

Dungeon Module A1

# SLAVE PITS OF THE UNDERCITY

by David Cook

## AN ADVENTURE FOR CHARACTERS LEVELS 4-7

It is time to put a stop to the marauders! For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids. But beware, hundreds of good men and women have been taken by the slavers and have never been seen or heard from again!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS Tournament at GenCon XIII and is the first of four in a series of related tournament modules from TSR.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, play tested tournament characters. Also included are large scale referee's maps, notes, and background information. A1 is a complete ad-venture in itself, but it is also a companion to A2 (Secret of the Slavers' Stockade), A3 (Assault on the Aerie of the Slave Lords), and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards at TSR.

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**Version 1.1:** Host of corrections and added DC number to stop giving DM's the world over a Headache. Also tweaked some of the NPC's to make their skills and weapons a bit more balanced and even. Changed the format to Single column to make it easier to read. Thanks to everyone for the feedback. I would like to thank Eric Noah for putting up this monster and Scott Metzger and Scott Holden-Jones for pointing out some of my dumber mistakes :)

**Version 1.0** This is my first attempt at converting a module from First Edition to Third Edition. The slaver series is one of my all time favorite series so I decided to give it a try. Feedback is appreciated but please be kind! I will NOT be including any maps per the conversion guidelines on Eric Noah's site.

**Wall Encounter Table** (roll d8) Encounter occurs 1 in 6 (d6), check each turn.

1. 2-8 Ghouls; see below
2. 2-12 Zombies; see below
3. 2-12 Skeletons; see below
- 4-6. Orcs (special); see below
7. 1-10 Stirges
8. 1-4 Harpies

**Ruin Encounter Table** (roll d6) Encounter occurs 1 in 6 (d6), check **each turn**.

- 1-2. Orcs (special); see below
3. 1-2 Basilisks
4. 2-8 Ghouls
5. Wight
6. Slavers (special); see below

**Ghouls:** There is a 50% chance that the ghouls will be accompanied by 1-3 ghouls. There is also a 1 in 4 chance that they will be returning from the city, carrying their foul meals with them. In such a case, they will be encountered climbing down the outer wall. Otherwise, they will be merely making a patrol and will ignore any creature on the ground outside the temple. They have befriended the cleric and will not attack her or any of the orcs.

**Zombies and Skeletons:** These have been created strictly to patrol the walls. They will ignore any activity on the ground outside the temple. They will not attack orcs or the cleric of the temple.

**Orcs: the exact composition of any wall guard of orcs will be**

As follows (roll 1d4):

- 1 — 2-8 orcs armed with short swords and light crossbows.
  - 2 — 2-12 orcs armed as above and led by a 4<sup>th</sup> level half-orc fighter.
  - 3 — 2-8 orcs armed with halberds led by a 5<sup>th</sup> level half-orc fighter and a Cleric/Rogue (levels 2/3).
  - 4 — 2 half-orc fighters (levels 2-4), a half-orc fighter/Rogue (levels 1-3 each), and 2 half-orc cleric/fighters (levels 2-5 each).
- Orcs will attack intruders on sight.

#### TEMPLE DESCRIPTION:

There are two main types of construction in the temple compound. The rooms and passages that are still intact show signs of a great fire at some time in the past. The walls originally beamed and plastered are now scorched and sooty. Small burnt sections show the beams and stone behind them. The walls are 10' high and large sections of plaster have fallen from the ceiling, sometimes showing the sky above. None of these openings are big enough for even a gnome to fit through. The other major section is the temple proper. This large three-story structure was originally built of stone blocks with an arched ceiling. The fire has gutted and ruined the upper floors of the structure, so that it is nothing but a hollow shell. The original roof has collapsed and sections of its supports lie in ruins near the base of the temple walls. A new roof has been built onto what remains of the temple from wooden beams and the fallen stone. Ceilings are 35' high unless otherwise noted. The walls are decaying and pitted stone. The floors are stone, dirty and gray with ash and dust. Those areas of the temple compound that are not part of the temple, a room or passage, or one of the courtyards are ruins. These areas are the remains of several totally burnt buildings that once lined the walls of the temple compound. Weeds grow up through broken beams, skeletons, and tumbled blocks. Dust and ash blow through the air. The dashed lines on the map indicate walls that still stand one to three stories in height, with doors and windows, but no roofs or floors. Throughout this area the following special encounter table should be used.

**Orcs:** When encountered in the ruins, there will be 3-18 orcs gathered around a small fire. There are also chances for the following extra creatures to be present:

- 10% Human Slaver (Fighter, levels 5-8).
- 25% Ogre, 1-3.
- 50% Half-Orc fighter (levels 2-5).
- 30% Half-Orc Fighter/Cleric (levels 2-3/2-3).

In addition to the fire, there will be 0-5 crude shelters constructed around the campsite. Each shelter will contain 1-100gp

**Slavers:** These humans will often be found in the ruins, carrying out business with the orcs and half-orcs that dwell there. A band of slavers will have a fighter of 8<sup>th</sup> or 9<sup>th</sup> level and 3-10 1<sup>st</sup> level fighters. There is a 50% chance that a cleric of 6<sup>th</sup> or 7<sup>th</sup> level will be present. If no cleric is with the group, there is a 75% chance that a magic-user of 5<sup>th</sup> or 6<sup>th</sup> level will accompany the band. In addition to the humans, 1-4 half-orc fighter/thieves (levels 4-6/3-5) will be acting as interpreters. The humans will try to deal with the party first, appealing to them as fellow men.

#### WANDERING MONSTER ROSTER

Whenever a wandering monster is slain, the listings below<sup>1</sup> should be adjusted to show the number of creatures of that type remaining. Characters may never encounter more wandering monsters than the amounts given here. Except in noted instances, the death of wandering monsters will not affect the appearance of placed encounters.

Aspis	10
Basilisk*	2
Crocodile	10
Doppelganger	6
Ghast	6
Ghoul	20
Green Slime	
Half-orc cleric/rogue	5
Half-orc fighter	15
Half-orc fighter/cleric	7
Half-orc fighter/rogue	5
Harpy	6
Ogre	8
Orc	50
Rat, giant	Unlimited
Skeleton	20
Slave	40
Slaver	15
Stirges	30
Weasel, giant	5
Wight**	1
Zombie	20

\* Remove the appropriate number of basilisks from 'encounter' Area \*10, temple level.

\*\* No Wight will be encountered In the Inner Courtyard (area \*9]

## **KEYS TO THE TEMPLE LEVEL**

### **1 SECRET DOOR AND SPIKE TRAP:**

#### **a. Outside Entrance:**

At the end of this 10' long passage is what is obviously the back of a secret door. Constructed to look as if it were part of the wall to those on the other side, no attempt has been made to disguise the presence of the door from this side. Light from the other side faintly outlines the door, and there is a handle to pull the door open.

The door is trapped from the opposite side so that any person who opens it will trigger the trap. This trap consists of a spiked, spring bar beside the door, bent back so that when released it will snap across the doorway at chest height with a great deal of force.

**Spike Bar Trap:** CR 2; +12 melee (2d8/X3 crit); Search (DC 20); Disable Device (DC 20). Reflex Save (DC20) for half damage. If a thief successfully searches, they will discover the trigger rope on the other side of the door by peering through one of the cracks. This rope may be cut (and the bar released) with a dagger inserted in the crack. The bar will smash into the panel of the door and will do 1-6 points of damage to any characters pressed against the door.

#### **b. Inside Exit:**

About halfway down the hallway is a wooden board, crudely but securely fastened to the wall at one end. The other end has nails, spikes, glass and other jagged items stuck into it. It has then 'been bent back towards the wall and held in place by a rope fastened to a pin. Another rope is connected to this pin and runs forward along the wall to a hook set in the wall. This hook is about the same place where the bar would strike if released.

This trap covers the secret door to the outside. If the rope is cut, the bar will be released to swing into the wall. Anyone standing in the arc of the bar will take of damage per the Spike Bar trap above from the blow. If the board strikes the wall, it will crack the wood and plaster panel there to reveal a secret door giving onto passage beyond.

### **2. BRICKED UP ROOM:**

This room is burnt and partially destroyed, much like others throughout the temple. The floor is crowded with debris and movement is difficult. Sagging and collapsed as it is, the ceiling still appears to be sound. The east wall is different from the others. It shows signs of recent construction and upkeep as it is patched in several places. On the whole this wall appears to be stoutly built.

This room is empty of monsters or treasure and in poking through the rubble no useful item will be found. The east wall is maintained in good condition to protect the rest of the compound from the basilisks that live on the other side.

### **3. COLLAPSED GUARD ROOM:**

The wooden door to this room is charred with several boards missing and other planks obviously weakened. The handles, hinges, and other metal fittings are half-melted, soundly jamming the door shut. The room beyond, as seen through the holes, is severely burnt, its furnishings buried and ruined beyond recognition. The ceiling has collapsed for the most part, revealing another chamber on the second floor. About 5' of the ceiling still remains around the walls of the room, forming a narrow jagged ledge. The floor is littered with beams, plaster, ash, and unknown pieces of junk. The air is filled with the odor of rot.

The door cannot be forced open, although three solid blows with a mace or axe will knock an opening large enough for a man to step through. Likewise, a character in plate mail who throws his or her body against the door will smash through immediately, stumbling to the floor beyond (the next round for that character must be spent in recovering).

Hidden on the ledge above this room are eight ghouls when anyone enters the room, the ghouls and ghosts will leap from above, howling. Party needs listen check (DC25 +Door) to hear them. Otherwise they are surprised.

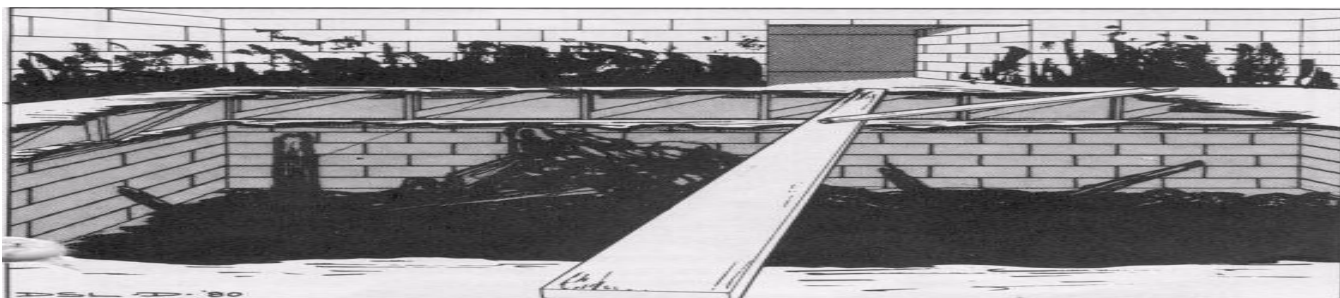
**Ghoul** (Medium Undead); CR 1; HD 2d12; hp 13; Init +2; (Dex); Spd 30; AC 14; (+2 Dex, +2 Natural) Att Bite +3 Melee; 2 claws +0 melee; Dmg Bite 1d6+1+ paralysis; claw 1d3 + paralysis; Face 5 x 5; Reach 5 ft; SA Paralysis (Paralysis- Those hit by a ghoul's touch must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.); SQ Undead (Undead - Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub dual damage, ability damage, energy drain, or death from massive damage.); Fort +0; Ref +2; Will +5; S-13 D-15 C—I-13 W-14 Ch-16; Alignment Chaotic Evil; Skills: Climb +6, escape artist +7, Hide +7, Intuit direction +3, Jump +6. Listen +7, Move Silently +7, Search +6, Spot +7 Feats: Multiattack, Weapon Finesse (bite)

**Ghast** (Medium Undead); CR 3; HD 4d12; hp 26; Init +2; (Dex); Spd 30; AC 14; (+2 Dex, +2 Natural) Att Bite +4 Melee; 2 claws +1 melee; Dmg Bite 1d8+1+ paralysis; claw 1d4 + paralysis; Face 5 x 5; Reach 5 ft; SA Stench, Paralysis (Stench- The stink of death & corruption that surrounds these creatures is sickening. Those within 10 ft. must make a fort. Save (DC 15) or be racked with nausea, suffering a -2 morale penalty to all attacks, saves, & skill checks, for 1d6+4 minutes. Paralysis- Those hit by a ghoul's touch must succeed at Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.); SQ Undead (Undead - Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub dual damage, ability damage, energy drain, or death from massive damage.); Fort 1; Refl 3; Will 6; S-13 D-15 C—I-13 W-14 Ch-16; Alignment Chaotic Evil; Skills: Climb +6, escape artist +8, Hide +8, Intuit direction +3, Jump +6. Listen +8, Move Silently +7, Search +6, Spot +8 Feats: Multiattack, weapon Finesse (bite)

Once a ghoul or Ghast has paralyzed a character, the monster will continue to attack that character automatically hitting, unless distracted by someone else (i.e. attacked). On the ledge of the room above are six 500-gp gems and a **potion** of fire **resistance**.

#### 4. TREACHEROUS FLOOR:

At the top of the stairs are the remains of a door, beyond which is a room. The floor here is almost entirely gutted, as is the floor below, 30' below is the gray stone of the cellar floor. There is an open doorway on the opposite side of the room on this level. Any exits from the first floor or the cellar have been completely filled with rubble. There are three possible ways to walk across the space — a charred and crumbling section of floor clings to the left wall, a narrow pathway of fallen beams stretches across the center like a bridge, and a sounder section of floor, only burned at the edge, runs along the right wall. All three paths are accessible from this end and lead to the doorway on the opposite side.



If the crumbling ledge is probed, large pieces of burned wood will crash to the floor. If any character steps on the ledge, it will collapse beneath them. The center path is narrow and will wobble slightly when stepped on. Plaster and ash will fall and the wood will creak and groan. As unsafe as it seems, the path is sturdy and may be crossed without falling. The ledge to the right is sound and solid. However, when the lead character reaches the halfway point, their weight will cause a loose beam underfoot to shift. The wall beside them will collapse inwards, knocking the figure off the ledge. If characters are roped together when this happens, each figure after the first must roll a successful Strength (DC20) check to stay on the ledge. Characters that fail will be pulled over the side. The fallen wall will block this ledge

#### 5. A. Alcove:

A small alcove set along the center of the passage has three barrels in it. These barrels are sealed and dusty. The wooden staves are stained a dark brown.

The tops of these barrels may be opened by smashing them with a mace or axe; one round being required for each barrel. Inside each is a dark, thin, sour-smelling liquid. This is actually nothing but old soured wine, more vinegar than alcohol. The barrels may be rolled down the hall if unopened, or manhandled by two people if the top has been removed.

#### b. Sundews Lair:

This room is almost bare except for the stairs on one wall and the door on the opposite wall. 5' from this door is a mound of tarry looking rags. Many flies buzz about the room and the air has a sweet honey smell.

**Sundew Giant (1)**: CR 4; Large Plant; HD 8/ 48 hp; Init +0; Spd 5ft; AC 13(-1 Size, 14 Natural); Atk +9 Roots (1-3) See Below; Face/Reach 5ft by 5ft/10ft; SA Entangle and Improved Grab; SQ Camouflage, Fire Resistance 20, Tremor Sense, Blind Sight; AL N; Fort +7; Ref +0; Will +0; Str 20; Dex 10; Con 16; Int 1; Wis 10; Cha 9; Skills: none; Feats: none; SA- See Monster Description for full details. Possessions: Standard Treasure Type. Having sprouted roots, it will not move from its position and will use its sticky tentacles to protect it from any attacks it can. The vinegar #5a may be used to dissolve it glue; each barrel will coat half the

floor space of the room. If the barrels are released at the top of the stair that will be broken by the time they reach the floor. Hidden under it are 500 gp, three gems (500 gp, 1,000 gp, and 10gp) and a **ring of spell storing (friends, shatter, jump)**.

#### 6. STABLE:

This wooden building is in good condition. In it is a row of stalls for horses, three of which are occupied at the moment. Tack hangs from the walls and three saddles are piled near the double doors. Piles of hay line the walls opposite the stalls and several open sacks of grain are beside them. Four humans are sitting on the sacks, their short swords thrust into the hay beside them. A ladder near the single door leads to a loft.

**Zotrah, male half-orc Ftr1:** CR 1; Size M (5 ft., 7 in. tall); HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 15(+5 Chainmail); Attack +4 melee, or +1 ranged; SV Fort +4, Ref +0, Will +0; AL NE; Str 15, Dex 11, Con 15, Int 10, Wis 10, Cha 8. Skills and feats: Hide +0, Knowledge (nature) +2, Listen +0, Move silently +0, Search +2, Spot +0; Blind-fight, Weapon focus (mace, heavy). Heavy Mace (1d8+2) and Chain mail

**Gorrg, male half-orc Ftr1:** CR 1; Size M (5 ft., 11 in. tall); HD 1d10+1; hp 11; Init +0; Spd 30 ft.; AC 15(+5 Chainmail); Attack +6 melee, or +1 ranged; SV Fort +3, Ref +0, Will -2; AL NE; Str 20, Dex 10, Con 12, Int 7, Wis 7, Cha 8. Skills and feats: Hide +0, Knowledge (religion) +0, Listen -2, Move silently +0, and Spot -2; Blind-fight, Power attack. War Mattock(1d10+5) reach weapon (like great club) but crits are 19-20/x3 and Chain mail Min 18 Str to Use.

**Rorik, male half-orc Ftr1:** CR 1; Size M (5 ft., 2 in. tall); HD 1d10+1; hp 11; Init +0; Spd 30 ft.; AC 15(+5 Chainmail); Attack +4 melee, or +1 ranged; SV Fort +3, Ref +0, Will +1; AL NE; Str 15, Dex 11, Con 12, Int 8, Wis 8, Cha 8. Skills and feats: Balance +2, Hide +0, Listen -1, Move silently +0, Spot -1; Feats: Iron will, Weapon focus (Halberd). Halberd(1d10+2) reach weapon and Chain mail

**Hogah, male half-orc Ftr1:** CR 1; Size M (5 ft., 6 in. tall); HD 1d10+1; hp 11; Init +2 (+2 Dex); Spd 30ft.; AC 17 (+2 Dex, +5 Chainmail); Attack +4 melee, or +3 ranged; SV Fort +3, Ref +2, Will +1; AL NE; Str 17, Dex 14, Con 13, Int 11, Wis 13, Cha 9. Skills and feats: Balance +4, Hide +2, Listen +3, Move silently +2, Spot +3, Wilderness lore +3; Alertness, Power Attack. Halberd(1d10+3) reach weapon and Chain mail

They are assigned to work here as stable hands and guards. One of the four has a horn concealed under his cloak and at the first sign of trouble he will attempt to call for help by blowing on it. If the alarm is raised, more half-orcs will arrive according to the numbers found under the random encounter tables. They will arrive in 2-5 rounds. The loft over the stable is filled with loose hay and more stacks of grain. Hiding among these is a **Doppelganger** (Medium-sized Shape changer); CR 3; HD 4d8+4; hp 22; Init +1; (Dex); Spd 30; AC 15; (+1 Dex, +4 natural) Att 2 Slams +4; Dmg Slam 1d6+1; Face 5 x 5; Reach 5; SA Detect Thoughts (Continuously detect thoughts, (Will save DC 13)); SQ Alter self, Immunities. (Assume shape of any small or med humanoid. Immune to all sleep and charm effects.); Fort +5; Refl +5; Will +6; S-12 D-13 C-12 I-13 W-14 Ch-13; Alignment: Neutral; Skills: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, and Spot +8. Feats: Alertness, Dodge. He will pose as a half-orc, orc, human merchant, fighter, or slave according to the situation. He will attempt to join any party that defeats the half-orcs, probably claiming to be an escaped slave. If allowed to do so, he will attempt to lead a member of the party away from the others and then slay that character and take his or her place. The half-orcs each carry 20 gp on their persons. Other than this there is nothing of value in the stables except for the horses and the saddles.

#### 7. STONECUTTERS SHED

This ramshackle building is cluttered with a variety of tools and junk. There are hammers, chisels, axe handles, slabs of stone, and warped boards. The walls are covered with many different types of holy symbols, some of evil and some of good religions. Most of them look as if they have been pegged or nailed in place. Crouched around a dim and sputtering lantern are six orcs, nervously fingering their Great Axes and glancing about.

The six **Orcs** (Medium-sized Humanoid); CR ½; HD 1d8; hp 4; Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Great axe +3, javelin +1; Dmg GA 1d12+3(x3crit), J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Dark vision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Chaotic Evil; Advancement Range By Character Class; Skills: Listen +2, Spot +2 Feats: Alertness  
Have been ordered to stand guard here to prevent any intruders from entering the compound. All the exits are barred, but the doors are weak and easily broken. The orcs do not like this duty and are plainly terrified of the nearby cemetery, as they do not like the idea of becoming victims of some undead creature. To prevent this they have gathered any and every holy symbol available, including those of their victims, and hung them up. Nonetheless, they are apprehensive. If surprised, their first thought will be to flee (if possible). If they cannot get away, they will fight at a +2 on their chances "to hit" out of sheer ferocious panic. Each orc has 5 gp and a silver holy symbol of some religion, worth 40 gp.

#### 8. CEMETERY:

This open area was obviously once the cemetery for the temple compound. Now it is overgrown with weeds, gnarled bushes and dying trees. Stone markers and small crypts can be seen at some points through the overgrowth. Paths twist through the cemetery and some show signs of recent use. Everything seems gray in color here — the grass is gray-green, the soil dusty gray, the stone markers brown and gray. A feeling of oppression hangs over the entire cemetery.

This area is avoided by the orcs and half-orcs unless they come in large numbers, for they dislike the plants that grow here. These plants have managed to become animated through the will of the goddess whose temple this was. Although unwilling to interfere more directly than this, she has made the garden unsafe for all who enter. As characters move through this area roll a d6 each turn. On a 1-3 an encounter has occurred. Roll on the following table (d8) to determine what happens:

1. Branches and weeds bend and move, blocking the path behind the last person in the party. To return the way they came, a party would have to cut through this overgrowth.

2. A tree branch strikes once at a random party member, it attacks as if it were a 2 HD monster causing **1-6** points of damage if it hits.
3. The branch of a bush will attempt to pickpocket a member of the party .DC (20) Pickpocket. A small item, randomly determined, will be taken from the character.
4. 2-8 giant worker ants will attack the party.
5. Weeds will attempt to entwine the legs of the characters. Failure to Reflex save will result in entanglement. The weeds will hold characters until they are freed by others or killed by a wandering monster.
6. 2-5 ghouls.
7. Weeds and bushes will bend to block the way ahead of the party. Further progress ahead must be done by cutting (MV10").
8. A tree will fall across the path, attempting to strike a random party member. The tree will attack once as at +8 melee and will do 4-24 points if it hits. Should characters attempt movement off the path, the plants will become very active to stop them. Weeds will entangle them every step of the way and branches will constantly strike at members of the party. Should the characters become extremely destructive (i.e. cutting, chopping or burning), it will be discovered that trees have moved to block all the exits. Each tree will have 60 hit points, attack at +10 melee, have a 10 AC and attack four times per round doing 1-6 each. There will be three trees guarding each exit. There is a large crypt at the center of the cemetery with a heavy iron door in the front. The insides of this crypt have been removed and a staircase going down has been installed. This stair will lead to the dirt tunnels that eventually wend towards the Aspis nest and room **#21** on the underground key.

## 9. INNER COURTYARD:

This large courtyard is mostly dust and grass, although several large trees grow at one end. Near the edges of the yard are large blocks that have tumbled from the walls of the temple and its outbuildings. These ruined areas look like they will provide adequate cover for any creature of man size or smaller that wishes to hide in them.

Hidden in this pile of debris is a

**Wight** (Medium-Sized Undead); CR 3; HD 4d12; hp 26 ;Init +1; (Dex); Spd 30 ft; AC 15; (+1 Dex, +4 Natural) Att Slam +3 melee; Dmg Slam 1d4+1 & energy drain; Face 5 x 5; Reach 5 ft.; SA Energy drain, create spawn. (Energy drain: If hit with the slam attack lose a level temporarily, FORT save (DC 14) to remove negative level. Create Spawn: If slain by the Wight you become one in 1d4 rounds.); SQ Undead (Immune to mind effects, not subject to critical hits. half damage from edged weapons.); Fort +1; Refl +2; Will +5; S-12 D-13 C--- I-11 W-13 Ch-15; Climate/Terrain Any land & Underground; Organization Solitary, gang 2-5), or pack (6-11); Treasure None; Alignment Always Lawful Evil; advancement Range 5-8 HD; Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight

Who stalks this courtyard. The half-orcs have managed to appease him through the regular offerings of victims, whether they be human, half-orc, orc, or otherwise, and the cleric of the temple has formed a shaky alliance with the creature. Consequently, the Wight seldom roams outside the area of this courtyard. However, it considers any who enter this area to be fair game. Should the party be pursued into this area, their foes will halt outside and prevent the party from returning the way they came, hoping to watch the sport. Hidden in the debris are 2,000 cp, 500 gp, and a pair of **gauntlets of dexterity+2**

## 10. BASILISKS' DEN:

There are no visible doors to this area; In fact, openings that might once have been windows or collapses in the wall have been repaired and maintained. Now there is a wall facing the inner courtyard that stands about 10' high. Inside this area is the ruin of a collapsed building. Several of the inner walls stand, broken and irregular at their tops, but there are neither floors nor ceilings anywhere inside the walls of this area. Along the wall near the outer edge of the compound are a large number of chipped, cracked, and broken statues. These are in many different poses: people crouching, kneeling, praying, defiant or twisted into broken positions. They are all of exquisite workmanship and may have once been part of the furnishings of the previous temple.

This area actually contains two **Basilisk** (Medium-sized Magical Beast); CR 5; HD 6d10+12; hp 45 ;Init -1; (Dex); Spd 20; AC 16; (-1 Dex, +7 Natural) Att Bite +8; Dmg Bite 1d8+3; Face 5 x 5; Reach 5; SA Petrifying Gaze (Turn to stone, range 30 ft. FORT save DC 13 negates.); SQ (); Fort +9; Refl +4; Will +3; S-15 D-8 C-15 I-2 W-12 Ch-10; Climate/Terrain Any land & underground; Organization Solitary or colony 3-6; Treasure None; Alignment Always Neutral; Advancement Range 7-10 HD Med-sized, 11-18 HD Large.; Skills: Hide +4 in natural settings, Listen +7, Spot +7. Feats: Alertness, Great Fortitude

Who have been walled off by the half-orcs from the rest of the compound. This area is used to punish traitors and enemies (provided the half-orcs don't get carried away and kill them first). Many humans attempting to rescue their kin have also wound up here. Since the area is somewhat large, there is a chance that the basilisks will not be in the area of any intruders who enter. Every round spent in this pen there is a 1 in 6 chance of encountering one of the basilisks. Loud noises are sure to draw these creatures to their source. These creatures have no treasure.

## 11. BURNT DORMITORY:

This room is charred and burnt, and in a state of collapsed ruin. Although the walls are still intact, the ceiling has fallen in at several places. Fallen beams have crushed bunks and the tattered remains of blankets show under the ashes and plaster. Several small beetles and spiders scuttle from place to place, leaving tracks in the muddy ash.

The denizens of the temple do not use this room as it is considered unsafe. Careful searching will reveal crushed bunks and charred bits of simple furniture (stools, tables, etc.) but nothing of value to the party. The room is dangerous and any major disturbance of its structure (knocking holes in walls, clearing away beams, etc.) is liable to cause another collapse. This will be of 6' to 15' (1d10 + 5) in radius from the point of the disturbance and will do 3-18 points of damage to all within that area. There is a 1 in 6 chance that any character injured by a collapse will be pinned under a beam and will need help to free themselves.

## 12. FALSE SLAVERS' LAIR:

The walls of this chamber are linked with twenty human slaves, their ankles and wrists shackled and manacled together. On the same wall as the door can be seen the shadow of a large ogre-like figure brandishing a whip. Guttural commands and pitiful screams can be heard. At each crack of the whip, the slaves cringe and cower. A trap door is set in the floor at the far end of the narrow room.

This room is actually a trap prepared by the half-orcs to catch those who would try to deceive the slavers. Whenever a new buyer comes to the temple, he or she is first taken to this room and his or her reactions carefully watched. Only after several visits, when the half-orcs feel sure the buyer is what he or she says he or she is will they take the person to the actual slave pens.

**A.** The twenty slaves are actually half-orcs whose appearance is good enough to pass for humans.

Seventeen of these The half-orcs (17) Medium-sized Humanoid); CR 1; HD 1d8; Init +0; (); Spd 30, 20 in scale mail; AC 10; Att Short Sword; Dmg SS 1d6+2, Face 5 x 5; Reach 5; SA (); SQ Dark vision 60 ft; Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness; armed with short swords carefully hidden under their ragged robes.

The other three are the lieutenants:

Ljotolf, male half-orc Rog4: CR 4; Size M (5 ft., 6 in. tall); HD 4d6+4; hp 20; Init +7 (+3 Dex, +4 feat); Spd 30 ft.; AC 15 (+3 Dex +2 Leather); Attack +5 melee, or +5 ranged; SV Fort +2, Ref +6, Will +3; AL NE; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

**Skills and feats:** Balance+7, Diplomacy +5, Hide +2, Intimidate +5, Intuit direction +9, Knowledge (religion) +3, Listen +2, Move silently +2, Open lock +9, Pick pocket +9, Search 0.0 +7, Spot +2, Tumble +11, Use magic device +4; Skill focus (tumble), Improved Initiative. Masterwork Short Sword (1d6+1(19/20x2)) and Leather Armor.

Holgi, male half-orc Rog4: CR 4; Size M (5 ft., 7 in. tall); HD 4d6; hp 20; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex +2Armor); Attack +4 melee, or +4 ranged; SV Fort +1, Ref +5, Will +1; AL NE; Str 11, Dex 12, Con 10, Int 9, Wis 11, Cha 6.

**Skills and feats:** Appraise +6, Forgery +6, Handle animal +0, Balance +7, Hide +1, Knowledge (religion) -0.5, Listen +2, Move silently +1, Perform +5, Read lips +6, Search +4, Spot +7; Alertness, Combat reflexes.

Master work Short Sword(1d6(19/20x2)) and Leather Armor

Denor, male half-orc Ftr3/Clr3: CR 6; Size M (5 ft., 10 in. tall); HD 3d10 + 3d8; hp 32; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +10 melee, or +5 ranged; SV Fort +6, Ref +2, Will +5; AL NE; Str 17, Dex 11, Con 11, Int 9, Wis 13, Cha 10.

Masterwork Heavy mace+1 no armor

**Skills and feats:** Concentration +2, Hide +0, Listen +3, Move silently +0, Profession +3.5, Spellcraft +1, Spot +3; Alertness, Combat reflexes, Improved initiative, Power attack, Weapon focus (mace, heavy).

**Cleric Domains:** Fire, Travel.

**Cleric Spells Per Day:** 4/3+1/1+1.

**First level:** bless, (x2) command, cure light wounds, darkness

**Second level:** hold person, silence 15' radius

The shackles and manacles worn by the "slaves" are false and will quickly drop off at a moment's notice. They are cleverly constructed and only a thief examining them can detect they are false. Once the party is well into the room, the half-orcs will rise, pull their short swords, and leap to the attack. While the party is occupied with them, the Rogues will attempt to hide in shadows and then backstab at the first opportunity. The half-orcs and the Rogues each have 1-6 gp on their persons. The fighter/cleric has a ring worth 500 gp.

The trap door at the end of the narrow room is locked from this side. It leads to the Aspis food storage chamber (level 2, room7).

**B.** In this small alcove are 3 Orcs

**Orc** (Medium-sized Humanoid); CR ½; HD 1d8; hp 4 ;Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Great axe +3, javelin +1;Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Dark vision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Climate/Terrain any land & underground; Organization see MM pg 146; Treasure Standard; Alignment Usually Chaotic Evil; Advancement Range By Character Class; Skills: Listen +2, Spot +2 Feats: Alertness

The smallest of the three carries a whip (D 1-3) and is standing in front of a bull's eye lantern, casting his shadow on the far wall. He is also imitating the voices of the ogre and the slaves. To either side of him kneel the other orcs armed with light crossbows at ready (D 1-4) and short swords (D 1-6). These orcs will not be surprised at the "slaves" will have signaled them. Each orc carries 1-4 gp.

## 13. CLOISTER HALL:

This chamber is dusty and bare of furnishings. The floor is wooden and inlaid with simple geometric designs. Long narrow windows pierce the south wall. Near each door is a tallow candle mounted on a wall sconce.

This chamber is totally empty of creatures or treasure. If the candles are examined, it will be noticed that pieces have been pulled off of them. The windows are little more than slits and look into the garden at ^14. There is a 2 in 6 chance that any character looking through these will see and be seen by one of the harpies living in the cloister garden. Once prey has been spotted, these creatures will immediately begin to sing, hoping to lure their victims into the garden. If tallow from the candles is stuffed into the ears, it will provide effective protection from their songs.

#### 14. CLOISTER GARDEN:

Though choked with weeds and untended, this garden looks almost pleasant. Bright flowers bloom in many places— yellows, violets, reds, blues, and many other colors. A path goes straight through the center to the door on the other side and it shows signs of recent use. The trees are blighted and dying, twisted boles and bare branches. Perched in the trees are bird-like creatures.

The path through this garden is used by the half-orcs to reach the buildings beyond it. Near each door to the garden is a tallow candle to plug their ears with. Wherever anyone enters the garden,

**Harpy** (Medium-Sized Monstrous Humanoid); CR 4; HD 7d8; hp 31 ;Init +2; (+2 Dex); Spd 20, fly 80 (average); AC 13; (+2 Dex, +1 Natural) Att Club +7/+2, 2 claws +2; Dmg club 1d4, claws 1d3; Face 5 x 5; Reach 5; SA Captivating Song (All creatures within 300 ft. need to make a WILL save (DC15) or be drawn willingly to the harpy, & offer no resistance to her attacks.); SQ (); Fort +2; Refl +7; Will +5; S-10 D-15 C-10 I-7 W-10 Ch-15; Climate/Terrain Temperate & underground; Organization Solitary or Pair, or flight 7-12; Treasure Standard; Alignment Usually Chaotic Evil; Advancement Range By Character Class; Skills: Bluff +5, Listen +7, Perform +9, Spot +6. Feats: Dodge, Fly-by attack.

They will start to sing. If after a round the victims show no reaction, the harpies will stop and ignore the party, considering them to have business in this place. Should some of the members proceed to the harpies' direction, they will immediately swoop to the attack. If two or more of their number are killed, the survivors will fly out of the garden and not return until after their foes have left.

#### 15. WATER-FILLED PASSAGEWAY:

The corridor is narrow, plastered stone, and roofed by an arched ceiling. Heavy wooden beams form arches every 10'. Ahead, the floor of the corridor has collapsed, revealing a flooded sewer line below. This collapse extends for 60' and then ends, as the water flows out from a sunken opening. 15' above this water line is a door set in the end of the passage. Leaning against the wall at this end of the passage is a pole about 10' long and 3" thick. The water appears to be moving at a swift pace. Trash floats away from the door and disappears through a narrow opening under the collapsed edge of the corridor. The air is foul and smells of sewage.

Characters may attempt to swim to the far end of the hall, but to do so against the current is difficult and tiring. DC(20) Current speed is 30' and the water depth is 8'. Swimming characters will move at the same rate as their dungeon speed plus or minus the speed of the current. Many methods may be used to reach the opposite side including unhooking the doors to be used as rafts, levitating a person over with a rope, spider climbing along the walls, etc. A door will carry either one heavily loaded or armored character or two unarmored ones. If not poled or towed by a rope, it will drift with the current. Spikes driven into the doors and walls will support no more than one armored character at a time. It takes three rounds to travel the length of a rope to the opposite end.

#### 16. MAIN COURTYARD

This courtyard is a large open area. For the most part it is bare dirt, but tall, rank weeds grow up in the corners. At the north end is a large gatehouse to the outside. Two heavy portcullises block this way. There is a wooden door on either side of this gate. Opposite the gatehouse is a pair of huge double doors leading to the temple proper. In the courtyard are two tables, one near the gate and the other near the temple doors, and an unusual looking pushcart. Three orcs stand near each table and four humans or half-orcs are standing around the pushcart.

If not surprised,

**Orc (3)** (Medium-sized Humanoid); CR ½; HD 1d8; hp 4,6,5 ;Init +0; Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Long Spears +2, Light Crossbow +0; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Dark vision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Skills: Listen +2, Spot +2 Feats: Alertness

Will immediately push the tables over and take cover behind them. These tables will give them 50% cover. The orcs will fire their light crossbows and defend with their spears. At the same time as they are doing this,

**The Half-Orcs (4)** Medium-sized Humanoid); CR 1; HD 1d8; hp 8,7,8,7 ;Init +0; Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Great axe +3, Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Dark vision 60 ft; Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness

Will turn the pushcart so that it faces the intruders. This cart is a primitive flame-throwing device. The front of it has been fixed with a mantel, giving the half-orcs 90% cover. Protruding from this mantel is a nozzle with a slow burning torch mounted on a bracket in front of it. Behind the mantel is a barrel containing a volatile oil mixture that is sprayed out the nozzle by a bellows arrangement. This cart may be worked to flame three times before the fuel is exhausted. The flame has a range of 30' and is 5' wide at the end of its range. This flame will cause 4-24 points of damage to the first person struck. If others are behind this person, they will suffer half damage from the flame. A successful Reflex save for half Damage for the first person and will indicate that those characters behind him or her have suffered no damage. The cart is able to move 6' per turn. If it is attacked by a fire-based spell, it must undergo a separate saving throw, regardless of the success of the half-orcs. A 10 or better will indicate that the cart has saved; failure to save indicates that the cart has caught fire and will explode the next round. There is a 25% chance that the half-orcs will remain and attempt to put the flames out. A roll of 1-2 on a d6 is required for the half-orcs to be successful at this. Failure to put out the flames will result in an explosion doing 3-18 points of damage to all within 10' of the cart (no saving throw).

Unless in danger of being flanked, neither the half-orcs nor the orcs will advance from behind their respective cover. They will attempt to slay the party with arrows and use the cart to force them into a corner.

The operation of the cart is not as simple as it seems, due to the valves controlling the oil flow, nozzle adjustments, and other controls. Characters will not be able to manage the operation of this device without lengthy study and practice. Likewise, it requires a special oil mixture to operate this device, one that is not readily available.

The orcs and half-orcs carry no treasure.



## b. OUTER PORTCULLIS WINCH:

This room is cluttered with ropes, wooden blocks and stools. In the main section is a table with a candle and a bowl of gruel on it. In the alcove at the back of the room is the winch for raising the outside portcullis. Sitting at the table is a man eating dinner. Sullenly staring at him from the far wall are three slaves, apparently unchained.

**Hafez, male half-orc Ftr4:** CR 4; Size M (6 ft., 0 in. tall); HD 4d10+8; hp 39; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +1 Ring +5 Armor); Attack +6/+6 melee with Axe, +8 if for one attack or +5 ranged; SV Fort +7, Ref +3, Will +5; AL NE; Str 16, Dex 13, Con 14, Int 10, Wis 16, Cha 10. Skills and feats: Craft +7, Disable device +2, Hide +1, Intimidate +1.5, Knowledge +0.5, Listen +3, Move silently +1, Speak language +1, Spot +3; Feats: Ambidexterity, Two Weapon Feat, Weapon Focus (Orc Double Axe), Power Attack; Wearing a +1 **ring of protection** wielding a Orc Double Axe (1d8+3/1d8+3 critx3) and wearing chain mail. If attacked he will attempt to escape from the room. The slaves are actually chained to the wall by neck collars and so cannot move about freely. Should the half-orc ever venture within 5' of them, they will attempt to grapple and overbear him, provided that he does not have his weapon at ready. In the pockets of the fighter's clothes are the key to release these slaves and a gem worth 1,000 gp.

## c. INNER PORTCULLIS WINCH:

This small room is almost featureless. A small window looks into the space between the two portcullises, a large winch dominates the center of the room, and two humanoid are sitting on stools facing each other at the other end of the room. One, an obvious half-orc, is holding a sword and pointing it at the other.

The half-orc (Medium-sized Humanoid); CR 1; HD 1d8; hp 8; Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Long Sword +3; Dmg LS 1d8+2; Face 5 x 5; Reach 5; SA (); SQ Dark vision 60 ft; Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness

Has realized that he is sitting in the same room with a

**Doppleganger** (Medium-sized Shape changer); CR 3; HD 4d8+4; hp 22; Init +1; (Dex); Spd 30; AC 15; (+1 Dex, +4 natural) Att 2 Slams +4; Dmg Slam 1d6+1; Face 5 x 5; Reach 5; SA Detect Thoughts (Continuously detect thoughts, (Will save DC 13)); SQ Alter self, Immunities. (Assume shape of any small or med humanoid. Immune to all sleep and charm effects.); Fort +5; Refl +5; Will +6; S-12 D-13 C-12 I-13 W-14 Ch-13; Climate/Terrain Any land & underground; Organization Solitary, pair, or gang (3-6); Treasure Double standard; Alignment Usually Neutral; Skills: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8. Feats: Alertness, Dodge. and is trying to hold him at bay with his sword. If the entrance of the party does not surprise the Doppleganger, it will shape itself into the likeness of a slave. When the party enters they will see the half-orc holding his sword on a slave. If the Doppleganger is surprised, the party will see a half-orc holding a sword on his perfect double. Given the circumstances, the Doppleganger will either try to join the party or convince them that the half-orc is really the Doppleganger. The Doppleganger has 20 gp and the half-orc carries five SP.

## 17. TEMPLE DOORS:

These double doors are each 5' wide and 10' high. Beyond them is a corridor stretching as far as the eye can see. Every 10' there are statues in niches on both sides. These statues are life-like carvings of orcs and gargoyles, set on 5' high pedestals. They are in a series of orc-gargoyle, orc-gargoyle. Each orc carries a different weapon in an attack position, while the gargoyles are crouched, ready to spring at an unknown foe. All the statues are clean and look relatively new.

A **glyph of warding** has been cast across the 10' section of passageway marked by the X. If stepped on without proper precautions, this glyph will release its energy at the gargoyle statues to either side, causing them to be flung into the hallway. Characters in the second rank must Reflex Save or suffer full damage (16 points) from one of these statues. A successful save will reduce damage by ½. The statues will make a great deal of noise, negating any chance for surprise in encounter area **#18** The statues are not animated in any way.

## 18. TEMPLE CHAMBER

Beyond these double doors (fitted like those at area **\*17**) is a large open room, lit by braziers and candles. The scent of incense is faintly noticeable. Across the room opposite the door is a dais and an altar. This consists of a semi-circular 3-step raised platform projecting out from the wall. On the dais rests a gigantic statue. This statue is of a one-eyed orc-like humanoid standing with legs spread, holding a sword in both hands above his head. In front of this statue, standing on the main floor, are 3 half-orcs. Behind them stands a woman wearing plate mail and carrying a mace. To the right of the double doors is a poor box mounted on the wall. To the left and in the corner is a font with 10 slaves chained hand and foot beside it.

**Jillian**, female human Clr6: CR 6; Size M (5 ft., 6 in. tall); HD 6d8+6; hp 31; Init +5 (+1 Dex, +4 Improved Init); Spd 20 ft.; AC 19 (+1 Dex, +8 Full Plate); Attack +9 melee, or +5 ranged; SV Fort +8, Ref +3, Will +9; AL LE; Str 19, Dex 12, Con 12, Int 12, Wis 18, Cha 17. Languages Spoken: Common, Orc. Skills and feats: Appraise +1.5, Concentration +9, Craft +3, Diplomacy +11, Heal +9, Hide +1, Knowledge (Religion) +7, Listen +6, Move silently +1, Profession +7, Spot +8.5; Alertness, Dodge, Improved Initiative, Weapon focus (mace, heavy). Smite per Domain

A +1 Heavy Mace and a Potion of Speed wearing plate mail. She has the following spells memorized:

**Zero Level: Detect Magic, Read Magic, Guidance (\*2), Purify Food and Drink**

**First Level: Command (x2), Cure Light Wounds (x2), Protection from Good**

**Second Level: Hold Person (x2), Silence 15' radius, Spiritual hammer, Shatter**

**Third Level: Blindness, Prayer, Wind Wall,**

**Cleric Domains (Hextor): Destruction, Evil.**

**Cleric Spells Per Day: 5/4+1/4+1/3+1.**

**Fuad, male half-orc Ftr3:** CR 3; Size M (6 ft., 2 in. tall); HD 3d10+6; hp 23; Init +3 (-1 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (-1 Dex, +5 Chainmail); Attack +7 (+3 Base, +3 Str, +1 Focus) melee, or +2 (+3 Base, -1 Dex) ranged; SV Fort +7 (+3 Base, +2 Con, +2 Great fortitude), Ref +0 (+1 Base, -1 Dex), Will -2 (+1 Base, -3 Wis); AL NE; Str 17 (+3), Dex 9 (-1), Con 14 (+2), Int 11 (+0), Wis 4 (-3), Cha 10 (+0).

Skills and feats: Bluff +2 (+2 Rank), Hide -1 (-1 Dex), Listen -3 (-3 Wis), Move silently -1 (-1 Dex), Pick pocket +0.5 (+1.5 Rank, -1 Dex), Spot -3 (-3 Wis), Wilderness lore +0 (+3 Rank, -3 Wis); Great fortitude, Improved initiative, Power Attack, Weapon focus (Great Sword). Weilding a Greatsword (2d6 crit 19-20 x2) and wearing Chainmail.

**Svein, male half-orc Ftr3:** CR 3; Size M (5 ft., 8 in. tall); HD 3d10+6; hp 26; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex +5 Chain); Attack +6 (+3 Base, +3 Str) melee, or +4 (+3 Base, +1 Dex) ranged; SV Fort +5 (+3 Base, +2 Con), Ref +2 (+1 Base, +1 Dex), Will +1 (+1 Base); AL NE; Str 16 (+3), Dex 13 (+1), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 10 (+0).

Skills and feats: Disable device +3 (+2 Rank, +1 Int), Hide +1 (+1 Dex), Jump +5 (+2 Rank, +3 Str), Listen +2.5 (+2.5 Rank), Move silently +4 (+3 Rank, +1 Dex), Sense motive +0.5 (+0.5 Rank), Spot +0; Blind-fight, Dodge, Quick draw, Weapon focus (long spear). Wielding a long spear (1d10+3 crit x3), carrying a Long Sword(1d8+3 19/20 crit x2) and wearing Chainmail

**Torgo, male half-orc Ftr3:** CR 3; Size M (5 ft., 10 in. tall); HD 3d10+6; hp 29; Init +5 (+1 Dex, +4 Improved Init); Spd 30 ft.; AC 16 (+1 Dex +5 Chain); Attack +9 (+3 Base, +5 Str, +1 Focus) melee, or +4 (+3 Base, +1 Dex) ranged; SV Fort +5 (+3 Base, +2 Con), Ref +4 (+1 Base, +1 Dex, +2 Lightning reflexes), Will +0 (+1 Base, -1 Wis); AL NE; Str 20 (+5), Dex 13 (+1), Con 14 (+2), Int 8 (-1), Wis 8 (-1), Cha 7 (-2). Skills and feats: Hide +1 (+1 Dex), Listen -1 (-1 Wis) Move silently +1 (+1 Dex), Spot -1 (-1 Wis), Tumble +3 (+2 Rank, +1 Dex); Weapon Focus(Mattock), Power Attack, Cleave, Improved Initiative War Mattock (1d10+5 crit 19-20/x3 1d10 damage) Min 18 Strength to wield it wearing chainmail

They will attempt to melee with a party, preventing attackers from reaching the cleric. She will stay behind them, attempting to cast spells. If the cleric is alerted of the party's presence before they enter this area (through loud noise, etc.) she will cast the following spells (if time permits) in the order listed:

The **silence** spell will be cast in the area round the door. A **prayer** will be cast over herself and the fighters in front of her. A **resist fire** and **protection from good** will be cast upon herself.

Hidden in the poor box is a troll made tiny by a **stone of diminution**. (A small gray stone, this device acts in the same manner as a **potion of diminution** with respect to the size of the creature when the device is operating. This diminution will last for 2-5 turns or until the user let's go of the stone. Each use requires one charge. A stone will have 1-6 charges). Two rounds after the party enters the room, **the Troll** (Large Giant); CR 5; HD 6d8+36; hp 63 ;Init +2; (+2 Dex); Spd 30 ft; AC 18; (-1 size, +2 Dex, +7 natural) Att 2 claw +9 melee, bite +4 melee; Dmg Claw 1d6+6, Bite 1d6+3; Face 5 x 5; Reach 10 ft.; SA Rend 2d6+9 (If both claw attacks hit then the troll automatically rends target for an additional 2d6+9 points of damage.); SQ Regeneration 5, scent, dark vision 90 ft. (Fire & acid do normal damage. All others are sub dual damage. Lost body parts regrow in 3d6 min, or reattach instantly.); Fort +11; Refl +4; Will +3; S-23 D-14 C-23 I-6 W-9 Ch-6; Climate/Terrain Any land, aquatic, & underground; Organization Solitary or gang (2-4); Alignment Chaotic Evil; Skills: Listen +5, Spot +5 Feats: Alertness, Iron Will. Will burst out of the box at full size and attack the party. It will have normal chances for surprising the party.

Hiding in shadows behind the font is a **Frederick, male Half-Orc** Spot check at DC25 to spot him on entry to the room. Rog4: CR 4; Size M (5 ft., 5 in. tall); HD 4d6; hp 19; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex +2 Armor); Attack +6 melee, or +5 ranged; SV Fort -1, Ref +6, Will +5; AL NE; Str 16, Dex 14, Con 10, Int 10, Wis 19, Cha 10. Skills and feats: Concentration +0, Disable device +6, Escape artist +9, Gather information +4, Heal +6, Hide +2, Innuendo +9, Knowledge +1, Knowledge (Arcana) +1, Listen +4, Move silently +5, Search +7, Sense motive +10, Spot +4, Use magic device +6; Improved initiative, Martial weapon proficiency (Long Sword); Sneak Attack (+2d6); Evasion; Uncanny Dodge

Who will attempt to backstab an unarmored figure if possible. Unless precautions are taken to protect the rear of the party, the assassin will be able to make a backstab attempt. The slaves are ordinary slaves and will avoid combat if at all possible. No figure may pass through this group due to their chains; they must always be circled. Figures forced into the slaves will stumble and trip, requiring one round to regain their feet, during which time they may not attack. The slavers will suffer an extra 1-6 points of damage if forced into the slaves, as chains, fists, and feet will strike them. On the floor between the legs of the statue is an ornamental trap door. This leads to the lower sections of the temple, through the Aspis lair. In a niche at the top of this shaft are three bags with 300 gp each, a gem worth 2,000 gp, and papers detailing when the next caravan will leave and where it will go. **The trap door to the lower level has been trapped** to prevent unwanted people in the lower level. If the trap door is opened without first locking the secret catch located on the left foot of the statue, the arms of the statue will fall forward tripping a

**Scything Blade Trap;** CR3; +8 melee (3d8/x3); Search (DC 20); Disable Device (DC 20).

## 19.RUINED CHAPEL:

This was once a large high-ceilinged chamber, obviously the altar room of the previous temple. The ceiling was once built from stone arches, but now it has all collapsed and crashed down, crushing the altar. Great shattered blocks and columns cover the floor, and the roof is open to the sky. Sheets of roofing material and jagged beams thrust up from the floor. Ivy covers the walls. Fluttering and squeaking can be heard.

The squeaking sound comes **from 10 Stirges (Tiny Beast)**; CR ½; HD 1d10; hp 5 ;Init +4; (+4 Dex); Spd 10, Fly 40 (average); AC 16; (+2 size, +4 Dex) Att touch +6;Dmg Touch 1d3-4; Face 2.5 x 2.5; Reach 0; SA Attach, Blood Drain (Latch on & get -4 to AC, then drain 1d4 points of Temp CON each round attached, up to 4 points, then it will detach and fly away.); SQ (); Fort +2; Refl +6; Will +1; S-3 D-19 C-10 I-1 W-12 Ch-6; nesting in the creepers on the walls. Hungry, they will attack any who enter this chamber, avoiding those with open flames and attacking other characters first. If four or more Stirges are killed the survivors will retreat to their nests. They will return to attack in 5-8 rounds. Under one of the vines is a jeweled dagger worth 1,000 gp.

## KEY TO THE SEWER LEVEL

### Sewer Encounter Table

Encounter occurs 1 In 6, check each turn.

1. 1-4 Aspis Drones.
- 2-3. 2-12 orcs
- 4-5. Slave Band; see below.
6. 2-20 Giant Rats
7. 1-2 Giant Weasels
8. Green Slime.
9. 1-3 Dopplegangers.
10. 1-6 Crocodiles

**Orcs:** There is a 10% chance that an ogre will be present with any band or orcs. The orcs will be armed with light crossbows and battle-axes or short swords.

**Slave band:** 2-12 slaves shackled and manacled together will be herded through the sewers by 2-8 orcs armed with whips and short swords. There is a 25% chance that a human fighter (Level 6-7) will be present along with a half-orc fighter (Level 1-3) acting as interpreter. This human will be preparing a caravan to leave the city. Use DMG NPC stat if encountered.

**Doppleganger:** There is a 50% chance that these creatures will be posing as orcs when encountered.

**NOTE:** There are three main types of construction found throughout the underground passages of the temple — dirt tunnels and chambers, sewers, and passageways and rooms. Dirt tunnels are dug from the soil, are hard packed, and are roofed by wooden planks there is beams every 5' supporting the ceiling. The passageways are normally 10' wide, but this will vary considerably from section to section. The ceilings are about 7' to 8' high. The chambers have also been delved from the earth and are supported by beams, though there is no planking to cover the ceiling. The walls and floors in chambers and passages are slightly muddy, but show no signs of crumbling. If the beams supporting the ceiling are destroyed (due to removal, fire, **lighting bolt**, etc.); there will be a collapse in a 5-10' radius. Persons caught in this area will suffer 2-20 points of damage (no saving throw). If more than 15 points are sustained by a character, that person has been totally buried and must be rescued within 5 rounds or die of suffocation. Players may dig 2' per round without tools or 5' per round with shovels. A collapse will totally block a passage.

Sewer tunnels are 20' wide arched passageways of brick and stone. The walls are rotting, crumbling brick, covered with harmless molds and slimes. Along one side is a 5' wide stone ledge. The remainder of the passage is filled with a runoff mixture of sewage and water, 6" below the level of the ledge. The water depth varies from 5' to 12' at any given point (roll d8+4 to determine the depth when necessary). Garbage floats sluggishly at the surface, not revealing the stronger undercurrent. This current, 2' beneath the surface, moves at a rate of 3" per turn in the direction of the **GRUB HATCHERY** (room 2). Those swimming downstream may add this amount to their movement rate: those swimming upstream must subtract this amount. The ceiling is formed of stone blocks, and stone arches support it every 10'. The ceiling is 7' high at the sides and 10' at the center of the arch. Water drips from cracks in the stone and calcification has formed tiny stalactites hanging from the ceiling. In some places, small plant roots hang down from above.

The passageways and rooms are of standard dungeon condition. These areas are comparatively dry. The walls, ceiling and floors are made of large blocks of smoothly dressed stone. Doors are made of heavy oak, bound in iron and studded with large rivets.

### 1. ESCAPE LADDER

A ladder extends from a circular stone shaft to a dirt tunnel. The ladder is wood and in good condition, it does not appear to be fixed to the wall. There are many tracks in the mud about the ladder. The air is damp and foul.

This ladder leads to the temple altar on the surface (room \*18). A stone lid covers the top of the shaft, but this may easily be moved aside from below. The tracks are those of orcs coming and going, and an unknown creature (Aspis) of great stature.

### 2. GRUB HATCHERY

The floor of this room is completely covered with drying garbage and other foul materials; characters must wade through this muck to enter the room. The air is steamy and condensation appears on the walls, which are already covered by pale moist slime growths. The heat of rotting garbage rises from the floor, rendering lowlight vision useless. There are four exits from the chamber, one at each compass point. The exit to the east is a brick and stone passage; the others are dirt tunnels. The odor of rot filling the air is almost nauseating in its intensity.

The room is actually a pit, filled with sewage waste up to the level of the surrounding passages. The sewage is 5'6" deep and has a consistency of slimy quicksand. Beneath the sewage at the entrances are 5' x 5' platforms, and connecting them is a 3' wide ledge. The forward edge of the platform becomes steps going down into the pit, six steps in all. The platforms are covered by 6" of sewage while the ledge quickly slopes down to a depth of 2". Living in these pits are

**Aspis-Larvae (5):** CR 2; Small Outsider; HD 2/ 16 hp each; Init +3 Dex; Spd 30ft (10 ft Burrow); AC 14(+3 Dex, +1 Size, +10 Natural); Atk +3 Bite 1-6+1 Damage; Face/Reach 5ft by 5ft/5ft; SA None; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +0; Ref +6; Wil -2; Str 12; Dex 16; Con 10; Int 8; Wis 7; Cha 9; Height 1-3 ft; Skills: +4 Balance, +6 Climb, +8 Hide, +4 Listen, +4 Move Silently, +4 Spot, +4 Search; Feats: None; SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Possessions: No Treasure Type

In different stages of growth these blind 11/3-3' long creatures will attack any disturbance in the sewage choosing greater disturbances over lesser disturbances. They are capable of attacking while submerged, but may only rise ½ above the surface. None will attack figures on the 5' x 5' platforms. Up to three may attack those standing on a ledge, and all may attack those in the pit. When entering the room, if no precautions are stated, the front rank will automatically stumble on the steps, plunging into the pit. Characters in the pit move at 1/2 their normal movement rate, fight at a -4 to hit, defend at -4 from their normal armor class, and may only use thrusting weapons. The sewage is mildly corrosive and burns flesh and weakens cloth or leather. Each round, characters standing on the ledge will take 1-2 hit points of damage; those in the pit will suffer 2-5 points of damage. Characters

submerged in the sewage take an extra 8 points of drowning damage at the end of the second round characters with constitution scores of 16 or better take only 4 points. Thereafter damage will continue for every round the character remains submerged. Characters may float to the surface by releasing held items and swimming. No other actions may be taken if this is done. If the sewage is collected and carried so that it can be thrown at opponents. It will do no damage, but the stench of the fluid will cause all within a 3' radius of the burst sewage pots to save vs. poison or be helpless with nausea for 2-8 rounds. The sewage fluid may only be carried in ceramic or metal vessels. If the container is not sealed the smell will affect the party, even if the sewage is carried in a sealed container, the stench gained in obtaining the fluid will remain for 5 turns, negating surprise during that time.

### 3. EGG CHAMBER

The passageway rises quickly above the level of the sewage and the chamber floor seems dry. The space is large and many beams support the dirt ceiling. Ten feet away, spaced in a ring around the only entrance to the chamber, are three large insect creatures one carrying long swords, the others tending to the glistening white ovoids near the far wall.

**Aspis-Drone (3):** CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1-4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Wil +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One),+8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Are guarding the egg chamber. They will instantly attack any strangers who enter the room (+2 on their "to hit" rolls due to morale). They will neither retreat nor surrender. If not surprised, they will attempt to summon aid by making loud clicks and whistles. If any should come (50% base chance, subject to DM's modification), it will be a few of the drones from the **Aspis CHAMBER** area #5). The twenty white ovoids on the ground beyond the drones are the eggs of the nest Their soft membranes may be easily slit open to reveal partially formed Aspis larvae inside. Hidden under one of the eggs along the south wall of the chamber is the combined treasure of the three drones — 3 gems worth 500 gp, 1,000 gp, and 100 Gp respectively,

### 4. FOOD STORAGE:

A 5' wide path runs through the center of this room from exit to exit. To either side of the path is a trench [5' wide) filled with grain. Beyond the trenches are piles of dried carcasses and mounds of rotting vegetation. Hung from stakes driven into the walls are leather skins and full bladders.

This chamber is the food storage area for the Aspis the trenches to either side of the path are 3' deep. The southern one contains nothing but grain, but the one to the north is inhabited by a gray ooze at the bottom of the trench it will attack creatures that disturb its trench. The mounds of decaying vegetation are infested with rot grubs, 15 in all (AC 11, MV 10", hp 1 each, burrow into flesh it touched, will kill the host in 1-3 turns unless flame or cure disease is applied). The Aspis consider the grubs a delicacy. Under one of the piles may be seen the thongs of a leather sack. This sack contains three apples cove' with a glittering silver-blue mold. The mold is beneficial and will cure any non-magical disease if one apple's eaten. The piles of carcasses are those of 26 giant rats and 14 humans. The bodies are unclothed and unadorned. The leather skins and bladders are filled with honey and wine.

### 5. ASPIS CHAMBER

This large dugout chamber has several exits visible. Three of these are man-sized in height and lead off in different directions. The other exits are smaller, near the floor, and appear to be large enough for only gnomes or holdings to use. There is much activity, and the room appears to be a meeting area. Four insect men are occupied with various tasks — mending straps, eating, and sharpening weapons. Around their feet run five giant ants.

Just before each tunnel entrance is a silken trip cord set about 4 inches above the floor. SPOT DC (15). This trap will release a camouflaged net hung over the tunnel entrances (REFLEX SAVE TO DODGE DC (15)) these nets have been soaked in the sap of a giant sundew, making them particularly sticky. The nets cover a 5' x 5' area; any creatures caught in them will fight at a -2 due to entanglement on the first round and will suffer an additional -1 on his or her chance to hit each round thereafter. Characters with an 18 strength or greater may break the net in three rounds. All other characters must be cut free with the aid of another person. When a party enters, the insect men will first order the ants to attack while the drones prepare

**Five Giant Ant Workers** (Medium-sized Vermin); CR 1; HD 2d8; hp 13 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +1;Dmg 1d6; Face 5 x 5; Reach 5; SA Improved Grab (To use this ability, the giant ant must hit with its bite attack.); SQ Vermin (Immune to mind-influencing effects); Fort +3; Refl +0; Will +0; S-10 D-10 C-10 I--- W-11 Ch-9; Alignment Always Neutral; Skills: Climb +8, Listen +5, Spot +5.

**Aspis-Drone (4):** CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1-4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Wil +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One),+8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 They wield two longswords(1-8+4) and shields. They will attempt to stab at the defenseless players caught in the nets while they are preoccupied with the giant ants. If forced to retreat, the drones will attempt to go to the **BREEDING CHAMBER** (area #6) to help protect the cow No reinforcements will come to this chamber unless the party is already being pursued.

### 6. BREEDING CHAMBER:

This chamber is a large cavern dug from the earth, its ceiling supported by long beams that extend from wall to wall. The ceiling is 12' high. The floor is puddled with water. Several openings are visible; some 4-5' high while others are only high enough for a

halfling or gnome to crawl through. Towards the center of the room is a gigantic white larva, almost 12' long and 4' wide. Around it are several insect men, six in all. On the floor against the south wall may be seen four leathery white balls, about 1' in diameter.

This is the main breeding chamber of the Aspis. It is occupied by the **Aspis-Cow (1)**: CR 10; Large Outsider; HD 10/50 hp Avg; Init +0; Spd 10ft; AC 12(-1 Size, +13 Natural); Atk +16/+11 Bite(3-18 Points) or Trample (4-40); Face/Reach 5ft by 10ft/5ft; SA Trample, and Acid Mucus on Skin(See Description); SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort 10; Ref 0; Will 0; Str 12; Dex 10; Con 20; Int 9; Wis 9; Cha 17; 15 ft Long; Skills: +20 Listen, +20 Spot, +20 Search, +10 Intimidate, +10 Heal; Feats: None; SQ- Immune to Cold and Electricity SQ- Resistant to Fire 20

**Aspis-Drone (6)**: CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1 -4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Will +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One), +8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Attack using 2 Long Swords(1-8+4). Due to their fanatical devotion to the nest, the drones will fight at + 2 on their chances "to hit" and will not surrender or flee unless the cow is slain. If the cow should be killed, the Aspis will attempt to flee to the egg and grub chambers to defend the young. In 2-5 rounds after the party enters, 2-4 giant soldier ants (See Description from Ant Lair) will appear from the mouths of the ant tunnels (determine which tunnel randomly) to assist the Aspis if needed. They will retreat before a stoutly wielded open flame. Every round for five rounds after the ants first appear, two more worker ants will enter the chamber, until a total of ten have arrived. The entrances may be temporarily blocked with any suitable material (bundles of sacks, a full backpack, a body, etc.). Each blockage will require 2 rounds for the ants to remove. Along the south wall are four egg cases. These have been collected after the larva have hatched, then cleaned and sewn back together to form sacks. Three of these cases contain 100 pp each while the fourth contains a +1 **cloak of protection**, a **potion of healing**, and a **scroll of protection from petrification** (10' radius).

## 7. SPARE FOOD CHAMBER:

This chamber appears empty although the floor has four 3' deep pits dug in it. There is ample room between the pits to safely walk across the chamber. The pits appear to have nothing in them. On the east wall is a ladder to a trap door in the ceiling.

This chamber is a reserve food storage area, presently not in use. Inspection of the pits will reveal a scattering of grain, but nothing else. The trap door is locked from the topside, but there is a secret catch on the underside that a thief may locate if a successful open locks roll is made. Otherwise, the trap door may be forced as if it were a normal door, although all attempts **are made** at a -1 to the die roll.

## 8. GIANT ANT LAIR:

These tunnels are small holes dug through the earth, obviously unsupported by beams or other fittings. They are only wide enough for gnomes or halflings to crawl through.

a. Each chamber will contain **2-12 Giant Ant Worker** (Medium -sized Vermin); CR 1; HD 2d8; hp 9 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +1;Dmg 1d6; Face 5 x 5; Reach 5; SA Improved Grab (To use this ability, the giant ant must hit with its bite attack.); SQ Vermin (Immune to mind-influencing effects); Fort +3; Refl +0; Will +0; S-10 D-10 C-10 I--- W-11 Ch-9; Alignment Always Neutral; Skills: Climb +8, Listen +5, Spot +5. And **1-3 Giant Ant Soldier** (Medium-sized Vermin); CR 2; HD 2d8+2; hp 11 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +3;Dmg Bite 2d4+3; Face 5 x 5; Reach 5; SA Improved Grab, Acid Sting. (To use this ability, the giant ant must hit with its bite attack. Acid Sting with full attack bonus, for 1d4+1 piercing damage and 1d4 acid.); SQ Vermin (Immune to mind-influencing effects); Fort +4; Refl +0; Will +1; S-14 D-10 C-13 I--- W-13 Ch-11; Alignment Always Neutral; med-size, 5-6 HD Large; Skills: Climb +10, Listen +6, Spot +6. The chamber will also contain either food (60%) or eggs (40%).

## B. QUEEN'S CHAMBER:

In this chamber, protected by:

**10 Giant Ant Soldiers** (Medium -sized Vermin); CR 2; HD 2d8+2; hp 11 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +3;Dmg Bite 2d4+3; Face 5 x 5; Reach 5; SA Improved Grab, Acid Sting. (To use this ability, the giant ant must hit with its bite attack. Acid Sting with full attack bonus, for 1d4+1 piercing damage and 1d4 acid.); SQ Vermin (Immune to mind-influencing effects); Fort +4; Refl +0; Will +1; S-14 D-10 C-13 I--- W-13 Ch-11; Skills: Climb +10, Listen +6, Spot +6. And 10 Giant Worker Ants (Medium-sized Vermin); CR 1; HD 2d8; hp 9 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +1;Dmg 1d6; Face 5 x 5; Reach 5; SA Improved Grab (To use this ability, the giant ant must hit with its bite attack.); SQ Vermin (Immune to mind-influencing effects); Fort +3; Refl +0; Will +0; S-10 D-10 C-10 I--- W-11 Ch-9; Alignment Always Neutral; Advancement Range 3-4 HD med-size, 5-6 HD Large; Skills: Climb +8, Listen +5, Spot +5.

Also in the chamber is the **Giant Ant Queen** (Large Vermin); CR 2; HD 4d8+4; hp 22 ;Init -1; (-1 DEX); Spd 40 ft; AC 17; (-1 Size, -1 Dex, +9 Natural,) Att Bite +5; Dmg Bite 2d6+4; Face 5 x 10; Reach 5; SA Improved Grab (To use this ability, the giant ant must hit with its bite attack.); SQ Vermin (Immune to mind-influencing effects); Fort +5; Refl +0; Will +2; S-16 D-9 C-13 I--- W-13 Ch-11; Skills: Listen +7, Spot +7.

The soldier ants will fight to the death while the workers attempt to remove the eggs (20 total) from the chamber. If the workers succeed, they will then attempt to push the queen to another nest. Should the queen be killed, the ants will be **confused** for 6 melee rounds and will then begin to leave the nest. The collected treasure of the giant ants may be found under the body of the queen. It consists of 7 gems (one 10 gp, two 50 gp, three 200 gp, one 1,000 gp) and a potion bottle of **oil of slipperiness**.

## 9. LEDGE TRAP

The only noticeable feature here is that a greater than normal amount of trash floats on the surface of the sewer run-off.

If the characters spend a time minimum of 3 rounds observing DC (20) this, they will note that garbage floats in from both directions and collects here although the amount of trash never really seems to increase. There is a drain in the center run-off channel and a trap has been set to make use of it. The 10' shaded area of ledge on the map has been fitted to tip over [Spot DC (25) and can't be disarmed]. Unless precautions are taken, the ledge will tip, the edge closest to the wall tilting up and the other edge dropping towards the water, tossing the characters into the sewer. Precautions that would be effective include wedging the ledge, providing counterbalancing for characters as they cross, moving across the trap pressed against the wall, etc. See page 85-86 of DMG for drowning information. When leaving this area, characters will begin to hear a thumping of "drums", coming at a steady, but slightly irregular beat. The sound will echo throughout the passage and will be obviously coming from somewhere ahead.

### A. SEWER BRIDGE:

There is a wooden bridge supported by stone pillars that crosses the river of sewage at this point. The bridge is 5' wide and has no railing. It is well built and appears to be sturdy.

## 10. FALSE DRUM:

The sewer passage ends in a tumble of ruin, completely choking the passageway. Part of the collapsed tunnel forms a ledge extending into the water. Little current moves through here and the water is stagnant and slimy. An old tun rests upside down at the end of the ledge.

This tun acts as a drum when drops of water strike it from above. This sound resounds throughout the sewers at almost regular intervals. Should the tun be moved or disturbed, the intelligent creatures of the sewers will be aware that someone is wandering around in their area. Orcs and Aspis will be ready for any attackers and will not be surprised. At the end of the passageway, in the rubble of the collapse, is a door carefully camouflaged to appear to be part of the ruined wall. This should be treated as a concealed door. DC (25) once found, it may be easily opened.

### B. SECRET DOOR:

This secret door is a stone slab that pivots around a vertical axis, and is thus hidden from both directions. It is activated by a large mass (such as a human body) striking the 10' wide slab within 3' of either edge. The slab will pivot in either direction. The DM should consider the possibility of the swinging end of the door striking any character in its path and possibly depositing them in the slowly flowing sewage.

## 11. SMALL SEWER CHANNELS:

The construction of the sewer changes here, the main channel dividing into three smaller tunnels. The walls are still made of brick and the ceilings of stone, but there are no longer any dry ledges to walk upon. The floor is solid, but is covered by about 2' of sewage flowing towards the main channel. Wading through this is difficult and tiring. All movement is reduced by half and all "to hit" rolls must be made at-1.

## 12. ORC AND OGRE OUTPOST:

The inhabitants of the sewer have apparently enlarged this irregular-shaped room. The western half of the chamber is raised about 6' above the level of the sewage and the three passages that enter the west side of the chamber each go up short flight of stairs to reach the room. The east half of the area appears to have been recently dug. It has dirt floors and a ceiling supported by beams. The stonewall connecting it to the western half has been partially removed. There is a ladder in the eastern section that leads to a trap in the ceiling and here is a door on the northern wall. A great number of orcs and three ogres are in this room. They appear to be armed and standing watch.

Three **Ogres** (Large Giant); CR 2; HD 4d8+8; hp 26 ;Init -1; (DEX); Spd 30; AC 16; (-1 size -1 Dex +5 natural +3 hide) Att Huge great club +8 melee; huge long spear +1 ranged; Dmg huge great club 2d6+7; huge long spear 2d6+7; Face 5 x 5; Reach 10; SA (); SQ (); Fort 6; Refl 0; Will 1; S-21 D-8 C-15 I-6 W-10 Ch-7;

Alignment NE; Skills: Climb +5, Listen +3, Spot +3 Feats: Weapon Focus (Great club) act as captains for eighteen (18) **Orcs** (Medium-sized Humanoid); CR 1/2; HD 1d8; hp 4 ;Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, javelin +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Neutral Evil; Advancement Range By Character Class; Skills: Listen +2, Spot +2 Feats: Alertness. Guarding this area, if approached from one of the three sewer passages from the west six of the orcs if not surprised or alerted because of the drumming stopped, will form three ranks on the steps. The bottom rank will be armed with hand axes (D 1-6), and the two ranks above them with light crossbows (D 1-4) and hand axes (D 1-6). Behind the third rank will stand two of the ogres with six rocks each. Of the remaining twelve orcs (also armed with light crossbows and hand axes), six will remain out of sight to act as reinforcements, while the other six orcs and the third ogre move down one of the side passages to attack the party from behind. In the time it takes the party to close with the orcs on the steps, their ogre captains and those armed with crossbows will attack with missile weapons. Once the front rank of orcs has been closed with, the orc crossbowmen will fire at unarmored characters to prevent spell casting. As orcs in the front rank

fall, the" places will be filled by those orcs above them, dropping their crossbows and stepping down into melee. Reinforcements will then fill their positions. The orcs will not **flee**, due to their fear of the ogres and lack of a suitable escape route. If the party enters from the northern door, the orcs, unless previously warned, will be unprepared for defense. They will simply rush the party and rely on greater numbers to win the battle. In the ceiling of the chamber is a false trap door DC (15) with an old ladder bolted to the wall leading to it. In a corner is the group treasure of 180 gp and 360 gp. Each ogre carries one 500-gp gem and the largest carries a **+1 dagger +2 vs. magic-users and enchanted creatures**

### 13. SEWER COLLAPSE:

The sewer ahead appears to have undergone a major collapse and the passageway is almost entirely blocked. A narrow path crosses over the tumble of rocks that the sewer water flows under. In the center, it is blocked by a large beam that extends from a crack in the floor to the ceiling. The beam appears to support a large stone block and prevents a total blockage of the passageway. The ceiling height here is 7'. To either side of the beam are spaces that a gnome or halfling could squeeze through. On the ground around this area are five flat pieces of rock (each about 6" thick); two broken beams (each 5' long) and a broken set of manacle on the walls are scrawled samples of orc graffiti. (Samples: "Elves are fairies", "Grom the kobold takes baths".)

The beam blocking the center of the passageway does indeed support the stone block in the ceiling. If this beam is removed without any precautions, the block will immediately fall and block the passageway; nor can the passage be widened as the walls and floor here are made of wide sections of tumbled stone. If attempts are made to push the beam to the side, no improvement will result and the block will slip down a few inches in a clatter of small stones. Examination of the crack from which the beam thrusts will disclose that the crevice extends to a substantial depth and that the beam is precariously balanced on a small outcropping of rock a short distance down. Evidently, the weight of the block prevents the beam from slipping off this ledge. Any character with 18 or greater strength may lift the block for one round and may hold it for every round thereafter that a successful Strength Roll DC (25) roll is made. When the weight is lifted off the beam, the beam will shift with a rattling crash and slide into the crevice out of sight. This noise may alert any nearby creatures, or attract the attention of wandering monsters. The block may be supported by the character for as long as possible while other characters slip through, or it may be supported by placing three to four of the flat rocks under one of the 5' beams and wedging this in place. Should the block fall (either by dropping it or knocking away the support) it will do 3-30 points of damage **NO SAVE ALLOWED** to the person releasing it, unless a rope or some similar means pulled out the support. The block will completely close the passageway. The stone may be levered up with beams and stones, but this will require 50 combined strength points and three turns to accomplish.

### 14. ORC GUARD POST:

This is a small dirt chamber. In the east corner is a small glowing brazier that provides a dim light and little heat. The odor of burnt meat and uncured leather hangs in the air. The walls are hung with the hides of various creatures, all poorly prepared and ragged. About the room are six orcs armed with short swords and spears. Near each exit is a gong hung from a large bone stuck into the wall.

The six **Orcs** (Medium -sized Humanoid); CR 1/2; HD 1d8; hp 4 ;Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, javelin +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Neutral Evil; Advancement Range By Character Class; Skills: Listen +2, Spot +2 Feats: Alertness

Are guards to alert the main chamber of any attacks. It not surprised. 1-4 orcs will remain in the area to fight the party while the others flee the chamber, pounding on the gong as they go. These fleeing orcs will attempt to join either the main group or one of the other guard posts. Those that remain will fight until one of their number is killed. When this happens, the survivors will attempt to flee in any direction. All orcs will fight if surprised. The skins on the wall are worthless, being too poorly prepared to have any value. The brazier is made of bronze and might be worth 1 gp if it were cleaned and restored. Each orc carries all of his personal treasures (2-12 gp each). Beyond this, there is nothing of value in the room.

### 15. ORC CHAMBERS:

#### a. Main Chamber:

This crudely fashioned room is large and somewhat crowded, being occupied by many orcs engaged in daily tasks. The walls throughout are hung with weapons, shields, skins, and tribal banners (such as gaudily decorated manacles, etc.). There are several small cooking fires, giving off little light, but just enough heat to ruin Low Light around them. Near these fires are low mounds of dirt. The air is smoky and rancid smelling.

There are twenty-four orcs, six males and eighteen females **Orcs** (Medium -sized Humanoid); CR 1/2; HD 1d8; hp 4 ;Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, javelin +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness, (+1 on "to hit" and morale because of standard) in the chamber. All will fight with equal ferocity attempting to capture or kill intruders. There are also twenty young who will not fight. A variety of weapons will be available to the orcs — hand axes, spears, shorts words, and daggers. If six or more orcs are killed, one will attempt to summon aid from one or more of the following chambers: the Chief's Den (#15b), the GUARDPOST (#14). Or (#16a). If possible, these reinforcements will attempt to circle around behind the party, although this will take five rounds. If the orcs are forced to retreat, they will not allow themselves to be trapped in the Chief's Den if at all possible. The skins on the walls are of no value, being like those in room #14 — poorly cured, ragged, and dirty. The other items that can be found in the chamber — chipped pots, worn baskets, bone dice (probably loaded), utensils made of human bones — are also of no particular value. The weapons, though battered, are sturdy and sharp. Males will have 1-6 gp on their person. The females carry no treasure.

## b. Chiefs Den

This room appears much like the others in this orc lair. It is an earthen chamber, its walls hung with furs and worn tapestries instead of skins. These tapestries are dingy and drab-colored, and depict various scenes of torture. The floor is covered with skins and furs concealing the dirt floor. At the north end of the chamber is a raised platform with even more furs (decorated tastelessly). Upon one end is a chest. In the chamber are eight large orcs, armed and ready. Furthermore, on the platform sits an extremely large orc flanked by two ogres.

The **chief of the orc tribe** (**Arrrn**, male orc Bbn6: CR 6; Size M (6 ft., 6 in. tall); HD 6d12+24; hp 66; Init +1 (+1 Dex); Spd 40 ft.; AC 16 (+1 Dex +5 Chainmail); Attack +12/+7 melee, or +7/+2 ranged; SV Fort +9, Ref +3, Will +2; AL NE; Str 23, Dex 12, Con 18, Int 11, Wis 10, Cha 10. Skills and feats: Handle animal +1, Hide +3, Innuendo +2.5, Knowledge +4, Knowledge (arcana) +3, Knowledge (nature) +2.5, Listen +9, Move silently +1, Spot +0, Swim +8; Cleave, Endurance, Power attack, Rage 2/Day, Uncanny Dodge and Wearing Chain mail and wielding an Battle Axe. Also in the room are **(8) male orcs War1**: CR 1; Size M (6 ft., 1 in. tall); HD 1d8+3; hp 11; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+4 Dex +4 Hide); Attack +7 melee, or +5 ranged; SV Fort +5, Ref +4, Will +0; AL NE; Str 22, Dex 18, Con 17, Int 10, Wis 10, Cha 10. Skills and feats: Climb +10, Hide +4, Listen +0, Move silently +4, Perform +2, Spot +0; Weapon focus (carried weapon). Wearing Hide Armor. and his 2 **Ogre Advisors** (Large Giant); CR 2; HD 4d8+8; hp 26; Init -1; (DEX); Spd 30; AC 16; (-1 size -1 Dex +5 natural +3 hide) Att Huge great club +8 melee; huge long spear +1 ranged; Dmg huge great club 2d6+7; huge long spear 2d6+7; Face 5 x 5; Reach 10; SA (); SQ (); Fort 6; Refl 0; Will 1; S-21 D-8 C-15 I-6 W-10 Ch-7; Alignment Neutral Evil; Advancement Range By character class; Skills: Climb +5, Listen +3, Spot +3 Feats: Weapon Focus (Great club) reside in this room. All except the ogres are armed with long swords and flails. These creatures will fight to the death, expecting no mercy from their opponents and having no place to flee. If possible, they will attempt to rush an opposing group, pushing them aside and then turning and trapping their opponents in the room. If this is successful, but they still cannot defeat their enemies, they will fetch fire from the main chamber and burn the room or fill it with smoke. The chest is the only thing of obvious value in the room, the rest being too stained, poorly maintained, or trashy to be worth taking. This chest is locked and there is a keyhole in the front. The chest also has a **glyph of warding** search(DC25) to detect cast on it DC(28 to disable). A rune that only the chief knows, any who open the chest without the proper precautions must make a Will save or be paralyzed. This paralysis may only be removed by a **remove curse**. The key to the chest is buried in the northwest corner(Search DC 25). In the chest are three bags of copper pieces (400 pieces in each) and four gems (50 gp, 5 gp, 5,000 gp, 2,000 gp). There are also three daggers: one copper-hilted, one bronze-hilted, and one brass-hilted. The blades appear to be coated with rust and blue mold, but are really dried smears of Blue Whinnis (DMG PG 80). The smallest scratch by one of these blades necessitates a Fortitude Save DC (14). Only one successful strike with each dagger may be made before the poison is rubbed off. While the daggers are worth 25 gp, 40 gp, and 60 gp respectively, lawful merchants and armors will recognize the orcish make and poison and refuse to have anything to do with the sellers, believing them to be chaotic to carry such weapons.

## 16. WITCH-DOCTOR'S CAMP:

Here the sewer resumes with water to the east side and a 5' wide ledge to the west. A low wall of rocks (3' high) blocks the ledge at this point. Across the water to the east from the wall of rocks are three ledges extending 5' into the water. Each is ringed by a low rock wall (3' high).

**A.** Eight orcs live in the chamber just west of the ledge **8 Orcs** (Medium-sized Humanoid); CR 1/2; HD 1d8; hp 4; Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, javelin +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness At present, two are on guard duty behind the wall across the ledge. They will not attack until a party is within 20' of them. If fired at with missile weapons, these orcs are considered to have 50% cover, if they remain behind the wall. On the first attack the orcs will hurl their Javelins and then draw their swords. If any members of the party close with the orcs, these guards will engage them with swords, staying behind the wall. If the party does not close with the guards and rather attacks with missiles the orcs will retreat out of sight up the west corridor until the party attempts to cross the wall. At which point the orcs will charge. Replacements will arrive from the side cavern to assist as needed. If two or more orcs are killed, the rest will fall back from the wall. Forcing characters to cross the wall to engage. On the round spent climbing over the wall, the characters automatically have to reroll initiative with a minus 10 penalty; if not engaged; the orcs will attack with Javelins. In the chamber are 1,000 gp in a stone chest. In a small pit under this chest is a magical **scroll** with one spell, **invisibility** there are also two 15' long planks for crossing the sewer.

**B.** Six **Orcs** (Medium-sized Humanoid); CR 1/2; HD 1d8; hp 4; Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, javelin +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness. and an **orc witch-doctor Rezshk**, male orc Wiz3/Clr3: CR 6; Size M (5 ft., 8 in. tall); HD 3d4+12 + 3d8+12; hp 46; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee, or +6 ranged; SV Fort +8, Ref +5, Will +8; AL NE; Str 16, Dex 16, Con 18, Int 16, Wis 14, Cha 10. Languages Spoken: Abyssal, Giant, Orc, Undercommon. Skills and feats: Diplomacy +5.5, Escape artist +5, Forgery +5, Heal +7.5, Hide +3, Intimidate +1, Listen +2, Move silently +3, Search +6, Spot +2, Swim +6, Use rope +5.5, Wilderness lore +4; Improved initiative, Quick draw, [Scribe scroll], Spell focus (), Martial Weapon Proficiency (Short Spear), Weapon focus (Short Spear). Also live here. The orcs carry light crossbows (D 1-4) and three have pots of particularly vile sewage (when thrown all within a 3' radius of the burst must Fortitude Save DC (15) or be helpless with nausea for 2-8 rounds). The witch-doctor (cleric/magic-user, levels 3/3) is armed with a Short Spear (D 1-8) and a Sling (D 1-4), has a clerical scroll of one spell, **Prayer**, (10% chance of error in reading) and has the following spells memorized:



#### Wizard Spells Known (4/3/2):

0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.

1st Level -- Burning Hands, Charm Person, Feather Fall, Mage Armor, Magic Missile, and Silent Image.

2nd Level -- Melf's Acid Arrow, and Shatter.

#### Cleric Domains: War (Gruumsh), Evil.

0 Level: Cure Minor Wounds, Detect Magic, Resistance, And Inflict Minor Wounds

1<sup>ST</sup> Doom, Protection from Good, Cure Light Wounds

2<sup>nd</sup> Silence, Hold Person,

#### Domain Spells:

1st Level: Magic Weapon, Protection from Good (Pg163 PHB)

2<sup>nd</sup> Level: Spiritual Weapon, Desecrate

Cleric Spells Per Day: 4/3+1/2+1.

As the party approaches (the noise at area #13 or #15 will alert the witch-doctor and his minions), the witchdoctor will cast the **Prayer** upon himself and the six orcs. The orcs will then move to the entrances on the east side of the sewer (two on each ledge) and hide behind the low walls. One at each position will have a sewer pot. Once the adventurers have engaged with the guards on the opposite side, these orcs will attack the rest of the party first with the pots and then with missile fire. They will remain behind their walls, receiving the benefit of 25% cover as soon as the **Prayer** is cast, the witch doctor will cast **Mage Armor and Protection from Good** on himself and then go to the southern-most ledge. Once there he will cast **Silence** at the lead figure and then **Doom** at the second in line. The witch-doctor has an 25% Cover given the opportunity, He will then target spell users with as many direct damage spells as possible. He will use Hold Person on one of the fighters to allow his guards mass attacks on the held person. If four or more orcs on this side of the sewer are killed the survivors will flee back into the chamber. They will not pursue the party. In the chamber are two sacks each containing 250 gp; there are also 2 gems, 100 gp, and 1,000 gp: and two 15' planks for crossing the sewage.

#### **17. GAS FILLED ROOM:**

A short flight of steps leads up to a landing on the north end of the sewer above the sewer runoff. There is a door in the center of the north wall. The air here has a bitter odor different from the rest of the sewer. The torches flare and flicker as if in a breeze.

If the door is opened, the characters will see:

Beyond the door is a room, cluttered with rags, rusting weapons, splintered armor, and dirt. The air is bad and stings the eyes slightly, but not enough to cause any ill effects, Likewise, breathing the air seems to have no dangerous consequences. There is a door on the opposite wall, 5' from the right end.

The entire chamber is filled with colorless explosive gas. Nothing will happen until a character enters the room with a burning light source, Torches will ignite the gas instantly, but lanterns will require 1 round before the gas explodes in a cloud of fire. All who are in the room or within 5' of an open door must Reflex save failure to do so will result in 4-24 points of and blindness for 2-5 rounds. A successful Reflex save (DC20) will result in half damage (no blindness). The gas is consumed so quickly that the entire explosion will last but a second. Nothing will be set on fire, but clothes, hair, eyebrows, etc. will be scorched. If one or both doors are left open for turn, the gas will dissipate. If the doors are closed the room will refill in three turns. There is no treasure in this room.

#### **18 a. THE SLAVE PITS:**

This room is large and high ceilinged. Two pillars, 5" diameter, reach twenty feet from ceiling to floor, in the middle of the room. Grids of 10' square trap doors form the floor of the entire room. They are hanging open, forming a grid of 6" wide beams between them. Fifteen feet below may be seen empty slave pits these are 10' square and are separated from each other by iron bars that reach up to the trapdoors.

**Aspis-Drone (1):** CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1-4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Wil +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One),+8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Each drone carries two long swords (D 1-8+4), and twelve darts (D 1-3) strapped to the inside of their shields. The drones will not advance to attack, preferring to cast their darts and use the pillars as cover once a party advances over the pits. The Aspis will close and melee with the party. The Aspis use the hind feet to cling to the beams and are practiced at maintaining their balance, characters however must take care when attempting to melee while standing on the beam. Any Aspis scoring a hit of 2 or more greater than the number required to hit will have managed to knock a character off the beam into one of the pits below(Balance check (DC15) to resist falling but character loses all attacks in the round) inflicting 1-6 points of damage from the fall The trap door at the top will be closed by the operator at **#18b** once a character has fallen in. If a character crosses over a closed pit, the operator at #18b will open it long enough for the person to fall in. If a character strikes a Aspis with a roll that is 4 or more greater than the number needed to hit, the Aspis will lose one attack that round as it regains its balance. Two such successful attacks will cause it to lose both of its attacks that round, while three such hits will knock it over the edge. Trap doors will not close over a Aspis and they will be able to climb out in one round. Iron bars spaced 6" apart separate the pits from each other. These extend from the beams

above to the floor. There are no doors in the bars. One Strength check may be made per wall the trap doors are connected to levers and long rods that run along the beams and disappear into the wall.

#### B. TRAP DOOR CONTROL BOOTH:

This is a small room, sparsely furnished. On the east wall are a large number of levers and above them at eye level is a narrow horizontal slit. A large insect man stands in the room. He is carrying two Long swords and wears two belts that cross his thorax.

**Aspis-Drone (1):** CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1-4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Wil +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One),+8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Possessions: Standard Treasure Type Attacks using two long swords (D 1-8). Operates the controls to the trapdoors of area #18a and usually watches through the slit for signs of activity. Any who successfully pass through the slave pit room will be met by if in the hallway, as it will not allow unknown humans to pass. If the slit is seen from the chamber, it will still be difficult to see the Aspis beyond it. This view slit is too small for missile weapons to be shot through it. Nor may a magic missile strike the Aspis, as the Aspis cannot be seen. Fire attacks (e.g. a fireball) will do some damage if the center point of the attack is within 5' of the opening. Damage from such attacks will be a quarter the normal amount. The Aspis drone has one treasure that he was carrying back to the nest — a **Pearl of Wisdom** set into a brooch that he wears at the cross of his belts.

#### 19. A. MAIN SLAVE CHAMBER:

This broad, long room is filled with two rows of cages, whose bars reach from floor to ceiling. Each has a door with a heavy locking mechanism in it. On the floor of the cells are straw and wooden bowls. Each cell holds a man or a woman, although each could hold more. Strolling down the central corridor between the cages are three humans and five orcs.

The humans and the orcs are viewing the selection of slave stock in preparation for selecting the hardiest to march out of town on the caravan route. One of the humans is a **Arnfinn, male human Nob1**: CR 1; Size M (5 ft., 8 in. tall); HD 1d8+1; hp 9; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +0 melee, or +2 ranged; SV Fort +1, Ref +2, Will +5; AL LE; Str 11, Dex 15, Con 12, Int 13, Wis 16, Cha 16. Skills and feats: Forgery +5, Gather information +7, Handle animal +7, Hide +2, Listen +5, Move silently +2, Read lips +5, Spot +5, Swim +4; Endurance, Improved initiative. armed with a dagger under his robes.

The second person is a **female Anya, female human Ftr7**: CR 7; Size M (4 ft., 9 in. tall); HD 7d10+28; hp 71; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 17 (+2 Dex, +5 Chain); Attack +11/+6 melee, or +9/+4 ranged; SV Fort +9, Ref +6, Will +3; AL LE; Str 18, Dex 14, Con 19, Int 12, Wis 12, Cha 14. Skills and feats: Climb +11, Craft +5, Hide +5, Intuit direction +4, Listen +3, Move silently +2, Ride +11, Spot +3, Swim +14; Alertness, Blind-fight, Improved initiative, Lightning reflexes, Ambidextrous, Two-weapon fighting, Weapon focus (Long Sword), Weapon specialization (Long Sword). wearing chain mail armor and carrying a Long sword and Masterwork Silver Hand Axe (D 1-8). She is also carrying a **luckstone** (+1 on all saving throws).

The last person is a **Zanthar, male human Wiz6**: CR 6; Size M (5 ft., 8 in. tall); HD 6d4+18; hp 38; Init +8 (+4 Dex, +4 Improved Init); Spd 30 ft.; AC 14 (+4 Dex); Attack +4 melee, or +7 ranged; SV Fort +5, Ref +6, Will +6; AL LE; Str 12, Dex 18, Con 17, Int 19, Wis 12, Cha 12.

Skills and feats: Craft +13, Diplomacy +2, Concentration +6, Heal +4, Hide +6.5, Intuit direction +4, Jump +3, Knowledge +7, Knowledge (nature) +11, Listen +1, Move silently +4, Profession +8, Search +7.5, Spot +1, Tumble +6; Improved Initiative, Combat Casting, Spell Penetration, Empower Spell, Maximize Spell

**Wizard Spells Known (4/4/4/3):**

**0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.**

**1st -- Charm Person, Mage Armor, Magic Missile, Protection from Good, Shield, Silent Image, Spider Climb.**

**2nd -- Alter Self, Blur, Detect Thoughts, Knock, Melf's Acid Arrow.**

**3rd -- Dispel Magic, Fireball, Flame Arrow, Hold Person.**

Accompanying the humans are five orc guides and interpreters (**Five Orcs** (Medium-sized Humanoid); CR 1/2; HD 1d8; hp 4; Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, Light Crossbow +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will +1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness armed with light crossbows and spears. The leader of the group carries a ring of keys that will open the cell doors The prisoners, thirteen in number, are ragged and beaten looking. Eleven of these are common folk, both male and female (AC 10, MV 12", 0 level fighters, hp 2-7), while one of the remaining two is a 4th level fighter (hp 20) who will join the party if equipment can be provided (or him). The remaining slave is actually a **Doppelganger** (Medium-sized Shape changer); CR 3; HD 4d8+4; hp 22; Init +1; (Dex); Spd 30; AC 15; (+1 Dex, +4 natural) Att 2 Slams +4; Dmg Slam 1d6+1; Face 5 x 5; Reach 5; SA Detect Thoughts (Continuously detect thoughts, (Will save DC 13)); SQ Alter self, Immunities. (Assume shape of any small or med humanoid. Immune to all sleep and charm effects.); Fort +5; Refl +5; Will +6; S-12 D-13 C-12 I-13 W-14 Ch-13; Alignment Usually Neutral Skills: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8. Feats: Alertness, Dodge. Who when accidentally captured by the orcs decided to pose as a slave while preying on any creature he could find. At times when he is unobserved, he will attempt to slip free of his bonds and hunt for prey.

Each of the caravan organizers carries three gems worth 500 gp each. The merchant also carries a map showing the route the caravan will take when they leave here. If followed, it will lead to Dungeon Module A2: **SECRET OF THE SLAVERS' STOCKADE** The orcs each carries 2-8 gp.

## b. STOREROOMS:

These rooms have tables and shelves neatly piled with clothing, dried rations, manacles, whips, rope, branding irons, and tuns of wine. These have evidently been kept in good order and free of pests like giant rats or insects.

There is no treasure, armor, or weaponry in either of these rooms.

## c. MACHINE ROOM:

This chamber is set about 5' higher than the level of the floor of the slave pens. The ceiling is 10' high. Mounted along the length of the ceiling are a series of pistons and springs that operate the opening and closing of the trapdoors in room #18a. Presently maintaining these are five slaves and an insect man.

This room is beneath #18b and the corridor. **Aspis-Drone (1):** CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1-4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Wil +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One),+8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Possessions: Standard Treasure Type Attacks with two long swords (D 1-8+4). Directs the activities of five slaves (AC 10, Lvl 0, hp 2-7) who maintain the machinery of the slave pits.. If the drone is attacked, the slaves will attempt to assist the attackers by grappling with it. Due to their desire for freedom, the slaves will press their attack regardless of losses, so long as the hope of rescue remains. There is nothing of value in the room.

## 20. TRICK STAIRS:

A staircase goes down about 10' and ends in a small landing with a door facing the stairs. The steps are made of flagstones set in mortar. The flagstones are loose.

This staircase will become a slide if the door to room #21 is not opened properly. A thief may not detect the trap but a dwarf could detect shifting stone if checked for. If the door is opened without first locking a secret catch (detectable only by a thief DC 20), the stairs will suddenly slant. Creating a steep incline. Unless previous precautions have been taken, characters will slide into room #21, automatically losing surprise and initiative for the first round. In addition the characters are considered flat-footed. Characters roped together, but not fastened to anything, will have even greater difficulties (the characters will be surprised for two rounds and may not take any action during that time.) After the door is closed and pressure released from the slope, the stairs will return to normal. If the door is opened after locking the catching, nothing will happen and the party will find stairs going down.

## 21. SLAVE LORD'S DEN:

This chamber is circular with a moat of sewage surrounding a bare platform in the center. Around the outer wall of the room is a narrow 3' ledge connected to the center of the chamber by three arched stone bridges. On this ledge stand ten orcs. From the west opposite the stairs to the east, is an alcove containing a table, chairs and many crates and boxes. There is a man sitting at the table with five giant weasels around him. A ladder at the back of the alcove leads to an opening high in the wall. The entire area is torch lit.

The man sitting at the table is Thorhall, male human Rog7: CR 7; Size M (5 ft., 6 in. tall); HD 7d6+14; hp 40; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+4 Dex, +3Armor, +2 Ring); Attack +6 melee, or +9 ranged; SV Fort +4, Ref +9, Will +8; AL CE; Str 12, Dex 19, Con 15, Int 12, Wis 18, Cha 13.

Languages Spoken: Common, Draconic. Skills and feats: Appraise +8, Bluff +6, Diplomacy +8, Disable device +13, Disguise +8, Escape artist +13, Forgery +10, Hide +4, Innuendo +13, Listen +12, Move silently +4, Profession +14, Search +11, Spot +4, Swim +10; Improved initiative, Iron will, Martial weapon proficiency (Long Sword), Skill focus (disable device), Sneak Attack +4d6, Uncanny Dodge, Evasion Wearing Leather Armor and wielding a Long Sword 1-8+1 and a +2 **ring of protection** and a **potion of invisibility**).

The five **Dire Weasels** (Medium-size Animal); CR 2; HD 3d8; hp 13 ;Init +4; (+4 Dex); Spd 40 ft.; AC 16; (+4 Dex, +2 natural) Att Bite +6;Dmg Bite 1d6+3; Face 5 x 5; Reach 5 ft; SA Attach, Blood drain (Latch on & get -4 to AC, then drain 2d4 points of Temp CON each round attached.); SQ Scent (Track by Scent DC 10.); Fort +3; Refl +7; Will +4; S-14 D-19 C-10 I-2 W-12 Ch-11; Always Neutral; Skills: Hide +9, Move Silently +10, Spot +5. Feats: Weapon Finesse (bite) are trained to obey his commands. If not surprised, he will order the weasels to leap the moat and attack. After this, he will run behind the boxes where he cannot be seen and take a sip (1/8 of the total) of the potion to become invisible for 3-6 turns. Thereafter, he will await an opportunity to backstab any character he can, sipping the potion again after attacking.

The **ten Orcs** (Medium-sized Humanoid); CR 1/2; HD 1d8; hp 4 ;Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Various +3, javelin +1;Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Alignment Usually Neutral Evil; Skills: Listen +2, Spot +2 Feats: Alertness. On the ledge are armed with light crossbows (D 1-4) and short swords (D 1-6). Two will stand at each bridge while the remaining four will position themselves halfway between the bridges. The orcs will not engage in melee now, but will fire crossbows at any characters not fighting the weasels. If any character enters the alcove, any surviving orcs will rush there to attack. Also, they will try to prevent characters from crossing the bridges.

The crates contain rations, chains and other supplies in preparation for a slave caravan. In one crate are bags of coins, 5,000 gp total. In another sack in a different crate are three pieces of jewelry, each worth 1,000 gp. On the table are the records of the slavers' activities in the area and a map of the caravan route and the stops on the way.

The ladder leads to a dirt tunnel that exits in the cemetery of the temple above ground (**see Temple #8**).

## CREDITS

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## Monster Tables for A1 Slave Pits of the UnderCity. Revised for Third Edition D&D.

**Ghoul** (Medium Undead); CR 3; HD 2d12; hp 13 ;Init +2; (Dex); Spd 30; AC 14; (+2 Dex, +2 Natural) Att Bite +3 Melee; 2 claws +0 melee; Dmg Bite 1d6+1+ paralysis; claw 1d3 + paralysis; Face 5 x 5; Reach 5 ft; SA Paralysis (Paralysis - Those hit by a ghoul's touch must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.); SQ Undead (Undead - Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.); Fort +0; Refl +2; Will +5; S-13 D-15 C-- I-13 W-14 Ch-16; Climate/Terrain any land, aquatic; Organization Solitary, gang (2-4), pack (7-12); Treasure None; Alignment Always Chaotic Evil; Advancement Range 2-3 HD (Medium); Skills: Climb +6, escape artist +7, Hide +7, Intuit direction +3, Jump +6. Listen +7, Move Silently +7, Search +6, Spot +7 Feats: Multiattack, Weapon Finesse (bite)

**Ghast** (Medium Undead); CR 4; HD 4d12; hp 26 ;Init +2; (Dex); Spd 30; AC 14; (+2 Dex, +2 Natural) Att Bite +4 Melee; 2 claws +1 melee; Dmg Bite 1d8+1+ paralysis; claw 1d4 + paralysis; Face 5 x 5; Reach 5 ft; SA Stench, Paralysis (Stench - The stink of death & corruption that surrounds these creatures is sickening. Those within 10 ft. must make a fort. Save (DC 15) or be racked with nausea, suffering a -2 morale penalty to all attacks, saves, & skill checks, for 1d6+4 minutes. Paralysis - Those hit by a ghoul's touch must succeed at Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.); SQ Undead (Undead - Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.); Fort 1; Refl 3; Will 6; S-13 D-15 C-- I-13 W-14 Ch-16; Climate/Terrain any land & underground; Organization Solitary, gang (2-4), pack (2-4, plus 7-12 ghouls); Treasure Standard; Alignment Always Chaotic Evil; Advancement Range 3-6 HD (Medium); Skills: Climb +6, escape artist +8, Hide +8, Intuit direction +3, Jump +6. Listen +8, Move Silently +7, Search +6, Spot +8 Feats: Multiattack, weapon Finesse (bite)

**Gelatinous Cube** (Huge Ooze); CR 3; HD 4d10+36; hp 58 ;Init -5; (Dex); Spd 15; AC 2; (-2 size, -5 Dex) Att Slam +1 melee; Dmg slam 1d6+4 + acid 1d6; Face 10 x 10; Reach 10; SA Engulf, paralysis, acid (Engulf - can move over opponents and suck them in; opponents can either make an attack of opportunity OR make a save (DC 13) or be engulfed. Engulfed opponents are considered to be grappled and trapped inside the cube.

Paralysis - Target hit by the cube's melee or engulf attack must make a fort. Save (DC 16) or be paralyzed for 3d6 rounds. The cube automatically engulfs a paralyzed opponent.

Acid - any melee hit by the cube deals acid damage. It cannot harm metal or stone.); SQ Blind sight, transparent, electricity immunity, ooze (Blind sight - the cube is blind, but detects prey by scent and vibration within 60 feet. Transparent - The cube is hard to see. It takes a spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed. Ooze - immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph. Not subject to critical hits.); Fort 5; Refl -4; Will 1; S-10 D-1 C-19 I-- W-11 Ch-1; Climate/Terrain Underground; Organization Solitary; Treasure 1/10th coins; 25% goods (metal & stone), 25% items; Alignment TN; Advancement Range 5-12 HD (Huge); 13-24 HD (Gargantuan).

**Dire Rat** (Small Animal); CR 1/3; HD 1d8+1; hp 5 ;Init +3; (Dex); Spd 40 Climb 20; AC 15; (+1 size +3 DEX, +1 natural) Att +2 bite; Dmg bite 1d4; Face 5 x 5; Reach 5; SA Disease (Disease: those hit by rat bite save Fort DC 11, or get disease with incubation of 1d3 days. Initial damage 1 CON, secondary 1 Dex, 1 CON.); SQ Scent (Track by Scent DC 10.); Fort 3; Refl 5; Will 3; S-10 D-17 C-12 I-1 W-12 Ch-4;

Climate/Terrain any land & underground; Organization Solitary, pack (11-20); Treasure 2d6 silver, 1d4 gold; Alignment Always Neutral; Advancement Range 2-3 HD (Small), 4-6 HD (Medium);

Skills: Climb +11, Hide +11, and Spot +6.

Feats: Weapon Finesse (bite).

**Ogre** (Large Giant); CR 2; HD 4d8+8; hp 26 ;Init -1; (DEX); Spd 30; AC 16; (-1 size -1 Dex +5 natural +3 hide) Att Huge great club +8 melee; huge long spear +1 ranged; Dmg huge great club 2d6+7; huge long spear 2d6+7; Face 5 x 5; Reach 10; SA (); SQ (); Fort 6; Refl 0; Will 1; S-21 D-8 C-15 I-6 W-10 Ch-7;

Climate/Terrain Any land, aquatic, and underground; Organization Solitary, pair, gang (2-4) or band (5-8); Treasure Standard;

Alignment Chaotic Evil; Advancement Range By character class;

Skills: Climb +5, Listen +3, Spot +3 Feats: Weapon Focus (Great club)

**Wight** (Medium-Sized Undead); CR 3; HD 4d12; hp 26 ;Init +1; (Dex); Spd 30 ft; AC 15; (+1 Dex, +4 Natural) Att Slam +3 melee; Dmg Slam 1d4+1 & energy drain; Face 5 x 5; Reach 5 ft.; SA Energy drain, create spawn. (Energy drain: If hit with the slam attack lose a level temporarily, FORT save (DC 14) to remove negative level. Create Spawn: If slain by the Wight you become one in 1d4 rounds.); SQ Undead (Immune to mind effects, not subject to critical hits. half damage from edged weapons.); Fort +1; Refl +2; Will +5; S-12 D-13 C--- I-11 W-13 Ch-15;

Climate/Terrain Any land & Underground; Organization Solitary, gang (2-5), or pack (6-11); Treasure None; Alignment Always Lawful Evil; Advancement Range 5-8 HD;

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight

**Troll** (Large Giant); CR 5; HD 6d8+36; hp 63 ;Init +2; (+2 Dex); Spd 30 ft; AC 18; (-1 size, +2 Dex, +7 natural) Att 2 claw +9 melee, bite +4 melee; Dmg Claw 1d6+6, Bite 1d6+3; Face 5 x 5; Reach 10 ft.; SA Rend 2d6+9 (If both claw attacks hit then the troll automatically rends target for an additional 2d6+9 points of damage.); SQ Regeneration 5, scent, Darkvision 90 ft. (Fire & acid do normal damage. All others are subdual damage. Lost body parts regrow in 3d6 min, or reattach instantly.); Fort +11; Refl +4; Will +3; S-23 D-14 C-23 I-6 W-9 Ch-6;

Climate/Terrain Any land, aquatic, & underground; Organization Solitary or gang (2-4); Treasure Standard; Alignment Always Chaotic Evil; Advancement Range By Character Class;

Skills: Listen +5, Spot +5 Feats: Alertness, Iron Will.

**Zombie** (Medium-sized Undead); CR 1/2; HD 2d12+3; hp 16 ;Init 0; (-1 Dex, +2 Natural); Spd 30 ft.; AC 11; (-1 Dex, +2 Natural) Att Slam +2; Dmg Slam 1d6+1; Face 5 x 5; Reach 5 ft.; SA none (N/A); SQ Undead, partial actions only (Immune to mind effects, not subject to critical hits. half damage from edged weapons. Poor reflexes, they can move or attack, but only both if they charge.); Fort +0; Refl -1; Will +3; S-13 D-8 C--- I--- W-10 Ch-1; Climate/Terrain Any land & Underground; Organization Solitary, gang (2-5); Treasure none; Alignment Always Neutral; Advancement Range 3 HD; Skills: none Feats: Toughness

**Dire Weasel** (Medium-size Animal); CR 2; HD 3d8; hp 13 ;Init +4; (+4 Dex); Spd 40 ft.; AC 16; (+4 Dex, +2 natural) Att Bite +6; Dmg Bite 1d6+3; Face 5 x 5; Reach 5 ft; SA Attach, Blood drain (Latch on & get -4 to AC, then drain 2d4 points of Temp CON each round attached.); SQ Scent (Track by Scent DC 10.); Fort +3; Refl +7; Will +4; S-14 D-19 C-10 I-2 W-12 Ch-11;

Climate/Terrain any land & underground; Organization Solitary or Pair; Treasure 1d4 x20gp Gems; Alignment Always Neutral;

Advancement Range 4-6 HD (Large), 7-9 HD (Huge);

Skills: Hide +9, Move Silently +10, Spot +5.

Feats: Weapon Finesse (bite)

**Skeleton** (Medium-sized Undead); CR 1; HD 1d12; hp 6 ;Init +5; (+1 Dex, +4 improved Initiative); Spd 30; AC 13; (+1 Dex, +2 natural) Att 2 claws +0 melee or weapon; Dmg claws 1d4, or by weapon; Face 5 x 5; Reach 5 or by weapon; SA (); SQ Undead, Immunities. (Immune to mind altering effects, not subject to critical hits. half damage from edged weapons. No damage from cold based attacks.); Fort +0; Refl +1; Will +2; S-10 D-12 C--- I--- W-10 Ch-11;

Climate/Terrain any land & underground; Organization Any; Treasure None; Alignment Always Neutral; Advancement Range --;

Skills: Feats: Improved Initiative

**Stirges** (Tiny Beast); CR 1/2; HD 1d10; hp 5 ;Init +4; (+4 Dex); Spd 10, Fly 40 (average); AC 16; (+2 size, +4 Dex) Att touch +6; Dmg Touch 1d3-4; Face 2.5 x 2.5; Reach 0; SA Attach, Blood Drain (Latch on & get -4 to AC, then drain 1d4 points of Temp CON each round attached, up to 4 points, then it will detach and fly away.); SQ (); Fort +2; Refl +6; Will +1; S-3 D-19 C-10 I-1 W-12 Ch-6; Climate/Terrain Temperate & underground; Organization Clutch 2-4, Swarm 5-8, or flock 9-13; Treasure none; Alignment Always Neutral; Advancement Range ---; Skills: Hide +14 Feats: Weapon Finesse (touch)

**Orc** (Medium-sized Humanoid); CR 1/2; HD 1d8; hp 4 ;Init +0; (); Spd 30, 20 in scale mail; AC 14; (+4 scale mail) Att Great axe +3, javelin +1; Dmg GA 1d12+3, J 1d6+2; Face 5 x 5; Reach 5; SA (); SQ Darkvision 60 ft., light sensitivity (+1 penalty to attack in bright sunlight or daylight spell); Fort +2; Refl +0; Will -1; S-15 D-10 C-11 I-9 W-8 Ch-8; Climate/Terrain any land & underground; Organization see MM pg 146; Treasure Standard; Alignment Usually Chaotic Evil; Advancement Range By Character Class; Skills: Listen +2, Spot +2 Feats: Alertness

**Harpy** (Medium-Sized Monstrous Humanoid); CR 4; HD 7d8; hp 31 ;Init +2; (+2 Dex); Spd 20, fly 80 (average); AC 13; (+2 Dex, +1 Natural) Att Club +7/+2, 2 claws +2; Dmg club 1d4, claws 1d3; Face 5 x 5; Reach 5; SA Captivating Song (All creatures within 300 ft. need to make a WILL save (DC15) or be drawn willingly to the harpy, & offer no resistance to her attacks.); SQ (); Fort +2; Refl +7; Will +5; S-10 D-15 C-10 I-7 W-10 Ch-15; Climate/Terrain Temperate & underground; Organization Solitary or Pair, or flight 7-12; Treasure Standard; Alignment Usually Chaotic Evil; Advancement Range By Character Class; Skills: Bluff +5, Listen +7, Perform +9, and Spot +6. Feats: Dodge, Fly-by attack

**Green Slime** (Varies Slimes); CR 4; HD 1d8 by size category; hp ;Init; (); Spd 1; AC; (as per target) Att 1d6 Temp CON per rd; Dmg; Face; Reach; SA See DMG pg 117 (); SQ (); Fort; Refl; Will; S- D- C- I- W- Ch-; Climate/Terrain Underground; Organization; Treasure nil; Alignment neutral; Advancement Range 1-9 HD;

**Sundew Giant (1):** CR 4; Large Plant; HD 8/40 hp Avg; Init +0; Spd 5ft; AC 13(-1 Size, 14 Natural); Atk +9 Roots (1-3) See Below; Face/Reach 5ft by 5ft/10ft; SA Entangle and Improved Grab, Acid on Tentacles; SQ Camouflage, Fire Resistance 20, Tremor Sense, Blind Sight; AL N; Fort +7; Ref +0; Wil +0; Str 20; Dex 10; Con 16; Int 1; Wis 10; Cha 9; Skills: none; Feats: none; SA- See Monster Description for full details. Possessions: Standard Treasure Type

**Doppelganger** (Medium-sized Shape changer); CR 3; HD 4d8+4; hp 22 ;Init +1; (Dex); Spd 30; AC 15; (+1 Dex, +4 natural) Att 2 Slams +4; Dmg Slam 1d6+1; Face 5 x 5; Reach 5; SA Detect Thoughts (Continuously detect thoughts, (Will save DC 13)); SQ Alter self, Immunities. (Assume shape of any small or med humanoid. Immune to all sleep and charm effects.); Fort +5; Refl +5; Will +6; S-12 D-13 C-12 I-13 W-14 Ch-13; Climate/Terrain Any land & underground; Organization Solitary, pair, or gang (3-6); Treasure Double standard; Alignment Usually Neutral; Advancement Range By Character Class; Skills: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, and Spot +8. Feats: Alertness, Dodge.

**Crocodile** (Medium-sized Animal); CR 2; HD 3d8+9; hp 22 ;Init +1; (Dex); Spd 20, swim 30; AC 15; (+1 Dex, +4 Natural) Att Bite +6, Tail Slap +6; Dmg Bite 1d8+6; Tail Slap 1d12+6; Face 5 x 5; Reach 5; SA Improved Grab (If it hits with its bite, it will drag the victim into the water and pin it to the bottom. Victim will take an auto bite damage every round, as well as drowning damage.); SQ (); Fort +6; Refl +4; Will +2; S-19 D-12 C-17 I-2 W-12 Ch-2; Climate/Terrain Warm marsh or aquatic; Organization Solitary or colony 6-11; Treasure none; Alignment Always Neutral; Advancement Range 4-5 HD; Skills: Hide +7, Listen +5, Spot +5.

**Basilisk** (Medium-sized Magical Beast); CR 5; HD 6d10+12; hp 45 ;Init -1; (Dex); Spd 20; AC 16; (-1 Dex, +7 Natural) Att Bite +8; Dmg Bite 1d8+3; Face 5 x 5; Reach 5; SA Petrifying Gaze (Turn to stone, range 30 ft. FORT save DC 13 negates.); SQ (); Fort +9; Refl +4; Will +3; S-15 D-8 C-15 I-2 W-12 Ch-10; Climate/Terrain Any land & underground; Organization Solitary or colony 3-6; Treasure None; Alignment Always Neutral; Advancement Range 7-10 HD Med-sized, 11-18 HD Large; Skills: Hide +4 in natural settings, Listen +7, and Spot +7. Feats: Alertness, Great Fortitude

**Giant Ant Worker** (Medium-sized Vermin); CR 1; HD 2d8; hp 9 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +1; Dmg 1 d6; Face 5 x 5; Reach 5; SA Improved Grab (To use this ability, the giant ant must hit with its bite attack.); SQ Vermin (Immune to mind-influencing effects); Fort +3; Refl +0; Will +0; S-10 D-10 C-10 I--- W-11 Ch-9; Climate/Terrain Temperate & underground; Organization Gang 2-6, Crew 7-11+1 Soldier; Treasure none; Alignment Always Neutral; Advancement Range 3-4 HD med-size, 5-6 HD Large; Skills: Climb +8, Listen +5, Spot +5.

**Giant Ant Soldier** (Medium-sized Vermin); CR 2; HD 2d8+2; hp 11 ;Init +0; (no Desc); Spd 50ft, Climb 20 ft; AC 17; (+7 Natural) Att Bite +3; Dmg Bite 2d4+3; Face 5 x 5; Reach 5; SA Improved Grab, Acid Sting. (To use this ability, the giant ant must hit with its bite attack. Acid Sting with full attack bonus, for 1d4+1 piercing damage and 1d4 acid.); SQ Vermin (Immune to mind-influencing effects); Fort +4; Refl +0; Will +1; S-14 D-10 C-13 I--- W-13 Ch-11;

Climate/Terrain Temperate & underground; Organization Solitary or gang 2-4; Treasure none; Alignment Always Neutral; Advancement Range 3-4 HD med-size, 5-6 HD Large;  
Skills: Climb +10, Listen +6, Spot +6.

**Giant Ant Queen**(Large Vermin); CR 2; HD 4d8+4; hp 22 ;Init -1; (-1 DEX); Spd 40 ft; AC 17; (-1 Size, -1 Dex, +9 Natural,) Att Bite +5; Dmg Bite 2d6+4; Face 5 x 10; Reach 5; SA Improved Grab (To use this ability, the giant ant must hit with its bite attack.); SQ Vermin (Immune to mind-influencing effects); Fort +5; Refl +0; Will +2; S-16 D-9 C-13 I--- W-13 Ch-11;  
Climate/Terrain Temperate & underground; Organization Hive 1+10-100 Workers & 5-10 Soldiers; Treasure 1/10 coins, 50% goods, 50% items; Alignment Always Neutral; Advancement Range 5-6 HD Large, 7-8 HD Huge;  
Skills: Listen +7, Spot +7.

**Aspis-Drone (1)**: CR 6; Medium Outsider; HD 6/30; Init +3 Dex; Spd 40 Ft; AC 19(+2 Shield,+3 Dex,+14 Natural); Atk +8/+8/+3 when wielding two weapons. or Claws(2 \* 1-4) +9/+4 Missile(Darts); Face/Reach 5ft by 5ft/5ft; SA Wields Two Weapons and shield; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +4; Ref +6; Wil +2; Str 18; Dex 16; Con 14; Int 14; Wis 12; Cha 11; Height 6ft; Weight 250lbs; Skills: +8 Balance, +8 Climb, +8 Craft(Any One),+8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search; Feats: Multi-Attack, Multi-Dexterity, Multi-Weapon(See MM Pg#11); SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Possessions: Standard Treasure Type

**Aspis-Larvae (1)**: CR 2; Small Outsider; HD 2/10 hp; Init +3 Dex; Spd 30ft (10 ft Burrow); AC 14(+3 Dex, +1 Size, +10 Natural); Atk +3 Bite 1-6+1 Damage; Face/Reach 5ft by 5ft/5ft; SA None; SQ Hive Mind(Ex), Immunities(Ex), Resistances(Ex); AL N; Fort +0; Ref +6; Wil -2; Str 12; Dex 16; Con 10; Int 8; Wis 7; Cha 9; Height 1-3 ft; Skills: +4 Balance, +6 Climb, +8 Hide, +4 Listen, +4 Move Silently, +4 Spot, +4 Search; Feats: None; SQ- Immune to Electrical and Cold SQ- Resistant to Fire 20 Possessions: No Treasure Type

**Aspis-Cow (1)**: CR 10; Large Outsider; HD 10/50 hp Avg; Init +0; Spd 10ft; AC 12(-1 Size, +13 Natural); Atk +16/+11 Bite(3-18 Points) or Trample (4-40); Face/Reach 5ft by 10ft/5ft; SA Trample, and Acid Mucus on Skin(See Descripton); SQ Hive Mind(Ex),Immunities{Ex), Resistances(Ex); AL N; Fort 10; Ref 0; Wil 0; Str 12; Dex 10; Con 20; Int 9; Wis 9; Cha 17; 15 ft Long; Skills: +20 Listen, +20 Spot, +20 Search, +10 Intimidate, +10 Heal; Feats: None; SQ- Immune to Cold and Electricity SQ- Resistant to Fire 20

## ASPIS



	Drone (Medium Outsider)	Larva (Small Outsider)	Cow (Large Outsider)
Hit Dice	6	2	10
Initiative	+3 Dex	+3 Dex	+0
Speed	40 ft	30 ft (10ft Burrow)	10 ft
AC	19(+2 Shield, +3 Dex, +14 Natural)	14(+3 Dex, +11 Natural)	12(-1 Size, +13 Natural)
Attacks	+8/+8/+3 when wielding two weapons. Melee Weapon or Claws +9/+4 Missile	+3 Bite	+16 /+11 Bite
Damage	1-4 Claws or Weapon Type	1-6+1 Bite	3-18 +6 Bite
Face and Reach	5ft by 5Ft/5ft Reach	5ft by 5Ft/5ft Reach	5ft by 10Ft/ 5ft Reach
Special Attacks	Wields two weapons and shield see Feats below	None	Acidic Mucus on Skin. Trample (Ex)

Special Qualities	Hive Mind (Ex) Immunities (Ex) Resistances (Ex)	Hive Mind (Ex) Immunities (Ex) Resistances (Ex) Tremor Sense Blind Sight	Hive Mind (Ex) Immunities (Ex) Resistances (Ex) Tremor Sense Blind Sight
Saves	Fort +4, Ref +6, Will +2	Fort +0, Ref +6, Will -2	Fort: +10, Ref +0, Will +0
Abilities	S: 18 D: 16 C: 14 I: 14 W: 12 CH: 11	S: 12 D: 16 C: 10 I: 8 W: 7 CH: 9	S: 23 D: 10 C: 20 I: 9 W: 9 CH: 17
Skills	+8 Balance, +8 Climb, +8 Craft (Any One), +8 Hide, +8 Listen, +8 Move Silently, +8 Spot, +8 Search,	+4 Balance, +6 Climb, +8 Hide, +4 Listen, +4 Move Silently, +4 Spot, +4 Search,	+20 Listen, +20 Spot, +20 Search, +10 Intimidate, +10 Heal
Feats	Multi-Attack Multi-Dexterity Multi-Weapon See MM PG#11	None	None
Climate and Terrain	Any Underground	Any Underground	Any Underground
Organization	Solitary, Team (2-5) or Troops (2-20)	Troops (3-30) in Nest Only	Solitary Only. Has Grubs (1-10) and Drones (1-4) attending
Challenge Rating	6	2	10
Treasure	Standard	None	Double Goods
Alignment	Neutral	Neutral	Neutral
Advancement	7-9 HD Medium 10-12 HD Large	3-4 HD Small 5-6 HD Medium	11-15 HD Large 16-20 HD Huge

Considered unfathomable by humans, Aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larva and cows is only a subject of rumor. These do exist, however, as they are necessary for the survival of the race.

#### COMBAT:

**Hive Mind (Ex):** All Aspis with the Lair Complex are aware of everything. If one is in Danger they all are. They cannot be caught flat-footed. They are not considered flanked unless all of them are.

**Immunities (Ex):** They are immune to electrical and cold attacks.

**Resistances (Ex):** They are resistance to fire 20.

**Society:** Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4' high and will be well defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only one cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the Aspis.

#### Types:

**Aspis Cow:** Unlike other larvae that harden their skins and metamorphose into drones, the cows retain their larval form, becoming huge and bloated females 10' to 15' in length their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous. In addition, their skin exudes a milky acidic slime that will eat through metal or wood in 1 round and will burn exposed flesh for 1-8 points of damage each round until washed off. They can also trample a creature causing 4-40 points of damage. Reflex Save for Half Damage.



**Aspis larvae** are the offspring of the nest. Ranging anywhere from 1 1/2' to 3' in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones — usually pits of rotting materials in which the larvae or burrow and feed. Occasionally the drones will select one larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an Aspis cow.

**Aspis drone** are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows, and can fashion items they need with skill. Although they prefer to travel on all six legs, in combat they will stand on their hind legs, using the other four to wield two weapons and two shields (making them armor class 2). They are fanatically loyal to a single cow and will defend her to the death.

Aspis drones speak their own language and 5% will be able to speak common. They do not have a written language per se, but may communicate in a similar manner by using subtle scents and perfumes.

**Description:** Drones are 6' long and appear to be giant weevils. They have an extremely long proboscis and multi-faceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them,

## **SUNDEW, GIANT**

Large Plant

Hit Dice: 8d8(40hp)

Initiative: +0

Speed: 5ft

AC: 13 (-1 Size, 14 Natural)

Attacks: +9 Roots

Damage 1-3 and see below

Face/Reach: 5ft by 5ft/10ft

Special Attack: Entangle and Improved Grab

Special Qualities: Camouflage, Fire Resistance 20, Tremor Sense and Blind Sight,

Saves: Fort +7, Ref +0, Will +0

Abilities: Str: 20 Dex: 10 Con: 16, Int: 1, Wis: 10, Cha: 9

Climate/Terrain: Temperate/Underground

Organization: Patch (1-4)

Challenger Rating: 4

Treasure: Standard

Alignment: Neutral

Advancement: 9-12 HD (Huge)

12-16 HD (Gargantuan)

**Description:** Giant sundews appear as 3' to 4' large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area, the air will often have a thick odor smelling like sweet syrup. Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hair like roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It primarily derives its sustenance from the prey it catches.

## **COMBAT:**

**Entangle (Su):** The Sundew can Entangle opponents as per the 4<sup>th</sup> Druid Spell. (Save DC 13) as a free action.

**Improved Grab (Ex):** In order to use this Ability it must hit with six vines.

**Blind sight (Ex):** They can sense opponents by using sound, scent and vibration within 30 ft of their position.

**Camouflage (Ex):** Because the Sundew looks like rope or rags it takes a successful spot check (DC 20) to notice it. Anyone with Wilderness lore or Knowledge (Plant/Herb) can use those skills to spot the plant.

The giant sundew is able to detect moving creatures by vibrations and when anything moves within 10' of it, it will lash out with its tendrils. Its lump-like body is covered with hundreds of these, so up to six may attack each creature in range each round. These tendrils end in sticky globs of sap. If a 20 is rolled "to hit" by the sundew, that tendril will have struck the character across the mouth and nose, clogging these with its sap. The character will suffocate in 2-4 rounds unless the sap is removed. In addition each tendril that attaches to a character lowers his AC by one and adds a minus one penalty to hit per tendril attached. There is no limit to the number of tendrils that can attach to a character. Once it has six tendrils attached it will use its Improved Grab to hold the creature. It can grapple as many targets as its facing and reach allow. The sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken. These tendrils may be broken at the same chance as that for opening doors for each character and each tendril should be checked for individually. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only non-magical way to prevent suffocation. Due to the plant's sticky exterior it is resistant to missile and fire based.

