (DC 14), *hold monster* (DC 18), *magic missile, slow* (DC 16), *wall of force, web* (DC 15)

Abilities Str 26, Dex 3, Con —, Int —, Wis 15, Cha 16
Skills Search +4, Spot +4

All-Around Vision (Ex) A juggernaut gains a +4 racial bonus on Search and Spot checks and can't be flanked.
Damaged (Ex) This juggernaut has been somewhat damaged by the redcaps' tinkering in recent months. As a result, it is somewhat weaker and less resilient than the juggernaut detailed in *Monster Manual II*.
Improved Grab (Ex) To use this ability, the juggernaut must hit an opponent of any size with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can thrust the held creature under its rollers in the next round to trample it.

Tactics

Although unintelligent and damaged, the juggernaut retains enough of the commands that Zagig gave it ages ago that it can identify targets and use rudimentary tactics. When the juggernaut senses the presence of intruders, it

5 Redcaps[MM3] CR 6

hp 85 each (10 HD); **DR** 10/cold iron

CE Small fey
Init +8; **Senses** low-light vision; Listen +14, Spot +14
Languages Common, Sylvan

AC 19, touch 15, flat-footed 15
Fort +8, **Ref** +13, **Will** +8

Speed 30 ft. (6 squares)
Melee Medium +1 *keen scythe* +12 (2d4+10×4) or
Melee Medium +1 *keen scythe* +10 (2d4+12/×4) with 2-point Power Attack
Ranged Medium sling +11 (1d6+6)
Base Atk +5; **Grp** +10
Atk Options Power Attack

Abilities Str 20, Dex 19, Con 20, Int 11, Wis 12, Cha 14
SQ eldritch stone, powerful build, redcap tooth
Feats Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Use Magic Device)
Skills Hide +21, Intimidate +15, Listen +14, Move Silently +17, Spot +14, Use Magic Device +10
Possessions Medium +1 *keen scythe,* Medium sling with 20 bullets

Eldritch Stone (Su) Bullets that a redcap fires from a sling glow with greenish-blue energy, gaining a +1 enhancement bonus on attack and damage rolls and dealing 1d6 points of damage, instead of the 1d4 points a normal Medium sling bullet deals.
Powerful Build (Ex) A redcap is treated as a Medium creature whenever it is subject to a size modifier for an opposed check or wielding a weapon.
Redcap Tooth (Ex) When a redcap dies, it vanishes, leaving behind a single tooth. Anyone wearing a redcap tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps. A redcap tooth radiates faint transmutation, functions at caster level 6th, and is worth 1,000 gp.

lurches toward them. If any Large or smaller enemies are on the ground and within 20 feet, the juggernaut attempts to trample them. Otherwise, it moves 10 feet forward and attacks any enemies within reach with its four slam attacks. If neither of these options proves feasible, the juggernaut moves 10 feet toward the nearest enemy and uses a spell-like ability.

The juggernaut's use of spell-like abilities is governed by programming, not tactics, so it uses its abilities in a certain order. Furthermore, it always targets the closest enemy—even if that enemy is not a tactically sound target. (For example, it doesn't hesitate to use *hold monster* on a creature that's immune to that effect.) Shrewd PCs who are forced to fight this creature more than once (perhaps after retreating from an earlier encounter) can use these facts to their advantage. The juggernaut employs *magic missile* in the first round in which it uses spell-like abilities, then *hold monster* the second, then *web* the third, then *slow* the fourth, then *grease* the fifth. If the juggernaut is damaged by a ranged attack, it uses its next action to place a *wall of force* in front of the enemy that launched the attack. If it is damaged by a melee attack, it responds with *forcecage* against that foe.

The redcaps fight much more intelligently. They know the juggernaut's pattern and delight in luring the proper foes into position for the construct's spell-like abilities. If they can't manage to do so, they crouch down in the bowl-shaped depression they occupy on top of the construct, thereby gaining cover (+4 to AC, +2 on Reflex saves) against their enemies. Since the juggernaut stands about 15 feet tall, this tactic also puts them out of reach of most foes on the ground. The redcaps use their slings against any foes that seem able to harm the juggernaut, switching to their scythes only if they're forced into melee.

The redcap that starts the encounter in area I5 automatically hears the sound of combat in area I3 and moves to the arrow slit overlooking area I3 to snipe at enemies with his sling. If no enemies are in view after 2 rounds, he moves to area I14 to secure a better vantage point. The redcap in area I15 also hears the sounds of combat in area I3 automatically and moves to the closest viewing balcony (area I16) to use his sling against foes.

DEVELOPMENT

If the juggernaut is destroyed, the redcaps remain atop it as long as that position provides them with a tactical advantage. Once this advantage is lost, they quickly move up onto the surrounding balconies (likely by way of area I8).

Redcaps are unusually superstitious of even numbers. If one member of a group is slain, at least one of the remaining redcaps attempts to move away or to join another group on his next action, to ensure that all are fighting enemies in odd-numbered groups. Since the redcaps have no other place to go, they fight to the death.

Features of the Area

This area has the following features.

Arrow Slit: The arrow slit overlooking area I3 from area I5 grants improved cover (+8 to AC and +4 on Reflex saving throws) to anyone using it for ranged attacks.

Balconies: The balconies and causeways that line the promenade are 15 feet above the ground, and each has a 2-foot-high rim. A Small creature can use these rims as cover (+4 to AC, +2 on Reflex saves). A fall from a balcony or causeway deals 1d6 points of damage.

Ceiling: The ceiling here is 30 feet high.

Illumination: Most of the area is brightly illuminated by *continual flame* spells cast upon several stones in the ceiling. The areas under the balconies and causeways have shadowy illumination.

Rubble: Entering a rubble-filled square costs 2 squares of movement. Furthermore, the DC of any Balance or Tumble check made in rubble increases by 5, and a –2 penalty applies to Move Silently checks. Running or charging through rubble is impossible.



Raknian's Retreat

Encounter Level 13

Use this encounter with the area entry on page 156.

Loris Raknian begins this encounter in the chair at the western end of the room. His aurumvorax pets (A) are lying on the steps just above the second landing to the east. The aurumvoraxes leap into snarling action as soon as they scent gold on the PCs or see the door to the east opening.

The two golden catlike creatures leap from the landing, snarling a challenge.

TACTICS

The two aurumvoraxes have learned to allow both Livashti the false Iggwilv to pass, but they instantly challenge anyone else who tries to enter the room. They charge the first two foes to enter the room unless only one foe is apparent, in which case they both charge that one. Ferocious to a fault, these monsters fight to the death but do not pursue enemies beyond area I10.

A champion of countless gladiatorial matches in the Greyhawk Arena, Loris remains brave and self-assured despite his recent humiliation and exile from the city. If his pet aurumvoraxes begin to snarl, he draws his weapon, readies his shield, and comes to the top of the stairs to investigate. Upon seeing intruders, he loudly states his name and demands to know the current bounty for his head in Greyhawk. He laughs heartily at any honest answer, then cries, "Let us have at it, then!" He cannot be dissuaded from attacking except by magic, as noted on page 157.

Loris generally opens with a charge and a 5-point Power Attack. If he hits his foe, he increases the allotment for his Power Attack by 1 in the next round; if he fails, he reduces it by 1 until he hits with at least two attacks per round. A master tactician, Loris makes sure to flank foes with his pets or attack from higher ground (the steps or the table) whenever possible. Given the chance, he positions himself so that he can bull rush a foe into the fireplace, then

Loris Raknian — CR 12

hp 106 (12 HD)

Male human fighter 12
CE Medium humanoid
Init +4; **Senses** Listen –1, Spot –1
Languages Common

AC 22, touch 12, flat-footed 22
Fort +10, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares)
Melee *+1 mighty cleaving bastard sword* +18/+13/+8 (1d10+6/17–20)
Base Atk +12; **Grp** +15
Atk Options Cleave, Improved Bull Rush, Power Attack
Combat Gear *potion of haste*

Abilities Str 16, Dex 11, Con 14, Int 11, Wis 9, Cha 16
Feats Athletic, Cleave[B], Exotic Weapon Proficiency (bastard sword)[B], Greater Weapon Focus (bastard sword), Improved Bull Rush[B], Improved Critical (bastard sword)[B], Improved Initiative, Improved Toughness[CW], Iron Will, Leadership, Power Attack[B], Weapon Focus (bastard sword)[B], Weapon Specialization (bastard sword)[B]
Skills Climb +17, Handle Animal +13, Intimidate +12, Jump –2, Ride +9, Swim –1
Possessions combat gear plus *breastplate of command, +2 buckler, +1 mighty cleaving bastard sword, cloak of Charisma +2, ring of protection +2*

2 Aurumvoraxes — CR 8

hp 108 each (12 HD); **DR** 5/adamantine and slashing

N Small magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent gold; Listen +2, Spot +17

AC 26, touch 11, flat-footed 26
Immune poison
Resist fire 10
Fort +13, **Ref** +8, **Will** +8

Speed 30 ft. (6 squares), burrow 20 ft.
Melee bite +16 (2d4+3/19–20) and 4 claws +14 each (2d4+1)
Base Atk +12; **Grp** +19
Atk Options crushing bite, gold frenzy, improved grab, pounce, rake

Abilities Str 16, Dex 10, Con 17, Int 2, Wis 14, Cha 15
Feats Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack
Skills Hide +4, Spot +17

Crushing Bite (Ex) An aurumvorax deals automatic bite damage on a successful grapple check. If it bites an object, it ignores half the object's hardness.
Gold Frenzy (Ex) An aurumvorax gains a +2 morale bonus on attack and damage rolls made against any creature on which it can scent gold.
Improved Grab (Ex) To use this ability, an aurumvorax must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. An aurumvorax has a +8 racial bonus on grapple checks, which is included in the statistics block.
Pounce (Ex) If an aurumvorax charges a foe, it can make a full attack, including eight rake attacks.
Rake (Ex) Attack bonus +16 melee, damage 2d4+1, eight attacks against grappled foe.
Scent Gold (Ex) An aurumvorax has the scent ability, but it can smell only gold. As long as a creature carries any amount of gold, the aurumvorax can scent it. Gold kept in an extradimensional space (such as a *bag of holding*) can escape an aurumvorax's senses.

Features of the Area

This area has the following features.

Ceiling: The ceiling is 15 feet high at the west end of the room. Each flight of stairs drops the floor by 5 feet, so the ceiling height at the east end is 30 feet.

Fireplace: The wood stacked in this large fireplace burns with magical flames that give off heat but no smoke and never quite consume the wood. A creature that enters the fireplace takes 1d6 points of fire damage per round and must succeed on a DC 15 Reflex save or catch on fire. A character on fire burns for 1d6 points of damage per round until he makes a successful DC 15 Reflex save or extinguishes the flames by jumping into water. If no water is at hand, rolling on the ground or smothering the fire with cloaks or the like grants another save with a +4 bonus. Any flammable clothes or equipment that such a character is wearing must make a successful DC 15 Reflex save or take fire damage as well.

Illumination: The western portion of the chamber is brightly lit by the flames of the fireplace. The middle landings have only shadowy illumination, and the lowest landing is dark.

Stairs: Each creature on the stairs gains a +1 bonus on melee attack rolls against foes below her.

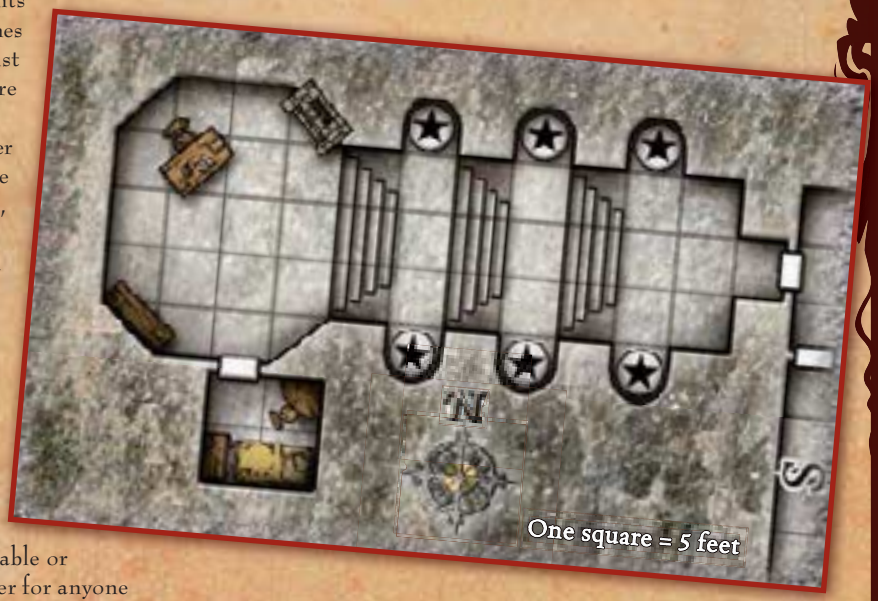
Statues: A character who succeeds on a DC 30 Strength check and a +10 melee touch attack can push over a statue onto any target within 10 feet in front of it. A hit deals 2d6 points of damage.

Statues: 10 feet tall; hardness 10, 500 hp; Climb DC 15.

Table and Chair: Any square occupied by a table or chair costs 2 squares to enter. Tables provide cover for anyone crouching behind them, or a creature can jump atop a table to gain a +1 bonus on melee attack rolls against targets on the floor. Jumping up is automatic for a character who takes a move action, or it can be done as part of a larger move action with a successful DC 24 Jump check (DC 12 with a 20-foot running start).

Tapestries: A character can climb a tapestry with a successful DC 10 Climb check, but it rips from the hangers if the climber weighs more than 120 pounds total. The tapestries also provide concealment (20% miss chance) to anyone who hides behind them.

Tapestries: Less than 1 inch thick; AC 3; hardness 0 and 1 hp per 5-foot section.



remains in the square directly in front of the fireplace to make escape more difficult.

Loris has already died once, and he is confident that "Tasha" still needs him. Thus, he has no qualms about fighting to the death.

CONCLUSION

Raknian is worth a hefty bounty if delivered—alive or dead—to the authorities in Greyhawk, as detailed in Side Quest: A Bountiful Bounty on page 157. His pets can also fetch a high reward, but only if delivered alive (see Side Quest: Missing Pets, pages 24, 30, and 157).

Temple of Boccob

Encounter Level 13

Use this encounter with the area entry on page 158.

Akulath (A) begins this encounter meditating in area I21. In actuality, it is searching for Vyrthoon (see page 134) by using one of its voidmind minions. Its other three voidmind hook horrors (V) are standing guard faithfully in area I17. They honk and shriek if anyone intrudes, but Akulath doesn't notice until one of them is injured or targeted with magic. Then it seizes control of one of the horrors and attacks.

The three creatures honk and shriek loudly, then move to block the exits.

TACTICS

The voidmind hook horrors have orders to prevent anyone from entering areas I18–I21, so they attack anyone attempting to do so. They use their cone of slime attacks as soon as possible, taking care not to catch allies in the area. Thereafter, each selects a separate target to engage in combat. Akulath has instructed them to avoid ruining any weapons and shields that intruders carry because it wants to salvage all the treasure it can from defeated enemies.

Once combat begins, Akulath takes control of one voidmind horror and employs its spell-like abilities through that minion. It favors *mind blast* because it doesn't have to worry about catching the other voidmind hook horrors in its area, since they are immune to that effect. It uses *suggestion*, *dominate monster*, or *mass suggestion* against foes that seem resistant to *mind blast* or who display great combat prowess. (Akulath enjoys collecting strong slaves.)

If all three voidmind hook horrors are slain, Akulath waits several rounds to allow any short-duration spells the PCs might have cast to expire, then uses *dimension door* to appear in area I17 atop the northern statue of Boccob. From this vantage point, it attempts to slaughter any surviving characters, again favoring its *mind blast*.

The ulitharid has no interest in being slain by mere meat, so it uses *plane shift* to escape if reduced to fewer than 20 hit points and does not return to Castle Greyhawk for some time.

AKULATH, ELITE ULITHARID[LoM] — CR 12

hp 114 (12 HD)

LE Large aberration
Init +6; **Senses** darkvision 60 ft.; Listen +8, Spot +18
Languages Undercommon; telepathy 200 ft.

AC 22, touch 13, flat-footed 20 (with *mage armor*)
SR 27
Fort +8, **Ref** +6, **Will** +13

Speed 30 ft. (6 squares)
Melee 2 long and 4 short tentacles +11 each (1d8+3)
Space 10 ft.; **Reach** 5 ft. (10 ft. with long tentacles)
Base Atk +9; **Grp** +16
Atk Options improved grab
Special Actions extract, *mind blast*
Powers Known (ML 12th):
At will—*charm monster* (DC 19), *detect thoughts* (DC 17), *dimension door, levitate, mage armor*† (self only), *plane shift* (DC 20), *suggestion* (DC 18)
1/day—*dominate monster* (DC 24), *mass suggestion* (DC 21)
† already manifested

Abilities Str 16, Dex 14, Con 18, Int 21, Wis 17, Cha 21
Feats Ability Focus (*mind blast*), Improved Initiative, Improved Natural Attack (tentacle), Improved Toughness[CW], Iron Will
Skills Bluff +15, Concentration +19, Diplomacy +14, Hide +8, Intimidate +17, Knowledge (dungeoneering) +15, Knowledge (history) +15, Listen +8, Move Silently +12, Sense Motive +8, Spot +18
Possessions combat gear plus *amulet of health +2, ring of force shield, ring of protection +2*

Extract (Ex) If Akulath begins its turn with at least four tentacles attached to a victim and makes a successful grapple check, it automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead, and is not immediately fatal to foes with multiple heads.

Improved Grab (Ex) To use this ability, Akulath must hit a Medium, Large, or Huge opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. Akulath can grab a Gargantuan or larger creature, but only if it can somehow reach the foe's head. If Akulath begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but Akulath gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp) 60-ft. cone, stun for 3d4 rounds, Will DC 23 negates.

3 VOIDMIND[MM3] HOOK HORRORS[MM2] **CR 7**

hp 85 each (10 HD); **DR** 5/magic

LE Large aberration
Init +4; **Senses** blindsense 60 ft.; Listen +10, Spot +10
Languages Undercommon

AC 27, touch 13, flat-footed 23
Immune ability damage, ability drain, acid, energy drain, mind-affecting spells and abilities
SR 20
Fort +9, **Ref** +7, **Will** +8
Weakness light sensitivity

Speed 20 ft. (6 squares), climb 20 ft.
Melee 2 claws +15 each (1d6+9) and bite +10 (2d6+4) and tentacle +10 (1d8+4) or
Melee tentacle +15 (1d8+9)
Space 5 ft.; **Reach** 10 ft. (15 ft. with tentacle)
Base Atk +7; **Grp** +20 (+24 with tentacle)
Atk Options Cleave, Improved Trip, Power Attack; constrict 1d8+13, improved grab, power sunder, rending bite
Special Actions cone of slime 1/day

Abilities Str 28, Dex 19, Con 18, Int 13, Wis 12, Cha 7
SQ mind flayer host, sentient tentacle
Feats Alertness[B], Cleave, Combat Expertise, Combat Reflexes[B], Great Fortitude[B], Improved Trip, Power Attack
Skills Bluff +7, Climb +17, Diplomacy +0, Escape Artist +18, Hide +12, Intimidate +4, Jump +13, Listen +13, Spot +3

Cone of Slime (Su) Once per day, a voidmind hook horror can spew psionically charged slime from its head in a 30-foot cone. Every creature in the area takes 10d6 points of acid damage (Reflex DC 19 half). Any creature that takes damage from this attack also takes a –2 penalty on Will saves and is stunned for 1d4+1 rounds (Fort DC 19 negates the stun).

Constrict (Ex) A voidmind hook horror deals 1d8+10 points of damage with a successful grapple check, in addition to damage from its tentacle attack.

Improved Grab (Ex): To use this ability, a voidmind hook horror must hit an opponent of any size with both claw attacks or with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold. If it establishes the hold with its claws, it can use its rending bite. If it establishes the hold with its bite, it can constrict.

Light Sensitivity (Ex) A voidmind hook horror takes a –2 circumstance penalty on attack rolls in bright sunlight or within the radius of a *daylight* spell.

Mind Flayer Host (Su) These voidmind hook horrors are all bonded to the ulitharid Akulath. Akulath is instantly aware if any one of them is harmed or becomes the target of any magic. Akulath can also see and hear through the eyes and ears of a voidmind hook horror as a standard action to a range of 5 miles. Maintaining this link requires concentration, but Akulath remains aware of its own surroundings and can move normally. At will, Akulath can take control of a voidmind hook horror, as if using the *dominate monster* spell (no save). While in control, Akulath can manifest its spell-like abilities through the voidmind hook horror, as though it were manifesting the ability itself.

Power Sunder (Ex) A voidmind hook horror does not provoke attacks of opportunity when it attempts to sunder a foe's weapon or shield and deals double damage to any object it hits.

Rending Bite (Ex) A voidmind hook horror automatically hits with its bite if it grapples a foe, dealing 3d6+13 points of damage.

Sentient Tentacle (Ex) A voidmind hook horror's tentacle can attack of its own accord as a free action once per round.

FEATURES OF THE AREA

This area has the following features.

Ceiling: The ceiling is 40 feet high.

Illumination: The water in the pool glows with a soft blue light, creating shadowy illumination to a distance of 5 feet from its edge. The remainder of the chamber is dark.

Pool: This pool of glowing blue water is 1 foot deep. Moving into a square of water costs 2 squares of movement, and the DC of Tumble checks in such a square increases by 2. Furthermore, the water is magical. Any magic item dipped into it is covered with blue flickering flames that provide light equivalent to that of a torch for 10 minutes. While it is glowing, a magic item has a +4 sacred bonus on all saving throws.

Statues of Boccob: These statues are infused with magical energy that any creature capable of casting spells can detect with a successful DC 20 Spellcraft check. Any spell cast while the caster is touching one of these statues (an action that does not adversely affect the process of spellcasting) manifests at +1 caster level, and the caster gains a +2 bonus on checks made to overcome spell resistance.

Statues: 12 ft. wide, 40 ft. tall, hardness 8, 160 hp, Climb DC 15.



Intellect Devourer Prison

Encounter Level 13

Use this encounter with the area entry on page 160.

One intellect devourer begins in alcove A, and the other in alcove B. Both are invisible when the PCs enter.

A crushing force strikes at the very essence of your being, making it clear that the area is not ad devoid of life as it seems.

TACTICS

The intellect devourers do not initiate combat immediately unless only one or two targets enter the room. If the group is larger, they wait until it appears that everyone is about to leave. They focus their attacks on the same target, using *ego whip* and *id insinuation* every round until they are engaged in melee. At that point, they activate their *painful strike* and gang up on one foe, attacking with their claws.

If the *protection from evil* field in area I26 is dispelled, the intellect devourers hold off their attack indefinitely, stalking their victims through the dungeon and waiting for them to fall asleep.

An intellect devourer that gains control of a character's body uses that character's powers to fight the rest of the group to the best of its ability and with a wild abandon. Once exposed, the creature attempts to flee, using its own powers to slow pursuit so that it can hide and stalk its victims again. If cornered, an advanced intellect devourer attempts to avoid melee and use its psionic attacks exclusively.

FEATURES OF THE AREA

Ceiling: The ceiling is 10 feet high.
Illumination: This chamber is dark.



2 ADVANCED INTELLECT DEVOURERS CR 11

hp 133 each (14 HD); **DR** 10/adamantine

Advanced elite intellect devourer
CE Medium aberration
Init +9; **Senses** blindsight 60 ft.; Listen +26, Spot +1
Aura *intellect fortress* 20 ft.
Languages Common, plus any known by host (can speak only when possessing a body)

AC 20, touch 15, flat-footed 15
Immune fire
Resist electricity 15; **SR** 23
Fort +11, **Ref** +9, **Will** +10
Weakness *protection from evil*

Speed 30 ft. (6 squares)
Melee 4 claws +15 each (1d4+2)
Base Atk +10; **Grp** +12
Special Actions body thief, *ego whip, empty mind, id insinuation, intellect fortress, painful strike*
Powers Known (ML 7th):
At will—*detect magic, change size* (as *reduce person* but self only), *invisibility*
3/day—*cure moderate wounds*

Abilities Str 14, Dex 20, Con 20, Int 16, Wis 12, Cha 20
Feats Combat Casting, Improved Initiative, Great Fortitude, Stealthy, Weapon Finesse
Skills Bluff +30, Concentration +22 (+26 casting defensively), Hide +32, Listen +26, Move Silently +32

Body Thief (Su) As a full-round action that provokes attacks of opportunity, an advanced intellect devourer can merge its form with that of a helpless or dead Small or larger creature that is not immune to critical hits. This action immediately kills a living victim. The intellect devourer can exit the body at any time as a standard action by bursting from the victim's skull and resuming its normal form. An intellect devourer can animate the body of the consumed victim for up to 7 days, as if it had used *polymorph* to assume the victim's form. As long as it occupies the body, it can speak any languages known by the victim and retains very basic information about the victim's identity and personality, but no specific memories or knowledge.

Ego Whip (Sp) Standard action; 2nd-level spell; range 170 feet. One target in sight takes 2d4 points of Charisma damage and is dazed for 1 round (Will DC 19 negates dazed effect and halves Charisma damage). *Ego whip* is a mind-affecting ability.

Empty Mind (Sp) Immediate action; 1st-level spell. Intellect devourer gains a +5 bonus on Will saves until next action.

Id Insinuation (Sp) Standard action; 2nd-level spell; range 40 feet. Up to three targets (each within 15 feet of at least one other) are *confused* as long as the intellect devourer concentrates (Will DC 19 negates). *Id insinuation* is a mind-affecting compulsion.

Intellect Fortress (Sp) Immediate action; 4th-level spell; duration 1 round. All hit point and ability damage taken from spells and spell-like effects subject to spell resistance is halved for the intellect devourer and any allies within 20 feet.

Painful Strike (Sp) Standard action; 2nd-level spell. For 7 rounds, the intellect devourer's claws deal an extra 1d6 points of nonlethal damage.

Vulnerable to Protection From Evil (Ex) An intellect devourer is treated as a summoned creature for determining how *protection from evil* affects it.

GARDEN OF GOLDEN RUIN

Encounter Level 11

Use this encounter with the area entry on page 162.

The yellow musk creeper (Y) begins this encounter in the southwest corner of the cave, just north of the waterfall. The two yellow musk bulette zombies (Z) wander in the room, one to the north and one to the east. This encounter begins when the PCs come within the creeper's blindsight range or when one of the bulettes detects them.

A monstrous plant creature lumbers forward. Its eyes seem curiously vacant, even though it moves unerringly toward its target.

TACTICS

The yellow musk creeper and its bulette minions are hardly intelligent foes. The two bulettes simply lumber up to intruders and attack, fighting to the death. The creeper exudes a musk puff at anyone who comes within range.

ENORMOUS YELLOW MUSK CREEPER[FF] CR 9

hp 225 (18 HD); regeneration 5

Advanced yellow musk creeper
N Gargantuan plant
Init +3; **Senses** blindsight 30 ft., low-light vision; Listen +0
Languages Common

AC 19, touch 9, flat-footed 16
Immune plant immunities (*MM* 313)
Fort +19, **Ref** +9, **Will** +6

Speed 5 ft. (1 square)
Melee 6 vine whips +14 each (2d6+5)
Ranged musk puff +12 touch (musk)
Space 20 ft.; **Reach** 20 ft.
Base Atk +13; **Grp** +30
Special Actions consume Intelligence

Abilities Str 20, Dex 16, Con 26, Int —, Wis 10, Cha 9
Feats Weapon Finesse[B]
Skills Hide –9

Consume Intelligence (Ex) As a free action, a yellow musk creeper can drill dozens of tendrils into the head of any helpless creature that occupies part of its space, dealing 1d4 points of Intelligence damage per round. Upon reaching 0 Intelligence, its victim must succeed on a DC 27 Fortitude save or die. A successful save indicates that the victim is implanted with a seed and becomes a yellow musk zombie.

Musk Puff (Ex) A yellow must creeper can exude a musk puff as a ranged attack (range 30 feet). Any creature struck must succeed on a DC 27 Fortitude save or approach the creeper and enter one of its squares. The duration of this compulsion is 2d8 rounds, but once a creature enters the creeper's space, the compulsion lasts as long as the plant lives. Once in the creeper's space, an affected creature drops anything in hand and stands motionless. It is considered dazed and does not resist the creeper's consume Intelligence attacks.

Regeneration (Ex) Fire and acid deal normal damage to a yellow musk creeper.

FEATURES OF THE AREA

See the area description, page 162, for details.



2 YELLOW MUSK BULETTE ZOMBIES[FF] CR 7

hp 94 each (9 HD)

N Huge plant
Init +0; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Listen +0, Spot +0

AC 22, touch 8, flat-footed 22
Immune critical hits, mind-affecting spells and abilities, paralysis, poison, polymorph, sleep, stunning
Fort +11, **Ref** +6, **Will** +3

Speed 40 ft. (8 squares)
Melee bite +15 (2d8+8) and 2 claws +10 each (2d6+4)
Space 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +25
Atk Options leap

Abilities Str 27, Dex 10, Con 20, Int 2, Wis 10, Cha 6
SQ seeded
Skills Hide –8, Jump +12

Leap (Ex) A yellow musk bulette zombie can leap into the air to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Seeded (Ex) If a yellow musk bulette zombie dies, the growing seed in its head takes root and grows into a yellow musk creeper within 1 hour.

Shodei's Laboratory

Encounter Level 13

Use this encounter with the area entry on page 161.

If the illusory effects in area I24 have done their job, Shodei (S) already knows that intruders are nearby. But he has no interest in fighting any intruders unless they disrupt his work—after all, he can repair or rebuild any illusions or traps the PCs ruin in area I24.

If Shodei is caught here unprepared, he is studying the aboleth head on his worktable and preparing to prod it with the instruments there. If he has time to prepare, he casts *mind fog* to fill this room, followed by *cat's grace, fly, invisibility, mirror image,* and *ventriloquism*, then returns to his examination of the aboleth head.

When the PCs arrive, Shodei flies to the ceiling and uses his ventriloquism to make the aboleth's decapitated head demand that the PCs leave.

"Leave my lair at once, vile creatures!" cries the grotesque head on the table. "Depart now, and I will spare your miserable lives. Otherwise, you shall taste my wrath!"

TACTICS

If intruders remain here after the aboleth's warning, Shodei casts a quickened *shield*, then a *persistent image* of a ghostly aboleth body rising from the head. He hopes to trick the PCs into wasting resources on this illusion. The aboleth "ghost" is programmed to move in circles around

Shodei — CR 13

hp 71 (86 with *false life*) (11 HD); **DR** 15/bludgeoning and magic
Male human lich illusionist 11
CE Medium undead
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Aura fear 60 ft. (Will DC 15)
Languages Abyssal, Common, Draconic

AC 23, touch 14, flat-footed 19
Immune ability damage, ability drain, cold, critical hits, death effects, death from massive damage, disease, electricity, energy drain mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, polymorph, sleep, stunning, and any effect requiring a Fortitude save unless it also works on objects
Fort +3, **Ref** +5, **Will** +9
Resist turn +4
Weakness cannot be raised, destroyed at 0 or fewer hp

Speed 30 ft. (6 squares)
Melee touch +5 touch (1d8+5 [negative energy, Will DC 15 half] plus permanent paralysis [Fort DC 15 negates] plus slime)
Base Atk +5; **Grp** +5
Atk Options slime
Combat Gear *wand of displacement* (23 charges), *wand of phantasmal killer* (34 charges), *wand of resist energy* (11 charges)
Wizard Spells Prepared (CL 11th; prohibited schools conjuration and evocation):
6th—*mass suggestion* (DC 22), quickened *mirror image, shadow walk*
5th—*mind fog*† (DC 21), *persistent image* (DC 23), *shadow evocation* (DC 23), quickened *shield*
4th—*confusion* (DC 20), *greater invisibility, illusory wall* (DC 22), *rainbow pattern* (DC 22), extended *slow* (DC 19)
3rd—*dispel magic,* extended *false life*†, *fly*†, *hold person* (DC 19), *major image* (DC 21), *vampiric touch* (+5 melee touch)
2nd—*cat's grace*†, *ghoul touch* (DC 18, +5 melee touch), *invisibility*†, *minor image* (DC 20), *mirror image, spectral hand* (+5 melee touch), *touch of idiocy* (+5 melee touch)
1st—*charm person* (DC 17), *protection from evil, ray of enfeeblement* (2, +9 ranged touch), *reduce person* (DC 17), *silent image* (DC 19), *ventriloquism*† (DC 19)
0—*detect magic, ghost sound* (DC 18), *mage hand, prestidigitation, touch of fatigue* (DC 16, +5 melee touch)
† already cast

Abilities Str 10, Dex 18, Con —, Int 23, Wis 14, Cha 10
Feats Combat Casting, Craft Wand, Craft Wondrous Item, Extend Spell, Greater Spell Focus (illusion), Quicken Spell, Spell Focus (illusion), Scribe Scroll
Skills Concentration +14 (+18 when casting defensively), Hide +12, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (the planes) +20, Knowledge (religion) +14, Listen +10, Move Silently +12, Search +14, Sense Motive +10, Spellcraft +22, Spot +10
Possessions combat gear plus *headband of intellect +4, ring of protection +2*

Slime (Ex) Shodei's hands and body are slippery with aboleth slime. Any creature he hits with his touch attack (or any creature that touches him or strikes him with a natural weapon) must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes. The affected creature's skin gradually becomes clear and slimy and must be kept moist, or the creature takes 1d12 points of damage every 10 minutes. This slime reduces the creature's natural armor bonus by 1 (to a minimum of 0). A *remove disease* spell can restore the creature to normal while the transformation is taking place, but once it is complete, only a *heal* or *mass heal* spell can reverse the affliction. The slime dries and flakes off the lich's body 30 minutes after he stops working on the aboleth carcass. As an undead, Shodei is immune to its effects.
Skills Shodei has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Features of the Area

This area has the following features.

Ceiling: The ceiling here is 10 feet high.

Chains: The hanging chains in this room aren't thick enough to provide cover, but they do impose a –4 penalty on any Move Silently checks made in the room.

Floor: The floor is slippery and sticky with blood and slime. This coating increases the DC of Balance and Tumble checks by 5.

Illumination: This chamber is dark.

Jars of Mucus: Six jars of preserved aboleth mucus hang from the ceiling on chains. These dangling jars do not impede movement, but if one is destroyed, the mucus from it fills the square. Any creature in this square must succeed on a DC 19 Fortitude save or lose the ability to breathe air for 3 hours, suffocating in 2d6 minutes unless immersed in water.

Mucus Jar: hardness 0, 10 hp.

Operation Table: The long table holds an aboleth's head and its four tentacles. A character can jump atop the table to gain a +1 bonus on melee attack rolls against opponents on the floor. Jumping up is automatic for someone who takes a move action, or it can be done as part of a larger move action with a successful DC 24 Jump check (DC 12 with a 20-foot running start). Entering a square containing this table costs 2 squares of movement.

Anyone who clambers onto the table automatically comes in contact with the slime exuded from the aboleth's tentacles and must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes (see Slime, above).

Pedestals: Each of the four pedestals in the corners of the room is 3 feet high. A creature can jump atop a pedestal to gain a +1 bonus on melee attack rolls against opponents on the floor. Jumping up is automatic for someone who takes a move action, or it can be done as part of a larger move action with a successful DC 24 Jump check (DC 12 with a 20-foot running start). The entrails and meat heaped on the pedestals make them slippery, increasing the DC of Balance and Tumble checks by 5.



the southern half of the room. In the following round, Shodei casts *greater invisibility* on himself, then uses his other spells to best effect. For example, he might use any of the following spells in specific ways.

- *Mass Suggestion:* If it appears that some PCs have realized that the ghostly aboleth is an illusion, Shodei suggests that they concentrate their attacks on it anyway.
- *Shadow Evocation:* Shodei uses this spell to mimic a *fireball*.
- *Confusion* and *Rainbow Pattern:* This two-round combo is particularly devastating, since it stacks effects that prevent the PCs from taking action.
- *Vampiric Touch*: If Shodei is reduced to fewer than 30 hit points, he uses this spell to gain some temporary healing.

Because he is a lich, Shodei has little fear of defeat, so he fights until destroyed. If his phylactery still exists (see area I28, page 160), he merely re-forms in 1d10 days to renew his war on the PCs.

Development

If Shodei is destroyed, his body re-forms in 1d10 days in area I28. He uses the emergency supplies kept there to escape to a place of safety in the northern Bright Desert, but he soon begins to track down the PCs for vengeance and to reclaim his magical gear.

Zagig's Ziggurat

Encounter Level 12

Use this encounter with the area entry on page 163.

Mavaug often flies down through the shafts of area I34 to hunt in the Underdark, but he is never gone for long. He is in this area when the PCs first arrive, relaxing at the base of the stairs that lead to area I37 of the ziggurat. If he notices them, he hides against the eastern wall in the shadows and waits for them to come within 30 feet.

A black reptilian form detaches itself from the shadows of the pyramid and stretches its neck outward. Its glittering eyes are large for its face and something in their depths seems so terrible as to stop the world.

TACTICS

Mavaug isn't particularly smart, but he does have a cunning instinct. He leads off with his petrification gaze, then breathes a line of acid on anyone who resists it. In melee, he prefers to use a 5-point Power Attack, but if he goes 2 rounds without scoring a hit, he ceases using this tactic.

If reduced to fewer than 30 hit points, Mavaug retreats to area I38. If his enemies pursue, he fights to the death, standing just inside the cave entrance to prevent his enemies from surrounding him.

MAVAUG, DRACOLISK — CR 12

hp 225 (18 HD)

Male half-black dragon/half-advanced basilisk
CE Large dragon
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +24, Spot +24
Languages Draconic

AC 21, touch 8, flat-footed 21
Immune acid, paralysis, sleep
Fort +17, **Ref** +10, **Will** +7

Speed 20 ft. (4 squares), fly 40 ft. (average)
Melee 2 claws +27 each (1d8+10) and bite +25 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +18; **Grp** +32
Atk Options Cleave, Power Attack
Special Actions breath weapon, petrifying gaze

Abilities Str 31, Dex 8, Con 22, Int 4, Wis 12, Cha 13
Feats Alertness, Blind-Fight, Cleave, Improved Initiative, Improved Natural Weapon (claw), Multiattack, Power Attack
Skills Hide +16 (+20 in natural settings), Jump +4, Listen +24, Spot +24

Breath Weapon (Ex) 60-ft. line, 1/day, damage 6d8 acid, Reflex DC 25 half.
Petrifying Gaze (Su) Turn to stone permanently, range 30 feet, Fortitude DC 20 negates.

FEATURES OF THE AREA

This area has the following features.

Ceiling: The ceiling in this cavern is 100 feet high.



Illumination: The *continual flame* braziers on the ziggurat and the pillar of blue fire rising from its apex provide shadowy illumination for the entire cavern, since the uppermost tier of the ziggurat is still well off the ground.

Large Stalagmites: A creature standing in the same square as a large stalagmite gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves.

Large Stalagmites: AC 4; hardness 8; 250 hp.

Pillar of Fire: See area description, page 163.

Small Stalagmite: A creature that falls prone in the same square as a small stalagmite must succeed on a DC 10 Reflex save or be impaled on it, taking 1d6 points of damage.

Small Stalagmite: AC 6; hardness 8; 60 hp.

Statues: The typical statue is a Medium petrified victim that doesn't take up an entire 5-foot square. A creature standing a square with a petrified Medium creature gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves.

Stairs: A character moving up these stairs must spend 2 squares of movement to enter each square of stairs, and a character running or charging down must succeed on a DC 10 Balance check upon entering the first square. A character who falls or stumbles must end his movement 1d20 feet later. A character who fails the Balance check by 5 or more takes 1d6 points of damage and falls prone in the square where he ended his movement. These stairs increase the DCs of Tumble checks by 5.

Ziggurat: The first tier of the ziggurat is 30 feet high, the second is 40 feet high, and the third is 50 feet high.

The Great Spiral Stair

Encounter Level 13

Use this encounter with the area entry on page 168.

This encounter begins as soon as any character comes within 20 feet of the floor in area J1. At this point, the dragon mosaic tears itself from the ceiling to attack. Neither side is surprised, since the dragon's entrance is rather loud.

A wrenching sound from somewhere above is accompanied by the roaring of some enraged creature.

Tactics

Han-Tan Chun does his best to prevent intruders from entering area J1. He spirals around the central stairs, breathing fire as often as he can to roast the PCs trapped inside. If someone gets to the bottom of the stairs, he turns invisible, then readies an action to charge any character who escapes from the stairs, breathing fire again if his breath weapon recharges before then.

Once someone opens the door at the base of the stairs, Han-Tan Chun resorts to melee. He remains at the base of the stairs to block the exit into the room, so he has to engage in melee with only one opponent at a time.

Han-Tan Chun — CR 13

hp 230 (20 HD); **DR** 5/magic

Male young adult t'ien lung dragon[OA]
LN Huge dragon (air)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., detect thoughts, keen senses; Listen +28, Spot +28
Aura frightful presence 150 ft.
Languages Draconic

AC 28, touch 8, flat-footed 28
Immune paralysis, sleep
SR 23
Fort +17, **Ref** +12, **Will** +17

Speed 40 ft. (6 squares), fly 250 ft. (poor), swim 30 ft.
Melee bite +23 (3d8+15) and
2 claws +21 each (2d6+10) and
tail slap +21 (2d6+20)
Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)
Base Atk +20; **Grp** +38
Atk Options Cleave, Power Attack
Special Actions breath weapon (50 ft. cone, once every 1d4 rounds, 10d10 fire, Reflex DC 27 half), change form, crush 2d8+15 (Reflex DC 25 to avoid being pinned), invisibility
Spell-Like Abilities (CL 5th):
At will—*plane shift* (self only between the Material Plane and the Spirit World)
10/day—*control weather*
3/day—*pyrotechnics*

Abilities Str 31, Dex 10, Con 21, Int 18, Wis 21, Cha 20
SQ flight, invisibility, water breathing
Feats Ability Focus (breath weapon), Cleave, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack
Skills Bluff +28, Concentration +28, Diplomacy +30, Escape Artist +23, Knowledge (arcana) +27, Knowledge (history) +27, Knowledge (the planes) +27, Listen +28, Search +27, Spot +28

Change Form (Su) Han-Tan Chun can assume the form of any Small, Medium, or Large humanoid.
Detect Thoughts (Su) As the *detect thoughts* spell; continuously; range 25 ft., caster level 20th.
Flight (Su) Although wingless, Han-Tan-Chun can fly because of a magic yellow pearl embedded in his brain. If removed from the dragon, this pearl loses its magical qualities but is still worth 1,000 gp. Han-Tan-Chun can cease or resume flight as a free action.
Frightful Presence (Su) 150 ft. radius, DC 25, 4 HD or less become panicked for 4d6 rounds, 5 to 19 HD become shaken for 4d6 rounds)
Invisibility (Su) A t'ien lung dragon can become invisible or visible at will as a standard action.



Features of the Area

This area has the following features.

Ceiling: The ceiling in this chamber is 70 feet high.

Illumination: Several everburning torches provide bright lighting in this chamber.

Spiral Stairs: Because of the tight metal latticework, a character inside the spiral staircase has improved cover from creatures attacking from outside, and vice versa.

Latticework (5-Foot Section): hardness 10, 120 hp, break DC 32.

Stairway Door: The door at the bottom of the stairs is an iron-barred gate. If its *arcane lock* (CL 20th) is dispelled, the break DC drops to 28.

Door: hardness 10, 60 hp, break DC 38.

Chamber of the Orb

Encounter Level 13

Use this encounter with the area entry on page 172.

Wedrah (W) and Aluuq (A) move to the southern end of the room and begin casting spells on themselves as soon as they hear the battle in area J1 conclude. Wedrah casts *expeditious retreat*, while Aluuq casts *fly* and *shield*.

The human on the ground begins to sing a discordant song from a page of music. The human in the air begins chanting and gesturing in time with the music.

TACTICS

Wedrah opens combat with his scroll of *song of discord*. On the following round, he uses inspire greatness. Thereafter he begins casting his defensive spells. Aluuq uses offensive spells from the start. If pressed, he resorts to his wand.

WEDRAH — CR 11

hp 63 (11 HD)

Male human bard 11
NE Medium humanoid
Init +1; **Senses** Listen +14, Spot +0
Languages Common, Elven

AC 17, touch 11, flat-footed 16
Fort +5, **Ref** +8, **Will** +7

Speed 30 ft. (6 squares)
Melee +1 *merciful whip* +10/+5 (1d3 plus 1d6 nonlethal)
Base Atk +8; **Grp** +7
Atk Options Improved Trip
Special Actions bardic music 11/day
Combat Gear *potion of cure moderate wounds*, scroll of *song of discord*, scroll of *mass suggestion*, *wand of grease* (44 charges)
Bard Spells Known (CL 11th):
4th (2/day)—*dimension door*, *dominate person* (DC 20), *greater invisibility*
3rd (4/day)—*confusion* (DC 19), *displacement*, *haste*, *slow* (DC 17)
2nd (4/day)—*cure moderate wounds*, *glitterdust* (DC 16), *hold person* (DC 18), *mirror image*
1st (4/day)—*charm person* (DC 17), *cure light wounds*, *expeditious retreat*†, *Tasha's hideous laughter* (DC 17)
0 (3/day)—*detect magic*, *ghost sound* (DC 14), *mage hand*, *mending*, *message*, *prestidigitation*
† already cast once

Abilities Str 8, Dex 12, Con 14, Int 13, Wis 10, Cha 19
SQ bardic knowledge +12
Feats Combat Expertise, Greater Spell Focus (enchantment), Improved Trip, Spell Focus (enchantment), Weapon Finesse
Skills Concentration +16, Escape Artist +14, Knowledge (arcana) +15, Knowledge (planes) +15, Listen +14, Perform (keyboard) +18, Perform (singing) +18, Tumble +14
Possessions combat gear plus +1 *chain shirt*, +1 *merciful whip*, *amulet of natural armor +1*, *cloak of Charisma +2*

ALUUQ — CR 11

hp 40 (11 HD)

Male human rogue 4/wizard 7
CE Medium humanoid
Init +3; **Senses** Listen –1, Spot +6
Languages Common, Draconic, Elven, Gnome

AC 20, touch 14, flat-footed 17; Dodge, Mobility; uncanny dodge
Resist evasion
Fort +4, **Ref** +9, **Will** +5

Speed 30 ft. (6 squares); Spring Attack
Melee +1 *keen rapier* +10/+5 (1d6+1/15–20)
Ranged mwk shortbow +10/+5 (1d6/×3)
Base Atk +6; **Grp** +6
Atk Options sneak attack +2d6
Combat Gear *wand of magic missile* (9th, 44 charges)
Wizard Spells Prepared (CL 7th, 10% arcane spell failure):
4th—*dimension door*, *phantasmal killer* (DC 17)
3rd—*fireball* (DC 16), *fly*†, *lightning bolt* (DC 16), *stinking cloud* (DC 18)
2nd—*glitterdust* (DC 17), *mirror image*, *resist energy*, *scorching ray* (+9 ranged touch), *web* (DC 17)
1st—*burning hands* (DC 14), *grease* (3, DC 16), *shield*†, *true strike*
0—*acid splash*, *light*, *ray of frost* (+9 ranged touch), *mage hand*, *prestidigitation*
† already cast

Abilities Str 10, Dex 16, Con 12, Int 17, Wis 8, Cha 13
SQ familiar (none at present), trap sense +1, trapfinding
Feats Dodge, Greater Spell Focus (conjuration), Mobility, Scribe Scroll, Spring Attack, Spell Focus (conjuration), Weapon Finesse
Skills Appraise +9, Bluff +8, Diplomacy +12, Disable Device +10, Hide +10, Move Silently +10, Open Lock +10, Search +10, Sense Motive +6, Spot +6, Tumble +10
Possessions combat gear plus +1 *mithral chain shirt*, +1 *keen rapier*, masterwork shortbow with 20 arrows, *ring of protection +1*, *amulet of natural armor +1*, *gloves of Dexterity +2*

FEATURES OF THE AREA

Ceiling: The ceiling is 20 feet high.
Illumination: *Everburning torches* give off bright light.
Pedestal: A PC can leap onto the pedestal to gain a +1 bonus on melee attacks against targets on the floor. Leaping up takes a DC 10 Jump check, or a DC 2 Climb check as a move action.



Arrival at the Isle

Encounter Level 12

Use this encounter with the area entry on page 178.

The PCs approach this beach from the north and might end up wrecked on the reef to the west. The island ape (A) begins the encounter adjacent to the dead plesiosaurus.

At the base of a high cliff in the middle of a narrow, rocky beach looms a 20-foot-high cave entrance, from which a narrow stream empties into the sea. In front of the cave squats an immense ape, tearing huge hunks of meat from the carcass of a dinosaur. Suddenly the ape pauses, sniffs the air, then rises to its full 20-foot height, beats its chest, and roars a challenge.

Tactics

The water shown on the map is 10 feet deep at its deepest point, so the island ape can wade through it to attack foes on the reef or in the water. The ape is cunning, but not smart enough to use complex tactics—though he does snatch up the long neck and head of the dead plesiosaurus for use as an improvised reach weapon if circumstances permit, However, the grisly weapon falls apart after 2 rounds of use. If the ape's hit points fall below 30, he retreats to his cave to sulk. If pursued, he angrily fights to the death to defend his lair from intruders.

Island Ape — CR 12

hp 210 (20 HD); fast healing 2

Male advanced dire ape
N Huge animal
Init +1; **Senses** low-light vision, scent; Listen +11, Spot +11

AC 16, touch 9, flat-footed 15
Fort +20, **Ref** +13, **Will** +13

Speed 30 ft. (6 squares), climb 15 ft.
Melee 2 claws +23 each (2d6+10/19–20) and bite +21 (2d6+5) or
Melee plesiosaurus head and neck +19/+14/+9 (3d6+15)
Space 15 ft.; **Reach** 15 ft. (20 ft. with plesiosaurus head and neck)
Base Atk +15; **Grp** +33
Atk Options Awesome Blow, Improved Bull Rush, Power Attack; rend 4d6+15

Abilities Str 30, Dex 13, Con 22, Int 2, Wis12, Cha 7
Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Natural Attack (claw), Multiattack, Power Attack
Skills Climb +21, Hide –7, Listen +11, Spot +11

Features of the Area

The area has the following features.

Illumination: The cavern is unlit. Outside, the shoreline is open to the air and lit according to the time of day.

Ceilings: The ceiling in the large cavern is 30 feet high. In the smaller area to the side, the ceiling in the passageway is only 5 feet above the surface of the water, but the ceiling in the tiny cavern to the southwest is 40 feet high.

Dead Plesiosaurus: By jumping atop the plesiosaurus carcass, a creature gains a +1 bonus on melee attack rolls against those on the ground. Jumping up is automatic for a character who takes a move action, or it can be done as part of a larger move action with a successful DC 24 Jump check (DC 12 with a 20-foot running start). Entering a square occupied by the carcass costs 2 squares of movement.

Reef: This low reef is covered with sharp rocks, so a character who moves more than 5 feet through this terrain in a round takes 1d6 points of slashing damage upon entering a reef square unless he succeeds on a DC 15 Balance check. Entering a reef square costs 2 squares of movement. A reef square adds 2 to the DCs of Move Silently checks and 5 to the DCs of Balance and Tumble checks.

Waterfall: The waterfall cascades 10 feet down into the pool below, making so much noise that a –4 penalty applies to all Listen checks made in the cave. Climbing up the rock wall near the waterfall to reach the narrow passage beyond requires a successful DC 25 Climb check.

Nest: The island ape's nest is a mixture of driftwood, tree branches, rubble, and bones. Entering a nest square costs 2 squares of movement. A nest square adds 2 to the DC of Move Silently checks and 5 to the DCs of Balance and Tumble checks.

Narrow Passageway: A Medium creature can easily squeeze through the 3-foot-wide passageway south of the waterfall. A Large creature can wriggle through with a successful DC 30 Escape Artist check.



Gallery of Wonder

Encounter Level 13

Use this encounter with the room entry on page 173.

As soon as he hears the battle in area J1 end, Komoghet blows his *iron horn of Valhalla* to summon 1d4+1 berserkers, whom he orders to stand guard on the stairs leading up to the catwalk at either side of the entrance. He then activates his *slippers of spider climbing*, moves to a position above the dragon skeleton, and casts *death ward*, *bear's endurance*, *entropic shield*, and *invisibility* on himself. He then readies an action to cast *animate objects* on the dragon skeleton and the arm of the *Mighty Servant of Leuk-O* as soon as the PCs enter the room. The dragon skeleton animates as a Huge creature, but the spell works strangely upon the fragmentary artifact, granting it a semblance of life beyond the norm.

The burly humans spring forward with a cry, weapons raised. From somewhere above, someone begins to speak arcane words, and suddenly, the dragon and the metal arm break free of their chains and begin to move.

Komoghet — CR 13

hp 76 (92 with *bear's endurance*) (13 HD)

Male human cleric 11/monk 1/fighter 1
LE Medium humanoid
Init +7; **Senses** Listen +4, Spot +4
Languages Common

AC 21, touch 19, flat-footed 18; Dodge, Mobility
Miss Chance 20% ranged attacks (*entropic shield*)
Immune death effects, energy drain, negative energy effects with *death ward*
Fort +12, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares), climb 20 ft. with *slippers of spider climbing*
Melee unarmed strike +13/+8 (1d6+3) or +11/+11/+6 (1d6+3) with flurry of blows
Base Atk +9; **Grp** +12
Atk Options Stunning Fist (4/day, DC 20)
Special Actions rebuke undead 2/day (+1, 2d6+10, 11th), spontaneous casting (*inflict* spells)
Combat Gear *potion of haste, potion of fly, wand of hold person* (23 charges)
Cleric Spells Prepared (CL 11th):
6th—*animate objects, mislead*[D]
5th—quickened *cure light wounds*, quickened *divine favor, slay living*[D] (DC 19)
4th—*confusion*[D] (DC 18), *cure critical wounds, death ward*†, *divine power*, silent *searing light*
3rd—*dispel magic, cure serious wounds*, silent *hold person* (DC 16), silent *invisibility*[D], *magic vestment*†, *protection from energy*
2nd—*bear's endurance*†, *cure moderate wounds* (2), *invisibility*[D]†, *silence* (2, DC 16)
1st—*command* (DC 15), *cure light wounds* (2), *disguise self*[D], *entropic shield*†, *obscuring mist, sanctuary* (DC 15)
0—*cure minor wounds* (3), *light, mending, read magic*
D: Domain spell. Deity: Nerull. Domains: Death, Trickery
† already cast

Abilities Str 17, Dex 16 with *bear's endurance*, Con 16, Int 10, Wis 18, Cha 8
Feats Dodge, Improved Initiative, Mobility, Quicken Spell, Silent Spell, Spring Attack, Stunning Fist, Weapon Focus (unarmed strike)
Skills Concentration +15, Heal +18, Jump +8, Knowledge (religion) +14, Tumble +8
Possessions combat gear plus *gloves of Dexterity +2, belt of giant strength +4, ring of protection +2, slippers of spider climbing*

Tactics

Komoghet remains on the ceiling as long as possible, attacking the PCs with ranged spells. If facing spellcasters, he casts *silence* on a piece of rubble in his hand and uses it to hinder nearby spellcasters while he casts silent spells or wades into melee. When the rock is no longer convenient for him, he simply discards it. If reduced to fewer than 20 hit points, he casts *mislead* and attempts to escape.

2–5 Berserkers — CR —

hp 58 each (5 HD)

Male or female human barbarian 5
CN Medium humanoid
Init +1; **Senses** Listen +10, Spot +2
Languages Common

AC 12, touch 9, flat-footed 12; improved uncanny dodge
Fort +8, **Ref** +2, **Will** +4

Speed 40 ft. (8 squares)
Melee greataxe +11 (1d12+7/×3)
Ranged shortbow +6 (1d6/×3)
Base Atk +5; **Grp** +10
Atk Options Improved Bull Rush, Power Attack
Special Actions rage 2/day (8 rounds)

Abilities Str 20, Dex 13, Con 18, Int 8, Wis 12, Cha 10
SQ trap sense +1
Feats Improved Bull Rush, Power Attack, Weapon Focus (greataxe)
Skills Climb +12, Jump +16, Listen +10, Swim +11
Possessions combat gear plus studded leather, greataxe, shortbow with 20 arrows

When these berserkers are not raging, use the following changed statistics:
hp decrease by 10
AC 14, touch 11, flat-footed 14
Fort +6, **Will** +2
Melee greataxe +9 (1d12+4/×3)
Grp +8
Skills Climb +10, Jump +14, Swim +9

Animated Dragon Skeleton — CR —

hp 84 (8 HD); hardness 3

N Huge construct
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

AC 13, touch 7, flat-footed 13
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects)
Fort +2, **Ref** +1, **Will** –3
Weakness cannot be raised or resurrected, cannot heal damage, destroyed at 0 or fewer hp

Speed 40 ft. (8 squares)
Melee slam +9 (2d6+7)
Space 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +19

Abilities Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1
Skills Hide –9

Arm of the Mighty Servant of Leuk-O — CR —

hp 75 (10 HD); hardness 20

N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

AC 20, touch 10, flat-footed 20
Immune ability damage, ability drain, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects)
Fort +3, **Ref** +3, **Will** –2
Weakness cannot be raised or resurrected, cannot heal damage, destroyed at 0 hp

Speed 10 ft. (2 squares), fly 30 ft. (perfect)
Melee slam +17 (2d6+15/18–20/×3)
Base Atk +7; **Grp** +17
Atk Options augmented critical, stunning blow

Abilities Str 30, Dex 10, Con —, Int —, Wis1, Cha 1

Augmented Critical (Ex): The arm of the *Mighty Servant of Leuk-O*'s slam threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.
Stunning Blow (Ex) Any creature that is struck by a critical hit from the arm of the *Mighty Servant of Leuk-O* must succeed on a DC 25 Fortitude save or be stunned for 1 round.

The berserkers and the animated dragon skeleton attack the nearest enemies in an almost mindless fashion. The arm of the *Mighty Servant of Leuk-O*, its animation augmented by the latent power within the artifact, is not under Komoghet's control. It simply strikes at the nearest living target each round. Clever PCs who guess its attack pattern can move to ensure that the closest creature to it when its turn comes is Komoghet or one of his allies. If the arm takes enough damage to be "destroyed," the animating force departs from it, and the adamantine fragment drops to the ground, inert once again. This object cannot be destroyed by mortal means.

Features of the Area

This area has the following features.

Catwalk: A character who falls from the catwalk takes 1d6 points of damage. If he lands on a square containing a display case, he takes additional damage as detailed in that entry.

Ceiling: The ceiling in this chamber is 30 feet high.

Display Case: Each display case is made of glass and metal and is already partially broken. If a creature is bull rushed or falls into a display case, it shatters, creating rubble in that square. The creature that fell or was bull rushed takes 1d6 points of slashing damage and must make a successful DC 14 Reflex save or fall prone.

Illumination: This chamber is brightly lit by many *everburning torches*.

Rubble: Entering a rubble-filled square costs 2 squares of movement. Furthermore, the DCs of any Balance or Tumble checks made in rubble increase by 5, and a –2 penalty applies to Move Silently checks. Running or charging through rubble is impossible.

Standing Stone: A character can climb on top of the standing stone along the south wall with a successful DC 15 Climb check and jump from it to the adjacent catwalk with a DC 10 Jump check (since there's no room for a running start).



DEVELOPMENT

If Komoghet was forced to flee, he returns to attack the PCs again after he is healed.

Royal Court

Encounter Level 14

Use this encounter with the room entry on page 177.

The six guards (G) start this encounter arrayed around the dais to the west. Lyndurm (L) starts the encounter atop the dais. When the guards rush in to warn the Queen that the PCs have arrived, Lyndurm casts the following spells on himself: *greater invisibility, stoneskin, displacement, bear's endurance, mirror image, shield,* and *repulsion.*

The Queen points to the entryway with her flower-headed rod and turns her head to the side. "Are these the ones who vex you so, Lyndurm?" she asks in her shrill voice. "Yes," says a masculine voice from the air beside her. The queen looks back to the doorway and says, "Very well. Guards! Off with their heads!"

TACTICS

Lyndurm has many potent spells at his disposal, yet he prefers to use his gun in combat. He fires each round, preferentially targeting foes who use ranged weapons. If the Queen's guards are defeated and his opponents engage him in melee, Lyndurm regretfully holsters his gun and resorts to his spells, employing area spells first to catch as many foes as possible. If reduced to fewer than 15 hit points, Lyndurm uses *dimension door* to move beyond one of the Queen's locked doors in hopes of finding a place to hide elsewhere in the palace. Because he's not a native inhabitant of Dungeonland, he must make a successful DC 19 caster level check to pull off this trick, but if he is successful, the PCs must scour the palace and find him to win their way out of this strange realm.

LYNDURM CR 12

hp 66 (with *bear's endurance*, 81 with *bear's endurance* and *false life*) (12 HD); **DR** 10/adamantine (with *stoneskin*)

Male human wizard 12
CE Medium humanoid
Init +3; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Sylvan

AC 17, touch 13, flat-footed 14; *repulsion*
Miss Chance 50% (*displacement*)
Immune *magic missile* (with *shield*)
Fort +7 (with *bear's endurance*), **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)
Melee dagger +5/+0 (1d4–1/19–20)
Ranged *+1 thundering .357 revolver* +11 (2d6+1 plus 1d8 sonic)
Base Atk +6; **Grp** +5
Atk Options Far Shot, Point Blank Shot, Precise Shot
Wizard Spells Prepared (CL 12th):
6th—*chain lightning* (DC 21), *repulsion*† (DC 21)
5th—*baleful polymorph* (DC 20), *cone of cold* (DC 20), *feeblemind* (DC 20), *wall of force*
4th—*dimension door, greater invisibility*†, *shout* (DC 19), *stoneskin*†
3rd—*dispel magic, displacement*†, *lightning bolt* (DC 18), *slow* (DC 18), *vampiric touch* (+5 melee touch)
2nd—*bear's endurance*†, *false life*†, *mirror image, resist energy, shatter* (DC 17)
1st—*expeditious retreat, mage armor*†, *magic missile, ray of enfeeblement* (+9 ranged touch), *shield*†, *true strike*
0—*acid splash, light, mage hand, mending*
† already cast

Abilities Str 8, Dex 16, Con 17 (with *bear's endurance*), Int 20, Wis 10, Cha 12
SQ *contingency* (*false life*), familiar (none at present)
Feats Craft Magic Arms and Armor[B], Craft Wondrous Item[B], Dodge, Exotic Weapon Proficiency (handgun), Far Shot, Point Blank Shot, Precise Shot, Scribe Scroll[B], Weapon Focus (handgun)
Skills Appraise +7, Concentration +18, Craft (gunsmithing) +15, Knowledge (arcana) +20, Knowledge (architecture and engineering) +20, Knowledge (the planes) +20, Spellcraft +22
Possessions dagger, *+1 thundering .357 revolver* with 30 bullets, *Murlynd's spoon, headband of intellect +2, gloves of Dexterity +2, Godtrap Key* shard, *contingency* statuette worth 2,000 gp, 500 gp diamond dust for *stoneskin*

.357 Revolver (Ex) Lyndurm's magic revolver is a true rarity—a weapon he created years ago after a visit to a strange, rustic place called Boot Hill in a now-vanished alternate Material Plane world. Although not much more dangerous than a *+1 thundering heavy crossbow,* this weapon is truly unique and could fetch up to 20,000 gp. Once its ammunition runs out, however, it is useless until Lyndurm can find one of the real Murlynd's caches of treasure and get more, and such caches are never hidden in areas of safety.

A .357 revolver is a one-handed ranged weapon that has a range increment of 40 feet, can hold six bullets, and can be fired only once per round—even if the user has a feat or other abilities that allow more than one shot per attack. Reloading one bullet into its chamber is a move action. Reloading all six bullets at once is a full-round action. A character who does not have the Exotic Weapon Proficiency (revolver) feat can fire this gun at a –4 penalty.

Note: Murlynd was a gunslinger in Greyhawk lore. If you don't relish the idea of introducing a revolver into your campaign, replace Lyndurm's weapon with a *+1 thundering light crossbow* and give him the Rapid Reload feat in place of his Exotic Weapon Proficiency (handgun) feat.

Contingency (Sp) If Lyndurm's hit points are reduced to fewer than 20, a *false life* spell activates on him.

6 Queen's Guards **CR 5**

hp 58 each (9 HD); **DR** 15/slashing or piercing

NE Medium humanoid
Init +3; **Senses** Listen +5, Spot +5
Languages Common

AC 17, touch 13, flat-footed 14
Miss Chance 50% against one opponent (duo-dimensional)
Fort +8, **Ref** +6, **Will** +2
Weakness vulnerable to slashing weapons

Speed 20 ft. (4 squares) in chain shirt, base speed 30 ft.
Melee *+1 greatsword* +12/+7 (2d6+7/19–20 plus beheading strike)
Ranged longbow +9/+4 (1d8/×3)
Base Atk +6; **Grp** +10
Atk Options Cleave, Great Cleave, Power Attack

Abilities Str 18, Dex 16, Con 14, Int 8, Wis 8, Cha 8
SQ duo-dimensional
Feats Cleave, Great Cleave, Power Attack, Weapon Focus (greatsword)
Skills Jump +6, Listen +5, Spot +5
Possessions chain shirt, *+1 greatsword,* longbow with 20 arrows

Beheading Strike (Su) A Queen's guard is uncannily adept at striking at a foe's neck with his greatsword. On a successful critical hit, the creature struck must succeed on a DC 18 Fortitude save or be beheaded. Beheading instantly kills foes that are not constructs or undead. Creatures without identifiable heads are immune to this effect.

Duo-Dimensional (Su) A Queen's guard can present his "edge" to one foe of his choice. This tactic effectively grants the guard concealment (50% miss chance) from that foe's attacks.

Vulnerable to Slashing Weapons (Ex) A Queen's guard takes 50% more than normal damage from slashing weapons.

The Queen's guards do their best to prevent anyone from reaching the throne. Since they can't tell the difference between the projected image of their Queen and the real woman, they weep and wail if anyone attacks her. Fanatic and obsessive, they fight to the death, confident that if they're slain, their Queen will raise them from the dead.

CONCLUSION

Anyone who grasps the *Godtrap Key* shard that Lyndurm carries instantly understands that the way back to area J6 of Castle Greyhawk is now open to the group once again. The PCs' miniaturized gear fades as they returns to normal size, and any pieces of gear they have gathered from Lyndurm do as well. The guards' *+1 greatswords* do not fade or resize, so they are useless on the Material Plane—except perhaps as fingernail trimmers.

Features of the Area

This area has the following features.

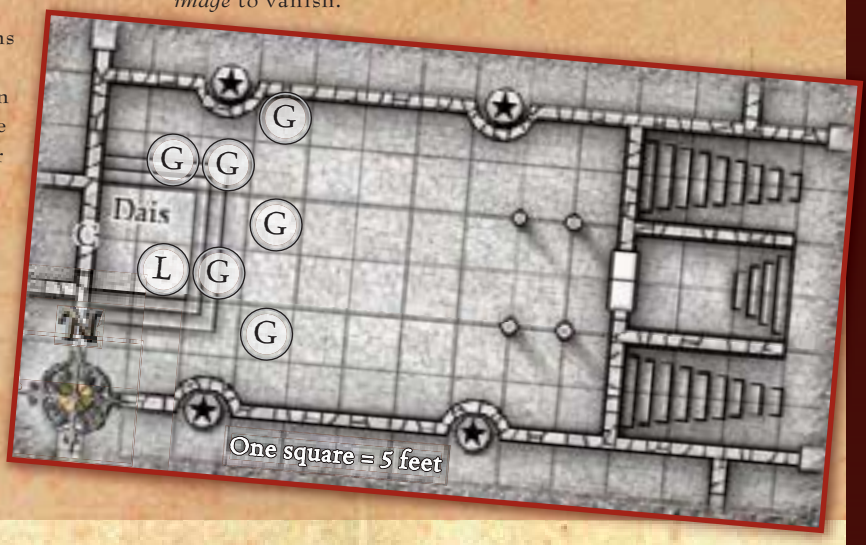
Illumination: The throne room is brightly illuminated by numerous chandeliers that hang from the ceiling.

Ceiling: The ceiling is 30 feet high.

Pillar: A creature standing behind a pillar gains cover (+4 AC, +2 on Reflex saves).

Dais: A creature on the dais gains a +1 bonus on melee attack rolls against creatures standing on the floor to the west because the dais counts as higher ground.

The Queen's Image: The Queen's *projected image* (CL 15th) can be dispelled as normal. Until then, the Queen can cast spells from it as if she were actually present, and her spells resolve at caster level 13th. However, the Queen is singularly unimaginative as a spellcaster. In the first 2 rounds of combat, she casts *flame strike* (DC 19). In the next 3 rounds, she casts *searing light* (+9 ranged touch). If combat is still in progress at that point, she casts *sound burst* (DC 16) for 5 more rounds, then loses interest. She also loses interest in the fight as soon as Lyndurm and her guards are dead. At whatever point she loses interest in the fight, she stands up from her throne, breaking the link and causing the *projected image* to vanish.



The Dormant King

Encounter Level 12

Use this encounter with the room entry on page 180.

When anyone comes within 30 feet of the pyramid's base, the Dormant King (D) appears inside the pool at the top. It takes a move action for him to clamber out of the pool.

The waters of the pool begin to churn violently, and suddenly an immense, bipedal lizard with a maw full of razor-sharp teeth erupts from its depths with a mighty roar.

TACTICS

The Dormant King exists to prevent anyone from entering the Spheres of Thought demiplane by way of the pool at the top of the pyramid. He can pursue enemies as far as 600 feet from the pyramid, but challenging creatures climbing the pyramid takes precedence over pursuit. The Dormant King fights to the death, but if he is slain, he re-forms in the pool with full hit points in 24 hours.

The Dormant King — CR 12

hp 276 (24 HD); fast healing 2

Male spellwarped[MM3] advanced tyrannosaurus
CE Huge aberration (augmented animal)
Init +2; **Senses** low-light vision, scent; Listen +16, Spot +16
Languages Draconic

AC 17, touch 10, flat-footed 15
SR 35; spell absorption
Fort +21, **Ref** +16, **Will** +10

Speed 40 ft. (8 squares)
Melee bite +28 (3d6+18/19–20)
Space 15 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +38
Atk Options Awesome Blow, Cleave, Improved Bull Rush, Power Attack; improved grab
Special Actions swallow whole

Abilities Str 34, Dex 14, Con 25, Int 6, Wis 15, Cha 10
Feats Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Run, Track
Skills Hide +1, Jump +16, Listen +16, Spot +16

Spell Absorption (Su) Whenever a spell fails to overcome the Dormant King's spell resistance, he gains one of the following benefits (roll 1d6) for 1 minute.
Might: +4 enhancement bonus to Str
Agility: +4 enhancement bonus to Dex
Endurance: +4 enhancement bonus to Con
Life: A number of temporary hit points equal to 5 × the level of the failed spell
Speed: Increase in speed (a number of feet equal to 5 × the level of the failed spell)
Resistance: Resistance 10 to one energy type

Features of the Area

This area has the following features.

Boulder: Each boulder provides cover (+4 to AC, +2 on Reflex saves) to anyone standing behind it.

Pyramid: The pyramid stairs aren't steep enough to impact movement. A creature can climb up the other sides of the pyramid's face by making a successful DC 10 Climb check, but they are too steep to simply walk up.

Pool: Anyone who touches the water in the pool is immediately whisked away to the demiplane within—a place known as the Spheres of Thought. If no one touches the water within 3 rounds of the first character's ascension to the top of the pyramid, 1d4 human-sized black bubbles fly out of the pool and attempt to envelop anyone within 30 feet. A bubble flies at a speed of 100 feet with perfect maneuverability and can make one +15 melee touch attack as a standard action. Anyone touched by a bubble must succeed on a DC 30 Will save or be instantly transported into the Spheres of Thought. A bubble cannot pursue a foe farther than 600 feet from the pool, and if destroyed, it explodes in a 30-foot-radius burst of force that deals 2d20 points of damage to every creature in the area (Reflex DC 20 half). The bubbles do not attack the Dormant King, and his presence atop the pyramid does not trigger the bubbles' manifestation.

Bubbles: AC 10, 50 hp each.

Surrounding Area: This combat might extend beyond the borders of this tactical map. The surrounding area is open to a radius of 600 feet from the center of the pool, and with the exception of a few boulders here and there, it does not impact movement or combat.



Warden's Ziggurat

Encounter Level 14

Use this encounter with the room entry on page 183.

This encounter begins as soon as the PCs enter the room.

Three immense toadlike figures crouch in the raised area before the stone bench in the western part of this chamber. They leer malevolently across the wide stair treads and utter a guttural sound.

TACTICS

Each hezrou (H) attempts to summon an additional hezrou when the PCs first arrive, then follows up with *blasphemy, chaos hammer,* and *unholy blight* until engaged in melee or until it is forced to engage the characters to prevent them from leaving. The hezrous are unharmed by the first two tiers, but they take care to avoid entering the bottom tier. A hezrou that manages to grab a character can drop him onto a lower tier as a free action at the end of its turn.

CONCLUSION

Livashti maintains a *status* effect on the hezrous. When she senses that they are severely wounded or dying, she contacts them telepathically for a report and prepares for their arrival in area N6 (see page 184).

3 Hezrous — CR 11

hp 145 each (10 HD); **DR** 10/good

CE Large outsider (chaotic, extraplanar, evil, tanar'ri)
Init +0; **Senses** darkvision 60 ft.; Listen +23, Spot +23
Aura stench 10 ft.
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 23, touch 9, flat-footed 23
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 19
Fort +16, **Ref** +7, **Will** +9
Weakness cannot be raised or resurrected

Speed 30 ft. (6 squares)
Melee bite +14 (6d4+5) and
2 claws +12 each (2d6+2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +19
Atk Options improved grab
Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 13th):
At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18)
3/day—*blasphemy* (DC 21), *gaseous form*

Abilities Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Feats Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Toughness[CW], Multiattack
Skills Climb +18, Concentration +22, Escape Artist +13, Hide +9, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23

Improved Grab (Ex) To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.
Stench (Ex) A hezrou's skin produces a foul-smelling toxic liquid whenever it fights. Any living creature within 20 feet (except other demons) must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward.
Summon Tanar'ri (Sp) 35% chance to summon 4d10 dretches or 1 hezrou; 1/day; caster level 10th.

Features of the Area

This area has the following features.

Illumination: Although the sky above is black, this chamber is lit as if by the noonday sun.

Ceiling: The ceiling arches up to a height of 30 feet above the floor of the highest tier. Thus, the distance from the ceiling to the floor of the lowest tier is 45 feet.

Observation Booth: A creature standing beside the bench to the west gains a +1 bonus on attack rolls against creatures on the first tier nearby because of its slightly higher ground.

First Tier: The floor of the first tier, which is 5 feet down from the walkway that surrounds the room, drains heat from every creature that stands upon it, dealing 1d10 points of cold damage per round (no save).

Second Tier: A creature standing on the second tier takes 1d10 points of cold damage and 4d6 points of electricity damage per round (no save).

Third Tier: A creature standing on the third tier takes 1d10 points of cold damage and 4d6 points of electricity damage per round (no save), and it also gains one negative level per round.



The Ichor Shrine

Encounter Level 14

Use this encounter with the room entry on page 182.

Vejakilar (V) starts this encounter atop the pyramid and facing south, adjacent to the southern rim of the central pool. His six tiefling minions (T) are arranged in an arc at the base of the stairs. Xagig (X) relaxes in the large tent to the northeast. The PCs can surprise Vejakilar and his followers if they move quietly enough.

Vejakilar, Hollow Rajah — CR 11

hp 56 (7 HD); **DR** 15/good and piercing and 10/magic for ranged weapons with *protection from arrows*

Male elite rakshasa
CE Medium outsider (native)
Init +4; **Senses** darkvision 60 ft., detect thoughts; Listen +10, Spot +10
Languages Abyssal, Common, Undercommon

AC 33, touch 16, flat-footed 29 with *mage armor* and *shield*
Immune *magic missile* with *shield*
SR 27
Fort +8, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares)
Melee 2 claws +9 each (1d4+2) and bite +4 (1d6+1)
Ranged *+1 seeking composite longbow* +13/+9 (1d8+3/×3)
Base Atk +7; **Grp** +17
Special Actions change shape, detect thoughts
Sorcerer Spells Known (CL 7th):
3rd (5/day)—*fireball* (DC 18), *haste*
2nd (7/day)—*Melf's acid arrow, mirror image*†, *protection from arrows*†
1st (8/day)—*grease* (DC 16), *mage armor*†, *obscuring mist, ray of enfeeblement* (+11 ranged touch), *shield*†
0 (6/day)—*detect magic, ghost sound* (DC 15), *light, mage hand, message, prestidigitation, read magic*
† already cast once

Abilities Str 15, Dex 19, Con 16, Int 14, Wis 10, Cha 20
Feats Point Blank Shot, Rapid Shot, Weapon Focus (longbow)
Skills Bluff +19 (+23 reading opponent's mind), Concentration +13, Diplomacy +9, Disguise +19 (+33 using change shape and detect thoughts), Intimidate +7, Jump +6, Knowledge (the planes) +12, Listen +10, Move Silently +14, Perform (keyboard instruments) +15, Sense Motive +10, Spellcraft +12, Spot +10
Possessions *+1 seeking composite longbow* (+2 Str bonus) with 20 arrows, *gloves of arrow snaring, ring of protection +2*

Change Shape (Su) Vejakliar can assume any humanoid form of Medium size as a standard action. This ability functions as a *polymorph* spell cast on itself as a 7th-level caster, except that he does not regain hit points for changing form. Vejakilar reverts to its natural form when killed. A *true seeing* spell reveals its natural form. In humanoid form, Vejakilar cannot use his claw and bite attacks.
Detect Thoughts (Su) As the *detect thoughts* spell; always active; DC 17 negates; caster level 18th.

The bipedal tiger shouts something in a strange tongue, and the six humanoids spring into action, each grabbing a bottle from his belt and downing the contents. Two of them race up the stairs to guard the tiger. The other four take to the air, weapons drawn.

TACTICS

When combat begins, four of the tiefling cultists drink *potions of fly* and move to intercept the intruders,. The remaining two race up the stairs to guard Vejakilar.

Vejakilar takes the first few rounds of combat to cast support and defensive spells. He begins with *protection from arrows, mirror image,* and *shield* on himself, then he casts *haste* as soon as possible.

If he hears the sounds of combat at the shrine, or if the ritual ends abruptly, Xagig does not immediately come to Vejakilar's aid. Instead, he takes the time to use his wand and to cast *invisibility, fly,* and *protection from law* on himself before using *dimension door* to appear atop the pyramid to confront the intruders. Xagig prefers to use quickened spells in combat so that he can use his *rod of wonder* each round. If brought below 15 hit points, he tries to flee by stepping off the edge of the cliff and using *feather fall* to slow his descent. He brings the *Godtrap Key* shard with him wherever he goes.

CONCLUSION

Once the PCs defeat Xagig and claim the obsidian shard from him, they need only return to the portal at the base of the cliff to return to Castle Greyhawk.

6 Tiefling Cultists — CR 4

hp 28 each (4 HD)

Male tiefling ranger 2/fighter 2
CE Medium outsider (native)
Init +3; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Abyssal, Common, Draconic

AC 19, touch 13, flat-footed 16; Two-Weapon Defense
Resist cold 5, electricity 5, fire 5
Fort +7, **Ref** +6, **Will** +1

Speed 20 ft. (4 squares)
Melee mwk longsword +7 (1d8+3/19–20) and mwk short sword +7 (1d6+1/19–20)
Ranged mwk composite longbow +8 (1d8+3/×3)
Base Atk +4; **Grp** +7
Atk Options Quick Draw; favored enemy humans +2
Combat Gear *potion of cure moderate wounds, potion of fly*
Spell-Like Abilities (CL 4th):
1/day—*darkness*

Abilities Str 16, Dex 16, Con 13, Int 12, Wis 12, Cha 6
Feats Quick Draw, Track[B], Two-Weapon Defense, Two-Weapon Fighting[B], Weapon Focus (longsword)[B], Weapon Focus (short sword)[B]
Skills Bluff +0, Climb +7, Hide +2, Jump +7, Listen +6, Ride +4, Search +6, Spot +6, Survival +6, Tumble +5
Possessions combat gear plus *+1 breastplate,* masterwork longsword, masterwork short sword, masterwork composite longbow (+3 Str bonus) with 20 arrows

XAGIG **CR 12**

hp 44 (12 HD); **DR** 10/adamantine with *stoneskin*

Male human wizard 12
CE Medium humanoid
Init +2; **Senses** darkvision 60 ft.; Listen –1, Spot –1
Languages Abyssal, Common, Draconic; *tongues*

AC 18, touch 13, flat-footed 16; +1 against attacks and effects from lawful creatures
Immune bodily contact by nonchaotic summoned creatures (SR overcomes), enchantment (charm and compulsion) effects, mental control, and possession
Fort +5, **Ref** +6, **Will** +7; +2 against attacks and effects from lawful creatures

Speed 30 ft. (6 squares); fly 60 ft. (good) with *fly*
Melee mwk dagger +7/+2 (1d4/19–20)
Base Atk +6; **Grp** +6
Combat Gear *rod of wonder, wand of stoneskin* (CL 7th, 22 charges)
Wizard Spells Prepared (CL 12th):
6th—quickened *false life,* quickened *scorching ray* (+8 ranged touch)
5th—quickened *magic missile,* maximized *scorching ray* (+8 ranged touch), quickened *shield*
4th—*confusion* (DC 18), *dimension door*† (2), maximized *magic missile*
3rd—*dispel magic,* extended *false life*†, *fireball* (DC 21), *fly*†, *haste*
2nd—*invisibility*†, extended *mage armor*†, *mirror image, scorching ray* (+8 ranged touch), *shatter* (DC 20)
1st—*feather fall, grease* (DC 15), *magic missile, protection from law*†, *ray of enfeeblement* (+8 ranged touch)
0—*detect magic, light, mage hand, prestidigitation*
† already cast

Abilities Str 10, Dex 14, Con 13, Int 18, Wis 8, Cha 12
SQ contingency, permanent spells, *familiar* (none at present)
Feats Combat Casting, Craft Rod, Craft Wand, Extend Spell[B], Greater Spell Focus (evocation), Maximize Spell[B], Quicken Spell, Scribe Scroll[B], Spell Focus (evocation)
Skills Concentration +16 (+20 casting defensively), Knowledge (arcana) +19, Knowledge (architecture and engineering) +9, Knowledge (history) +19, Knowledge (local) +9, Knowledge (the planes) +19, Spellcraft +21
Possessions combat gear plus masterwork dagger, *amulet of natural armor +1, ring of protection +1, Godtrap Key* shard, *contingency* statuette worth 3,000 gp

Contingency If Xagig's *stoneskin* is depleted by damage, a new *stoneskin* immediately activates on him.
Permanent Spells Xagig has made *darkvision* and *tongues* permanent on himself.

FEATURES OF THE AREA

The area has the following features.

Illumination: Although the sky above is black, this area is lit as if by the noonday sun.

Cliff: It's an 800-foot drop to the white ash of the Forever Gash below.

Ichor Pool: There are six pools of ichor, one at each corner of the pyramid's base and one in the center on the pyramid's roof. Each of these pools is 3 feet deep. A creature that enters an ichor pool must immediately cease its movement for that round. To exit the pool or enter another pool square, a creature must make a successful DC 12 Strength check. Any non-evil creature exposed to the ichor takes 2d6 points of acid damage each round it remains in contact with the stuff.

Heartbeat: Telvechus's heartbeat imparts a –4 penalty on Listen checks made in the area, and it creates an aura of menace in the area. Each time a spell with the good descriptor is cast within 100 feet of the shrine, the caster must make a successful DC 25 caster level check or the spell fails.

Tents: These small tents are used by the inhabitants of the shrine. Although they can provide concealment, they offer no cover benefit to those inside. The tents contain bedrolls, lanterns, food supplies, and water, but little else of interest.



Livashti's Chapel

Encounter Level 15

Use this encounter with the room entry on page 184.

Livashti (L) keeps a *status* spell in effect on the hezrous in area N2. If any of them take damage, she contacts them telepathically for a report. She then alerts the false Iggwilv by telepathy as to the PC's position, tactics, and actions.

Next, she assumes the form of Rhiann, priestess of Boccob, lies upon the altar, and orders her blaspheme minion to stand over her.

Lying on the stone altar at the far end of the room is a golden-haired woman dressed in the torn robes of a cleric of Boccob. Chains bind her at the ankles and wrists, and she struggles futilely against her bonds. "Help me!" she cries, with an edge of desperation in her

Livashti **CR 14**

hp 168 (16 HD); **DR** 10/cold iron or good

Female lilitu[FC1] cleric 2
CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +9; **Senses** darkvision 60 ft.; Listen +22, Spot +2
Languages Abyssal, Common; telepathy 100 ft.

AC 35, touch 21, flat-footed 26
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 23
Fort +18, **Ref** +18, **Will** +17; –2 against divine spells
Weakness cannot be raised, divine magic

Speed 40 ft. (8 squares)
Melee *+3 keen spiked chain* +27/+22/+17 (2d4+6/19–20) and 4 stingers +20 each (1d4+2 plus poison)
Space 5 ft.; **Reach** 5 ft. (10 ft. with stingers)
Base Atk +15; **Grp** +17
Atk Options Combat Reflexes; poison (Fort DC 23, 2d6 Wis/1d4 negative levels)
Special Actions lilitu's gift, rebuke undead 17/day (+16, 2d6+16, 2nd), spontaneous casting (*inflict* spells)
Combat Gear *wand of glibness* (35 charges), *lesser rod of extend metamagic* (all uses for the day expended), scroll of *demand,* scroll of *greater dispel magic,* scroll of *heal,* scroll of *project image* (CL 13th), scroll of *restoration*
Cleric Spells Prepared (CL 11th):
6th—*antilife shell, greater dispel magic, heal* (2), *mislead*[D] (DC 30)
5th—*break enchantment, greater command* (DC 29), *dispel good, false vision*[D], *flame strike* (DC 29), *slay living* (DC 29)
4th—*confusion*[D] (DC 28), *cure critical wounds* (3), *freedom of movement, greater magic weapon*†, *spell immunity*
3rd—*cure serious wounds* (5), *magic vestment*† (2), *nondetection*[D]
2nd—*cure moderate wounds* (2), *desecrate*†, *enthrall* (DC 26), *invisibility*[D], *sound burst* (DC 26), *status* ††† (3)
1st—*cure light wounds* (6), *demonflesh*[D FC1]†, *divine favor, obscuring mist, sanctuary* (DC 25)
0—*cure minor wounds* (6)
D: Domain spell. Deity: None. Domains: Demonic[FC1], Trickery
† already cast
Spell-Like Abilities (CL 14th):
At will—*charm monster* (DC 28), *detect good, detect thoughts* (DC 26), *disguise self* (DC 25, no limit on duration), *fly, suggestion* (DC 27), *greater teleport* (self plus 50 pounds of objects only), *sending, tongues*
1/day—*dominate person* (DC 29), quickened *suggestion* (DC 27), *symbol of persuasion* (DC 30)

Abilities Str 14, Dex 29, Con 22, Int 22, Wis 20, Cha 38
SQ item use, shroud alignment
Feats Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Persuasive, Practiced Spellcaster[CD] (+4 bonus to cleric caster level), Quicken Spell-Like Ability (*suggestion*), Weapon Finesse
Skills Bluff +35, Concentration +25, Diplomacy +39, Disguise +33 (+35 acting), Forgery +23, Heal +22, Intimidate +35, Knowledge (local) +12, Knowledge (nobility and royalty) +11, Knowledge (religion) +23, Knowledge (the planes) +16, Listen +22, Perform (singing) +32, Sense Motive +22, Spot +22
Possessions combat gear plus *+1 animated heavy steel shield, +1 keen spiked chain, cloak of Charisma +2, ring of protection +2,* 3,000 gp in jewelry

Demonic Domain The granted power of this domain (presented in *Fiendish Codex I: Hordes of the Abyss*) is a +1 profane bonus on attack and damage rolls for unarmed strikes and attacks with natural weapons. The spell *demonflesh* is an evil transmutation with verbal and somatic components that takes a standard action to cast and targets Livashti, increasing her natural armor bonus by 3 for 15 minutes.
Item Use (Ex) Livashti can use any magic item as though she had successfully used the Use Magic Device skill.
Lilitu's Gift (Su) Once per day as a standard action, Livashti can embrace a willing or helpless creature to grant it a +2 profane bonus to Charisma and on saving throws for 24 hours. Livashti's name manifests as a tattoo in Abyssal on the recipient's body, though it cannot see its own tattoo. As long as the gift remains active, Livashti can monitor the recipient's condition and location as if she had placed a *status* spell on it and can communicate telepathically with it at all times (even across planes). Furthermore, by concentrating, she can observe the world around the recipient as if she were there in its place. Accepting Livashti's gift is a chaotic act, but it can be resisted with a successful DC 31 Will save.
Shroud Alignment (Ex) Spells and spell-like abilities that have the good descriptor affect Livashti as if her alignment were good. Magic items are similarly fooled.
Vulnerable to Divine Magic (Ex) Livashti's heretical nature renders her particularly susceptible to divine magic. She makes all saving throws against divine magic at a –2 penalty, and any check to overcome her spell resistance with a divine spell gains a +4 sacred bonus.

RIGGBY **CR 9**

hp 183 (with *desecrate*) (18 HD); **DR** 5/slashing; negative energy heals

Male human blasphemeLM
NE Medium undead
Init +1; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common

AC 20, touch 11, flat-footed 19
Immune ability damage to Str, Dex, or Con, ability drain, cold, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning, and any effect that requires a Fortitude save (unless it also affects objects or is harmless)
Fort +8, **Ref** +11, **Will** +15 with *desecrate*
Weakness cannot be raised, destroyed at 0 or fewer hp, inescapable craving

Speed 40 ft. (8 squares)
Melee bite +20 (1d8+15 plus blasphemous contact) with *desecrate*
Base Atk +9; **Grp** +18
Atk Options blasphemous contact, erratic charge

Abilities Str 28, Dex 12, Con —, Int 5, Wis 15, Cha 10
Feats Improved Natural Attack (bite), Improved ToughnessCW, Toughness (4), Track
Skills Listen +10, Spot +10, Survival +7

Blasphemous Contact (Su) Each time Riggby hits a non-evil creature, the target is dazed for 1 round and takes 1d6 points of Strength damage (no save).
Erratic Charge (Ex) Riggby can make one turn of up to 90 degrees during a charge, provided he has line of sight to his target at the start of his turn.
Inescapable Craving (Ex) Riggby craves human flesh.

voice. Above her stands a horrid mockery of a human, also clad in the remains of cleric robes, with a knife raised to plunge into her heart. "You not interrupt gift to Boccob!" roars the creature, tossing away its knife and charging down the stairs.

FEATURES OF THE AREA

The area has the following features.

Illumination: The room is dark.

Ceiling: The ceiling is 50 feet high.

Pillar: A creature standing behind a pillar gains cover (+4 to AC, +2 on Reflex saves).

Pulpit: The upraised area is 1 foot higher than the floor, not high enough to grant a bonus for being on higher ground.

Altar: The altar is the center of a *desecrate* spell. Any attempt to turn undead within 20 feet of it takes a –6 penalty, and any undead within this area gain a +2 profane bonus on attack rolls, damage rolls, and saving throws.

TACTICS

If she can trick a lone PC into clambering up onto the pulpit to "save" her, Livashti attempts to dominate him. If successful, she orders her new ally to pretend to untangle her chains while calling out to his allies to stay back and fight "that monstrous undead menace." In the meantime, Livashti directs the dominated character to use any protective magic items, spells, potions, and resources he might have to protect her. Then she cowers behind her new ally and begins casting her short-duration protective spells on herself—particularly *divine favor* and *spell immunity* to any spells the PCs seem to be casting a lot.

Once the blaspheme (R) has been destroyed, Livashti telepathically orders her dominated ally to clutch his head and shriek out, "My mind! It's in my mind now!" and then attack his one-time friends. This order gives the dominated PC a new saving throw at a +2 bonus to throw off the domination.

As soon as the PCs focus on her, Livashti casts *antilife shell*. She remains on the upraised area, using her ranged spells on the PCs until either they manage to lower her *antilife shell*, or she has reduced the opposition to one or two PCs. At this point, she wades into combat with her *+3 keen spiked chain* and stingers. Bound to Iggwilv's will, Livashti has no choice but to fight to the death.

The blaspheme merely attacks the nearest target it can reach, using its erratic charge as necessary to duck around pillars.

CONCLUSION

This combat should be the second toughest that the PCs face in the adventure, and they might be forced to flee. If they do so, Livashti does not stay idle here. She leaves the prison, teleports to Greyhawk, and immediately begins the process of tracking down the PCs, hoping to murder them one at a time if she can't magically control them.



The Godtrap

Encounter Level 17

Use this encounter with the room entry on page 187.

Assuming that Livashti had a chance to warn her, the false Iggwilv knows when the PCs are close. She positions her four cataboligne minions (who have assumed her form) around the room and casts *stoneskin* on herself just before they arrive.

When the PCs arrive, read the following.

Five identical human females are held aloft in ghostly tentacles of energy. Four other tentacles caress the southernmost gemstone. Flashes of energy travel down the four writhing arms and up into each of the five women. "You are too late!" cries one triumphantly. "You cannot stop us now!" says another with malicious glee.

TACTICS

The false Iggwilv (I) takes the first round of combat to cast *repulsion* and quickened *shield*. Next, she casts *maze* at the most heavily armored PC and a quickened *magic missile* at anyone else she sees. Then she casts *disintegrate* at another heavily armored PC. If the catabolignes (C) are engaged in combat by this point, she casts *haste* on them. After that, she uses her spells against any PC who seems to be trying to harm her.

If engaged in melee, Iggwilv uses her *wand of magic missile* or casts spells from her *staff of the magi*. She cannot leave the *Godtrap* without wasting the divine energy she has gathered so far, so for her, this fight is to the death.

If the PCs seem to have determined who the real Iggwilv is, the catabolignes shift to their true forms and fly up to engage characters in melee, using their captivating voices and eye rays.

False Iggwilv — CR 16

hp 99 (with *false life*) (15 HD); **DR** 10/adamantine with *stoneskin* (max 150 hp)

Female human simulacrum wizard 15
CE Medium humanoid (simulacrum)
Init +3; **Senses** darkvision 60 ft., *detect magic, see invisibility;* Listen –1, Spot –1
Languages Abyssal, Common, Draconic; *tongues*

AC 25, touch 17, flat-footed 22
Immune mind-affecting spells and abilities, scrying
SR 23
Fort +11, **Ref** +11, **Will** +13; permanent –1 penalty (included) from *deck of many things*

Speed 30 ft. (6 squares)
Melee *staff of the magi* +8/+3 (1d6)
Base Atk +7; **Grp** +7
Special Actions retributive strike
Combat Gear *staff of the magi* (20 charges), *wand of magic missile* (CL 9th, 41 charges)
Wizard Spells Prepared (CL 15th):
8th—*maze*
7th—quickened *dispel magic,* quickened *displacement*
6th—*disintegrate* (DC 24), quickened *false life, repulsion* (DC 24), *true seeing*
5th—*dominate person* (DC 23), quickened *magic missile,* quickened *shield, teleport, wall of force*
4th—*arcane eye, dimension door, Evard's black tentacles, greater invisibility, stoneskin*†
3rd—extended *false life*†, *fly, haste,* extended *mirror image, vampiric touch* (+7 melee touch)
2nd—*detect thoughts* (DC 20), *locate object, false life* (2), *resist energy, scorching ray* (+10 ranged touch)
1st—*expeditious retreat, feather fall, grease* (DC 20), *obscuring mist, ray of enfeeblement* (+10 ranged touch), *true strike*
0—*acid splash, mending, prestidigitation, read magic* (2), *touch of fatigue* (+7 melee touch, DC 18)
† already cast

Abilities Str 10, Dex 16, Con 17, Int 22, Wis 8, Cha 16
SQ *contingency,* lilitu's gift, permanent spells, simulacrum, familiar (none at present; Iggwilv's fear of losing her precious experience points has prevented her from using this class feature)
Feats Augment Summoning, Combat Casting, Craft Magic Arms and Armor[B], Craft Wondrous Item[B], Demon Mastery, Extend Spell[B], Forge Ring, Iron Will, Quicken Spell, Scribe Scroll[B], Spell Focus (conjuration)
Skills Concentration +23 (+27 casting defensively), Diplomacy +5, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (local) +25, Knowledge (nobility and royalty) +21, Knowledge (religion) +25, Knowledge (the planes) +25, Spellcraft +26
Possessions combat gear plus *bracers of armor +8, ring of protection +3, ring of freedom of movement, amulet of health +4, gloves of Dexterity +4, boots of levitation, circlet of persuasion, dusty rose ioun stone, pale green ioun stone, stone of good luck, pearl of power* (5th-level spell), 4 doses of *true seeing ointment* (250 gp each), 4 doses of diamond dust for *stoneskin* (250 gp each), 16,000 gp in jewelry

Contingency If Iggwilv ever takes physical damage, a *displacement* spell activates on her.
Lilitu's Gift (Su) Iggwilv carries the mark of Livashti, her lilitu ally, which grants her a +2 profane bonus to Charisma and a +2 profane bonus on saving throws for up to 24 hours. If Livashti is slain, Iggwilv loses these benefits a day later.
Permanent Spells Iggwilv has made the following spell effects permanent on herself: *darkvision, detect magic, see invisibility,* and *tongues.*
Simulacrum If viewed with *true seeing,* Iggwilv appears as an animate statue made of snow and ice. If reduced to 0 hit points or otherwise destroyed, she reverts to snow and melts instantly into nothingness.

4 CATABOLIGNES **CR 10**

hp 138 each (12 HD); regeneration 5; **DR** 10/good

CE Large outsider (chaotic, evil, extraplanar, shapechanger)
Init +8; **Senses** blindsight 60 ft., darkvision 60 ft.; Listen +16, Spot +16
Languages Abyssal, Common, Elven, Infernal

AC 26, touch 13, flat-footed 22
Immune electricity, poison
Resist acid 10, cold 10; **SR** 22
Fort +15, **Ref** +12, **Will** +9

Speed 40 ft. (8 squares), fly 50 ft. (good)
Melee 2 claws +22 each (1d8+10) and bite +19 (2d6+5)
Ranged eye ray +15 touch (paralysis)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +26
Atk Options Power Attack
Special Actions captivating voice, change shape
Spell-Like Abilities (CL 12th):
At will—*deeper darkness, dispel magic, hallucinatory terrain* (DC 20), *mage armor, minor image* (DC 18)
3/day—*magic missile, fear* (DC 20)

Abilities Str 30, Dex 18, Con 24, Int 14, Wis 12, Cha 22
SQ change shape, flight
Feats Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Weapon Focus (claw)
Skills Balance +6, Bluff +21, Concentration +22, Diplomacy +10, Disguise +21 (+31 using change shape), Hide +15, Intimidate +8, Jump +16, Listen +16, Search +17, Sense Motive +16, Spellcraft +17, Spot +16, Tumble +19

Captivating Voice (Su) see page 217
Change Shape (Su) see page 218
Eye Ray (Su) A cataboligne's eyes can project a beam of gray light once per round as a standard action, targeting any single creature within 60 feet. For each ray that hits, the target must succeed on a DC 22 Fortitude save or be paralyzed for 1d6 rounds. The durations for multiple hits are cumulative. Success leaves the target dazed for 1 round.
Flight (Su) Although a cataboligne lacks wings, it can still fly by means of magic. This effect cannot be dispelled.
Regeneration (Ex) Fire deals normal damage to a cataboligne. If a cataboligne loses a limb or body part, the lost portion regrows in 10 minutes. The creature can reattach the severed member instantly

FEATURES OF THE AREA

Illumination: The energy flashing on the walls provides bright light.

Ceiling: The ceiling is 50 feet above the central platform, and the floor lies 50 feet below.

Statue of Boccob: This stone statue, which is affixed to the platform, stands 10 feet high and can be climbed with a successful DC 15 Climb check. If a character places the *Godtrap Key* in the statue's hands, it fuses with the statue, granting the character control over one of the *Godtrap* arms.

Godtrap Arms: These tentacles of magical energy are currently under Iggwilv's control. One arm must be attached to her, and another must be attached to Iuz's prison, but she can manipulate the other seven to make attacks on the PCs. She leaves one attached to each cataboligne as long as their ruse lasts.

Directing a single *Godtrap* arm to attack is a free action, but a character can direct only one at a time. An arm attacks on the controller's turn and makes a single +10 melee touch attack against any target in the room. On a hit, the arm deals 1d4 points of Wisdom drain. Anyone who is currently controlling at least one *Godtrap* arm (Iggwilv included) is immune to this attack. (The catabolignes are not controlling the arms attached to them.)

Anyone who gains control of an arm knows instinctively which prisons hold prisoners and can, as a standard action, affix an arm to a prison. Any character can use a move action to touch an arm so affixed and gain a boon depending on the prison.

Zuoken: Touching a *Godtrap* arm affixed to Zuoken's prison is a lawful act that grants a +6 sacred bonus to Dexterity and immunity to mind-affecting spells and abilities for 1d4 rounds.

Robilar: Touching a *Godtrap* arm affixed to Robilar's prison is a chaotic act that grants a +4 bonus on attack rolls for 1d4 rounds. In addition, the character gains one additional attack at his highest bonus when he takes a full attack action for that same period. This attack does not stack with other additional attacks granted by *haste* effects.

Iuz: Touching a *Godtrap* arm affixed to Iuz's prison is an evil act that grants a +6 profane bonus to Strength and 20 temporary hit points for 1d4 rounds.



Appendix: Monsters and Mythology

This section presents the new monsters introduced in this adventure.

AURUMVORAX

Barely larger than a dog, this growling menace has silky, golden fur that shines with an almost metallic gleam in the light. Its head looks like a cross between a badger's and a cat's, and each of its eight muscular legs ends in an impressive array of long, metallic talons.

AURUMVORAX **CR 8**

Always N Small magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent gold; Listen +2, Spot +17

AC 26, touch 11, flat-footed 26 (+1 size, +15 natural)
hp 102 (12 HD); **DR** 5/adamantine and slashing
Immune poison
Resist fire 10
Fort +13, **Ref** +8, **Will** +8

Speed 30 ft., burrow 20 ft.

Melee bite +16 (2d4+3/19–20) and 4 claws +14 (2d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +19
Atk Options crushing bite, gold frenzy, improved grab, pounce, rake

Abilities Str 16, Dex 10, Con 17, Int 2, Wis 14, Cha 15
SA crushing bite, gold frenzy, improved grab, pounce, rake
Feats Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack
Skills Hide +4, Spot +17
Advancement 13–16 HD (Small); 17–28 HD (Medium); 29–36 (Large)

Crushing Bite (Ex) An aurumvorax deals automatic bite damage on a successful grapple check. If it bites an object, it ignores half the object's hardness.
Gold Frenzy (Ex) An aurumvorax gains a +2 morale bonus on attack and damage rolls made against any creature on which it can scent gold.
Improved Grab (Ex) To use this ability, an aurumvorax must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. An aurumvorax has a +8 racial bonus on grapple checks, which is included in the statistics block.
Pounce (Ex) If an aurumvorax charges a foe, it can make a full attack, including eight rake attacks.
Rake (Ex) Attack bonus +16 melee, damage 2d4+1, eight attacks against grappled foe.
Scent Gold (Ex) An aurumvorax has the scent ability, but it can smell only gold. As long as a creature carries any amount of gold, the aurumvorax can scent it. Gold kept in an extradimensional space (such as a *bag of holding*) can escape an aurumvorax's senses.



Illus. by B. Wooten

Aurumvorax

An aurumvorax is a dangerous, eight-legged beast that can eat nearly any food, although its favored meal is pure gold.

STRATEGIES AND TACTICS

The fiercely territorial aurumvorax uses its growling bark to warn foes away. If it smells gold on a creature,

AURUMVORAX LORE

Characters who have ranks in Knowledge (arcana) can learn more about aurumvoraxes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana) DC	Result
18	An aurumvorax can smell gold, and the scent of it often drives the creature into a frenzy.
23	An aurumvorax's hide is remarkably dense. Only adamantine slashing weapons have any real hope of penetrating it and harming the creature.
28	An aurumvorax's hide is quite valuable. If you burn a dead aurumvorax in a forge, the body leaves behind puddles of pure gold.

however, it charges that target, attempting to pounce and rake. Once it manages to establish a hold on a foe, the aurumvorax continues to gnaw and claw as long as it can. Often, only death can cause the beast to release its grip.

ECOLOGY

The gnomes call the aurumvorax the golden gorger—a name that bespeaks both its golden fur and its ravenous appetite. An aurumvorax can gain nourishment from any food it eats, although it has a particular fondness for gold. When no gold is available, an aurumvorax consumes anything it can catch. Thus, when an aurumvorax moves into a new area, it has an immediate impact on the ecosystem.

An aurumvorax's powerful claws allow it to burrow through stone. Aurumvorax warrens often stretch for miles because the creatures tend to dig their way through the bedrock along veins of gold.

Dwarves find golden gorgers particularly offensive, and they often offer rewards for the hides. In dwarven reaches where these creatures are active, the bounties often lure adventurers into extreme peril.

Aurumvoraxes mate for life, but they rarely produce young. A typical female aurumvorax gives birth to no more than three kittens throughout her life. An aurumvorax kitten can be reared to be a trained guardian, but training a fully grown aurumvorax is impossible. Because aurumvorax young are extremely rare, a single kitten can fetch prices in excess of 8,000 gp.

TYPICAL TREASURE

Because an aurumvorax is not much more intelligent than an animal, it has little interest in hoarding treasure. Further, its insatiable appetite often drives it to consume treasure left behind by its foes. Yet the aurumvorax itself is worth quite a fair amount. An aurumvorax hide, properly prepared with a successful DC 30 Survival check, is worth 3,000 gp. Burning an aurumvorax in an exceptionally hot fire (such as a forge) leaves behind 2d20×10 gp worth of raw gold.

DEMON, CATABOLIGNE

The hunched figure grins, displaying a mouth full of sharp teeth between downward-sweeping jowls. Two horns twist back from its demonic face, and its round, oversized, leering eyes have strange, elongated pupils. The monster's form is humanoid, but its scaly skin glows with a faint blue radiance. A pointed tail completes the demonic image. The creature's voice, however, is feminine, sultry, and alluring.

CATABOLIGNE **CR 10**

Always CE Large outsider (chaotic, evil, extraplanar, shapechanger)
Init +8; **Senses** blindsight 60 ft., darkvision 60 ft.; Listen +16, Spot +16
Languages Abyssal, Common, Elven, Infernal

AC 26, touch 13, flat-footed 22
(–1 size, +4 Dex, +4 armor [mage armor], +9 natural)
hp 138 (12 HD); regeneration 5 ; **DR** 10/good
Immune electricity, poison
Resist acid 10, cold 10; **SR** 22
Fort +15, **Ref** +12, **Will** +9

Speed 40 ft. (8 squares), fly 50 ft. (good)
Melee 2 claws +22 each (1d8+10) and bite +19 (2d6+5) or
Melee 2 claws +17 each (1d8+15) and bite +14 (2d6+10) with Power Attack (5 points)
Ranged eye ray +15 touch (paralysis)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +26
Atk Options Power Attack
Special Actions captivating voice, change shape
Spell-Like Abilities (CL 12th):
At will—*deeper darkness, dispel magic, hallucinatory terrain* (DC 20), *mage armor, minor image* (DC 18)
3/day—*magic missile, fear* (DC 20)

Abilities Str 30, Dex 18, Con 24, Int 14, Wis 12, Cha 22
SA captivating voice, eye rays
SQ change shape, flight
Feats Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Weapon Focus (claw)
Skills Balance +6, Bluff +21, Concentration +22, Diplomacy +10, Disguise +21 (+31 using change shape), Hide +15, Intimidate +8, Jump +16, Listen +16, Search +17, Sense Motive +16, Spellcraft +17, Spot +16, Tumble +19
Advancement 13–20 HD (Large); 21–36 HD (Huge)

Captivating Voice (Su) A cataboligne's voice sounds like that of a human woman. When it speaks, one designated humanoid, fey, or giant within 30 feet must succeed on a DC 22 Will save or become captivated and functions as if affected by the spell *charm monster*, although it remains charmed only until the demon's next action. If the cataboligne continues to speak to that victim, the effect persists (no save), but if the demon stops speaking or speaks to a different target, the victim recovers immediately from the effect. Captivating voice is a sonic, mind-affecting, language-dependent charm effect. A creature that successfully saves cannot be affected again by the same cataboligne's speech for 24 hours. The cataboligne can use its captivating voice as a free action, but can target only one creature per round. The save DC for this ability is Charisma-based.

A captivated victim walks toward the cataboligne, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the cataboligne stands there and offers no resistance to the monster's attacks. A bard's countersong ability allows the captivated creature to attempt a new Will save.



Illus. by B. Wooten

Cataboligne

Change Shape (Su) A cataboligne can assume any humanoid form of Medium or smaller size as a standard action. This ability functions as a *polymorph* spell cast on itself as a 12th-level caster, except it does not regain hit points for changing form. A cataboligne remains in one form until it chooses to assume a new one. The cataboligne reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Eye Ray (Su) A cataboligne's eyes can project a beam of gray light once per round as a standard action, targeting any single creature within 60 feet. For each ray that hits, the target must succeed on a DC 22 Fortitude save or be paralyzed for 1d6 rounds. The durations for multiple hits are cumulative. Success leaves the target dazed for 1 round. The save DC is Charisma-based.

Flight (Su) Although a cataboligne lacks wings, it can still fly by means of magic. This effect cannot be dispelled.

Regeneration (Ex) Fire deals normal damage to a cataboligne. If a cataboligne loses a limb or body part, the lost portion regrows in 10 minutes. The creature can reattach the severed member instantly by holding it to the stump.

The cataboligne is a rare demon whose monstrous visage belies its captivating, melodious voice.

STRATEGIES AND TACTICS

A cataboligne prefers to prepare its battlefields in advance. It constantly protects itself with *mage armor* that gives off a faint blue glow, and it uses its spell-like abilities to shroud foes in darkness, negate enemies' magic, and neutralize the most powerful enemy before engaging in melee. Against a lone foe, the cataboligne prefers to rely solely on its captivating voice, holding a victim transfixed while slowly tearing it into tiny pieces.

ECOLOGY

These enemies of the tanar'ri are crafty outsiders native to the Abyss. Their numbers are declining, and many of those that still exist survive simply because they have spent many ages bound as guardians for mortal treasures in realms not easily reachable by their enemies. Mortals are thus likely to encounter these demons in old crypts and treasure chambers, where the catabolignes' deception and captivation abilities make them suitable guardians for delicate treasures. Other catabolignes ally with evil mages and clerics in hopes of tempting souls with their powers of illusion and persuasion.

TYPICAL TREASURE

Catabolignes generally don't keep treasure of their own, but powerful spellcasters often employ their services to guard special items. Often, these demons protect valuable collections of art and other delicate treasures that could be damaged by monsters that have more destructive methods of defense.

CATABOLIGNE LORE

Characters who have ranks in Knowledge (the planes) can learn more about catabolignes. When a character makes successful a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the Planes)

DC	Result
20	A cataboligne is a demon, though it is not a tanar'ri. It is immune to electricity and poison and resistant to acid and cold.
25	A cataboligne can change its form to appear as a beautiful humanoid woman. Even in its true form, the monster's voice remains soft and feminine.
30	A cataboligne's voice can transfix humanoids, giants, and even fey. A creature captivated in this manner can be charmed by the demon's voice.
35	Catabolignes regenerate damage quite quickly—only fire and holy weapons can deal them lethal damage.

DEITIES

Two powerful deities and their faithful play a significant role in this adventure. Zagyg, the Mad Archmage, built Castle Greyhawk in his mortal days, and his clerics protect it still. But now servants of Iuz, the Old One, lurk in its lower halls, praying to their cruel god and advancing his evil agenda. A third deity, Zuoken, plays a minor but important role in this adventure as well.

IUZ

Iuz the Evil, The Old One
Demigod
Symbol: A human skull with blood-red highlights.
Home Plane: Oerth
Alignment: Chaotic evil
Portfolio: Deceit, evil, pain, and oppression
Worshipers: Wicked humans, orcs, goblinoids, and demons
Cleric Alignments: CN, CE, NE
Domains: Chaos, Evil, Suffering, and Trickery
Favored Weapon: Greatsword



Holy symbol of Iuz

Few beings have a greater capacity for cruelty than the demigod Iuz. Known as the Old One because one of his favored forms is that of a withered human male, this vile deity was originally a cambion, born of a union between the Witch-Queen Iggwilv and the demon prince Graz'zt. Iuz began his reign in 479 CY by conquering a number of lesser fiefs in the north. As the stories of his inhuman cruelty spread, so did his reach, and by 500 CY, he controlled much of the land north of Lake Wyestil. By this time, several cults had begun to spread his depravity far and wide, and he rewarded their cruelty with power and prestige.

But just when it seemed that nothing could stop his ever-expanding empire, Iuz vanished in 505 CY. Imprisoned in the dungeons of Castle Greyhawk by Zagig, who stole his power to fuel his own rise to divinity, Iuz raged in his cell for sixty-five years. When Mordenkainen, Riggby, and Lord Robilar released him and failed to destroy him, his tyranny began anew, culminating in the Greyhawk Wars in 582 CY. For two years, Iuz and his fanatical clergy worked to expand his realm and his faith. By the time the Pact of Greyhawk was signed in 584 CY to officially end the conflict, it was clear that Iuz was among the victors.

The clerics of Iuz are a fanatical lot, always seeking to increase their own power while obeying the whims of the Old One. Within the Empire of Iuz, his clerics hold positions of respect and power, proudly displaying their holy symbols and demanding obedience from the common folk and other lesser creatures. Clerics of Iuz usually dress in gray robes adorned with bones. Most learn to use the greatsword, although weapons that cause tremendous pain—such as whips and flails—are not uncommon. Furthermore, Iuz encourages treachery among his faithful as a means of rooting out the comfortable and the weak.

Outside the empire's borders, clerics of Iuz usually hide their faith, dressing as normal travelers so as to not draw unwanted attention. They are not openly welcomed in any civilized land, and they are treated with outright hostility in some places—particularly the northern kingdoms that have been savaged by the Old One's military campaigns.

As of late, some followers have been granted a new domain—Suffering—in place of one they had originally chosen. Those who receive this blessing see it as a reward for their devotion and a sign of their deity's ever-expanding power.

Suffering Domain

Deity: Iuz.
Granted Power (Sp): You can use a pain touch once per day. If you make a successful melee touch attack against a living creature, it takes a –2 penalty to Strength and Dexterity for 1 minute. This ability does not affect creatures that are immune to critical hits.

Suffering Domain Spells

1 **Bane:** Enemy takes a –1 penalty on attack rolls and saves against fear effects.
2 **Bear's Endurance:** Subject gains +4 bonus to Con for 1 minute/level.
3 **Bestow Curse:** Subject takes a –6 to an ability score; or a –4 penalty on attack rolls, saves, and checks; or has a 50% chance of losing each action.
4 **Enervation:** Subject gains 1d4 negative levels.
5 **Feeblemind:** Subject's Int and Cha drop to 1 each.
6 **Harm:** Subject takes 10 points of damage per caster level.
7 **Eyebite:** Subject becomes panicked, sickened, and comatose.
8 **Symbol of Pain**[M]**:** Triggered rune wracks nearby creatures with pain.
9 **Horrid Wilting:** Deals 1d6 points of damage/level within 30 ft.

ZAGYG

The Mad Archmage
Demigod
Symbol: The rune for insanity—two zigzag lines side by side.
Home Plane: Oerth
Alignment: Chaotic neutral
Portfolio: Eccentricity, humor, occult lore, and unpredictability.
Worshipers: Eccentric loners, jokers, bards, and madmen.

Illus. by B. Hagan

Cleric Alignments: CN, CG, CE, N
Domains: Chaos, Knowledge, and Magic
Favored Weapon: Dagger

A mortal named Zagig rose to become Lord Mayor of Free City of Greyhawk. Eventually, he withdrew from the city he had built and began researching paths to divinity below Castle Greyhawk. By harnessing the power of the *Obelisk* below the Tower of Magic, he built a powerful magical prison in which he captured nine demigods, drained their divinity, and used it to ascend to godhood, after which he adopted the name Zagyg. Most of his captives have escaped since then, but Zuoken still remains in his prison.



Holy symbol of Zagyg

Some of Zagyg's clerics toil constantly to bring humor to the world, while others are so eccentric that most folk simply label them insane. All seek magical knowledge in its many forms, and most are wanderers, journeying from town to town to bring their faith to others. Often, locals who have grown tired of a Zagygian cleric's pranks and odd habits simply drive him out of town.

Clerics of Zagyg tend to wear dark blue and silver robes on which they can display the god's holy symbol prominently. However, they occasionally don other garb in conjunction with a prank or due to some personal quirk. The typical cleric of the Mad Archmage carries a club, but some carry more outlandish weapons—such as feathered staffs, rubber darts, or fruit pies—that are designed to amuse rather than harm.

Followers of Zuoken are almost always monks or psions, and the most powerful are both. A typical cleric dresses in light, plain-colored clothing tied with a simple sash bearing Zuoken's symbol. They spend most of their days practicing, meditating, and spreading the word about the value of perfection—although many undertake these tasks while searching for their missing patron. It was not until recently that Zuoken's clerics determined the deity's fate, and even now they search for ways to free him from his prison.

ZUOKEN

Master of Da'Shon and Edel
Demigod
Symbol: A striking fist
Home Plane: Oerth
Alignment: Neutral
Portfolio: Mental and physical mastery
Worshipers: Fighters, monks, psions
Cleric Alignments: LN, CN, NE, NG, N
Domains: Knowledge, Strength, War
Favored Weapon: Nunchaku



Holy symbol of Zuoken

As a mortal Baklunish human, Zuoken mastered the twin arts of Edel ("gift of fate," psionics) and da'shon ("falling hail," a form of unarmed combat). While in the service of Xan Yae (a lesser goddess), he was raised to the status of demigod and began attracting all sorts of followers who sought out perfection. His gradual rise to greater power ended in 505 CY, when he was imprisoned by Zagig along with eight other demigods below Castle Greyhawk. There he has remained ever since, leaving his followers without guidance.

MAGIC ITEMS

APPRENTICE RING

Price (Item Level): 3,200 gp (16th)
Body Slot: Ring
Caster Level: 12th
Aura: Faint; (DC 21) divination and transmutation
Activation: — and standard (command)
Weight: —

This tarnished green band of copper has tiny arcane runes inscribed around the outside.

Zagig made these simple copper rings to offer some small means of protection to his apprentices, who would sometimes fall victim to the traps in the dungeons of Castle Greyhawk.

While wearing an *apprentice ring*, you gain a +2 insight bonus on saving throws and to your AC against the traps within the dungeons of Castle Greyhawk. In addition, you can speak the command word once per day to produce a *knock* effect when inside those dungeons. These effects extend to the surface ruins of each tower but not to extradimensional planes or other locations that can be reached from these areas.

Prerequisites: Forge Ring; *find traps*, *knock*.
Cost to Create: 1,600 gp, 128 XP, 4 days.

THE BLADE OF CHAOS

Price (Item Level): 44,215 gp (17th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) enchantment
Activation: — and immediate (command) or standard (command)
Weight: 4 lb.

Illus. by B. Hagan

The blade of this iron longsword is laced with thin lines of mithral that seem to shift and move constantly. Two twisted pieces of silver that end in large emeralds serve as its quillons. The handle is wrapped in green leather, and the pommel consists of a third emerald set into silver talons.

The *blade of chaos* is a sentient +2 *longsword* that seeks to add unpredictability to any situation while avoiding the boundaries of rules and laws.

Three times per day as a standard action, the *blade of chaos* can cast *darkness* and *ray of enfeeblement* (+6 ranged touch if activated by the sword, otherwise use your bonus; 1d6+4 Str penalty). Once per day as an immediate action, it can also be used to perform a binding strike that deals normal damage while targeting the opponent with a *hold monster* spell (Will DC 17 negates). You can decide to use this ability after determining whether or not the attack was successful. These abilities do not function without the sword's permission, and the sword can initiate any of them if desired without any action on your part.

Blade of Chaos: AL CN; Int 17, Wis 10, Cha 17; speech, telepathy, darkvision 120 ft., hearing; Ego 14, Bluff 10 ranks (total modifier +13).

Prerequisites: Craft Magic Arms and Armor; *darkness, hold monster, ray of enfeeblement.*

Cost to Create: 22,265 gp, 1,756 XP, 45 days.

BONE WAND

Price (Item Level): 20,000 gp (15th)
Body Slot: — (held)
Caster Level: 5th
Aura: Moderate; (DC 17) necromancy
Activation: Standard (command)
Weight: 1 lb.

This slender, sharp-edged wand looks like it was crafted from a humanoid femur. Necromantic runes are etched along one surface, and the opposite side is blank.

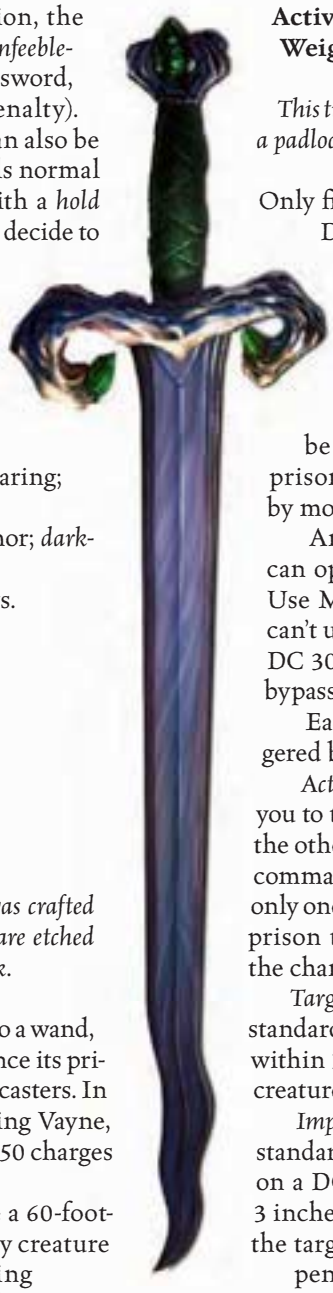
Despite its name and functional similarity to a wand, a *bone wand* is actually a wondrous item, since its primary function is not limited to use by spellcasters. In fact, many minions of Iuz the Old, including Vayne, favor the use of this item. A *bone wand* has 50 charges upon creation.

By expending 1 charge, you can create a 60-foot-long line of razor-sharp bone shards. Every creature in the area takes 5d6 points of slashing damage (Reflex DC 14 half). This effect counts as magical for the purpose of overcoming damage reduction, and it cannot be negated by spell resistance.

By expending 2 charges, you can use the wand to cast *animate dead*. This use is a spell trigger function, so you can use it only if you have *animate dead* on your spell list.

Prerequisites: Craft Wondrous Item; *animate dead, shatter.*

Cost to Create: 10,000 gp, 800 XP, 20 days.



The blade of chaos

PRISON OF ZAGIG

Price: Minor artifact
Body Slot: —
Caster Level: 20th
Aura: Strong; (DC 25) abjuration
Activation: —
Weight: 4 lb.

This tiny golden birdcage is studded with gems and sports a padlock that appears to be made of diamond.

Only five of these brass cages are believed to exist. Designed by the Mad Archmage as powerful prisons for containing magical creatures, they are well protected against divinations of all sorts.

A *prison of Zagig* is constantly under the effect of a *nondetection* spell (caster level 20th), so any creature within it cannot be located by magical means. Because the prison is a minor artifact, it cannot be damaged by most physical attacks or spells.

Any creature capable of casting arcane spells can operate a *prison of Zagig*. A successful DC 25 Use Magic Device check allows a character who can't utilize arcane spells to use it, and a successful DC 30 Use Magic Device check allows the user to bypass the required command words.

Each *prison of Zagig* has four functions, each triggered by a specific command word, as follows.

Activate: Speaking this command word attunes you to the prison. Until you are so attuned, none of the other functions work, even with the appropriate command words. A *prison of Zagig* can be attuned to only one person at a time. If someone else attunes the prison to himself, the previous user knows about the change immediately.

Target: When you speak the command word (a standard action), the prison targets a single creature within 30 feet and attunes it to the cage. Targeting a creature in this manner is a standard action.

Imprison: When you speak the command word (a standard action), the targeted creature must succeed on a DC 23 Will save or be reduced to a height of 3 inches and teleported into the cage. If you know the target's name and some facts about its life, a –4 penalty applies to this save. The target must be within 30 feet of the prison for this function to operate.

Freedom: Speaking this command word teleports an imprisoned creature out of the cage and restores it to its normal size. You select where the imprisoned creature appears, but it must be within 30 feet of the *prison of Zagig.*

Illus. by B. Hagan

A creature imprisoned within a *prison of Zagig* cannot use any supernatural abilities, spell-like abilities, or spells. Since the prison is invulnerable to most forms of physical force, the imprisoned creature cannot force its way out of the cage. As long as it remains imprisoned, it does not age and requires neither food nor water.

Each *prison of Zagig* has a different weakness that can be exploited to destroy it. These methods of destruction are both obscure and dangerous. Only by this means, however, can a character unable to utilize the command words free a creature trapped inside a *prison of Zagig*. If the prison is destroyed, its occupant appears at full normal size in the same space as the destroyed prison.

Prerequisites: Minor artifact.
Cost to Create: Minor artifact.

WHITESHIVER ELIXIR

Price (Item Level): 1,500 gp (5th)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) transmutation
Activation: Standard (drinking)
Weight: 1 lb.

This small glass vial contains a thick, milky elixir with a foul smell reminiscent of rotting mushrooms.

When you imbibe this foul-tasting elixir, your body undergoes an odd transformation. Your overall shape does not change, but your skin, hair, scales, feathers, or other outer covering takes on pallid hues of white and pale yellow, and you exude an unpleasant earthy scent. These changes last for 10 minutes, during which you gain the benefits of the plant type—low-light vision and immunity to critical hits, mind-affecting spells and abilities, paralysis, polymorph, poison, sleep effects, and stunning.

Prerequisites: Craft Wondrous Item; *polymorph*.
Cost to Create: 750 gp, 60 XP, 2 days.

ZAGIG'S KEY

Price: Minor artifact
Body Slot: —
Caster Level: 30th
Aura: Overwhelming; (DC 30) conjuration and transmutation
Activation: —
Weight: 1 lb.

This key appears to have been carved from black stone—perhaps obsidian.

Though it is certainly not the only key that Zagig created to unlock the many doors in his castle, *Zagig's Key* is the most important one in this adventure. Kept hidden in the Guild of Wizardry, it has remained undiscovered even by the guild members since Zagig's ascension.

Forged from a shard of the *Obelisk* below the Tower of Magic by the Mad Archmage himself, *Zagig's Key* can activate several relics that its creator left behind (one of which is Grandfather Magic's crystal skull). The key still has a mystical connection to the demigod Zagyg who, though he is unwilling to intervene directly in mortal affairs, still takes delight in prodding occasional adventurers along the correct path by means of this mysterious artifact.

As long as you carry *Zagig's Key*, it grants you a +2 insight bonus to Intelligence. If you travel to another plane when in possession of *Zagig's Key*, it automatically redirects the destination so that you and your allies appear in close proximity to any *Obelisk* shards required to seize control of the *Godtrap* or open the obdurium doors. If you use it as a lockpick, *Zagig's Key* grants you a +10 competence bonus on Open Lock checks. Finally, if you discard or lose *Zagig's Key*, it finds its own way back into your belongings the next time you wake up from sleep. It usually reappears in an unusual place or a strange way, such as inside your mouth or embedded in your food—or perhaps it simply drops out of the air onto your head.

Prerequisites: Minor artifact.
Cost to Create: Minor artifact.

ABOUT THE DESIGNERS

JASON BULMAHN was known as Iuz the Evil while serving as a Circle member for the Living Greyhawk campaign. Since then, he has accepted a position with Paizo Publishing as Managing Editor for *Dragon* Magazine. Jason's previous design credits include *Secrets of Xen'drik, Dungeonscape, Monster Manual V,* and a horde of articles and adventures for *Dragon* and *Dungeon* Magazines.

JAMES JACOBS still fondly remembers inflicting Istus's golden thread of fate on unsuspecting players back in college. As fate would have it, he would eventually become Editor-in-Chief of *Dungeon* magazine. His previous design credits include *Lords of Madness, Dungeon Master's Guide II, Red Hand of Doom, Fiendish Codex I: Hordes of the Abyss,* and installments for the popular *Shackled City, Age of Worms,* and *Savage Tide* Adventure Path campaigns featured in *Dungeon* magazine.

ERIK MONA is the Editor-in-Chief of *Dragon* Magazine and the Publisher of Paizo Publishing, LLC. His Dungeons & Dragons credits include the *Living Greyhawk Gazetteer, Fiendish Codex 1: Hordes of the Abyss, Fiend Folio,* and *Forgotten Realms: Faiths and Pantheons*. As the Editor-in-Chief of Dungeon Magazine, Erik created the Age of Worms Adventure Path and contributed the first installment, "The Whispering Cairn." He also co-created the *Living Greyhawk* shared world campaign and still runs a Greyhawk game every other Thursday night. He lives in Ballard, Washington.

Mordenkainen needs you. The good people of Greyhawk need you. What are you waiting for?

Twenty-seven years ago, a band of adventurers led by the great wizard Mordenkainen entered the dungeons below Castle Greyhawk and released the evil demigod Iuz, intending to slay him. Betrayal led to failure, Iuz escaped, and many lives were lost. Today, evil has returned to Castle Greyhawk, and Mordenkainen must place his trust in the hands of a new generation of heroes. Those who fail will be lost, and those who triumph will be legends.

Castle Greyhawk has become a grand fixture of the Cairn Hills, tempting the likes of Mordenkainen, Bigby, and Tenser with its dark mysteries. Today it lies in ruin, ravaged by years and countless assaults. However, many of its greatest treasures and secrets remain hidden in the sprawling dungeons beneath, where terrible monsters and fiendish traps defy new generations of heroes in search of fame and glory.

This campaign adventure revisits the legendary ruins of Castle Greyhawk and its dungeons, incorporating many new twists and surprises. It is designed for characters of levels 8–13 and features an easy-to-use combat encounter format. This book also presents several new monsters and magic items.

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