

I 7 - Baltron's Beacon

Product #: 9152

by Philip Meyers.

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Converted from 1st edition AD&D to 3rd edition Dungeons and Dragons by Mark Stout (stoutyz@bedford.net). Ownership of I 7 - Baltron's Beacon is required to use this conversion.

Note: This conversion works best with 4-5 characters of levels 5-6.

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New/Converted Monsters

Apparition

Medium-Size Undead (Incorporeal)

Hit Dice:	8d12 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft
AC:	15 (+2 Dex, +3 deflection)
Attacks:	Incorporeal touch +6 melee
Damage:	Incorporeal touch 0 and strangle
Face/Reach:	5 ft by 5 ft/5 ft
Special Attacks:	Strangle, create spawn
Special Qualities:	Undead, detect living, incorporeal, darkvision 60 ft, turn resistance +2, unnatural aura, sunlight powerlessness
Saves:	Fort +2, Ref +3, Will +7
Abilities:	Str –, Dex 14, Con –, Int 10, Wis 13, Cha 16
Skills:	Hide +13, Listen +12, Search +11, Spot +12
Feats:	Alertness, Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-24 HD (Medium-size)

An apparition appears as a translucent skeletal humanoid dressed in rags. Its eyes glow with a pale crimson flame.

COMBAT

The apparition attacks by fear alone. By grasping a target's throat, it attempts to actually scare the life out of him. If overpowered or if it fails in its attempt to slay a living creature it will flee.

Strangle (Su): If an apparition hits with its incorporeal touch, it can strangle an opponent. An apparition attacks by grasping a victim's throat

with its incorporeal hand and implanting a suggestion in the victim's mind that the apparition can actually cause him harm. On a successful attack, the target must succeed at a Will save (DC 17) or be stricken with horror. On a successful save the suggestion fails. A failed Will save requires the victim to make another save (this time Fortitude, DC 15) or die from fright. Even on a successful Fortitude save, the victim will flee in terror for 1d6 rounds.

Detect Living (Su): An apparition can sense living creatures up to 100 feet away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of an apparition at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Create Spawn (Su): A creature slain by an apparition will rise in 1d4 hours as an apparition. Spawn are not commanded by or under the control of the apparition who created them. They possess none of the abilities they had in life.

Incorporeal: Only harmed by +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

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.

Sunlight Powerlessness (Ex): Apparitions are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. An apparition caught in sunlight cannot attack and can take only partial action.

The Apparition first appeared in the Fiend Folio (1981).

(Conversion from the Creature Catalog web site, <http://www.rpg-e.com/enworld/cc/>)

Coffer Corpse

Medium-Size Undead

Hit Dice:	2d12 (13 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	20 ft
AC:	12 (+2 natural)
Attacks:	2 claws +4 melee
Damage:	Claw 1d4+6 and death grip
Face/Reach:	5 ft by 5 ft/5 ft
Special Attacks:	Fear aura, improved grab, death grip
Special Qualities:	Undead, damage reduction 10/+1, darkvision 60 ft, turn resistance +2
Saves:	Fort +0, Ref +0, Will +3
Abilities:	Str 18, Dex 11, Con -, Int 6, Wis 11, Cha 10
Skills:	Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5
Feats:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard

Alignment: Always chaotic evil
Advancement: 3-4 (Medium-size); 5-6 HD (Large)

The coffer corpse is an undead creature seeking its final rest. They are most often found in stranded funeral barges and the like. They hate life, and will attack any living creature that disturbs them. A coffer corpse resembles a zombie in appearance.

COMBAT

A coffer corpse attacks using its claws. It will attempt to grab a foe around the neck. Once successful it will attempt to suffocate its victim. The coffer corpse will not release its grip until either it or its victim is dead.

Fear Aura (Su): 5-foot radius, Will save (DC 11) or be affected as though by fear as cast by a 7th-level sorcerer. Whether the save is successful or not an affected creature is immune to the coffer corpse's fear for one day.

Improved Grab (Ex): To use this ability, the coffer corpse must hit an opponent of up to Large size with its claw attack. If it gets a hold, it uses its death grip ability.

Death Grip (Ex): A coffer corpse deals 1d4+6 points of damage with a successful grapple check against a Large or smaller creature. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

A creature caught can hold its breath for a number of rounds equal to its Constitution score. After this time, the character must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by 1 for each previous success. If the victim runs out of breath, she falls unconscious (0 hp), and begins taking suffocation damage. (See page 88 of the *Dungeon Master's Guide*).

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.

The Coffier Corpse first appeared in the *Fiend Folio* (1981).
(Conversion from the Creature Catalog web site, <http://www.rpg-e.com/enworld/cc/>)

Fog Giant

Large Giant (Air)

Hit Dice: 14d8+56 (119 hp)
Initiative: -1 (Dex)
Speed: 40 ft.
AC: 21 (-1 size, -1 Dex, +9 natural, +4 large chain shirt)
Attacks: Huge greataxe +17/+12 melee, rock +9/+4 ranged
Damage: Huge greataxe 2d8+12, rock 2d6+5
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rock throwing, Rock catching, Spell-like abilities.
Special Qualities: Damage reduction 10/+1, Immunities
Saves: Fort +13, Ref +3 Will +4
Abilities: Str 27, Dex 9, Con 19, Int 10, Wis 10, Cha 11

Skills:	Climb +12, Jump +12, Spot +6
Feats:	Cleave, Great Cleave, Power Attack, Sunder
Climate/Terrain:	Mountains, hills and underground
Organization:	Solitary, gang (1-3), band (6-9 plus 35% noncombatants plus 1 adept or cleric of 1 st or 2 nd level), hunting/raiding party (6-9 plus 35% noncombatants plus 1 adept or sorcerer of 3 rd to 5 th level plus 1-10 ogres) or tribe (21-30 plus 1 adept, cleric or sorcerer of 6 th or 7 th level plus 21-30 ogres).
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class

Combat

Fog giants typically begin combat by using their fog cloud ability to blanket the area with fog, then throw rocks until they are out of ammunition or the opponent closes, then attack with their enormous battleaxes.

Clear Vision (Ex): A fog giant can see clearly through any type of fog or mist, including magically generated types. They cannot see through magical darkness, but do possess darkvision 60 ft. range.

Spell-like Abilities (Sp): A fog giant can use Fog Cloud and Obscuring Mist, each 3/day as a 14th level sorcerer.

Guardian Daemon

Medium Outsider (Evil)

Hit Dice:	9d8+27 (67 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	22 (+2 Dex, +10 natural)
Attacks:	2 claws +13 melee, bite +11 melee
Damage:	Claw 1d8+4, bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Damage reduction 20/+2, Immunities, Resistances, Telepathy
Saves:	Fort +9, Ref +8 Will +8
Abilities:	Str 18, Dex 14, Con 17, Int 11, Wis 14, Cha 12
Skills:	Skills Listen +16, Spot +16, Search +12, Hide +14, Move Silently +14, Sense Motive +14
Feats:	Alertness, Multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class

Combat

A guardian daemon is always found on the Prime guarding something. It usually starts combat with its breath weapon, then closes to melee with claws and bite.

Breath Weapon (Su): The daemon's breath weapon is a 30 ft. long cone of fire, every 1d4 rounds, 5d6 damage Reflex save (DC 17) for half.

Immunities (Ex): Guardian daemons are immune to charm, fear, paralysis, poison and sleep.

Resistances (Ex): Guardian daemons have acid, cold, electricity and fire resistance 20.

Telepathy (Su): Guardian daemons can communicate telepathically with any creature within 100 ft. that has a language.

Damage Reduction (Ex): Guardian daemons have damage reduction 20/+2.

Vampire Mist

Medium Aberration (Air)

Hit Dice: 3d8+3 (16 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: Fly 30 ft. (good)
AC: 15 (+2 Dex, +3 deflection)
Attacks: Tendril +3 melee
Damage: Tendril 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Improved Grab, Engulf
Special Qualities: Damage reduction 10/+1, Immunities
Saves: Fort +2, Ref +3 Will +3
Abilities: Str --/10, Dex 15, Con 13, Int 7, Wis 11, Cha 6
Skills: Spot +9, Listen +9
Feats: Alertness, Improved Initiative
Climate/Terrain: Swamps, bogs and underground
Organization: Solitary or bands of 1-3
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral
Advancement: 4-6 HD (Medium), 7-12 HD (Large)

The Vampire Mist appears as a pale cloud, normally 5-8 feet in diameter but variable in size and density.

Combat

A Vampire mist lashes out with a misty tendril that drains blood from the target. The mist attempts to engulf the target while attacking it. Undead, elementals, constructs and any other creature without blood will be ignored a vampire mist.

Improved Grab (Ex): To use this ability, the vampire mist must hit with a tendril attack.

Engulf (Ex): If a tendril hit is successful, the target takes 1d8 points of damage from blood loss and is engulfed. While engulfed, the target automatically loses 1d8 hit points per round, and the mist adds those hit points to its own until its maximum is reached (27 hp). The mist then becomes semi-solid, releases the target and attempts to flee to digest its meal. When semi-solid the mist loses its deflection bonus to AC, damage reduction and spell immunity and its flying speed is halved. Fully fed mists will not attack voluntarily, but can lash out to damage attackers, expelling the excess blood out of its body.

Damage Reduction: 10/+1.

Immunities: The vampire mist is immune to acid, cold, fire and sonic effects.

Vitrioli

Small Elemental (Fire, Earth)

Hit Dice: 1/2d8 (2 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 20 ft.
AC: 15 (+1 size, +2 Dex, +2 natural)
Attacks: Slam +2 melee

Damage:	Explosion (see below)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Explosion (see below)
Special Qualities:	Elemental, Immune to fire and acid
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 12, Dex 15, Con 11, Int 3, Wis 10, Cha 8
Skills:	Spot +3, Listen +3
Feats:	Improved Initiative
Climate/Terrain:	Any land and underground, Para-Elemental Plane of Ooze
Organization:	Bands of 10-100, or 100-1000 (special)
Challenge Rating:	¼
Treasure:	None
Alignment:	Always neutral
Advancement:	--

Vitrioli are elementals native to the Para-Elemental Plane of Ooze. They do not respond to conjurations by normal spells, but can be summoned by use of a special liquid.

Combat

Vitrioli appear on the Prime Plane as small faceless humanoids that appear to be made of sand, and glow with a dim green light. Excitable even on their home plane, they become enraged when drawn from it, attacking any living creature they see, except each other.

Explosion (Ex): When a vitrioli hits with its slam attack, it explodes destroying the vitrioli and inflicting 2d8 points of damage in a 5 foot radius burst. Half the damage inflicted is fire damage, half is acid damage. Since the vitrioli are immune to fire and acid, they are unharmed by each other's explosions.

Swamp Random Encounters

Yiss, the Lizard King; Male lizardfolk Brb7; CR 8; HD 2d8+7d12+18; hp 72; Init +0; Spd 40 ft.; AC 20 (+3 crocodile hide armor, +2 large wooden shield, +5 natural); Atk Trident +13/+8 melee (1d8+3, 19-20/x2), 2 claws +11 melee (1d4+3), bite +9 melee (1d4+1); SA Rage 2/day +4 Str, +4 Con, +18 hit points, -2 AC; SQ Uncanny dodge (Dex bonus to AC always, can't be flanked); AL N; SV Fort +7, Ref +5, Will +2; Str 16, Dex 10, Con 14, Int 10, Wis 11, Cha 13; Skills Balance +4, Jump +9, Swim +11, Wilderness Lore +7, Climb +10, Intimidate +9, Intuit Direction +6; Feats Multiattack, Weapon Focus (Trident), Power Attack, Improved Critical (Trident). Possessions Crocodile hide armor (treat as masterwork studded leather), large wooden shield, masterwork trident, *potion of cure moderate wounds*.

Shagroth, the Witchdoctor; Male lizardfolk Clr4/Sor3; CR 8; HD 2d8+4d8+3d4+9; hp 43; Init +0; Spd 30 ft.; AC 17 (+2 ring of protection, +5 natural); Atk Morningstar +6 melee (1d8+1), 2 claws +5 melee (1d4+1), bite +3 melee (1d4); SA Turn undead and fire creatures, rebuke or command plants or water creatures 4/day; AL N; SV Fort +6, Ref +5, Will +9; Str 13, Dex 10, Con 13, Int 10, Wis 14, Cha 12; Skills Balance +4, Jump +7, Swim +9, Heal +6, Concentration +8, Alchemy +5; Feats Multiattack, Combat Casting, Skill Focus (Alchemy), Brew Potion; Diety Semuanya; *Domains Plant, Water; Cleric Spells Prepared (5/4/3) 0—resistance(2), light, cure minor wounds; 1st—*entangle, bless, magic weapon, cause fear, entropic shield; 2nd—*fog cloud, bull's strength, aid, enthrall; Sorcerer Spells Known (6/6) 0—daze, dancing lights, ghost sound, prestidigitation, ray of frost; 1st—mage armor, magic missile, enlarge. Possessions: Masterwork morningstar, +2 ring of protection, *potion of cure moderate wounds*.

Lizardfolk warriors; Medium humanoid (Aquatic, Reptilian); CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 17 (+2 large wooden shield, +5 natural); Atk 2 claws +2 melee (1d4+1), bite +0 melee (1d4), morningstar +2

melee (1d8+1); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10; Skills Balance +4, Jump +7, Swim +9; Feats Multiattack. Possessions: Large wooden shield, morningstar.

Shisar, young adult black dragon; Large Dragon; CR 8; HD 16d12+48; hp 152; Init +4 (Improved Initiative); Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24 (-1 size, +15 natural); Atk Bite +19 melee (2d6+4), 2 claws +14 melee (1d8+2), 2 wings +14 melee (1d6+2), tail slap +14 melee (1d8+6); SA Breath weapon, acid 80 ft. line, 10d4 damage Ref save (DC 22) for half, Frightful presence 180 ft. radius Will save (DC 19), Darkness 3/day 60 ft. radius; SQ Immune to acid, sleep and paralysis, SR 17, Blindsight 180 ft., Darkvision 600 ft.; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12; Skills Listen +17, Spot +17, Search +17, Spellcraft +17, Concentration +19, Escape Artist +16, Bluff +17, Knowledge (Swamp) +9, Knowledge (Lizardfolk) +9; Feats Improved Initiative, Power Attack, Cleave, Hover, Snatch.

Outer Area and Yard Encounter Areas

A2. West Bridge

Trolls (6); Large Giant; CR 5; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6, claw), bite +4 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +5; Feats Alertness, Iron Will.

A3. East Bridge

Lizardfolk warriors (40); Medium humanoid (Aquatic, Reptilian); CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 17 (+2 large wooden shield, +5 natural); Atk 2 claws +2 melee (1d4+1), bite +0 melee (1d4), morningstar +2 melee (1d8+1); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10; Skills Balance +4, Jump +7, Swim +9; Feats Multiattack. Possessions: Large wooden shield, morningstar.

A5. Outbuildings (Old Stable)

Shambling Mound (1); Large Plant; CR 6; HD 8d8+24; hp 60; Init +0; Spd 20 ft.; AC 20 (-1 size, +11 natural); Atk 2 slams +10 melee (2d6+5); SA Improved Grab, Constrict; SQ Plant, Electricity Immunity; AL N; SV Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9; Skills Hide +16, Listen +8, Move Silently +8; Feats None.

A6. East Watchtower

Ground floor rusty iron door; Hardness 10; hp 60; Stuck (DC 25).

Small Spiders (3); Small Vermin; CR ½; HD 1d8; hp 4; Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (+1 size, +3 Dex); Atk Bite +4 melee (1d4-2+poison); SA Poison Fort save (DC 11) 1d3 Str initial and secondary, Web; SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int --, Wis 10, Cha 2; Skills Climb +10, Hide +14, Spot +7; Feats Weapon Finesse (bite).

Gatehouse Encounter Areas

G1. North Tower, 1st Floor

Locked Iron Door; Hardness 10; hp 60; Locked (DC 22); Break (DC 28).

Glyph of Warding (Fire); CR 3; 2d8 fire damage to all within 5 feet of the glyph, Reflex save (DC 16) for half damage, Search (DC 28), Disable Device (DC 28).

Harry, bandit; Male human War1; CR ½; HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 16 (+3 studded leather armor, +2 large shield, +1 Dex); Atk Long sword +4 melee (1d8+2), short bow +2 ranged (1d6); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 8;

Skills Ride +5, Climb +6, Swim +6; Feats Weapon Focus (Long Sword), Point Blank Shot. Possessions Studded leather armor, large shield, long sword, short bow, 10 arrows.

Gyruga, lizardfolk; Medium humanoid (Aquatic, Reptilian); CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 17 (+2 large wooden shield, +5 natural); Atk 2 claws +2 melee (1d4+1), bite +0 melee (1d4), morningstar +2 melee (1d8+1); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10; Skills Balance +4, Jump +7, Swim +9; Feats Multiattack. Possessions: Large wooden shield, morningstar.

Light warhorses (2); Large Animal; CR 1; HD 3d8 +9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atk 2 hooves +4 melee (1d4+3), bite -1 melee (1d3+1); Face/Reach 5 ft. by 10 ft./5 ft.; SQ Scent; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6; Skills Listen +7, Spot +7.

G3. South Tower, 2nd Floor

Bugbears (4); Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 16 (+2 leather armor, +1 Dex, +3 natural); Atk Morningstar +4 melee (1d8+3), light crossbow +3 ranged (1d8); SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; Skills Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Feats Alertness. Possessions: Leather armor, morningstar, light crossbow, 10 bolts.

G5. North Tower, 2nd Floor

Locked Iron Door; Hardness 10; hp 60; Locked (DC 22); Break (DC 28).

Glyph of Warding (Fire); CR 3; 2d8 fire damage to all within 5 feet of the glyph, Reflex save (DC 16) for half damage, Search (DC 28), Disable Device (DC 28).

Bandits (8); Male/female human War1; CR ½; HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 16 (+3 studded leather armor, +2 large shield, +1 Dex); Atk Long sword +4 melee (1d8+2), short bow +2 ranged (1d6); AL NE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 8; Skills Ride +5, Climb +6, Swim +6; Feats Weapon Focus (Long Sword), Point Blank Shot. Possessions Studded leather armor, large shield, long sword, short bow, 10 arrows.

Ivral Zahn, bandit leader; Male human Ftr2; CR 2; HD 2d10+4; hp 15; Init +1 (Dex); Spd 30 ft.; AC 17 (+4 chain shirt, +2 large shield, +1 Dex); Atk Long sword +5 melee (1d8+2), short bow +3 ranged (1d6); AL LE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 8; Skills Ride +6, Climb +7, Jump +7; Feats Weapon Focus (Long Sword), Power Attack, Cleave, Point Blank Shot. Possessions: Chain shirt, large shield, long sword, short bow, 10 arrows.

G6. South Tower, 3rd Floor

Cyrus and Tyrus Thyrian; Male human Ftr2; CR 2; HD 2d10+2; hp 13; Init +1 (Dex); Spd 20 ft.; AC 19 (+7 Half plate armor, +2 large shield); Atk Long sword +6 melee (1d8+3), composite long bow +3 ranged (1d8); AL LE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 13, Con 12, Int 9, Wis 8, Cha 10; Skills Ride +6, Jump +8; Feats Weapon Focus (Long Sword), Power Attack, Cleave, Endurance. Possessions: Half plate armor, large shield, long sword, composite long bow, 10 arrows, 28 gp.

Borg the Sly; Male half-orc Rog5; CR 5; HD 5d6+10; hp 27; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atk Short sword +6 melee (1d6+1), dagger +6 ranged (1d4+1); SA Sneak attack +3d6; SQ Uncanny dodge (Dex bonus to AC always), Evasion; AL CE; SV Fort +3, Ref +7, Will +0; Str 12, Dex 17, Con 15, Int 14, Wis 8, Cha 9; Skills Hide +11, Move Silently +11, Balance +11, Climb +9, Open Locks +11, Disable Device +10, Search +10, Listen +7, Spot +7, Decipher Script +10; Feats Dodge, Weapon Finesse (Short Sword). Possessions Leather armor, short sword, +1 dagger, 2 daggers, 35 gp, gem (250 gp).

Boris the Baffler; Male gnome Ill3; CR 3; HD 3d4+6; hp 13; Init +3 (Dex); Spd 20 ft.; AC 14 (+1 size, +3 Dex); Atk Dagger +1 melee (1d4-1); SA Spell-like abilities; AL NE; SV Fort +2, Ref +4, Will +3; Str 9, Dex 16, Con 12, Int 17, Wis 10, Cha 11; Skills Concentration +7, Spellcraft +9, Knowledge (Arcana) +9, Alchemy +11, Hide +13, Listen +2; Feats Scribe scroll, Spell Focus (Illusion), Toughness; Spells Prepared (4/4/3) 0—ghost sound, dancing lights, light, detect magic; 1st—silent image, color spray, sleep, shocking grasp; 2nd—invisibility, mirror image, hypnotic pattern. Possessions: Dagger, 70 gp, spellbooks.

Rothgar Redmace; Male human Clr5; CR 5; HD 5d8; hp 23; Init -1 (Dex); Spd 20 ft.; AC 16 (+5 chain mail, +2 large shield, -1 Dex); Atk +1 *heavy mace* +6 melee (1d8+2); SA Smite 2/day +4 attack, +5 damage, command/rebuke undead 8/day; AL LE; SV Fort +6, Ref +0, Will +7; Str 12, Dex 9, Con 11, Int 11, Wis 16, Cha 13; Skills Concentration +8, Knowledge (Religion) +6, Spellcraft +8, Knowledge (Planes) +2; Feats *Weapon Focus (Heavy Mace), Extra Turning, Great Fortitude, Extra Smiting; Dietary Hextor; *Domains Destruction, War; Spells Prepared (5/4/3/2) 0—resistance(2), guidance, light, detect magic; 1st—*inflict light wounds, divine favor, shield of faith, cure light wounds, bless; 2nd—*spiritual weapon, hold person, silence, cure moderate wounds; 3rd—*contagion, prayer, dispel magic. Possessions: Chain mail, large shield, +1 *heavy mace*, 30 gp, 25 pp, 2 vials holy water, gem (250 gp).

G7. Guardroom Roof

Locked Iron Doors (2); Hardness 10; hp 60; Locked (DC 22); Break (DC 28).

Glyph of Warding (Electricity); CR 3; 2d8 fire damage to all within 5 feet of the glyph, Reflex save (DC 16) for half damage, Search (DC 28), Disable Device (DC 28).

G8. North Tower, 3rd Floor

Antarcus Giantbane; Male human Rgr9; CR 9; HD 9d10+36; hp 85; Init +3 (Dex); Spd 20 ft.; AC 24 (+9 *full plate* +1, +4 *large shield* +2, +1 Dex); Atk +2 *long sword* +16/+11 melee (1d8+6), mighty composite long bow +13/+8 ranged (1d8+3); AL NE; SV Fort +10, Ref +6, Will +5; Str 18, Dex 16, Con 18, Int 15, Wis 14, Cha 16; Skills Ride +15, Handle Animal +9, Animal Empathy +15, Wilderness Lore +14, Intuit Direction +8, Swim +9, Jump +9, Hide +9, Move Silently +9; Feats Track, Weapon Focus (Long Sword), Power Attack, Improved Bull Rush, Dodge, Point Blank Shot; Favored Enemies Giants (+2), Goblinoids (+1); Spells Prepared (2/1) 1st—speak with animals, resist elements; 2nd—cure light wounds. Possessions: +1 *full plate armor*, masterwork studded leather armor, +2 *large shield*, +2 *long sword (Bane against Giants)*, mighty (+3) composite long bow, 20 arrows, *cloak of elvenkind*.

Hawk (1); Tiny Animal; CR 1/3; HD 1d8; hp 4; Init +3 (Dex); Spd 10 ft., fly 60 ft. (average); AC 17 (+2 size, +3 Dex, +2 natural); Atk Claws +5 melee (1d4-2); Face/Reach 2½ ft. by 2½ ft./0 ft.; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6; Skills Listen +6, Spot +6 (+14 in daylight); Feats Weapon Finesse (claws).

Hieracosphinx (1); Large Magical Beast; CR 5; HD 9d10+18; hp 67; Init +2 (Dex); Spd 30 ft., fly 90 ft. (poor); AC 19 (-1 size, +2 Dex, +8 natural); Atk Bite +13 melee (1d10+5), 2 claws +8 melee (1d6+2); SA Pounce, Rake 1d6+2; AL CE; SV Fort +8, Ref +8, Will +5; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10; Skills Listen +13, Spot +14; Feats Alertness, Flyby Attack.

Worg (1); Medium Magical Beast; CR 2; HD 4d10+8; hp 30; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +7 melee (1d6+4); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10; Skills Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +3; Feats Alertness.

G9. South Tower Rooftop

Rusty iron trapdoor; Hardness 10; hp 40; Stuck (DC 31).

G10. North Tower Rooftop

Locked iron trapdoor; Hardness 10; hp 40; Locked (DC 22).

Keep Encounter Areas

1. Protected Entrance

Iron Portcullis; Hardness 10; hp 60; Lift (DC 25); Break (DC 28).

2. Dining Hall

Unsafe floor; CR 1; no attack roll needed (2d6); Search (DC 20), Disable Device (N/A); Anyone or anything over 100 lbs. will fall through the floor.

3. Sitting Room

Vampire Mists (3); Medium Aberration (Air); CR 3; HD 3d8+3; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd Fly 30 ft. (good); AC 15 (+2 Dex, +3 deflection); Atk Tendril +3 melee (1d8); SA Improved Grab, Engulf; SQ Damage reduction 10/+1, Immune to fire, cold, acid and sonic; AL N; SV Fort +2, Ref +3, Will +3; Str --/10, Dex 15, Con 13, Int 7, Wis 11, Cha 6; Skills Listen +9, Spot +9; Feats Alertness, Improved Initiative.

4. Kitchen

Will-o-wisp (1); Small Aberration (Air); CR 6; HD 9d8; hp 40; Init +13 (+9 Dex, +4 Improved Initiative); Spd Fly 50 ft. (perfect); AC 29 (+1 size, +9 Dex, +9 deflection); Atk Shock +16 melee (2d8); SQ Spell immunity, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str --; Dex 29, Con 10, Int 15, Wis 16, Cha 12; Skills Bluff +11, Listen +17, Search +14, Spot +17; Feats Alertness, Blind-fight, Dodge, Improved Initiative. Possessions: (In well) +2 heavy mace (Bane against Undead).

5. Larder

Carrion Crawlers (2); Large Aberration; CR 4; HD 3d8+6; hp 19; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atk 8 tentacles +3 melee (Paralysis), bite -2 melee (1d4+1); SA Paralysis Fort save (DC 13) or paralyzed for 2d6 mins.; SQ Scent; AL N; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6; Skills Climb +10, Listen +6, Spot +6; Feats Alertness.

7. Storage Room

Trolls (3); Large Giant; CR 5; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6, claw), bite +4 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; Skills Listen +5, Spot +5; Feats Alertness, Iron Will.

Yellow mold chest; CR 6; no attack roll needed, 10 ft. radius, Fort save (DC 15), Initial 1d6 Con, secondary 2d6 Con; Search (DC 18), Disable Device (N/A).

Secret trapdoor; Search (DC 20); Locked (DC 22).

9. Upper Hallway

Hardrack; Male human Ftr7; CR 7; HD 7d10+14; hp 52; Init +2 (Dex); Spd 20 ft.; AC 19 (+5 breastplate, +2 large shield, +2 Dex); Atk +1 *long sword* +11/+6 melee (1d8+5), composite short bow +9/+4 ranged (1d6); SQ Immune to paralysis; AL LG (charmed); SV Fort +7, Ref +6, Will -2; Str 15, Dex 14, Con 15, Int 9, Wis 2 (normally 11), Cha 11; Skills Ride +7, Climb +7, Jump +7, Swim +7; Feats Weapon Focus (Long Sword), Power Attack, Cleave, Great Cleave, Sunder, Lightning Reflexes, Weapon Specialization (Long Sword), Point Blank Shot. Possessions: Masterwork breastplate, large shield, +1 *long sword*, composite short bow, 20 arrows, dagger, cursed helm.

10. Alchemy Lab

Leptor; Male human Wiz9; CR 9; HD 9d4+18; hp 40; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 *bracers of armor*, +3 Dex); Atk +2 *dagger* +6 melee (1d4+2), dagger +7 ranged (1d4); AL CE; SV Fort +5, Ref +6, Will +7; Str 11, Dex 17, Con 15, Int 18, Wis 12, Cha 11; Skills Concentration +14, Spellcraft +16, Knowledge (Arcana) +16, Knowledge (Planes) +16, Knowledge (History) +16, Alchemy +16, Scry +5, (Listen +3, Spot +3 if familiar close by); Feats Scribe scroll, Spell Focus (Evocation), Improved Familiar, Brew Potion, Silent Spell, Maximize Spell, Craft Wondrous Item, (Alertness if familiar close by); Spells Prepared (4/5/5/4/3/1) 0—detect magic, detect poison, mage hand, resistance; 1st—magic missile(2), charm person, shield, protection from good; 2nd—see invisible, invisibility, web(2), acid arrow; 3rd—dispel magic, fireball, fly, protection from elements; 4th—ice storm, fire shield, wall of fire; 5th—cone of cold. Possessions: +2 *bracers of armor*, +2 *dagger*, *brooch of shielding* (42 points), *potion of reduce* (5th), dagger, quasit familiar.

Virna; Female weretiger Ftr4; CR 5; AL NE; SQ Three forms

Human form; HD 6d8+12; hp 39; Init +3 (Dex); Spd 30 ft.; AC 17 (+2 leather armor, +3 Dex, +2 natural); Atk Long sword +7 melee (1d8+3), composite long bow +7 ranged (1d8); SV Fort +9, Ref +8, Will +3; Str 13, Dex 16, Con 15, Int 12, Wis 8, Cha 16; Skills Climb +8, Jump +8, Swim +8, Spot +6, Search +5, Listen +4; Feats Weapon Focus (Long Sword), Power Attack, Improved Bull Rush, Quick Draw, Cleave, Weapon Specialization (Long Sword). Possessions: Leather armor, masterwork long sword, composite long bow, 10 arrows, 6 arrows +1.

Hybrid form; HD 6d8+30, hp 57; Init +5 (Dex); Spd 40 ft.; AC 20 (+5 Dex, +5 natural); Atk 2 claws +11 melee (1d8+7), bite +9 melee (2d6+3); SA Pounce, Improved grab, Rake 1d8+3, Lycanthropy; SQ Tiger empathy, Scent, Damage reduction 15/silver; SV Fort +12, Ref +10, Will +3; Str 25, Dex 20, Con 21, Int 12, Wis 8, Cha 16; Skills Balance +9, Hide +12, Listen +9, Move Silently +12, Search +9, Spot +9, Swim +12; Feats Blind-fight, Multiattack, Power Attack.

Tiger form; HD 6d8+30, hp 57; Init +5 (Dex); Spd 40 ft.; AC 19 (-1 size, +5 Dex, +5 natural); Atk 2 claws +10 melee (1d8+7), bite +8 melee (2d6+3); SA Pounce, Improved grab, Rake 1d8+3, Lycanthropy; SQ Tiger empathy, Scent, Damage reduction 15/silver; SV Fort +12, Ref +10, Will +3; Str 25, Dex 20, Con 21, Int 12, Wis 8, Cha 16; Skills Balance +9, Hide +8, Listen +9, Move Silently +12, Search +9, Spot +9, Swim +12; Feats Blind-fight, Multiattack, Power Attack.

Quasit, familiar; Tiny Outsider; HD 9; hp 20; Init +3 (Dex); Spd 20 ft., fly 50 ft. (perfect); AC 23 (+2 size, +3 Dex, +8 natural); Atk 2 claws +9 melee (1d3-1+poison), bite +4 melee (1d4-1); SA Poison claws Fort save (DC 13), Initial 1d4 Dex, secondary 2d4 Dex, Spell-like abilities; SQ Damage reduction 5/silver, SR 5, Poison immunity, Fire resistance 20, Alternate form (bat), Regeneration 2, Improved Evasion, Share Spells, Empathic Link, Touch; SV Fort +3, Ref +6, Will +7; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10; Skills Hide +14, Listen +6, Move Silently +6, Search +4, Spellcraft +12, Spot +6; Feats Weapon Finesse (bite, claw).

11. Library

The books in the library add a +2 circumstance bonus to anyone using them with a Knowledge (Arcana) or Alchemy roll.

Secret Compartment in Desk; Search (DC 25); contains 2 ivory keys.

Magical Tomes

a & b. These books deal with psionics. They are merely interesting reading (unless you are using psionics in your campaign, then feel free to make these unique).

c. This book on cult religious practices is guarded by a **Fire Trap**; no attack roll needed, 1d4+16 damage in a 5 ft. radius, Ref save (DC 17) for half damage; Search (DC 29); Disable Device (DC 29).

d. This is Baltron's diary, guarded by **Explosive Runes**; no attack roll needed, opener takes 6d6 damage with no save, others within 10 ft. may make a Ref save (DC 16) for half damage; Search (DC 28); Disable Device (DC 28).

e & f. These books have Nystul's **Magic Aura** on them.

- g. This book on the life cycle of the beholder is guarded by a **Magic Mouth** that cries “Help! Help! I’m being stolen!” when the book is touched.
- h. The pages of this book of Keswin, a good high priest, glow for easy reading when opened.
- i. This is a **cursed Manual of Flesh Golems**. The golem made from this book will go berserk and be uncontrollable after the second round of its first melee.
- j. This false book has a space inside, in which rests a *Scarab of Death*.
- k. This is an **arcane locked** (16th level) spellbook containing 8 first level arcane spells.
- l. This book on demonology contains the spells **Greater Planar Binding** and **Binding**, as well as the names of several demons to allow their summoning and binding. However each time the book is touched, there is a 5% chance that a Vrock, Hezrou or Glabrezu will appear and attack the reader in an attempt to take back the book. If allowed to, the demon takes the book and vanishes forever.

12. Baltron’s Bedroom

Mimic (1); Large Aberration; CR 4; HD 7d8+21; hp 52; Init +1 (Dex); Spd 10 ft.; AC 13 (-1 size, +1 Dex, +3 natural); Atk Slam +8 melee (1d8+6); SA Adhesive; SQ Mimic shape, Acid immunity; AL N; SV Fort +5, Ref +3, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10; Skills Climb +9, Disguise +12, Listen +11, Spot +6; Feats Skill Focus (Disguise).

13. Closet

Secret Compartment; Search (DC 25); contains *Boots of Levitation* and an ivory key.

15. Chamber of Light

Treat the light as if produced by a 32nd level sorcerer. Any living creature placed in the light suffers 1 year of aging per round of exposure. Nonliving objects suffer 10 years of decay and corrosion per round of exposure. Any living creature that dies from the aging is immediately reincarnated (as per the spell) and appears 101-200 yards from the beacon at ground level.

16. Damaged Room

Wyverns (3); Huge Dragon; CR 6; HD 7d12+14; hp 59, 59, 40; Init +1 (Dex); Spd 20 ft., fly 60 ft. (poor); AC 17 (-2 size, +1 Dex, +8 natural); Atk Sting +9 melee (1d6+4+poison), bite +4 melee (2d8+2), 2 wings +4 melee (1d8+2) or 2 claws +9 melee (1d6+4); SA Improved grab, Snatch, Poison Fort save (DC 17) 2d6 Con initial and secondary; SQ Scent; AL N; SV Fort +7, Ref +6, Will +6; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9; Skills Listen +13, Move Silently +9, Spot +13 (+16 flying during daylight); Feats Alertness, Flyby Attack. Note: The 40 hp wyvern has a wing injury and cannot fly.

Dungeon Level One Encounter Areas

18. Rough-Hewn Chamber

Strong Wooden Door; Hardness 5; hp 20; Locked (DC 22); Break (DC 25).

19. Jailer’s Office

The desk drawer contains a *ring of spell storing* with 2 stone to flesh spells stored in it.
Mold covered trapdoor; Search (DC 18).

20. Jail

Cell doors; Hardness 10; hp 50; Locked (DC 22), Break (DC 28).

Cell A; Secret compartment; Search (DC 25); contains a *scroll of word of recall*.

Cell B; Surteek, apparition; Medium Undead (Incorporeal); CR 7; HD 8d12; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 deflection); Atk Incorporeal touch +6 melee (Strangle); SA Strangle, Create spawn; SQ Undead, Incorporeal, Darkvision 60’, Detect living, Unnatural aura, +2 Turn resistance; AL CE; SV Fort +2, Ref +3, Will +7; Str --, Dex 14, Con --, Int 10,

Wis 13, Cha 16; Skills Hide +13, Listen +12, Search +11, Spot +12; Feats Alertness, Blind-Fight, Improved Initiative.

Cell C; Larger than the rest, contains 7 sets of manacles; Hardness 10; hp 10; Escape Artist (DC 30); Break (DC 26).

Cell E; Secret door; Search (DC 20).

22. Cavern

Ogres (10); Large Giant; CR 2; HD 4d8+8; hp 26; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); Atk Huge greatclub +8 melee (2d6+7), huge longspear +1 ranged (2d6+5); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7; Skills Climb +4, Listen +2, Spot +2; Feats Weapon Focus (Greatclub).

Male lizardfolk (1); Medium humanoid (Aquatic, Reptilian); CR 1; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (+5 natural); Atk 2 claws +2 melee (1d4+1), bite +0 melee (1d4); AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10; Skills Balance +4, Jump +7, Swim +9; Feats Multiattack. Possessions: None.

23. Southeast Cave

Fog Giants (3); Large Giant; CR 9; HD 14d8+56; hp 119; Init -1 (Dex); Spd 40 ft.; AC 21 (-1 size, -1 Dex, +9 natural, +4 large chain shirt); Atk Huge greataxe +17/+12 melee (2d8+12), rock +9/+4 ranged (2d6+8); AL NE; SV Fort +13, Ref +3, Will +4; Str 27, Dex 9, Con 19, Int 10, Wis 10, Cha 11; Skills Climb +12, Jump +12, Spot +6; Feats Power Attack, Cleave, Great Cleave, Sunder; Spell-like abilities 3/day each as 14th level sorcerer; Fog Cloud, Obscuring Mist. Possessions: Large chain shirt, huge greataxe.

24. Emergency Exit

Glyph of Warding (Electricity); on chest; CR 3; 4d8 electrical damage to all within 5 feet of the glyph, Reflex save (DC 16) for half damage, Search (DC 28), Disable Device (DC 28).

Secret compartment in chest; Search (DC 20).

Dungeon Level Two Encounter Areas

25. Hall of Doors and Statues

Water Trap; CR 5; no attack roll needed (Suffocation); Search (DC 25), Disable Device (DC 25).

Secret door; Search (DC 20).

26. Hall of the Gorgon

Gorgon Head Trap; no attack roll needed; all on platform make a Fortitude save (DC 17) or turn to stone permanently. The trap functions 12 times per day, and releases mist every round there is a living creature on the platform; Search (DC 20), Disable Device (DC 31).

27. False Treasury

Caerron, male centaur; Large Monstrous Humanoid; CR 3; HD 4d8+8; hp 26; Init +2 (Dex); Spd 50 ft.; AC 19 (-1 size, +2 Dex, +2 natural, +4 large chain shirt, +2 large shield); Atk Greatclub +7 melee (1d10+6), mighty composite long bow +5 ranged (1d8+4), 2 hooves +3 melee (1d6+2); AL NG; SV Fort +3, Ref +6, Will +5; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11; Skills Hide +2, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +5; Feats Weapon Focus (hoof). Possessions: Large chain shirt, large shield, greatclub, mighty (+4) composite long bow, 12 arrows.

Andar; Male human Rgr7; CR 7; HD 7d10+14; hp 52; Init +2 (Dex); Spd 30 ft.; AC 18 (+4 chain shirt, +2 large shield, +2 Dex); Atk Long sword +11/+6 melee (1d8+2), mighty composite long bow +10/+5 ranged (1d8+2); AL LG; SV Fort +7, Ref +4, Will +4; Str 15, Dex 14, Con 14, Int 16, Wis 14, Cha 15; Skills Wilderness Lore +12, Climb +12, Jump +12, Swim +12, Intuit Direction +12, Hide +12, Move Silently +12, Spot +12; Feats Weapon Focus (Long Sword), Point Blank Shot, Rapid Shot, Far Shot; Spells Prepared (2) 1st—animal friendship, speak with animals. Possessions: Chain shirt, large shield, masterwork long sword, mighty (+2) composite long bow, 10 arrows.

Theandra; Female human Ari2; CR 1; HD 2d8; hp 9; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk Unarmed +0 melee (1d3-1s); AL CG; SV Fort +0, Ref +1, Will +4; Str 8, Dex 13, Con 11, Int 10, Wis 12, Cha 15; Skills Diplomacy +7, Blubb +7, Sense Motive +6, Listen +8, Gather Information +6, Spot +3, Perform (Dance) +3; Feats Alertness, Skill Focus (Diplomacy). Possessions: None.

Term Blackmace; Male human Clr4; CR 4; HD 4d8+4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk Heavy mace +5 melee (1d8+2); SA Smite 1/day, +4 attack +5 damage, Cast Evil spells at +1 caster level; AL LE; SV Fort +5, Ref +2, Will +7; Str 14, Dex 13, Con 13, Int 11, Wis 17, Cha 12; Skills Concentration +8, Knowledge (Cult Religion) +7, Spellcraft +7; Feats Scribe Scroll, Combat Casting, Extra Turning; Diety Black Flame; *Domains Destruction, Evil; Spells Prepared (4/3/3) 0—detect magic, read magic, light, guidance; 1st—*inflict light wounds, doom, command, endure elements; 2nd—*shatter, hold person, zone of truth, silence. Possessions: Heavy mace, holy symbol.

28. Hall of Doors

Door A: This door is arcane locked by a 12th level caster.

Door B: This door has 33 locks around its circumference. Only 7 actually hold the door locked. All locks are DC 20 to open.

Six locks have poison needle traps; CR 2; +8 ranged (1 hp+ centipede poison); Fort save (DC 13) 1d3 Dex initial and secondary; Search (DC 20), Disable Device (DC 20).

Three locks have glyphs of warding on them (Blindness); CR 3; Will save (DC 16) to avoid; Search (DC 28), Disable Device (DC 28).

Three locks have acid spray traps in them; CR 2; +10 melee (2d4); will ruin lockpicks if set off; Search (DC 20), Disable Device (DC 20).

One lock has a gas trap in it; CR 4; no attack roll needed (all within 10 ft.); Fort save (DC 14), Initial sleep for 1 hour, secondary sleep for 2d4 days.

Door C: This door is a permanent image (DC 19).

Doors D, E, F, G: The characters must solve the puzzles to open these doors.

29. Baltron's Treasury

Stone Golem (1); Large Construct; CR 11; HD 14d10; hp 77; Init -1 (Dex); Spd 20 ft.(can't run); AC 26 (-1 size, -1 Dex, +18 natural); Atk 2 slams +18 melee (2d10+9); SA Slow; SQ Construct, Magic immunity, Damage reduction 30/+2; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con --, Int --, Wis 11, Cha 1.

Eson the Wise; Male human Mnk10; CR 10; HD 10d8+10; hp 55; Init +6 (+2 Dex, +4 Improved Initiative); Spd 60 ft.; AC 18 (+2 Dex, +3 Wis, +2 monk bonus, +1 *ring of protection*); Atk Unarmed +10/+7/+4 melee (1d10+2), +2 *staff* +11/+6 melee (1d6+4); SA Stunning, Deflect arrows, Improved Trip, Ki strike; SQ Fast movement, Still mind, Slow fall, Purity of body, Wholeness of body, Leap of the clouds, Improved Evasion; AL LG; SV Fort +8, Ref +9, Will +10; Str 15, Dex 15, Con 12, Int 10, Wis 16, Cha 8; Skills Balance +15, Tumble +15, Climb +10, Jump +7, Hide +15, Move Silently +15; Feats Improved Initiative, Weapon Focus (Fists), Dodge, Mobility, Circle Kick. Possessions: +1 *ring of protection*, +2 *quarterstaff*.

Vampire Mist (1); Medium Aberration (Air); CR 3; HD 3d8+3; hp 16; Init +6 (+2 Dex, +4 Improved Initiative); Spd Fly 30 ft. (good); AC 15 (+2 Dex, +3 deflection); Atk Tendril +3 melee (1d8); SA Improved Grab, Engulf; SQ Damage reduction 10/+1, Immune to fire, cold, acid and sonic; AL N; SV Fort +2, Ref +3, Will +3; Str --/10, Dex 15, Con 13, Int 7, Wis 11, Cha 6; Skills Listen +9, Spot +9; Feats Alertness, Improved Initiative.

30. Hall of Spikes

Contact poison on spikes; no attack roll needed, only if touched; dried Sassone leaf residue, Fort save (DC 14) Initial 1d4 damage, no secondary due to poison's age.

31. Dark Chamber

Invisible Stalker; Large Elemental (Air); CR 7; HD 8d8+16; hp 52; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., fly 30 ft. (perfect); AC 17 (-1 size, +4 Dex, +4 natural); Atk Slam +10/+5 melee (2d6+6), Grapple +10 melee (Special); SQ Elemental, natural invisibility, Improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11; Skills Listen +11, Move Silently +15, Search +11, Spot +13; Feats Combat Reflexes, Improved Initiative, Weapon Focus (slam). Notes: With a successful grapple, the stalker can drag an opponent 5 ft. per round. The stalker will attempt to throw opponents down the pit in the center of the room (40 ft. deep, 4d6 damage).

32. Trapped Hall

Oil Spray Trap; CR 4; no attack roll needed (2d6 fire damage per round); Reflex save (DC 15) for half; Search (DC 20), Disable Device (DC 20).

33. Secret Crypt

Mummies (3); Medium undead; CR 3; HD 6d12+3; hp 42; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 Dex, +8 natural); Atk Slam +6 melee (1d6+4+disease, slam); SA Mummy rot, Despair; SQ Undead, Half damage from blows, Damage reduction 5/+1, Fire vulnerability; AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con --, Int 6, Wis 14; Cha 15; Skills Hide +8, Listen +9, Move Silently +8, Spot +9; Feats Alertness, Toughness.

Coffer Corpse (1); Medium undead; CR 4; HD 4d12; hp 26; Init +4 (Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atk 2 claws +6 melee (1d4+6+death grip); SA Improved grab, Death grip, Fear aura; SQ Undead, Damage reduction 10/+1, +2 Turn resistance, Darkvision 60ft.; AL CE; SV Fort +1, Ref +1, Will +4; Str 18, Dex 11, Con -, Int 6, Wis 11, Cha 10; Skills Intimidate +3, Hide +7, Listen +4, Sense Motive +3, Spot +7; Feats Improved Initiative. Note: I couldn't find a Son of Kyuss to put here.

34. Underground Pool

Lizardfolk skeletons (12); Medium Undead; CR 1/3; HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atk 2 claws +0 melee (1d4, claw); SQ Undead; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con --, Int --, Wis 10, Cha 11; Feats Improved Initiative.

35. Place of the Guardian

Guardian Daemon (1); Medium Outsider (Evil); CR 9; HD 9d8+27; hp 67; Init +2 (Dex); Spd 30 ft.; AC 22 (+2 Dex, +10 natural); Atk 2 claws +13 melee (1d8+4), bite +11 melee (1d6+2); SA Breath Weapon 30 ft. cone of fire 5d6 damage, Ref save (DC 18) for half; SQ Immune to poison, paralysis, charm, sleep, fear and polymorph, Cold, fire, electricity and acid resistance 20, Telepathy, Damage reduction 20/+2; AL NE; SV Fort +9, Ref +8, Will +8; Str 18, Dex 14, Con 17, Int 11, Wis 14, Cha 12; Skills Listen +16, Spot +16, Search +12, Hide +14, Move Silently +14, Sense Motive +14; Feats Multiattack, Alertness.

36. Shrine

Vrock (1); Large Outsider (Chaotic, Evil); CR 13; HD 8d8+24; hp 60; Init +2 (Dex); Spd 30 ft., fly 50 ft. (average); AC 25 (-1 size, +2 Dex, +14 natural); Atk 2 claws +11 melee (1d8+4), bite +9 melee (1d6+2), 2 rakes +9 melee (1d4+2); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, Spores, Screech, Dance of ruin, Summon Tanar'ri; SQ Damage Reduction 20/+2; SR 22; Tanar'ri qualities; SV Fort +9, Ref +8, Will +8; Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12; Skills Concentration +14, Hide +9, Knowledge +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Spellcraft +12, Spot +12; Feats Cleave, Multiattack, Power Attack.