



COLLABORATIVE CAVE: GREEN DRAGON'S LAIR

a LOCATION~BASED ADVENTURE FOR A GROUP OF FOUR PCS OF 7th~8th LEVEL

*Requires use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc.
This book utilizes updated material from the v. 3.5 revision.*

Cartography:

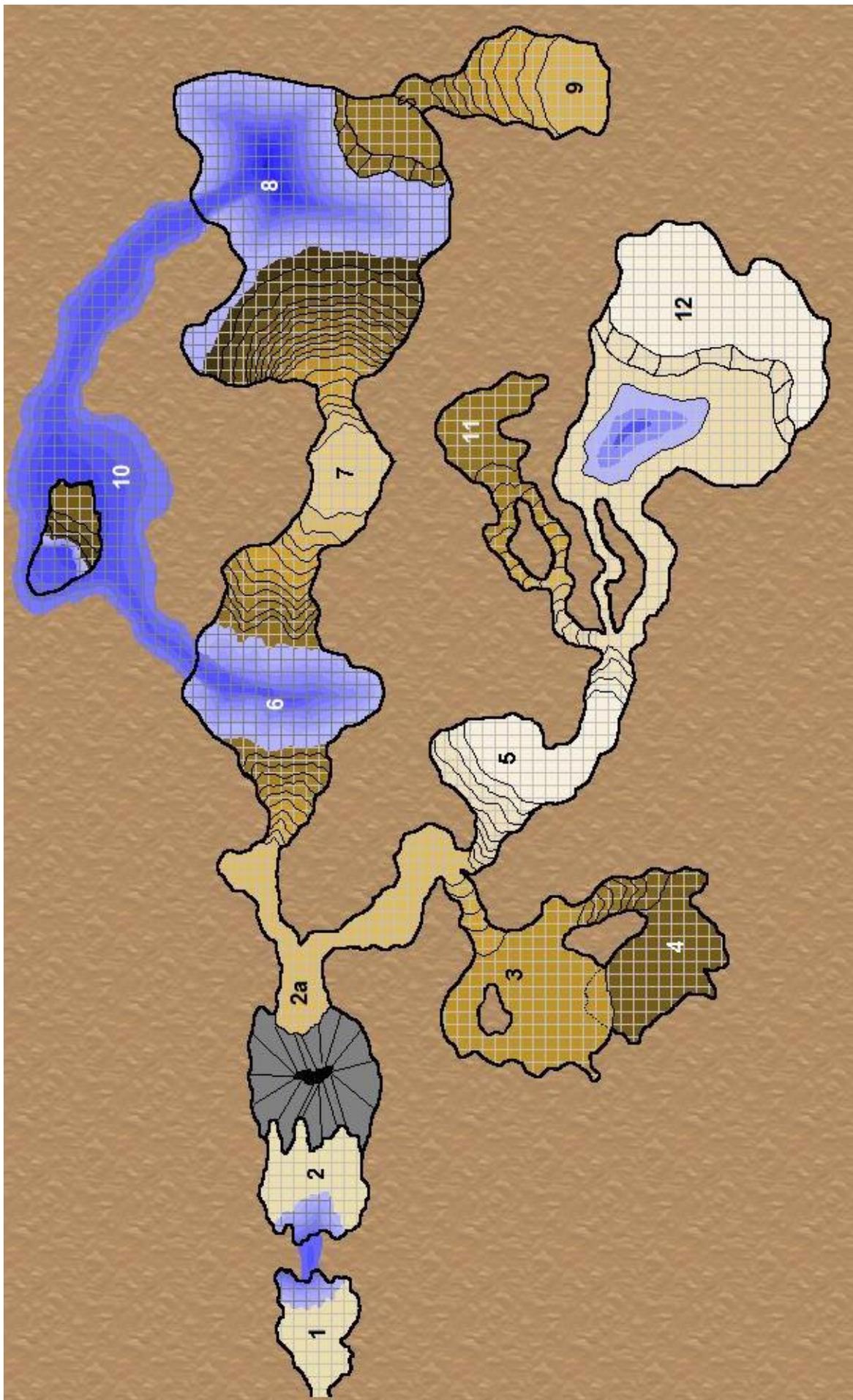
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Introduction

Welcome to the Collaborative Cave! As the name suggests, Collaborative Cave is a group effort – specifically individuals from www.enworld.org who volunteered their time and ideas. If you've never been to ENWorld, I highly recommend that you check it out.

Background

If you are a player, you should stop reading at this point. This module is full of surprises. If something about this dungeon appeals to you, or you simply are looking for campaign ideas for your game master to run, feel free to offer him the file. But, unless you want to spoil the surprises herein for yourself, you should stop reading now.

This lair is home to a pair of two sibling dragons – green dragons Ferix and her younger brother Artix. This “dungeon” can be used as a completely random side-trek or as a very specific encounter in which the PCs are asked (or have a reason) to find and kill the dragons. To be most effective, the PCs should be unaware that there are two dragons here – the second dragon, the younger Artix's presence might not be widely known outside this cave system.

This cave can exist anywhere you feel is appropriate. At the very minimum, it requires a forest and maybe a hill or mountain within said forest.

To incorporate the cave into your game, there are a number of ways you can accomplish it. The first is simply by random chance – the party is wandering through a forest trail, and they encounter a green dragon. This is most likely Ferix – the older dragon. She tends to baby her brother, and often brings him food. It's possible that Ferix might attack the party – cautiously and most likely while attacking from the air. If the party injures her sufficiently, she will retreat back to her lair. In this scenario, the party might feel emboldened enough to follow Ferix back to her lair to finish the job they started.

A second very likely way to incorporate this cave is as a simple plot hook. Perhaps Ferix has taken small farm animals like sheep and goats as food. The villagers are upset and want the dragon dealt with. The townsfolk are quick to hype the amount of treasure in Ferix's lair in order to entice the PCs into dealing with the dragon. Whether the villagers offer any payment for slaying the dragon is up to you.

Furthermore, there could simply be rumors of a dragon in the hills deep in the forest. In this scenario, Ferix feeds off large frogs in a nearby pond, and other woodland creatures, and mostly stays away from civilization. For this scenario, use the following gather information checks to help the PCs along.

Gather Information Checks

DC Information

- 10 There's a dragon that lives deep in the forest.
- 15 The dragon is a green dragon – a type native to the forests.
- 18 The dragon feeds on woodland creatures and has never entered town.
- 20 The dragon's lair is deep within a cave – a cave which is also inhabited by kobolds
- 25 The dragon primarily feeds on giant frogs which live near a pond deep in the woods
- 30 There have been two green dragons – an older one, and a younger one in the area.
- 35 Both dragons live in the cave.

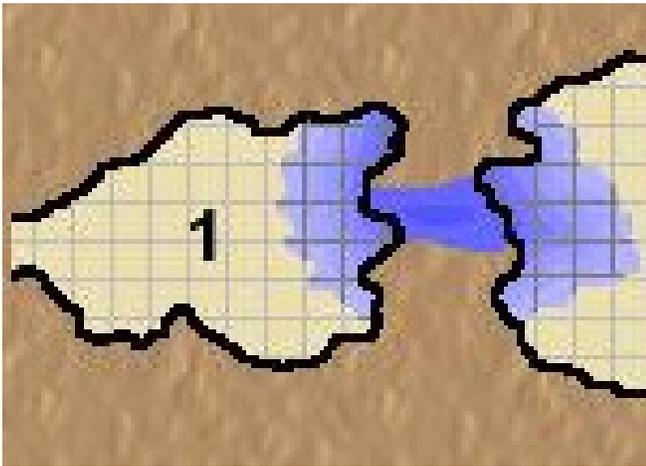
Lastly, the PCs might not even be interested in the dragons. Indeed, they might be searching for something else entirely. Perhaps the PCs have been hired by a sage or noble on a tip that great treasure resides here – either the intelligent scythe in area 10, or Princess Alaria in area 9. In this scenario, the dragons are a mere roadblock on the path to what the PCs are truly looking for.

Notes

To call this product a “module” would be a bit of an exaggeration. It is, simply, a location. Place it wherever you want, and use it however you want. Before running this “module”, you should read through it entirely. Even if you merely skim the product, it's important to know what lies ahead in the cave because many of its denizens listen for trouble coming and take precautions. Some due diligence should be taken in order to properly place this location into your campaign setting - specifically, Princess Alaria from area 9. Without proper preparation, her sudden existence could have more ramifications upon your game than you are ready for. Taking a moment to figure out how she fits into your campaign history will make her introduction seamless. Or, feel free to replace her with something which makes more sense for your campaign history.

Lastly, if you play this, I'd love to hear how it went! Drop me a line at curtis.bennett@gmail.com





1. cave entrance

(EL 6 - if rust monsters are present; EL 0 otherwise)

The cavern entrance is like any other earthen cave you've ever been in - the air is still and quiet. The roughly 10 foot wide entrance opens up considerably, and almost immediately doubles in width. Further in, you can just make out what appears to be a small pool of water.

This cave is normally the home to two rust monsters. Ferix, the dragon (see area 8) often supplies these creatures with bits of metal that she finds to encourage them to nest here. So while the rust monsters have a fairly steady supply of food, it's in their nature to constantly wander the countryside to satiate their metallic hunger. This frustrates Ferix to no end, who would love to see the two remain here constantly as guards protecting the entranceway, but she knows that, at best, all she can do is keep them from leaving completely. The rust monsters are encountered here only on a roll of 1 on a 1d4 if entering the dungeon - and again when leaving the dungeon (assuming they weren't encountered before).

The floor here is very soft and powdery. Closer examination will reveal that it is in fact piles of rust. Anyone with any sort of metal-related craft skill can identify its nature otherwise a DC 10 intelligence check can determine what it is.

Searching this area (DC 10) reveals some old leather armor riddled with holes. This was once studded leather which is now somewhat tattered from all the metallic studs being chewed off. It's quite old, and has no identifiable markings. There are also 7 wooden handles scattered about, which were once

attached to axes and hammers. Hidden within the layers of powder, an exhaustive search (DC 30) will uncover 5 onyx buttons (apparently missed by the dragons) worth a total of 40gp.

Anyone making a survival check in the cave (DC 10) will notice dragon tracks heading into the pool, and strange insect-like tracks belonging to rust monsters. Seasoned adventurers will figure those out right away, otherwise a Knowledge (Dungeoneering) check of a DC 10 will be able to identify the owners.

Rust Monsters (2) (CR 4; EL 6)

Medium Aberrations

Hit Dice: 8d8+16 (52 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +6/+6

Attack: Antennae touch +3 melee (rust)

Full Attack: Antennae touch +6/+1 melee (rust) and bite +0/+0 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rust

Special Qualities: Darkvision, scent

Saves: Fort +4, Ref +5, Will +7

Abilities: Str 10, Dex 17, Con 14, Int 2, Wis 13, Cha 8

Skills: Listen +9, Spot +8

Feats: Alertness, Track, Ability Focus (Rust)

Alignment: neutral

These rust monsters are mostly dark brown with a dark red back. They are about 6 feet long, and just over 3 feet high, and each weighs about 250 pounds. These are fatter and bigger than most.

Tactics

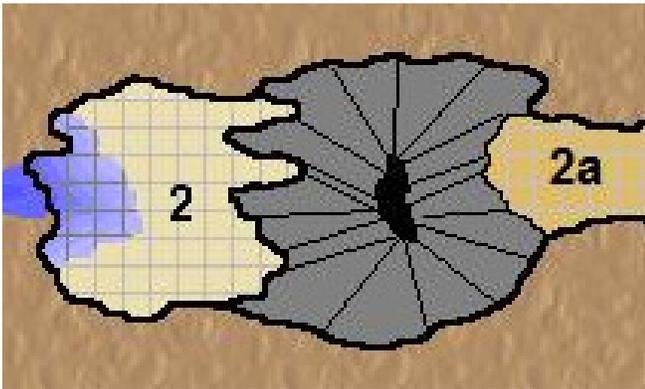
Like all rust monsters, these are voracious eaters of metal. They can smell metal of any kind up to 90 feet away. They will always attack the largest source of metal first, striking at armor, then shields, then weapons. They will not fight to the death, and will flee if seriously injured.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 22 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus and a +2 from Ability Focus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

The water here is muddy, though not terribly deep. A successful search in the water (DC 15) will reveal a submerged underwater passage leading further into the cave.

A more thorough search (DC 25) will reveal that this passageway has been clawed into being wider. The tunnel is just over 15' in length. Anyone swimming under it can do so in a single round with a DC 10 Swim check. Because it is so shallow, it's possible to simply crawl on the bottom of the tunnel, for those in heavy armor, though only at a rate of 5' per round.

CONTRIBUTOR: CURTIS "DER_KLUGE" BENNETT



2. an OCCURRENCE at DRAGON CREEK BRIDGE

The cavern you enter spans further than a mere torch can illuminate. Despite its size the air feels close, almost palpable, causing sound to be strangely muffled. Tendrils of light shine down from above.

The Chasm in this room is roughly 200 feet deep. It is made of generally smooth natural rock, which can be climbed (DC 25) if taken carefully and slowly. Roughly 40 feet down on a small ledge appears to be the remains of some unfortunate soul (Spot DC 20).

There isn't much left of the body on the ledge - mostly bone and some tattered remains of clothing. Beneath the tatters are a few gold coins. In the skeletal hand of the body is a paintbrush.

On the north wall of the cavern, near the pool of water leading from area 1 is a painting directly on the wall, depicting the cavern itself, with a few additions.

The painting on the wall before you depicts the cavern in almost startling detail, albeit a few minor differences. Spanning the cavern in the painting is a partially finished rope bridge. The ropes are connected at each end to stone posts, but the wooden slats cover only about a quarter of the distance, as if the artist stopped painting before finishing his project. On the ledge opposite the eastern side, seated atop the stone posts are two of the ugliest statues you've ever seen, depicting hunched over winged humanoids.

A search (DC 20) of the floor around the painting, however, will locate a hidden cache of paints, but not the brushes. The brushes are located with the body mentioned above.

The paints come in a variety of colors, (red, yellow, blue, white, brown, and black) and radiate strong conjuration magic if detected.

Marvelous Pigments

These magic emulsions enable their possessor to create actual, permanent non-magical objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments — precious metals, gems, jewelry, ivory, and so on— appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Strong conjuration; CL 15th; Craft Wondrous Item, major creation; Price 4,000 gp.

Because some of the picture already exists, the bulk of the work creating the bridge has already been done – but inexplicably halted. The Craft

(painting) DC necessary to complete the bridge is only a DC 10. There is enough paint here to complete the bridge, with enough left over for a small (64 cubic foot) object.

Crossing the bridge:

The bridge itself is 45 feet long. Crossing the bridge requires a Balance (DC 10) check, with normal balance rules applying. For each individual attempting to cross the bridge, increase the DC by 3. That is, if one character crosses the bridge, their DC is 10. If two try to cross together, their DC is 13. If three try to cross together, their DC is 16, and so forth. Characters can move across the bridge at half their movement rate.

Characters who fall off the bridge can attempt a Reflex save (DC 25) to grab the bridge before falling.

Crossing without the Bridge

Crossing the chasm without the bridge will be difficult for non-flying characters. It is possible, while slow, to climb (DC 25) across the side walls to get to the other ledge.

At the bottom

Anyone who falls down the chasm will become *entangled* about 150 feet down in thick spider webs. Here, a dozen small monstrous spiders make their home, and typically feast on a healthy diet of bats, and the occasional rat. But any victim entering their web is fair game.

The bottom of the chasm (some 20 feet below the spider's webs) has some treasure scattered about. Lying about amidst some rubble and debris one will find quite a few bones (kobold, rat, bat, and other), 12gp, 5sp, 1 misshapen pearl (12gp), and an arcane scroll which contains the following spells: *Crushing Despair*, and *Lesser Geas*.

GM's notes: If you're feeling adventurous, you could place an entrance into more caves here for even more adventure.

CONTRIBUTOR: "SCRIBBLE"

12 Small Monstrous Spider (EL 5)

Size/Type: Small Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +0/-6

Attack: Bite +4 melee (1d4-2 plus poison)

Full Attack: Bite +4 melee (1d4-2 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attack: Poison, web

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 7, Dex 17, Con 10, Int 0, Wis 10, Cha 2

Skills: Climb +11, Hide +11, Jump -2, Spot +4

Feats: Weapon Finesse

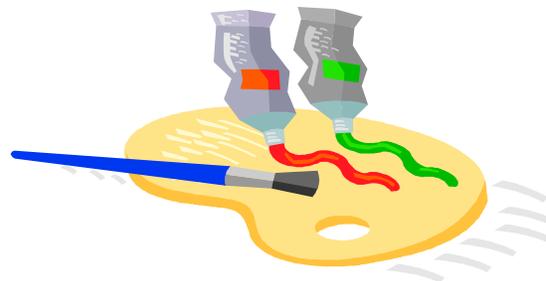
Challenge Rating: ½

Poison (Ex): A small monstrous spider has a poisonous bite. The bite deals 1d3 points of strength damage (initial and secondary damage). The Fort save DC is 10.

Web (Ex): These spiders can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to medium size. An entangled creature can escape with a successful Escape Artist check (DC 10) or burst it with a Strength check (DC 14). Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.





2a. traps
(el 1, 4 & 7)

The other side of the chasm is like the previous area, but rockier. The ground is covered with loose shale. The passage splits here – one passage continues on forward, slightly to the left, and another passage veers off abruptly to the right.

Anyone pausing to make a Listen (DC 20) check here will hear the sounds of water coming from area 6. Additionally, a Survival or Search DC of 10 will show both dragon and small reptilian (kobold) tracks here. A Survival check of DC 20 will show that the dragon tracks head straight, and that the kobold tracks head primarily to the right passageway, though some can be found (DC 25) heading straight as well.

The kobolds (see area 3) have placed a number of traps here. These traps are fairly rudimentary since the kobolds lack a lot of sophisticated magical abilities.

The first trap is a simple alarm trap. Here, the kobolds have placed a very thin thread which, when tripped rings several bells hidden in the kobolds' lair in area 3. This thread spans across the hallway just before the cavern splits. If tripped, a Listen Check (DC 25) will allow one to hear the ringing bells from down the hallway).

Alarm Trap

CR 1; mechanical; proximity trigger; manual reset; DC 15 Reflex save avoids; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

If this trap is activated, the kobolds will take preparations. See area 3 for more details.

Traveling straight ahead, the kobolds have placed another trap just before area 6. The kobolds and the dragon avoid this trap by hugging the left wall here. It is a pit trap, which the dragons have filled with their corrosive breath weapon, where it lingers.

Camouflaged Pit Trap with Acid at the bottom

CR 4; mechanical; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall plus 1d6 per round, acid puddle); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

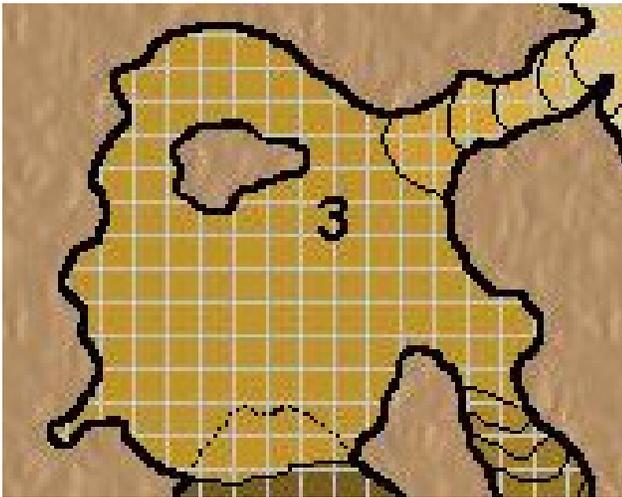
In the southern passage in the bend, the kobolds have placed a trigger plate just underneath the soil. This plate is only triggered by more than 100 lbs. so individual kobolds who walk over it don't trigger it. Triggering the plate activates a flurry of poison dart arrows. The dragons rarely come this way, but if they do, they know where to go to avoid the trap.

Fusillade of Greenblood Oil Darts

CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

CONTRIBUTORS: BRIAN THE ELEPHANT THOMPSON & CURTIS "DER_KLUGE" BENNETT





3. the night woods kobolds (EL 9)

Over the past decade, the kobolds of the Night Woods a dozen miles away have sent yearly tribute to the dragons of the cave, both out of fear and a certain sense of worship.

Initially, the tribute was captured maidens from the surrounding villages, but that had the unfortunate side effect of bringing a group of adventurers down on the kobolds, ensconced in the night-like reaches of their darkened woods. Although the Night Woods Kobolds survived the adventurers, thanks to a booby-trapped false dungeon complex of ancient rotting trees, they realized they had to come up with something better. Ironically, that's when one of the kobolds sent along to accompany the previous tribute brought a message from the dragons: send more kobolds. It turned out that the kobolds, with their abject willingness to serve as slaves to the dragons, and their fanatical willingness to overlook a kobold here or there being eaten when one of the dragons felt the need, were the gift that keeps on giving as far as the dragons were concerned.

Most of the time, the dragons ignore the kobolds, but the kobolds perform all sorts of minor duties a massive dragon is unable (or unwilling) to perform on their own: Cleaning of scales, patrolling the corridors for intruders, trap creation (and testing and resetting), sweeping up all but the most impressive remains of slain enemies and even occasionally serving as the dragons' emissaries to the outside world (which is not a task the dragons would admit to needing, but which has sometimes happened despite that).

Each year, a dozen more kobolds from the Night Woods tribe are selected via a trial of champions, and each year, they make their way into the caves. By the next year, many of them are dead, but despite that, the numbers of the surviving tribute grow each year, bolstered by the kobolds beginning to breed, using the side passage of their cave as an egg hatchery, each end guarded by an array of poisonous caltrops.

Poisonous Caltrops

CR2; mechanical; location trigger; manual reset; Fortitude save avoids poison; multiple targets (first target in each of two adjacent 5-ft. squares); large monstrous scorpion venom, DC 14 Fortitude, 1d4 Con/1d4 Con); Search DC 12; Disable Device DC 10.

The nascent tribe today is a dozen adult kobolds (all 1st level warriors with 4 hp, unless otherwise noted), two children and a pair of eggs that have survived the less-than-ideal conditions. The tribe is ruled by First From the Forest who is in the process of turning himself into a half-green dragon. His aide and the tribe's "high priestess" is Dragon Speaker, a Lawful Evil female kobold adept 6 with a weasel familiar.

Should the alarm trap activate in area 2a, the kobolds here will become alerted to the presence of intruders into the cave complex. First From the Forest will begin with a *fog cloud* spell over the poison arrow trap in the outer hallway and then a *spider climb* spell on himself and will soften his opponents up with his *blindness* spells. Dragon Speaker will start with a *see invisibility* spell on herself. She will cast *bleed* on the kobolds if the PCs get near, and will attempt to slow them with a *web* spell in the entranceway to area 3.

First From the Forest speaks Common, and if confronted by a party of clear overwhelming superiority, he will bargain for the life of the dragons, kobolds or himself. (When all else fails, it'll come down to saving himself.)

The kobolds have no treasure in their lair -- all treasure belongs to the dragons -- only the bare necessities for living as well as stolen or makeshift brooms and tools used for developing new traps and maintaining old ones and for keeping the complex clean.

The cave below the kobolds' lair has been used to dispose of waste since First from the Forest first dumped the body of the only other kobold of his generation to survive their year as prisoners of the

dragons after accompanying maiden prisoners into the cave. His fellow did not agree with First's brilliant plan to start their own tribe here in the complex, and thus had to die.

Dragon Speaker, Ade6 (CR 3)

Size/Type: Small Humanoid (Reptilian)

Hit Dice: 6d6+6 (27+ hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +3/-1

Attack: Spear +3 melee (1d6/×3)

Full Attack: Spear +3 melee (1d6/×3)

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., light sensitivity

Saves: Fort +4, Ref +6, Will +5

Abilities: Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 13

Skills: Concentration +7, Craft (trapmaking) +8,

Profession (miner) +4, Heal +6, Knowledge (arcana) +6, Knowledge (Dungeoneering) +6, Listen +4, Spellcraft +6, Spot +4

Feats: (Alertness), Great Fortitude, Improved Initiative, Leadership

Alignment: Lawful evil

Spells Per Day: 3,3/2

Dragon Speaker has a weasel familiar.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Kobold, 1st-Level Warrior (12) (CR ¼; EL 3)

Size/Type: Small Humanoid (Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14

Base Attack/Grapple: +1/-4

Full Attack: Spear +1 melee (1d6-1/×3) or sling +3 ranged (1d3-1)

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., light sensitivity

Saves: Fort +2, Ref +1, Will -1

Abilities: Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8

Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2

Feats: Alertness

Alignment: lawful evil

First From the Forest, Kobold Ftr3/Sor4/Dragon

Disciple3 (green dragon) (CR 8)

Size/Type: Small Humanoid (Reptilian)

Hit Dice: 3d10+4d4+3d12+3 (48 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 19 (+1 size, +3 Dex, +2 natural, +3 leather), touch 14, flat-footed 14

Base Attack/Grapple: +7/+4

Attack: Spear +9 melee (1d6+2/×3) or bite +8 (1d4+1) and claws +3 (1d3+1)

Full Attack: Spear +9 melee (1d6+2/×3) or bite +8 (1d4+1) and 2 claws +3 (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath Weapon

Special Qualities: Darkvision 60 ft., light sensitivity

Saves: Fort +8, Ref +6, Will +7

Abilities: Str 12, Dex 16, Con 10, Int 14, Wis 9, Cha 16

Skills: Bluff +9, Climb +4, Concentration +5, Craft

(trapmaking) +4, Hide +7, Jump +4, Listen +2, Move Silently +5, Profession (miner) +1, Search +4, Spot +2, Knowledge (arcana) +8, Swim +4

Feats: (Alertness), Improved Initiative, Dodge, Mobility, Spell Focus (Necromancy), Greater Spell Focus (Necromancy)

Alignment: Lawful evil

Spells Known: 6, 3/1

Spells Per Day: 6,6/5

Possessions: +1 Shortspear, +1 small leather armor

First From the Forest's typical tactic is to cast *spider climb* if he is threatened into melee, and then to soften up his opponents with his *blindness* spells. He will attempt to put his kobold warriors between him and himself to buy himself some time. First From the Forest has a toad familiar.

Spells Known: 0 – *acid splash, arcane mark, detect magic, detect poison, light, read magic*; **1st** – *grease, ray of enfeeblement, true strike*; **2nd** – *acid arrow, blindness/deafness, ghoul touch, fog cloud, spider climb*

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Breath Weapon (Su): First From the Forest can breathe a cone of corrosive gas which extends out to 30 feet. The breath weapon deals 2d8 points of acid damage. The Reflex save DC is 13.

CONTRIBUTOR: "WHIZBANG DUSTYBOOTS"



4. GARBAGE CAVE (EL 4)

The dragons' servants use this chamber to dispose of rubbish and the occasional prisoner.

The first thing you notice as you approach this tunnel opening is an overpowering acrid stench, with an undercurrent of decay. The floor of the tunnel is formed of smooth stone. The tunnel slopes down steeply. The walls and floor here glisten with moisture.

The sloped floor of the tunnel is extremely slippery, being covered with a combination of water and decomposed trash. A DC 10 Balance check is required to move down the slope without falling prone. Characters can move up the slope at half movement, unless a DC 15 Balance check is made.

Bottom of the Slope

The smell of rot here is nearly overpowering. At the foot of the slope, the tunnel switches back onto itself and opens into a cavern, some 30-40 feet wide and stretching perhaps twice that distance away. The floor is covered with greasy puddles and mounds of decaying refuse of every description. Bones and other remains of various creatures are prominent, but piles of sticks, rock, dirt and other refuse abound as well.

A large group of centipedes live among the filth here. They will rush at any creature sliding or stepping onto the floor at the foot of the slope.



Centipede Swarm (CR 4)

Size/Type: Diminutive Vermin (Swarm)

Hit Dice: 9d8-9 (31 hp)

Initiative: +4

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14

Base Attack/Grapple: +6/—

Attack: Swarm (2d6 plus poison)

Full Attack: Swarm (2d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, poison

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Skills: Climb +12, Spot +4

Feats: Weapon Finesse

Alignment: Always neutral

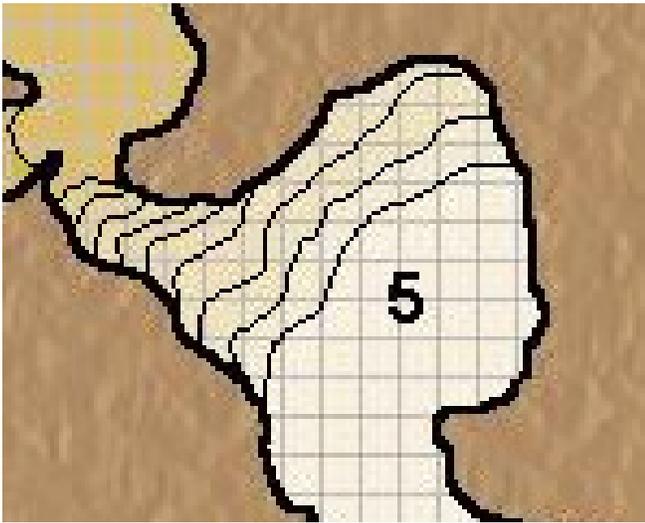
A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex.

Treasure: If anyone takes the time to rummage through the trash, a DC 20 Search check will reveal a still-closed pouch near the gnawed bones of an unidentifiable humanoid. The pouch contains 50gp in various coins as well as a potion of *Bull's Strength* whose owner never had a chance to use before the centipedes got him.

CONTRIBUTOR: JIM "ILIUM" ADE



5. assassin vine Lair (EL 6)

The naturally sloping earthen staircase curves slightly to the left and steeply climbs upwards into what seems to be hard packed dirt, with many thick roots hanging out of the ceiling. The slope levels off, but the room is filled with numerous thick roots which descending from the ceiling. You must be close to the surface here. These look to be the root systems of numerous trees. Along the ground you see hundreds of mushrooms of various sizes.

Tree roots choke this room making it difficult to pass through quickly. Movement is cut in half for all movement in this area. There is a nasty Assassin Vine growing here. It has figured out that it can get food sources below ground as well as above here, and thus has vines which extend beneath the surface, where it resides. The Vine is huge however the kobolds have learned that they can bypass it by skirting along the far left wall until they get to the clearing on the far side. The most direct path takes one directly through Assassin Vine territory.

Treasure: Unless someone disturbs the mushrooms, finding this treasure is unlikely. Just below the surface here one can find 3 small emeralds (worth 40gp each), and 2 pearls (15gp each). Furthermore, there is a ring of Chameleon Power hidden here. A Search DC of 30 will find everything.

Advanced Assassin Vine (CR 6)

Size/Type: Huge Plant

Hit Dice: 12d8+60 (114 hp)

Initiative: -1 (-1 Dex)

Speed: 5 ft. (1 square)

Armor Class: 16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16

Base Attack/Grapple: +9/+27

Attack: Slam +17 melee (1d8+15)

Full Attack: Slam +17 melee (1d8+15)

Space/Reach: 10 ft./10 ft. (20 ft. with vine)

Special Attacks: Constrict 1d8+15, entangle, improved grab

Special Qualities: Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10

Saves: Fort +13, Ref +3, Will +5

Abilities: Str 30, Dex 8, Con 20, Int -, Wis 13, Cha 9

Alignment: neutral

An assassin vine uses simple tactics: It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d8+15 points of damage with a successful grapple check.

Entangle (Su): Under normal circumstances, an Assassin Vine could animate plants within 30' of itself, but since this is underground there are no plants, save for mushrooms, and mushrooms can't exactly entangle people. So, save for the unusual growth of plants in this area, this Assassin Vine doesn't have access to this ability. If plants happen to grow here, for some strange reason, the Reflex save DC would be 17. The effect lasts until the vine dies or decides to end it (also a free action).

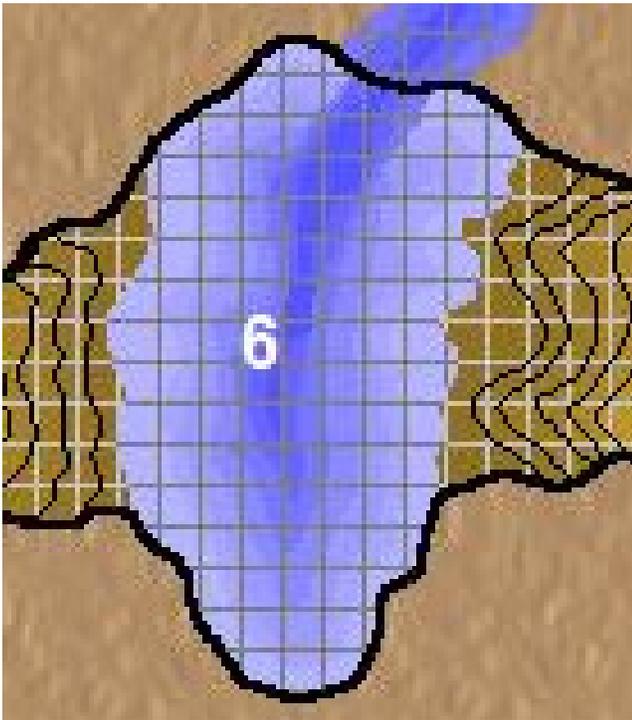
Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Dwarves can use stonecunning to notice this subterranean version. Otherwise, this particular Assassin Vine looks like normal roots.

CONTRIBUTOR: CURTIS "DER_KLUGE" BENNETT





6. POOL SLIDE

As you move down the passage, you can hear the drip and splash of water ahead. In front of you, the passage slopes away steeply into darkness. The floor is made of broken pieces of shale.

The steep slope is made of shale, but close examination (Track DC 15) shows that the rock has been pitted and moved by the passage of the dragons. Climbing down the steep incline quietly is difficult but not impossible (Move Silently DC 25). Far more dangerous is the chance of rock sliding beneath one's feet – traversing this slope requires a Balance check (DC 15). Those who fail, fall 1d4 x 5' – taking 1d2 points of bludgeoning damage for each 5' fallen - sliding down the slope toward the water below. This is loud, echoing along the cavern walls and automatically alerting the choker in area 7. The dragons in area 8 tend to ignore ambient sounds coming from this area since rock slides happen infrequently. However, if it is a huge commotion, they may investigate.

Sliding characters are allowed a Reflex save (DC 15) to catch themselves before sliding into the water at the bottom of this passage.

Climbing back up this passage requires a Climb check (DC 10) due to the shifting stones.

At the bottom of the passage is a pool of dark water, some 40 feet across and perhaps twice as wide. Water pours from cracks in the right-hand wall into the pool and drips from stalactites 20 feet overhead. On the far side, directly before you, you can see a wide beach and another passage leading steeply upward and further into the cave.

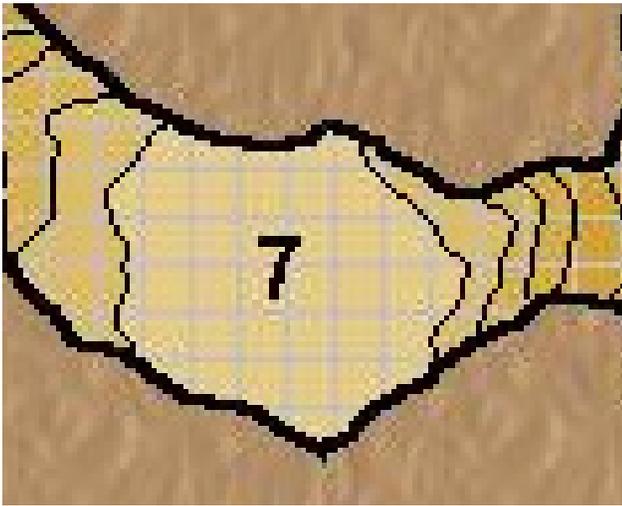
The water in this pool varies from an average of 3-5 feet deep to 10 feet deep in the deepest areas. This pool drains into a 20-foot deep but relatively slow-moving underground stream flowing into Area 10. Along the bottom of the pool, a few long cracks 1-2 inches wide allow water to seep down farther into the earth, giving this additional drainage. At the GM's discretion, characters who explore these cracks might find them leading into the ceiling of a water-filled cavern network even deeper underground.

This area provides a swimming hazard, but is otherwise safe. Of course, Small characters that slide into the pool must swim or drown – a feat that wearing heavy armor makes difficult.

Because of the depth of the underground river, the dragons are more than capable of swimming from area 8 to area 10, and then to area 6. For this reason, the passage to area 7 shows none of the pitting and wear that the passage to the pool did. The slope to area 7 is also not as steep as the previous passage, and is made of more solid stone.

Climbing this passage is easy (DC 0), although circumstance modifiers for trying to climb it at speed or in combat might require an actual check. Characters who somehow escape (but do not defeat) the dragons in area 8 might discover Artix rising out of the pool here while Ferix comes from behind.

CONTRIBUTOR: "RAVEN CROWKING"



7. Choker's Lair (EL 6)

As you reach the top of this incline, the tunnel widens into a broader cavern, roughly 20' by 30' across. The smell of decay assaults your nostrils, and you see a pile of bones scattered haphazardly across the jagged stone floor. A gleam of metal in the flickering light from your torch catches your eye. The uneven floor pokes uncomfortably at your boots as you step forward.

The jagged floor increases falling damage by 1d6 (falling 10 feet causes 2d6 damage, etc). The roof of the cavern is 20' up near the edges of the room, but there is one "chimney" about 10' in diameter leading up 20' to the top. The chimney may be reached with a DC 25 Climb check from any point in the cavern.

Even if the PCs have Darkvision, the chokers have a good enough ambush position that they remain hidden. It takes a DC 26 Spot check to notice them before they attack the party.

If the PCs are bearing lights, the chokers automatically follow their progress through the room. They will only need to roll Spot and Listen checks if they are scouting in complete darkness.

GM's Notes: PCs with reach weapons may attack the chokers normally as long as they are on the ceiling. Otherwise, a DC 20 Jump check will allow any PC to get close enough to strike. If the choker's move up their chimney (with or without a victim) they will be out of melee range. A DC 25 Climb check will allow a PC to climb up onto the choker's ambush shelf.

Ghzzdit & Ghzzdot, Advanced Chokers (CR 4; EL 6)

Size/Type: Medium Aberration

Hit Dice: 12d8+36 (85 hp)

Initiative: +5

Speed: 30 ft. (4 squares), climb 10 ft.

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +9/+18

Attack: Tentacle +15 melee (1d6+5)

Full Attack: 2 tentacles +15 melee (1d6+5)

Space/Reach: 5 ft./10 ft.

Special Attacks: Improved grab, constrict 1d6+5

Special Qualities: Darkvision 60 ft., quickness

Saves: Fort +7, Ref +7, Will +9

Abilities: Str 21, Dex 12, Con 16, Int 4, Wis 14, Cha 7

Skills: Climb +16, Hide +16, Listen +2, Move Silently +9, Spot +2

Feats: Improved Initiative, Improved Natural Attack, Lightning Reflexes, Skill Focus (Hide), Stealthy, Weapon Focus (Tentacle)

Alignment: chaotic evil

Ghzzdit and Ghzzdot lurk above the entrance to this chamber, 10 ft above the cave floor. They take 10 on their Hide checks for a total of 26 in order to better ambush prey. Unless the PCs take extraordinary measures to avoid detection, they wait here to ambush them when they arrive.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

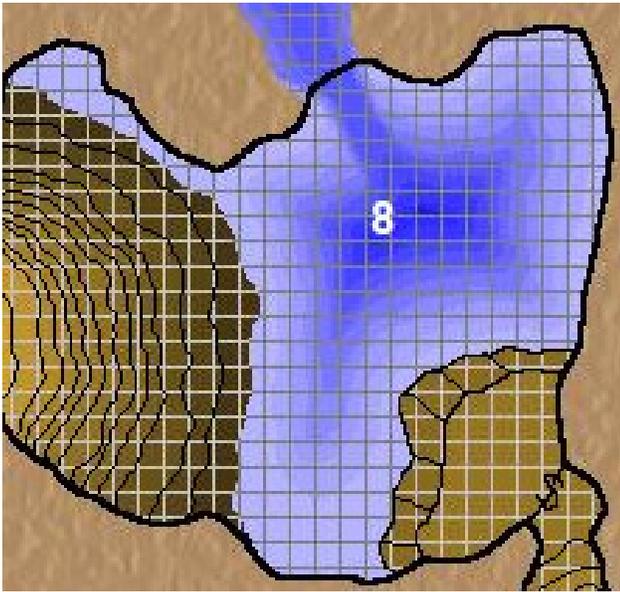
Tactics: The chokers make no distinction with regards to their prey. They attack the two first PCs who come within attack range. Once a victim is grappled, the chokers will attempt to haul their victims up to a shelf hidden within their chimney. The chokers will need to make successful strength checks (DC 18-20, depending on weight) in order to accomplish this otherwise, they will release their victims.



Treasure: A rusty dagger, a tattered pair of hard-soled red leather shoes and a gold ring (225gp) are all that can be found amongst the bones. If *mending* or *make whole* is cast on the shoes, they become worth 25gp.

Background Note: The kobolds regularly sweep the chamber for treasure; all the gear of the choker's past victims now lies in the dragon's treasure pile, except for the items noted above.

CONTRIBUTOR: BRIAN THE ELEPHANT THOMPSON



8. Dragon's Chamber (EL 11)

Before you lies an enormous cavern. The pathway slopes down steeply. Off in the distance, echoing off the walls of this cave, you can hear the sound of pouring water, as if a waterfall is present elsewhere in the cavern. In front of you, you can just make out some stalactites hanging from the ceiling. The air here is stale and acrid.

This large chamber is over 120' feet across, and anywhere from 80 to 100 feet tall. Stalactites (some as tall as 20 feet) dot the ceiling. The sound of water fills this chamber – echoing off the stones. In the distant corner, a waterfall from an underground stream pours in and falls some 75' into the pool. An underwater tunnel some 5' below the surface connects to area 10.

There is a secret door which leads to area 9. It is accessible via the dragon's plateau. The door can be found from active searching (DC 18). There is no physical mechanism to open it – instead, the door rotates on an axis like a revolving door, and requires a combined strength of 30 to push open.

Two dragons reside here – sibling green dragons, a juvenile female (CR 8), and a young male (CR 5). They rest on the treasure-covered plateau rising out of the water in the southeast corner of the pool. The dragons will notice anyone entering from area 7. Catching these dragons by surprise is difficult at best. The dragons never sleep at the same time. Any adventurers entering the chamber through area 7 carrying a light source of any kind will be spotted instantly. Furthermore, the steep incline into area 7 and extending down to the pool from area 7 is comprised primarily of shale – loose layers of rock which break easily. Climbing down the steep incline to the pool quietly is nearly impossible (Move Silently DC 40).

The entrance into this chamber is also fairly steep, and the rocks are not stable. Any movement faster than a single move action requires a balance check (DC 10) to avoid falling. Characters who fall slide 1d4 x 5' down the slope and take 1d2 points of bludgeoning damage per 5' fallen.

Once the dragons are alerted to the presence of adventurers entering the chamber, the younger male will slip quietly (Move Silently) into the water. The deepest parts of the pool here are over 20 feet deep. There he will wait quietly in order to ambush anyone who dares assault their lair on the plateau – rising from the water attacking from the rear once the time is right.

Ferix's Tactics

Ferix is the older of the two dragons – and is protective of her younger brother. She will usually instruct her sibling to hide in the water away from immediate danger. Prior to that, Ferix will cast *mage armor* on her brother first and then on herself. If she has time, she will use the wand of *eagle's splendor* on herself which gives her an additional two spells per day due to the +4 increase to her charisma.

Ferix, Juvenile Green Dragon (CR 8)**Large Dragon [Air]****Hit Dice:** 14d12+42 (133 hp)**Initiative:** +4 (+4 Improved Initiative, +0 Dex)**Speed:** 40 ft., fly 150 ft. (poor), swim 40 ft**AC:** 22 (-1 size, +13 natural), touch 9, flat-footed 22; (26 with *mage armor*)**BAB/Grapple:** +14/+22**Full Attack:** 1 bite +17 (2d8+4), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+6)**Space/Reach:** 10 ft./5 ft. (10 ft. with bite)**Special Attacks:** Breath Weapon (DC 22), Spells**Special Qualities:** Darkvision 120', Blindsight, Immunities, Keen Senses, Immunity to Acid, Water Breathing**Saves:** Fort +12, Ref +9, Will +11**Abilities:** Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14**Alignment:** Lawful Evil**Skills:** Bluff +6, Concentration +11, Diplomacy +6, Escape Artist +4, Hide +15, Intimidate +12, Listen +21, Move Silently +15, Search +17, Sense Motive +15, Spot +21, Use Magic Device +16**Feats:** Ability Focus (Breath Weapon), Alertness, Hover, Improved Bull Rush, Improved Initiative, Improved Natural Attack (bite)**Breath Weapon (Su):** Ferix's breath weapon is a cone of corrosive gas which deals 8d6 points of acid damage (Reflex save DC 22 for half). This cone extends 40'.**Spells:** Ferix casts arcane spells as a 1st level sorcerer.**Spells Known: 0:** *acid splash, detect magic, mage hand, read magic*; **1st:** *grease, mage armor***Spells per Day:** 5, 5**Immunities (Ex):** All dragons have immunity to sleep and paralysis effects.**Blindsight (Ex):** Ferix can pinpoint creatures within a distance of 60 feet. Opponents she can't actually see still have total concealment against her.**Keen Senses (Ex):** Ferix sees four times as well as a human in shadowy illumination and twice as well in normal light. She also has darkvision out to 120 feet.**Water Breathing (Ex):** Ferix can breathe underwater indefinitely and can freely use her breath weapon, spells, and other abilities while submerged.

Ferix will attempt to parlay initially – to gauge her opponents. This gives her a chance to study them. During this time she will attempt to gather any information she can about recent activities nearby if possible, but more importantly she will analyze the party makeup, trying to discern who the threats are. Knowing that it will take a few rounds for attackers to get to her by foot, Ferix will immediately fly up and hover over the group, using her breath weapon targeting as many people as possible, but making sure to get those individuals she considers major threats – spellcasters. She will then fly back and wait to see what her attackers do next.

Ferix counters with *grease* spells to knock anyone climbing up the side of her plateau wall. The DC for climbing the wall here under normal conditions is DC 15. Under the effects of a *grease* spell it increases to a DC of 25. Once her *grease* spells are depleted, she will attempt to bull rush individuals off. Because Ferix has Improved Bull Rush, her bull rushes do not provoke attacks of opportunity, and she has a +4 on opposed strength checks. Victims pushed off the plateau wall fall into the water and are subject to attack from Ferix's younger brother Artix.

Artix's Tactics

Artix lies in the deep end of the pool hiding - waiting for opportunities to present themselves. The DC to spot Artix while he is submerged is his Hide check (+16) plus a conditional modifier of +10 (feel free to adjust this downwards in the presence of sufficiently bright light). Artix attacks anyone thrown into the pool by his larger sister. In game terms, he will hold his initiative until an opportunity presents itself. Once this happens, he will attempt to grapple and submerge his prey – swimming back to area 10. It takes Artix 5 rounds to swim back to area 10 – where he will let go of his prey before swimming back to join his sister. Here, underwater, in utter blackness, the PC needs to make a search check (DC 20 – unless Zxyquzh finds them first – see area 10) in order to find the opening to the air-pocket chamber. In addition, if the PC has been grappling with Artix for the 5 rounds it took to get here, that counts as 10 rounds of holding their breath against their constitution score.

Attacking Artix while he is submerged with a ranged weapon from land incurs a -2 penalty to hit.

Artix, Young Green Dragon (CR 5)

Medium Dragon [Air]

Hit Dice: 11d12+22 (93 hp)

Initiative: +0

Speed: 40 ft., fly 150 ft. (poor), swim 40 ft

AC: 20 (+10 natural), touch 10, flat-footed 20; (24 with *mage armor*)

BAB/Grapple: +11/+14

Full Attack: 1 bite +15 (1d8+3), 2 claws +15 (1d6+1), 2 wings +14 (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath Weapon (DC 17)

Special Qualities: Darkvision 120', Blindsight, Immunities, Keen Senses, Immunity to Acid, Water Breathing

Saves: Fort +9, Ref +7, Will +8

Abilities: Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12

Alignment: Lawful Evil

Skills: Bluff +5, Concentration +6, Diplomacy +5, Escape Artist +4, Hide +16, Intimidate +7, Listen +17, Move Silently +16, Search +11, Sense Motive +7, Spot +17, Use Magic Device +5

Feats: Alertness, Stealthy, Hover, Power Attack, Weapon Focus (bite)

Breath Weapon (Su): Artix's breath weapon is a cone of corrosive gas dealing 6d6 points of acid damage. This cone extends 30 feet out. Reflex save DC 17 for half damage.

Immunities (Ex): All dragons have immunity to sleep and paralysis effects.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

It's about 180' from the chamber in area 10 to breathable air back in area 8. Swimming through this water requires a DC 10 swim check each round. A character with a movement of 30' can swim 15' per round as a full round action with a DC 10 swim check. This will require 12 rounds. A character can hold her breath underwater for a number of rounds equal to her constitution score. After this time, each round requires a DC 10 constitution check. The DC increases by 1 each round. When the character finally

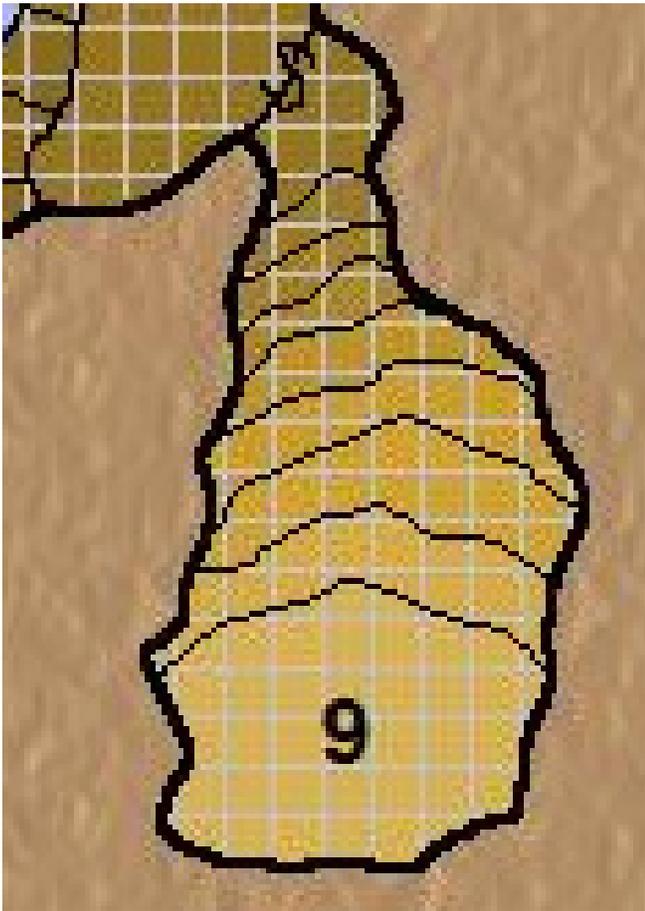
fails her check, they begin to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns. Incidentally, it is only half as far back (90') from the chamber in area 10, to breathable air in room 6.

If the combat goes against Ferix, Artix will rise out of the water and attack while hovering. He will counter first with a breath weapon, and then will engage in melee attacking the strongest looking opponents first.

Treasure: The plateau where Ferix and Artix reside is covered in treasure. There are two large piles of coins where the two dragons make their beds. The total amount from coinage is 10,137 cp, 5,913 sp, 2,154 gp and 207 pp. In addition, there are a number of magic items – a potion of *barkskin* (+2), a set of slightly corroded +1 full plate armor (a craftsman could polish it back to its full glory in 1d4 days), a wand of *eagle's splendor* (24 charges – minus any that Ferix might have used), and Bracers of Armor +5. In addition, there are a number of mundane items and weapons including a set of MW lock picks, a large darkwood shield (though slightly pitted from the acidic air), a MW composite (+2 strength) shortbow, a MW cold iron greataxe, 3 smokesticks, and a vial of antitoxin. There is also a small box which contains 13 pearls – 12 white, irregular pearls (10gp each), and a single black pearl (worth 500gp).

CONTRIBUTOR: CURTIS DER KLUGE BENNETT





9. forgotten treasure (EL 10)

The wall spins open on its axis to reveal a natural staircase that climbs gently upward. Moving cautiously into the room you hear something lumbering down the stairs slowly towards you, making no attempt at being quiet.

Note: This room is under the effects of a permanent nondetection.

This room contains a clay golem. The golem was created to guard this chamber hundreds of years ago, and has remained vigilant ever since. It was created as a guardian to protect a treasure - a Princess from a nearby land, who is currently imprisoned in *temporal stasis* in a *Bag of Holding* at the top of the chamber.

The golem will attack anyone entering area 9, but will never leave area 9, and never moves beyond the secret door to his lair. The dragons discovered the golem years ago, but quickly discovered that they were no match for it. Not only that, what little

damage they managed to deliver to the creature, was quickly eliminated when they breathed acid on it, healing it back to full and then some.

Clay Golem (CR 10)

Size/Type: Large Construct

Hit Dice: 11d10+30 (90 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22

Base Attack/Grapple: +8/+19

Attack: Slam +14 melee (2d10+7 plus cursed wound)

Full Attack: 2 slams +14 melee (2d10+7 plus cursed wound)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, cursed wound

Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 25, Dex 9, Con 0, Int 0, Wis 11, Cha 1

Alignment: Neutral

This golem has a humanoid body made from clay. It is essentially a featureless humanoid-shaped blob lacking any real distinct features. It looks as if it was made by either an amateur, or was done in haste. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Combat The Clay golem will viciously, and mindlessly attack anyone entering his secret chamber. The golem will continue attacking the first target it spots until either it or the target is destroyed.

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): Damage dealt by a clay golem doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

...

Clay Golem, cont...

Immunity to Magic (Ex): A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage. An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

At the top of this chamber lies a small plain cloth bag on the floor. This is a Type I *Bag of Holding*. Inside this bag is a young female dressed in a rather revealing blue silk negligé. This is Princess Alaria. She is a very attractive, 19 year old princess from a nearby land from 875 years ago. Her family was at war with a neighboring kingdom, and assassins from the warring kingdom made their way into her bedroom in the middle of the night, where they cast a *temporal stasis* on her as she slept. There, they stowed her in a *Bag of Holding*, and escaped into the darkness. They hid her in this chamber, crafted a secret door, and hastily created a Clay Golem guardian. Wizards then placed a *permanent nondetection* into the chamber to prevent any *scrying* attempts. The Kingdom who captured her intended to ransom her to their enemies, but Alaria's father, King Reginald flew into such a rage, that he ordered a full out assault on the neighboring kingdom and killed everyone in that kingdom. Unfortunately, the assault was so brutal and swift that those who actually knew where Alaria was were destroyed in the initial attack. Reginald spent his remaining years scouring the countryside searching for his beloved daughter. He was eventually eaten by an ancient black dragon some 30 years after her capture.

PCs can recognize Alaria's condition with a DC 20 Spellcraft check. A *dispel magic* or *freedom* spell can remove Alaria from her condition - who will

immediately awake from a calm peaceful sleep, not knowing that she's 875 years removed from her deceased family.

Princess Alaria - Female Human Ari2/Wiz4/Clr2

CR: 7; **HP:** 39 (2d8+4d4+2d8+8); **AC:** 13 (+3 Dex; 13 Touch); **BAB:** +3 (+4, -1 Str)

Movement: 30'; **Init:** +2 (+2 Dex)

Saves: Fort +5, Ref +3, Will +13

Str 9, **Dex** 15, **Con** 12, **Int** 17, **Wis** 16, **Cha** 17;

AL: LG

Skills:

Concentration +11 (+10 ranks, +1 Con),

Diplomacy +15 (+8 ranks, +2 Negotiator, +2 Synergy, +3 Cha),

Gather Information +7 (+4 ranks, +3 Cha),

Handle Animal +7 (+4 ranks, +3 Cha),

Knowledge (Heraldry) +11 (+8 ranks, +3 Int),

Knowledge (Nobility) +13 (+10 ranks, +3 Int),

Knowledge (History) +13 (+10 ranks, +3 Int),

Ride +8 (+4 Ranks, +2 Synergy, +2 Dex),

Sense Motive +10 (+5 ranks, +2 Negotiator, +3 Wis),

Spellcraft +13 (+10 ranks, +3 Int)

Feats: Leadership, Negotiator, Spell Focus (Enchantment), Weapon Finesse (light mace)

Special Abilities: Scribe Scroll, Summon Familiar, Turn Undead

Languages Spoken: Common, Elven, Draconic, Celestial

Clerical Spells per Day: 0: 4, 1st: 3+1

Clerical spells prepared: None

Domains: Knowledge, Protection

Wizard Spells per Day: 0: 4, 1st: 4, 2nd: 3

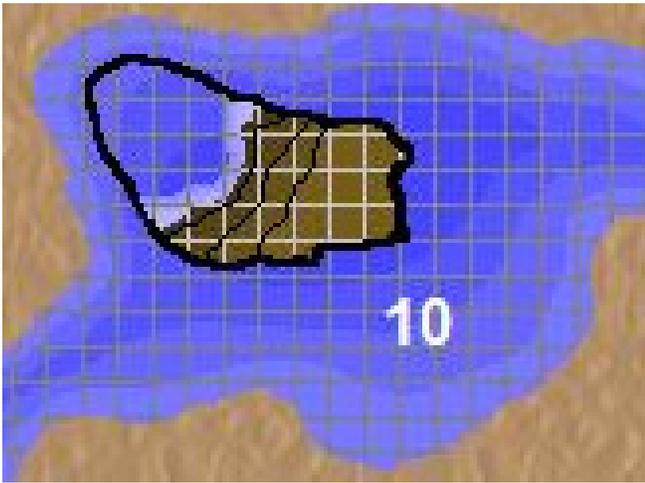
Wizards spells prepared: 0: Daze, Dancing Lights, Detect Magic, Read Magic; 1st: Charm Person (x2), Unseen Servant, -empty-; 2nd: Invisibility, Touch of Idiocy, -empty-

Possessions: Alaria only possesses that which she was wearing in her sleep - a full length silk negligé.

Alaria has no familiar. Her former familiar (a cat named Tigress) died long ago. Assign Alaria a deity appropriate to your world. Because Alaria was captured in her sleep, she had not prepared her spells for the following day, and thus has no divine spells prepared.

Note: Feel free to tailor Alaria to your campaign setting. She could also be a way to introduce a new NPC or even a new PC into your group. Alaria will be immediately terrified of her surroundings, and infinitely scared and horrified once she eventually learns of her present state. Sages (DC 25 Knowledge (History)) will know of the tragedy that is her past.

CONTRIBUTOR: CURTIS DER KLUGE BENNETT



10. air pocket chamber

This chamber is completely pitch black. Aside from the sounds of water gushing around your ears as you look around it is also dreadfully quiet.

Area 10 is two areas – the dark, underwater sections surrounding the air pocket chamber, and the chamber itself. Anyone with time on their hands (or magically imbued with the power to breathe underwater) can find 32cp, 17sp, 13gp and 2pp scattered all about this chamber on the cavern floor (assuming they have some source of light). These are coins that have, at one time or another, wedged themselves into one of the dragon’s scales, and then were deposited here. Aside from this, there is nothing of interest or value in the submerged portion of this chamber.

The current here is negligible, and swimming through the cavern is not terribly difficult. The biggest hazard is the sheer size of the cavern, so swimming it’s length with one breathe is the most difficult task, unless one happens upon the opening in the top of the chamber.

The air pocket here contains a Will-O’-Wisp – a bizarre creature who feeds on panic and horror. He’s found the perfect home. But how the Will-O’-Wisp came to be here is a bit of a curiosity. The Will-O’-Wisp didn’t happen upon this place accidentally, he was led here - or rather it followed Artix here. (Artix is the younger of the two dragons who reside in area 11.)

The Will-O’-Wisp (or Zxyquzh, as his friends call him) (pronounced just as it’s written) will light up,

inviting anyone to come join him in the chamber – if he sees anyone swimming around in the chamber (Spot +20). Zxyquzh has no interest in combat, and anyone swimming around here is usually accompanied by an ample amount of fear and panic, which strengthens Zxyquzh considerably. Zxyquzh will happily illuminate the cavern and then relish in his new found source of food as the PC swims into the “safe” enclave of the bubble chamber.

Zxyquzh will automatically illuminate the chamber should anyone enter that he hadn’t previously spotted.

This cavern, illuminated by a strange floating, glowing ball of light, is about 20 feet deep and equally as wide. It rises slightly up and out of the water. Towards the back of the cavern, amidst a pile of bones is a rather odd looking scythe lying on the ground.

The bones are victims of Artix’s tactics in the past. Here victims reside until they are too weak to fight, and Artix comes back later to finish them off. Amidst these bones one will find shreadings that once were clothes. The bones all having numerous claw and bite scratches on them, providing a clue to their victim’s fate.

The scythe is another matter entirely, and it is this scythe that the Will-O’-Wisp is tied to, and the main reason why Zxyquzh is here. Zxyquzh is tied to this weapon, which also carries a name – Argox the Pained. Artix would add this scythe to their normal dragon horde, but he fears the weapon greatly, and wants nothing to do with it.

Argox, the Pained: +3 Keen Scythe; AL CN; Int 10, Wis 14, Cha 14; Speech, 120 ft. vision and hearing; Ego score 14.

Lesser Powers: Item has 10 ranks in Intimidate, Item casts *Aid* on wielder 3/day (CL 3).

Special Purpose: Defeat/slay dragons.

Dedicated Power: Wielder gets a +2 luck bonus on attacks, saves, and checks.

Personality: Argox was once the simple tool of a peasant by the same name who happily worked his fields day after day to support his family. Then one fateful day a red dragon flew over his fields while he was working – torched his house and ate his family. Argox was so filled with rage that from that moment on he vowed to hunt down and kill all dragons. He



set out on his quest and as his anger grew, so did his weapon, who constantly was responsible for slaying monster after monster from Argox's built up anger. But Argox never lost sight of his quest and he eventually found that red dragon and slew it, and countless other dragons as well. Colors are irrelevant for Argox, and alignment is meaningless – if it's a dragon, it must die. At some point in history, a Will-O'-Wisp by the name of Zxyquzh came into contact with Argox and his scythe. He found so much pain and death built up into the weapon that all other food sources seemed largely irrelevant. It has followed Argox ever since.



Argox begrudgingly tolerates Zxyquzh and the two have become a somewhat unlikely couple. The two have even been known to carry on lengthy conversations about previous owners, exploits, and the various dragons that they have encountered.

Individuals who pick up Argox, and are not chaotic neutral will incur temporary negative levels for as long as they continue to wield the weapon. See the rules in Core rulebook #3 on intelligent items.

Zxyquzh's Tactics

Zxyquzh is really only interested in feeding off the pain and anguish of others, and the scythe that he's discovered is the best source of it he's ever found. He has absolutely no desire to leave, and will even go so far as to beg a PC who has other plans for him. He is a coward by his nature, and will only attack in the most dire of circumstances, choosing to flee or hide if those options are available to him. The one exception to this is during a battle with dragons. Argox usually coaxes Zxyquzh out of his normal complacent state into battle when dragons are being fought. Zxyquzh will usually attack dragons, but only dragons, and even then he will often run to hide every other round.

CONTRIBUTOR: CURTIS DER_KLUGE BENNETT

Zxyquzh, advanced Will-O'-Wisp (CR 7)

Size/Type: Small Aberration (Air)

Hit Dice: 13d8 (58 hp)

Initiative: +14

Speed: Fly 50 ft. (perfect) (10 squares)

Armor Class: 30 (+1 size, +10 Dex, +9 deflection), touch 30, flat-footed 21

Base Attack/Grapple: +6/-3

Attack: Shock +17 melee touch (2d8 electricity)

Full Attack: Shock +17 melee touch (2d8 electricity)

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., immunity to magic, natural invisibility

Saves: Fort +3, Ref +13, Will +11

Abilities: Str 1, Dex 30, Con 10, Int 15, Wis 16, Cha 12

Skills: Bluff +17 (+2 Persuasive), Diplomacy +5, Disguise +1 (+3 acting), Intimidate +6 (Persuasive), Listen +20, Search +17, Spot +20, Survival +5 (+7 following tracks)

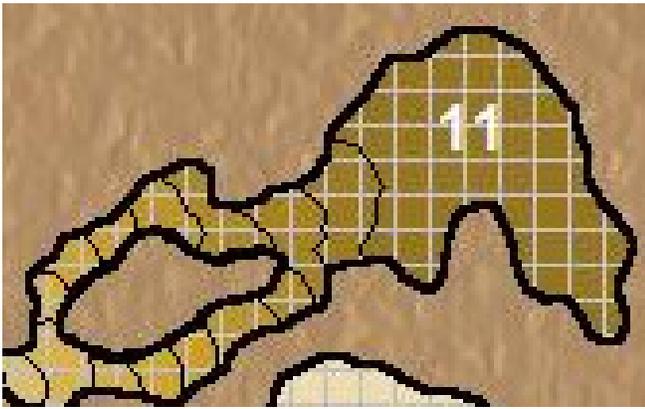
Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Persuasive, Weapon Finesse

Alignment: chaotic neutral

Zxyquzh is a Will-O'-Wisp like any other Will-O'-Wisp. The major exception is that Zxyquzh has been around Argox long enough that he's become less chaotic evil, and is now more chaotic neutral. He loves pain and anguish and relishes in the moments when he enters town or enters an establishment where people fear his presence. He will always go where Argox goes. Argox tolerates Zxyquzh's presence. The two have become somewhat unlikely friends over the course of the last 100 or so years that they've been together. Zxyquzh and Argox have been in the dragon cave for about 15 years so far, and while Zxyquzh is happy in his home, Argox wants nothing more than to slay the dragons who live near him.

Immunity to Magic (Ex): Zxyquzh is immune to most spells or spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex): Zxyquzh can extinguish its glow, effectively becoming invisible as the spell.



11: fog and death (EL 9)

As you descend the narrow twisting passage into this chamber, you find yourself confronted by a thick, dense bank of acrid fog.

While the dragons have been occupying this cave system, small amounts of the corrosive gas they exhale in area 8 finds its way here where it has become trapped. Treat this as a permanent *acid fog* trap which cannot be dispelled or disabled. Due to the geometry of the chamber, even strong winds cannot disperse the vapors.

Natural Acid Fog Trap

CR 7; magic device; no trigger (always active); simulated spell effect (*acid fog*, 2d6/round acid); Search DC n/a; Disable Device –.

As a method of enforcing obedience among the kobolds, or perhaps just for their cruel amusement, the dragons occasionally order offenders to be bound and thrown into the room. Their deaths are agonizing as the acid dissolves their bodies. The first death here spawned a shadow which in turn has killed four other victims abandoned here. Now there are five shadows in the area.

Tactics: The shadows lack any sort of real tactics, and simply move in to attack the first subject into the area. If more than one subject enters, the one who is damaged the most on the first round is the subject to all of their attacks on the second. Since the acid fog here damages them as well, they don't typically linger more than two rounds, and flee into the safety of the walls afterwards.

Kobold Shadows (5) (CR 2; EL 7)

Size/Type: Small Undead (Incorporeal)

Hit Dice: 3d12 (19 hp)

Initiative: +3

Speed: Fly 30 ft. (good) (6 squares)

Armor Class: 15 (+3 Dex, +1 size, +1 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +1/—

Attack: Incorporeal touch +4 melee (1d4 Str)

Full Attack: Incorporeal touch +4 melee (1d4 Str)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, strength damage

Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits

Saves: Fort +1, Ref +4, Will +4

Abilities: Str 0, Dex 16, Con 0, Int 6, Wis 12, Cha 13

Skills: Hide +12, Listen +7, Search +4, Spot +7

Feats: Alertness, Dodge

Challenge Rating: 2

Alignment: Chaotic evil

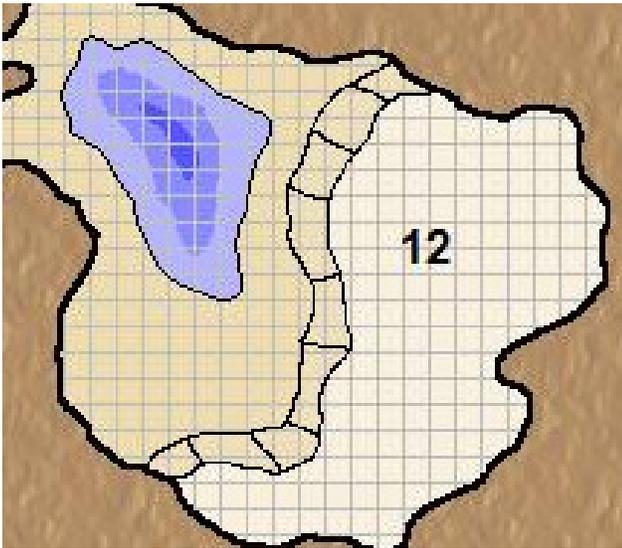
Strength Damage (Su): The touch of a kobold shadow deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Treasure: Amidst the rubble on the floor here lie the pitted, decayed remains of several kobold victims. There are ragged remains of clothes, bones and ruined baubles amidst the dirt and rocks here. There are however, a few things here which are still intact. A modest DC 18 Search check will reveal them. A potion of *Gaseous Form*, a Ring of Counterspells (with the spell *dispel magic* placed into it), and an Elixir of Hiding.

CONTRIBUTOR: ROGER CARBOL.





12. a door to nowhere (el 6)

You move easily through the hallway and find that it opens up into a very large earthen chamber. The ceiling rises abruptly to about 20 feet tall. A large pool of water sits quietly still before you. Beyond that, the chamber continues on into inky darkness. The air here is still.

This chamber is empty save for a few small (harmless) rats scurrying about just out of the edge of the PC's light source. The pool of water is actually a pool of corrosive acid. Anyone deliberately entering the pool takes 2d6 points of acid damage each round they remain in it. Simply sticking a hand or finger into the pool incurs 1d4 points of damage each round. The pool radiates faint Transmutation magic. At the bottom of the pool is a curious gem – an acid emerald, which can be found with a Search DC of 26.

Acid Emerald

This magic emerald converts water to acid at a rate of 16 ounces per day (1/8th of a gallon, or about half a liter). This process takes a full day, after which, treat the result as a vial of non-magical alchemical acid.

Faint transmutation; CL 5th; Craft Wondrous Item, *make whole*, creator must have 10 ranks in the Craft(Alchemy) skill; Price 2,000 gp.

Beyond the pool you see a ten to fifteen foot ledge rising up which divides the room in half. The cavern continues on into the darkness on the upper level above the ledge.

PCs can climb the ledge with ease (Climb DC 10). The top of the ledge is relatively flat. All along the far eastern walls here are covered in crude cave paintings. In the middle of the wall is a huge door, some 15 feet wide and 15 feet tall. This appears to be nothing more than a crude wooden double door with iron door handles.

The walls along the edge of the cave chamber are covered in various primitive cave paintings. While these beckon your attention, the main feature that catches your eye is an enormous 15 foot wide by 15 foot tall wooden double door with iron handles.

In fact, the door is a huge mimic which has found its disguise to be quite effective. In fact, periodically the kobolds send “chosen ones” to the door (when they have numbers to spare) to see if they are successful in opening the door. Thus far, none have returned. As such, near the edge of the wall lie numerous kobold and rat bones in small piles (Spot DC 15) at the base of the door. Keen observers might also note a short sword and a dagger stuck to the frame of the door. Anyone coming within 15 feet of the door causes the mimic to spring to life and attack.

Advanced Mimic (CR 6)

Size/Type: Huge Aberration (Shapechanger)

Hit Dice: 11d8+66 (115 hp)

Initiative: +0

Speed: 10 ft. (2 squares)

Armor Class: 16 (-2 size, +8 natural), touch 10, flat-footed 15

Base Attack/Grapple: +8/+24

Attack: Slam +15 melee (3d6+8)

Full Attack: 2 slams +15 melee (3d6+8)

Space/Reach: 15 ft./15 ft.

Special Attacks: Adhesive, crush

Special Qualities: Darkvision 60 ft., immunity to acid, mimic shape

Saves: Fort +10, Ref +5, Will +8

Abilities: Str 27, Dex 10, Con 22, Int 10, Wis 13, Cha 10

Skills: Climb +15, Disguise +15, Listen +10, Spot +10

Feats: Alertness, Improved Natural Attack, Lightning Reflexes, Weapon Focus (slam)

Alignment: neutral

...

Mimic, cont...

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 21 Reflex save. A successful DC 21 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 3d6+8 points of damage with a successful grapple check.

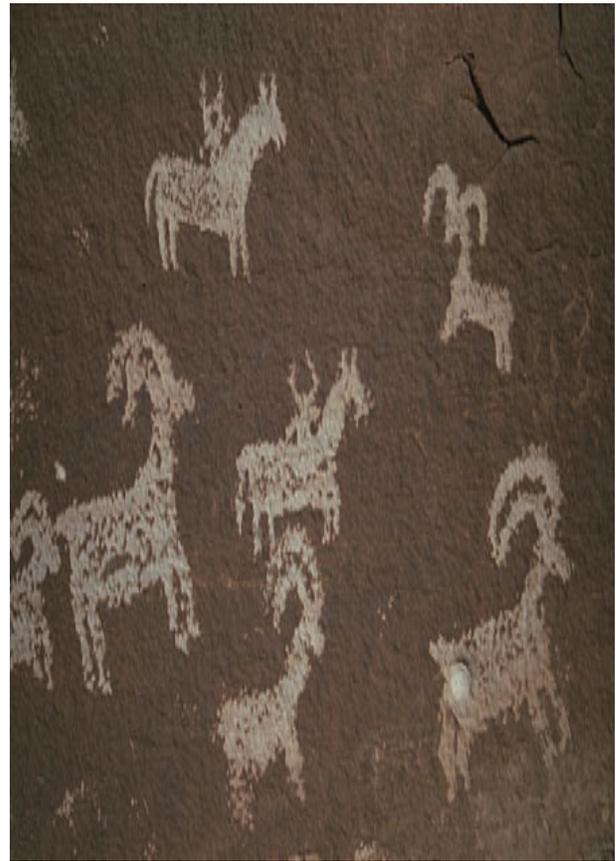
Treasure In a small nook behind the mimic lie a pile of treasure – 112cp, 84sp, 47gp and 8pp. Two bronze rings (5sp each), and a silver necklace (5gp). A +2 shortsword is stuck in the mimic’s frame, but can be freed easily if the creature is slain. The dagger stuck here is masterwork, but not magical.

Cave paintings

Within the images, you find crudely drawn animals, hunters wielding spears, scenes of nature, and other flora and fauna. The images cover almost the entire length of the twisty rock wall, probably over a hundred feet of it in all.

Spellcasters who study the picture for more than a brief moment will get a vague sense that something is not quite right. Indeed, the art is a gigantic spell, *Permanent Image* to be exact. Because of the bizarre nature of the “writing”, the DC to study the spell is 26 (instead of 21, as would be normal for a 6th level spell). *Read Magic* can read the spell normally, but the unconventional nature of it makes it harder to study. Successfully copying the spell (should a wizard choose to do so) does not remove it from the wall.

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CONCLUSION

If the party is successful in killing Ferix and her younger brother, any nearby villagers will be greatly pleased with them. Town leaders will recognize them as worthy adventurers, and more work will likely come their way as a result. Furthermore, the PCs could choose to have an armorsmith create green dragon hide armor from Ferix and Artix’s hide. The creatures are large enough to produce a set of small and medium hide armor, or a set of small banded armor from Ferix’s hide.

If First From the Forest is allowed to escape, or some of the other kobolds manage to escape, the Night Woods’ kobolds will be most displeased and will likely seek their revenge against the party.

If Argox the Pained is found, it will try very hard to convince its owner to find and slay more dragons. Of course, Zxyquzh will tag along wherever Argox goes.



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