

d20 System™ Conversion of:

Night Below, Book I: The Evils of Haranshire

An ESD copy of the above product can be obtained from: (none available)

This material was converted by: Daniel R. Collins (www.superdan.net) and is hosted at EN World in compliance with Wizards of the Coast, Inc. ESD Conversion Agreement v1.0.

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CONVERSION NOTES

The original text to this adventure expects players to start with 4-8 characters of 1st or 2nd level, and that "the higher number is better" (p. 5). Judged by Encounter Levels, this d20 System™ adventure is appropriate for PCs starting at 4th-level (in a group of 4), or alternatively 2nd-level (in a larger group of 8).

CAPTURE THEM ALIVE! (EL 4)

Bargaining the delivery price up with Gordrenn requires a Diplomacy check (DC 20). The box is protected by an *arcane lock* (3rd caster level) and *explosive runes* (6d6 damage, save Ref DC 14 half, Search and Disable Device DC 28). Recognizing the contents requires a Spellcraft check (DC 10).

If applicable after the encounter, seeing the departing druid requires a Spot check (DC 20).

Archers, Human War1 (2): Medium Humanoid; CR 1/2; HD 1d8; hp 7; Init +0; Spd 30 ft.; AC 12 (leather); Atks longsword +4 (1d8+3) or longbow +1 (1d8); AL NE; SV Fort +2, Ref +0, Will +0.

Str 17, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Search +2, Spot +2; Point Blank Shot, Toughness.

"Farmers", Human War1 (3): Medium Humanoid; CR 1/2; HD 1d8; hp 9, 8, 5; Init +0; Spd 30 ft.; AC 12 (leather); Atks club +1 (1d6); AL NE; SV Fort +2, Ref +0, Will +0.

Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Search +2, Spot +4; Alertness, Toughness.

Carlanis, Human War2: Medium Humanoid; CR 1; HD 2d8; hp 12; Init +3; Spd 30 ft.; AC 15 (leather); Atks club +5 (1d6+3); AL LE; SV Fort +3, Ref +3, Will +0.

Str 17, Dex 17, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Search +3, Spot +4; Alertness, Toughness.

MILBORNE AND BEYOND

Use the following statistics blocks for standard residents of the Haranshire region:

Commoner, Human Com1: Medium Humanoid; CR 1/2; HD 1d4; hp 2; Init +0; Spd 30 ft.; AC 10; Atks unarmed +0 (1d3 subdual) or club +0 (1d6); AL LG; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft or Profession (any two) +6, Handle Animal +4; Skill Focus (Craft or Profession), Skill Focus (Craft or Profession).

Watchman, Human War1: Medium Humanoid; CR 1/2; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13 (studded leather); Atks club +1 (1d6) or short sword +2 (1d6); AL LG; SV Fort +2, Ref +0, Will +0.

Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Search +2, Spot +4; Alertness, Weapon Focus (short sword).

Dog, Guard: Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16; Atks bite +3 (1d6+3); SQ Scent; AL N; SV Fort +5, Ref +5, Will +1.

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1*.

MILBORNE

Milbourne (Hamlet): Conventional; AL LG; 100 gp limit; Assets 800 gp; Pop. 160; Isolated.

2. THE MILL HOUSE (EL 2)

Haldelar, Human Com2: CR 1; HD 2d4-2; hp 5.

Str 9, Dex 9, Con 9, Int 16, Wis 11, Cha 11.

Skills and Feats: Diplomacy +5, Handle Animal +5, Listen +7, Profession (baker) +5, Profession (miller) +7, Spot +7; Alertness, Skill Focus (Profession (miller)).

Parella, Human Com1: CR 1/2; HD 1d4-1; hp 3.

Str 9, Dex 9, Con 9, Int 11, Wis 16, Cha 11.

Skills and Feats: Handle Animal +4, Listen +5, Profession (baker) +9, Profession (miller) +7, Spot +5; Alertness, Skill Focus (Profession (baker)).

3. WAREHOUSES (EL 4)

Rendennis, Human War1: use normal watchman statistics.

Dagmire, Human War1: Init -2; AC 11; Atks club +7 (1d6+5) or short sword +6 (1d6+5).

Str 20, Dex 7, Con 11, Int 6, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Alertness, Weapon Focus (club).

Dogs, Guard (2): hp 13 each.

5. THE BOATHOUSE (EL 1)

Capella, Human War2: Medium Humanoid; CR 1; HD 2d8+6; hp 20; Init +0; Spd 30 ft.; AC 12 (leather); Atks light hammer +5 (1d4+3) or battleaxe +6 (1d8+3); AL N; SV Fort +6, Ref +0, Will +0.

Str 17, Dex 10, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Craft (carpentry) +2, Craft (shipmaking) +4; Skill Focus (Craft (shipmaking)), Weapon Focus (battleaxe).

7. THE BARON OF MUTTON (EL 4)

Dirkaster, Human Com5: Medium Humanoid; CR 2; HD 5d4-15; hp 5; Init -3; Spd 30 ft.; AC 7; Atks -1 melee; AL LG; SV Fort -2, Ref -2, Will +2.

Str 5, Dex 4, Con 5, Int 13, Wis 13, Cha 13.

Skills and Feats: Handle Animal +9, Intimidate +5, Listen +3, Profession (cook) +11, Profession (innkeeper) +11, Spot +3; Alertness, Skill Focus (Profession (cook)), Skill Focus (Profession (innkeeper)).

Andren and Barthelew, Human Com1 (2): use normal commoner stats.

8. CARMAN'S SMITHY (EL 1)

Walright, Human Com1: skills Craft (blacksmithing, weaponsmithing) +6.

Semerin, Human Com1: Atks unarmed +6 (1d3+6 subdual) or club +6 (1d6+6).

Str 22, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

9. THE OLD GRANARY

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 30.

10. GARYLD THE CARPENTER (EL 5)

Garyld, Human Rgr4: Medium Humanoid; CR 4; HD 4d10+12; hp 32; Init +2; Spd 15 ft.; AC 17; Atks +1 *longsword* +7 (1d8+3), +1 *longbow* +7 (1d8+1); SA Favored enemy (+1 vs. giants); AL LG; SV Fort +7, Ref +3, Will +3.

Str 14, Dex 14, Con 16, Int 14, Wis 15, Cha 15.

Skills and Feats: Craft (bowmaking) +5, Craft (carpentry) +6, Hide +9, Knowledge (local) +5, Listen +8, Move Silently +9*, Profession (boater) +9, Spot +7, Wilderness Lore +9; Alertness, Ambidexterity, Point-Blank Shot, Precise Shot, Two-Weapon Fighting, Track.

Possessions: +2 *leather armor*, small wooden shield, +1 *longsword*, +1 *longbow*.

Spells Prepared (1; DC 13): 1st -- *delay poison*.

Dogs, Guard (2): hp 18 each.

11. TEMPLE (EL 1)

Semheis, Human Clr1: Medium Humanoid; CR 1; HD 1d8+2; hp 5; Init +1; Spd 30 ft.; AC 11; Atks quarterstaff +1 (1d6+1); SA Turn undead; AL LN; SV Fort +4, Ref +1, Will +4.

Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +6, Heal +6, Knowledge (religion) +4, Listen +4, Spot +4; Alertness, Iron Will.

Spells Prepared (3/2; base DC 12 + spell level):* 0 -- *detect magic, detect poison, guidance; 1st -- detect evil, sanctuary **, *shield of faith*.

* *Domain Spell.* Domains: Law (law spells at +1 level), Protection (*protective ward* +1).

12. RASTIFER'S STORE (EL 3)

The locks on the doors here require good Open Lock checks (DC 30).

Rastifer, Human Com1: skills Profession (bookkeeper, apothecary) +6.

Dogs, Guard (2): hp 18 each.

13. NAFTON'S STABLES & KENNEL (EL 8)

Nafton, Human Com1: skills Handle Animal +6, Profession (bookkeeper) +6, Use Rope +4.

Dogs, Guard (12): hp 13 each.

14. THE SILVER CROWN (EL 5)

Thimpson, Human Com2: Medium Humanoid; CR 1; HD 2d4+2; hp 6; Init +0; Spd 30 ft.; AC 10; Atks unarmed +2 (1d3+1 subdual) or club +3 (1d6+1); AL LG; SV Fort +1, Ref +0, Will +0.

Str 13, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Profession (cook) +5, Profession (innkeeper) +7; Skill Focus (Profession (innkeeper)), Weapon Focus (club).

Gorgel, Human Com1: use normal commoner stats.

15. THE CARMAN MANSION (EL 6)

Darius Carman, Human Ari1: Medium Humanoid; CR 1/2; HD 1d8-1; hp 4; Init -2; Spd 30 ft.; AC 8; Atks quarterstaff +0 (1d6); AL LN; SV Fort -1, Ref -2, Will +0.

Str 11, Dex 7, Con 9, Int 12, Wis 9, Cha 6.

Skills and Feats: Appraise +5, Bluff +2, Diplomacy +4, Gather Information +2, Profession (bookkeeper) +5, Sense Motive +3; Skill Focus (Diplomacy), Skill Focus (Profession (bookkeeper)).

Wife, Children, Servants, Human Com1 (9): use normal commoner stats.

16. OLD GRIZZLER'S HOUSE (EL 1)

Old Grizzler, Dwarf Exp3: Medium Humanoid (Dwarf); CR 2; HD 3d6+3; hp 12; Init +1; Spd 20 ft.; AC 11; Atks quarterstaff +1 (1d6-1); SA Dwarven traits; SQ Dwarven traits; AL N; SV Fort +4, Ref +2, Will +3.

Str 8, Dex 12, Con 13, Int 12, Wis 10, Cha 6.

Skills and Feats: Handle Animal +4, Knowledge (local) +9, Listen +6, Profession (fisher) +6, Profession (miner) +6, Search +7, Wilderness Lore +6; Great Fortitude, Skill Focus (Knowledge (local)).

THURMASTER

Thurmaster (Hamlet): Conventional; AL LG; 100 gp limit; Assets 500 gp; Pop. 100; Isolated.

1. VILLAGE GATES (EL 3)

Scaling the wall requires an easy Climb check (DC 15).

Militiamen, Human War1 (2): use normal watchman stats.

2. THE HOUND AND TAILS (EL 4)

Weismar, Human Com2: Medium Humanoid; CR 1; HD 2d4; hp 2; Init +0; Spd 30 ft.; AC 10; Atks unarmed +1 (1d3 subdual) or club +2 (1d6); AL LN; SV Fort +0, Ref +0, Will -2.

Str 10, Dex 10, Con 10, Int 10, Wis 7, Cha 8.

Skills and Feats: Handle Animal +3, Listen +0, Profession (cook) -1, Profession (innkeeper) +5, Spot +0; Skill Focus (Profession (innkeeper)), Weapon Focus (club).

Anth, Cynders, Gloris, Human Com1 (3): use normal commoner stats.

3. SQUIRE MARLEN'S HOUSE (EL 4)

Marlen, Human Exp1: Medium Humanoid; CR 1/2; HD 1d6+1; hp 6; Init -3; Spd 30 ft.; AC 7; Atks quarterstaff +1 (1d6+1); AL LN; SV Fort +1, Ref -3, Will +3.

Str 12, Dex 5, Con 12, Int 12, Wis 13, Cha 6.

Skills and Feats: Diplomacy +2, Gather Information +2, Knowledge (nobility) +7, Listen +5, Profession (bookkeeper) +7, Profession (scribe) +5, Ride +1, Spot +5; Skill Focus (Knowledge (nobility)), Skill Focus (Profession (bookkeeper)).

Guards, Human War1 (2): use normal watchman stats.

Guards, Human War2 (2): CR 1; HD 2d8; hp 9; Atks club +2 (1d6) or short sword +3 (1d6); SV Fort +3; other statistics as normal watchmen.

4. BARRANAS'S STORE (EL 1/2)

Barranas, Human Com1: Medium Humanoid; CR 1/2; HD 1d4-1; hp 2; Init -1; Spd 30 ft.; AC 9; Atks unarmed -1 (1d3-1 subdual) or club -1 (1d6-1); AL N; SV Fort -1, Ref -1, Will +0.

Str 9, Dex 9, Con 9, Int 17, Wis 11, Cha 11.

Skills and Feats: Bluff +4, Diplomacy +2, Listen +4, Profession (bookkeeper) +6, Sense Motive +2, Spot +4; Skill Focus (Bluff), Skill Focus (Profession (bookkeeper)).

5. TAUSTER'S HOUSE (EL 7)

Tauster has *detect scrying* functioning on himself at all times.

The wizard's tower is both locked (Open Lock DC 30) and *arcane locked*.

Haggling with the wizard requires a Diplomacy check (DC 20).

Tauster, Human Wiz7: Medium Humanoid; CR 7; HD 7d4-7; hp 18; Init +3; Spd 30 ft.; AC 12; Atks +2 dagger +2 (1d4-1); AL CG; SV Fort +1, Ref +3, Will +7.

Str 5, Dex 9, Con 9, Int 17, Wis 15, Cha 13.

Skills and Feats: Concentration +9, Knowledge (arcana) +13, Knowledge (local) +13, Listen +7, Scry +13, Spellcraft +13, Spot +6; Alertness, Empower Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll.

Possessions: +3 ring of protection, +2 dagger.

Spells Prepared (4/5/4/3/1; base DC 13 + spell level): 0 -- detect magic, mage hand, read magic (2); 1st -- alarm, charm person, comprehend languages, mage armor, sleep; 2nd -- detect thoughts, invisibility, mirror image, web; 3rd -- dispel magic, fireball, magic circle against evil; 4th -- detect scrying.

Spellbook (16/6/7/5/2): 0 -- all; 1st -- alarm, charm person, comprehend languages, identify, mage armor, sleep; 2nd -- arcane lock, detect thoughts, flaming sphere, invisibility, knock, mirror image, web; 3rd -- dispel magic, fireball, flame arrow, invisibility sphere, magic circle against evil; 4th -- detect scrying, wall of fire.

LURED INTO DARKNESS

Note: For space considerations in this document, the following encounter has been moved from the end of this chapter to the beginning.

A KIDNAPPING ON THE MOORS (EL 8)

Death Dogs (8): Medium Magical Beast; CR 2; HD 2d10+4; hp 18 (x2), 15 (x3), 12 (x3); Init +2; Spd 40 ft.; AC 15; Atks 2 bites +5 (1d6+1 and rotting death); SA Rotting death (Su disease, Fort DC 20, 1 day inc., 1d6 Con, requires *remove disease*), trip; SQ Scent; AL NE; SV Fort +5, Ref +5, Will +1.

Str 13, Dex 15, Con 15, Int 4, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +7, Spot +7, Wild. Lore +3; Weapon Finesse (bite).

CREEPING ALONG HOG BROOK (EL 7)

Approaching the druid's wolves requires an Animal Empathy check (DC 15).

Determining the value of the orc leader's broach requires an Appraise check (DC 15).

Kuiper, Human Rgr6: Medium Humanoid; CR 6; HD 6d10+12; hp 42; Init +3; Spd 30 ft.; AC 16; Atks +1 *longsword* +8/+3 (1d8+4) and +2 *dagger* +9 (1d4+5), or composite longbow +10/+5 (1d8); SA Favored enemy (+2 vs. giants, +1 vs. orcs); AL NG; SV Fort +7, Ref +5, Will +4.

Str 16, Dex 17, Con 15, Int 16, Wis 14, Cha 13.

Skills and Feats: Animal Empathy +10, Hide +12, Knowledge (nature) +12, Listen +11, Move Silently +12, Search +12, Spot +11, Wilderness Lore +11; Alertness, Ambidexterity, Point-Blank Shot, Precise Shot, Track, Two-Weapon Fighting, Weapon Focus (composite longbow).

Possessions: +1 *leather armor*, +1 *longsword*, +2 *dagger*, composite longbow, *ring of freedom of movement*, *potion of cure serious wounds*, nets (2).

Spells Prepared (2; DC 13): 1st -- *entangle*, *summon nature's ally I*.

Oleanne, Human Drd4: Medium Humanoid; CR 4; HD 4d8+4; hp 27; Init +0; Spd 30 ft.; AC 10; Atks quarterstaff +3 (1d6); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +5, Ref +1, Will +8.

Str 10, Dex 10, Con 13, Int 10, Wis 18, Cha 17.

Skills and Feats: Animal Empathy +10, Concentration +8, Heal +11, Profession (herbalist) +11, Wilderness Lore +11; Combat Casting, Silent Spell, Track.

Spells Prepared (5/4/3; base DC 14 + spell level): 0 -- *create water*, *detect magic* (2), *know direction*, *resistance*; 1st -- *animal friendship* (2), *entangle*, *pass without trace*; 2nd -- *barkskin*, *charm person or mammal*, *speak with animals*.

Belshar and Arlen, Wolves (2): Medium Animal; CR 2; HD 3d8+6; hp 27; Init +2; Spd 50 ft.; AC 14; Atks bite +4 (1d6+1); SA Trip; SQ Scent; AL N; SV Fort +5, Ref +5, Will +2.

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*; Weapon Finesse (bite).

Orcs (10): Medium Humanoid (Orc); CR 1/2; HD 1d8; hp 6 (x5), 4 (x5); Init +0; Spd 20 ft.; AC 16 (scale mail, large shield); Atks battleaxe +3 (1d8+2), longspear +3 (1d8+2), or shortbow +1 (1d6); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 8, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Leader, Orc War2: Medium Humanoid (Orc); CR 1; HD 2d8; hp 12; Init +0; Spd 20 ft.; AC 17 (scale mail, +1 *large shield*); Atks longsword +4 (1d8+2); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +0, Listen +3, Spot +3; Alertness.

Maxim, Werebear Com1: Medium/Large Shapechanger; CR 4; HD 6d8+24; hp 41 (currently 20); Init +0, +1 as bear; Spd 30 ft.; AC 12, 17; Atks unarmed +0 (1d3 subdual), or 2 claws +7 (1d8+8), bite +2 (2d8+4); Face/Reach 5x5 ft./10 ft as bear; SA Improved grab, curse of lycanthropy; SQ Bear empathy; scent, damage reduction 15/silver; AL CG; SV Fort +11, Ref +6, Will +4.

Str 27, Dex 13, Con 19, Int 10, Wis 10, Cha 10 as bear.

Skills and Feats: Listen +11, Search +8, Spot +14, Swim +14; Blind-Fight, Power Attack as bear.

MYSTERY OF THE NEW MIRE (EL 7)

Haggling with the merchant in Milbourne requires a Diplomacy check (DC 20).

Bargaining with Darius Carman requires a Diplomacy check (DC 30).

When scouting the New Mire, allow a Gather Information check (DC 20) each day; roll one check for the entire party (at the highest skill value, plus any "cooperation" bonuses). Success indicates overhearing the "blue fiends" story. Recognizing the ensuing description of goblins requires either a Wilderness Lore or Knowledge (geography) check (DC 15).

Finding the cave entrance requires a Spot check (DC 15); allow one check per hour for the entire party (as above), unless they split into multiple groups.

Noticing the shaman's reaction to the flooding requires a Sense Motive check (DC 9). Recognizing the similarity between the tatoos and the shaman's ring requires a Spot check (DC 20).

Convincing the shaman to give up the ring requires a Diplomacy check (DC 30). Trading a permanent magic item for it gives a +10 bonus. Making a replacement ring for it gives a +5 bonus. Convincing the group to move to the protection of the Blanryde Hills is considerably easier (Diplomacy DC 15).

The GM is encouraged to treat the magic ring as only a *ring of water walking* (even after an *identify* spell is used), until some preset trigger condition enables its full powers (see description of the item in the Core Rules).

Goblins (32): Small Humanoid (Goblinoid); CR 1/4; HD 1d8; hp 7 (x7), 6 (x7), 5 (x7), 4 (x4), 3 (x7); Init +1; Spd 30 ft.; AC 15 (studded leather); Atks morningstar +1 (1d8-1), javelin +3 (1d6-1); SQ Darkvision 60 ft.; AL LE; SV Fort +2, Ref +1, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Grundlegek, Leader, Goblin War2: Small Humanoid (Goblinoid); CR 1; HD 2d8; hp 14; Init +1; Spd 30 ft.; AC 17 (scale mail, small shield); Atks +1 *short sword* +7 (1d6+4); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0.

Str 16, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3; Alertness

Burukkleyet, Shaman, Goblin Adp2: Small Humanoid (Goblinoid); CR 1; HD 2d6; hp 10; Init +1; Spd 20 ft.; AC 15; Atks halfspear +1 (1d6-1); SQ Darkvision 60 ft.; AL LE; SV Fort +0, Ref +1, Will +4.

Str 8, Dex 13, Con 11, Int 13, Wis 13, Cha 8.

Skills and Feats: Alchemy +6, Heal +6, Knowledge (nature) +6, Move Silently +4; Armor Proficiency (light).

Possessions: Studded leather armor, halfspear, *cursed ring of water elemental command* (see text).

Spells Prepared (3/2; base DC 11 + spell level): 0 -- *detect magic, ghost sound, guidance; 1st -- cause fear, command.*

PERIL ON THE RIVER (EL 9)

The rainy dawn environment reduces visibility by half and gives a -4 penalty to all Listen, Search, and Spot checks, and ranged attacks. It also gives one-half concealment (20% miss chance) to any target over 30 feet away.

Noticing the evil cleric's eyepatch requires a Spot check (DC 20, +1 per 10 feet distance from him).

If Oleanne joins in the combat, assume that her 12 wolves all have statistics similar to her previous animal companions.

At Parfray's Keep, Lyntern may reveal the secret of the center of the Thornwood (requires a Diplomacy check DC 25). Allowing the boy to accompany the party there gives a +8 bonus. Bringing him on some other adventure grants a +4 bonus. Having a female PC negotiate with him gives a +4 bonus.

Bargeman, Human Com1: use normal commoner statistics.

Guards, Human War2 (2): CR 1; HD 2d8; hp 10; Spd 20 ft.; AC 17; Atks longsword +3 (1d8) or light crossbow +2 (1d8); SV Fort +3; other statistics as normal watchmen.

Bandits, Human Rog3 (4): Medium Humanoid; CR 3; HD 3d6; hp 13, 12, 10, 9; Init +7; Spd 30 ft.; AC 16 (leather, small shield); Atks short sword +2 (1d6), longbow +5 (1d8); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +6, Will +1.

Str 11, Dex 17, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Disable Device +3, Escape Artist +8, Hide +8, Listen +6, Move Silently +8, Open Lock +9, Pick Pocket +8, Search +6, Spot +6, Tumble +8; Improved Initiative, Shield Proficiency, Weapon Proficiency (longbow).

Bandits, Human War2 (2): Medium Humanoid; CR 1; HD 2d8; hp 16, 9; Init +0; Spd 20 ft.; AC 17; Atks longsword +3 (1d8+3) or longbow +2 (1d8); AL LE/NE; SV Fort +3, Ref +0, Will +0.

Str 16, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4, Search +2; Alertness, Weapon Focus (longsword).

Possessions: Chainmail, large steel shield, longsword, longbow (one has a +1 longsword, the other a +1 longbow; bonuses not included above).

Ranchefus, Human Clr5: Medium Humanoid; CR 5; HD 5d8+15; hp 44; Init +3; Spd 20 ft., fly 60 ft. (good); AC 19; Atks +2 heavy flail +8 (1d10+6); SA Rebuke undead; AL NE; SV Fort +7, Ref +4, Will +7.

Str 17, Dex 16, Con 16, Int 11, Wis 17, Cha 11.

Skills and Feats: Concentration +11, Heal +7, Knowledge (arcana) +8, Knowledge (religion) +4; Combat Casting, Craft Wondrous Item, Weapon Proficiency (heavy flail).

Possessions: +2 chainmail, +2 heavy flail, wings of flying, ring of freedom of movement, potion of fly, potion of gaseous form, amulet of undead animation (see text).

Spells Prepared (5/4/3*/2*;* base DC 13 + spell level): 0 -- cure minor wounds, detect magic (2), guidance, resistance; 1st -- command, doom (2), protection from good*, sanctuary; 2nd -- aid (used; +1 morale and +1d8 hp), desecrate*, hold person, resist elements (used; fire resistance 12); 3rd -- animate dead*, blindness/deafness, dispel magic.

* *Domain Spell.* Domains: Death (death touch attack; kills up to 5d6 hp, 1/day), Evil (cast evil spells at +1 level).

GAZETTEER OF HARANSHIRE

Lafayer, Human Clr7: Medium Humanoid; CR 7; HD 7d8+7; hp 37; Init -1; Spd 20 ft.; AC 16 (+2 *chainmail*); Atks +1 *heavy mace* +6 (1d8+1); SA Turn undead; AL LG; SV Fort +6, Ref +1, Will +8.

Str 10, Dex 8, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +6, Heal +8, Knowledge (history) +5, Knowledge (religion) +10, Listen +5, Spellcraft +5, Spot +5; Alertness, Combat Casting, Heighten Spell, Scribe Scroll.

Spells Prepared (6/5/4*/3*/1*;* base DC 13 + spell level): 0 -- *create water, cure minor wounds, detect magic (2), light, resistance*; 1st -- *bles*, *command, comprehend languages, detect evil, remove fear, sanctuary**; 2nd -- *calm emotions**, *cure moderate wounds, hold person, silence, zone of truth*; 3rd -- *dispel magic, protection from elements**, *remove curse, remove disease*; 4th -- *order's wrath**, *summon monster IV*.

* *Domain Spell.* Domains: Law (law spells at +1 level), Protection (*protective ward* +7).

THE EELHOLD

Shiraz, Swanmay Human Rgr7: Medium Humanoid; CR 7; HD 7d10+21; hp 63; Init +4; Spd 30 ft.; AC 16; Atks +2 *longsword* +11/+6 (1d8+5) and *dagger* +10 (1d4+3), or *longbow* +9/+9/+4 (1d8); SA Favored enemy (+2 vs. giants, +1 vs. beasts); SQ Swan form; SR 15; AL CG; SV Fort +8, Ref +6, Will +4.

Str 17, Dex 18, Con 16, Int 13, Wis 14, Cha 17.

Skills and Feats: Animal Empathy +13, Hide +14, Listen +12, Move Silently +14, Spot +12, Wilderness Lore +12; Alertness, Ambidexterity, Point-Blank Shot, Rapid Shot, Track, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: +2 *ring of protection*, +2 *longsword*, *dagger*, *longbow*, *periapt of proof against poison* (+4).

Spells Prepared (2; DC 13): 1st -- *resist elements, summon nature's ally I*.

Shiraz (as Swan), Swanmay Human Rgr7: Medium Humanoid; CR 7; HD 7d10+12; hp 63; Init +2; Spd 10 ft., fly 50 ft. (poor); AC 13; Atks 2 wings +9 (1d3), bite +4 (1d4); SA Favored enemy (+2 vs. giants, +1 vs. beasts); SR 15; AL CG; SV Fort +6, Ref +4, Will +4.

Str 10, Dex 14, Con 12, Int 13, Wis 14, Cha 17.

Skills and Feats: as above, +8 racial bonus to Spot in daylight; add *Weapon Finesse* (wings, bite).

HARLATON

Harlaton (Thorp): Conventional; AL LG; 40 gp limit; Assets 150 gp; Population 75; Isolated.

THE PATCHWORK HILLS AND TERRACES

FEATHERFALL

Scaling the rock ledge requires a Climb check each round (DC 20 each round). Reaching the aarakocra nest requires climbing 150 feet in either the up or down direction.

Persuading the group to leave for another location requires a Diplomacy or Bluff check (DC 20). Playing up the danger in the area gives a +4 bonus to the roll.

NEW MIRE

CUTTER BROOK

Anyone who explores the brook for an hour may attempt a Search check (DC 20) to find 1d6 semi-precious stones worth 1d6+4 sp each. Four or more ranks in Profession (miner) gives a +2 synergy bonus to this check.

THE GREAT ROCK DALE

Clambering down the 100-180 (1d4+1d6+8 x100) feet of the escarpment requires a Climb check every round (DC 10 in a good location). The descent known to Kuiper is much easier (DC 5).

THE ROSESTONE

Finding the Rosestone is mostly a matter of luck (since no one knows of its existence) for the GM to adjudicate. The obelisk radiates a *strong* aura of good and magic. Using *detect magic* allows a Spellcraft check (DC 24) to determine the school (Conjuration), and clerics will then also realize its subschool (Healing).

The GM will need to flesh out any desired encounters with evil humanoids in this area. Getting information about the Bloodskull orcs will probably require a Bluff or Diplomacy check (DC 15).

Rosestone: Anyone who hugs the stone, gives a prayer to their patron deity, and is a faithful follower of that deity, receives a *cure light wounds* effect (healing 1d8+5 points of damage). This only works once per week for any creature, and for no more than eight creatures in a week.

Caster Level: 18th. *Weight:* 4,000 lb.

THE HARDLOW WOODS

GLEAMING GLADE (EL 3 or 5)

Use one of the following monsters, as appropriate.

Each hour of digging in the earth here allows a Search check (DC 15) to turn up one of the treasures listed in the text. Allow one check for the whole group (plus any "cooperation" bonuses).

Wight: Medium Undead; CR 3; HD 4d12; hp 21; Init +1; Spd 30 ft.; AC 15; Atks slam +3 (1d4+1 and energy drain); SA Energy drain (remove DC 14), create spawn; SQ Undead; AL L; SV Fort +1, Ref +2, Will +5.

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

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

Wraith: Medium Undead (Incorporeal); CR 5; HD 5d12; hp 43; Init +7; Spd 30 ft., fly 60 ft. (good); AC 15; Atks incorporeal touch +5 (1d4 and 1d6 permanent constitution drain); SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6.

Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

THE SHRIEKEN MIRE (EL 9)

Persuading the dragon to confront the giants requires a Diplomacy check (DC 30). Pointing out the giants' transgression against her territory gives a +5 bonus. Agreeing to leave regular livestock offerings gives a +5 bonus. Making significant gifts of treasure or magic also gives a bonus of up to +5. (Bluff might also be used, but requires succeeding at an opposed check against her Sense Motive skill of +19.)

Giants, Fomorian (2): Large Giant; CR 6; HD 13d8+65; hp 129, 121; Init -1; Spd 20 ft.; AC 21 (hide); Atks huge greatclub +16/+11 (2d6+10); Face/Reach 5x5 ft./10 ft.; AL NE; SV Fort +13, Ref +3, Will +4.
Str 24, Dex 8, Con 20, Int 10, Wis 10, Cha 13.

Skills and Feats: Climb +7, Listen +3, Move Silently +7, Spot +3; Cleave, Great Cleave, Power Attack, Weapon Focus (greatclub).

Young, Fomorian (2): Large Giant; CR 4; HD 8d8+32; hp 129, 121; Init -1; Spd 20 ft.; AC 20 (hide); Atks huge greatclub +10/+5 (2d6+7); Face/Reach 5x5 ft./10 ft.; AL NE; SV Fort +10, Ref +1, Will +1.

Str 20, Dex 9, Con 18, Int 9, Wis 9, Cha 12.

Skills and Feats: Climb +3, Listen +1, Move Silently +5, Spot +1; Cleave, Power Attack, Weapon Focus (greatclub).

Inzeldrin, Young Adult Green Dragon: Large Dragon (Air); CR 10; HD 17d12+68; hp 179; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 25; Atks bite +21 (2d6+5), 2 claws +16 (1d8+2), 2 wings +16 (1d6+2), tail slap +16 (1d8+7); Face/Reach 5x10 ft./5 ft.; SA Breath weapon (gas cone 40 ft., Ref DC 22, 10d6), spells (3rd-level), frightful presence (150 ft., Will DC 20); SQ Blindsight (150 ft.), damage reduction 5/+1, immunities, keen senses, water breathing; SR 19; AL LE; SV Fort +14, Ref +10, Will +12.

Str 21, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +19, Concentration +21, Diplomacy +19, Escape Artist +17, Listen +19, Search +19, Sense Motive +19, Spellcraft +19, Spot +19; Hover, Flyby Attack, Power Attack, Cleave, Snatch.

THE HALFCUT HILLS

Count Sandior Parlfray, Human Ari3: Medium Humanoid; CR 2; HD 3d8-3; hp 12; Init -2; Spd 30 ft.; AC 9; Atks longsword +1 (1d8-1); AL LG; SV Fort +1, Ref +2, Will +6.

Str 9, Dex 7, Con 8, Int 12, Wis 15, Cha 13.

Skills and Feats: Bluff +7, Diplomacy +9, Knowledge (local) +7, Knowledge (nobility) +7, Listen +4, Ride +4, Sense Motive +8, Spot +4; Alertness, Lightning Reflexes, Skill Focus (Diplomacy).

Possessions: +1 cloak of resistance, +1 ring of protection.

Lyntern, Human Ftr1: Medium Humanoid; CR 1; HD 1d10+3; hp 8; Init +1; Spd 20 ft.; AC 17 (half-plate); Atks longsword +5 (1d8+3), comp. longbow +3 (1d8); AL LG; SV Fort +5, Ref +1, Will -1.

Str 17, Dex 13, Con 17, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb +0, Jump +0, Ride +5; Improved Initiative, Weapon Focus (composite longbow), Weapon Focus (longsword).

RUINS IN THE THORNWOOD

APPROACHING THE KEEP

When PCs approach, they have a 50% chance to encounter a pit trap or a spear trap (unless extraordinary measures are taken, as indicated in the text).

Scaling the walls of the keep requires a Climb check (DC 20). Climbing down a chimney can only be accomplished by a Small character, and requires an Escape Artist check (DC 20).

Spiked Pit Trap, 10 Ft. Deep: CR 1; no attack roll necessary (1d6), +10 melee (1d4 spikes for 1d4+1 points of damage per hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Spear Trap: CR 2; +12 ranged (1d8/x3 crit); Search (DC 20); Disable Device (DC 20). *Note:* This trap is triggered by a rope noose snare which first yanks the victim off the ground (Reflex save DC 20 negates, or lose Dex bonus to AC) before firing the spear.

BROKEN SPIRE KEEP

1. GATES (EL 3)

Wooden Gates: 2 in. thick; Hardness 5; hp 20; Break DC 25 (barred).

Guard, Human Rog3: hp 15; AL NE; other statistics as the 3rd-level rogues at area 2. (see below).

2. GUARDBOUSES (EL 7)

Note that warriors hastily donning chainmail take 1 minute (and worsens armor bonus and check penalty by -1 point each).

Bandits, Human War2 (2): Medium Humanoid; CR 1; HD 2d8; hp 18, 14; Init +1; Spd 20 ft.; AC 17; Atks longsword +6 (1d8+3); AL NE; SV Fort +5, Ref +1, Will +1.

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Listen +5, Spot +5; Alertness, Weapon Focus (longsword).

Possessions: Chainmail, small wooden shield, longsword. (The guard in area 2a has a jeweled silver ring worth 125 gp; the one in area 2b has a +1 longsword -- bonus not included above.)

Bandits, Human Rog3 (2): Medium Humanoid; CR 3; HD 3d6+3; hp 16, 15; Init +6; Spd 30 ft.; AC 15; Atks short sword +3 (1d6+1), shortbow +4 (1d6); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +5, Will +1.

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Climb +7, Disable Device +8, Escape Artist +7, Hide +7, Innuendo +6, Listen +8, Move Silently +7, Open Lock +8, Search +5, Spot +8, Tumble +7; Alertness, Improved Initiative, Shield Proficiency.

Possessions: Leather armor, small wooden shield, short sword, shortbow. (The bandit in area 2b also has fine leather boots, worth 25 gp, with a secret compartment containing a diamond -- Search DC 20, worth 700 gp.)

Underlings, Human Rog1 (2): Medium Humanoid; CR 1; HD 1d6+1; hp 7, 5; Init +6; Spd 30 ft.; AC 15; Atks short sword +1 (1d6+1), shortbow +2 (1d6); SA Sneak attack +1d6; AL CE; SV Fort +1, Ref +4, Will +0.

Other stats as above, except: skills Listen +4, Spot +4; all other skills -2 ranks; remove Alertness feat.

War Dog: Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16; Atks bite +3 (1d6+3); SQ Scent; AL N; SV Fort +5, Ref +5, Will +1.
Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1*.
Possessions: Silver-studded collar worth 15 gp.

4. ARMORY

Hidden Trapdoor: 1 1/2 in. thick; Hardness 5; hp 15; Search DC 20; Open Lock DC 25; Break DC 20.

5. STABLES (EL 4)

Chains (3): Hardness 10; hp 5; Break DC 26; Escape Artist DC 25.

Dogs, Hounds (3): hp 11, 10, 8; other statistics as the guard dog in area 2.; 25% chance to attack any bandit that frees one.

7. STORES

Finding the special lantern requires a Search check (DC 25).

9. SERVANT'S ROOMS (EL 7)

Balrat, Human Rog4: Medium Humanoid; CR 4; HD 4d6+4; hp 19; Init +8; Spd 30 ft.; AC 17; Atks +1 *bastard sword* +7 (1d10+4), *shortbow* +7 (1d6); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +2, Ref +8, Will +1.

Str 16, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Climb +10, Disable Device +9, Escape Artist +8, Hide +11, Innuendo +4, Listen +9, Move Silently +11, Open Lock +8, Pick Pocket +7, Search +9, Spot +9, Tumble +11, Use Magic Device +2; Alertness, Improved Initiative, Exotic Weapon Proficiency (*bastard sword*).

Possessions: Leather armor, +1 *ring of protection*, +1 *bastard sword*, *shortbow*, *potion of cure light wounds*, pouch (bejeweled dice worth 250 gp).

Wilmors, Human Rog4: Medium Humanoid; CR 4; HD 4d6+12; hp 24; Init +7; Spd 30 ft.; AC 16; Atks +1 *short sword* +5 (1d6+2), +1 *shortbow* +7 (1d6+1); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +1.

Str 12, Dex 17, Con 16, Int 14, Wis 10, Cha 8.

Skills and Feats: same as above, except: Climb +8, all Dex-based skills receive a -1 penalty; replace Exotic Weapon Proficiency with Combat Reflexes.

Possessions: +3 *bracers of armor*, +1 *short sword*, +1 *shortbow*, *divine scroll of antiplant shell*, gold earring (worth 25 gp), gold bracelet (worth 80 gp).

Heydrus, Human Rog2: Medium Humanoid; CR 2; HD 2d6+2; hp 11; Init +7; Spd 30 ft.; AC 16; Atks *longsword* +2 (1d8+1), *shortbow* +4 (1d6); SA Sneak attack +1d6; SQ Evasion; AL CN; SV Fort +1, Ref +6, Will +0.

Str 12, Dex 16, Con 13, Int 16, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Climb +2, Disable Device +8, Escape Artist +7, Hide +7, Innuendo +5, Listen +5, Move Silently +7, Open Lock +8, Pick Pocket +5, Search +8, Spot +5, Tumble +7; Improved Initiative, Shield Proficiency.

Possessions: Leather armor, small wooden shield, *longsword*, *shortbow*.

12. WATCH PLATFORM (EL 4)

Rotted Floor, 30 Ft. Fall: CR 1; no attack roll necessary (3d6); Reflex save (DC 10) avoids; Search (DC 10). *Note:* The Reflex save must be made each round. Succeeding at a Search check makes that character safe from the danger from then on.

Lookout, Human Rog3: CR 3; hp 17; Init +7; AC 16; Atks short sword +3 (1d6+1), light crossbow +5 (1d8); AL NE; SV Ref +6; Dex 17; all other statistics as the 3rd-level rogues in area 2., except that all Dex-based skills get a +1 bonus.

TACTICAL AND STRATEGIC NOTES

If more rogues are added as lookouts, use the 3rd-level stats from area 2.

If orcs are added as defenders, use the stats from "The Orcs Below the World" (see last section below), area 1., for them.

Getting information from Heydrus can be done with any Bluff, Diplomacy, or Intimidate check (DC 22). This receives a +10 bonus if a promise to free him is given.

Possible added traps include those below.

Crossbow Trap: CR 2; +10 ranged (1d8 plus large scorpion venom, crit 19-20/x2); Search (DC 20); Disable Device (DC 20). *Note:* Poison (Fort DC 18, 1d6 Str).

Oil Trail: CR 2; 10x20 ft. trail of burning oil (1d6 fire damage each of 3 rounds); Reflex save (DC 15) halves; Search (DC 15).

Pepper Bombs: CR 1; +4 grenadelike ranged touch attack by 3rd-level rogues, fills 5x5 ft. space (blinded for 1d4+1 rounds); Fort save (DC 15) negates.

THE DUNGEONS

Good Wooden Doors: 1 1/2 in. thick; Hardness 5; hp 15; Break DC 18.

15. JAIL GUARD (EL 6)

Marly, Human Rog3: Medium Humanoid; CR 3; HD 3d6+3; hp 10; Init +8; Spd 30 ft.; AC 14; Atks locking garrote +3 (1d8+1), or dagger +3 (1d4+1); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +2, Ref +7, Will +1.

Str 12, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +7, Escape Artist +10, Hide +10, Intimidate +7, Listen +8, Move Silently +10, Open Lock +10, Search +8, Spot +8, Tumble +10, Use Magic Device +5; Alertness, Improved Initiative, Skill Focus (Intimidate).

War Dogs (2): hp 16, 12; use war dog stats from area 2. above.

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20). *Note:* Poison (Fort DC 13, 1/1d2 Con).

16. CELLS

Finding the scratches in area 16c. requires a Search check (DC 15).

Strong Wooden Doors: 2 in. thick; Hardness 5; hp 20; Break DC 25.

17. STOREROOM (EL 1/3)

Dire Rat: Small Animal; CR 1/3; HD 1d8+1; hp 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Atks bite +4 (1d4 and disease); SA Disease (Fort DC 12, filth fever); SQ Scent; AL N; SV Fort +3, Ref +5, Will +3.

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Weapon Finesse (bite).

18. LATRINE DUMP (EL 4)

Carrion Crawler: Large Aberration; CR 4; HD 3d8+6; hp 18; Init +2; Spd 30 ft., climb 15 ft.; AC 17; Atks 8 tentacles +3 (paralysis), bite -2 (1d4+1); Face/Reach 5x10 ft./5 ft.; SA Paralysis (Fort DC 13); SQ Scent; AL N; SV Fort +3, Ref +3, Will +5.

Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness.

19. TREASURE ROOM (EL 5)

Finding the locked secret door requires a Search check (DC 20).

Glyphs of Warding (2): CR 2; blasts intruder and all within 5 ft. (2d8 cold damage; Ref save DC 16 halves); Search (DC 28); Disable Device (DC 28).

Poison Needle Trap: CR 2; +8 ranged (1, plus deathblade poison); Search (DC 22); Disable Device (DC 20). *Note:* Poison (Fort DC 20, 1d6/2d6 Con).

20. WIZARD'S CHAMBERS

Cursed Ring of Lower Planes Resistance: This ring provides a +2 resistance bonus to all saves against spell-like and supernatural powers from evil outsiders. Unfortunately, it has the drawback indicated in the text.

Caster Level: 6th; *Prerequisites:* Forge Ring, *resistance*; *Market Price:* 2,400 gp.

22. LANDING

Following the footprints here requires the Track feat and a Wilderness Lore check (DC 15).

23. EVIL SHRINE (EL 1)

Zombies, Medium (2): Medium Undead; CR 1/2; HD 2d12+3; hp 23, 13; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions; AL N; SV Fort +0, Ref -1, Will +3.

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

24. RANCHEFUS'S CHAMBER (EL 7)

Finding the secret door requires a Search check (DC 20).

Zombies, Medium (6): use zombie stats in area 23., above.

Ranchefus, Human Clr5: stats for the evil priest appear in the "Lured Into Darkness" chapter near the front of this document, in the "Peril on the River" encounter.

25. BEDROOM/STUDY (EL 5)

Finding the secret door out of this room requires a Search check (DC 20).

Skeletons, Medium (2): Medium Undead; CR 1/3; HD 1d12; hp 11, 5; Init +5; Spd 30 ft.; AC 13; Atks 2 claws +0 (1d4); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2.

Str 10, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Lackey, Orc: Medium Humanoid (Orc); CR 1/2; HD 1d8; hp 5; Init +0; Spd 20 ft.; AC 16 (scale mail, large shield); Atks longsword +3 (1d8+2); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Emissary, Orc War3: Medium Humanoid (Orc); CR 2; HD 3d8; hp 14; Init +0; Spd 20 ft.; AC 16 (scale mail, +1 large shield); Atks +1 battleaxe +8 (1d8+4); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0.

Str 16, Dex 10, Con 11, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +4, Spot +4; Alertness, Weapon Focus (battleaxe).

Glyph of Warding: CR 2; blasts intruder and all within 5 ft. (2d8 cold damage; Ref save DC 16 halves); Search (DC 28); Disable Device (DC 28).

AFTER THE VICTORY

Potion of Domination: Repeated doses of this potion (about one per week) cause the drinker to automatically come under the *enslave* power of the aboleth which crafted it, at any range and without any saving throw, but also without the usual telepathic link. See the adventure text for ways in which the controller may send instructions to such a slave.

The first time someone drinks this type of potion, they must make a Fortitude save (DC 20) or be effectively *nauseated* for 1d4+2 rounds, followed by *fatigue* for 30-60 minutes (1d4+2 x10). Regardless of the save, the character suffers a -2 resistance penalty against Enchantments for the next week.

Caster Level: 6th; *Prerequisites:* Brew Potion, creator must be an aboleth of 6th+ spellcaster level; *Market Price:* 600 gp.

EVIL BELOW THE MINES

Following the trail from the church requires the Track feat and a Wilderness Lore check (DC 14). After three miles, the tracks peter out, forcing another check (DC 24); if this second check is successful, then the trail will lead the PCs directly to the mine entrance.

UPPER CAVERNS

2. WYVERN WATCH (EL 1)

The magical ward on this passage is a *glyph of warding* which triggers a *hold person* spell. The protection is permanent until discharged, and all the bandits know the correct pass phrase.

Glyph of Warding: CR 1; targets intruder with *hold person* (held for 6 rounds; Will save DC 16 negates); Search (DC 28); Disable Device (DC 28).

5. THIEF GUARDS (EL 5)

Tinsley and Caswell, Halfling Rog3 (2): Small Humanoid (Halfling); CR 3; HD 3d6+3; hp 15, 14; Init +7; Spd 20 ft.; AC 17; Atks sling +6 (1d4), dagger +3 (1d4); SA Sneak attack +2d6, halfling traits; SQ Evasion, uncanny dodge (Dex bonus to AC), halfling traits; AL LE; SV Fort +3, Ref +7, Will +2.

Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +7, Disable Device +8, Escape Artist +8, Hide +8, Listen +8, Move Silently +10, Open Lock +9, Pick Pocket +8, Search +7, Spot +6; Improved Initiative, Shield Proficiency.

Possessions: Leather armor, small wooden shield, sling, dagger. (Tinsley has a bejeweled silver ring worth 100 gp.)

9. THE GRAND CASCADE (EL 1)

Piercer: Medium Aberration; CR 1; HD 3d8+3; hp 15; Init +2; Spd 5 ft.; AC 17; Atks impale +4 ranged (3d6); AL N; SV Fort +2, Ref +3, Will +4.

Str 10, Dex 14, Con 12, Int -, Wis 12, Cha 6.

Skills and Feats: Hide +18.

10. THE SHAFT (EL 4)

Collapsing Ceiling: CR 4; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). *Note:* Can strike all characters in the immediate area in and around the shaft. Only set off by a fire-based or other destructive spell (50% chance). Those struck must also make a Reflex save (DC 16) or be knocked down the shaft for a additional 4d6 points of falling damage.

12. CABIN (EL 5)

Bandits, Human War3 (3): Medium Humanoid; CR 2; HD 3d8+3; hp 19, 16, 14; Init +4; Spd 20 ft.; AC 17; Atks longsword +7 (1d8+3); AL LE/NE/CE; SV Fort +4, Ref +1, Will +1.

Str 16, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +5, Search +3, Spot +5; Alertness, Improved Initiative, Weapon Focus (longsword).

Possessions: Chainmail, large wooden shield, longsword. (The first has an engraved silver ring worth 25 gp, the second a platinum-set gemstone worth 200 gp.)

14. SUNKEN CAVERN (EL 4)

Seeing the golden glint first requires a Spot check (DC 10).

Giant Albino Eel: Large Animal (Aquatic); CR 3; HD 5d8+10; hp 30; Init +2; Spd swim 20 ft.; AC 14; Atks bite +5 (2d6+3 and disease); Face/Reach 5x15 ft./5 ft.; SA Improved grab, disease (Fort DC 15, red ache); AL N; SV Fort +6, Ref +3, Will +2.

Str 16, Dex 14, Con 14, Int 1, Wis 12, Cha 8.

Skills and Feats: Hide +11, Listen +2, Spot +2.

15. STORAGE CABIN (EL 2)

Jarucz, Human War3: hp 21; use warrior stats in area 12. above.

16. THE DOME (EL 4)

The body is infected with *slimy doom* disease (Contact Fort DC 14).

Finding the magic brooch requires a Search (DC 15) of the body.

Catfish, Medium (2): Medium Animal; CR 1; HD 4d8+4; hp 22, 20; Init +2; Spd swim 40 ft.; AC 13; Atks bite +4 (1d6+1); AL N; SV Fort +5, Ref +6, Will +2.

Str 12, Dex 14, Con 12, Int 1, Wis 12, Cha 10.

Skills and Feats: Hide +9, Listen +5, Spot +5.

17. FAIRYLAND

Note that movement in this area is at a x3/4 penalty.

18. THE CRAB PETALS (EL 4)

Cave Fishers (2): Medium Vermin; CR 2; HD 3d8+9; hp 26, 25; Init +1; Spd 10 ft., climb 10 ft.; AC 16; Atks filament +3 (attach), or 2 claws +8 (2d4+9); Face/Reach 5x5 ft./5 ft. (60 ft. with filament); SA Filament, adhesive; SQ Vermin; AL N; SV Fort +6, Ref +2, Will +1.

Str 23, Dex 12, Con 16, Int -, Wis 10, Cha 4.

Skills and Feats: Climb +16, Hide +4, Move Silently +3, Spot +3.

Adhesive (Ex): A cave fisher's attached filament draws its target closer 10 ft. per round; the creature bites such prey at a +4 attack bonus. Removal requires an Escape Artist check (DC 27), Strength check (DC 23), attack with a slashing weapon (AC 20, hp 10), or application of alcohol.

19. CHAMBER OF THE ALL-HEARING GODS (EL 3)

Zombies, Medium (4): Medium Undead; CR 1/2; HD 2d12+3; hp 20, 18, 17, 13; Init -1; Spd 30 ft.; AC 11; Atks slam +2 (1d6+1); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3.

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

20. THE GRAND CAVERN (EL 9)

If orcs are added as reinforcements, use the stats from "The Orcs Below the World" (see last section below), area 1., for them.

Among the items in the reduced treasure chest is a *staff of frost* (5 charges).

Finding the secret exit passage requires a Search check (DC 20).

Shilek, Human Clr6: Medium Humanoid; CR 6; HD 6d8+18; hp 46; Init +3; Spd 20 ft.; AC 19; Atks +2 *sickle* +9 (1d6+5); SA Rebuke undead; AL NE; SV Fort +8, Ref +5, Will +8.

Str 16, Dex 16, Con 16, Int 11, Wis 17, Cha 15.

Skills and Feats: Concentration +12, Heal +7, Knowledge (religion) +5, Listen +4, Spellcraft +5, Spot +4; Blind-Fight, Combat Casting, Craft Magic Arms and Armor, Scribe Scroll.

Possessions: +2 *chainmail*, +2 *sickle*, *boots of levitation*, *divine scroll of aid*, *prayer*, and *remove paralysis* (6th caster level), *Leomund's desirable residence* (see below), jewelry (worth 750 gp), blue cloak with silver clasps (worth 100 gp).

Spells Prepared (5/4*/4*/3*; base DC 13 + spell level): 0 -- *cure minor wounds*, *detect magic* (2), *mending*, *resistance*; 1st -- *cause fear**, *command* (2), *doom*, *obscuring mist*; 2nd -- *aid*, *darkness*, *desecrate**, *hold person*, *silence*; 3rd -- *animate dead**, *bestow curse*, *dispel magic*, *prayer*.

* *Domain Spell*. Domains: Death (death touch attack; kills up to 5d6 hp, 1/day), Evil (cast evil spells at +1 level).

Imrin, Human Clr4: Medium Humanoid; CR 4; HD 4d8+8; hp 27; Init +2; Spd 20 ft.; AC 21; Atks +1 *heavy mace* +4 (1d8+1); SA Rebuke undead; AL NE; SV Fort +6, Ref +3, Will +7.

Str 11, Dex 14, Con 15, Int 15, Wis 16, Cha 8.

Skills and Feats: Concentration +9, Heal +10, Knowledge (religion) +9, Listen +8, Spellcraft +9, Spot +8; Alertness, Blind-Fight, Combat Casting.

Possessions: +1 *chainmail*, +1 *large steel shield*, +1 *heavy mace*, *divine scroll of cure light wounds*, *cure serious wounds*, and *remove paralysis* (6th caster level), *robe of useful items* (one each normal patch, 1d4+4 other patches), gold bracelet (worth 100 gp), bejeweled gold ring (worth 1,200 gp).

Spells Prepared (5/4*/3*; base DC 13 + spell level): 0 -- *cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds*, *read magic*; 1st -- *cause fear* (2)*, *command*, *obscuring mist* (2); 2nd -- *aid*, *death knell**, *hold person*, *silence*.

* *Domain Spell*. Domains: Death (death touch attack; kills up to 5d6 hp, 1/day), Evil (cast evil spells at +1 level).

Ramor, Human Ftr5: Medium Humanoid; CR 5; HD 5d10+10; hp 49; Init +4; Spd 20 ft.; AC 18; Atks +2 *bastard sword* +10 (1d10+6), +1 *longbow* +7 (1d8+1); AL LE; SV Fort +6, Ref +1, Will +0.

Str 17, Dex 11, Con 15, Int 8, Wis 9, Cha 12.

Skills and Feats: Climb +1, Jump +1, Listen +1, Spot +1; Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (longbow).

Possessions: +2 *splint mail*, +2 *bastard sword*, +2 *dagger*, +1 *longbow*, *boots of speed*, *potion of cure serious wounds*, platinum and gold medallion (125 gp).

Zombies, Medium (6): hp 23, 20, 18, 17, 13, 8; use stats from area 19.

Leomund's Desirable Residence: With a command word, this small ceramic model of a rude cottage grows into the building conjured by a *Leomund's secure shelter* spell. The residence lasts for 16 hours, can be used twice per week, and can hold up to 1,000 lbs. of contents in its shrunken form. Anyone still inside the structure when its duration ends is automatically killed.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *Leomund's secure shelter*; *Market Price:* 12,000 gp. *Weight:* -.

THE ORCS BELOW THE WORLD

Huge Bronze Doors: 10 in. thick; Hardness 10; hp -; Break DC -; Open Lock DC -. *Note:* These doors are immune physical damage or any spell below 4th level.

Note: In this section, statistics blocks for orcs have been abbreviated. Remember that all orcs have both darkvision (60 ft.) and light sensitivity (-1 penalty to attack rolls in bright sunlight or a *daylight* spell).

LOCATION KEY

1. GUARD CAVERN (EL 8)

Orcs (16): Medium Humanoid (Orc); CR 1/2; HD 1d8; hp 8 (x4), 7 (x3), 6 (x2), 5 (x5), 3 (x2); Init +0; Spd 20 ft.; AC 16 (scale mail, large shield); Atks battleaxe +3 (1d8+2), longsword +3 (1d8+2), shortspear +1 ranged (1d8+2), or throwing axe +1 ranged (1d6+2); AL LE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Lizards, Giant (3): Medium Animal; CR 2; HD 3d8+9; hp 29, 25, 20; Init +2; Spd 30 ft., swim 30 ft.; AC 15; Atks bite +5 (1d8+4); AL N; SV Fort +6, Ref +5, Will +2.

Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills and Feats: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

2. LUTHIC'S CHAMBER (EL 7)

Females, Orcs (25): hp 3 each, fight only *in extremis*.

Young, Orcs (14): hp 2 each, noncombatants.

Garundaryek, Orc Clr5: Medium Humanoid (Orc); CR 5; HD 5d8; hp 28; Init +0; Spd 15 ft.; AC 10; Atks claw bracer +3 (1d4); SA Rebuke undead; AL LE; SV Fort +4, Ref +1, Will +7.

Str 10, Dex 10, Con 11, Int 9, Wis 16, Cha 8.

Skills and Feats: Concentration +4, Heal +7; Blind-Fight, Exotic Weapon Proficiency (claw bracer).

Spells Prepared (5/4/3*/2*;* base DC 13 + spell level): 0 -- cure minor wounds (3), detect magic, resistance; 1st -- bless, command, cure light wounds*, doom, obscuring mist; 2nd -- cure moderate wounds*, hold person, resist elements, silence; 3rd -- cure serious wounds*, deeper darkness, prayer.

* *Domain Spell.* Domains: Earth (turn air creatures, rebuke earth creatures, 2/day), Healing (cast healing spells at +1 caster level).

3. THE BLOODSKULL PROTECTORS (EL 8)

Orcs (13): use same stats as orcs in area 1.

Garundzer, Orog War4: Medium Humanoid (Orog); CR 3; HD 4d8+8; hp 34; Init +0; Spd 20 ft.; AC 17 (half-plate); Atks +2 *longspear* +10 (1d8+9); Face/Reach 5x5 ft./5 ft. (10 ft. with *longspear*); SQ Darkvision 60 ft., orc/ogre blood; AL LE; SV Fort +7, Ref +1, Will +0.

Str 20, Dex 10, Con 14, Int 11, Wis 8, Cha 8.

Skills and Feats: Listen +5, Ride +2, Spot +5; Alertness.

Lizard, Battle: CR 3; HD 5d8+15; hp 40; Spd 30 ft. (20 ft. with rider); Atks bite +6 (1d8+3), slam +1 (1d8+1); SV Fort +7, Ref +6, Will +2; all other stats as the lizards in area 1.

4. CHIEFTAN AND PRIESTS (EL 7)

The treasure chest is unlocked but protected by a *glyph of warding* (see below). The magic items inside are *potions of cure light wounds (2)*, *cure serious wounds*, and *invisibility*.

The armaments here are a suit of +1 *chainmail*, a +1 *dwarven waraxe*, and a large steel shield.

Glyph of Warding: CR 2; blasts intruder and all within 5 ft. (2d8 fire damage; Ref save DC 14 halves); Search (DC 28); Disable Device (DC 28).

Ogurbek, Orc War3: Medium Humanoid (Orc); CR 2; HD 3d8; hp 20; Init +3; Spd 20 ft.; AC 18 (+1 *chainmail*); Atks +1 *greataxe* +8 (1d12+6); AL LE; SV Fort +3, Ref +4, Will +0.

Str 18, Dex 16, Con 11, Int 10, Wis 8, Cha 8.

Skills and Feats: Listen +4, Spot +4; Alertness, Power Attack.

Argripyek, Orc Clr5: Medium Humanoid (Orc); CR 5; HD 5d8; hp 20; Init +0; Spd 20 ft.; AC 14; Atks *curse* +1 *longspear* +8 (1d8+5); Face/Reach 5x5 ft./5 ft. (10 ft. with *longspear*); SA Rebuke undead; AL NE; SV Fort +4, Ref +1, Will +5.

Str 16, Dex 10, Con 11, Int 9, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (religion) +3; Combat Casting, Empower Spell, Martial Weapon Proficiency (*longspear*), Weapon Focus (*longspear*).

Possessions: Scale mail, *curse* +1 *longspear* (allies within 100 ft. gain +3 morale bonus vs. fear effects; see text).

Spells Prepared (5/4/2*/1*;* base DC 11 + spell level): 0 -- *cure minor wounds*, *detect magic*, *guidance (2)*, *resistance*; 1st -- *bless*, *divine favor*, *doom*, *endure elements**, *inflict light wounds*; 2nd -- *aid*, *inflict moderate wounds*, *spiritual weapon**; 3rd -- *magic vestment**, *searing light*.

* *Domain Spell.* Domains: Strength (feat of +5 Str for 1 round, 1/day), War (free weapon feats with *longspear*).

Kalyagabek, Orc Clr4: Medium Humanoid (Orc); CR 4; HD 4d8; hp 14; Init +0; Spd 20 ft.; AC 14 (scale mail); Atks *longspear* +7 (1d8+4); Face/Reach 5x5 ft./5 ft. (10 ft. with *longspear*); SA Rebuke undead; AL NE; SV Fort +4, Ref +1, Will +5.

Str 16, Dex 10, Con 11, Int 8, Wis 12, Cha 8.

Skills and Feats: Concentration +4, Listen +3, Spellcraft +2, Spot +3; Alertness, Combat Casting, Martial Weapon Proficiency (*longspear*), Weapon Focus (*longspear*).

Spells Prepared (5/4/2*;* base DC 11 + spell level): 0 -- *cure minor wounds*, *detect magic*, *guidance*, *resistance (2)*; 1st -- *cause fear*, *detect good*, *inflict light wounds*, *magic weapon**, *obscuring mist*; 2nd -- *aid*, *sound burst*, *spiritual weapon**.

* *Domain Spell.* Domains: Strength (feat of +4 Str for 1 round, 1/day), War (free weapon feats with *longspear*).

DEALING WITH THE BLOODSKULLS

Shepherd, Human Com1: use normal commoner stats.

Snagger, Dwarf Ftr4: Medium Humanoid (Dwarf); CR 4; HD 4d10+12; hp 44 (currently 12); Init +0; Spd 20 ft.; AC 10; Atks melee +9, ranged +4; SA Dwarven traits; SQ Dwarven traits; AL LN; SV Fort +7, Ref +1, Will +1.

Str 20, Dex 10, Con 17, Int 11, Wis 11, Cha 13.

Skills and Feats: Climb +9, Handle Animal +4, Jump +9, Ride +3; Cleave, Exotic Weapon Proficiency (*dwarven waraxe*), Power Attack, Weapon Focus (*waraxe*), Weapon Specialization (*waraxe*).

QUICK STATISTICS: PRESET ENCOUNTERS

Monster	CR	AC	HD	hp	☉	Init	☉	Spd	F	Saves		Skills		Attacks and Qualities
										R	W	Lis	Spt	
Capture Them Alive!														
Archers, War1	-1	12	1d8			0		30	+2	0	0	+2	+2	longsword +4 (1d8+3), longbow +1 (1d8)
"Farmers", War1	-1	12	1d8			0		30	+2	0	0	+4	+4	club +1 (1d6)
Carlanis, War2	1	15	2d8	12		+3		30	+3	+3	0	+4	+4	club +5 (1d6+3)

Milbourne and Beyond

Human, Com1	-1	10	1d4			0		30	0	0	0	0	0	unarmed +0 (1d3 sub), club +0 (1d6)
Watchman, War1	-1	13	1d8			0		30	+2	0	0	+4	+4	club +1 (1d6), short sword +2 (1d6)
Dog, Guard	1	16	2d8+4			+2		40	+5	+5	+1	+5	+5	bite +3 (1d6+3); scent

Creeping Along Hog Brook

Kuiper, Rgr6	6	16	6d10+12	42		+3		30	+7	+5	+4	+11	+11	+1 longsword +8/+3 (1d8+4) & +2 dagger +9 (1d4+5), or comp. l-bow +10/+5 (1d8); favored enemy (giants, orcs)
Oleane, Drd4	4	10	4d8+4	27		0		30	+5	+1	+8	+4	+4	quarterstaff +3 (1d6); nature sense, animal companion, woodland stride, trackless step, resist nature's lure
Wolf, Grey	2	14	3d8+6			+2		50	+5	+5	+2	+6	+4	bite +4 (1d6+1); trip; scent
Orc	-1	16	1d8			0		20	+2	0	-1	+2	+2	battleaxe +3 (1d8+2), longspear +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft., light sensitivity
Leader, Orc, War2	1	16	2d8	12		0		20	+3	0	-1	+3	+3	longsword +4 (1d8+2); darkvision 60 ft.; light sensitivity
Werebear, Com1	4	17	6d8+24	20		0		30	+11	+6	+4	+11	+14	2 claws +7 (1d8+8), bite +2 (2d8+4); imp grab, curse of lycanthropy; bear empathy, scent, DR 15/sil.

Mystery of the New Mire

Goblin	-3	15	1d8			+1		30	+2	+1	0	+3	+3	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Grund., Gb. War2	1	15	2d8	10		+1		30	+3	+1	0	+3	+3	+1 short sword +7 (1d6+4); darkvision 60 ft.
Buruk., Gb. Adp2	1	15	2d6	10		+1		20	0	+1	+4	+1	+1	halfspear +1 (1d6-1); darkvision 60 ft.

Peril on the River

Guard, War2	1	17	2d8			0		20	+3	0	0	+4	+4	longsword +3 (1d8), lt c-bow +2 (1d8)
Bandit, Rog3	3	16	3d6			+7		30	+1	+6	+1	+6	+6	short sword +2 (1d6), longbow +5 (1d8); sneak attack +2d6; evasion, uncanny dodge (Dex bonus to AC)
Bandit, War2	1	17	2d8			0		20	+3	0	0	+4	+4	longsword +3 (1d8+3), longbow +2 (1d8)
Ranchefus, Clr5	5	19	5d8+15	44		+3		20	+7	+4	+7	+3	+3	+2 heavy flail +8 (1d10+6); rebuke undead, spells; wings of flying (60 ft.), ring of freedom of movement

A Kidnapping on the Moors

Death Dog	2	15	2d10+4			+2		40	+5	+5	+1	+7	+7	2 bites +5 (1d6+1 &rot); rotting death (DC20, 1d6 Con/day), trip; scent
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Monster	CR	AC	HD	hp	☉ Init	☉ Spd	F	Saves			Skills		Attacks and Qualities
								R	W	Lis	Spt		
Gazetteer of Haranshire													
Lafayer, Clr7	7	16	7d8+7	37	-1	20	+6	+1	+8	+5	+5	+1 heavy mace +6 (1d8+1); turn undead, spells	
Shiraz, Rgr7	7	16	7d10+21	63	+4	30	+8	+6	+4	+12	+12	+2 l-sword +11/+6 (1d8+5) & dagger +10 (1d4+3), or l-bow +9/+9/+4 (1d8); favored enemy (giants, beasts); swan form	
Wight	3	15	4d12	21	+1	30	+1	+2	+5	+8	+8	slam +3 (1d4+1 & energy drain); energy drain (remove DC14), create spawn; undead	
Wraith	5	15	5d12	43	+7	60	+1	+4	+6	+12	+12	incorporeal touch +5 (1d4 & 1d6 perm. Con); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness	
Giant, Fomorian	6	21	13d8+65		-1	20	+13	+3	+4	+3	+3	huge greatclub +16/+11 (2d6+10)	
Young, Fomorian	4	20	8d8+32		-1	20	+10	+1	+1	+1	+1	huge greatclub +10/+5 (2d6+7)	
Inzeldrin, Dragon	10	25	17d12+68	179	0	150	+14	+10	+12	+19	+19	bite +21 (2d6+5), 2 claws +16 (1d8+2), 2 wings +16 (1d6+2), tail slap +16 (1d8+7); breath (40 ft., DC22, 10d6), spells (3rd), fright (150 ft., DC20); blindst (150 ft.), DR 5/+1, immunities, SR 19	
Cnt. Parifray, Ari3	2	9	3d8-3	12	-2	30	+1	+2	+6	+4	+4	longsword +1 (1d8-1)	
Lyntern, Ftr1	1	17	1d10+3	8	+1	20	+5	+1	-1	-1	-1	longsword +5 (1d8+3), comp. longbow +3 (1d8)	
Ruins in the Thornwood													
Bandit, War2	1	17	2d8		+1	20	+5	+1	+1	+5	+5	longsword +6 (1d8+3)	
Bandit, Rog3	3	15	3d6+3		+6	30	+2	+5	+1	+8	+8	short sword +3 (1d6+1), shortbow +4 (1d6); sneak attack +2d6; evasion, uncanny dodge (Dex bonus to AC)	
Underling, Rog1	1	15	1d6+1		+6	30	+1	+4	0	+4	+4	sh-sword +1 (1d6+1), sh-bow +2 (1d6); sneak attack +1d6	
Dog, War	1	16	2d8+4		+2	40	+5	+5	+1	+5	+5	bite +3 (1d6+3); scent	
Zombie, Medium	-1	11	2d12+3		-1	30	0	-1	+3	0	0	slam +2 (1d6+1); undead, partial actions only	
Skeleton, Medium	-2	13	1d12		+5	30	0	+1	+2	0	0	2 claws +0 (1d4); undead, immunities	
Dire Rat	-2	15	1d8+1	8	+3	40	+3	+5	+3	0	0	bite +4 (1d4 & d); disease (DC12, filth fever); scent	
Carrion Crawler	4	17	3d8+6	18	+2	30	+3	+3	+5	+6	+6	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent	
Balrat, Rog4	4	17	4d6+4	19	+8	30	+2	+8	+1	+9	+9	+1 bastard sword +7 (1d10+4), shortbow +7 (1d6); sneak attack +2d6; evasion, uncanny dodge (Dex bonus to AC)	
Wilmors, Rog4	4	16	4d6+12	24	+7	30	+4	+7	+1	+9	+9	+1 short sword +5 (1d6+2), +1 shortbow +7 (1d6+1); sneak attack +2d6; evasion, uncanny dodge (Dex bonus to AC)	
Heydrus, Rog2	2	16	2d6+2	11	+7	30	+1	+6	0	+5	+5	longsword +2 (1d8+1), shortbow +4 (1d6); sneak attack +1d6; evasion	
Lookout, Rog3	3	16	3d6+3	17	+7	30	+2	+6	+1	+8	+8	short sword +3 (1d6+1), lt c-bow +5 (1d8); sneak attack +2d6; evasion, uncanny dodge (Dex bonus to AC)	
Marly, Rog3	3	14	3d6+3	14	+8	30	+2	+7	+1	+8	+8	garrote +@ (@), dagger +3 (1d4+1); sneak attack +2d6; evasion, uncanny dodge (Dex bonus to AC)	
Ranchefus, Clr5	5	19	5d8+15	44	+3	20	+7	+4	+7	+3	+3	+2 heavy flail +8 (1d10+6); rebuke undead, spells; wings of flying (60 ft.), ring of freedom of movement	
Lackey, Orc	-1	16	1d8	5	0	20	+2	0	-1	+2	+2	longsword +3 (1d8+2); darkvision 60 ft.; light sensitivity	
Emis., Orc, War3	2	16	3d8	14	0	20	+3	+1	0	+4	+4	+1 battleaxe +8 (1d8+4); darkvision 60 ft., light sensitivity	

Monster	CR	AC	HD	hp	☉	Init	☉	Spd	F	Saves			Skills		Attacks and Qualities	
										R	W	Lis	Spt			
Evil Below the Mines																
Halfling, Rog3	3	17	3d6+3			+7		20	+3	+7	+2	+8	+6			sling +6 (1d4), dagger +3 (1d4); sneak attack +2d6, halfling traits; evasion, uncanny dodge (Dex bonus to AC)
Bandit, War3	2	17	3d8+3			+4		20	+4	+1	+1	+5	+5			longsword +7 (1d8+3)
Catfish, Medium	1	13	4d8+4			+2		40	+5	+6	+2	+5	+5			bite +4 (1d6+1)
Cave Fisher	2	16	3d8+9			+1		10	+6	+2	+1	0	+3			filament +3 (attach), 2 claws +8 (2d4+9); filament, adhesive (Esc DC27, Str DC 23); vermin
Zombie, Medium	-1	11	2d12+3			-1		30	0	-1	+3	0	0			slam +2 (1d6+1); undead, partial actions only
Piercer	1	17	3d8+3	15		+2		5	+2	+3	+4	+1	+1			impale +4 ranged (3d6)
Eel, Giant	3	14	5d8+10	30		+2		20	+6	+3	+2	+2	+2			bite +5 (2d6+3 &d); imp grab, disease (DC15, red ache)
Shilek, Clr6	6	19	6d8+18	46		+3		20	+8	+5	+8	+4	+4			+2 sickle +9 (1d6+5); rebuke undead, spells; boots of levitation
Imrin, Clr4	4	21	4d8+4	27		+2		20	+6	+3	+7	+8	+8			+1 heavy mace +4 (1d8+1); rebuke undead, spells
Ramor, Ftr5	5	18	5d10+10	49		+4		20	+6	+1	0	+1	+1			+2 bastard sword +10 (1d10+6), +1 longbow +7 (1d8+1); boots of speed
The Orcs Below the World																
Orc	-1	16	1d8			0		20	+2	0	-1	+2	+2			battleaxe +3 (1d8+2), longsword +3 (1d8+2), shortspear +1 (1d8+2), throwing axe +1 (1d6+2); dkvis 60 ft., light sens.
Lizard, Giant	2	15	3d8+9			+2		30	+6	+5	+2	+4	+4			bite +5 (1d8+4)
Garunda., Orc Clr5	5	10	5d8	28		0		15	+4	+1	+7	+3	+3			claw bracer +3 (1d4); rebuke undead, spells
Garundz., Orc War4	3	17	4d8+8	34		0		20	+7	+1	0	+5	+5			+2 longspear +10 (1d8+9); dkvis 60 ft., light sens.
Lizard, Battle	3	15	5d8+15	40		+2		30	+7	+6	+2	+4	+4			bite +6 (1d8+3), slam +1 (1d8+1)
Ogurb., Orc War3	2	18	3d8	20		+3		20	+3	+4	0	+4	+4			+1 greataxe +8 (1d12+6); dkvis 60 ft., light sens.
Argip., Orc Clr5	5	14	5d8	20		0		20	+4	+1	+5	+1	+1			+1 longspear +8 (1d8+5); rebuke undead, spells; etc.
Kalya., Orc Clr4	4	14	4d8	14		0		20	+4	+1	+5	+3	+3			longspear +7 (1d8+4); rebuke undead, spells; etc.
Snagger, Dwf Ftr4	4	10	4d10+12	12		0		20	+7	+1	+1	0	0			unarmed +9 (1d3+5 sub); dwarven traits

QUICK STATISTICS: RANDOM ENCOUNTERS

See original adventure text, back cover, for random encounter tables.

Monster	CR	AC	HD	hp	☉	Init	☉	Spd	Saves			Skills			Attacks and Qualities
									F	R	W	Lis	Spt		
Aarakocra	-1	13	1d8+2			0		90	2	3	2	4	4	javelin +2 (1d6), 2 claws +0 (1d3)	
Bat	-6	16	1/4 d8			+2		40	+2	+4	+2	+9	+9	-; blindsight	
Bear, Black	2	13	3d8+6			+1		40	+5	+4	+2	+4	+7	2 claws +6 (1d4+4), bite +1 (1d6+2); scent	
Bear, Brown	4	15	6d8+24			+1		40	+9	+6	+3	+4	+7	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent	
Beetle, Giant Bom.	2	16	2d8+4			0		30	+5	0	0	+5	+5	bite +2 (1d4+1); acid spray; vermin	
Beetle, Giant Fire	-2	16	1d8			0		30	+2	0	0	+3	+3	bite +1 (2d4); vermin	
Blood Hawk	-1	16	1d10			3		60	2	5	1	6	6	2 claws +5 (1d4-1), bite +0 (1d6-1)	
Boar	2	16	3d8+9			0		40	+6	+3	+2	+7	+5	gore +4 (1d8+3); ferocity; scent	
Bugbear	2	17	3d8+3			+1		30	+2	+4	+1	+3	+3	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvision. 60 ft.	
Dire Badger	2	16	3d8+12			+3		30	+7	+6	+4	+6	+6	2 claw +4 (1d4+2), bite -1 (1d6+1); rage; scent	
Dire Bat	2	20	4d8+12			+6		40	+7	+10	+6	+11	+11	bite +5 (1d8+4); blindsight	
Dire Rat	-2	15	1d8+1			+3		40	+3	+5	+3	0	0	bite +4 (1d4 &d); disease (DC12); scent	
Dire Weasel	2	16	3d8			+4		40	+3	+7	+4	0	+5	bite +6 (1d6+3); attach, blood drain (2d4 Con/rnd); scent	
Dire Wolf	3	14	6d8+18			+2		50	+8	+7	+6	+6	+6	bite +10 (1d8+10); trip; scent	
Dog	-2	15	1d8+2			+3		40	+4	+5	+1	+5	+5	bite +2 (1d4+1); scent	
Dragonfly, Giant	4	17	7d8+14			+2		80	+7	+4	+3	0	+7	bite +7 (1d8+3); vermin	
Eagle, Giant	3	15	4d10+4			+3		80	+5	+7	+3	+5	+11	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion	
Eel, Giant	3	14	5d8+10			2		20	6	3	2	2	2	bite +5 (2d6+3 &d); imp grab, disease (DC15, red ache)	
Frog, Giant	1	14	2d8+2			2		10	4	2	2	2	2	tongue +4 (attach), bite +2 (1d4), 2 claws -3 (1d3); tongue (10 ft.), attach (Esc/Str DC11), imp grab	
Frog, Killer	1	13	1d8+2			0		20	+4	+2	-1	0	+3	2 claw +3 (1d2+2), bite -2 (1d4+1), imp grab	
Frog, Poisonous	1	15	1d8+2			+1		5	+2	+3	+1	0	+4	bite +4 (1d2-5 &p); poison (DC10, 1d2 Str)	
Gelatinous Cube	3	3	4d10+36			-5		15	+5	-4	-4	0	0	slam +1 (1d6 & 1d6 acid &par); engulf, paralysis (DC16), acid; blindsight, transparent, electricity immunity, ooze	
Ghast	3	16	4d12			+2		30	+1	+3	+6	+8	+8	bite +4(1d8+1 &par), 2 claws +1 (1d4 &par); stench (10 ft., DC15, -2 circumstance), paralysis (DC15), create spawn; undead, +2 turn resist.	
Gnoll	1	17	2d8+2			0		20	+4	0	0	+3	+3	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.	
Goat, Wild	-1	13	1d8+2			2		40	4	2	0	5	5	butt +0 (1d4)	
Goblin	-3	15	1d8			+1		30	+2	+1	0	+3	+3	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.	
Human, Com1	-1	10	1d4			0		30	0	0	0	0	0	unarmed +0 (1d3 sub), club +0 (1d6)	
Human, War1	-1	13	1d8			0		30	2	0	0	4	4	club +1 (1d6), short sword (1d6)	
Lizard, Giant	2	15	3d8+9			+2		30	+6	+5	+2	+4	+4	bite +5 (1d8+4)	
Lizardfolk	1	15	2d8+2			0		30	+1	+3	0	0	0	2 claws +2 (1d4+1), bite +0 (1d4)	
Mountain Lion	2	15	3d8+6			+4		40	+5	+7	+2	+6	+6	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent	
Muckdweller	-2	14	1/2d10			2		10	2	4	0	6	6	bite +0 (1d3-2), spray +4 (bl); blind (10 ft., DC12, 1d4 rnds)	
Nixie	1	14	1d6			+7		30	0	+5	+3	+7	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16	
Ogre	2	16	4d8+8			-1		30	+6	0	+1	+2	+2	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)	
Orc	-1	14	1d8			0		20	+2	0	-1	+2	+2	grtaxe +3 (1d12+3), javln +1 (1d6+2); dkvis. 60 ft., light sen.	
Owlbear	4	15	5d10+20			+1		30	+8	+5	+2	+8	+7	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent	
Skunk	-3	16	1/4d8			4		30	2	3	0	5	5	bite -1 (1d3-3); stench (10x10 ft., DC10, nausea 1d4 rnds)	
Skyfisher	2	17	4d10+4			+3		60	+4	+4	+1	+8	+8	2 claws +5 (1d4+2), bite +0 (1d6+1); pounce, snatch	
Sn., Constrictor	2	15	3d8+3			+3		20	+4	+6	+2	+9	+9	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent	
Sn., Viper, Med.	1	16	2d8			+3		20	+3	+6	+1	+9	+9	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent	
Spider, Mon Small	-1	14	1d8			+3		30	+2	+3	0	0	+7	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str)	
Sundew, Giant	4	13	8d8+8			0		5	7	2	2	0	0	6 tendrils +7 (1d3+1); adhesive (Str DC 17); fire resistance 10, blindsight	
Wolf	1	14	2d8+4			+2		50	+5	+5	+1	+6	+4	bite +3 (1d6+1); trip; scent	
Worg	2	14	4d10+8			+2		50	+6	+6	+3	+9	+9	bite +7 (1d6+4); trip; scent	

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“Night Below, Book II: Perils of the Underdark”

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Conversion Notes:

This is a draft document and has not been proofed.

The module assumes that player characters will range from 5th to 9th level. My personal playtesting under 3.5 rules shows that characters will be about 14th level by the time they finish the City of the Glass Pool.

For treasure, only the magic items have been converted. Refer to the module for the complete treasure for each encounter.

Monster conversions follow the general guidelines:

- Conversion of abilities and the like are taken from the 2e to 3e conversion guideline published by WOTC.
- Monsters with class levels will use the elite array of ability scores, modified by the monster’s normal racial ability modifiers.
- Monsters with class levels with a listed ability will have their class’s primary statistic modified by +1/4 character levels. For example: an ixzan wizard-6 with a listed 17 intelligence will have an additional +1 added to its intelligence score for levelling.
- Hit Dice – Is kept the same unless the monster appears in the SRD with a different amount.
- Hit Points – Are usually kept at the same percentage of maximum as the original write-up. The exception is those monsters with wizard levels; in those cases, hit points are kept the same or set to maximum possible for the new level, whichever is legal.
- *Spell Resistance – If unknown, is based off the magic resistance of the creature vs. a 8th level party. So a creature with 50% magic resistance will have a spell resistance of 19 (base 11 +8).*
- Neither Mind Flayers or Kuo-Toa are not in the SRD. As such, non-SRD monsters with classes are presented with only the adjustments. In some cases the additions and subtractions could throw off numbers by one or two points.

Conversion notes are in italicised red.

Suggestions are in italicised blue.

Suggestions:

Wizards of the Coast Forgotten Realm’s Campaign Accessory “Underdark” is a particularly appropriate accessory, regardless of whether the adventurers are in a Forgotten Realm’s campaign. If you have access to this accessory, consider using Node Magic and the Node Spellcasting feat in place of the Flux Points. Various prestige classes are also appropriate as well as the underdark environment chapters. Lords of Madness by Wizards of the Coast may also be particularly appropriate.

Into the Deep Dark:

Talking to the Svirfneblin:

All svirfneblin have *non-detection* as a continuous, supernatural ability. The DC of the caster level check is equal to 15 + the svirfneblin's character level. Using a detect spell (or the like) on a 1st level svirfneblin requires a caster level check vs. DC 16. Against Carmeneren, it requires a check vs. DC 28.

A Knowledge (Dungeoneering) check vs. DC18 will reveal a useful bit information concerning mind-flayers. See Core Rulebook III pg. 186

Suggestions:

Carmeneren: Female Gnome, Svirfneblin, Clr13; CR 16; Small Humanoid; HD 13d8+39; hp 101; Init +0; Spd 15ft.; AC 30 (+9 armor, +3 shield, +1 natural armor, +1 deflection, +4 dodge, +1 dex, +1 size); Touch 17, flat-footed 24); Bab/Grpl +9/+7; Atk +12 melee (1d6+2, heavy mace) Full Atk +12/+7 melee (1d6+2, heavy mace); Face/Reach 5ft./5ft.; SA Spell-like abilities; SQ. Gnome traits, svirfneblin traits, SR 24; AL N; SV Fort +13; Ref +7; Will +15; Str 13, Dex 12, Con 16, Int 10, Wis 20, Cha 6.

Skills: Concentration +9, Craft (Stonemasonry) +2, Diplomacy +2, Hide +6, Knowledge (Religion) +9, Listen +7, Spellcraft +9

Feats: Armor Proficiency (Heavy, Medium, Light), Brew Potion, Craft Wand, Craft Magic Arms and Armor, Extend Spell, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration,

Spell-like Abilities: 1/day – *Blindness/deafness* (DC14), *Blur*, *Disguise Self*

Svirfneblin Traits: Nondetections (su) – CL13, Darkvision 120ft, +1DC to illusion spells cast
Domains: *Earth and Protection* (*Rebuke/Command Earth Creatures*; *Protective Ward* +13, 1/day).

Spells/Day: 6/6+1/6+1/5+1/5+1/4+1/2+1/1+1 (DC = 15+spell level)

Spells: 0 – Create Water (2), Detect Magic (2), Read Magic (2); 1 – Bless, Command, Magic Stone (2), Magic Weapon, Remove Fear, Sanctuary*; 2 – Bull Strength, Delay Poison, Restoration, Lesser, Shatter, Silence, Soften Earth and Stone*, Status; 3 – Dispel Magic, Prayer, Protection from Energy, Remove Disease (2), Stone Shape*; 4 – Discern Lies, Divination, Neutralize Poison, Repel Vermin, Spell Immunity*, Summon Monster IV; 5 – Commune, Scrying (2), True Seeing, Wall of Stone*; 6 – Anti-Magic Shell*, Blade Barrier, Summon Monster VI; 7 – Repulsion*, Symbol of Stunning

Possessions: +1 Full Plate, +1 Heavy Steel Shield, +1 Heavy Mace, Amulet of Natural Armor +1, Ring of Protection +1, Gloves of Dexterity +2, Periapt of Proof vs. Poison +2

Returning to the Deep Gnomes:

Ignore the section titled “Svirfneblin Abilities” and replace it with the following section out of the SRD.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

— –2 Strength, +2 Dexterity, +2 Wisdom, –4 Charisma. These adjustments replace the rock gnome's ability score adjustments.

—Stonecunning: This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

—Darkvision out to 120 feet and low-light vision.

—Spell resistance equal to 11 + class levels.

— +2 racial bonus on all saving throws (figured into the statistics for the character presented here).

This trait replaces the rock gnome's racial bonus on saving throws against illusions.

—Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

— +1 racial bonus on attack rolls against kobolds and goblinoids.

— +4 dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome's dodge bonus against giants.

—Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.

—Spell-Like Abilities: 1/day—*blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome's spell-like abilities.

—Nondetection (Su): A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).

—+2 racial bonus on Craft (alchemy) and Listen checks.

—+2 racial bonus on Hide checks, which improves to +4 underground.

—Favored Class: Rogue.

—Level adjustment +3.

The svirfneblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Svirfneblin with levels in NPC classes have a CR equal to their character level.

Svirfneblin with levels in PC classes have a CR equal to their character level +1

The Passage Systems:

No changes are needed.

The Gnome Lands:

The Svirfneblin City-Maze:

Medium creatures can move through the svirfneblin tunnels as if 'squeezed'.

Suggestions:

Svirfneblin should have an attitude of 'Helpful' towards the PC's before they let the character's into their city-maze. A further requirement of passing the first test (the trolls) should also be required.

The secret doors of the svirfneblin city-maze should be well hidden. Consider a DC of 25 or 30 in order to find each secret door.

The Burial Grounds:

Hallucinatory Terrain is no longer an appropriate spell to hide the secret door. Replace with *Illusory Wall*.

Secret Door: Characters must succeed on a Will save (DC16) in order to be able to successfully search for the 'secret' door, unless they can see through illusions. A Search DC30 is required to figure out how to actually open the secret door. The area around the door will radiate an aura of moderate illusion.

1. Trapped Door

Stout Wooden Door: Open Locks DC30; Trapped.

Greater Glyph of Warding (blast); CR6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast]; 13th-level cleric, 6d8 cold, DC 19 Reflex save half damage); multiple targets (all targets within 5ft.); Search DC31; Disable Device DC31.

A base Survival check vs. DC16 (with the Track feat) is needed to find the svirfneblin tracks (15 for dusty ground, +1 for small creatures). Modify by -1 for ever gnome that the DM presumes was in the last visit here and +1 for every day that has elapsed since the visit.

Conversion Notes:

Presumably Carmeneren is maintaining the Greater Glyph of Warding. The Save DC is based on a minimum required stat. With elite ability scores and attribute increases from level, the Save DC could be 21.

Suggestion:

Assume a DC20 for the Survival check if unsure how long the svirfneblin last visited.

2. Tombs of the Warriors

A Knowledge (Architecture and Engineering) check vs. DC15 to determine the origin of the stonework.

3. Altar of Callarduran

A Knowledge (Religion) check vs. DC15 to determine the name and domains of the deity represented by the statue.

Inflict Critical Wounds effect; CR4; spell; spell trigger; automatic reset; spell effect (*inflict critical wounds*); 13th-level cleric, 4d8+7, DC16 Will save half damage); single target (target that harms statue before it animates); Search DC 29; Disable DC 29.

(1) **Stone Golem;** CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20ft.; AC 26 (-1 size, -1 dex, +18 natural; Touch 8, flat-footed 26); Bab/Grpl +10/+23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Face/Reach 10ft./10ft.; SA Slow; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft, immunity to magic, low-light vision; AL N; SV Fort +4; Ref +3; Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow: As the spell as a free action once every 2 rounds. The effect has a range of 10ft and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic: Immune to any spell or spell-like ability that allows spell resistance.
Transmute Rock to Mud slows the golem for 2d6 rounds while Transmute Mud to Rock heals it of all damage. A stone to flesh spell negates its damage reduction and immunity to magic for 1 full round.
Special: Destruction of the golem notifies Carmeneren immediately. Presume a *Sending* like spell.

4. Tombs of the Priest
No changes required.

5. Tombs of the Wizards
No changes to require.

6. Hidden Portal
Secret Door: Search DC30 to find.
Greater Glyph of Warding (blast); CR6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast]; 13th-level cleric, 6d8 fire, DC 19 Reflex save half damage); multiple targets (all targets within 5ft.); Search DC31; Disable Device DC31.

Conversion Notes:
Presumably Carmeneren is maintaining the Greater Glyph of Warding. The Save DC is based on a minimum required stat. With elite ability scores and attribute increases from level, the Save DC could be 21.

7. Multiple Traps
Exploding Wall of Stone; CR6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast]; 13th-level cleric, 6d8 acid, DC 19 Reflex save half damage); multiple targets (all targets within 20ft.); Search DC31; Disable Device DC31.

Greater Glyph of Warding (blast); CR6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast]; 13th-level cleric, 6d8 cold, DC 19 Reflex save half damage); multiple targets (all targets within 5ft.); Search DC31; Disable Device DC31.

The last wall of stone is not given a thickness; however these are the stats for a 3ft. thick stone wall: Break DC50; Hardness 8; 540hp.

Conversion Notes:
Presumably Carmeneren created these traps. The Save DC is based on a minimum required stat. With elite ability scores and attribute increases from level, the Save DC could be 21.

The acid spray effect is treated as a Greater Glyph of Warding.

8. Interdicted Chamber
Permanent *Private Sanctum* spell; Moderate Abjuration.

Crystal Coffin: Thickness 3in.; Break DC40, Hardness 10; hp 90. Permanent *arcane lock* (figured in break DC).

Hidden Compartment: Search DC25 to find.

Treasure: Change the Ring of Free Action to a Ring of *Freedom of Movement*. The deep red ioun stone provides a +2 enhancement bonus to Dexterity. The pale lavender ioun stone absorbs up to 20 levels of spells (of 4th level or lower).

(2) **Iron Golem:** CR 13; Large Construct; HD 18d10+30; hp 129; Init -1; Spd 20ft.; AC 30 (-1 size, -1 dex, +22 natural; Touch 8, flat-footed 30); Bab/Grpl +12/+28; Atk +23 melee (2d10+11, slam) Full Atk +23 melee (2d10+11, 2 slams); Face/Reach 10ft./10ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL n; SV Fort +6; Ref +5; Will +6; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal.

Possessions: none

Bronze Sphere: CR 9; Diminutive Construct; HD 4d10; hp 30; Init +4; Spd 30ft.; AC 22 (+4 size, +4 dex, +4 natural; Touch 18, flat-footed 18); Bab/Grpl +3/-9; Atk +2 melee (1d2-5, slam) Full Atk +2 melee (1d2-5, 2 slams); Face/Reach 5ft./5ft.; SA Spell-like abilities; SQ Construct traits, darkvision 60 ft., low-light vision, resistant to magic, SR 18; AL N; SV Fort +6; Ref +10; Will +11; Str 1, Dex 18, Con -, Int -, Wis 11, Cha 11.

Skills: Hide +12

Feats:

Resistant to Magic (Ex): Base saving throws as an 18th level Wizard.

Spell-like Abilities (Sp): As a 9th level Sorcerer. Saves are Charisma based. At Will – *Cone of cold* (DC15), *ice storm* (DC14), *lightning bolt* (DC13), *magic missile*, *wall of force* (DC15), *wall of ice* (DC14).

Possessions: none

Conversion Notes:

The Crystal Coffin was based on 3 inches of iron.

The Bronze Sphere was interesting. I tried to keep the AC and the HP's the same, though I believe the natural armor should be higher (+8 or so). Charisma was arbitrarily set at 11 so there were no bonus' or penalties to the spell-like abilities. SR was base off of 13th level party.

Suggestions:

Increase the natural armor to +8; increase the sphere's Charisma by an appropriate amount.

Disturbing the Dead:

No changes necessary.

Suggestions:

If in doubt, players should be able to use Diplomacy to sway the svirfneblin.

If the characters explore the interdicted chamber, the deep gnome's attitude is adjusted to unfriendly.

Condition	DC
<i>Trying to make friends with the gnomes again</i>	25

Diplomacy Modifiers	Mod
<i>Lying to the gnomes about entering the interdicted chamber:</i>	-10
<i>Entering the chamber after being denied access:</i>	-10
<i>Refusing to make an offering after entering the grounds:</i>	-10
<i>Despoiling the gnomish graves*</i>	-20

**Practically Impossible – PC's require at least 10 Ranks in Diplomacy before they can attempt.*

The Troll Caves:

The Topknots

1. Topknot Guards

The trolls are noted as being especially alert. Grant them a +2 bonus on listen and spot rolls.

(2) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Possessions: Waterskin

2. Topknot Guards

The trolls are noted as being especially alert. Grant them a +2 bonus on listen and spot rolls.

(2) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Possessions: Waterskin

3. Farmer Trolls

Green-gilled fungi (poison): Ingested, DC 13, 1 Con/1d8 Con.

(5) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Possessions: Waterskin

Big Troll: CR 5; Large Giant; HD 6d8+42; hp 90; Init +3; Spd 30 ft; AC 17 (-1 size, +3 dex, +5 natural; Touch 12, FF 14); Bab/Grp: +4/+15; Atk: +10 melee (1d6+7, claw); Full Atk: +10 melee (1d6 + 7, 2 claws), +5 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +12, Ref +5, Will +4; Str 25, Dex 16, Con 25, Int 6, Wis 11, Cha 6.

Skills: Listen +6, Spot +7;

Feats: Alertness, Iron Will, Track.

Deafening Howl (ex): As a free action the Big Troll raises a cacophony of screams and yells, making spellcasting nearly impossible. All spells with a Verbal component cast within 60 feet of the troll suffer a 20% chance of failure, as if the caster was deaf.

Possessions: Waterskin

Conversion Notes:

Treated green-gilled fungus as arsenic.

Increased the Big Troll's Strength, Constitution, Dexterity, and Wisdom by +2 in order to increase the attack rolls, damage rolls, and saves. Assigned maximum hit points. Adding a level of barbarian could also have been appropriate.

4. Sinkhole Trolls

Disregard the rules for dragging or pushing characters into the sinkholes. Instead use the bull rush and grappling rules.

(4) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Possessions: Waterskin

Suggestions:

There are no morale checks or mechanic to replace them. I recommend a Will save for the troll vs. DC equal to the damage dealt. If the troll succeeds it continues to drag the character to the sinkhole.

If the trolls start throwing rocks at pc's stuck in a sinkhole, give them a +1 bonus to attack (higher ground) and change the damage to 2d6+4 (same as a similar size giant).

Climb DC15 in order to climb out of a sinkhole.

5. Cavern of the Shaman

(4) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Possessions: Waterskin

Greezelet: Female 2-Headed Troll, Adept 3, CR 7; Large Giant; HD 8d8+56 + 3d4+27; hp 126; Init +5; Spd 30 ft; AC 16 (-1 size, +1 dex, +6 natural; Touch 11, FF 15); Bab/Grp: +5/+15; Atk: +11 melee (1d6+7, claw); Full Atk: +11 melee (1d6 + 7, 2 claws), +6 melee (1d6+3, 2 bites); SA Rend 2d6+10; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +12, Ref +4, Will +10; Str 25, Dex 12, Con 28, Int 9, Wis 16, Cha 8.

Skills: Knowledge (Religion) +2, Listen +9, Spot +10;

Feats: Alertness, Combat Reflexes(b), Improved Initiative(b), Iron Will, Power Attack, Track.

Spells/Day: 3/2 (Save DC = 13+spell level)

Spells: 0) *Create water, touch of fatigue x2; 1) Cause fear, command*

Possessions: Waterskin

Treasure: Change the priest scroll to a divine scroll with *inflict critical wounds, meld into stone, prayer, and summon monster VI* scribed at 11th level.

The Slaverers

6. Slaverer Guards

(2) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Possessions: none

7. Slaverer Guards

(2) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.
Possessions: none

8. Cavern of Spears

(7) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite) or +5 ranged (2d6+7, spear); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills: Listen +5, Spot +6;
Feats: Alertness, Iron Will, Track.
Possessions: stalactite spears

9. Crayfish Cavern

(8) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills: Listen +5, Spot +6;
Feats: Alertness, Iron Will, Track.
Possessions: none

Crayfish: CR 5; Large Animal (Aquatic); HD 11d8+44; hp 93; Init +7; Spd 30ft., Swim 20ft.; AC 22 (-1 size, +3 dex, +10 natural; Touch 12, flat-footed 19); Bab/Grpl +8/+17; Atk +12 melee (2d6+5, claw) Full Atk +12 melee (2d6+5, 2 claws); Face/Reach 10ft./5ft.; SA Constrict 3d6+5, improved grab; SQ Amphibious, low-light vision AL N; SV Fort +7; Ref +6; Will +9; Str 20, Dex 16, Con 18, Int 1, Wis 14, Cha 5.
Skills: Listen +8, Spot +8, Swim +16
Feats: Alertness, Blindfight, Combat Reflexes, Improved Initiative
Constrict (Ex): On a successful grapple check, a crayfish deals 3d6+5 points of damage.
Improved Grab (Ex): To use this ability, a crayfish must hit with a claw 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.
Possessions: none

Treasure: Replace the potion of *polymorphing* to a potion of *alter self*.
Whoever returns the svirfneblin dagger improves the svirfneblin attitude by one step.

Conversion Notes:

For the crayfish, I used the statistics for a Chuul, changing the type, taking away the paralytic tentacles and immunity to poison, reducing the Intelligence to 1, and adjusting the skills as appropriate.

10. Cavern of Disease

(4) **Trolls:** CR 5; Large Giant; HD 6d8+30; hp 57; Init +1; Spd 30 ft; AC 15 (-1 size, +1 dex, +5 natural; Touch 10, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Diseased spit, rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 12, Con 21, Int 6, Wis 9, Cha 6.
Skills: Listen +5, Spot +6;
Feats: Alertness, Iron Will, Track.
Diseased Spit (Ex): In place of the bite attack, the troll may spit a gob of phlegm at a character as a ranged touch attack. This infects the character with Filth Fever (same as the otyugh). Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution based
Possessions: none

Aquatic Otyugh: CR 4; Large Aberration (Aquatic); HD 6d8+9; hp 36; Init +0; Spd 20ft.; AC 17 (-1 size, +8 natural; Touch 9, flat-footed 17); Bab/Grpl +4/+8; Atk +4 melee (1d6,

slam) Full Atk +4 melee (1d6, 2 tentacles) and -2 melee (1d4, bite); Face/Reach 10ft./10ft. (15ft. w/ tentacles); SA Constrict 1d6, disease, improved grab; SQ Darkvision 60 ft., scent; AL N; SV Fort +3; Ref +2; Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

Skills: Hide -1* (+7 in water), Listen +6, Spot +6, Swim +8

Feats: Alertness, Toughness, Weapon Focus (tentacle)

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever – bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Improved Grab (Ex): To use this ability, an otyugh must hit 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.

Treasure: Change *the footman's mace* +2 to a *heavy mace* +2.

11. Troglodyte Caverns

(43) **Troglodytes:** CR 1; Medium Humanoid (Reptilian); HD 2d8+4; hp 13; Init -1; Spd 30ft.; AC 15 (-1 dex, +6 natural; Touch 9, flat-footed 15); Bab/Grpl +1/+1; Atk +1 melee (1d6, club or +1 ranged (1d6, javelin) Full Atk +1 melee (1d6, club), and -1 melee (1d6, claw) and -1 melee (1d4, bite); Face/Reach 5ft./5ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5; Ref -1; Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +5*(+13 underground), Listen +3

Feats: Multiattack(b), Weapon Focus (javelin)

Stench (Ex): All living creatures except troglodytes within 30 feet of a troglodyte must succeed on a DC13 Fortitude save or be sickened for 10 rounds.

Possessions: club, javelin

Troglodyte Chieftan: Male Troglodyte War4 CR 7; Medium Humanoid (Reptilian); HD 2d8+8 + 4d8+16; hp 51; Init +5; Spd 30ft.; AC 17 (+1 dex, +6 natural; Touch 11, flat-footed 15); Bab/Grpl +8/+8; Atk +9 melee (1d6+3, club) or +4 ranged (1d6+3, javelin) Full Atk +9 melee (1d6+2, club), and +6 melee (1d6+1, claw) and +6 melee (1d4+1, bite); Face/Reach 5ft./5ft.; SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +9; Ref +0; Will +4; Str 16, Dex 13, Con 18, Int 8, Wis 12, Cha 9.

Skills: Hide +6*(+14 underground), Listen +5

Feats: Improved Initiative, Iron Will, Multiattack(b), Weapon Focus (club), Weapon Focus (javelin),

Stench (Ex): All living creatures except troglodytes within 30 feet of a troglodyte must succeed on a DC13 Fortitude save or be sickened for 10 rounds.

Possessions: club, javelin

Conversion Notes:

The original troglodyte chieftain is listed as having 6HD. I converted the extra hit dice to fighter levels.

After the Trollkill:

A Sense Motive check vs. DC9 will tell the pc's that Carmeneren is more trusting, but still slightly diffident.

A Sense Motive Check vs. DC9 shows that Carmeneren is troubled by the mentioned powerful magic beyond the reptiles.

The illithid route is protected with a permanent, modified *illusory wall* and permanent *antipathy* spells that target good and neutral creatures. PC's will need to succeed at a Will save vs. DC16 in order to see through the *illusory wall*. A Will save vs. DC 22 is needed to pass the *antipathy* spell (and even then, discomfort inflicts a -4 penalty to Dexterity).

Gnome Talk

A Diplomacy check will gain the story of the why the svirfneblin hate the derro.

<i>Condition</i>	<i>DC</i>
<i>PC is not a gnome*</i>	<i>35</i>
<i>PC is a gnome</i>	<i>15</i>
<i>The party returned the svirfneblin dagger from the troll</i>	<i>-2 to</i>

<i>caves</i>	<i>DC</i>
<i>Despoiling the gnomish graves*</i>	<i>-20</i>

**Practically Impossible – PC's require at least 10 Ranks in Diplomacy before they can attempt.*

The gnomish weapon will be an appropriate +3 weapon that grants a +1 deflection bonus to AC, and inflicts a -2 morale penalty to derro attack rolls. Carmeneren will use a *geas* spell as written in the text.

Becoming the champion of the svirfneblin gains the pc a +4 on all diplomacy checks with the deep gnomes.

Perils of the Long Path:

The Grell Nest:

Conversion Notes:

Grells are no longer written up with lightning lances. I suggest that they are used as written, requiring 4 tentacle attacks to use. PC's can use at a -4 penalty unless they have the appropriate exotic weapon proficiency (unlikely).

Lightning Lance – Exotic Weapon. Dmg: 1d6, x3; 6lb; piercing. Each successful hit uses one charge and does +2d6 electricity damage; CL 5th; lightning bolt.

Suggestions:

The Philosopher and Patriarch Grells are listed as Wizards but given no spellbook. One suggestion is to have the spells scribed upon the Patriarch's throne. Another suggestion is to convert the wizard class to sorcerer; however if this is done and levels kept the same, then the Patriarch loses his 4th level spell slot.

See Lords of Madness by Wizards of the Coast for other suggestions.

1. Soldier Guard

Grell (hp 32), Monster Manual II, page 121

Treasure: Lightning Lance: Medium Spear (1d6 piercing). Each hit uses a charge and inflicts +2d6 electricity.

2. Soldier Guard

Grell (hp 32), Monster Manual II, page 121

Treasure: Lightning Lance: Medium Spear (1d6 piercing). Each hit uses a charge and inflicts +2d6 electricity damage.

3/4. Great Cave Eel

Giant Cave Eel; CR 3; Large Animal (Aquatic); HD 5d8+10; hp 31; Init +3; Spd Swim 20ft.; AC 16 (-1 size, +3 dex, +4 natural, Touch 12, flat-footed 13); Bab/Grpl +2/+6; Atk +6 melee (1d6+4 plus disease, bite); Face/Reach 10ft./5ft.; SA Attach, Disease; SQ Darkvision 60 ft., Immune to disease, immune to fear; AL N; SV Fort +6; Ref +7; Will +1; Str 18, Dex 17, Con 14, Int 1, Wis 10, Cha 11.

Skills: Listen +4, Spot +5, Swim +12

Feats: Alertness, Dodge

Attach: If a giant moray eel hits with a bite attack it automatically latches on and does bite damage each round it remains attached. It loses its dexterity bonus to AC and has an AC of 13.

Disease: Rotting Disease – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 dex. Four failed saves causes the bitten extremity to be rendered useless (roll randomly between legs and arms).

Immune to Fear: Moray eels are immune to all fear effects and spells.

Possessions: none

5. The Hive

(7) **Grell** (hp 32), Monster Manual II, page 121

Treasure: Lightning Lance: Medium Spear (1d6 piercing). Each hit uses a charge and inflicts +2d6 electricity damage.

(3) Young Grell (hp 12), Monster Manual II, page 121

Per the module, reduce to size Small, with 2HD.

6. Philosopher and Phalanx

(2) **Grell** (hp 32), Monster Manual II, page 121

Treasure: Lightning Lance: Medium Spear (1d6 piercing). Each hit uses a charge and inflicts +2d6 electricity damage.

Philosopher Grell (hp 41), Monster Manual II, page 121

Advance by class level to Wizard 2. Adjust the following statistics by the indicated amount: AC +5 (armor bonus), Bab +1, Fort +0, Ref +0, Will +3.

Int 15

Spells/Day: 4/3 (Save DC = 12+spell level)

0) *Daze, Detect Magic, Flare, Touch of Fatigue,*

1) *Charm Person, Sleep (2)*

Treasure: Ring of Armor +5 (as bracers of armor +5) – Search check DC20 to find amidst the tentacles.

7. Champion Philosopher

Philosopher Grell (hp 59), *Monster Manual II*, page 121

Advance by class level to Wizard 6. Adjust the following statistics by the indicated amount:

Bab +3, Fort +2, Ref +2, Will +5.

Int 15

Spells/Day: 4/4/4/2 (Save DC = 12+spell level)

0) *Dancing Lights, Daze, Detect Magic, Flare, Touch of Fatigue,*

1) *Magic Missile, Ray of Enfeeblement, Shield, True Strike*

2) *Fog Cloud, Glitterdust (2), Web*

3) *Dispel Magic, Lightning Bolt,*

8. The Patriarch of the Grell

The pillar is a flux point and grants the Patriarch SR 12.

Patricarch Grell (hp 68), *Monster Manual II*, page 121

Advance by class level to Wizard 7. Adjust the following statistics by the indicated amount:

Int: 19

Bab +4, Fort +2, Ref +2, Will +6.

Spells/Day: 4/4/4/3/2 (Save DC = 14+spell level)

0) *Dancing Lights, Detect Magic, Flare, Touch of Fatigue,*

1) *Burning Hands, Magic Missile, Ray of Enfeeblement, Shield,*

2) *Darkness, Fog Cloud, Invisibility, Web*

3) *Dispel Magic, Lightning Bolt, Slow*

4) *Black Tentacles (2)*

Treasure: Potion of *cure serious wounds*, potion of *water breathing*, divine scroll (CL 12: *cure critical wounds, heroes' feast, prayer*), divine scroll (CL 12: *blade barrier, death ward, flame strike*).

Suggestions:

Add a second 4th level spell to the Patriarch's list of known/prepared spells. Lesser Globe of Invulnerability, Resilient Sphere, or Wall of Fire are all good choices.

For the Flux Point – Consider using an Earth Node as described in "Underdark" by Wizards of the Coast.

9. Lair of the Deepspawn

Deepspawn: CR 11; Huge Aberration; HD 14d8+70; hp 133; Init +3; Spd 20ft., Swim 30ft.; AC 14 (-2 size, -1 dex, +7 natural; Touch 7, flat-footed 14); Bab/Grpl +10/+27; Atk +17 melee (1d8+9, tentacle) Full Atk +15 melee (1d8+4, 3 bites) and; Face/Reach 15ft./5ft (tentacles have 20ft. reach).; SA Constrict 1d8+9, improved grab, spell-like abilities; SQ Darkvision 60 ft., immunity to poison, create spawn; AL CE; SV Fort +11; Ref +5; Will +12; Str 28, Dex 9, Con 20, Int 17, Wis 17, Cha 17.

Skills: Hide +5, Listen +17, Move Silent +13, Spot +17, Swim +23

Feats: Great Fortitude, Improved Initiative, Lightning Reflexes, Multi-Attack, Quicken Spell-like Ability (hold person).

Constrict (Ex): A deepspawn deals automatic tentacle damage with a successful grapple check

Create Spawn (Su): A deepspawn can create perfect duplicates of creatures that it consumes.

These spawn are under the complete control of the deepspawn.

Improved Grab (Ex): To use this ability, a deepspawn must hit 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.

Spell-Like Abilities (Sp): As 14th level caster. At Will – *Detect thoughts (DC15), hold person (DC15), water breathing.* 1/day – *Heal* (self only)

Possessions: none

Treasure: Change the potion of *invulnerability*, to a potion of *gaseous form*.

Conversion Notes:

For the Ability scores I chose middle of the road scores for a huge creature for, and made all the mental stats the same. Where possible I did a straight conversion of the original stat block the 3.5 equivalent. I'm unsure of the final CR, but chose an 11; it may be lower.

Monsters at War:

Conversion Notes:

Quaggoth were originally 2HD creatures. They've gone up in Monster's of Faerun. If you don't have access to Monsters of Faerun, treat as Bugbears that have a chance of raging similar to a badger.

I treated the Thonot as an adept (listed as shaman in a non-psionic campaign). I choose 5th level to grant access to 2nd level spells (in the module he had 3rd).

1. Quaggoth Guards

(4) **Quaggoth** (hp 19), Monstrous Compendium: Monsters of Faerun, page 79

2. Quaggoth Pack

(16) **Quaggoth** (hp 19), Monstrous Compendium: Monsters of Faerun, page 79

Quaggoth Jald, Male Quaggoth, Barbarian 1 (hp 27), Monstrous Compendium: Monsters of Faerun, page 79

Adjust abilities with Speed +10, Bab/Grp +1, Attacks +1 (axe attacks +2), Fort: +2, Climb +1, add Weapon Focus (axe), Rage

3. The Larder

(12) **Quaggoth** (hp 19), Monstrous Compendium: Monsters of Faerun, page 79

4. The Thonot's Pack

(40) **Quaggoth** (hp 19), Monstrous Compendium: Monsters of Faerun, page 79

(2) **Quaggoth Jald**, Male Quaggoth, Barbarian 1 (hp 27), Monstrous Compendium: Monsters of Faerun, page 79

Adjust abilities with Speed +10, Bab/Grp +1, Attacks +1 (axe attacks +2), Fort: +2, Climb +1, add Weapon Focus (axe), Rage

Quaggoth Thonot (Chieftain), Male Quaggoth, Adept 5 (hp 41), Monstrous Compendium: Monsters of Faerun, page 79

Adjust abilities with, AC +7 (armor bonus) Bab/Grp +2, Attacks +2, +4 (two-handed sword), damage 2d6+8 (two-handed sword), Fort +1, Ref +1, Will +7, Wis 18

Spells/Day 3/3/2 Save DC = 14 + spell level

0) *Ghost sound, cure minor wounds, touch of fatigue.*

1) *Bless, burning hands, cure light wounds,*

2) *Darkness, scorching ray*

Treasure: Two-handed sword +2, Bracers of Armor +7

(4) Young Quaggoth (hp 6), Monstrous Compendium: Monsters of Faerun, page 79

Treat as 1 HD humanoids.

5. Cavern of the Spectre

Spectre: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 54; Init +7; Spd 40ft, Fly 80ft (perfect); AC 15 (Touch 15, flat-footed 13); Bab/Grp +3/-; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Face/Reach: 5ft./5ft.; SA Energy drain, create spawn; SQ

Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2; Ref +5; Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks),

Feats: Alertness, Blind-Fight, Improved Initiative.

Energy Drain(su): Living creatures hit by the touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn(su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds.

Treasure: Boot Secret Compartment: Search DC15 to find.

6. Guard Post
(4) **Quaggoth** (hp 19), *Monstrous Compendium: Monsters of Faerun*, page 79

7. Abandoned Quaggoth Cavern
No changes.

8. Horror Lurks
(3) **Hook Horrors** (hp 65), *Monstrous Manual II*, page 126

Suggestions:

Hook Horrors in the Monster Manual II are a lot stronger than in 2ed. Hook Horrors as currently written should be able to wipe out the Quaggoth with little trouble. DM's should consider why that hasn't happened, or choose a 5HD creature replacement for the Hook Horrors. Ogres or Gargoyles might be appropriate and show up on the wandering monster list.

9. Horror Lurks
(3) **Hook Horrors** (hp 65), *Monstrous Manual II*, page 126

10. The Grand Cavern
Ignore the listed Dexterity checks. Instead have the Hook Horrors use bull rushes. Ignore the massive damage rules provided and use the normal massive damage thresholds (50hps)
(3) **Hook Horrors** (hp 65), *Monstrous Manual II*, page 126

11. The Hook
(8) **Hook Horrors** (hp 65), *Monstrous Manual II*, page 126

12. The "Chieftain" of the Horrors
(2) **Massive Hook Horrors** (hp 65), *Monstrous Manual II*, page 126
Add +2 to the creatures Con and Str, adjusting attacks, grapples, and damage by +2, hit points by +1/hd, and Fort +1.

Rakshasa: CR 10; Medium Outsider (Native); HD 7d8+21; hp 52; Init +2; Spd 40ft.; AC 21 (+2 dex, +9 natural; Touch 12, flat-footed 19); Bab/Grpl +7/+8; Atk +8 melee (1d4+1, claw) Full Atk +8 melee (1d4+1, 2 claws) and +3 melee (1d6, bite); Face/Reach 5ft./5ft.; SA Detect thoughts, spells; SQ Change shape, DR 15/good and piercing, darkvision 60 ft., SR27; AL LE; SV Fort +8; Ref +7; Will +6; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17.

Skills: Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting), Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11

Feats: Alertness, Combat Casting, Dodge

Detect Thoughts (Su): Used continuously as the spell. CL 18th, Will DC 15 negates.

Spells Known: As a 7th lvl Sorcerer – 6/7/7/5 – Save DC 13 + spell level

Spells/Day: 6/6/4/4

0-detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st – mage armor, magic missile, shield, silent image, sleep; 2nd – darkness, see invisibility, web; 3rd – dispel magic, fireball

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action.

Possessions: none

Finslayer: Longsword +3, Bane (aboleth), Bane (Drow), Bane (Kuo-toa).

Al: NG; Int: 17 Wis: 10 Cha: 17, Ego: 23

120ft. Darkvision and Hearing

Speaks: Common, Drow, Kuo-toan; Telepathy

Special Purpose – Slay Kuo-toa

All Abilities at 18th level

Lesser Powers: At Will - *Detect Magic, Detect Secret Doors, See Invisibility,*

Greater Power Ability: 1/day - *Bull's Strength*

Dedicated Power – *Confusion* (DC17)

Additional: Wielder is immune to symbol of insanity and cannot be stuck to the kuo-toan armor (Arbitrarily added +2 to the Ego score for these powers)

Suggestions:

The rakshasa can no longer legally assume the form of a hook horror with its Change Shape ability. I recommend that this limitation be ignored, or some sort of replacement spell be added to the list. The spells Major Image or Polymorph could provide limited disguise ability. In the case of Polymorph, the rakshasa will have to be given an additional 3 Sorcer levels..

Finslayer's originally added strength to the user for 18hrs. I suggest the duration be kept the same despite the new duration of Bull's Strength. Alternatively make it a permanent +2 or +4 bonus.

Consider dropping the Bane (Drow) ability.

The Smooth Caverns:

1. Pillar Chamber

(2) **Ropers:** CR 12; Large, Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10ft.; AC 24 (-1 size, +1 dex, +14 natural; Touch 10, flat-footed 23); Bab/Grpl +10/+18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite) Full Atk +11 ranged touch (drag, 6 strands) and +13 melee (2d6+6, bite); Face/Reach 10ft./10ft (50ft. w/ strand).; SA Drag, strands, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, SR30, vulnerability to fire; AL CE; SV Fort +10; Ref +8; Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills: Climb +12, Hide +10* (+18 in stony areas), Listen +13, Spot +13

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Drag (Ex): If a roper hits with a strand attac, the strand latches onto the opponent's body.

This deals no damage but drags the stuck opponent 10 feet closer each subsequent round.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment).

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save is Constitution based.

Possessions: none

2. Chamber of Stars

No changes.

3. The Cyst Chamber

(2) **Ropers:** CR 12; Large, Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10ft.; AC 24 (-1 size, +1 dex, +14 natural; Touch 10, flat-footed 23); Bab/Grpl +10/+18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite) Full Atk +11 ranged touch (drag, 6 strands) and +13 melee (2d6+6, bite); Face/Reach 10ft./10ft (50ft. w/ strand).; SA Drag, strands, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, SR30, vulnerability to fire; AL CE; SV Fort +10; Ref +8; Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills: Climb +12, Hide +10* (+18 in stony areas), Listen +13, Spot +13

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Drag (Ex): If a roper hits with a strand attac, the strand latches onto the opponent's body.

This deals no damage but drags the stuck opponent 10 feet closer each subsequent round.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment).

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save is Constitution based.

Possessions: none

4. The Swirl Maze

Give the tree the hardness and hit points of iron (Hardness 10, HP 30/inch).

Xorn, Average: CR 6; Medium Outsider (Extraplanar, Earth); HD 7d8+17; hp 48; Init +0; Spd 20ft., Burrow 20ft.; AC 24 (+14 natural; Touch 10, flat-footed 24); Bab/Grpl +7/+10; Atk +10 melee (4d6+3, bite) Full Atk +10 melee (4d6+3, bite) and +8 melee (1d4+1, 3 claws); Face/Reach 5ft./5ft.; SA; SQ All-around vision, DR 5/bludgeoning, darkvision 60 ft., earth glide, immunity to cold and fire, resistance to electricity 10, tremorsense 60ft.; AL N; SV Fort +7; Ref +5; Will +5; Str 17, Dex 11, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground)

Feats: Cleave(b), Improved Bull Rush, Multiattack, Power Attack, Toughness

Possessions: none

5. Sunken Passages

(2) **Crystal Oozes:** CR 5; Large Ooze (Aquatic); HD 6d10+36; hp 69; Init -5; Spd 10ft., Swim 30ft.; AC 4 (-1 size, -5 dex; Touch 4, flat-footed 4); Bab/Grpl +4/+10; Atk +5 melee (2d4+3 plus 1d4 acid, slam) Full Atk +5 melee (2d4+3 plus 1d4 acid, slam); Face/Reach 5ft./5ft.; SA Acid, constrict 2d4+3 plus 1d4 acid, improved grab, paralyzing poison; SQ

Blindsight 60ft., DR 5/- immunity to acid, cold, fire, ooze traits, transparent; AL N; SV Fort +8; Ref -3; Will -3; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills: -

Feats:-

Acid (Ex): A crystal ooze secretes a digestive acid that dissolves only flesh, cloth, and wood.

Constrict (Ex): A crystal ooze deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a crystal ooze 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.

Paralyzing Poison (Ex): Each hit with the slam attack forces the victim to make a DC19 Fortitude save or be paralyzed for 3d6 rounds. The save DC is Constitution based.

Transparent (Ex): Crystal oozes are hard to see while in the water, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice the ooze and swim into it are automatically hit with a melee attack for slam and acid damage.

Possessions: none

Conversion Notes:

I used an Ochre Jelly as the base creature. Gave it the Aquatic subtype. Changed the immunities to match the module's stat block. Added DR 5/-. Gave it the Gelatinous Cube paralysis and transparent special qualities.

6. Submerged Chamber

No changes.

7. Storoper Cavern

Storoper: CR 12; Large, Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10ft.; AC 24 (-1 size, +1 dex, +14 natural; Touch 10, flat-footed 23); Bab/Grpl +10/+18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite) Full Atk +11 ranged touch (drag, 6 strands) and +13 melee (2d6+6, bite); Face/Reach 10ft./10ft (50ft. w/ strand).; SA Drag, domination poison, strands, weakness; SQ Darkvision 60 ft., DR 10/bludgeoning or slashing, immunity to electricity, low-light vision, resistance to cold 10, SR30, vulnerability to fire; AL CE; SV Fort +10; Ref +8; Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills: Climb +12, Hide +10* (+18 in stony areas), Listen +13, Spot +13

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Domination Poison (Su): Twice per day, the storoper may inject a supernatural poison into a creature that it hits with its strands. The creature must make a DC18 Fortitude save or come under the control of the storoper exactly as if it had come under a Dominate spell, except that the duration is for 10 rounds.

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment).

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save is Constitution based.

Possessions: none

8. The Cavern of Brilliant Gems

(2) **Ropers:** CR 12; Large, Magical Beast; HD 10d10+30; hp 85; Init +5; Spd 10ft.; AC 24 (-1 size, +1 dex, +14 natural; Touch 10, flat-footed 23); Bab/Grpl +10/+18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite) Full Atk +11 ranged touch (drag, 6 strands) and +13 melee (2d6+6, bite); Face/Reach 10ft./10ft (50ft. w/ strand).; SA Drag, strands, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, SR30, vulnerability to fire; AL CE; SV Fort +10; Ref +8; Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills: Climb +12, Hide +10* (+18 in stony areas), Listen +13, Spot +13

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round.

Strands (Ex): The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment).

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save is Constitution based.

Possessions: none

(6) Xorn, Average: CR 6; Medium Outsider (Extraplanar, Earth); HD 7d8+17; hp 48; Init +0; Spd 20ft., Burrow 20ft.; AC 24 (+14 natural; Touch 10, flat-footed 24); Bab/Grpl +7/+10; Atk +10 melee (4d6+3, bite) Full Atk +10 melee (4d6+3, bite) and +8 melee (1d4+1, 3 claws); Face/Reach 5ft./5ft.; SA; SQ All-around vision, DR 5/bludgeoning, darkvision 60 ft., earth glide, immunity to cold and fire, resistance to electricity 10, tremorsense 60ft.; AL N; SV Fort +7; Ref +5; Will +5; Str 17, Dex 11, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground)

Feats: Cleave(b), Improved Bull Rush, Multiattack, Power Attack, Toughness

Possessions: none

What Is This Place:

Use a DC25 Diplomacy check to gain information on the 'magical race' from the svirfneblin. Adjust the PC's Diplomacy check with the following modifiers

<i>Condition</i>	<i>Mod</i>
If the PC is the gnome champion give them a +10 bonus to the roll	+10
<i>The party has befriended the svirfneblin</i>	+5

Special Event

No changes.

Caves of the Slime Lord:

A DC25 Spellcraft check will identify the *wall of stone* at X3.

1. Double Jeopardy

(6) **Piercers:** Hazard – CR2; creature; proximity (under them); automatic reset; Atk +3 ranged (4d6, piercing); Spot DC d20+16; Disable Device: n/a.

Advanced Lurker (hp 75), Underdark, page 94

Conversion Notes:

Piercers make for better traps since they originally had no attack other than dropping on their victims. Once they're on the ground they're helpless. I'm presuming a +16 (+4 skill, +0 dex, +12 racial) to the Piercer's Hide check (since it's still technically a creature).

Note that according to the Lurker's stat block in the module, it should be Gargantuan, though it's listed as Huge. Also, the base Lurker in the Underdark accessory has fewer HD than what's listed in the module.

Suggestions:

Advance the Lurker to Huge size.

2. Cavern of the Obal

Obal: CR 6; Gargantuan Plant; HD 12d8+60; hp 117; Init -1; Spd 0ft.; AC 12 (-4 size, -5 dex, +11 natural; Touch 1, flat-footed 12); Bab/Grpl +9/+21; Atk +10 melee (2d6+5, tentacle) Full Atk +10 melee (2d6+5, 8 tentacles-or more); Face/Reach 20ft./30ft.; SA Spores, tentacles; SQ Camouflage, darkvision 60 ft.plant traits, resistance to fire and cold 10; AL NG; SV Fort +15; Ref -1; Will +6; Str 30, Dex 1, Con 21, Int 5, Wis 11, Cha 11.

Skills: Hide -12, Listen +8, Spot +8

Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will, Toughness

Camouflage (Ex): The obal is nearly perfectly camouflaged against underground, rocky ceilings. Characters must make a DC15 Spot check in order to differentiate it from the surrounding ceiling.

Spores (Ex): When attacked, the obal will release a cloud of spores. Victims need to make a DC25 Fortitude save or be blinded for 1d4+4 rounds. The save is Constitution based.

Tentacles (Ex): The obal can attack with as many tentacles as it needs to. If provoked, it will always attack with at least 8 tentacle attacks, and will attack with an additional tentacle for every extra target in range.

Possessions: none

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init -5; Spd 20ft., Climb 20ft.; AC 3 (-2 size, -5 dex; Touch 3, flat-footed 3); Bab/Grpl +7/+18; Atk +8 melee (2d6+4 plus 2d6 acid, slam) Full Atk +8 melee (2d6+4 plus 2d6 acid, slam); Face/Reach 15ft./10ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +9; Ref -2; Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC21 Reflex saves.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding 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.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Possessions: none

Conversion Notes:

I tried to convert the Obal over using the module stat block and the monster creation guidelines.

The AC goes down a little bit because of the size, despite bumping the natural armor up to a +11.

The Attack and Damage listed in the module are weak for the creature's size. To replicate this, the tentacle attacks are treated as secondary attacks (-5 to hit, and half strength bonus to damage). Even so, both rolls went up quite bit, especially the tentacle damage (from 1d4 to 2d6).

3. The Hidden Wizard

Kranin: Male Human Wizard 12; CR 11; Medium Humanoid; HD 12d4+24; hp 54; Init +6; Spd 30ft.; AC 15 (+2 dex, +3 deflection); Touch 15, flat-footed 13); Bab/Grpl +6/+5; Atk +6 melee (1d6+2, quarterstaff +3) Full Atk +5/+0 melee (1d6+2, quarterstaff +3); Face/Reach 5ft./5ft.; SA Spells; SQ.; AL NE; SV Fort +6; Ref +6; Will +12; Str 9, Dex 15, Con 14, Int 18, Wis 15, Cha 8.

Skills: Concentration +17, Decipher Script +19, Knowledge (arcana) +19, Knowledge (dungeoneering) +5, Knowledge (planes) +19, Spellcraft +19, Use Magic Device +3

Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Empower Spell, Extend Spell, Improved Initiative, Iron Will, Scribe Scroll,

Spells/Day: 4/5/5/5/4/3/2

Spells: 0 – Detect magic; 1st – magic missile; 2nd – invisibility; 3rd – magic circle against good, suggestion; 4th – confusion, dimension door; 5th – baleful polymorph, wall of force

Possessions: Bag of Holding (type 2), Goggles of Night, Quarterstaff +3, Regenerating Scroll (fireball, monster summoning IV, planar binding), Ring of Protection +3, 3000pp

(2) **Invisible Stalkers:** CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 52; Init +8; Spd 30ft., fly 30ft. (perfect); AC 17 (-1size, +4 dex, +4 natural; Touch 13, flat-footed 13); Bab/Grpl +6/+14; Atk +10 melee (2d6+4, slam) Full Atk +10 melee (2d6+4, 2 slams); Face/Reach 10ft./10ft.; SA; SQ Darkvision 60 ft., elemental traits, 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 +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam)

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Possessions: none

Fiendish Giant Wasp: CR 4; Large Magical Beast (Extraplanar); HD 5d8+10; hp 32; Init +1; Spd 20ft., fly 60ft. (good); AC 14 (-1size, +1 dex, +4 natural; Touch 10, flat-footed 13); Bab/Grpl +3/+11; Atk +6 melee (1d3+6 plus poison, sting) Full Atk +6 melee (1d3+6 plus poison, sting); Face/Reach 10ft./5ft.; SA Poison, smite good (+5); SQ Darkvision 60 ft., DR 5/magic, resistance cold and fire 5, SR10, vermin traits; AL NE; SV Fort +2; Ref +0; Will +0; Str 10, Dex 11, Con 10, Int 3, Wis 11, Cha 11.

Skills: Spot +9, Survival +1* (+5 to orient themselves)

Feats: -

Poison (Ex): Injury, Fortitude DC14, initial and secondary damage 1d6 Dex. The save DC is Constitution based.

Possessions: none

Conversion Notes:

I lowered Kranin's CR because he doesn't have a full compliment of spells.

The giant wasps would become fiendish giant wasps on the Summon Monster IV list. Kranin can only summon one fiendish giant wasp per casting. He could summon two if it was a Summon Monster V.

Shadow Door doesn't seem to be a valid spell, so replaced it with Dimension Door as a valid escape spell.

The Invisible Stalkers could be summoned by a Planar Binding spell; one per casting.

Suggestions:

If the DM doesn't like the random roll for the Regenerating Scroll becoming unusable, then treat the item as a special form of staff with some number of charges remaining.

4. The Oozing Pool

(2) **Crystal Oozes:** CR 5; Large Ooze (Aquatic); HD 6d10+36; hp 69; Init -5; Spd 10ft., Swim 30ft.; AC 4 (-1 size, -5 dex; Touch 4, flat-footed 4); Bab/Grpl +4/+10; Atk +5 melee (2d4+3 plus 1d4 acid, slam) Full Atk +5 melee (2d4+3 plus 1d4 acid, slam); Face/Reach 5ft./5ft.; SA Acid, constrict 2d4+3 plus 1d4 acid, improved grab, paralyzing poison; SQ Blindsight 60ft., DR 5/- immunity to acid, cold, fire, ooze traits, transparent; AL N; SV Fort +8; Ref -3; Will -3; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills: -

Feats:-

Acid (Ex): A crystal ooze secretes a digestive acid that dissolves only flesh, cloth, and wood.

Constrict (Ex): A crystal ooze deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a crystal ooze 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.

Paralyzing Poison (Ex): Each hit with the slam attack forces the victim to make a DC19 Fortitude save or be paralyzed for 3d6 rounds. The save DC is Constitution based.

Transparent (Ex): Crystal oozes are hard to see while in the water, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice the ooze and swim into it are automatically hit with a melee attack for slam and acid damage.

Possessions: none

5. The Pudding Basin

No changes

6. The Pudding Basin

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init -5; Spd 20ft., Climb 20ft.; AC 3 (-2 size, -5 dex; Touch 3, flat-footed 3); Bab/Grpl +7/+18; Atk +8 melee (2d6+4 plus 2d6 acid, slam) Full Atk +8 melee (2d6+4 plus 2d6 acid, slam); Face/Reach 15ft./10ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +9; Ref -2; Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC21 Reflex saves.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding 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.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Possessions: none

7/8. The Rukh's Lair

Rakshasa: CR 10; Medium Outsider (Native); HD 7d8+21; hp 52; Init +2; Spd 40ft.; AC 21 (+2 dex, +9 natural; Touch 12, flat-footed 19); Bab/Grpl +7/+8; Atk +8 melee (1d4+1, claw)

Full Atk +8 melee (1d4+1, 2 claws) and +3 melee (1d6, bite); Face/Reach 5ft./5ft.; SA Detect thoughts, spells; SQ Change shape, DR 15/good and piercing, darkvision 60 ft., SR27; AL LE; SV Fort +8; Ref +7; Will +6; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17.

Skills: Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting), Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11

Feats: Alertness, Combat Casting, Dodge

Detect Thoughts (Su): Used continuously as the spell. CL 18th, Will DC 15 negates.

Spells Known: As a 7th lvl Sorcerer – 6/7/7/5 – Save DC 13 + spell level

Spells/Day: 6/6/4/4

0-detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st – burning hands, mage armor, magic missile, shield, sleep; 2nd – darkness, see invisibility, web; 3rd – dispel magic, suggestion

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action.

Possessions: none

Treasure: Strand of Prayer Beads, Chainmail +2, Large Steel Shield +2

9. Shrine to Jubilex

Jubilex Idol: Medium Construct (Chaotic, Evil); CR 6; HD 5d10+20; hp 42; Init +0; Spd 30ft.; AC 21 (+2 dex, +9 natural; Touch 10, flat-footed 21); Bab/Grpl +3/+3; Atk +5 ranged touch (2d4, acid spit) Full Atk +5 ranged touch (2d4, 4 acid spit); Face/Reach 5ft./5ft.; SA Acid spit, construct traits; SQ Damage resistance 10/magic, darkvision 60 ft., immune to acid and cold, SR10; AL CE; SV Fort +1; Ref +3; Will +1; Str 10, Dex 15, Con -, Int -, Wis 11, Cha 11.

Skills: -

Feats: -

Acid Spit (Ex): The idol can spit a glob of acid like an *Acid Arrow* at CL6; a successful ranged touch attack does 2d4 points of damage and on the second round does another 2d4 points of damage.

Construct Traits (Ex): Immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Immune to any effect that requires a Fortitude save or death from massive damage.

Conversion Notes:

The above build matches the AC and HD of the idol in the book. The acid spit is based on Acid Arrow. The SR is based on 33% vs. a 6th level party.

(2) **Gray Oozes:** Medium Ooze; CR 4; HD 3d10+15; hp 31; Init -5; Spd 10ft.; AC 5 (-5 dex.; Touch 5, flat-footed 5); Bab/Grpl +2/+3; Atk +3 melee (1d6+1 plus 1d6 acid, slam) Full Atk +3 melee (1d6+1 plus 1d6 acid, slam); Face/Reach 5ft./5ft.; SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6; Ref -4; Will -4; Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Acid (Ex): A gray ooze secretes a digestive acid that dissolves organic material and metal, but not stone. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC16 Reflex save.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): If the gray ooze must hit with its slam attack, it can attempt a grapple as a free action without provoking an attack of opportunity. If it wins the grapple it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify and it takes a DC15 Spot check to notice one.

(2) **Mustard Jellies:** Large Ooze; CR 7; HD 7d10+14; hp 52; Init -5; Spd 10ft.; AC 4 (-1 size, -5 dex; Touch 4, flat-footed 4); Bab/Grpl +5/+10; Atk +6 melee (2d4+3, slam plus 1d4 acid) Full Atk +6 melee (2d4+3, slam plus 1d4 acid); Face/Reach 10ft./10ft.; SA Improved grab, acid, poisonous aura, constrict 2d4+3 and 1d4 acid; SQ Blindsight 60ft., damage reduction 10/magic, immunity to cold and electricity, ooze traits, split; AL N; SV Fort +4; Ref -3; Will -3; Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Acid (Ex): A mustard jelly secretes a digestive acid that dissolves only flesh and wood.

Constrict (Ex): A mustard jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): If a mustard jelly succeeds with a grapple check, it establishes a hold and can constrict.

Poisonous Aura (Ex): 10-foot radius, affected as by a slow spell cast by a 12th level sorcerer, Fortitude save (DC 15) negates. The save must be made each round a creature is within range.

Split (Ex): Electrical attacks as well as non-magical weapon attacks split the creature into two identical jellies, each with half the original's hit points (rounded down). A jelly with only 10 hit points cannot split.

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Conversion Note:

The Mustard Jelly source is Tome of Horrors by Necromancer Games. This is used under the OGL, but it is a 3.0 conversion. I made the 3.5 changes (mainly loss of bonus hit points), but it should have its Constitution raised (Gray Ooze was increased to a 21, so a large ooze might have a 25).

Slithering Tracker: Small Ooze CR 4; HD 5d10+5; hp 32; Init -5; Spd 10ft., Climb 10ft.; AC 6 (+1 size, -5 dex; Touch 6, flat-footed 6); Bab/Grpl +3/+0; Atk +4 melee (1d4, slam plus paralysis) Full Atk +4 melee (1d4, slam plus paralysis); Face/Reach 5ft./5ft.; SA; Engulf, paralysis, plasma drain; SQ Blindsight 60ft., ooze traits, transparent; AL N; SV Fort +2; Ref -4; Will -4; Str 10, Dex 1, Con 12, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Engulf (Ex): As a standard action a Slithering Tracker may move over a paralyzed creature that is of Medium size or smaller.

Paralysis (Ex): A target hit by a tracker's slam attack must succeed at a Fortitude save (DC13) or be paralyzed for 1d6 hours.

Plasma Drain (Ex): Starting the round it is engulfed, a creature takes 1d2 points of temporary Constitution damage per round. A victim reduced to Constitution 0 dies and his body is dissolved and consumed by the tracker.

Transparent (Ex): The slithering tracker is nearly impossible to see, even in ideal conditions and it takes a successful Spot check (DC 17) to notice.

Conversion Notes

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This is used under the OGL, but it is a 3.0 conversion. I made the 3.5 changes (mainly loss of bonus hit points), but it should have its Constitution raised.

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init -5; Spd 20ft., Climb 20ft.; AC 3 (-2 size, -5 dex; Touch 3, flat-footed 3); Bab/Grpl +7/+18; Atk +8 melee (2d6+4 plus 2d6 acid, slam) Full Atk +8 melee (2d6+4 plus 2d6 acid, slam); Face/Reach 15ft./10ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60ft., split, ooze traits; AL N; SV Fort +9; Ref -2; Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills: -

Feats: -

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC21 Reflex saves.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding 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.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

(6) Piercers: Hazard – CR2; creature; proximity (under them); automatic reset; Atk +3 ranged (4d6, piercing); Spot DC d20+16; Disable Device: n/a.

Huge Green Slime: Hazard – CR4; creature; timed trigger (10 rounds); automatic reset; Atk +5 (1d6 Con per round. Deals 2d6 acid to objects used to scrape, ignores the hardness of metal but not wood. Must be burned, frozen, or scraped off. Remove Disease or sunlight will immediately kill.

Conversion Notes:

The attack bonus for the slime is the same as in the module. Personally I'm inclined to make it a never-miss trap or increase the attack bonus by quite a bit. Note that the SRD doesn't give an attack bonus for the slime to hit characters it drops upon.

Treasure:

(12) Cursed Diamonds: Anyone who claims any of the diamonds for their own, or carries the diamonds must make a DC16 Will save (per diamond). Failure means his or her skin turns greasy and slimy. A *Remove Curse* spell is needed to remove the curse (one per diamond affecting the character). Run the rest of the curse as written in the text.

Scales Before the Elves:

Caverns of the Reptiles:

1. Azzuzir's Cavern

Azzuzir: Male Behir; CR 8; Huge Magical Beast; HD 9d10+45; hp 94; Init +1; Spd 40ft., Climb 15 ft.; AC 23 (-2 size, +1 dex, +11 natural, +3 deflection; Touch 12, flat-footed 22); Bab/Grpl +9/+25; Atk +15 melee (2d4+12, Bite) Full Atk +1 melee (2d4+12, bite); Face/Reach 15ft./10ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole ; SQ Cant' be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL NE; SV Fort +11; Ref +7; Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

Skills: Climb +16, Hide +5, Listen +9, Spot +8, Survival +2

Feats: Alertness, Cleave, Power Attack, Track

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC19 half.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): When a behir hits a creature of any size with its bite attack it can 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 attempt to constrict the opponent or swallow the opponent on the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4

Swallow Whole (Ex): A behir can swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent. A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Possessions: Ring of Protection +3,

Treasure:

Full Plate +2, Heavy Steel Shield +1, Mithril Chainmail +2, Bastard Sword +1 Flaming Burst, Longsword +2, small Staff of Fire (12 chgs), Helm of Underwater Action. Spellbook pages with *Wall of Force*. Ceramic Pig, Elixir of Good Dragon Control

Ceramic Pig: On command this small ceramic pig can create one roast pig (with stuffing) every five days, providing food up for up to 20 people. The statuette is some four inches long. Faint Conjunction; CL 7th; Craft Wondrous Item, *Create Food and Water*; Price 7,560gp

Elixir of Good Dragon Control: This elixir allows the drinker to control a creature with the dragon subtype that has a good alignment (not necessarily sub-type) as if having cast a *Dominate Monster* cast by a 17th level Wizard. The dragon is allowed a DC23 Will save. Failure means that it is dominated for 17 days.

Strong Enchantment; CL 17th; Craft Wondrous Item, *Dominate Monster*; Price 7,650gp

Conversion Notes:

The stat block in the module indicates that Azzuzier's Intelligence is 10 and 13. I choose 10 for this write up, giving Azzuzir +9 skill points – adding +4 to Spot and +5 to Listen.

The Ceramic Pig is at CL 7 because of the number of people it can feed.

I choose Dominate monster over Charm Monster due to the effect for the Elixir of Good Dragon Control. I believe the original duration of the potion was only a few hours per level as opposed to days.

2/3. Caverns of the Shadow Dragon

Fandruzsch: Male, Mature Adult Shadow Dragon (hp 231), Monster of Faerun, page 42

Quasit: Tiny Outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 13; Init +7; Spd 20ft., Fly 50 ft. (perfect); AC 18 (+2 size, +3 dex, +3 natural; Touch 15, flat-footed 15); Bab/Grpl +3/-6; Atk +8 melee (1d3-1, claw plus poison) Full Atk +8 melee (1d3-1, 2 claws, plus poison) and +3 melee (1d4-1, bite); Face/Reach 2.5ft./0ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10.; AL CE; SV Fort +3; Ref +6 Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills: Fluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (The Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6

Feats: Improved Initiative, Weapon Finesse

Possessions: none

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 dex, secondary damage 2d4 dex. The save DC is constitution base and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will – detect dood, detect magic, and invisibility (self only); 1/day – cause fear (as spell, except the area is a 30 ft. radius around the quasit, save DC 11). Caster level 6th.

Alternate Form (Su): A quasit can assume other forms as a standard action. This ability functions as Polymorph cast on itself (CL 12), except that a quasit does not regain hit points for changing form. This quasit can change into a bat or a monstrous centipede.

Treasure:

Full Plate +3, Heavy Steel Shield +1, +4 vs. Missiles; Heavy Mace +3, Bracers of Archery, Greater; Amulet vs. Undead; Robe of Blending, Rope of Climbing, Arcane Scroll (*Anti-magic shell, magic missile, Freezing Sphere*, CL 16) Exalted Holy Symbol
Small Leather Armor

Amulet vs. Undead: This amulet provides an unnamed +4 bonus to a cleric's turning attempts. Moderate alteration; CL 8th; Craft Wondrous Item, Turn Undead class feature; Price 16,000gp

Exalted Holy Symbol: After seven full days of prayer, this holy symbol will open up like a book, revealing scriptures of incredibly small text. If the faithful person has a means to read the text (such as Lens of Minute Seeing), treat the text as a *Book of Exalted Deeds*, except that after reading the work, the character is protected as if wearing a Phylactery of Faithfulness for the next 30 days.

Overwhelming Magic; CL 20th;

Suggestions:

If Magic of Faerun is not available, choose another CR14-CR17 dragon.

Since the Quasit is listed as a familiar, consider granting it familiar benefits. In particular, the hit points would increase to 115. To justify, add a level of sorcerer to the dragon and make sure it has the Improved Familiar Feat. You could also add familiar benefits to increase the creature's survivability: Alertness, improved evasion, share spells, empathic link, deliver touch spells, Speak with Master, Speak with animals of its kind (based on caster of 10th level or less).

The Amulet vs. Undead was priced as a skill-based item (Bonus squared x 100gp)

4. Grab Point

If you dislike running the text as written and just letting the action happen then resolve the 'grab' as a grapple check. Darafayen's base grapple is +7 before any magical enhancements she may prepare before hand.

Suggestions:

One thing to consider is whether or not the party was scried upon prior to entering or as they entered the chamber. Perhaps there is a Clairaudience/Clairvoyance spell on the chamber.

The Halls of the Rockseer Elves:

Replace references of *Continual Light* to *Continual Flame*.

Run the protection of the halls as written, presuming multiple wishes and magical protections to have been put in place over the years.

1. Entrance Chambers

(4) Rockseer Guards: Rockseer War3/Rog3; CR 8; Medium Humanoid (Elf, Earth); HD 3d8 + 3d6; hp 24; Init +1; Spd 30ft.; AC 16 (+1 dex, +4 armor, +1 shield; Touch 11, flat-footed 15); Bab/Grpl +5/+6; Atk +6 melee (1d8-1, longsword) Full Atk +6 melee (1d8-1, longsword); Face/Reach 5ft./5ft.; SA +2d6 sneak attack, spell-like abilities; SQ. Darkvision 240 ft., evasion, rockseer traits, immunity to webs and petrification, stone friend, stone sense; AL N; SV Fort +4; Ref +4; Will +2; Str 8, Dex 13, Con 10, Int 12, Wis 12, Cha 9.

Skills: Climb +2, Disable Device +4, Hide +7, Listen +9, Search +10, Spot +9

Feats: Weapon Focus (Longsword)

Ignore Webs (Ex): Rockseers always make their saving throws against Web spells and effects.

Spell-Like Abilities (Sp): At will – Meld into Stone; 1/Day – Stone Shape; CL 6

Earth Glide (Su): Rockseers of 3rd level or higher can Earth Glide once per day for a distance of 100 yards + 100 yards/level gained after 3rd.

Stone Sense (Su): Rockseers intuitively know the direction, distance, and size of open spaces within range of their Earth glide ability.

Possessions: Chain Shirt, Light Shield, Masterwork Longsword

(2) Rockseer Thieves: Male Rockseer Rogue 6; CR 10; Medium Humanoid (Elf, Earth); HD 6d6+6; hp 30; Init +8; Spd 30ft.; AC 18 (+3 armor, +1 shield, +4 dex,; Touch 14, flat-footed 14); Bab/Grpl +4/+4; Atk +5 melee (1d8-1, longsword) Full Atk +5 melee (1d8-1, longsword); Face/Reach 5ft./5ft.; SA +3d6 sneak attack, spell-like abilities; SQ. Darkvision 240 ft., evasion, rockseer traits, immunity to webs and petrification, stone friend, stone sense; AL N; SV Fort +3; Ref +9; Will +4; Str 11, Dex 18, Con 12, Int 14, Wis 10, Cha 9.

Skills: Bluff +8, Climb +8, Disable Device +11, Hide +13, Intimidate +8, Listen +9, Move Silent +13, Open Lock +11, Search +11, Spot +9,

Feats: Improved Initiative, Iron Will, Weapon Focus (Longsword)

Ignore Webs (Ex): Rockseers always make their saving throws against Web spells and effects.

Spell-Like Abilities (Sp): At will – Meld into Stone; 1/Day – Stone Shape; CL 6

Earth Glide (Su): Rockseers of 3rd level or higher can Earth Glide once per day for a distance of 100 yards + 100 yards/level gained after 3rd.

Stone Sense (Su): Rockseers intuitively know the direction, distance, and size of open spaces within range of their Earth glide ability

Possessions: Masterwork Studded Leather Armor, Masterwork Buckler, Masterwork Longsword,

Conversion Notes

I used non-elite stats for the warrior/rogues. If the party gets past the dragon then elite stats on the guards won't matter. The warrior/rogues were built as warrior's first and then rogues. The ability adjustment went into Constitution.

The current conversion of the Rockseer grants them a communal power, allowing Rockseers to combine their total levels in order to use higher level abilities. For example, the 4 Rockseer War/Rog have a combined level of 24 so they could use the Summon Greater Earth Elemental spell-like ability 1/day.

Suggestions:

For the Flux Point – Consider using an Earth Node as described in “Underdark” by Wizards of the Coast.

2 and 3. Fungi Farms

No changes

4. The Artisans' Halls

No changes

5. Living Halls

No changes

6. Halls of the Conclave

(2) Elder Earth Elementals; CR 11; Huge Elemental (Earth, Extraplanar); HD 24d8+120; hp 312; Init -1; Spd 30ft.; AC 22 (-2 size, -1 dex, +15 natural; Touch 7, flat-footed 22); Bab/Grpl +18/+37; Atk +27 melee (2d10+11/19-20, slam) Full Atk +27 melee (2d10+11/19-20, 2 slams); Face/Reach 15ft./15ft.; SA Earth mastery, push; SQ.Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +19; Ref +7; Will +10; Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11.

Skills: Listen +29, Spot +29

Feats: Alertness, Awesome Blow, Cleave, Improved Critical (slam) Improved Sunder, Iron Will, Power Attack

Possessions: None

7. Water Hall

No changes

Characters of the Rockseers

Aljayera: Male Rockseer Wizard 18; CR 22; Medium Humanoid (Elf, Earth); HD 18d4+36; hp 102; Init +8; Spd 30ft.; AC 26 (+4 dex, +4 deflection, Armor +8; Touch 18, flat-footed 22); Bab/Grpl +9/+10; Atk +15 melee (1d6+5, +4 quarterstaff) Full Atk +15/+10 melee (1d6+5, +4 quarterstaff); Face/Reach 5ft./5ft.; SA Spells; SQ. Darkvision 240ft., light blindness, rockseer traits spell-like abilities; AL N; SV Fort +8; Ref +11; Will +15; Str 12, Dex 18, Con 14, Int 23, Wis 19, Cha 15.

Skills: Concentration +23, Knowledge (Arcana) +27, Knowledge (Dungeoneering) +27, Knowledge (Rockseer History) +27, Knowledge (The Planes) +27, Sense Motive: +13, Spellcraft +27.

Feats: Craft Wand (b), Empower Spell (b), Greater Spell Focus (Divination), Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll (b), Silent Spell (b), Spell Focus (Divination), Spell Penetration

Spells/Day: 4/6/6/5/5/5/3/3/2 – Save DC = 16+spell level (Divinations = 18+spell Level)

Spells: 0 – *Detect Magic* x2, *Prestidigitation* x2, 1 – *Charm Person*, *Comprehend Languages*, *Expedition Retreat*, *Protection from Evil*, *Shield*, *Silent Image*; 2 – *Daze Monster*, *Detect Thoughts* x2, *Protection from Arrows*, *See Invisibility*, *Shatter*; 3 –

Clairaudience/Clairvoyance, *Dispel Magic*, *Hold Person*, *Protection from Energy*,

Suggestion, *Tongues*; 4 – *Charm Monster*, *Detect Scrying*, *Lesser Geas*, *Lesser Globe of Invulnerability*, *Scrying*, *Stoneskin*; 5 – *Contact Other Plane*, *Dismissal*, *Dominate Person*, *Mind Fog*, *Teleport*, *Transmute Rock to Mud*; 6 – *Analyze Dweomer*, *Geas/Quest*, *Greater Dispel Magic*, *Flesh to Stone*, *Mislead*, *True Seeing*; 7 – *Forcecage*, *Mass Hold Person*, *Summon Monster VII*; 8 – *Discern Location*, *Mind Blank*, *Power Word Stun*; 9 –

Imprisonment, *Time Stop*.

Communal Powers (ex): Rockseers are able to combine their character levels to achieve higher level spell effects.

Earth Glide (su): Rockseers of at least 3rd level can Earth Glide once per day for a distance of 100 yards + 100 yards/level gained after 3rd. This ability allows them to move (but not see) through stone as if it was air. At 9th level rockseers may bring 1 companion along with them plus 1 additional companion per level over 9th.

Light Blindness (ex): Abrupt exposure to bright light blinds the rockseer for 1 round. On subsequent rounds they are dazzled as long as they remain in the affected area.

Resist Acid and Earth Spells (su): SR29 vs. all spells with the Acid or Earth descriptor.

Spell-Like Abilities (sp): At will – *meld into stone*, *wall of stone*; 1/day – *stone shape*, *stone tell*. Special: *Summon Greater Earth Elemental* if Aljayera works with another Rockseer of at least 2nd level.

Stone Sense (su): Rockseers intuitively know the direction, distance, and size of open spaces within range of their Earth Glide ability. This ability doesn't tell the rockseer if the space has breathable atmosphere or is already inhabited, it only tells the rockseer the shape and size of the space.

Possessions: Bracers of Armor +8, Ring of Protection +4, Aljayera's Staff (50 chgs), Staff of Fire (50chgs), Staff of Frost (50chgs), Helm of Brilliance

Stone Dragonette: CR 2; Tiny Construct; HD 2d10; hp 11; Init +2; Spd 10ft., Fly 30ft. (good); AC 22 +2 size, +2 dex, +8 natural; Touch 14, flat-footed 20); Bab/Grpl +1/-5; Atk +1 melee (1d3-2, bite) Full Atk +1 melee (1d3-2, bite) and -4 melee (1d2-2, 2 claws); Face/Reach 2.5ft./0ft.; SA; SQ. Construct traits, darkvision 60ft., dragonette traits, earth resistance, spell-like abilities, SR 17; AL N; SV Fort +0; Ref +2; Will +0; Str 6, Dex 15, Con -, Int 10, Wis 10, Cha 15.

Skills: Hide +10, Listen +7, Spot +7

Feats: Alertness

Dragonet Traits (ex): The stone dragonet may grant its master a +2 Natural Armor bonus and the Alertness feat.

Earth Resistance (ex): The stone dragonet resist all spells that affect earth or stone (Stone shape, rock to mud, etc) with an SR 26

Spell-Like Abilities (sp): 1/day – *Eyebite* (DC18) The saves are Charisma based. The caster level is 11th.

The stone dragonet may choose to use 1 of its spell like abilities once per day.

Possessions: none

Darafayen: Female Rockseer Wizard 11; CR 15; Medium Humanoid; HD 11d4+11; hp 51; Init +7; Spd 30ft.; AC 23 (+3 dex, +3 deflection, +7 armor; Touch 17, flat-footed 20); Bab/Grpl +5/+7; Atk +10 melee (1d6+5, +3 quarterstaff) Full Atk +10 melee (1d6+5, +3 quarterstaff); Face/Reach 5ft./5ft.; SA Spells; SQ. Darkvision 240 ft., light blindness, rockseer traits spell-like abilities; AL CG; SV Fort +4; Ref +6; Will +10; Str 14, Dex 17, Con 12, Int 21, Wis 16, Cha 12.

Skills: Concentration +15, Hide +9, Knowledge (Arcana) +20, Knowledge (Dungeoneering) +20, Listen +5, Search +13, Spellcraft +20, Spot +5

Feats: Empower Spell (b), Craft Wand, Greater Spell Penetration, Improved Initiative, Scribe Scroll (b), Silent Spell (b), Spell Penetration

Spells/Day: 4/6/5/5/4/4/1 Save DC = 15+spell level

Spells: 0 – *Detect Magic* x2, *Read Magic* x2; 1 – *Burning Hands*, *Expeditious Retreat*, *Magic Missile* x2, *Shield*, *True Strike*; 2 – *Glitterdust*, *Mirror Image*, *See Invisibility*, *Shatter* x2; 3 – *Dispel Magic* x2, *Invisibility Sphere*, *Slow*, *Tongues*; 4 – *Black Tentacles* x2, *Lesser Globe of Invulnerability*, *Stoneskin*; 5 – *Hold Monster* x2, *Summon Monster V*, *Wall of Stone*; 6 – *Summon Monster VI*.

Communal Powers (ex): Rockseers are able to combine their character levels to achieve higher level spell effects.

Earth Glide (su): Rockseers of at least 3rd level can Earth Glide once per day for a distance of 100 yards + 100 yards/level gained after 3rd. This ability allows them to move (but not see) through stone as if it was air. At 9th level rockseers may bring 1 companion along with them plus 1 additional companion per level over 9th.

Light Blindness (ex): Abrupt exposure to bright light blinds the rockseer for 1 round. On subsequent rounds they are dazzled as long as they remain in the affected area.

Resist Acid and Earth Spells (su): SR29 vs. all spells with the Acid or Earth descriptor.

Spell-Like Abilities (sp): At will – *meld into stone*, *wall of stone*; 1/day - *stone shape*, *stone tell*. Special: *Summon Greater Earth Elemental* if Aljayera works with another Rockseer of at least 2nd level.

Stone Sense (su): Rockseers intuitively know the direction, distance, and size of open spaces within range of their Earth Glide ability. This ability doesn't tell the rockseer if the space has breathable atmosphere or is already inhabited, it only tells the rockseer the shape and size of the space.

Possessions: Bracers of Armor +7, Ring of Protection +3, Stone Quarterstaff +3, Wand of Detect Secret Doors (chgs:38), Ioun Stone (lavender and green ellipsoid – absorbs spells of 8th level or less – 31 spell levels remaining)

Suggestions:

Aljayera's wands were turned into the equivalent staffs. I would suggest giving him a Magic Quiver or converting them to a Wand of Fireballs (CL10) and a Wand of Ice Storm (CL10).

Dealing with the Rockseers

No changes

The Derro at War:

The Wormholes:

If players inquire what the holes are, a DC15 Knowledge (Dungeoneering) check should identify the cause of these holes (after all it's marked on the map). A DC26 Knowledge (Dungeoneering) check will reveal something useful about purple worms (poisonous, tremorsense, or the like).

Purple Worm: CR 12; Gargantuan Magical Beast; HD 16d10+112; hp 200; Init -2; Spd 20ft., Burrow 20ft., Swim 10ft.; AC 19 (-4 size, -2 dex, +15 natural; Touch 4, flat-footed 19); Bab/Grpl +16/+40; Atk +25 melee (2d8+12, bite) Full Atk +25 melee (2d8+12 bite) and +20 melee (2d6+6 plus poison; sting); Face/Reach 20ft./15ft.; SA: Improved grab, swallow whole, poison; SQ. Tremorsense 60ft.; AL N; SV Fort +17; Ref +8; Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8.

Skills: Listen +18, Swim +20

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting),

Improved Grab (ex): To use this ability, a purple worm must hit with its bite 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 attempt to swallow the foe the following round.

Poison (ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Swallow Whole (ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (9AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gargantuan worm's interior can hold 2 large, 8 medium, 32 small, 128 tiny, or 512 diminutive or smaller opponents.

Possessions: None

The Slavers:

Groznyj: Male Human Fighter 7; CR 7; Medium Humanoid; HD 7d10+21; hp 61; Init +7; Spd 20ft.; AC 23 (+1 dex, +9 armor, +3 shield; Touch 11, flat-footed 22); Bab/Grpl +7/+11; Atk +14 melee (1d8+6, longsword +2) Full Atk +14/+9 melee (1d8+6, longsword +2); Face/Reach 5ft./5ft.; SA Spells; SQ.; AL NE; SV Fort +8; Ref +5; Will +1; Str 18, Dex 16, Con 16, Int 9, Wis 9, Cha 7.

Skills: Climb +6, Jump +6

Feats: Blindfight, Cleave, Great Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Full Plate +1, Heavy Steel Shield +1, Longsword +2, Ring of *Freedom of Movement*; 500gp, 200pp, (2) pearls (1000gp each)

Faayenel: Female Elf Fighter 3 Wizard 5; CR 8; Medium Humanoid; HD 3d10+6 plus 5d4+10; hp 46; Init +8; Spd 20ft.; AC 21 (+4 dex, +7 armor; Touch 14, flat-footed 17); Bab/Grpl +5/+8; Atk +11 melee (1d6+5, unholy shortsword) Full Atk +10 melee (1d6+5, unholy shortsword) or +9/+9 (1d6+2 plus poison, +2 shortbow); Face/Reach 5ft./5ft.; SA Spells; SQ. elf traits, low-light vision; AL CE; SV Fort +6; Ref +6; Will +5; Str 16, Dex 18, Con 15, Int 18, Wis 10, Cha 12.

Skills: Climb +1, Concentration +12, Knowledge (Arcana) +14, Listen +3, Jump +1, Spellcraft +14, Spot +3, Swim +1

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll (b), Silent Spell (b), Weapon Focus (shortsword)

Spells/Day: 4/4/3/2 Save DC = 14+spell level

Spells: 0 – *Detect Magic* x2, *Read Magic*, *Prestidigitation*; 1 – *Burning Hands*, *Magic Missile* x2, *Sleep*; 2 – *Invisibility*, *Mirror Image*, *Web*; 3 – *Dispel Magic*, *Fireball*

Possessions: Chainmail +2, Shortsword +2 unholy; shortbow +2, arcane scroll (*acid arrow*, *scorching ray*, *lesser globe of invulnerability* – CL11), (6) poison arrows (Drow Poison: Injury, DC13, unconsciousness/unconsciousness for 2d4hrs), Spellbook,

Notes: Add +1 to hit with shortbow if within 30ft. When fighting with the shortbow, add +2 to hit and damage plus 2d6 to damage if opponent is good.

Haragswald: Male Human Cleric 7; CR 7; Medium Humanoid; HD 7d8+21; hp 53; Init +0; Spd 20ft.; AC 20 (+6 armor, +4 shield; Touch 10, flat-footed 20); Bab/Grpl +5/+8; Atk +10 melee (1d8+5, +2 flail) Full Atk +10 melee (1d8+5, +2 flail); Face/Reach 5ft./5ft.; SA Spells; SQ.; AL NE; SV Fort +8; Ref +4; Will +9; Str 16, Dex 10, Con 16, Int 9, Wis 18, Cha 13.
Skills: Concentration +13, Knowledge (Religion) +10, Spellcraft +10
Feats: Dodge, Lightning Reflexes, Martial Weapon (flail), Scribe Scroll,
Deity: Nerull – *Domains:* Death, Evil
Spells/Day: 6/5+1/4+1/3+1/2+1 Save DC = 14 + Spell level
Spells: 0 – *Detect Magic* x, *Detect Poison* x2, *Light*, *Purify Food and Drink*; 1 – *Bane*, *Cause Fear* x2, *Command*, *Protection from Good* (d), *Shield of Faith*; 2 – *Darkness* x2, *Death Knell* (d), *Hold Person*, *Silence*; 3 – *Deeper Darkness* x2, *Magic Circle vs. Good* (d), *Prayer*; 4 – *Cure Critical Wounds*, *Divine Power*, *Unholy Blight* (d)
Death Touch: 1/day 7d6
Evil: Evil spells cast at +1 caster level
Possessions: Chainmail +1, Shield +2, Flail +2, (3) Dust of Appearance,

Prentyss: Female Human Rogue 9; CR 9; Medium Humanoid; HD 9d6; hp 25 (stoneskin); Init +9; Spd 40ft.; AC 20 (+5 dex, +5 armor; Touch 10, flat-footed 10); Bab/Grpl +6/+6; Atk +7 melee (1d6+1 plus poison, +1 shortbow) Full Atk +5/+5/+0 melee (1d6+1 plus poison, +1 shortbow) or +7/+2 (1d6+1, shortsword); Face/Reach 5ft./5ft.; SA Sneak attack +5d6; SQ. Evasion, trap finding, trap sense +3; AL CE; SV Fort +3; Ref +11; Will +7; Str 11, Dex 20, Con 10, Int 15, Wis 15, Cha 14.
Skills: Climb +12, Disable Device +14, Hide +17, Jump +5 (boots), Move Silently +17, Listen +14, Open Lock +13, Search +14, Sleight of Hand +17, Spot +14, Use Magic Device +14
Feats: Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot
Possessions: Leather Armor +3, Shortsword +1, Shortbow +1, Boots of Striding and Springing, Ring of *Invisibility*, Ring of See *Invisibility*, Wand of *Magic Missiles* (CL3, 30chgs), (6) poison arrows (Drow Poison: Injury, DC13, unconsciousness/unconsciousness for 2d4hrs),
Notes: Stoneskin is active. Shortbow shots within 30ft are at +1.

Crystena: Female Human Wizard 7; CR 7; Medium Humanoid; HD 7d4+21; hp 38 (stoneskin); Init +3; Spd 30ft.; AC 15 (+3 dex, +2 deflection; Touch 15, flat-footed 13); Bab/Grpl +3/+1; Atk +4 melee (1d4+1, dagger +3) Full Atk +4 melee (1d6+1, dagger+3); Face/Reach 5ft./5ft.; SA Spells; SQ.; AL NE; SV Fort +6; Ref +5; Will +5; Str 7, Dex 17, Con 16, Int 19, Wis 6, Cha 14.
Skills: Concentration +12, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +14, Listen +3, Spellcraft +14, Spot +3
Feats: Great Fortitude, Iron Will, Maximize Spell (b), Scribe Scroll (b), Spell Focus (evocation), Spell Penetration
Spells/Day: 4/5/4/3/2 Save DC = 14+ Spell level (Evocation Save DC = 15+ Spell level)
Spells: 0 – *Detect Magic* x2, *Read Magic* x2; 1 – *Charm Person*, *Magic Missile* x3, *Shield*; 2 – *Acid Arrow*, *Blur*, *Invisibility* x2; 3 – *Dispel Magic*, *Lightning Bolt* x2; 4 – *Stoneskin* x2 (cast on herself and Prentyss)
Possessions: Robe of Protection +2, Dagger +3, Rod of Negation, Staff of Illusion (12 chgs), Arcane Scroll (*baleful polymorph*, *dimension door* CL 11);
Notes: *Stoneskin* is active

Conversion Notes

Faayenel's ability increases went into Intelligence and Dexterity (1 point each).

Might want to include spell components for more castings of Stoneskin.

For Prentyss, consider replacing Improved Initiative, Iron Will, and Rapid Shot with Dodge, Mobility and Spring Attack to simulate the old abilities of the Boots of Striding and Springing to jump in and out of battle.

So, Tell Us What You Know

The players are probably going to want to question any of the slavers they manage to take as captives. Captive slavers have an initial attitude of 'hostile' and will need to have their attitude adjusted to at least friendly before they reveal any information.

Bluff

Characters may attempt to lie to their captives. Resolve normally, but the captives are presumably suspicious.

Diplomacy

Use the following table as a guideline on what any captives will reveal.

Information	DC
The gold, pearls, and platinum are for services rendered.	5
Information about the Derro watchposts	20
Information about the Ixzan (Crystenna and Prentyss only)	25
Information about the City of the Glass Pool and the illithid presence	30
Getting Prentyss to reveal what she knows about the resting area with an inducement (a 1000gp value or greater)	35
Getting a charmed Prentyss to reveal what she knows about the resting area without any inducement	20
Getting an uncharmed Prentyss to reveal what she knows about the resting area without any inducement	50*

**Prentyss is considered hostile and will have to have her attitude adjusted to helpful.*

Intimidation

Characters may try to intimidate the slavers into revealing information. Per the intimidate skill, characters will have to make a check vs. the following:

Slaver	DC
Groznyj	16
Farayenel	18
Haragswald	21
Prentyss	21
Crystenna	15

Note in the conversion above, both Prentyss and Crystenna have Iron Will which could conceivably grant a +2 modifier to the DC, especially if the interrogation/intimidation process includes privation or torture.

Kuo-Toan Search Party

Use the following statistics for the search party that forms if any of the slavers make it back to the City of the Glass Pool

Kuo-Toa Captain: Male Kuo-toa Fighter10 Monster Manual, page 163

Adjust the Captain's statistics to the following (additive to existing statistics):

Ability Increase: Str: +3 (calculated below)

Hp: +65, Bab: +10, Grp: +12, Attack: +15 to hit (with +1 longsword), Full Attack: +15/+10 (with +1 longsword: dmg: 1d8+5 /17-20 x2). Fort: +7, Ref: +5, Will: +5,

Skills: Swim +15 (to existing), Climb: +16, Jump +16

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(2) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Adjust the Lieutenant's statistics to the following (additive to existing statistics):

Ability Increase: Str: +1 (calculated below)

Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack: +12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4,

Skills: Swim +12 (to existing), Climb: +13, Jump +13

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(2) Kuo-Toa Whip: Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)
Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack:
+5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2
Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently
+2, Spot +4, Tumble +2, Use Rope +2
Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)
SA: Evasion, Sneak Attack +1d6

(10) **Kuo-Toa**; Monster Manual, page 163

Conversion Notes:

Per the DM Reference Card 4 –

Captain Kuo-Toa carry a harpoon as well as a longsword. Each has a 50% chance of being magical. Lieutenant's are the same, but will not have a weapon with a better than +1 enchantment. Both the captain and the lieutenant were given a +1 longsword in the above conversion and the harpoon is assumed to be replaced with the racial standard of a shortspear.

The ability increases for the creatures went to strength.

The Watchpost:

Note that wandering encounters within six miles of this point should be taken from the “City Margins” column. As the guards are always vigilant, presume that the derro Take 10 on their Spot and Listen checks.

(2) **Mind Flayer**: (hp44) Monster Manual, page 187

(6) **Derro**; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

Conversion Notes:

The text of the module indicates that the derro at the watchpost have a Dexterity of 16. I've left it at 14 per the SRD.

The Renegades:

Derro Guard Group

(6) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

In the following section, only the base stat-block for the derro will be used. The special ability section will be omitted for brevity's sake.

1. Pool Guards

(8) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

2. Guard Post

(10) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

3. Spider Pack

(10) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

(1) Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 35; Init +8; Spd 20ft.; AC 17 (+1 size, +4 dex, +2 natural; Touch 15, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, hook-fauchard) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, hook fauchard); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +9; Will +14; Str 12, Dex 18, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (7/5/3/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, cause fear, magic missile, shield; 2 – fog cloud, invisibility, levitate; 3 – blink, fireball*

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Brooch of Shielding (41hps). Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

(4) Large Monstrous Spider: CR 2; Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 30ft., Climb 20 ft.; AC 14 (-1 size, +1 dex, +2 nat; Touch 12, flat-footed 11); Bab/Grpl +3/+9; Atk +4 melee (1d8+3 plus poison, bite) Full Atk +4 melee (1d8+3 plus poison, bite); Face/Reach 10ft./5ft.; SA Poison; SQ. Darkvision 60ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5; Ref +4; Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*

Feats: -

Poison (ex): A monstrous spider has a poisonous bite. Large monstrous spider poison deals 1d6 Strength damage as the initial and secondary damage; a Fortitude save vs. DC13 negates. The save is Constitution based.

Possessions: None

Conversion Notes

In the module, the spiders are listed as Large and are converted as such, but given the spider venom the derro carry, Medium seems more likely.

The spiders were converted as 'hunter' spiders and thus do not spin webs. Note that they can still create webs in their lair, just not spin them in combat.

4. Great Cavern

(24) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

(2) Derro Lieutenants; Male Derro Fighter3; CR 6; Small Monstrous Humanoid; HD 3d8+9 plus 3d10+9; hp 38; Init +8; Spd 15ft (20ft base); AC 22 (+1 size, +4 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 14, flat-footed 18); Bab/Grpl +6/+6; Atk +11 melee (1d4+4/20, +1 spear) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +9; Ref +7; Will +7; Str 19, Dex 18, Con 16, Int 8, Wis 4*, Cha 18*.

Skills: Bluff +5, Climb +7, Hide +9, Listen +1, Move Silently +8

Feats: Blind-Fight, Dodge, Mobility, Improved Initiative, Spring Attack

Possessions: Shortspear +1, Scalemail, buckler, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but I kept the equipment from the module).

(2) Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 35; Init +7; Spd 20ft.; AC 16 (+1 size, +3 dex, +2 natural; Touch 14, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, hook-fauchard) or Atk +9 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, hook fauchard); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +8; Will +14; Str 12, Dex 17, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Savant Sor7#1

Spells Known: (7/5/3/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hand, comprehend languages, magic missile, ray of enfeeblement, shield; 2 – detect thoughts, invisibility, spider climb; 3 – blink, stinking cloud*

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Small Staff of *Baleful Polymorph* (12 chgs), Hook-fauchard, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor7#2

Spells Known: (7/5/3/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hand, comprehend languages, magic missile, ray of enfeeblement, shield; 2 – detect thoughts, hypnotic pattern, spider climb; 3 – blink, lightning bolt*

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Ring of Major Spell Storing (w/ *blink, lightning bolt, spider climb*), Hook-fauchard, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

(2) Derro Savant6; Male Derro Sorcerer 6 CR 9; Small Monstrous Humanoid; HD 3d8+3 plus 6d4+6; hp 32; Init +7; Spd 20ft.; AC 14 (+1 size, +3 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, aklys) or Atk +7 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +8; Will +14; Str 12, Dex 17, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +7, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +8, Hide +12, Listen +1, Move Silently +10, Spellcraft +8

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Savant Sor6 #1

Modify AC with a +2 deflection bonus: AC16, Touch 14, Flat Footed 15

Spells Known: (7/4/2/1)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hand, comprehend languages, magic missile, shield; 2 – detect thoughts, levitate; 3 – lightning bolt,*

Spells per Day: (6/8/7/4) Save DC = 16 + spell level

Possessions: Robe of Protection +2, Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor6#2

Spells Known: (7/4/2/1)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – comprehend languages, magic missile, ventriloquism; 2 – invisibility, levitate; 3 – lightning bolt,*

Spells per Day: (6/8/7/4) Save DC = 16 + spell level

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

(2) Derro Savant5; Male Derro Sorcerer 5 CR 8; Small Monstrous Humanoid; HD 3d8+3 plus 5d4+5; hp 29; Init +7; Spd 20ft.; AC 16 (+1 size, +3 dex, +2 natural; Touch 14, flat-footed 13); Bab/Grpl +5/+2; Atk +6 melee (1d4+1/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +3; Ref +7; Will +13; Str 12, Dex 16, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +6, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +7, Hide +12, Listen +1, Move Silently +10, Spellcraft +7

Feats: Blind-Fight, Improved Initiative, Silent Spell

Savant Sor5

Spells Known: (6/4/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – comprehend languages, magic missile, ventriloquism; 2 – invisibility, hypnotic pattern;*

Spells per Day: (6/9/6) Save DC = 16 + spell level

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Conversion Notes:

I removed the Scale mail from the savants. For fun, add it back in. This gives all Savants a +4 armor bonus, but gives them a 25% spell failure chance and a -4 armor check penalty.

5. Chieftain-Savant's Retreat

(2) Chieftains Bodyguards; Male Derro Fighter3; CR 6; Small Monstrous Humanoid; HD 3d8+9 plus 3d10+9; hp 38; Init +8; Spd 15ft (20ft base); AC 22 (+1 size, +4 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 14, flat-footed 18); Bab/Grpl +6/+6; Atk +11 melee (1d4+4/20, +1 spear) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +9; Ref +7; Will +7; Str 19, Dex 18, Con 16, Int 8, Wis 4*, Cha 18*.

Skills: Bluff +5, Climb +7, Hide +9, Listen +1, Move Silently +8

Feats: Blind-Fight, Dodge, Mobility, Improved Initiative, Spring Attack

Possessions: Shortspear +1, Scalemail, buckler, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortwords – but I kept the equipment from the module).

(1) Adjutant-Savant; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 35; Init +7; Spd 20ft.; AC 16 (+1 size, +3 dex, +2 natural; Touch 14, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, hook-fauchard) or Atk +9 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, hook fauchard); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +8; Will +14; Str 12, Dex 17, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (7/5/3/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, cause fear, magic missile, shield; 2 – fog cloud, invisibility, levitate; 3 – blink, fireball*

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Arcane Scroll (*dispel magic, fly, lesser globe of invulnerability* – CL 12th).

Hook-fauchard, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Advanced, Flying, Large Monstrous Spider: CR 2; Large Vermin; HD 5d8+5; hp 45; Init +3; Spd 30ft., Fly 20ft (poor), Climb 20 ft.; AC 14 (-1 size, +1 dex, +2 nat; Touch 12, flat-footed 11); Bab/Grpl +3/+9; Atk +4 melee (1d8+3 plus poison, bite) Full Atk +4 melee (1d8+3 plus poison, bite); Face/Reach 10ft./5ft.; SA Poison; SQ. Darkvision 60ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5; Ref +4; Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +11, Hide +3*, Jump +32*, Spot +4*

Feats: -

Poison (ex): A monstrous spider has a poisonous bite. Large monstrous spider poison deals 1d6 Strength damage as the initial and secondary damage; a Fortitude save vs. DC13 negates. The save is Constitution based.

Renegade Chieftain-Savant; Male Derro Sorcerer8 CR 11; Small Monstrous Humanoid; HD 3d8+3 plus 8d4+8; hp 39; Init +8; Spd 20ft.; AC 20 (+1 size, +3 deflection, +4 dex, +2 natural; Touch 15, flat-footed 16); Bab/Grpl +7/+7; Atk +13 melee (1d4+6, Short spear +2) or Atk +8 melee (1d6 plus poison, repeating light crossbow); Full Atk: +13/+7 (1d4+6, shortspear +2); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +7; Will +15; Str 18, Dex 18, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +9, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (8/5/3/2/1)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance, touch of fatigue; 1 – burning hands, comprehend languages, cause fear, magic missile, shield; 2 – detect thoughts, hypnotic pattern, levitate; 3 – lightning bolt, stinking cloud; 4 – ice storm*

Spells per Day: (6/8/8/6/4) Save DC = 16 + spell level

Possessions: Short spear +2, Ring of Protection +3, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Treasure: Crossbow, Heavy +1 Speed; (16) Crossbow Bolts +2, Dagger +2 longtooth (see magic items)

Conversion Notes:

For the Large Monstrous Spider: Advanced +1HD, added a Fly 20 ft. (poor) speed. Gave it +30 jump.

I did not give any of the derro ranks in Ride. For those who do ride spiders, consider replacing their ranks in Hide with Ride.

Tactics and Strategy

Negotiating with the renegade derro. The derro start out as hostile and will have to have their attitude adjusted to indifferent before they negotiate further.

Negotiation Tactic	DC
Characters just arrive. They have no brooches	35*
Characters just arrive and display brooches	25
Characters make it clear that they are 'for' the renegade faction and have brooches and dead	15

servitor derro	
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**Practically impossible. The character will need at least 10 ranks in diplomacy before attempting.*

Characters may also gain further information from the derro after negotiations begin. The derro will not reveal any of this information until their attitude has been raised to at least friendly.

Other Information	DC
The illithid are using magic to warp the servitor-derro's minds.	15
The ultimate source of the magical control lies beyond the City of the Glass Pool...	15
There are other derro deeper in the underdark	30
Gain information and map on the City of the Glass Pool	20
Characters bring back magic items from the servitor clan	+5
Characters bring back slain bodies/heads	+2
Characters bring the back slaves	+5
Characters bring back potions of <i>domination</i>	+2

Note that characters should only gain each bonus once (each).

Warrens of the Servitors:

In the following section, only the base stat-block for the derro will be used. The special ability section will be omitted for brevity's sake.

Conversion Notes:

I removed the Scale mail from the savants. For fun, add it back in. This gives all Savants a +4 armor bonus, but gives them a 25% spell failure chance and a -4 armor check penalty.

1. Trapped Passage

When a PC passes this point, have the two derro in Area 2 (directly above) make a Spot or Listen check vs. the character's Hide or Move Silent check. If the derro detect the party they either drop rocks or Alchemist Fire on the player's head. Each derro may make a single attack roll each round that a character stays in the area. The murder holes give the derro total cover (50% miss chance) from the PC attacks.

Rocks: Atk +6, Dmg: 1d8

Alchemist Fire: Atk +6, Dmg 1d6 fire. Take a full-round action to put the fire out (DC15 Reflex save) or take a further 1d6 fire damage on the following round.

2. Murder Holes

(3) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 22, 20, 13; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module). (12) flasks of Alchemist Fire

3. Guard Chambers

(2) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 21, 19; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities,

sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

4. Crossbow Defense Point

Fusillade of Repeating Crossbows: CR2; mechanical; visual trigger; manual reset; +6 ranged (1d10, bolts); Search DC - ; Disable Device DC - ;

Special: No PC should be targeted by more than 5 crossbow bolts per attack. The derro trigger the attack as soon as the party is in range and can fire it once every two rounds.

The special crossbow has Hardness: 5 and 30 hit points, however a *flaming sphere* can ruin it with two rounds of exposure.

(2) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 15, 14; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

Derro Lieutenant; Male Derro Fighter3; CR 6; Small Monstrous Humanoid; HD 3d8+9 plus 3d10+9; hp 38; Init +8; Spd 15ft (20ft base); AC 22 (+1 size, +4 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 14, flat-footed 18); Bab/Grpl +6/+6; Atk +11 melee (1d4+4/20, +1 spear) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +9; Ref +7; Will +7; Str 19, Dex 18, Con 16, Int 8, Wis 4*, Cha 18*.

Skills: Bluff +5, Climb +7, Hide +9, Listen +1, Move Silently +8

Feats: Blind-Fight, Dodge, Mobility, Improved Initiative, Spring Attack

Possessions: Shortspear +1, Scalemail, buckler, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but I kept the equipment from the module).

5. Hidden Guards

Secret Door: Search DC 20

(6) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 19, 16x4, 10; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

6. Barracks Cavern

(10) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 15x5, 13x5, 10; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee

(1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

Derro Lieutenant; Male Derro Fighter3; CR 6; Small Monstrous Humanoid; HD 3d8+9 plus 3d10+9; hp 38; Init +8; Spd 15ft (20ft base); AC 22 (+1 size, +4 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 14, flat-footed 18); Bab/Grpl +6/+6; Atk +11 melee (1d4+4/20, +1 spear) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +9; Ref +7; Will +7; Str 19, Dex 18, Con 16, Int 8, Wis 4*, Cha 18*.

Skills: Bluff +5, Climb +7, Hide +9, Listen +1, Move Silently +8

Feats: Blind-Fight, Dodge, Mobility, Improved Initiative, Spring Attack

Possessions: Short spear +1, Scalemail, buckler, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but I kept the equipment from the module).

(1) Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 35; Init +8; Spd 20ft.; AC 17 (+1 size, +4 dex, +2 natural; Touch 15, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, aklys) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +9; Will +14; Str 12, Dex 18, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, magic missile, ray of enfeeblement, shield; 2 – fog cloud, levitate, protection from arrows; 3 – blink, lightning bolt

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

7. Slave Pens

Note that PC's should get a Sense Motive check vs. DC 25 to determine that the slaves have been charmed. Given the state of the slaves a DC 15 would not be unwarranted.

(12) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 14x6, 11x6, 10; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scale mail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

(2) Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 31, 22; Init +8; Spd 20ft.; AC 17 (+1 size, +4 dex, +2 natural; Touch 15, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, aklys) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, aklys);

Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +9; Will +14; Str 12, Dex 18, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Savant Sor7 #1

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, magic missile, shield, ventriloquism; 2 – fog cloud, levitate, protection from arrows; 3 – blink, lightning bolt

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor7 #2

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, cause fear, magic missile, shield; 2 – hypnotic pattern, levitate, spider climb; 3 – invisibility sphere, lightning bolt

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

(1) Slave, Dwarf: Female Dwarf Commoner3; CR 2; Medium Humanoid; HD 3d6+6; hp 16; Init +0; Spd 20ft.; AC 10 (Touch 10, flat-footed 10); Bab/Grpl +2/+4; Atk +4 melee (1d6+2, tool); Face/Reach 5ft./5ft.; SA -; SQ Darkvision 60 ft., dwarf traits; AL varies; SV Fort +3; Ref +1; Will +2; Str 15, Dex 10, Con 15, Int 14, Wis 8, Cha 10.

Skills: Appraise +10, Climb +8, Craft (gemcutter) +10, Craft (stonemasonry) +13, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +8, Use Rope +6

Feats: Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

(2) Slave, Elven: Female Elven Expert3; CR 2; Medium Humanoid; HD 3d6; hp 10; Init +1; Spd 30ft.; AC 10 (Touch 10, flat-footed 10); Bab/Grpl +2/+4; Atk +4 melee (1d6+2, tool); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +1; Ref +2; Will +2; Str 15, Dex 12, Con 11, Int 14, Wis 8, Cha 12.

Skills: Appraise +10, Climb +10, Craft (gemcutter) +10, Craft (stonemasonry) +13, Diplomacy +8, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +10, Use Rope +6

Feats: Athletic, Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

(11) Slave, Human: Female Human Expert3; CR 2; Medium Humanoid; HD 3d6+3; hp 13; Init +0; Spd 30ft.; AC 10 (Touch 10, flat-footed 10); Bab/Grpl +2/+4; Atk +4 melee (1d6+2, tool); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +2; Ref +1; Will +2; Str 15, Dex 10, Con 13, Int 14, Wis 8, Cha 12.

Skills: Appraise +10, Climb +10, Craft (gemcutter) +10, Craft (stonemasonry) +13, Diplomacy +8, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +10, Use Rope +6

Feats: Athletic, Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

Conversion Notes:

Used experts for the slaves because it was similar write-up to the slaves off of the DM Reference Card #4. Commoner's would be more likely, but that would lower the hit points and these people were hardy enough to survive captivity.

8. Stream Cavern

(2) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 22, 9, 10; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scale mail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

9. The Nest of Savants

(5) Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 31, 22; Init +8; Spd 20ft.; AC 17 (+1 size, +4 dex, +2 natural; Touch 15, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, aklys) or Atk +10 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +9; Will +14; Str 12, Dex 18, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Savant Sor7 #1

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, magic missile, shield, ventriloquism; 2 – detect thoughts, hypnotic pattern, mirror image; 3 – lightning bolt, slow

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: (2) Potions of cure serious wounds; Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor7 #2

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, cause fear, magic missile, shield; 2 – blur, fog cloud, mirror image; 3 – dispel magic, slow

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Arcane Scroll (baleful polymorph, dispel magic, fly; CL 12); Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor7 #3

Modify AC to 24 (+7 armor), Flat Footed: 20

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, cause fear, magic missile, shield; 2 – detect thoughts, levitate, spider climb; 3 – blink, minor creation

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Bracers of Armor +7, Potion of gaseous form; Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor7 #4

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – charm person, comprehend languages, cause fear, magic missile, shield; 2 – acid arrow, levitate, scorching ray; 3 – blink, minor creation

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Ring of Minor Fire Resistance; Aklys, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Savant Sor7 #5

Modify Atk +9 melee (1d4+3/20 plus trip, aklys +2)

Spells Known: (7/5/3/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – charm person, comprehend languages, cause fear, magic missile, shield; 2 – detect thoughts, levitate, spider climb; 3 lightning bolt, minor creation*

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Rod of Metal and Mineral Detection, Potion of *flying*, Potion of *Polymorph*.

Aklys +2, repeating light crossbow, (10) doses medium spider venom (DC14 1d6str/1d6str), 10 bolts

Servitor Chieftain-Savant: Male Derro Sorcerer8 CR 11; Small Monstrous Humanoid; HD 3d8+3 plus 8d4+8; hp 39; Init +8; Spd 20ft.; AC 19 (+1 size, +2 deflection, +4 dex, +2 natural; Touch 17, flat-footed 15); Bab/Grpl +7/+9; Atk +15 melee (1d4+8, shortspear +2) or Atk +11 melee (1d6 plus poison, repeating light crossbow); Full Atk: +15/+9 (1d4+8, shortspear +2); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +9; Will +15; Str 23, Dex 18, Con 12, Int 20, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +9, Knowledge (Arcana) +13, Knowledge (Dungeoneering) +13, Knowledge (Local) +13, Knowledge (The Planes) +13, Knowledge (Religion) +13, Hide +13, Listen +1, Move Silently +11, Spellcraft +13

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (8/5/3/2/1)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance, touch of fatigue; 1 – charm person, comprehend languages, cause fear, magic missile, shield; 2 – detect thoughts, hypnotic pattern, spider climb; 3 – blink, lightning bolt; 4 – ice storm*

Spells per Day: (6/8/8/6/4) Save DC = 16 + spell level

Possessions: Ring of Protection +2, Shortspear +2, (5)Oil of *keen edge*, wand of *magic missiles* (44chgs), Brooch of Shielding (76hp), Potion of *resist energy (fire)*, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

(6) Flying, Large Monstrous Spider: CR 2; Large Vermin; HD 4d8+4; hp 26, 22, 20, 18, 14, 13; Init +3; Spd 30ft., Fly 20ft (poor), Climb 20 ft.; AC 14 (-1 size, +1 dex, +2 nat; Touch 12, flat-footed 11); Bab/Grpl +3/+9; Atk +4 melee (1d8+3 plus poison, bite) Full Atk +4 melee (1d8+3 plus poison, bite); Face/Reach 10ft./5ft.; SA Poison; SQ. Darkvision 60ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5; Ref +4; Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +11, Hide +3*, Jump +32*, Spot +4*

Feats: -

Poison (ex): A monstrous spider has a poisonous bite. Large monstrous spider poison deals 1d6 Strength damage as the initial and secondary damage; a Fortitude save vs. DC13 negates. The save is Constitution based.

(1) Mind Flayer: (hp44) Monster Manual, page 187

Possessions: Dominator symbol, (4) potions of *domination*

Chest #1

Poison Needle Trap: CR 9; mechanical; touch trigger, manual reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con) Search DC 25, Disable Device 25

Treasure: See text

Chest #2

Scything Blade Trap: CR 2 mechanical; location trigger; automatic reset; Atk +8 melee (3d8/x3; Search DC 21; Disable Device Dc20

Treasure: (6) Potions of domination (appears as *bull's strength*), Stone of Controlling Earth Elementals, Robe of Vermin, Talisman of Pure Good (2chgs), Elvish Tome of Understanding +1, Coffers of Holding, Rockseer Sapphire Dragon.

Tactics and Strategy

No changes

Returning to the Rockseers

Returning the sapphire dragonette should garner the character who presents it a +5 circumstance bonus to all Diplomacy checks with the Rockseers.

Suggestions:

If the Wizard of the Coast product 'Undardark' is available, consider having the Rockseers teach eligible characters the Node Magic feat.

Consider allowing any character that has made an exceptional effort to be friendly with the Rockseers to be eligible for the Robe of the Rockseers (Should have attained a Helpful attitude from the Rockseers). Half-elves with their elvish blood trait should automatically be eligible.

The City of the Glass Pool:

Strategic Notes

No change, but pay particular note to the reinforcements that occur over time.

The City and the Kuo-toa:

The Grand Cavern

No changes to the time for rubble clearing.

1. Southern Ledge

If guards are posted, use the following:

(1) Kuo-Toa Monitor: Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Deflect Arrows (2), Improved Initiative, Stunning Fist (b),

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow fall 20 ft., purity of body

(2) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 15, 14; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

(1) Derro Savant5; Male Derro Sorcerer 5 CR 8; Small Monstrous Humanoid; HD 3d8+3 plus 5d4+5; hp 29; Init +7; Spd 20ft.; AC 16 (+1 size, +3 dex, +2 natural; Touch 14, flat-footed 13); Bab/Grpl +5/+2; Atk +6 melee (1d4+1/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +3; Ref +7; Will +13; Str 12, Dex 16, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +6, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +7, Hide +12, Listen +1, Move Silently +10, Spellcraft +7

Feats: Blind-Fight, Improved Initiative, Silent Spell

Savant Sor5

Spells Known: (6/4/2)

0 – *Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – comprehend languages, magic missile, ventriloquism; 2 – invisibility, hypnotic pattern;*

Spells per Day: (6/9/6) Save DC = 16 + spell level

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

2. Illithid Guard Post

(4) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 22, 19, 15, 10; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8
Feats: Blind-Fight, Improved Initiative
Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

(1) Mind Flayer: (hp44) Monster Manual, page 187

3. Northern Ledge

No changes

4. City Walls

Two climb checks will be needed to climb the wall. The climb DC is 30 (including the +5 for being slippery). Anyone climbing the wall automatically takes 1d8+2 slashing damage.

5. Great Gates

Great Gates: Hardness 8, Hp 60 (based on a stone door)

(6) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

6. Derro Barracks

(20) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

Derro Fighter; Male Derro Fighter7; CR 9; Small Monstrous Humanoid; HD 3d8+9 plus 7d10+21; hp 80; Init +8; Spd 15ft (20ft base); AC 24 (+1 size, +4 dex, +2 natural, +7 scalemail +3; Touch 15, flat-footed 20); Bab/Grpl +10/+11; Atk +18 melee (1d4+8; heavy pick +3); Full Atk +18/+13 melee (1d4+8; heavy pick +3); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +9; Ref +8; Will +8; Str 20, Dex 18, Con 16, Int 13, Wis 4*, Cha 18*.

Skills: Bluff +5, Climb +12, Jump +13, Hide +11, Listen +5, Move Silently +9

Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Mobility, Improved Initiative, Power Attack, Spring Attack

Possessions: Scale mail +3, small heavy pick +3, Ring of Blow Returning (27 chgs); repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Derro Savant8; Male Derro Sorcerer8 CR 11; Small Monstrous Humanoid; HD 3d8+3 plus 8d4+8; hp 39; Init +7; Spd 20ft.; AC 16 (+1 size, +3 dex, +2 natural; Touch 14, flat-footed 13); Bab/Grpl +7/+4; Atk +8 melee (1d4+1/20 plus trip, hook-fauchard); Full Atk: +7/+2

(1d4+1/20 plus trip, hook-fauchard); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +8; Will +15; Str 12, Dex 17, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +9, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Hide +12, Listen +1, Move Silently +10, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (8/5/3/2/1)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance, touch of fatigue; 1 – charm person, comprehend languages, cause fear, magic missile, shield; 2 – fog cloud, invisibility, mirror image; 3 – dispel magic, lightning bolt; 4 – ice storm

Spells per Day: (6/8/8/6/4) Save DC = 16 + spell level

Possessions: Hook-fauchard,

6c. Derro Barracks – Commander’s Room

Wooden Chest:

Poison Needle Trap: CR 9; mechanical; touch trigger, manual reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con) Search DC 25, Disable Device 25

Treasure: no change

7. Derro Barracks

(24) Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Possessions: Scalemail, buckler, aklys, repeating light crossbow, (10) doses of medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

(2) Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 36, 31; Init +8; Spd 20ft.; AC 17 (+1 size, +4 dex, +2 natural; Touch 15, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, hook-fauchard); Full Atk: +6/+1 (1d4+1/20 plus trip, hook-fauchard); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +9; Will +14; Str 12, Dex 18, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Savant Sor7 #1

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, magic missile, shield, ventriloquism; 2 – fog cloud, invisibility, levitate; 3 – blink, slow

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Hook-fauchard

Savant Sor7 #2

Spells Known: (7/5/3/2)

0 – Acid splash, daze, detect magic, flare, message, read magic, resistance; 1 – burning hands, comprehend languages, magic missile, shield, ventriloquism; 2 – detect thoughts, fog cloud, spider climb; 3 – blink, lightning bolt

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Possessions: Potion of fly, Arcane Scroll (dispel magic, fly, slow, CL 11), Hook-fauchard

8. Pool of the Ixzan

(3) Ixzan: Ixzan; CR 2; Medium Aberration; HD 2d8+2; hp (17, 14, 13, 10); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex., Touch 10, flat-footed 14); Bab/Grpl +1/+2; Atk +2 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Swim +14;

Feats: Dodge

(2) Ixzan: Ixzan; CR 3; Large Aberration; HD 4d8+12; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +4, Listen +11, Spot +11, Swim +20,

Feats: Alertness, Dodge

Mutant Ixzan: Ixzan; CR 5; Large Aberration; HD 5d8+15; hp 41; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite) or Atk +3 ranged (5barbs) (2d6+2/19-20 plus poison, barbs); Face/Reach: 10ft./5ft.; SA Poison; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +4; Ref +3; Will +7; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills and Feats: Hide +4, Listen +11, Spot +11, Swim +20, Dodge, Alertness

Barbs (ex): The mutant ixzan may fire up to 5 barbs as a standard action to any target within 60 feet (30 feet underwater). Roll to hit with each barb separately. All targets must be within 30 feet of each other.

Poison (ex): Victims hit with a barb from the ixzan's tail must make a fortitude save vs. DC 16 or lose 1d6 points of dexterity. A second save is required 1 minute later or lose another 1d6 points of dexterity.

(1) Ixzan Wizard: Ixzan Wizard10; CR 13; Large Aberration; HD 6d8+12 plus 10d4+20; hp 86; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +9/+17; Atk +13/+8 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +10; Ref +9; Will +14; Str 21, Dex 12, Con 16, Int 21, Wis 17, Cha 10.

Skills: Concentration +14, Decipher Script +18, Hide +7, Knowledge (arcana) +18,

Knowledge (religion) +12, Knowledge (the planes) +15, Listen +14, Spellcraft +18, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell (b), Eschew Material Components, Great Fortitude, Lightning Reflexes, Quicken Spell (b), Scribe Scroll (b)

Wizard Spells Prepared: (4/6/5/4/4/3) Save DC = 15+spell level

0 – Acid Splash, Detect Magic, Message, Ray of Frost; 1 – charm person x2, magic missile x3, shield; 2 – acid arrow x2, detect thoughts, mirror image, see invisibility; 3 – dispel magic, fly x2, stinking cloud; 4 – air breathing; confusion x2, lesser globe of invulnerability, stonewall; 5 – empowered lightning bolt, cone of cold, feeblemind

9. The Domeheads

(4) Stone Giants: Male Stone Giant; CR 8; Large Giant (Earth); HD 14d8+56; hp 119; Init +2; Spd 30ft.; AC 25 (-1 size, +2 dex, +11 natural, +3 hide; Touch 11, flat-footed 23); Bab/Grpl +10/+22; Atk +17 melee (2d8+12, greatclub) or +11 ranged (2d8+12, rock); Full Atk +17/+12 melee (2d8+12, greatclub) or +11 ranged (2d8+12, rock); Face/Reach 10ft./10ft.; SA. Rock throwing; SQ. Darkvision 60 ft., low-light vision, rock catching; AL N; SV Fort +13; Ref +6; Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills: Climb +11, Hide +6*, Jump +11, Spot +12

Feats: Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Possessions: Great Club, sack with 10 rocks, hide armor

Conversion Notes:

The most recent write-up for stone giants have them wearing hide armor. The module doesn't say one way or the other. If you remove the armor, their speed raises to 40 and their AC goes down to 22.

10. The Order of the Claw

(5) Kuo-Toa Monitor: Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Due to special abilities (below) increase CR by +1

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE

Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Improved Initiative

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow

fall 20 ft., purity of body,

Add the following additional abilities.

Hardened Claws: Once per day for up to ten rounds the creature can turn its hands into keratinized appendages like lobster claws. Increase the melee damage by 1 step (in this case 2d6+str).

Immune to Fear: The creature is immune to normal and magical fear effects.

11. The Stone Pipes

Run the spell immunities for the pipes as written.

12. The Resting Pool

Treat the resting pool as having a constant *calm emotions* (DC13) spell. A save would be required each round and persist for up to 3 rounds after the characters leave the area.

(22-80) Kuo-Toa; Monster Manual, page 163

13. The Grand Channel

No changes

14. The Asylum

Gigantic Kuo-Toa Monitor: Male Kuo-toa Monk 10, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Ability Increase: Wis: +3 (calculated below)

Hp: +66, Init +4, Spd: +30; AC +6, Bab: +7, Grp: +7, Attack: +7 to hit (1d10+str, unarmed strike), Full Attack: +7/+7/+2 (with 1d10+str, unarmed strike). Fort: +7, Ref: +7, Will: +8; AL

LE

Skills: Hide +6, Move Silently +6, Spot +7, Tumble +7

Feats: Blindfight, Deflect Arrows (b), Die-hard, Endurance, Improved Disarm (b), Improved Initiative, Stunning Fist (b),

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic, lawful), slow fall 40 ft., purity of body, wholeness of body (20pts), improved evasion

Immune to *Confusion*, *Fear*, and *Insanity*-like effects

14b. The Asylum – Whip

If freed, this whip attacks immediately – in this case unarmed.

Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163

Adjust the Whip's statistics with the following modifiers

Ability Increase: Dex +2 (calculated below)

Hp: +32, Init +5; AC +1, Bab: +5, Grp: +5, Attack: +5 to hit (1d4+str, unarmed strike), Full Attack: +5/-1 (1d4+str, unarmed strike) and bite attack; Fort: +4, Ref: +6, Will: +4 ,

Skills: Climb +6, Hide +9, Jump +6, Listen +7, Move Silent +8, Swim +6,

Feats: Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes

Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1

14c. The Asylum – Eye of the King

If freed, this Eye of the King attacks immediately

Kuo-Toa Eye of the King; Kuo-Toa Cleric 7/Rogue3 Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +3 (calculated below)

Hp: +52; Init +4; Bab: +7; Grp: +7; Attack: +7 to hit (bite); Full Attack: +7 (bite) and Bite.

Fort: +6, Ref: +7, Will: +9;

Skills: Concentration +11, Hide +7, Knowledge (Religion) +12, Listen +6, Move Silent +7, Spellcraft +11

Feats: Improved Initiative, Iron Will, Lightning Reflexes

Spells: None, insane

Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1, Rebuke Undead

14d. The Asylum – Son of the Duke

Kuo-Toa Son of a Duke; Kuo-Toa Cleric 9/Rogue5 Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +4 (calculated below)

Hp: +72; Init +4; Bab: +9; Grp: +9; Attack: +9 to hit (bite); Full Attack: +9 (bite) and Bite.

Fort: +7, Ref: +9, Will: +11;

Skills: Concentration +13, Hide +15, Knowledge (Religion) +14, Listen +13, Move Silent +15, Spellcraft +13

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Stealthy

Spells: None, insane

Special: Evasion, Sneak Attack +3d6, Trapfinding, Trap Sense +1, Uncanny Dodge, Rebuke Undead

Suggestions:

While the insane clerics are unable to cast spells it is possible they could use domain abilities.

Reduce the CR of all the insane captives as they have no equipment and cannot cast spells.

15. The Hall of Hatred

(1) Kuo-Toa Monitor; Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Due to special abilities (below) increase CR by +1

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE
Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Die-hard (b), Improved Initiative

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow fall 20 ft., purity of body,

Eye A; Kuo-Toa Cleric 5/Rogue3 Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +41; Bab: +5; Grp: +5; Attack: +7 to hit (1d6+2+str, shortspear); Full Attack: +7/+2 (1d6+2+str, shortspear) and Bite. Fort: +5, Ref: +4, Will: +5;

Skills: Concentration +9, Hide +3, Knowledge (Religion) +9, Listen +6, Move Silent +3, Spellcraft +9

Feats: Endurance, Die-hard,

Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*

Cleric Spells Prepared: (5/4+1/3+1/2+1) Save DC = 13+spell level

0 – detect magic x2, purify food and drink x2, virtue; 1 – cure lt. wounds x2, doom, obscuring mist (d), shield of faith; 2 – augury, enthral, fog cloud (d), spiritual hammer; 3 – cure serious wounds, deeper darkness, magic circle against good (d)

Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1, Rebuke Undead, Command Water Creatures

Special: The Eye is granted a +2 morale bonus (calculated in) to attack and damage and is immune to fear.

Eye B; Kuo-Toa Cleric 7/Rogue3 Monster Manual, page 163

Adjust the creature's statistics with the following modifiers
 Ability Increase: Wis +2 (calculated below)
 Hp: +52; Bab: +7; Grp: +9; Attack: +11 to hit (1d6+4+str, shortspear +2); Full Attack: +9/+4 (1d6+4+str, shortspear +2) and Bite. Fort: +6, Ref: +5, Will: +9;
Skills: Concentration +11, Hide +7, Knowledge (Religion) +12, Listen +6, Move Silent +7, Spellcraft +11
Feats: Endurance, Die-hard, Lightning Reflexes
Domains: *Evil and Water* (*Evil spells cast at +1 caster level; Turn or destroy fire-based creatures*)
Cleric Spells Prepared: (6/5+1/ 4+1/3+1/1+1) *Save DC = 13+spell level*
 0 – *detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, doom, obscuring mist (d), shield of faith; 2 – augury, consecrate, enthral, fog cloud (d), spiritual hammer; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d); 4 – control water (d), divination*
Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1, Rebuke Undead, Command Water Creatures
Special: The Eye is granted a +2 morale bonus (calculated in) to attack and damage and is immune to fear.
Possessions: Shortspear +2, Potion of *Levitation*;

Wooden Coffers: Rockseer Boots, Rockseer Cloak

16. Pools of Sacrifice

Sacrificial Pool: CR10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*black tentacles*, 9th-level wizard, Grp +17 melee [1d6+4 tentacle]); multiple targets (all who look into the pool). Once grappled, the character will be dragged into the pool on the following round with a second successful grapple check (taking damage too). Damage continues until the character succeeds at a grapple check and leaves the pool (the tentacles will still attempt to grapple the character each round). Characters dragged under the water must make a Will save vs DC16 in order to want to leave the pool. Characters who die in the pool are *plane-shifted* to the Sea-Mother's home plane and are unrecoverable; Search DC 30; Disable Device DC 30; Strong conjuration; CL 9th, *black tentacles, charm monster, plane shift*.

Conversion Notes:

I treated the effect as a Black Tentacle's spell to drag the character in. Additionally, characters must make a successful save (vs. a charm monster like effect) in order to willingly leave the pool.

In theory, a Wish or Miracle should still be able to bring the character back, but that is up to the DM.

Note that the black tentacle effect is not subject to spell resistance, but the charm effect is. Dead characters have no spell resistance so the plane-shift is automatic.

17. The Priests of Purification

(1) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Adjust the Lieutenant's statistics to the following (additive to existing statistics):

Ability Increase: Str: +1 (calculated below)

Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack: +12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4, Skills: Swim +12 (to existing), Climb: +13, Jump +13

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

Eye A; Kuo-Toa Cleric 5/Rogue3 Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +41; Bab: +5; Grp: +5; Attack: +7 to hit (1d6+2+str, shortspear); Full Attack: +7/+2 (1d6+2+str, shortspear) and Bite. Fort: +5, Ref: +4, Will: +5;

Skills: Concentration +9, Hide +3, Knowledge (Religion) +9, Listen +6, Move Silent +3, Spellcraft +9

Feats: Endurance, Die-hard,
Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)
Cleric Spells Prepared: (5/4+1/ 3+1/2+1) Save DC = 13+spell level
 0 – detect magic x2, purify food and drink x2, virtue; 1 – cure lt. wounds x2, doom, obscuring mist (d), shield of faith; 2 – augury, enthrall, fog cloud (d), spiritual hammer; 3 – cure serious wounds, deeper darkness, magic circle against good (d)
Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1, Rebuke Undead, Command Water Creatures
Special: The eye was assigned a 17 str. (calculated in) to attack and damage

Eye B; Kuo-Toa Cleric 7/Rogue3 Monster Manual, page 163
 Adjust the creature's statistics with the following modifiers
 Ability Increase: Wis +2 (calculated below)
 Hp: +52; Bab: +7; Grp: +11; Attack: +13 to hit (1d6+5, shortspear +2); Full Attack: +11/+6 (1d6+5, shortspear +2) and Bite. Fort: +6, Ref: +5, Will: +9;
Skills: Concentration +11, Hide +7, Knowledge (Religion) +12, Listen +6, Move Silent +7, Spellcraft +11
Feats: Endurance, Die-hard, Lightning Reflexes
Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)
Cleric Spells Prepared: (6/5+1/ 4+1/3+1/1+1) Save DC = 13+spell level
 0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, doom, obscuring mist (d), shield of faith; 2 – augury, consecrate, enthrall, fog cloud (d), spiritual hammer; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d); 4 – control water (d), divination
Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1, Rebuke Undead, Command Water Creatures
Special: The eye was assigned a 17 strength (calculated in).
Possessions: Shortspear +2, Potion of Invisibility;

Kuo-Toa Priest A: Kuo-Toa Cleric 7; Monster Manual, page 163
 Adjust the creature's statistics with the following modifiers
 Ability Increase: Wis +2 (calculated below)
 Hp: +38; Bab: +5; Grp: +5; Attack: +5 to hit (1d6+str; short spear); Full Attack +5/-1 (1d6+str; short spear); Fort:+5, Ref: +4, Will: +6
Skills: Concentration: +11, Knowledge (Religion) +13, Spellcraft +11
Feats: Endurance, Die-hard, Lightning Reflexes
Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)
Cleric Spells Prepared: (6/5+1/ 4+1/3+1/1+1) Save DC = 13+spell level
 0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, doom, obscuring mist (d), shield of faith; 2 – augury, consecrate, , fog cloud (d), hold person x2; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d); 4 – control water (d), divination
Special: Rebuke Undead, Command Water Creatures

Kuo-Toa Priest B: Kuo-Toa Cleric 6; Monster Manual, page 163
 Adjust the creature's statistics with the following modifiers
 Ability Increase: Wis +2 (calculated below)
 Hp: +33; Bab: +4; Grp: +4; Attack: +6 to hit (1d6+2+str; short spear +2); Full Attack +4/-2 (1d6+2+str; short spear +2); Fort: +5, Ref: +2; Will: +6
Skills: Concentration: +10, Knowledge (Religion) +12, Spellcraft +10
Feats: Endurance, Die-hard,
Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)
Cleric Spells Prepared: (5/4+1/ 4+1/3+1/) Save DC = 13+spell level
 0 – detect magic x2, purify food and drink x2, virtue; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), shield of faith; 2 – enthrall, fog cloud (d), hold person x2,

spiritual hammer; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d);

Special: Rebuke Undead, Command Water Creatures

Possessions: Shortspear +2, Divine Scroll (*magic circle vs. good, true seeing, water walk, CL 10*)

18. Farm Pools

Area A

(15) Kuo-Toa; Monster Manual, page 163

(1) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Adjust the Lieutenant's statistics to the following (additive to existing statistics):

Ability Increase: Str: +1 (calculated below)

Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack: +12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4, Skills: Swim +12 (to existing), Climb: +13, Jump +13

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(3) Kuo-Toa Whip; Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

(1) Kuo-Toa Monitor: Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Die-hard (b), Improved Initiative

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow fall 20 ft., purity of body,

Area B

(15) Kuo-Toa; Monster Manual, page 163

(3) Kuo-Toa Whip; Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

(1) Kuo-Toa Monitor: Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Die-hard (b), Improved Initiative

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow fall 20 ft., purity of body,

Area C

(15) Kuo-Toa; Monster Manual, page 163

(3) Kuo-Toa Whip; Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

(1) Kuo-Toa Monitor: Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE

Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Die-hard (b), Improved Initiative

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow fall 20 ft., purity of body,

Area D

(15) Kuo-Toa; Monster Manual, page 163

(3) Kuo-Toa Whip; Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

(1) Kuo-Toa Monitor: Male Kuo-toa Monk5, Monster Manual, page 163

Adjust the Monitor's statistics to the following (additive to existing statistics):

Ability Increase: Wis: +1 (calculated below)

Hp: +26, Init +4, Spd: +20; AC +3, Bab: +3, Grp: +3, Attack: +3 to hit (1d8+str, unarmed strike), Full Attack: +2/+2 (with 1d8+str, unarmed strike). Fort: +4, Ref: +4, Will: +4; AL LE

Skills: Hide +5, Move Silently +5, Spot +7, Tumble +5

Feats: Blindfight, Die-hard (b), Improved Initiative

Special Abilities: Flurry of blows, unarmed strike, evasion, still mind, ki strike (magic), slow fall 20 ft., purity of body,

19. Fingerling Pool

There are (40) non-combatant children in this pool also.

(1)Kuo-Toa Priest: Kuo-Toa Cleric 6; Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +33; Bab: +4; Grp: +4; Attack: +6 to hit (1d6+2+str; short spear +2); Full Attack +4/-2 (1d6+2+str; short spear +2); Fort: +5, Ref: +2; Will: +6

Skills: Concentration: +10, Knowledge (Religion) +12, Spellcraft +10

Feats: Endurance, Die-hard,

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (5/4+1/ 4+1/3+1/) Save DC = 13+spell level

0 – detect magic x2, purify food and drink x2, virtue; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), shield of faith; 2 – enthrall, fog cloud (d), hold person x2, spiritual hammer; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d);

Special: Rebuke Undead, Command Water Creatures

Possessions: Shortspear +2, Divine Scroll (magic circle vs. good, true seeing, water walk, CL 10)

(2) Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163

Adjust the Whip's statistics with the following modifiers

Ability Increase: Dex +2 (calculated below)

Hp: +32, Init +5; AC +1, Bab: +5, Grp: +5, Attack: +5 to hit; Full Attack: +5/-1 and bite attack; Fort: +4, Ref: +6, Will: +4 ,

Skills: Climb +6, Hide +9, Jump +6, Listen +7, Move Silent +8, Swim +6,

Feats: Blindfight, Improved Initiative, Iron Will, Lightning Reflexes

Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1

20. Artisans

Area A

(5) Kuo-Toa; Monster Manual, page 163

(2) Kuo-Toa Whip; Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

Area B

(5) Kuo-Toa; Monster Manual, page 163

Area C

(5) Kuo-Toa; Monster Manual, page 163

(1) Kuo-Toa Whip; Kuo-Toa Fighter3/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +28, Init: +4, Bab: +5, Grp: +5, Attack: +6 to hit (with shortspear), Full Attack: +6/+1 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +6 (to existing), Climb +6, Hide +2, Jump +6, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

Area D

(5) Kuo-Toa; Monster Manual, page 163

Area E

(5) Kuo-Toa; Monster Manual, page 163

Area F

(5) Kuo-Toa; Monster Manual, page 163

Area G

(5) Kuo-Toa; Monster Manual, page 163

(1) Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163

Adjust the Whip's statistics with the following modifiers
 Ability Increase: Dex +2 (calculated below)
 Hp: +32, Init +5; AC +1, Bab: +5, Grp: +5, Attack: +5 to hit; Full Attack: +5/-1 and bite attack; Fort: +4, Ref: +6, Will: +4,
Skills: Climb +6, Hide +9, Jump +6, Listen +7, Move Silent +8, Swim +6,
Feats: Blindfight, Improved Initiative, Iron Will, Lightning Reflexes
Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1

21. Plaza of Offerings

No changes

22. Halls of the Dukes

Area A

Hulgaboorg, Kuo-Toa Duke: Kuo-Toa Cleric10/Rogue5; Monster Manual, page 163
 Adjust Hulgaboorg's statistics to the following (additive to existing statistics):
 Base Ability Change: Str: 17, Wis: 18
 Ability Increase: Wis: +2, Dex: +2
 Hp: +77; Init +5, AC +2, Bab: +10, Grp: +12; Attack: +14 (1d8+5, longsword +2); Full Attack: +14/+9/+4 (1d8+5, longsword +2); Fort: +8, Ref: +9, Will: +13
Skills: Concentration: +14, Knowledge (Religion) +14, Hide +9, Listen +13, Spellcraft +14, Spot +13, Tumble +9, Use Magic Device +7
Feats: Combat Reflexes, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes
Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*
Cleric Spells Prepared: (6/6+1/ 5+1/4+1/4+1/3+1) *Save DC = 15+spell level*
 0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), remove fear x2; 2 – darkness x2, fog cloud (d), hold person x2, spiritual hammer; 3 – Blindness/Deafness x2, contagion, magic circle against good (d), prayer; 4 – control water, divine power, poison, spell immunity, unholy blight (d); 5 – ice storm (d), flame strike, righteous might, scrying;
Special: Rebuke Undead, Command Water Creatures, Sneak Attack +3d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge.
Possessions: Longsword +2, (2) Potion *Cure Serious Wounds* – poisoned (Fort Save DC15, 1d4 str, dex, and con for primary and secondary damage); Large Steel Shield

Area B

Dagoorg, Kuo-Toa Duke: Kuo-Toa Cleric10/Rogue5; Monster Manual, page 163
 Base Ability Change: Str: 17, Wis: 18
 Ability Increase: Wis: +2, Dex: +2
 Hp: +77; Init +5, AC +2, Bab: +10, Grp: +12; Attack: +15 (1d6+6, shortsword +3) or Attack +12 (1d10+4 plus wounding; pincer staff +1 wounding); Full Attack: +15/+10/+5 (1d6+6, shortsword +3) or +13/+8/+3 (1d10+4 plus bleeding; pincer staff +1 wounding); Fort: +8, Ref: +9, Will: +13
Skills: Concentration: +14, Knowledge (Religion) +14, Hide +9, Listen +13, Spellcraft +14, Spot +13, Tumble +9, Use Magic Device +7
Feats: Combat Reflexes, Improved Critical (shortsword), Improved Initiative, Iron Will, Lightning Reflexes
Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*
Cleric Spells Prepared: (6/6+1/ 5+1/4+1/4+1/3+1) *Save DC = 15+spell level*
 0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), remove fear x2; 2 – darkness x2, fog cloud (d), hold person x2, spiritual hammer; 3 – Blindness/Deafness x2, contagion, magic circle against good (d), prayer; 4 – control water, divination, divine power, tongues, unholy blight (d); 5 – ice storm (d), flame strike, righteous might, scrying;
Special: Rebuke Undead, Command Water Creatures, Sneak Attack +3d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge.
Possessions: Shortsword +3, Pincer Staff +1 Wounding, (8) Potion *Mage Armor*

Area C

Kugloogoop, Kuo-Toa Duke: Kuo-Toa Cleric10/Rogue5; Monster Manual, page 163
Base Ability Change: Str: 17, Wis: 18
Ability Increase: Wis: +2, Dex: +2
Hp: +77; Init +5, AC +2, Bab: +10, Grp: +12; Attack: +13 (1d8+4, shortspear +1) or Attack: +14 (1d4+5, dagger +2); Full Attack: +13/+8/+3 (1d8+4, shortspear +1) or +14/+9/+4 (1d4+5, dagger +2); Fort: +8, Ref: +9, Will: +13
Skills: Concentration: +14, Knowledge (Religion) +14, Hide +9, Listen +13, Spellcraft +14, Spot +13, Tumble +9, Use Magic Device +7
Feats: Combat Reflexes, Improved Critical (shortspear), Improved Initiative, Iron Will, Lightning Reflexes
Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*
Cleric Spells Prepared: (6/6+1/ 5+1/4+1/4+1/3+1) Save DC = 15+spell level
0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), remove fear x2; 2 – darkness x2, fog cloud (d), hold person x2, spiritual hammer; 3 – Blindness/Deafness x2, contagion, magic circle against good (d), prayer; 4 – control water, divine power, poison, spell immunity, unholy blight (d); 5 – ice storm (d), flame strike, righteous might, scrying;
Special: Rebuke Undead, Command Water Creatures, Sneak Attack +3d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge.
Possessions: Shortspear +1, The Duke's Dagger (Dagger +2, At will – darkness; 3/day – inflict serious wounds CL5; evil aligned. Good creatures suffer one negative level while it is in their possession.); (2) Potion of *Invisibility*, arcane scroll (*globe of invulnerability, magic circle vs. good, slow, major image*, CL 14).

Area D

(1) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8; Monster Manual, page 163
Adjust the Lieutenant's statistics to the following (additive to existing statistics):
Ability Increase: Str: +1 (calculated below)
Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack: +12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4, Skills: Swim +12 (to existing), Climb: +13, Jump +13
Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)
(2) Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163
Adjust the Whip's statistics with the following modifiers
Ability Increase: Dex +2 (calculated below)
Hp: +32, Init +5; AC +1, Bab: +5, Grp: +5, Attack: +5 to hit; Full Attack: +5/-1 and bite attack; Fort: +4, Ref: +6, Will: +4 ,
Skills: Climb +6, Hide +9, Jump +6, Listen +7, Move Silent +8, Swim +6,
Feats: Blindfight, Improved Initiative, Iron Will, Lightning Reflexes
Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1

Area E

(2) Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163
Adjust the Whip's statistics with the following modifiers
Ability Increase: Dex +2 (calculated below)
Hp: +32, Init +5; AC +1, Bab: +5, Grp: +5, Attack: +5 to hit; Full Attack: +5/-1 and bite attack; Fort: +4, Ref: +6, Will: +4 ,
Skills: Climb +6, Hide +9, Jump +6, Listen +7, Move Silent +8, Swim +6,
Feats: Blindfight, Improved Initiative, Iron Will, Lightning Reflexes
Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1

Suggestion:

I made sure the Dukes kept their cleric class levels the same. In some games, characters will be of a high enough level that it might be best to increase the Duke's to cleric 11, reducing the rogue level to 4.

Give how cowardly Hulgaboorg is, assign a +2 or greater circumstance bonus to any Intimidate checks by the players.

23. The Slave Pens

Kuo-Toa Captain: Male Kuo-toa Fighter10 Monster Manual, page 163

Adjust the Captain's statistics to the following (additive to existing statistics):

Ability Increase: Str: +3 (calculated below)

Hp: +65, Bab: +10, Grp: +12, Attack: +16 to hit (2d6+6, great sword +2), Full Attack: +16/+11 (with +1 longsword: dmg: 1d8+5 /17-20 x2). Fort: +7, Ref: +5, Will: +5, Skills: Swim +15 (to existing), Climb: +16, Jump +16

Feats: Greater Weapon Focus (great sword), Improved Critical (great sword), Iron Will, Lightning Reflexes, Weapon Focus (great sword), Weapon Specialization (great sword)

Possessions: Great Sword +2, Ring of Major Energy Resistance (fire)

(2) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Adjust the Lieutenant's statistics to the following (additive to existing statistics):

Ability Increase: Str: +1 (calculated below)

Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack: +12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4, Skills: Swim +12 (to existing), Climb: +13, Jump +13

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(2) Kuo-Toa Whip: Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)
SA: Evasion, Sneak Attack +1d6

(4) Kuo-Toa; Monster Manual, page 163

Conversion Notes

I don't have a conversion for harpoons. Replace with shortspears or ignore.

Area B

(16) Human, Commoner3; HD 3d4, Hp 7; AC 10; Spd 15

Area C

(14) Dwarf, Commoner3; HD 3d4+3, Hp 10; AC 10; Spd 10

Area D

(10) Human, Commoner3; HD 3d4, Hp 7; AC 10; Spd 15

(4) Svirfneblin, Commoner3; HD 3d4, Hp 7; AC 11; Spd 15

Geronmen: Male Human Paladin4; CR 4; Medium Humanoid; HD 4d10+4; hp 24; Init +3; Spd 5ft.; AC 9 (-1 dex; Touch 9, flat-footed 9); Bab/Grpl +4/+5; Atk +5 melee (-) Full Atk +5 melee (-); Face/Reach 5ft./5ft.; SA. Smite evil, turn undead; SQ. Aura of courage, good, detect evil, divine grace, lay on hands (12), ; AL LG; SV Fort +7; Ref +5; Will +4; Str 13, Dex 8, Con 12, Int 10, Wis 14, Cha 16.

Skills: Diplomacy +10, Heal +9

Feats: Improved Initiative, Lightning Reflexes, Weapon Focus (longsword)

Spells/Day: 1 Save DC = 12 + spell level

Spells:

1 – create water

Possessions: None

Special: Wounded, can only move 5ft

Area E

(21) Human, Commoner3; HD 3d4, Hp 7; AC 10; Spd 15

(3) Elf, Commoner3; HD 3d4-3, Hp 4; AC 11; Spd 15

Ashanerel: Female Half-elf Fighter2/Rogue3; CR 5; Medium Humanoid; HD 2d10+2 plus 3d6+3; hp 21; Init +7; Spd 30ft.; AC 13 (+3 dex; Touch 13, flat-footed 10); Bab/Grpl +4/+6; Atk +6 melee (-) Full Atk +6 melee (-); Face/Reach 5ft./5ft.; SA.Sneak attack +2d6; SQ. Evasion, trapfinding, trap sense +1, ; AL CN; SV Fort +6; Ref +6; Will +0; Str 14, Dex 16, Con 13, Int 10, Wis 8, Cha 12.

Skills: Climb +4, Disable Device +6, Hide +9, Jump +4, Move Silent +9, Open Locks +6, Sleight of Hand +9, Search +6, Tumble +9, Use Magic Device +7

Feats: Improved Initiative,

Possessions: Earring of *Detect Magic*

Area F

(13) Human Commoner3; HD 3d4, Hp 7; AC 10; Spd 15

(6) Dwarf Commoner3; HD 3d4+3, Hp 10; AC 10; Spd 15

Area G

All prisoners in this area are diseased: Filth Fever (injury, DC12, 1d3 days, 1d3 Dex, 1d3 con). Due to the disease their Constitution and Dexterity have been reduced to 4. One failed check could kill them

(12) Human Commoner3; HD 3d4, Hp 3; AC 7; Spd 15

(2) Dwarf Commoner3; HD 3d4, Hp 3; AC 7; Spd 15

(1) Gnome Commoner3; HD 3d4, Hp 3; AC 7; Spd 15

24. Chambers of the Illithids

(2) **Mind Flayer:** Monster Manual, page 187

Mind Flayer Priest: Mind Flayer Cleric7; Monster Manual, page 187

Add the following adjustments to the base mind flayer statistics:

Ability Increase: Wis +1

Hp: +38; Bab/Grp: +5/+5; Attack: +5 (tentacle); Full Atk: +5 (Tentacle); Fort: +7, Ref: +4, Will: +8; SR: +7

Skills: Concentration +7, Knowledge (Religion) +7, Spellcraft +7

Feats: Great Fortitude, Iron Will, Lightning Reflexes

Domains: *Evil and Knowledge (Evil spells cast at +1 caster level; Divinations cast at +1 caster level)*

Cleric Spells Prepared: 6/5+1/ 4+1/3+1/2+1 Save DC = 14+spell level

0 – detect magic x2, detect poison x2, read magic; 1 – bane x2, command x2, detect chaos, protection from good (d); 2 – calm emotions, desecrate (d), hold person x2, silence; 3 – clairaudience/clairvoyance (d), cure serious wounds, deeper darkness, locate object; 4 – divination, unholy blight (d), spell immunity

Possessions: None

Zanticor: Mindflayer Cleric11; Monster Manual, page 187

Ability Increase: Wis +2

Hp: +60; AC: +3; Bab/Grp: +8/+8; Attack: +8 (tentacle); Full Atk: +8 (Tentacle); Fort: +9, Ref: +5, Will: +10; SR +11

Skills: Concentration +11, Knowledge (Religion) +11, Spellcraft +11

Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes

Domains: *Evil and Knowledge (Evil spells cast at +1 caster level; Divinations cast at +1 caster level)*

Cleric Spells Prepared: 6/7+1/ 5+1/5+1/4+1/3+1/1+1 – Save DC = 15+spell level

0 – detect magic x2, detect poison x2, read magic x2; 1 – bane x2, command x2, cure light wounds x2, detect chaos, protection from good (d); 2 – calm emotions, darkness, desecrate (d), enthrall, hold person x2, silence; 3 – clairaudience/clairvoyance (d), cure serious wounds x2, deeper darkness x2, locate object; 4 – air walk, divination, unholy blight (d), spell immunity, summon monster

IV; 5 – dispel good (d), greater command, righteous might, true seeing; 6 – create undead (d), harm

Possessions: Ring of Protection +3, Crown of Derro Domination

Area A – Entry Room

(2) Human Commoner3 – Charmed

Area G – Illithid Treasury

Door Lock: Open Locks DC 30

Poison Needle Trap: CR 9; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 25; Disable Device DC 25

Telescoping Claw Trap: CR 6; mechanical; touch trigger; automatic reset; lock bypass (Open Lock DC30); Atk +20 melee (4d6 plus 1 point Dexterity drain; claw); Search DC 30; Disable Device: 30

Stone Guardian: CR 2; Medium Construct; HD 4d10+20; hp 42; Init +0; Spd 30ft.; AC 25 (+15 natural; Touch 10, flat-footed 25); Bab/Grpl +3/+5; Atk +5 melee (1d8+2, slam) Full Atk +5/+5 melee (1d8+2, 2 slams); Face/Reach 5ft./5ft.; SA; SQ. Construct traits, DR 10/adamantine, resistance to cold, electricity, fire 20, spell vulnerability; AL N; SV Fort +1; Ref +1; Will +1; Str 14, Dex 10, Con -, Int -, Wis 11, Cha 1.

Spell vulnerability (ex): A stone guardian is slain instantly if it is targeted with *stone to flesh*, *transmute rock to mud*, or *stone shape*. The stone guardian is not allowed a save.

Possessions: None

Chest #1

Open Lock DC 30

Cloudkill Trap: CR 5; magic device; spell trigger (when the chest is opened); automatic reset; spell effect (*cloudkill*, 9th-level wizard; death or 1d4 Con damage; DC 17 Fortitude save partial damage – see spell); Search DC 30; Disable Device 30
Treasure: No change

Chest #2

Fusillade of Acid Globes Trap: CR 8; mechanical; location trigger; manual reset; Atk +8 ranged touch (10 attacks each causing 2d6 acid damage for 4 rounds, plus nauseated for the duration; DC13 Fortitude save negates the nausea).
Treasure: (6) potions of *domination*; arcane scroll (*fly*, *globe of invulnerability*, *lightning bolt*, *stoneskin*; CL 12), (20) crossbow bolts +3, wand of *web* (18chgs)

Suggestions:

Replace the Stone Guardian with a Shield Guardian or a Stone Golem

25. Grand pool of the Ixzan

(6) Ixzan: Ixzan; CR 2; Medium Aberration; HD 2d8+2; hp (17, 14, 13, 10); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+2; Atk +2 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Swim +14;

Feats: Dodge

(4) Ixzan: Ixzan; CR 2; Medium Aberration; HD 3d8+3; hp (10, 19, 18); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +2/+3; Atk +3 melee (1d8+1, bite); SQ DR 5/blunt, Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +2; Ref +3; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +8, Listen +10, Spot +10, Swim +15;

Feats: Alertness, Dodge

(4) Ixzan: Ixzan; CR 3; Large Aberration; HD 4d8+12; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.
Skills: Hide +4, Listen +11, Spot +11, Swim +20,
Feats: Alertness, Dodge

(2) Ixzan: Ixzan; CR 3; Large Aberration; HD 6d8+18; hp 45; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +4/+12; Atk +8 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +4; Ref +5; Will +7; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.
Skills: Hide +8, Listen +13, Spot +13, Swim +22,
Feats: Alertness, Dodge, Lightning Reflexes

Mutant Ixzan: Ixzan; CR 5; Large Aberration; HD 6d8+8; hp 36; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +4/+12; Atk +8 melee (2d6+7, bite) or Atk +4 ranged (5barbs) (2d6+2/19-20 plus poison, barbs); Face/Reach: 10ft./5ft.; SA Poison; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +4; Ref +3; Will +7; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.
Skills and Feats: Hide +4, Listen +11, Spot +11, Swim +20, Dodge, Alertness

Slimy Body (ex): The mutant's body secretes a thick, corrosive slime. Any melee hit from the mutant causes the slime to coat the victim, dealing an additional 1d6 points of acid damage. The acid damage continues for a further 1d4 rounds. As a full round action a victim of the slime attack can apply an oil or acid base solvent and remove the slime (applying a solvent provokes an attack of opportunity).

Poison (ex): Victims hit with a barb from the ixzan's tail must make a fortitude save vs. DC 16 or lose 1d6 points of dexterity. A second save is required 1 minute later or lose another 1d6 points of dexterity.

Ixzan Priest: Ixzan Cleric8; CR 10; Large Aberration; HD 8d8+16 plus 5d8+10; hp (115, 104); Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +9/+17; Atk +13/+8 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Rebuke Undead, Silent Caster, Watery Defense; AL CE; SV Fort +10; Ref +6; Will +14; Str 21, Dex 12, Con 16, Int 15, Wis 20, Cha 10.

Skills: Concentration +12, Hide +5, Knowledge (religion) +14, Listen +13, Spellcraft +14, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell, Lightning Reflexes, Scribe Scroll

Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*

Cleric Spells Prepared: (6/6+1/4+1/4+1/3+1) Save DC = 15+spell level

0 – Guidance x2, Resistance x2, Virtue x2; 1 – bane, cause fear x2, command x2, obscuring mist, protection from good; 2 – bulls strength, cure moderate wounds, fog cloud*, hold person, resist energy; 3 – blindness/deafness, contagion, invisibility purge, magic circle vs. good*, prayer; 4 – air walk, cure critical wounds, freedom of immunity, unholy blight**

Ixzan Wizard: Ixzan Wizard9; CR 11; Large Aberration; HD 5d8+15 plus 9d4+27; hp 77; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +7/+15; Atk +11/+6 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +9; Ref +8; Will +12; Str 21, Dex 12, Con 16, Int 21, Wis 17, Cha 10.

Skills: Concentration +13, Decipher Script +17, Hide +7, Knowledge (arcana) +17, Knowledge (religion) +11, Knowledge (the planes) +14, Listen +13, Spellcraft +17, Spot +13, Swim +21;

Feats: Alertness, Dodge, Eschew Material Components, Great Fortitude, Lightning Reflexes, Maximize Spell*, Scribe Scroll*

Wizard Spells per Day: (4/6/5/4/3/2) *Save DC = 15+spell level*

0 – acid splash, detect magic, message, read magic; 1 – magic missile x3, shield, silent image x2; 2 – invisibility, levitate x2, mirror image, resist energy; 3 – dispel magic, fireball x2, major image; 4 – black tentacles, maximized magic missiles x2; 5 – baleful polymorph, cone of cold

Ixzan Wizard: Ixzan Wizard12; CR 11; Large Aberration; HD 5d8+15 plus 12d4+45; hp 103; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +9/+17; Atk +13/+8 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +10; Ref +9; Will +14; Str 21, Dex 12, Con 16, Int 20, Wis 17, Cha 10.

Skills: Concentration +16, Decipher Script +20, Hide +7, Knowledge (arcana) +20, Knowledge (religion) +11, Knowledge (the planes) +17, Listen +13, Spellcraft +20, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Great Fortitude, Lightning Reflexes, Maximize Spell, Scribe Scroll*, Quicken Spell*

Wizard Spells per Day: (4/6/5/4/4/2) *Save DC = 15+spell level*

0 – acid splash, detect magic, message, read magic; 1 – color spray, magic missile, shield, silent image x2; 2 – hypnotic pattern, invisibility, mirror image, resist energy, web; 3 – dispel magic, fly, lightning bolt; 4 – charm monster, greater invisibility, ice storm, phantasmal killer; 5 – cloudkill, feeblemind, telekinesis, wall of force; 6 – globe of invulnerability, mislead.

26. The Dome of the Glass Pool

Area A

Double Doors: Hardness 8, Hp 60 (based on a stone door)

Area B & C

The attendants start out unfriendly to outsiders, but become friendly with the presentation of gems worth more than 20,000gp (untrained Appraise check)

Glass Pool Amulets: Wearing this amulet allows to the wearer to ignore the double-strength prayer effect in the main temple.

(2) Kuo-Toa Attendants (outer chamber): Kuo-Toa Cleric 6; Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +33; Bab: +4; Grp: +4; Fort: +5, Ref: +2; Will: +6

Skills: Concentration: +10, Knowledge (Religion) +12, Spellcraft +10

Feats: Endurance, Die-hard,

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (5/4+1/ 4+1/3+1/) *Save DC = 13+spell level*

0 – detect magic x2, purify food and drink x2, virtue; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), shield of faith; 2 – enthrall, fog cloud (d), hold person x2, spiritual hammer; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d);

Special: Rebuke Undead, Command Water Creatures

Possessions: Shortspear

Area D

Non kuo-toa are subject to a double-strength prayer effect, imposing a -2 penalty to all attack, damage, and saves while in this room. Treat as a 5th level spell effect.

Googlaboorp: Kuo-Toa Cleric10; Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Base Stats: Str 17, Int 14, Wis 18

Ability Increase: Wis +2

Hp +55; AC +2; Bab/Grp +7/+10; Attack +13 melee (1d8+6, trident +3); Full Attack +13/+8 melee (1d8+6, trident +3); Fort +7, Ref +5, Will +11

Skills: Concentration +7, Knowledge (Religion) +9, Knowledge (The Planes) +9, Spellcraft +9

Feats: Combat Reflexes, Endurance, Die-hard, Iron Will, Lightning Reflexes

Cleric Spells Prepared: (6/6+1/ 5+1/4+1/4+1/3+1) *Save DC = 13+spell level*

0 – detect magic x2, purify food and drink x2, virtue x2; 1 – bane, cause fear x2, command x2, cure light wounds, protection from good (d); 2 – cure moderate wounds, consecrate, darkness x2, fog cloud (2), hold person; 3 – blindness/deafness, deeper darkness, divine power, magic circle vs. good (d), prayer; 4 – control water (d), discern lies, divination, divine power, tongues; 5 – ice storm (d), righteous might, slay leaving, transmute mud to rock

Special: Rebuke Undead, Command Water Creatures

Possession: Ring of Protection +2, Trident of Lobster Command +3

Conversion notes:

Note that the trident is used in two hands.

(2) Kuo-Toa Attendants (inner chamber): Kuo-Toa Cleric 7; Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +38; Bab: +5; Grp: +5; Attack: +5 to hit (1d6+str; short spear); Full Attack +5/-1

(1d6+str; short spear); Fort:+5, Ref: +4, Will: +6

Skills: Concentration: +11, Knowledge (Religion) +13, Spellcraft +11

Feats: Endurance, Die-hard, Lightning Reflexes

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (6/5+1/ 4+1/3+1/1+1) *Save DC = 13+spell level*

0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, doom, obscuring mist (d), shield of faith; 2 – augury, consecrate, fog cloud (d), hold person x2; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d); 4 – control water (d), divination

Special: Rebuke Undead, Command Water Creatures

Statue of Sea Mother: CR 13; Huge Construct; HD 18d10+40; hp 139; Init -1; Spd 20ft.; AC 27 (-2 size, -2 dex, +21 natural; Touch 8, flat-footed 27); Bab/Grpl +13/+32; Atk +24 melee (4d8+13, claw) Full Atk +24/+24 melee (4d8+13, 2 claw); Face/Reach 15ft./15ft.; SA. Spell-like abilities, vorpal bite; SQ.Construct traits, DR 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6; Ref +4; Will +6; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 11.

Skills: -

Feats: -

Immunity to magic (ex): The Sea Mother statue is immune to anyor spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below. A *transmute mud to rock* spell heals the statue fully. *Transmute rock to mud* slows the creature for 2d6 rounds. *Stone to flesh* negates its DR for 1 round.

Special abilities (sp): At will – *cause fear* (DC11), *deeper darkness*, *freezing claws* (DC11), *inflict serious wounds* (DC13), *ray of enfeeblement* (DC11), *wave of fatigue*. Note that the *freezing claw* ability is like burning hands, except it deals cold damage.

Vorpal bite (ex): If the Sea Mother statue hits an opponent with both claw attacks in the same round it automatically can attempt to bite the creature. Atk: +24 melee (2d6+13, bite). The bite criticals on a 19-20. If it confirms the critical the victim has its head bitten off, killing most creatures.

(2) Water Elemental; CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4; Spd 30ft., swim 120ft.; AC 21 (-2 size, +4 dex, +9 natural; Touch 12, flat-footed 17); Bab/Grpl +12/+27; Atk +17 melee (2d10+7, slam); Full Atk: +17 melee (2d10+7, 2 slams); Face/Reach 15ft./15ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +15; Ref +9; Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +12

Feats: Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will

Water Mastery: +1 to attack and damage rolls if both it and its opponent are touching water. If either the elemental or opponent is touching the ground it takes a -4 penalty on attack and damage rolls

Drench: The creature can put out non-magical fires of large size or smaller. It can dispel magical fire it touches as Dispel Magic (caster level equals elemental's HD).

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes. See the description in the SRD.

(16) Giant Lobsters: CR 2; Medium Vermin; HD 4d8+8; hp 26; Init +0; Spd 30ft., Swim 20ft.; AC 21 (+4 dex, +7 natural; Touch 14, flat-footed 17); Bab/Grpl +3/+4; Atk +4 melee (1d8+1, claw) Full Atk +4/+4 melee (1d8+1, 2 claws); Face/Reach 5ft./5ft.; SA; SQ. vermin traits; AL N; SV Fort +6; Ref +5; Will +1; Str 12, Dex 18, Con 14, Int -, Wis 11, Cha 1.

Skills: Swim +8,

Feats:

Possessions: None

Conversion Notes

The Sea Mother Statue is based in part on a Stone Golem advanced to 18HD and then made Huge.

The two Cleric6 attendants described were presumed to be the same ones in Area's B and C.

The Giant Lobsters are based on a Chuu, that was decreased in size.

27. Senior Priests

(2) Kuo-Toa Attendants (outer chamber): Kuo-Toa Cleric 6; Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +33; Bab: +4; Grp: +4; Attack: +6 to hit (1d6+2+str; short spear +2); Full Attack +4/-2 (1d6+2+str; short spear +2); Fort: +5, Ref: +2; Will: +6

Skills: Concentration: +10, Knowledge (Religion) +12, Spellcraft +10

Feats: Endurance, Die-hard,

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (5/4+1/ 4+1/3+1/) Save DC = 13+spell level

0 – detect magic x2, purify food and drink x2, virtue; 1 – cure lt. wounds x2, divine favour, obscuring mist (d), shield of faith; 2 – enthrall, fog cloud (d), hold person x2, spiritual hammer; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d);

Special: Rebuke Undead, Command Water Creatures

Possessions: Shortspear +2, Divine Scroll (magic circle vs. good, true seeing, water walk, CL 10)

(2) Kuo-Toa Attendants (inner chamber): Kuo-Toa Cleric 7; Monster Manual, page 163

Adjust the creature's statistics with the following modifiers

Ability Increase: Wis +2 (calculated below)

Hp: +38; Bab: +5; Grp: +5; Attack: +5 to hit (1d6+str; short spear); Full Attack +5/-1 (1d6+str; short spear); Fort:+5, Ref: +4, Will: +6

Skills: Concentration: +11, Knowledge (Religion) +13, Spellcraft +11

Feats: Endurance, Die-hard, Lightning Reflexes

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (6/5+1/ 4+1/3+1/1+1) Save DC = 13+spell level

0 – detect magic x2, purify food and drink x2, virtue x2; 1 – cure lt. wounds x2, divine favour, doom, obscuring mist (d), shield of faith; 2 – augury, consecrate, fog cloud (d), hold person x2; 3 – contagion, cure serious wounds, deeper darkness, magic circle against good (d); 4 – control water (d), divination

Special: Rebuke Undead, Command Water Creatures

28. The Lozenge

Bagoorgoop is listed as holding court here with his lackies/syncophants, but there are no numbers listed. Presume they are unclassed kuo-toa in whatever numbers seem to suit.

Bagoorgoop: Male Kuo-toa Fighter10 Monster Manual, page 163

Adjust the Captain's statistics to the following (additive to existing statistics):

Change Base Stats: Str 18/00, Dex 17, Con 16

Ability Increase: Str: +3 (calculated below)

Hp: +65, Bab: +10, Grp: +12, Attack: +16 to hit (2d6+6, great sword +2), Full Attack: +16/+11 (with +1 longsword: dmg: 1d8+5 /17-20 x2). Fort: +7, Ref: +5, Will: +5, Skills:

Swim +15 (to existing), Climb: +16, Jump +16

Feats: Greater Weapon Focus (great sword), Improved Critical (great sword), Iron Will, Lightning Reflexes, Weapon Focus (great sword), Weapon Specialization (great sword)

Possessions: Great Sword +2, Ring of Major Energy Resistance (fire)

Chest:

Open Lock DC25

Treasure: *Elixir of Shape Change*

Elixir of Shape Change: Strong Necromancy; CL 17h; Craft Wondrous Item, shape change; 7,650gp; Allows the imbiber to shape change as per the spell.

29. Whip Barracks

(6) Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163

Adjust the Whip's statistics with the following modifiers

Ability Increase: Dex +2 (calculated below)

Hp: +32, Init +5; AC +1, Bab: +5, Grp: +5, Attack: +5 to hit; Full Attack: +5/-1 and bite attack; Fort: +4, Ref: +6, Will: +4 ,

Skills: Climb +6, Hide +9, Jump +6, Listen +7, Move Silent +8, Swim +6,

Feats: Blindfight, Improved Initiative, Iron Will, Lightning Reflexes

Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1

(4) Kuo-Toa Whip; Kuo-Toa Fighter3/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +28, Init: +4, Bab: +5, Grp: +5, Attack: +6 to hit (with shortspear), Full Attack: +6/+1 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +6 (to existing), Climb +6, Hide +2, Jump +6, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

Chief Whip; Kuo-toa Fighter4/Rogue4; Monster Manual, page 163

Adjust the Whip's statistics to the following:

Base Statistic Change: Str 17, Int 14

Ability Increase: Dex +2 (calculated below)

Hp: +43, Init +5; AC +3, Bab: +7, Grp: +10, Attack: +11 to hit (1d6+8, shortsword +3); Full Attack: +11/+6 (1d6+8, shortsword +3) and bite attack; Fort: +4, Ref: +6, Will: +4

Skills: Climb +7, Hide +10, Jump +7, Listen +8, Move Silent +9, Swim +7,

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortsword), Weapon Specialization (shortsword)

Special: Evasion, Sneak Attack +2d6, Trapfinding, Trap Sense +1, Uncanny Dodge

Possession: Ring of Protection +2, Cloak of Displacement, Short Sword +3, Net Rod, Potion of *Bull's Strength*, Potion of *Cure Serious Wounds*.

30. Royal Bodyguards

Wall of Force (CL 18)

The guards start out as unfriendly to non kuo-toa trying to gain entry into the palace. A character will have to adjust the guard's attitude to helpful before they are granted entry into the throne room.

For purposes of bluffing, the guards should gain a +10 modifier to their Sense Motive checks as letting unauthorized intruders in is no doubt risky.

Area 30a

(2) Herald Kuo-Toa: Female Kuo-Toa; Monster Manual, page 163

Adjust the herald's statistics to the following:

Base Statistic Change: Cha 17

Area C

Kuo-Toa Captain: Male Kuo-toa Fighter10 Monster Manual, page 163

Adjust the Captain's statistics to the following (additive to existing statistics):

Ability Increase: Str: +3 (calculated below)

Hp: +65, Bab: +10, Grp: +12, Attack: +15 to hit (with +1 longsword), Full Attack:

+15/+10 (with +1 longsword: dmg: 1d8+5 /17-20 x2). Fort: +7, Ref: +5, Will: +5,

Skills: Swim +15 (to existing), Climb: +16, Jump +16

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(2) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Adjust the Lieutenant's statistics to the following (additive to existing statistics):

Ability Increase: Str: +1 (calculated below)

Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack:

+12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4,

Skills: Swim +12 (to existing), Climb: +13, Jump +13

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(4) Kuo-Toa Whip: Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack:

+5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2

Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently

+2, Spot +4, Tumble +2, Use Rope +2

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)

SA: Evasion, Sneak Attack +1d6

Area D

Kuo-Toa Captain: Male Kuo-toa Fighter10 Monster Manual, page 163

Adjust the Captain's statistics to the following (additive to existing statistics):

Ability Increase: Str: +3 (calculated below)

Hp: +65, Bab: +10, Grp: +12, Attack: +15 to hit (with +1 longsword), Full Attack:

+15/+10 (with +1 longsword: dmg: 1d8+5 /17-20 x2). Fort: +7, Ref: +5, Will: +5,

Skills: Swim +15 (to existing), Climb: +16, Jump +16

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(2) Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Adjust the Lieutenant's statistics to the following (additive to existing statistics):

Ability Increase: Str: +1 (calculated below)

Hp: +52, Bab: +8, Grp: +9, Attack: +12 to hit (with +1 longsword), Full Attack:

+12/+7 (with +1 longsword: dmg: 1d8+5 /19-20 x2). Fort: +6, Ref: +4, Will: +4,

Skills: Swim +12 (to existing), Climb: +13, Jump +13

Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

(4) Kuo-Toa Whip: Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Adjust the Whip's statistics to the following:

Ability Increase: Str +1 (calculated below)

Hp: +22, Init: +4, Bab: +4, Grp: +4, Attack: +5 to hit (with shortspear), Full Attack: +5 to hit (with shortspear). Fort: +3, Ref: +5, Will +2
 Skills: Swim +5 (to existing), Climb +5, Hide +2, Jump +5, Listen +4, Move Silently +2, Spot +4, Tumble +2, Use Rope +2
 Feats: Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (shortspear)
 SA: Evasion, Sneak Attack +1d6

31. Throne Chamber of Bupgogoorg

(2) Kuo-Toa Captains: Male Kuo-toa Fighter10 Monster Manual, page 163

Adjust the Captain's statistics to the following (additive to existing statistics):
 Ability Increase: Str: +3 (calculated below)
 Hp: +65, Bab: +10, Grp: +12, Attack: +15 to hit (with +1 longsword), Full Attack: +15/+10 (with +1 longsword: dmg: 1d8+5 /17-20 x2). Fort: +7, Ref: +5, Will: +5,
 Skills: Swim +15 (to existing), Climb: +16, Jump +16
 Feats: Greater Weapon Focus (longsword), Improved Critical (longsword), Iron Will, Lightning Reflexes, Weapon Focus (longsword), Weapon Specialization (longsword)

Bupgogoorg, Priest-King; Kuo-Toa Cleric12/Rogue6 Monster Manual, page 163

Adjust the Priest-King's statistics to the following:
 Base Statistics change to: Str 18, Con 16, Int 13, Wis 18
 Ability Increase: Wis +5
 Hp +129, Init +4, Bab/Grp +13/+17; Attack +20 melee (1d8+6, longsword +2 human bane); Full Attack +20/+14/+10 melee (1d8+6, longsword +2 human bane); Fort +10, Ref +11, Will +19
 Skills: Bluff +7, Concentration +15, Diplomacy +7, Hide +6, Knowledge (Religion) +13, Listen +6, Move Silent +6, Sense Motive +11, Spellcraft +13, Spot +6, Tumble +6, Use Magic Device +7
 Feats: Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (longsword); Scribe Scroll
 Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*
 Cleric Spells Prepared: 6/7+1/ 6+1/5+1/4+1/4+1/2+1 – Save DC = 16+spell level
 0 – detect magic x2, detect poison x2, read magic x2; 1 – cause fear x2, command x3, cure light wounds x2, protection from good (d); 2 – darkness x3, desecrate (d), hold person x2, silence; 3 – blindness/deafness, cure serious wounds, deeper darkness x2, magic circle vs. good (d), prayer; 4 – control water (d), discern lies, divination, divine power, tongues; 5 – ice storm (d), flame strike, righteous might, slay living, spell resistance; 6 – blade barrier, cone of cold (d), greater dispel magic
 Special: Evasion, Sneak Attack +3d6, Trapfinding, Trap Sense +2, Uncanny Dodge
 Possessions: Longsword +2 human, elf, dwarf bane, Ring of Freedom of Movement, arcane scroll (*baleful polymorph, greater invisibility, scorching ray, suggestion, wall of iron* CL12)

Ilsenzenden: Mindflayer Cleric11; Monster Manual, page 187

Ability Increase: Wis +2
 Hp: +60; AC: +3; Bab/Grp: +8/+8; Attack: +8 (tentacle); Full Atk: +8 (Tentacle); Fort: +9, Ref: +5, Will: +10; SR +11
 Skills: Concentration +11, Knowledge (Religion) +11, Spellcraft +11
 Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes
 Domains: *Evil and Knowledge (Evil spells cast at +1 caster level; Divinations cast at +1 caster level)*
 Cleric Spells Prepared: 6/7+1/ 5+1/5+1/4+1/3+1/1+1 – Save DC = 15+spell level
 0 – detect magic x2, detect poison x2, read magic x2; 1 – bane x2, command x2, cure light wounds x2, detect chaos, protection from good (d); 2 – calm emotions, darkness, desecrate (d), enthrall, hold person x2, silence; 3 – clairaudience/clairvoyance (d), cure serious wounds x2, deeper darkness x2, locate object; 4 – air walk, divination, unholy blight (d), spell immunity, summon monster IV; 5 – dispel good (d), greater command, righteous might, true seeing; 6 – create undead (d), harm

Possessions: Ring of Protection +3, Dominator Symbol

Area C

(5) Harem Kuo-Toa: Female Kuo-Toa; Monster Manual, page 163
Non Combantants

Area E

Treasure Door: Open Lock DC30

Chest #1

Lock: Search DC 25 to find. Open Lock DC30

Poison Gas Trap: CR 7; mechanical; location trigger (the whole room); repair reset; gas; multiple targets (all targets in the room); never miss; onset delay (1 round); poison (burnt other fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 25; Disable Device DC 21

Treasure: No change

Chest #2

Lock: Search DC 25 to find. Open Lock DC30

Scything Blade Trap: CR4; mechanical; location trigger; automatic reset; Atk +20 melee (1d6/x4, plus 2point Dexterity drain); Search DC 25; Disable Device: 23

Treasure: No change

Chest #3

Lock: Search DC 25 to find. Open Lock DC30

Treasure: No change

Chest #4

Lock: Search DC 25 to find. Open Lock DC30

Acid Spray Trap: CR 6; mechanical; location trigger; repair reset; acid spray; (4d6 acid damage plus 4 point Charisma drain, Reflex DC 16 for half damage and no drain)

Acid Cloud Trap: CR 2; mechanical; location trigger; repair reset; multiple targets (all within 10ft); never miss; onset delay 1 round; acid spray (2d6 acid damage); Search DC 25; Disable Device: 25

Treasure: Full Plate +3, Large Wooden Shield +1, Crystal Ball; Small Staff of Frost (17 chgs); Staff of Healing (21 chgs), Elven Chain Mail +4

Conversion notes:

The staff of healing is suppose to be usable only by good characters and grants 100xp per charge used to aid good aligned creatures in true need. "True need" is not defined very well, but I suggest it stand for wounded people who have less than 10 hp.

Suggestions:

In my game the characters were about 15th-16th level when they got to the palace. Consider changing Bupgopgoor's levels around and making him a Cleric13/Rogue5. The extra 7th level spell will give him access to resurrection in case one of the Duke's dies and overall will make him a slightly stronger foe.

31. Gates to the Sunless Sea

No changes

Victory:

No changes

Other:

Magic Items

Rockseer Stone Weapons:

Rockseers substitute stone when making weapons that are usually made of wood. Stone weapons weigh three times as much as the equivalent wooden weapon, but are much harder to break. Stone weapons have a Hardness of 8 and 15 hit points/inch of thickness.

Aljayera's Staff: This quarterstaff is made of light-weight, gray stone. It is a weapon of stong enchantment being a +5 quarterstaff/+5 quarterstaff. Additionally it allows the use of the following spells:

- Acid Fog (1 chg)
- Fog Cloud (1 chg)
- Cone of Steam (1 chg) see below

Strong evocation; CL 13th; Craft staff, acid fog, fog cloud, obscuring mist, sleet storm; Price 152,406gp.

Cone of Steam

Conjuration (Creation) [Fire]

Level: Druid 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: 3 rounds

Saving Throw: Reflex half, see below

Spell Resistance: No

Cone of steam creates an area of super-heated steam, originating at your hand and extending outward in a cone. The steam deals an immediate 6d6 points of damage to all creatures within the area of effect, affected creatures are entitled to a reflex save for half damage. Creatures within the cloud on your turn in the second round take 4d6 points of damage with no save. On your turn in the third round, creatures within the area take 2d6 points of damage with no save. The damage is considered fire damage, however creatures composed of fire or who are otherwise harmed by immersion in water are affected as if they had no natural immunity or resistance.

While the cone persists, it obscures vision much the same as *fog cloud*.

Longtooth: Only Small, one-handed melee weapons may have this property. On command the weapon will grow two sizes and deal the appropriate amount of damage. Thus a small dagger which does 1d3 points of damage will deal 1d6 when this property is activated. The weapon is still considered a small weapon for proficiency purposes.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *major creation*; Price +1 bonus.

Elvish Tome of Understanding: This book can only be read by someone who understands elvish. Those reading it gain a +1 inherent bonus to wisdom. Furthermore an elf will gain an additional 10,000xp for the insights into his or her own nature.

Strong evocation; CL 19th; Weight 3lb

Coffer of Holding: Similar to a bag of holding, this coffer can hold up to 2,000lbs of material, as long as it can fit through its 24" x18" opening. The coffer itself is 24"x18"x12". All material in the coffer is protected against all forms of scrying (including a wish or a miracle). Strong Abjuration; CL 15th; Craft Wondrous Item, *Mind blank, secret chest*;

Robe of the Rockseers: This dusty gray robe grants many abilities. The caster level for the spell-like abilities is the same as the character level of the person wearing the robe. The only

drawback is that the character is completely unable to harm any rockseer elf except in self-defense (no save). Only those with elvish blood may wear the robe.

- +1 Natural armor bonus when standing on stone.
- SR 12 vs. all spells with the Earth or Acid descriptor.
- +2 on all saves vs. spells with the Earth or Acid descriptor *Cure critical wounds* 1/day, self only, and only when in contact with a mass of stone equal to or larger than the character.
- *Acid fog* 1/week
- *Meld into stone* 3/day
- *Stoneskin* 1/day
- *Wall of stone* 3/week

Strong evocation; CL 13th; Craft Wondrous Item, rockseer elf; *Acid fog, geas, limited wish, meld into stone, stoneskin, wall of stone*; Price: xxx,xxx gp

Rockseer Boots: These boots provide a +5 competence bonus to Move Silent checks. Additionally, when worn by a Rockseer elf they act as boots of speed, allowing the wearer to invoke *haste* as a free action for up to ten rounds a day.

Rockseer Cloak: This cloak provides a +5 competence bonus to all Hide checks. Additionally, when worn by a Rockseer elf the cloak acts as a cloak of minor displacement providing a 20% miss chance.

Ring of Blow Returning: This ring, made of dull black adamantine is polished smooth and bears no discernible features. When struck by a melee weapon the wearer may elect to spend a charge as an immediate action. If the charge is spent the damage is calculated normally but the damage is applied to the weapon wielder instead of the ring-wearer. The damage is of the same type as would have struck the ring-wearer and any damage resistance the weapon-wielder has applies normally. All secondary effects (ie: fiery burst, vorpal, etc) also apply to the weapon-wielder.

A fully charged ring has 50 charges and cannot be recharged.

Strong abjuration; CL 14th; Forge Ring; *Shield other, limited wish*. Price: xxx,xxx gp

Elixir of Shape Change

Rod of Nets

New Weapons:

Aklys: *One-Handed Melee Weapon:* The aklys is a club with a line attached to it that is typically attached to wielder's arm or belt. It can be used a bludgeoning melee weapon, or thrown out to a range of 10 feet (no range increment). If thrown the aklys can be retrieved as a Move Equivalent action that does not draw an attack of opportunity.

When thrown the aklys can be used to trip someone as a standard ranged attack. The opposed roll is performed normally, with the akly wielder getting a +1 bonus to their roll. If you are tripped during your own trip attempt you can drop the aklys to avoid being tripped if the line is not physically attached to you.

Hook-Fauchard: *Two-Handed Melee Weapon:* The hook-fauchard is a glaive like pole-arm consisting of a long, curving blade with a large, pointed head. A hook is fitted on the back of the blade and the head is mounted on a wooden pole about eight feet long.

The hook-fauchard is a tripping weapon that grants a +2 bonus to your opposed roll to trip an opponent. If you are tripped during your own trip attempt, you can drop the hook-fauchard to avoid being tripped.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Aklys	-	1-4	1-6	x2	10	3 lb	Bludgeoning
Hook Fauchard	10gp	1-4	1-6	x3	-	10lb	Slashing

Conversion Notes: The presumption of 2nd edition was that small characters used medium sized weapons. Thusly the hook-fauchard would have done 1-4pts of damage as a medium weapon and 1-3 as a small. I didn't particularly like that. The weapon in part is based off of other polearms. I'm unsure if I should give the small version reach.

Monsters

Elf, Rockseer

Medium Humanoid (Elf) (Earth)

1st-Level Warrior

Hit Dice:	1d8 (3)
Initiative:	+1
Speed:	30'
AC:	16 (+1 Dex, +4 Chain Shirt, +1 Light Shield) Touch 11, Flat-footed 15
Base	+0/+1
Attack/Grapple	
Attacks:	Longsword +2 mele (1d8-1/19-20) or Longbow +1 ranged (1d4-1/19-20)
Full Attack:	Longsword +2 mele
Face/Reach:	5ft/5ft
Special Attacks:	Spell Like Abilities
Special Qualities:	Darkvision (240ft), Elven Traits, Ignore Webs, Immune to Petrification, Stone Friend, Stone Sense
Saves:	Fortitude: +1, Reflex:+1, Will: +1
Abilities:	Str ,8 Dex 13, Con 9, Int 12, Wis 12, Cha 9
Skills:	Hide +1, Listen +3, Search +4, Spot +3
Feats:	Weapon Focus (Longsword)
Environment	Underground
Organization	Solitary, scout party (2-4)
Challenge	1
Rating:	
Treasure	Standard
Alignment:	Neutral
Advancement	By character class
Level Adjustment	+4

Ignore Webs (Ex): Rockseers always make their saves against Web spells and effects.

Rockseer Traits (Ex): These traits are in addition to the high elf traits, except where noted:

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma. These replace the elf ability modifiers.
- Darkvision out to 240ft. This trait replaces the high elf low-light vision.
- Resist spells with the Earth and Acid descriptors with Spell resistance equal to 11 + class levels.
- -2 racial penalty versus spells with the Air or Electricity descriptors.
- Weapon Proficiency: A rockseer is automatically proficient with the longsword and longbow. This trait replaces the high elf's weapon proficiency.
- Automatic Languages: Elven, Undercommon
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds rockseers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Spell Like Abilities: Rockseers gain a number of spell-like abilities based on their level. See the table below. Caster level is equal to the rockseer's character level.

Level	Abilities
1	Meld into Stone – at will
5	Stone Shape – 1/d
9	Stone Tell – 1/d
10	Wall of Stone – at will
20	Summon Greater Earth Elemental – 1/d

- Communal Powers (su): Rockseers are able to combine their character levels to achieve their higher level spell effects. So two 10th level rockseers can summon a Greater Earth Elemental once per day.
- Earth Glide (su): Rockseers of at least 3rd level can Earth Glide once per day for a distance of 100 yards + 100 yards/level gained after 3rd. This ability allows them to move (but not see) through stone as if it was air. At 9th level rockseers may bring 1 companion along with them plus 1 additional companion per level over 9th.
- Stone Sense (su): Rockseers intuitively know the direction, distance, and size of open spaces within range of their Earth Glide ability. This ability doesn't tell the rockseer if the space has breathable atmosphere or is already inhabited, it only tells the rockseer the shape and size of the space.
- Favored Class: Wizard
- Restricted Class: Rockseers may not start as Clerics. Later through adventuring and coming into contact with believers they may choose to become clerics.
- Level Adjustment: +4

Conversion Notes: I gave the Rockseers the SR versus Acid spells since spells from the Earth domain don't allow a saving throw.

Ixixachitl, Ixzan

Medium Aberration (Aquatic)

	Ixzan	Mutant Ixzan	Vampiric Ixzan
Hit Dice:	1d8+1 (5)	2d8+2 (11)	3d8+2 (15)
Initiative:	+2	+2	+2
Speed:	5 ft, Swim 30 ft	5 ft, Swim 30 ft	5 ft, Swim 30 ft
AC:	16 (+4 natural, +2 dex) touch 12, flat-footed 14	16 (+4 natural, +2 dex) touch 12, flat-footed 14	16 (+4 natural, +2 dex) touch 12, flat-footed 14
Base Attack/Grapple	+1/+1	+2/+2	+3/+3
Attacks:	Bite +1 melee (1d8+1)	Bite +2 melee (1d8+1)	Bite +3 melee (1d8+1)
Full Attack:	Bite +1 melee (1d8+1)	Bite +2 melee (1d8+1) and tail -3 (1d8)	Bite +3 melee (1d8+1)
Face/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:			Energy Drain
Special Qualities:	DR 5/slashing or piercing or magic; Darkvision 90 ft; Silent Caster; Watery Defense	DR 5/slashing or piercing or magic; Darkvision 90 ft; Mutant Attacks; Silent Caster; Watery Defense	DR 5/slashing or piercing or magic; Darkvision 90 ft; Fast Healing 5; Silent Caster; Watery Defense
Saves:	Fortitude: 1, Reflex: 2, Will: +4	Fortitude: 1, Reflex: 2, Will: +4	Fortitude: 1, Reflex: 2, Will: +4
Abilities:	Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10	Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10	Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10
Skills:	Hide +6, Listen +6, Spot +6, Swim +13	Hide +7, Listen +7, Spot +7, Swim +14	Hide +8, Listen +10, Spot +10, Swim +14
Feats:	Dodge	Dodge	Alertness, Dodge
Environment	Underground Aquatic	Underground Aquatic	Underground Aquatic
Organization	Solitary, pair, gang	Solitary, pair, gang	Solitary, pair, gang
Challenge Rating:	2	2 (+1 per special ability)	4
Treasure	Standard	Standard	Standard
Alignment:	Usually Chaotic Evil	Usually Chaotic Evil	Usually Chaotic Evil
Advancement	4-6HD (Large)	4-6HD (Large)	4-6HD (Large)

Silent Caster (ex): Ixzan apply the Silent Spell feat to all their spells. This ability does not add to the spell's level or in the case of spontaneous casters, the spell casting time.

Watery Defense (ex): Ixzan gain a +4 to their saves against spells from the Water domain and all spells from the Illusion school.

Skills: Ixzan have a +8 racial bonus to swim checks.

Mutant Ixzan

Mutant Attacks (ex): Mutant ixzan may choose one additional attack form from the list below per 2HD they've acquired.

- Barbed Tail: damage (1d8+1)
- Poisonous Tail (ex): Damage as barbed tail plus poison. Injury, Fortitude DC 12, initial and secondary damage 1d6 dex. The save is constitution based.
- Throwing Barbs: The mutant is able to throw up to five barbs from its tail up to 60 feet away. The barbs have a damage of 1d8 plus strength and threaten a critical on a 19-20. Range for the barbs is only 30 feet underwater. The mutant may target different creatures with the same attack, but all must be within 30 feet of each other. Roll separate attack rolls for each barb. The use of this ability is only a single attack action.
- Crushing Bite (ex): The mutant ixzan gains the Improved Grab special ability. A successful hold will allow the mutant ixzan to deal double bite damage on succeeding rounds.

- **Slimy Body (ex):** The mutant's body secretes a thick, corrosive slime. Any melee hit from the mutant's causes the slime to coat the victim, dealing an additional 1d6 points of acid damage. The acid damage continues for a further 1d4 rounds. As a full round action a victim of the slime attack can apply an oil or acid base solvent and remove the slime (applying a solvent provokes an attack of opportunity).

Vampiric Ixzan

Vampiric Ixzan are not true vampires nor are they undead. They cannot be turned, despite their name.

Fast Healing (ex): Vampiric ixzan have Fast healing 5. Fast healing does not heal damage from drowning, starvation, suffocation, or thirst. Fast healing does not allow the regrowth of lost body parts.

Energy Drain (su): Creatures hit by the bite of a vampiric ixzan's bite gain 1 negative level. For each negative level bestowed, the vampiric ixzan heals 5 hit points. Extra hit points are gained as temporary hit points that last for 1 hour. The Fortitude save DC to remove the negative level is 12.

Suggestions:

Consider making the ixzan telepathic to 100ft.

Stone Dragonette

Tiny Construct

Hit Dice:	2d10 (11)
Initiative:	+2
Speed:	10, Fly 30 (Good)
AC:	22 (+2 size, +2 dex, +8 natural) Touch 14, flat-footed 20
Base	+1/-5
Attack/Grapple	
Attacks:	Bite +1, melee (1-3 -2)
Full Attack:	Bite +1, melee (1-3 -2) and 2 claws, melee (1d2 -2)
Face/Reach:	2½ft./0ft
Special Attacks:	Spell-Like Abilities
Special Qualities:	Construct Traits, Darkvision 60ft, Dragonet Traits, Earth Resistance, SR17,
Saves:	Fortitude: +0, Reflex: +2, Will: +0
Abilities:	Str 6, Dex 15, Con -, Int 10, Wis 12, Cha 15
Skills:	Hide +10, Listen +7, Spot +7
Feats:	Alertness
Environment	Underground or Any
Organization	Solitary or with Wizard11 or Sorcerer12
Challenge	2
Rating:	
Treasure	None
Alignment:	Neutral
Advancement	3-6HD (Tiny)
Level Adjustment -	

Stone Dragonet's may be created by wizards with the Improved Familiar feat and the Craft Construct feat.

The caster must be at least 11th level before crafting this familiar.

Dragonet Traits (ex): The stone dragonet may grant its master a +2 Natural Armor bonus and the Alertness feat.

Earth Resistance (ex): The stone dragonet resist all spells that affect earth or stone (Stone shape, rock to mud, etc) with an SR 26

Spell-Like Abilities (sp): 1/day – Baneful Polymorph (DC17), Cause Fear (DC13), Charm Monster (DC17), or Deep Slumber (DC16). The saves are Charisma based. The caster level is 11th. The stone dragonet may choose to use 1 of its spell like abilities once per day.

Conversion Notes: Based in part on the Psuedodragon

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“Night Below, Book III: The Sunless Sea - DRAFT”

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Conversion Notes:

The module assumes that player characters will range from 9th to 11th level. Under 3.5 Edition rules, this is not recommended.

For treasure, only the magic items have been converted. Refer to the module for the complete treasure for each encounter.

By the time characters start this section of the module they will be of such a level that they will receive either no experience or minimal experience points for the monsters they face. Given the strength of the City of Shaboath it is recommended that the DM consider granting experience points based on story awards, roleplaying awards, or completing mission goals. See the Core Rulebook II for suggestions.

Monster conversions follow the general guidelines:

- Conversion of abilities and the like are taken from the 2e to 3e conversion guideline published by WOTC.
- Monsters with class levels will use the elite array of ability scores, modified by the listed abilities.
- Monsters with class levels with a listed ability will have their classes primary statistic modified by +1/4 character levels. For example: an ixzan wizard-6 with a listed 17 intelligence will have an additional +1 added to it's intelligence score for levelling.
- Hit Dice – Is kept the same unless the monster appears in the SRD with a different amount.
- Hit Points – Are usually kept at the same percentage of maximum as the original write-up. The exception is those monsters with wizard levels; in those cases, hit points are kept the same or set to maximum possible for the new level, whichever is legal.
- Spell Resistance – Is based off the magic resistance of the creature vs. a 16th level party. So a creature with 50% magic resistance will have a spell resistance of 27 (base 11 +16).
- Monsters with class levels will have an elite array of ability scores.

Conversion notes are in italicised red.

Suggestions are in italicised blue.

Returning to Friends:

Svirfneblin:

If the characters allied with the derro or entered the svirfneblin burial grounds, then the attitude of the gnomes becomes unfriendly. A diplomacy check can be made to alter the gnomes attitude to indifferent with the following DC's:

Entered Burial Grounds without restitution: DC: 35*

Entered Burial Grounds with restitution: DC 15

Allied with the derro without handing over the Crown: DC 35*

Allied with the derro but handed over the Crown: DC 15

*: *Practically impossible. Requires at least 10 ranks in Diplomacy to attempt.*

The Rockseer Emissaries

Characters may request knowledge checks on information regarding the information given to them. In general these should require either a Bardic Knowledge check of DC 30, or a Knowledge (Dungeoneering) DC 25.

The Surface World

Finding a sage knowledgeable of aboleth should require a Gather Information check, DC: 25.

Negotiating with the sage to lower his fee requires a successful Diplomacy check of DC: 15.

Characters who have Knowledge (Dungeoneering) can check to see if they know anything about aboleth if they succeed on a Knowledge check of DC 25. To actually know the runic language of the aboleth requires a Knowledge check of DC 30.

Exploring the Great Cavern

The light level in the Great Cavern is equivalent to moonlight. Treat as shadowy illumination for characters without low-light vision out to 20 feet. Characters with low light vision can see normally out to 20 feet and have shadowy illumination from 21-40 feet.*

Suggestion:

See the vision rules for spotting in the 3.0 Dungeon Master's Guide, page 60. It has modifiers to spotting based on light levels.

The Deranged Derro

Conversion Notes:

Per the text, all derro in this encounter use the same statistics. Normal derro (non-spellcasters) use the first set. Savant derro use the Sorcerer statistic block.

Spiked Buckler's are no longer legal, so replaced with a normal buckler.

Kept the noted stats from the module (Dex 16 and Int 15 for regular derro, Dex 17 and Int 17 for savant derro). This added more skill points.

Kept the derro's proficiency with medium armour.

Save DC for the chance to go insane for Mind Readers is based on the Insanity spell (10 + 7th level spell + 3 stat modifier).

Ability increases for Savants went into Charisma (3pts)

Deranged Derro: Male Derro; CR 3; Small Monstrous Humanoid; HD 3d8+; hp 16; Init +3; Spd 15ft.; AC 21 (+1 size, +3 dex, +2 natural, +4 scale +1 buckler; Touch 14, flat-footed 17); Bab/Grpl +3/-1; Atk +3 melee (1d4+3/19-20 plus Trip, aklys) or Atk +5 ranged (1d6/19-20 plus poison, repeating lt. xbow); Face/Reach 5ft./5ft.; SA Poison Use, Spell Like Abilities, Sneak Attack +1d6; SQ Darkvision 60 ft., Increased Madness, Madness, SR 15, Vulnerability to Sunlight; AL CE; SV Fort +5; Ref +4; Will +3; Str 11, Dex 16, Con 13, Int 15, Wis 5, Cha 16.

Skills: Bluff +7, Hide +7, Listen +1, Move Silently +7

Feats: Combat Expertise, Improved Trip

Increased Madness: These derro are even madder than their normal kin. They are at -1 to hit with melee attacks, -2 to hit with ranged attacks, and they have +3 on all melee damage rolls (figured into attack and damage above). Additionally they're immune to Phantasmal Killer, and receive a +2 bonus against mind affecting effects. Any attempt at reading the mind of these derro has a 75% chance of making the mind-reader go insane (Will Save DC20). Finally there is a 25% chance each round that the derro will stand and do nothing while he hallucinates.

Spell Like Abilities: At will - *darkness*, *ghost sound*; 1/day - *daze* (DC 13), *sound burst* (DC 15), Caster Level 3rd

Vulnerability to Sunlight (ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Trip Attack: Trip attacks do not provoke an attack of opportunity and are made with a +5 bonus on the opposed roll when using the aklys.

Weak Poison: Crossbow bolts are tipped with Medium Spider Venom. There is a 50% chance for each bolt fired that the poison is still effective. The save DC is 14, however victims get a +2 circumstance bonus on their fortitude saves vs. the poison's effects.

Possessions: Scalemail, aklys, repeating light crossbow, 10 crossbow bolts, 10 doses of old medium spider venom.

Deranged Savant Derro: Male Derro Sorcerer 10; CR 13; Small Monstrous Humanoid; HD 3d8+3 plus 10d4+10; hp 51; Init +7; Spd 15ft.; AC 21 (+1 size, +3 dex, +2 natural, +4 scale +1 buckler; Touch 14, flat-footed 17); Bab/Grpl +8/+4; Atk +8 melee (1d4+3/20 x3 plus Trip, hook-fauchard) or Atk +9 ranged (1d6/19-20 plus poison, repeating lt. xbow); Face/Reach 5ft./5ft.; SA Poison Use, Spell Like Abilities, Sneak Attack +1d6; SQ Darkvision 60 ft., Increased Madness, Madness, SR 15, Vulnerability to Sunlight; AL CE; SV Fort +8; Ref +7; Will +11; Str 11, Dex 17, Con 13, Int 17, Wis 5, Cha 19.

Skills: Bluff +18, Concentration +15, Hide +10, Knowledge (arcane) +13, Listen +6, Move Silently +7, Spellcraft +13

Feats: Combat Casting, Combat Expertise, Improved Initiative, Improved Trip, Still Spell

Increased Madness: These derro are even madder than their normal kin. They are at -1 to hit with melee attacks, -2 to hit with ranged attacks, and they have +3 on all melee damage rolls (figured into attack and damage above). Additionally they're immune to Phantasmal Killer, and receive a +2 bonus against mind affecting effects. Any attempt at reading the mind of these derro has a 75% chance of making the mind-reader go insane (Will Save DC 20). Finally there is a 25% chance each round that the derro will stand and do nothing while he hallucinates.

Spell Like Abilities: At will - *darkness, ghost sound*; 1/day – *daze* (DC 13), *sound burst* (DC 15), Caster Level 3rd

Trip: Trip attacks do not provoke an attack of opportunity and are made with a +6 bonus on the opposed roll when using the hook-fauchard.

Vulnerability to Sunlight (ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Weak Poison: Crossbow bolts are tipped with Medium Spider Venom. There is a 50% chance for each bolt fired that the poison is still effective. The save DC is 14, however victims get a +2 circumstance bonus on their fortitude saves vs. the poison's effects.

Spells Known: 9/5/4/3/2/1 – Known spells are detailed in the room descriptions below.

Spells per Day: 6/7/7/7/6/3

Arcane Spell Failure: 30% (Scale Mail + Buckler). Still Spell will get around this but turn the spell into a full round casting and increased the spell level by +1.

Possessions: *Scalemail, hook fauchard, repeating light crossbow, 10 bolts, weak medium spider venom, spell component pouch.*

The Derro Caverns

Suggestions:

All healthy derro hit points should be raised to at least half of maximum (16hp for deranged derro, 51hp for savants).

1. Sinkhold Hazard

Spout of Superheated Mud: Use rules presented in the book. Chance to notice and understand the hazard requires a Survival check, DC 20. If the character also has 5 or more ranks in Knowledge (Dungeoneering) she can add +2 to her roll.

Suggestions:

Impose a flat –2 penalty to all dexterity checks, related skill checks, and reflex saves.

2. The Jagged Cavern

(4) Deranged derro (22, 21, 12, 10)

(1) Derro Savant (41)

Known Spells: 9/5/4/3/2/1

- 0) Arcane Mark, Daze, Detect Magic, Detect Poison, Light, Message, Ray of Frost, Read Magic, Touch of Fatigue
- 1) Charm Person, Enlarge Person, Magic Missile, Ray of Enfeeblement, Shield
- 2) Blindness/Deafness, Blur, Protection from Arrows, See Invisibility
- 3) Protection from Energy, Ray of Exhaustion, Stinking Cloud
- 4) Ice Storm, Wall of Fire
- 5) Wall of Force (*or Baneful Polymorph*)

3. The Catatonic Chamber

(3) Deranged derro (22, 20, 14)

(2) Catatonic derro (3, 2). Deliberately attacking or killing these derro is an alignment violation for Paladins.

4. The Fisherman of the Powers

(3) Deranged derro (14, 13, 10)

(1) Savant (39)

Known Spells: 9/5/4/3/2/1

- 0) Arcane Mark, Daze, Detect Magic, Detect Poison, Light, Message, Ray of Frost, Read Magic, Touch of Fatigue
- 1) Expeditious Retreat, Identify, Nystul's Magic Aura, Jump, Silent Image
- 2) Eagle's Splendor, Hypnotic Pattern, Invisibility, See Invisibility
- 3) Displacement, Fly, Lightning Bolt
- 4) Charm Monster, Shadow Conjuration
- 5) Shadow Evocation

Treasure: Arcane Scroll (Globe of Invulnerability, Mirror Image, Polymorph, Slow) scribed at 14th Level.

5. The Other Bleak Cable

(4) Savants

Savant #1 (40)

Known Spells: 9/5/4/3/2/1

- 0) Arcane Mark, Daze, Detect Magic, Detect Poison, Light, Message, Ray of Frost, Read Magic, Touch of Fatigue
- 1) Charm Person, Shocking Grasp, Magic Missile, Shield, Ventriloquism
- 2) Ghoul's Touch, Hold Person, Invisibility, Spectral Hand
- 3) Clairaudience/Clairvoyance, Haste, Wind Wall
- 4) Confusion, Ice Storm
- 5) Baneful Polymorph

Treasure: Potion of Cure Serious Wounds (2)

Savant #2 (22)

Known Spells: 9/5/4/3/2/1

- 0) Arcane Mark, Daze, Detect Magic, Detect Poison, Light, Message, Ray of Frost, Read Magic, Touch of Fatigue
- 1) Burning Hands, Feather Fall, Ray of Enfeeblement, Reduce Person, Shield
- 2) Detect Thoughts, Fog Cloud, Glitterdust, Scorching Ray
- 3) Blink, Dispel Magic, Fireball
- 4) Lesser Globe of Invulnerability, Stoneskin
- 5) Cloudkill

Treasure: Ring of Fire Resistance (Major)

Suggestions:

Add (3) applications of diamond dust worth 250gp for the Stoneskin spell. Otherwise replace with Evard's Black Tentacles.

Savant #3 (37)

Known Spells: 9/5/4/3/2/1

- 0) Arcane Mark, Daze, Detect Magic, Detect Poison, Light, Message, Ray of Frost, Read Magic, Touch of Fatigue
- 1) Charm Person, Expeditious Retreat, Enlarge Person, Shocking Grasp, True Strike
- 2) Hypnotic Pattern, Invisibility, Levitate, Melf's Acid Arrow
- 3) Lightning Bolt, Major Image, Slow
- 4) Ice Storm, Shadow Conjunction
- 5) Cloudkill

Treasure: Studded Leather Armor +2

Revised Stat Block: (Speed 20, AC 22, Hide +14, Move Silent +11, Arcane Spell Failure 20%)

Savant #4 (51hp)

Known Spells: 9/5/4/3/2/1

- 0) Arcane Mark, Daze, Detect Magic, Detect Poison, Light, Message, Ray of Frost, Read Magic, Touch of Fatigue
- 1) Burning Hands, Expeditious Retreat, Magic Missile, Obscuring Mist, Shield
- 2) Eagles Splendor, Levitate, Protection from Arrows, Summon Swarm
- 3) Protection from Elements, Lightning Bolt, Ray of Exhaustion
- 4) Ice Storm, Wall of Fire
- 5) Hold Monster

Treasure: Bag of Holding (Type III), Divine Scroll (*Animal Growth*, *Creeping Doom*, *Goodberry*, *Spike Growth*) scribed at 16th level, potion of Bulls Strength, Elven Ioun Stone (Pale Green), Ring of Conjunction (see appendix for the last two items).

Suggestions:

Change the text on the Ring of Conjunction to read: "Freeing me brings expertise." This brings it in line with the conversion of the Pale Green Ioun Stone.

Alternatively get rid of the text all together or tie the ring and the stone and the aboleth towers to a plot with the Rockseers somehow.

Scaling the Adventure:

- Advance all savants to 13th level.
- Add 10 levels of ranger to all non-savant derro

Rift of the Fire Giants

The Environment

Treacherous Stairs: The descent into the fissure is both dangerous and difficult. Characters must make a Balance Check vs. DC14 to avoid falling into the fissure. Characters may get a +2 Circumstance bonus per person they are directly tied off to (ie: +2 fore being roped to a person in front and another +2 for being roped to a person behind).

Failure indicates that the character falls 10-80ft and takes appropriate falling damage. If a character falls and is roped off then each character roped to the falling victim may make a separate Strength Check vs. DC15 to avoid falling with the character. If the roped off characters make the save then the rope breaks and the falling character falls normally. If the roped off characters fail the strength check they also fall and characters they are roped off to can make Strength checks to avoid falling.

Very Hot (90-109 degrees): Characters must make a Fortitude save each hour (DC15+1 for each previous check) or take 1d4 points of non-lethal damage. Characters in heavy clothing or armor of any sort take a -4 penalty to the saving throw. Characters with the Survival skill may get a bonus (see the skill description). A character who takes any non-lethal damage from heat exposure suffers from heatstroke and is fatigued (cannot run or charge. -2 penalty to Strength and Dexterity).

Characters who fall into unconsciousness start taking 1d4 points of lethal damage per hour.

Conversion Notes

Balance Check calculated as: DC10 for Hewn Stone Floor, +2 for Sloped, +2 for Treacherous Footing.

Encounter Notes: All unnamed Fire Giants, Trolls, and Hell Hounds use the following statistics

Fire Giant: CR 10; Large Giant (Fire); HD 15d8+75; hp 142; Init -1; Spd 30 ft, base speed 40 ft.; AC 22 (+6 bandedmail, +8 natural, -1 size, -1 dex; Touch 8, FF 22); Bab/Grp: +11/+25; Atk: +20 melee (3d6+15, greatsword) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk: +20/+15/+10 melee (3d6+15, Greatsword), +20/+20 melee (1d4+10, slam), +10 ranged (2d6+10 plus 2d6 fire, rock); Face/Reach 10ft/10ft; SA Rock throwing 120ft; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills: Climb +9, Craft (Armorer) +6, Intimidate +6, Jump +9, Spot +14;

Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack,.

Possessions: Large Banded Armor, Large Greatsword, Large Helmet

Conversion Notes:

In 3e Fire Giants wear half-plate armor; however kept the banded armor as written.

Hell Hound: CR 3; Medium Outsider (Evil, Extraplanar, Fire, Lawful); HD 4d8+4; hp 22; Init +5; Spd 40 ft; AC 16 (+1 dex, +5 natural; Touch 11, FF 15); Bab/Grp: +4/+5; Atk: +5 melee (1d8+1 plus 1d6 fire, Bite); Face/Reach: 5ft/5ft; SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7,

Feats: Improved Initiative, Run, Track.

Breath Weapon (su): 10ft. cone once every 2d4 rounds. 2d6 fire, Reflex DC13 for half.

Fiery Bite (su): each bite causes an additional 1d6 pts of fire damage.

Troll: CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

1. Spy-Guards: EL

(2) Fire Giants (HP 140,145)

(4)Trolls (62,63,64x2)

2. The Boil

Giants will attempt to overrun and/or bull rush the PC's into the boiling water. Boiling water does 1d6 points of damage. Full immersion in boiling water does 10d6 points of damage.

Characters must make a Swim check vs. DC15 to make it to shore.

(6) Fire Giants (HP 140, 140,138,136,135x2)

(3) Hell Hounds (HP 22, 22, 22)

Suggestion

Consider allowing the Fire Giants to use their remaining move in the Bullrush for determining how far characters are pushed into the water – but the giants are able to actually stop at the water's edge.

Also consider allowing a Grapple to throw a character (1 grapple to grab the character, 1 grapple to pin, and an attack to throw the character – range increment is 10ft). This option should only be used on characters at least one size smaller than the creature.

3. Makeshift Camp

These Fire Giants start asleep. If they do not have time to don their armor, they have AC16 (Touch 8, FF16). It takes 4 minutes for the giants to don their armor. Unarmored giants have a move of 40ft.

(6) Sleeping Fire Giants (HP 145, 145, 140, 140, 135, 135, 130, 130, 125)

(3) Awake Fire Giants (163, 143, 135)

Magic: Potion of Cure Serious Wounds x2

4. Sentinel Cave

(4) Fire Giants (HP 145, 145, 145, 145)

(4) Hell Hounds 6HD (HP 32, 32, 30, 30)

Hell Hound: CR 3; Medium Outsider (Evil, Extraplanar, Fire, Lawful); HD 6d8+4; hp 29; Init +5; Spd 40 ft; AC 16 (+1 dex, +5 natural; Touch 11, FF 15); Bab/Grp: +6/+7; Atk: +7 melee (1d8+1 plus 1d6 fire, Bite); Face/Reach: 5ft/5ft; SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +7, Ref +7, Will +6; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +15, Jump +14, Listen +11, Move Silently +15, Spot +11; Survival +9, Tumble +5

Feats: Alertness, Improved Initiative, Run, Track.

Breath Weapon (su): 10ft. cone once every 2d4 rounds. 2d6 fire, Reflex

5. Sutr's Pool

These giants need to make a Listen check DC10 to hear the alarm from Area 4.

The fissure provides Concealment (20% miss chance) to creatures on the other side and imposes a –10 to all spot checks to see across it.

The narrowest point across is 12ft. which requires a DC12 Jump check. Failure means the characters fall 800ft (20d6 points of falling damage), falls into lava (20d6 fire damage per round) and starts to drown.

(3) Elite Fire Giant: Female, CR 10; Large Giant (Fire); HD 15d8+90; hp 163, 157, 146; Init +1; Spd 30 ft, base speed 40 ft.; AC 24 (+6 bandedmail, +8 natural, -1 size, +1 dex; Touch 11, FF 23); Bab/Grp: +11/+27; Atk: +22 melee (3d6+18, greatsword) or +12 ranged (2d6+12 plus 2d6 fire, rock); Full Atk: +22/+17/+12 melee (3d6+18, Greatsword), +22/+22 melee (1d4+12, slam), +12 ranged (2d6+12 plus 2d6 fire, rock); Face/Reach 10ft/10ft; SA Rock throwing 120ft; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +15, Ref +6, Will +9; Str 35, Dex 12, Con 23, Int 10, Wis 14, Cha 10.

Skills: Climb +9, Craft (Armorer) +6, Intimidate +6, Jump +9, Spot +14;

Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack,.

Possessions: Large Banded Armor, Large Greatsword, Large Helmet

Snardug, Fire Giant (HP 100)

Possessions: +2 large banded mail. AC 24

Boltzolto: Male Fire Giant, CR 10; Large Giant (Fire); HD 15d8+75; hp 171 Init +1; Spd 30 ft, base speed 40 ft.; AC 24 (+8 +2Bandedmail, +8 natural, -1 size, -1 dex; Touch 8, FF 24); Bab/Grp: +11/+26; Atk: +25 melee (3d6+19, +3 greatsword) or +10 ranged (2d6+11 plus 2d6 fire, rock); Full Atk: +25/+20/+15 melee (3d6+19, +3 Greatsword), +21/+21 melee (1d4+11, slam), +10 ranged (2d6+11 plus 2d6 fire, rock); Face/Reach 10ft/10ft; SA Boltzolto's Rage,

Rock throwing 120ft; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +10; Str 32, Dex 9, Con 20, Int 12, Wis 16, Cha 12.
Skills: Climb +9, Craft (Armorer) +7, Intimidate +8, Jump +9, Spot +15;
Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack,
Boltzolto's Rage (ex): +4 Str, +4 Con, -2 AC, +2 Will saves; 10% chance of death per round
(AC22, HP201, Atk +27/+22/+17 (3d6+21, greatsword); Fort +16, Will +12)
Possessions: Large +2 Banded Armor, Large +3 Greatsword, Large Helmet

Freyjand: Male Fire Giant; Adept 13; CR 15; Large Giant (Fire); HD 15d8+75 plus 13d6+65; hp 304; Init -1; Spd 30 ft, base speed 40 ft.; AC 22 (+6 bandedmail, +8 natural, -1 size, -1 dex; Touch 8, FF 22); Bab/Grp: +17/+31; Atk: +28 melee (3d6+17, +2 Greatsword) or +16 ranged (2d6+10 plus 2d6 fire, rock); Full Atk: +28/+23/+18/+13 melee (3d6+17, +2 Greatsword), +26/+26 melee (1d4+10, slam), +16 ranged (2d6+10 plus 2d6 fire, rock); Face/Reach 10ft/10ft; SA Rock throwing 120ft; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18, Ref +8, Will +18; Str 31, Dex 9, Con 21, Int 10, Wis 17, Cha 11.

Skills: Climb +9, Craft (Armorer) +6, Intimidate +6, Jump +9, Spot +15;

Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack,.

Adept Spells: 3/4/4/3/1 Save DC 13+spell level

0) Cure Minor Wounds, Detect Magic, Touch of Fatigue; 1) Bless x2, Cause Fear,

Detect Good; 2) Bulls Strength, Hold Person, Mirror Image, See Invisibility; 3)

Bestow Curse, Deeper Darkness, Prayer; 4) Cure Critical Wounds

Possessions: Large Banded Armor, Large +2 Greatsword, Large Helmet, Staff of Curing (19 charges)

Conversion Notes:

Elite Fire Giants were given elite ability scores.

Boltzolto was given Elite ability scores and then adjusted to old age

Freyjand was made to 12th level adept to keep access to 4th level spells. As a non-associated class it only raises his CR by +5 (1/2 plus -1 for an NPC class).

Magic: Potion of Bulls Strength x4, Rod of Negation, +2 Warhammer (If dwarf then +4 Warhammer and casts Cure Critical Wounds 1/day), Mirror of Opposition; Necklace of Adaptation

Special: Flux Point – note that the statue is in the pool of lava.

If Snardurg Perishes in the Lava:

Wall of Fire: Caster Level 20. Damage is Profane

Scaling the Rift of the Fire Giants

Add +2 levels of Fighter to the Fire Giants. Give them half-plate armor as per the SRD. Give them at least 50% of maximum hit points

Replace the Hellhounds with Hell Hound (Nessian Warhound)

Add +2 levels of Barbarian to the Trolls.

Make Boltzolto a 6th-level fighter

Fire Giant: Male Fighter 2, CR 12; Large Giant (Fire); HD 15d8+75 plus 2d10+10; hp 163; Init -1; Spd 30 ft; base speed 40 ft.; AC 23 (+7 halfplate, +8 natural, -1 size, -1 dex; Touch 15, FF 23); Bab/Grp: +13/+28; Atk +23 melee (3d6+16, Greatsword); Full Atk: +23/+18/+13 melee (3d6+16, Greatsword) or +23/+23 melee (1d4+11, 2 slams), +13 ranged (2d6+11 plus 2d6 fire, rock); Face/Reach 10ft/10ft; SA Rock throwing 120ft; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +17, Ref +4, Will +9; Str 32, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills: Climb +9, Craft (Armorer) +7, Intimidate +7, Jump +9, Spot +15;

Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Possessions: Large Banded Armor, Large Greatsword, Large Helmet

Nessian Warhounds: CR 9; Large Outsider (Evil, Extraplanar, Fire, Lawful); HD 12d8+60; hp 114; Init +6; Spd 40 ft; AC 24 (+2 dex, -1 size +7 natural, +6 +2chain barding; Touch 11, FF 22); BAB +12/+24; Atk: +20 melee (2d6+12/19-20 plus 1d8 fire, Bite); Face/Reach: 10ft/10ft; SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +13, Ref +10, Will +9; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.
Skills: Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8, Tumble +3
Feats: Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)
Breath Weapon (su): 10ft. cone once every 2d4 rounds. 2d6 fire, Reflex DC13 for half.
Fiery Bite (su): each bite causes an additional 1d6 pts of fire damage.
Possessions: +2 Chainshirt Barding

Troll: Male Barbarian 2; CR 7; Large Giant; HD 6d8+36 plus 2d12+12; hp 89; Init +2; Spd 30 ft; AC 20 (-1 size, +2 dex, +4 chainshirt, +5 natural; Touch 11, FF 18); Bab/Grp: +7/+17; Atk: +12 melee (1d6+7, claw); Full Atk: +12 melee (1d6+7, 2 claws), +7 melee (1d6+3, bite); SA Rend 2d6+10; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +13, Ref +4, Will +3; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills: Listen +5, Spot +6; Survival +3
Feats: Alertness, Iron Will, Track.
Possession: Chain Shirt
Rage Stats: AC18, HP: 105; Full Atk: +14 melee (1d6+9, 2 claws), +9 melee (1d6+4, bite); Rend 2d6+13, Str 26, Con 25, Fort +15, Will +5

Boltzolto: Male Fire Giant, Fighter 6, CR 16; Large Giant (Fire); HD 15d8+75 plus 6d10+30; hp 230; Init +1; Spd 30 ft; base speed 40 ft.; AC 24 (+8 +2Bandedmail, +8 natural, -1 size, -1 dex; Touch 9, FF 25); Bab/Grp: +17/+33; Atk: +32 melee (3d6+23/17-20, greatsword) or +16 ranged (2d6+12 plus 2d6 fire, rock); Full Atk: +32/+27/+22 melee (3d6+23/17-20, Greatsword), +28/+28 melee (1d4+12, slam), +16 ranged (2d6+12 plus 2d6 fire, rock); Face/Reach 10ft/10ft; SA Boltzolto's Rage, Rock throwing 120ft; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +19, Ref +6, Will +12; Str 34, Dex 9, Con 20, Int 12, Wis 16, Cha 12.
Skills: Climb +15, Craft (Armorer) +7, Intimidate +8, Jump +15, Spot +18;
Feats: Cleave, Great Cleave, Dodge, Improved Overrun, Improved Sunder, Iron Will, Leadership, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)
Boltzolto's Rage (ex): +4 Str, +4 Con, -2 AC, +2 Will saves; 10% chance of death per round (AC24, HP272, Atk +34/+28/+24 (3d6+23, greatsword); Fort +20, Will +14)
Possessions: Large Banded Armor, Large +3 Greatsword, Large Helmet

The Desperate Marilith

The Environment

Lighting: Globes with *Continual Flame* are placed every 20 to 30 ft.

Tunnel: The tunnel is filled with the ledgeway hazard. If characters move more than half speed they will have to make a Balance check vs. DC15 or fall.

Conversion Notes:

Treated the alu-fiends as Half-Human/Half-Fiends and then replaced the spell-like abilities with those from a succubus

Used standard Ability array, brought up abilities listed in description and then added the half-fiend ability adjustments. Ability adjusts for level were added last.

Replaced the energy drain of the succubus with that of Vampiric Healing ability

Lillianth; Female Marilith; CR 17; Large Outsider (Chaotic, Extraplanar, Evil); HD 16d8+144; hp 216; Init +4; Spd 40 ft; AC 29 (-1 size, +4 dex, +16 natural; Touch 13, FF 25; Bab/Grp +16/+29; Atk +26 melee (3d6+10/19-20 plus 1d6 fire, Flame Tongue Greatsword); Full Atk: +26/+21/+16/+11 melee (2d6+10/19-20 plus 1d6 fire, Flame Tongue Greatsword), +27/+27/+27melee (2d6+5/19-20, 3 longswords), +26 melee (1d6+5 plus poison, Dagger of Venom), +22 melee (4d6+4, tail slap), *or* +24/+24/+24/+24/+24 melee (1d8+9, 6 slams), +22 melee (4d6+4, tail slap); SA Constrict 4d6+13, improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

Skills: Bluff +26, Concentration +28, Diplomacy +30, Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search +23, Sense Motive +23, Spot +31;

Feats: Combat Reflexes, Power Attack, Weapon Focus, Multiattack, Multiweapon Fighting, Combat Expertise.

Constrict (ex): 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC27 Fortitude save or lose consciousness for as long as it is constricted plus 2d4 rounds.

Spell-Like Abilities (sp): At Will – *Align weapon, blade barrier (DC23), magic weapon, project image (DC23), polymorph, see invisibility, telekinesis (DC22), greater teleport (self only plus 50lbs of objects), unholy aura (DC25)*, Caster Level 16th.

Summon Tanar'ri (sp): 1/d – 4d10 dretches, 1d4 hezrou, or 1 nalfeshnee with a 50% chance of success; or 1 glabrezu or 1 marilith with a 20% chance of success. Equal to a 5th level spell. **Note: Won't Use True Seeing (su):** Used continuously at 16th level of ability.

Possessions: +1 Flame Tongue Greatsword, +1 Dagger of Venom (DC14), +2 Longsword, +2 Longsword

Janelle: Female alu-fiend, Wizard 13; CR 12; Medium Outsider; HD 10d4+20; hp 47; Init +3; Spd 30ft.; AC 22 (+3 dex, +1 natural, +8 armor; Touch 14, flat-footed 21); Bab/Grp1 +5/+6; Atk +9 melee (1d8+4 plus 1d6 cold, Frostbrand) or Atk +9 ranged (1d8+1, +1longbow); Face/Reach 5ft./5ft.; SA Vampiric Healing; SQ Damage reduction 5/magic, darkvision 60 ft., spell-like abilities; immune to poison, resist acid 10, resist cold 10 resist electricity 10, resist fire 10, SR20; AL CN; SV Fort +5; Ref +6; Will +7; Str 12, Dex 17, Con 14, Int 21, Wis 10, Cha 20.

Skills: Craft (alchemy) +18, Concentration +15, Knowledge (arcana) +18, Knowledge (dungeoneering) +13, Knowledge (the planes) +18, Listen +8, Spellcraft +18, Spot +8

Feats: Alertness, Craft Wondrous Item, Empower Spell, Eschew Material Components, Martial Weapon (longsword), Martial Weapon (Longbow), Scribe Scroll, Silent Spell

Vampiric Healing (su): alu-fiends heal 1 point of damage for every 2 points (round down) of damage they inflict with melee weapons.

Spell-Like Abilities (sp): At-Will - *Charm monster (DC19), detect good, detect thoughts (DC17), ethereal jaunt, polymorph (humanoid form only, no limit on duration), suggestion (DC18), greater teleport (self plus 50 pounds of objects)*. Caster Level 10th. Save DC's are charisma based
Spells Known (Wiz 4/6/5/4/4/3): Save DC's are 15 plus spell level

0) *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance*; 1) *Color Spray, Hypnotism, Magic Missile, Message, Nystul's Magic Aura, Protection from Law, Shield, Silent Image, True Strike*; 2) *Blindness/Deafness, Continual Flame, Invisibility, Mirror Image*; 3) *Dispel Magic, Haste, Lightning Bolt, Major Image*; 4) *Confusion, Black Tentacles, Minor Globe of Invulnerability, Scrying*; 5) *Cone of Cold, Feeblemind, Hold Monster, Wall of Force*.

Spells Prepared (Wiz 4/6/5/4/4/3):

0) *Dancing Lights, Read Magic x2, Resistance*; 1) *Color Spray, Hypnotism, Magic Missile, Shield, Silent Image, True Strike*; 2) *Blindness/Deafness x2, Continual Flame, Invisibility, Mirror Image*; 3) *Dispel Magic, Haste, Lightning Bolt, Major Image*; 4) *Confusion, Black Tentacles, Minor Globe of Invulnerability, Scrying*; 5) *Cone of Cold, Feeblemind, Hold Monster*.

Possessions: Bracers of Defense +8, +3 Frostbrand Longsword, +1 Longbow, +1 Arrows x12, spell component pouch, spellbooks

Villiane: Female alu-fiend, Fighter 5; CR 7; Medium Outsider; HD 5d10+10; hp 43; Init +2; Spd 30ft.; AC 20 (+2 dex, +8 armor, Touch 12, flat-footed 18); Bab/Grp1 +5/+6; Atk +9 melee (1d8+4, longsword) or Atk +7 ranged (1d6+1, Javelin); Face/Reach 5ft./5ft.; SA Vampiric Healing; SQ Damage reduction 5/magic, darkvision 60 ft., spell-like abilities; immune to poison, resist acid 10, resist cold 10 resist electricity 10, resist fire 10, SR15; AL CE; SV Fort +6; Ref +3; Will +3; Str 13, Dex 14, Con 14, Int 17, Wis 15, Cha 16.

Skills: Climb +9, Intimidate +11, Jump +9, Listen +6, Spot +6, Swim +9

Feats: Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Vampiric Healing (su): alu-fiends heal 1 point of damage for every 2 points (round down) of damage they inflict with melee weapons.

Spell-Like Abilities (sp): At-Will - *Charm monster (DC19), detect good, detect thoughts (DC17), ethereal jaunt, polymorph (humanoid form only, no limit on duration), suggestion (DC18), greater teleport (self plus 50 pounds of objects)*. Caster Level 10th. Save DC's are charisma based

Possessions: Bracers of Defense +8, +2 Longsword, Javelin of Lightning x3 (5d6pts, DC14)

Lynnara; Succubus; CR 7; Medium Outsider (Chatotic, Extraplanar, Evil, Tanar'ri); HD 6d8+6; hp 33; Init +1; Spd 30 ft, fly 50 ft. (average); AC 20 (+1 dex, +1 natural, Touch 11, FF 19); Bab/Grp +6/+7; Atk: +7 melee (1d6+1, claws); Full Atk: +7/+7 (1d6+1, 2 claws); SA Energy drain, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (The planes) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings);

Feats: Dodge Mobility, Persuasive

Energy Drain (su): A kiss bestows 1 negative level (fort save DC21) and causes a *suggestion* (DC21) for another kiss.

Spell-Like Abilities (sp): *Charm monster (DC21), detect good, detect thoughts (DC20), ethereal jaunt, polymorph (humanoid form only), suggestion (DC21), greater teleport (self plus 50lb of objects)*. Caster level 12th.

Summon Tanar'ri (sp): 1/d 1 vrock 30% chance of success. **Note: Won't Use**

Tongues (su): Permanent ability.

Area Descriptions

1. Watch Point

Janelle keeps watch here. She has a Listen and Spot of +8

She will use Ethereal Jaunt to go warn the others.

2. Empty Cave

Razor Rock Hazard:

Characters moving faster than half speed must make a Reflex save or take 1d8+3 points of damage. The save DC is 15 for walking, DC19 for hustling, and DC23 for Running.

Characters who fall onto razor rock or are knocked prone must make a Reflex DC20 or take 1d8+3 points of

damage.

Characters who take 10 or more points of damage from moving across razor rock must make a Fortitude save DC 5+damage or be unable to walk until the damage to the feet has been cured with either a Heal or a Regenerate (or equivalent spell).

3. Sleeping Chambers

No change

4. Assembly of Fiends

The fiends do not start out invisible.

Note that Lillianth's Projected Image does not radiate an alignment.

5. Lillianth's Command Post

No change

Suggestions:

Find some way to disguise the alignment of the fiends. Either add Amulets of Non-Detection, or give Janelle access to Misdirection and give her a Ring of Spell Storing (major).

Scaling The Desperate Marilith

Add +2 Wizard levels to Janelle

Add +7 Fighter levels to Villiane

Add +5 Sorcerer levels to Lynnara (she is suppose to be posing as an enchantress).

The Renegade Illithids

1. Watch Post

If characters approach cautiously and do not start hostilities, the guards start out threatening. A successful Diplomacy check against DC 15 will make the guards indifferent and open to negotiations.

(1) Fomorian, HP 198, pg. 105 of Monster Manual II

(1) Mind flayer, HP 45 pg. 186 of Monster Manual

If the horn is sounded it can be heard out to 200 feet with a Listen check of DC 0. (Approximately DC20 to hear from Area 6).

2. Fomorian Nest

(3) Fomorian, HP 198, 170, 162, pg. 105 of Monster Manual II

3. The Congregational

(10) Mind Flayers, HP 60, 55, 52, 47, 44, 39, 37, 35, 32, 27, pg. 186 of Monster Manual

(4) Broken Ones, HP 39, 36, 30, 25, pg. 86 of Ravenloft: Denizens of Darkness

4. Broken Ones

(8) Greater Broken Ones, HP 37, 35, 34, 30, 26, 25, 25, 25, pg. 86 of Ravenloft: Denizens of Darkness
Statistics for Greater Broken Ones are modified as follows:

(HD 5, hp 30, AC 15, Bse Atk/Grapl +5/+10, Atk Club +10 melee (1d6+7), SQ: Scent, Fast Heal 2, Fort +6, Will +6, Str 24, Climb +6, Move Silent +3).

Raging Greater Broken Ones are modified as follows: (hp 40, AC 13, Atk Slam +10 (1d4+7), Fort +8)

Conversion Notes:

I added the Inhuman Strength ability to the normal and greater broken ones. Technically the greater ones are stronger than the module originally had them.

5. Watch Post

(1) Fomorian, HP 180, pg. 85 of Monster Manual II

(1) Mind Flayer, HP 51, pg. 186 of Monster Manual

If the horn is sounded it can be heard out to 200 feet with a Listen check of DC 0. (Approximately DC 25 to hear from Area 6).

6. Grand Cavern of the Illithid Conclave

(1) Mind Flayer, HP 64, pg. 186 of Monster Manual

Ipsizeen: Male Mind Flayer, Cleric 11; CR 15; Medium Aberration; HD 8d8+8 plus 11d8+11; hp 103; Init +6; Spd 30ft.; AC 15 (+2 dex, +3 natural; Touch 12, flat-footed 3); Bab/Grpl +14/+15; Atk +16 melee (1d4+1, tentacle); Full Attack: 4 Tentacles +16 melee or Weapon at +15/+10/+5; Face/Reach 5ft./5ft.; SA Extract, Improved Grab, Mind Blast (DC23), Psionics; SQ SR 36, Telepathy 100ft.; AL LE; SV Fort +12; Ref +9; Will +19; Str 12, Dex 14, Con 12, Int 19, Wis 19, Cha 18.

Skills: Bluff + 12, Concentration + 22, Diplomacy + 19, Disguise + 4 (+6 Acting), Hide + 12, Intimidate + 10, Knowledge (Arcana) +12, Knowledge (Religion) +26, Knowledge (The Planes) +20, Listen +12, Move Silently +10, Sense Motive +8, Spellcraft +18, Spot +12

Feats: Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Spell Penetration, Weapon Finesse (tentacles)

Mind Blast: 60ft. Cone, Will save DC23 or stunned for 3d4 rounds

Psionics: Charm Monster (DC17), Detect Thoughts (DC16), Levitate, Plane Shift (DC19), Suggestion (DC16)

Domains: Knowledge and Law (Divination and Law spells cast at +1 caster level)

Spells Prepared (Clr 6/6/5/5/4/2/1): 0 - Detect Magic x2, Guidance, Read Magic, Resistance x2; 1st - Command x2, Cure Light Wounds, Detect Chaos, Sanctuary x2; 2nd - Detect Thoughts (d), Enthrall, Hold Person x2, Silence x2; 3rd - Clairaudience/Clairvoyance (d), Deeper Darkness, Dispel Magic x2, Invisibility Purge, Protection from Elements; 4th - Cure Critical Wounds, Discern Lies, Divination (d), Spell Immunity, Summon Monster IV; 5th - Summon Monster V, Greater Command, True Seeing (d); 6th -- Hold Monster (d), Word of Recall.

Possessions: weapon, armor, etc

Bilikant: Male Mindflayer Cleric 7; CR 11; Medium Aberration; HD 8d8+8 plus 7d8+7; hp 86; Init +6; Spd 30ft.; AC 15 (+2 dex, +3 natural; Touch 12, flat-footed 13); Bab/Grpl +11/+12; Atk +13 melee

(1d4+1, tentacle); Full Atk: 4 tentacles +13 (1d4+1 plus grab) or Weapon +11/+6/+1; Face/Reach 5ft./5ft.; SA Extract, Improved Grab, Mind Blast (DC21), Psionics; SR 32, Telepathy 100ft.; AL LE; SV Fort +8; Ref +7; Will +15; Str 12, Dex 14, Con 12, Int 19, Wis 18, Cha 18.

Skills: Bluff +12, Concentration +21, Disguise +4 (+6 Acting), Hide +10, Intimidate +10, Knowledge (Arcana) +12, Knowledge (Religion) +22, Knowledge (The Planes) +10, Listen +11, Move Silently +10, Sense Motive +8, Spellcraft +10, Spot +11

Feats: Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Weapon Finesse (tentacles)

Mind Blast: 60ft. Cone, Will save DC21 or stunned for 3d4 rounds

Psionics: Charm Monster (DC17), Detect Thoughts (DC16), Levitate, Plane Shift (DC19), Suggestion (DC16)

Domains: Knowledge and Law (Divination and Law spells cast at +1 caster level)

Spells Prepared (Clr 6/5/4/3/2): 0 - Detect Magic x2, Guidance, Read Magic, Resistance x2; 1st -

Bane, Command, Cure Light Wounds, Doom, Protection from Chaos (d), Sanctuary; 2nd - Calm

Emotions (d), Calm Emotions, Hold Person x3; 3rd - Clairaudience/Clairvoyance (d), Deeper

Darkness, Dispel Magic, Protection from Elements; 4th - Cure Critical Wounds, Divination (d), Lesser Planar Ally.

Possessions: Ring of Fire Resistance (Major)

Shasurita: Female Half-Elf Rogue 12; CR 12; Medium Humanoid; HD 12d6+36; hp 76; Init +8; Spd 30ft.; AC 22 (+4 dex, +5 armor, +3 buckler; Touch 18, flat-footed 19); Bab/Grp1 +9/+9; Atk +11 melee (1d8+2, longsword) or Atk +13 ranged (1d8, shortbow); Full Atk: Longsword +9/+4 melee or Shortbow +11/+6 ranged; Face/Reach 5ft./5ft.; SA Sneak Attack +6d6; SQ Evasion, Improved Evasion, Improved Uncanny Dodge, Low-Light Vision, Trap Sense +4; AL N(NG); SV Fort +7; Ref +12; Will +5; Str 11, Dex 19, Con 16, Int 12, Wis 12, Cha 15.

Skills: Climb + 15, Decipher Script + 10, Disable Device + 18, Hide + 17, Listen + 15, Move Silently + 17, Open Lock + 15, Pick Pocket + 15, Search + 14, Spot + 8, Use Magic Device + 17

Feats: Improved Initiative, Martial Weapon Proficiency (longsword), Point Blank Shot, Precise Shot, Quick Draw

Possessions: +2 Longsword; +2 Shortbow; +1 Arrows (11); +3 Leather Armour; +2 Mithril Buckler; Ring of Invisibility; Ring of Flying (1/day for 1 hour); Arcane Scroll (Dispel Magic, Polymorph, Stone to Flesh) at 12th level; Masterwork Thieves Tools

Conversion Notes:

Applied three of Shasurita's ability increases to Dexterity and one of them to Constitution.

Changed Shasurita's Magic Thieves Tools to Masterwork Thieves Tools as the bonus is the same (+2 on a d20 = +10%).

Remember that a Sense Motive check of DC 25 will reveal that Shasurita is charmed.

Suggestions:

Replace Shasurita's longsword with a rapier and replace the Martial Weapon feat with Combat Reflexes.

Chest #1

Poison Spore Trap: CR:8; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 20-foot burst); never miss; onset delay (1 round); poison (Sneezing and Choking spores, DC 15 Fortitude save resists, 2d6 Con drain/1d6 Con – Failed saves will not bring Con below 1 or hit points below 0 and unconscious; Also all targets are stunned (no save) for 5d4 rds); Search DC 21; Disable Device DC 21

Contains: Cloak of Resistance +2

Chest #2

Gray Ooze Acid Spray Trap: CR: 9; alchemical; location trigger; repair reset; liquid; multiple targets (all targets in a 20 foot burst); 4d6 dmg (DC19 Reflex Save half damage) + 1d6 acid damage for 1d4 rounds (no save). Characters clothing and armour become useless unless the items make a successful DC19 Reflex Save.

Contains: Magic Spell Component Case*, Sustaining Spoon, Helm of Underwater Action, Gauntlets of Dexterity (+6), Ring of Mind Shielding, Restorative Ointment (4 Jars)

Conversion Notes:

The Magic Spell Component Case is not converted here since the components it produces are 80% tailored to the characters. However the Case should radiate Strong Conjunction. The Alchemy Jug was replaced with Restorative Ointment just because.

Suggestions:

Remove the 10% chance that the component disappears forever. Additionally I recommend that the case be about 18" long by 12" deep by 12" tall.

7. Broken Fishermen

(4) Broken Ones, HP 29, 27, 26, 25, pg. 86 of Ravenloft: Denizens of Darkness

8. The Wardens

(4) Mind Flayers, HP 50, 44, 41, 32, pg. 186 of Monster Manual

9. Watch Post

(1) Formorian, HP 179, pg. 105 of Monster Manual II

(1) Mind Flayer, HP 37, pg. 186 of Monster Manual

If the horn is sounded it can be heard out to 200 feet with a Listen check of DC 0. (Approximately DC10 to hear from Area 6).

Tactics

If unsure how Ipshizeen views the party (perhaps because negotiations started right away), have the mind flayer roll a Sense Motive check against DC 15 to determine their relative strength. If the average party level is at least 15th level, Ipshizeen’s attitude is friendly, otherwise he is indifferent.

Note that the Plane Shift tactics identified in the text will no longer work. Also note that the Modify Memory spell is no longer available either.

Talking to the Mind Flayers

If negotiations occur between the players and mind flayers occur, Shasurita will be invisible. The party will not get a Spot check to see her unless she is within 30 feet. *If using the moonlight spot penalty rolls, remember to add the +5 to the DC for lighting conditions.*

Ipshizeen can and will use his Detect Thoughts power to determine the intelligence of the party members. Additionally he will use his Detect Chaos spell to determine if anyone is Chaotic. *Alternatively he could make a Sense Motive check against DC 20 to determine the Law/Chaos portion of a Character’s alignment.*

Ipshizeen will only willing talk to LE, LG, LN characters. All other characters need to make a successful Diplomacy check:

Character Alignment	Character Intelligence	DC
LE, LG, LN	Greater than 15	0
LE, LG, LN	Less than 15	0
N, NE, NG	Greater than 15	15
N, NE, NG	Less than 15	25
CE, CG, CN*	Greater than 15	35
CE, CG, CN*	Less than 15	45**

*Ipshizeen requires a Lawful character to vouch for the Chaotically aligned character. If no acceptable character so vouches, treat the task as almost impossible (DC 45, and requires 10 ranks of Diplomacy).

** Almost impossible. Requires 10 Ranks in Diplomacy before attempting

Scaling the Renegade Illithids:

Note that this is suppose to be a source of help for the party, but if you believe the party will most likely fight the mind flayers then consider the following.

- Advance Ipshizeen to Cleric 15 – He would be eligible for Epic feats – consider Increased Spellcasting.
- Advance Bilikant to Cleric 12
- Advance all other mind flayers to 16HD

- Add 5 fighter or barbarian levels to the Fomorians

The Refugee

Finding the Entrance

Normally you need a Search check to find something, however the entrance is outside the normal searching range for medium characters. Resolve in one of the following ways:

1. Detecting the entrance requires a search check against DC 20 – success indicates that the character looks up and manages to spot the entrance.
2. For characters with Low-Light Vision and Darkvision, allow them a Spot check against DC20 to see the entrance. Characters with normal vision can see the entrance with Spot check against DC25.

NB: If a Rockseer Elf is with the party she might be able to sense the tunnel winding through the rock.

Tunnel Traps

Corridor of Spikes (Trap #1): CR2; mechanical; touch trigger (pressure plate requiring more than 75lbs); automatic reset (3 rounds); Atk +5 melee (1d6; 12 spikes); Search DC20, Disable Device DC: n/a (but can be avoided). Can be heard for 300 feet on a DC10 Listen check.

Spiked Pit Trap (Trap #2): CR2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. Can be heard out to 200 feet on a DC10 Listen check.

Deadfall (Trap #3): CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (3d6; stones); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. Can be heard out to 200 feet on a DC10 Listen check.

The Ancient Tomb

Assume Jelenneth is taking 10 for listen checks.

Intelligence Check DC10 to recognize Jelenneth from the miniature portrait given to them.

Use Jelenneth's Bluff skill to fake the voice of the Silent Image Lich.

Jelenneth: Female Human; Wizard 3/Rogue 3; CR 6; Medium Humanoid; HD 3d4+6 plus 3d6+6; hp 30; Init +4; Spd 30ft.; AC 14 (+4 dex; Touch 14, flat-footed 10); Bab/Grpl +3/+4; Atk +4 melee (1d4+1, dagger) or Atk +7 ranged (1d4+1, sling); Face/Reach 5ft./5ft.; SA Sneak Attack +2d6; SQ Evasion, Familiar, Trap Finding +1, Trap Sense; AL N; SV Fort +4; Ref +10; Will +7; Str 12, Dex 18, Con 14, Int 16, Wis 13, Cha 15.

Skills: Alchemy + 7, Bluff + 3, Climb + 8, Concentration + 6, Disable Device + 5, Hide + 12, Knowledge (arcana) + 9, Knowledge (nature) + 7, Listen + 8, Move Silently + 11, Open Lock + 3, Profession (Herbalist) + 5, Search + 5, Spellcraft + 9, Spot + 5, Swim + 3, Wilderness Lore + 3.

Feats: Alertness*, Endurance, Extend Spell, Iron Will, Scribe Scroll, Stealthy.

Spells Known: (4/3/2)

Spells Prepared:

0) none 1) *Color Spray* x2, *Silent Image* 2) *Extended Silent Image*, *Invisibility*

Possessions: Arcane Scroll (*Detect Thoughts*, *Mirror Image*; CL 9th), dagger, sling, 10 sling stones,

Jhoil: Female, Ferret-Snake Familiar; CR-; Tiny Magical Beast: HD 3; hp 15; Init +3; Spd 20ft., Climb 20ft.; AC 19 (+3 dex, +2 size, +4 natural; Touch 15, Flat-Footed 16); Bab/Grpl +1/-11; Atk +6 melee (1d3-4, bite); Face/Reach 2½ft./0ft.; SA Attach; SQ: Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Scent, Share Spells; AL N; SV Fort +2; Reflex +7; Will +5; Str 3, Dex 17, Con 10, Int 7, Wis 12, Cha 5

Skills: Balance +11, Climb +11, Hide +12, Move Silently +9, Spot +3

Feats: Weapon Finesse (bite)

Attach (ex): If Jhoil hits with its bite attack it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. When attached Jhoil loses her Dexterity bonus to armor class and has an AC of 14.

Climb: Jhoil has a +8 racial bonus to climbing. She can always take 10 to climb, even while rushed or threatened. She uses her Dexterity to calculate her Climb score.

Conversion Notes:

I used the Weasel as the base creature and then granted it the Dexterity and Natural Armor of a Tiny Viper.

Jhoil grants a +2 to Reflex saves for Jelenneth

Suggestions:

Consider raising the traps to CR10. Raise Jelenneth's level to be within 2 levels of the lowest party member.

Jelenneth: Female Human; Wizard 3/Rogue 6/ShadowDancer5; CR 14; Medium Humanoid; HD 3d4+6 plus 6d6+12 plus 5d8+10; hp 84; Init +5; Spd 30ft.; AC 15 (+5dex; Touch 15, flat-footed 15); Bab/Grpl +8/+9; Atk +9 melee (1d4+1, dagger) or Atk +7 ranged (1d4+1, sling); Full Atk: +9/+4 (1d4+1, dagger); Face/Reach 5ft./5ft.; SA Sneak Attack +3d6; SQ Darkvision 60ft., Defensive Roll, Evasion, Familiar, Hide in Plain Sight, Improved Uncanny Dodge, Shadow Illusion, Summon Shadow, Trap Finding +2, Trap Sense; AL N; SV Fort +6; Ref +17; Will +9; Str 12, Dex 18, Con 14, Int 16, Wis 13, Cha 15.

Skills: Alchemy + 7, Balance + 12, Bluff + 3, Climb + 8, Concentration + 6, Decipher Script + 5, Disable Device + 10, Escape Artist + 12, Hide + 24, Jump + 9, Knowledge (arcana) + 9, Knowledge (nature) + 7, Listen + 12, Move Silently + 22, Open Lock + 6, Perform + 7, Profession (Herbalist) + 5, Search + 10, Spellcraft + 9, Spot + 10, Swim + 3, Tumble + 12, Wilderness Lore + 3.

Feats: Alertness*, Combat Reflexes, Dodge, Iron Will, Mobility, Scribe Scroll, Stealthy.

Spells Known: (4/3/2)

Spells Prepared:

0) none 1) Color Spray x2, Silent Image 2) Mirror Image, Invisibility

Possessions: dagger, sling, 10 sling stones, Spell book (*Color Spray, Detect Thoughts, Silent Image, Mirror Image, Silent Image*)

Jhoil: Female, Ferret-Snake Familiar; CR-; Tiny Magical Beast: HD 3; hp 42; Init +3; Spd 20ft., Climb 20ft.; AC 19 (+3 dex, +2 size, +4 natural; Touch 15, Flat-Footed 16); Bab/Grpl +11/+0; Atk +6 melee (1d3-4, bite); Face/Reach 2½ft./0ft.; SA Attach; SQ: Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Scent, Share Spells; AL N; SV Fort +2; Reflex +7; Will +5; Str 3, Dex 17, Con 10, Int 7, Wis 12, Cha 5

Skills: Balance +11, Climb +11, Hide +20, Move Silently +18, Spot +8

Feats: Weapon Finesse (bite)

Attach (ex): If Jhoil hits with its bite attack it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. When attached Jhoil loses her Dexterity bonus to armor class and has an AC of 14.

Climb: Jhoil has a +8 racial bonus to climbing. She can always take 10 to climb, even while rushed or threatened. She uses her Dexterity to calculate her Climb score.

Szandur's Isle

Movement: The island is strewn with rubble and counts as Difficult Terrain and hampers movement. Each square of movement costs double.

Trap Door: Search check DC20 to find. Break check DC25 to pull open (Barred Door).

1. Entrance Complex

Complex Trap: CR3; mechanical; sound trigger; manual reset; Atk +8 ranged (1d8+3, arrows) multiple targets (up to 6 targets within ten feet of in front and behind the doorway. 6 attacks/round for 10 rounds) ; Search DC -; Disable Device DC -.

Note: The distance to the desk in Szandur's study plus the door adds +14 to the Listen check.

Conversion Notes:

The only way I can think to bypass the trap is to open the door and then cast Dispel Magic into the room vs. Caster Level 14 to dispel the Magic Mouth.

Note that if a Magic Mouth is sufficient to set off the trap, then any other loud noises (like combat with the Invisible Stalker) should be sufficient also.

Invisible Stalker: CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 50; Init +8; Spd 30ft./Fly 30ft. (perfect); AC 17 (-1 size, +4 dex, +4 natural; Touch 13, flat-footed 13); Bab/Grpl +6/+14; Atk +10 melee (2d6+4, slam) Full Atk +10 melee (2d6+4, 2 slams); Face/Reach 10ft./10ft.; SA; SQ Darkvision 60 ft., Elemental Traits, Natural Invisibility, Improved Tracking; AL xx; SV Fort +4; Ref +10; Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +13, Move Silently +15, Search +13, Spot +13

Feats: Combat Reflexes, Improved Initiative, Weapon Focus.

Possessions: none

2. Distorted Passage

Conversion Notes

Distance Distortion under 2nd Edition did not work the way it was described in the encounter. The spell physically increased/decreased the size of the area within the spell. The encounter describes it more as an illusion.

Replaced Hallucinatory Terrain with Illusionary Wall, because Hallucinatory Terrain doesn't work on structures

Distortion: Use as described. The corridor appears to be 60ft long, but 30ft of movement will cross.

Pit Trap with Illusory Floor: CR9; mechanical; location trigger; automatic reset; Illusionary Floor - DC19 Will Save disbelieves otherwise pit is unfindable; Fall - DC20 Reflex save avoids; 20ft. deep (2d6, fall; plus 10d6, acid plus poison fumes - Fortitude Save DC13 to avoid poison fumes 1Con/1d4Con); Search DC -; Disable Device DC -

Trapped Door with Permanent Image: CR10; mechanical; location trigger; automatic reset; Permanent Image – DC21 Will disbelieves otherwise looks like a normal door, DC20 Reflex save to avoid running into the door. Atk +25 melee (1d4+1 plus poison, 1d2 spikes); poison (Deathblade, DC 20 Fortitude save resists 1d6Con/2d6Con); Search DC -; Disable Device DC 20

Note: The Listen check to hear someone hit the door from the desk is +5 to the DC.

Door is Arcane Locked - Break DC33 (attempting to break it will allow an automatic attack by the spikes).

3. Equipment Chamber

No changes

4. Szandur's Study

See Area 2 for details of door trap and Arcane Lock.

Grease Spell in front of door: Reflex Save DC16 or fall. If moving at half speed a Balance check vs. DC10 to avoid stopping or falling.

Deciphering Szandur's notes requires a Spellcraft vs. DC20 to determine her interest in the aboleth domination ability.

A Knowledge (arcana) check vs. DC25 can be made to determine Szandur's general past.

Szandur: Female Human Enchanter 14; CR 14; Medium Humanoid; HD 14d4+42; hp 84; Init +7; Spd 30ft.; AC 23 (+3 dex, +7 armor, +3 deflection; Touch 16, flat-footed 20); Bab/Grpl +7/+6; Atk +8 melee (1d4+1, +2 dagger); Full Atk +8/+3 melee (1d4+1; +2 dagger); Face/Reach 5ft./5ft.; SA Spells; SQ Contingent Dimension Door; AL NE; SV Fort +7; Ref +7; Will +14; Str 9, Dex 17, Con 16, Int 18, Wis 15, Cha 16.

Skills: Alchemy + 22, Concentration + 20, Craft (Trapmaking) + 14, Knowledge (arcana) + 22, Knowledge (Dungeoneering) + 22, Listen + 7, Speak Language + 2, Spellcraft + 22, Swim + 4, Wilderness Lore + 7.

Feats: Brew Potion, Craft Wondrous Item, Greater Spell Focus: Enchantment, Improved Initiative, Iron Will, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus: Enchantment.

Spells Known (Wiz 4/6/6/5/5/4/4/2)

Prohibited Schools: Evocation and Necromancy

0) Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1) Alarm, Burning Hands, Charm Person, Comprehend Languages, Grease, Identify; 2) Arcane Lock, Detect Thoughts, Fog Cloud, Hypnotic Pattern, Locate Object, Magic Mouth, Tasha's Hideous Laughter; 3) Clairaudience/Clairvoyance, Dispel Magic, Suggestion, Water Breathing; 4) Black Tentacles, Charm Monster, Confusion, Detect Scrying, Dimension Door, Hallucinatory Terrain, Illusionary Wall, Improved Invisibility, Stoneskin; 5) Feeblemind, Shadow Evocation, Summon Monster V, Symbol of Sleep; 6) Mass Suggestion, Permanent Image, Planar Binding, Symbol of Persuasion, True Seeing, 7) Insanity, Spell Turning, Summon Monster VII, Symbol of Stunning.

Spells Prepared (Wiz 4/6/6/5/5/4/4/2) Save DC15 + spell level; *DC17 + spell level for Enchantments.

0) *Detect Magic, Ray of Frost, Read Magic, Resistance*; 1) - *Alarm, Burning Hands, Charm Person* (s), *Charm Person, Comprehend Languages, Grease, Identify*; 2) - *Detect Thoughts x2, Fog Cloud, Hypnotic Pattern x2, Locate Object, Tasha's Hideous Laughter (s)*; 3) - *Clairaudience/Clairvoyance x2, Dispel Magic, *Suggestion (s), Water Breathing x2*; 4) - *Black Tentacles, Charm Monster*, Confusion* (s), Dimension Door, Hallucinatory Terrain, Improved Invisibility*; 5) - *Feeblemind* (s), Feeblemind*, Shadow Evocation x2, Summon Monster V*; 6) - *Mass Suggestion* (s), Planar Binding, Symbol of Persuasion*, True Seeing*; 7) - *Insanity* (s), Spell Turning, Summon Monster VII*.

Possessions: Dagger +2, Bracers of Armor +7, Potion of Cure Serious Wounds; Arcane Scroll (Magic Circle against Good, Protection from Elements); Wand of Fear (Charges: 21); Necklace of adaptation; Ring of Elemental Resistance (fire) - Major, Ring of Protection +3, Szandur's Amulet (+2 luck bonus vs. Enchantment spells or +4 luck bonus vs. Domination effects); spell components, small golden key

Special: Contingency - If held or otherwise paralysed she Dimension Door's to Area 5.

Conversion Notes:

Prohibited Schools are Evocation and Necromancy. Continual Flame (from Continual Light) is no longer accessible.

Ray of Enfeeblement changed schools to Necromancy and is no longer accessible.

Babble is no longer a spell.

Changed Demi-Shadow Monsters to Shadow Evocation

Rounded out minimum known spell list with spells from the Enchantment school.

Added Illusionary Wall and Permanent Image to her spellbook because of the spells on the traps outside her study.

Invisible Stalker: CR 7; Large Elemental (Air, Extraplaner); HD 8d8+16; hp 50; Init +8; Spd 30ft./Fly 30ft. (perfect); AC 17 (-1 size, +4 dex, +4 natural; Touch 13, flat-footed 13); Bab/Grpl +6/+14; Atk +10 melee (2d6+4, slam) Full Atk +10 melee (2d6+4, 2 slams); Face/Reach 10ft./10ft.; SA; SQ Darkvision 60 ft., Elemental Traits, Natural Invisibility, Improved Tracking; AL xx; SV Fort +4; Ref +10; Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +13, Move Silently +15, Search +13, Spot +13

Feats: Combat Reflexes, Improved Initiative, Weapon Focus.

Possessions: none

5. Sealed Chamber

Resistant to Divinations: Treat as Spell Resistance that is effective against all divination spells into this chamber - caster level check vs. DC36.

Invisible Stalker: CR 7; Large Elemental (Air, Extraplaner); HD 8d8+16; hp 50; Init +8; Spd 30ft./Fly 30ft. (perfect); AC 17 (-1 size, +4 dex, +4 natural; Touch 13, flat-footed 13); Bab/Grpl +6/+14; Atk +10 melee (2d6+4, slam) Full Atk +10 melee (2d6+4, 2 slams); Face/Reach 10ft./10ft.; SA; SQ Darkvision 60 ft., Elemental Traits, Natural Invisibility, Improved Tracking; AL xx; SV Fort +4; Ref +10; Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +13, Move Silently +15, Search +13, Spot +13

Feats: Combat Reflexes, Improved Initiative, Weapon Focus.

Possessions: none

Note that if the Invisible Stalker is killed there is only enough breathable atmosphere in here for one medium creature for 96 hours – or 24 hours for four medium creatures.

Wooden Case

Locked; Open Lock DC20; Break DC23

Contents: Extra spell components:

2 packets of diamond dust for Stoneskin (500gp)

2 packets of salve for True Seeing (500gp)

2 packets of powdered diamond and opal for Symbol (10,000gp)

Wooden Coffin

Arcane Lock; Break DC33

Contents: Arcane Scroll (Dimension Door, CL 12), Arcane Scroll (Teleport, CL12), Arcane Scroll (Water Breathing, CL12), Folding Boat, map, gems, spellbook with enchantment spells, spellbook with other spells.

False Bottom:

Arcane Lock; Break DC33, Search DC 20

Contents: Potion of Cure Serious Wounds (x2), Crystal Vials of Dehydration Liquid, gems

Dehydration Liquid:

A direct hit with this liquid causes 3d12 points of damage vs. creatures with the Ooze type or the Aquatic subtype or 2d6 points of splash damage. Other living creatures only take 3d6 points of damage if drunk or 1d4 points of damage is sipped. Constructs and Undead are immune to this damage.

This is an Alchemical Item requiring a Craft (Alchemy) check of DC25 to create. Price: 200gp.

Suggestions:

Note that Szandur does not have Teleport as a listed spell nor can she cast Contingency. She does have an ally though who can. Fleshing out this ally could be an interesting side adventure.

The Isle of Shadows

The Environment:

Aura of Evil: The island radiates a Overwhelming aura of evil, detectable by the Detect Evil spell out to 200 feet. Treat the island as having 21 HD.

Unhallowed: Charisma checks to turn undead take a –4 profane penalty.

Darkened: In order to cast any spell with the Light descriptor the spell caster has to succeed at a Caster Level check of DC 20+level of the spell. Failure means the spell is lost. Success reduces the illumination radius to one-tenth normal (minimum 5 ft radius). Non-magical light sources illuminate only a 5 ft square, no matter their normal range.

Fog: The entire island is covered with a light fog. Characters are able to see out to 10 feet normally. Creatures more than 10 feet away (but less than 20 feet) have 20% concealment. Creatures that are 25 feet away or further have 50% concealment (total).

Light: The ever-present fog dims the light on the cavern. Treat the light-level as Starlight, which imposes a –10 penalty to all spot checks made with normal vision. Characters with low-light vision have only a –5 penalty to their spot checks. Characters with darkvision suffer no penalty out to 60 feet, and have normal penalties beyond that. Note that creatures with low-light vision or darkvision will still be hampered by the fog.

Temperature: The entire island is affected by a supernatural Severe cold (-15 F). Characters on the island must make a Fortitude save every 10 minutes or take 1d6 points of non-lethal damage. The DC is 15+1/previous check.

The Unholy Statues: These statues radiate a Strong, Necromantic magic. Touching a statue deals 2d6 Unholy damage, no save (just like the weapon property).

1. The Conclave

Door Trap

Maximized and Extended Glyph of Warding (Blast and Spell): CR 9; spell; spell trigger; no reset; 40pts cold dmg + held for 32 rounds; DC 18 Reflex for half damage and DC 18 Will negates paralysis; Search DC 29; Disable Device DC 29; Caster Level 16th.

Conversion Notes:

This is a unique glyph effect that allows for blast and spell effect – effectively it's maximized Glyph of Warding (blast) with an extended Hold Person. I'm treating it as a 4th level Glyph of Warding spell that's been maximized and extended. Accurate no, but it's easy to calculate. Note that damage went up slightly.

Hallway Traps

Barbed Cage: CR 4; mechanical; proximity trigger (*alarm*) when characters reach the ten foot mark; automatic reset; command-phrase bypasses; Entrapment DC 20 Reflex save avoids; multiple targets (all targets in the first ten feet of the door); If failed then all trapped are attacked: Atk +8 melee (2d6, slashing + 1d6 cold damage + improved grab); multiple targets (can strike all characters), Arms that make a grapple check at +16 as a free action. Each successful grapple check the arms make each round thereafter results in another 1d6 points of cold damage; Search DC 25; Disable Device DC 25. Arms and bars have a Break DC 24. The ceiling area radiates faint evocation.

Conversion Notes:

Grapple score includes +8bab +4size +4str. It should be easy enough to break free. Note that the portcullis' start 12 feet above the floor, out of range of most search checks. The text doesn't say exactly where the trap goes off or the effect – somehow I doubt it's the entire hallway.

Enfeeblement Curtain: CR 3; magic device; touch trigger; automatic reset; spell effect (*ray of enfeeblement* 16th lvl caster, Atk +12 ranged touch, 1d6+5 Str penalty for 16 minutes); Search DC 26; Disable Device DC 26;

Break DC: 24, Hardness 3, HP 11; Fort: +10, Ref +5, Will +10. Curtain is immune to Acid, Cold, Electricity, Fire, and Sonic attacks. Curtain has SR26 vs. Disintegrate spells.

Moderate Abjuration, Caster Level: 16th, Prerequisites: Protection from Energy, Ray of Enfeeblement.

Conversion Notes:

Included immunity to Sonic energy as a curtain doesn't seem especially susceptible to sonic and that seemed to be the intent of the writers. Note that the Reflex save already calculates the –5 dexterity modifier. The Break DC is based on Silk Rope, Hardness and Hp's are based on a +1 magic item.

Skeletal Priests(6): Male Skeletal-Priest; CR 10; Medium Undead; HD 7d12; hp (67, 58, 53, 52, 41, 34); Init +8; Spd 30ft.; AC 22 (+4 Dex, +8 Nat; Touch 14, flat-footed 18); Bab/Grpl +5/+7; Atk +7 melee (1d6+2 plus 2d6 cold, Black Rod) or Atk +7 melee (1d4+2, 2 claws); Face/Reach: 5ft./5ft.; SA Radiant chill; rebuke undead, spells; SQ Darkvision 60 ft., DR 15/magic and piercing/slashing), Immunities, Turn Resistance +2, AL NE; SV Fort +8; Ref +9; Will +12; Str 14, Dex 19, Con -, Int 13, Wis 18, Cha 14.

Skills: Knowledge (History) +11, Knowledge (Religion) +11; Listen +9, Spellcraft +11, Spot +9,

Feats: Alertness, Dodge, Improved Initiative, Scribe Scroll

Cleric Domains: Death, Evil (Death touch (7d6), Cast evil spells at +1 caster level)

Cleric Spells Prepared (6/5+1/4+1/2+1/2+1) save DC 14+spell level

0) *Detect Magic, Guidance, Resistance x2, Virtue x2*; 1) *Bane, Cause Fear*, Doom, Entropic Shield, Protection from Good, Obscuring Mist*; 2) *Align Weapon, Death Knell*, Desecrate, Hold Person, Silence*; 3) *Animate Dead*, Deeper Darkness, Magic Vestments; Protection from Energy* 4) *Greater Magic Weapon, Spell Immunity, Unholy Blight*

Profane Grace(su): Skeletal Priests add their Charisma bonus to their saves.

Radiant Chill(su): Radiates extreme cold within ten feet. All creatures within 10 ft of the skeletal priest take 1d6 points of cold damage. Additionally, affected creatures must make a Fortitude save against DC 15+1/previous check or take 1d4 points of non-lethal damage. Those wearing armor are affected as if by a Chill Metal spell.

Immunities(ex): Immune to Acid, Cold, Electricity.

Possessions: *Black Rod, Black Robes (these items described at the end of the chapter).*

Conversion Notes:

Essentially a 7th level Cleric with a template added.

Profane Grace was used to up the base saving throws to a Cleric 12.

Radiant Chill is the term used in the module.

Kept the Cleric spellcasting and rebuke undead abilities as these are still intelligent monsters.

Suggestions:

Use the Doomdreamer prestige class from Return to the Temple of Elemental Evil and swap out the Evil domain for Insanity.

Change damage resistance to DR15/Bludgeoning..

Skeletal High Priest: Skeletal-Priest; CR 10; Medium Undead; HD 7d12; hp (58); Init +8; Spd 30ft.; AC 22 (+4 Dex, +8 Nat; Touch 14, flat-footed 18); Bab/Grpl +5/+7; Atk +7 melee (1d6+2 plus 2d6 cold, Black Rod) or Atk +7 melee (1d4+2, 2 claws); Face/Reach: 5ft./5ft.; SA Radiant Chill; SQ Darkvision 60 ft., DR 15/magic and blunt, Immunities, Resistance to acid 10, Turn Resistance +2, Unnatural Chill; AL CE; SV Fort +10; Ref +11; Will +14; Str 14, Dex 19, Con -, Int 13, Wis 18, Cha 21.

Skills: Knowledge (History) +11, Knowledge (Religion) +11; Listen +9, Spellcraft +11, Spot +9,

Feats: Alertness, Blind Fight, Improved Initiative, Dodge

Domains: Death, Evil. *Death Touch (7d6). Cast Evil spells at +1 Caster Level.*

Spells Prepared: (6/5+1/4+1/3+1/2+1) 0) *Detect Magic (2), Read Magic, Resistance (2), Virtue. 1) Bane(2), Cause Fear*, Command, Freezing Hands (2).* 2) *Darkness (2), Death Knell*, Hold Person (2).* 3) *Deeper Darkness (3), Magic Circle Against Good*.* 4) *Divine Power (2), Unholy Blight**

Radiant Chill(su): Radiates extreme cold within ten feet. All creatures within 10 ft of the skeletal priest take 1d6 points of cold damage. Additionally, affected creatures must make a Fortitude save against DC 15+1/previous check or take 1d4 points of non-lethal damage. Those wearing armor are affected as if by a Chill Metal spell.

Profane Grace(su): Skeletal Priests add their Charisma bonus to their saves.

Immunities(ex): Immune to Cold, Electricity.

Possessions: *Black Rod, Black Robes (these items described at the end of the chapter).*

Conversion Notes:

Essentially a 7th-level cleric with a template added.

Profane Grace was used to up the base saving throws to a Cleric 16.

Radiant Chill is the term used in the module.

Suggestions:

Use the Doomdreamer prestige class from Return to the Temple of Elemental Evil. Advanced to 16th-level (Cleric6/Doomdreamer10). Swap out the Evil domain for Insanity.

Stone Table:

Hardness 8, HP 180, Break DC 50; Immune to Fire, Cold, and Electricity. Immune to Slashing and Piercing weapons.

Cone of Cold Trap: CR 8; spell; location; no reset; 14d6 cold; DC 17 Reflex for half (but only if within 10 feet of the passageway – otherwise no save); Search DC 30; Disable Device DC 30;

Contains: Cursed Diamonds:

As written in the description except roll a Fortitude save to avoid death after the skin flakes off; with a Fortitude save DC of 15. Remove Curse automatically removes the curse from 2d6 gems.

2. The Hall of Endings

Conversion Notes:

Treat all items and effects as Caster Level 20.

Maximized and Extended Glyph of Warding (Blast and Spell): CR 9; spell; spell trigger; no reset; 40pts cold dmg + held for 32 rounds; DC 18 Reflex for half damage and DC 18 Will negates paralysis; Search DC 29; Disable Device DC 29; Caster Level 20th.

Conversion Notes:

Same notes for this glyph as area 1.

Malign Altar:

Radiates Overwhelming Evil (21HD). Good clerics and paladins who approach within 10 feet must make a Will save vs. DC 16 or become frightened and flee for 20 rounds. This is a fear effect that can overcome the Paladin's Aura of Courage.

Anyone touching the altar takes a 1d6+5 penalty to strength, no saving throw, it lasts for 20 minutes. Caster Level: 20th.

Conversion Notes:

The Fear effect is based on the Fear spell. The Ray of Enfeeblement effect depends on the creature touching, so no Attack roll is necessary.

Chilling Stairs:

The stairs radiate Strong evil. Every ten feet the characters must make a Will save vs. DC 16 or be unable to continue. If the first saving throw is failed a second one (also a Will save vs. DC 16) is required to cast any spells while on the stairs.

Anyone on the stairs takes 1d6 points of damage per round. Half the damage is cold the other half is profane, so Resist Energy and Protection from Energy will only reduce the damage by one half (minimum 0 hp).

Unhallowed Room:

Note the Prayer effect. Characters take a -1 luck penalty to Attack, Damage, Saving Throws and Skill Checks.

Smoky Incense Trap: magical, location trigger; automatic reset; never miss; onset delay (1rd) Inhaled Poison (Initial dmg: 4 Str, Dex, Con. Secondary dmg: -2 Int, Wis, and Cha); DC 18 Fortitude resists; multiple targets (all targets in the room); Search DC special; Disable Device DC n/a. The trap starts as soon as anyone enters the room. The thick smoke is immediately noticeable by anyone who can see.

Veil of Darkness:

Treat the darkness as an 8th level spell effect cast at 20th level of effect. Spells passing through the Veil of Darkness must overcome an SR 26 (one way from area's B to C only). The darkness grants total concealment (50% miss chance) and may only be seen through using True Seeing or similar magics. A Dispel Magic must overcome a 20th level caster (caster level check 31) to dispel the darkness.

Otherwise a Sunburst (or similar 8th level spell with the Light descriptor) may negate the Veil of Darkness while having no other effect itself.

Shadow (4): CR 3; Medium Undead (Incorporeal) HD 3d12; hp (35, 30, 25, 19); Init +2; Fly 40ft (good); AC 13 (Touch 13, flat-footed 11); Bab/Grp +1/-; Atk +3 melee (1d6 str drain, incorporeal touch); Face/Reach: 5ft./5ft.; SA Create Spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1; Ref +3; Will +4; Str -, Dex 14, Con -, Init 6, Wis 12, Cha 13.

Skills: Hide +8*, Listen +7, Search +4, Spot +7,

Feats: Alertness, Dodge

Strength Damage(su): Touch deals 1d6 points of strength damage.

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

Spectre: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 54; Init +7; Spd 40ft, Fly 80ft (perfect); AC 15 (Touch 15, flat-footed 13); Bab/Grpl +3/-; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Face/Reach: 5ft./5ft.; SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2; Ref +5; Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks),

Feats: Alertness, Blind-Fight, Improved Initiative.

Energy Drain(su): Living creatures hit by the touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn(su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds.

Varandek, Priest Servitor of the Dark God: Male Priest-Servitor; CR 15; Size Type; HD 12d12; hp 110; Init +7; Spd 30ft.; AC 23 (+3 Dex, +10 natural armor, Touch 13, flat-footed 20); Bab/Grpl +9/+9; Atk +9/+4 melee (2d6+2d6 cold plus paralysis, Black Ice Bracers) or Atk +7/+7/+2 (2d6+2d6 cold plus paralysis, Black Ice Bracers); Face/Reach 5ft./5ft.; SA Radiant Chill, Rebuke Undead; SQ Darkvision 60 ft., DR 5/magic and blunt, Unholy Rebuke, Immunities, Profane Grace; AL NE; SV Fort +13; Ref +12; Will +15; Str 11, Dex 16, Con -, Int 13, Wis 18, Cha 17.

Skills: Concentration +19, Knowledge (arcana) +16, Knowledge (religion) +16, Sense Motive +19,

Feats: Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Lightning Reflexes, Two Weapon Fighting

Domains: Death, Evil. *Death Touch (12d6).* *Cast Evil spells at +1 Caster Level.*

Spells Prepared: (6/6+1/5+1/5+1/4+1/3+1/2+1) 0) *Detect Magic (2), Read Magic, Resistance (2), Virtue.* 1) *Bane, Cause Fear*, Command, Doom (2), Freezing Hands (2).* 2) *Freezing Arrow, Darkness (2), Death Knell*, Hold Person (2).* 3) *Deeper Darkness (2), Invisibility Purge, Magic Circle Against Good*, Magic Vestments, Protection from Energy.* 4) *Divine Power, Inflict Critical Wounds, Unholy Blight*, Spell Immunity, Tongues,* 5) *Slay Living*, Spell Resistance, Symbol of Pain, Symbol of Sleep,* 6) *Create Undead*, Blade Barrier, Harm*

Radiant Chill(su): Radiates extreme cold within ten feet. All creatures within 10 ft of the skeletal priest take 1d6 points of cold damage. Additionally, affected creatures must make a Fortitude save against DC 15+1/previous check or take 1d4 points of non-lethal damage. Those wearing armor are affected as if by a Chill Metal spell.

Unholy Rebuke(su): Varandek rebukes undead as an 18th level priest.

Paralysis(su): Touch causes permanent paralysis. Fortitude save DC 16 plus charisma modifier

Profane Grace(su): Skeletal Priests add their Charisma bonus to their saves.

Immunities(ex): Immune to Cold, Electricity, Polymorph

Possessions: *Black Ice Bracers, armor, etc*

Conversion Notes:

Based on the skeletal high priest in area 1, except started as a 12th-level cleric.

Profane Grace used to bump the saves up to match those of an 18th level priest.

Suggestions:

Use the Doomdreamer prestige class from Return to the Temple of Elemental Evil. Advanced to 18th-level (Cleric8/Doomdreamer10). 18th-level is suggested because it is supposed to have the saving throws of a 18th level cleric. Swap out the Evil domain for Insanity.

Varandek's Throne: A creature sitting on the throne gains: *True Seeing, Protection from Good,* and SR 24. Additionally, the creature can use the following spell-like abilities once per day: *Blindness (DC15), Polar Ray (DC23), Ray of Enfeeblement (DC14), Weakness (DC15)* (2nd level spell –4 penalty to strength for 1 min/level – Range is 30ft). Caster Level: 20th. Save DC's are based on 13 + the level of the spell.

The throne hides a secret door, Search DC 25 to find. If characters are unable to figure out the pass phrase and try breaking through it, treat it as hewn stone (Break DC 50, Hardness 8, 900hp)

Treasure Room of Varandek

The room itself impedes healing magic.

Impeded Healing. Spell casters must make a caster level check against 20 plus the level of spell to cast any spell with the Healing descriptor.

Chilling Stairs: The stairs radiate Strong evil. Every ten feet the characters must make a Will save vs. DC 16 or be unable to continue. If the first saving throw is failed, a second one (also a Will save vs. DC 16) is required to cast any spells while on the stairs.

Anyone on the stairs takes 1d6 points of damage per round. Half the damage is cold the other half is profane so Resist Energy and Protection from Energy will only reduce the damage by one half.

Smoky Incense Trap: magical, location trigger; automatic reset; never miss; onset delay (1rd) Inhaled Poison (Initial dmg: 4 Str, Dex, Con. Secondary dmg: -2 Int, Wis, and Cha); DC 18 Fortitude resists; multiple targets (all targets in the room); Search DC special; Disable Device DC n/a. The trap starts as soon as anyone enters the room. The thick smoke is immediately noticeable by anyone who can see.

Black Metallic Case #1

Not Locked.

Life Trap: (CR10): magic device; touch trigger; automatic reset, spell effect (maximized Harm – 150hp of damage). Fortitude Save vs. DC21 or lose 150 hp, can't go below 1hp, Search DC34, Disable DC 34.

Contains: *Cursed Diamonds:* As written in the description except roll a Fortitude save to avoid death after the skin flakes off; with a save DC of 15. Remove Curse automatically removes the curse from 2d6 gems.

Black Metallic Case #2

Not Locked.

Life Trap: (CR10): magic device; touch trigger; automatic reset, spell effect (maximized Harm – 150hp of damage). Fortitude Save vs. DC21 or lose 150 hp, can't go below 1hp, Search DC34, Disable DC 34.

Contains: Small Staff of Cold

Conversion Notes:

The cases are too small for a normal Staff of Cold. Alternatively, make it a Wand of Sleet Storm.

Black Metallic Case #3

Not Locked.

Life Trap: (CR10): magic device; touch trigger; automatic reset, spell effect (maximized Harm – 150hp of damage). Fortitude Save vs. DC21 or lose 150 hp, can't go below 1hp, Search DC34, Disable DC 34.

Contains: +1 Disrupting Light Mace

Scaling the Encounter:

Area 1:

- Advance the Skeletal Priests to 12th-level Cleric
- Advance the Skeletal High-Priest to a 16th-level Cleric

Area 2:

- Change the Shadows to Dread Wraiths
- Advance the Spectre to 14HD
- Advance Varandek to an 20th-level Cleric.

Pyramid of the Ixzan

Conversion Notes:

I advanced the ixzan spellcasters to 5 or 6 HD as per the write up so as to keep the large size. This gave an extra ability increase that went to the primary spellcasting stat.

Suggestions:

Allow the ixzan wizards Invisibility spells to work underwater without a bubble effect.

Change the ixzan wizards to sorcerers and then add +1 level so that the spells known match the same number of spells in the book. Also make the Charisma ability the same as the Intelligence ability.

If kept as wizards, determine where the ixzan wizard spellbooks are. Perhaps carved into the walls of Area 10.

1. Fountain Pyramid

Characters who enter the water stream are shot upwards 50 feet into the air where they will fall to the ground unless they have some method of flying or levitation. Falling damage is 5d6. Roll randomly to see where the characters fall, rolling 1d4x5 to see how many feet away from the fountain they land. Creatures with a swim speed may attempt to swim against the fountain using a DC20 swim check. Movement is reduced to 1/3rd their normal swim speed.

2. Slave Pyramid

Chamber A: 11 slaves (9 dwarfs - Expert1, 2 humans – Expert1)

Chamber B: 8 slaves (6 dwarfs – Expert1, 2 halflings – Expert1)

Chamber C: 14 slaves (6 dwarfs – Expert1, Barend, Oskar, Rurik, Taklin, 2 humans – Expert1, 2 halflings – Expert1).

Dwarf Expert1; CR ½, Medium Humanoid; HD 1d6+1, hp4; init +0; Spd 20ft; AC 10; Bab/Grpl +0/+0; Atk +0 (1d6/x4, Heavy Pick); SQ Darkvision 60ft., Stonecunning; AL LG; SV Fort +1; Ref +0; Will +2; Str 10, Dex 10, Con 13, Int 13, Wis 11, Cha 8.
Skills: Craft (Stonemasonry) +10, Knowledge (architecture) +4, Knowledge (dungeoneering) +5, Profession (miner) +4, Speak Language (Halfling), Swim +4, Use Rope +4;
Feats: Skill Focus (Craft-Stonemasonry)

Halfling Expert1; CR ½, Small Humanoid; HD 1d6+1, hp 3; init +1; Spd 20ft; AC 12; Bab/Grpl +0/+0; Atk +0 (1d4-1/x4, Small Heavy Pick); AL N; SV Fort +0; Ref +1; Will +2; Str 8, Dex 13, Con 10, Int 13, Wis 11, Cha 10.
Skills: Craft (Stonemasonry) +10, Knowledge (architecture) +4, Knowledge (dungeoneering) +5, Profession (miner) +4, Speak Language (Dwarf), Swim +4, Use Rope +4;
Feats: Skill Focus (Craft-Stonemasonry)

Human Expert1; CR ½, Medium Humanoid; HD 1d6+1, hp 3; init +0; Spd 30ft; AC 10; Bab/Grpl +0/+0; Atk +0 (1d6/x4, Heavy Pick); SQ Darkvision 60ft., Stonecunning; AL N; SV Fort +0; Ref +0; Will +2; Str 10, Dex 10, Con 13, Int 13, Wis 11, Cha 8.
Skills: Craft (Stonemasonry) +10, Knowledge (architecture) +4, Knowledge (dungeoneering) +5, Profession (miner) +4, Speak Language (Dwarf), Swim +4, Use Rope +4;
Feats: Skill Focus (Craft-Stonemasonry)

Barend: Male Dwarf, Fighter 3; CR 3; Medium Humanoid; HD 3d10+6; hp 20; Init +0; Spd 20ft.; AC 12 (Leather Armor +2, Touch 10, flat-footed 12); Bab/Grpl +3/+6; Atk +6 melee (1d6+2/x4, Heavy Pick; SQ Darkvision 60 ft.; AL LG; SV Fort +5; Ref +1; Will +0; Str 15, Dex 10, Con 14, Int 11, Wis 8, Cha 10.
Skills: Craft (Stonemasonry) +9, Jump +8;
Feats: Cleave, Power Attack
Possessions: Leather Armor, Heavy Pick, builders tools

Oskar: Male Dwarf, Fighter 3; CR 3; Medium Humanoid; HD 3d10+6; hp 23; Init +0; Spd 20ft.; AC 12 (Leather Armor +2, Touch 10, flat-footed 12); Bab/Grpl +3/+6; Atk +6 melee (1d6+2/x4, Heavy Pick; SQ Darkvision 60 ft.; AL LG; SV Fort +4; Ref +1; Will +0; Str 15, Dex 10, Con 14, Int 11, Wis 8, Cha 10.

Skills: Craft (Stonemasonry) +9, Jump +8;

Feats: Cleave, Endurance, Power Attack

Possessions: Leather Armor, Heavy Pick, builders tools

Rurik: Male Dwarf, Fighter 5; CR 5; Medium Humanoid; HD 5d10+15; hp 41; Init +0; Spd 20ft.; AC 12 (Leather Armor +2, Touch 10, flat-footed 12); Bab/Grpl +5/+9; Atk +9 melee (1d6+4/x4, Heavy Pick; SQ Darkvision 60 ft.; AL LG; SV Fort +8; Ref +2; Will +1; Str 19, Dex 10, Con 16, Int 12, Wis 8, Cha 10.

Skills: Craft (Stonemasonry) +11, Jump +12, Swim +12;

Feats: Cleave, Endurance, Improved Bullrush, Power Attack, Run

Possessions: Leather Armor, Heavy Pick, builders tools

Taklin: Male Dwarf, Fighter 5; CR 5; Medium Humanoid; HD 5d10+15; hp 38; Init +0; Spd 20ft.; AC 12 (Leather Armor +2, Touch 10, flat-footed 12); Bab/Grpl +5/+9; Atk +9 melee (1d6+4/x4, Heavy Pick; SQ Darkvision 60 ft.; AL LG; SV Fort +8; Ref +2; Will +1; Str 19, Dex 10, Con 15, Int 12, Wis 8, Cha 10.

Skills: Craft (Stonemasonry) +11, Jump +12, Swim +12;

Feats: Cleave, Improved Bullrush, Improved Sunder, Power Attack

Possessions: Leather Armor, Heavy Pick, builders tools

Conversion Notes:

Presumably the slaves are around for their usefulness so I chose expert over commoner. The number and race of the slaves in each chamber were rolled randomly.

I left the dwarf fighters as fighters instead of converting to warriors.

Questions to ask: How did they get here? Where are they from?

3. Ixendren's Pool

Statue of Ixzan: Magic Item

Can be commanded by any Ixzan Cleric of 7th level or higher within 60 ft.

Spell Like Abilities: As Wizard12; 1/d – *cone of cold* (DC 17), *fear* (DC16), *ice storm*, *magic missile*, *freezing sphere* (DC19). 6/d – *Protection from Good* (spellcasters only, by touch).

The statue has Hardness: 8, HP 270, Break DC 35. Takes no damage from slashing weapons, cold, or spells with the water descriptor.

Conversion Notes:

Increased hit points come from calculating a 20ft by 20ft square statue. The statue is more of a magic item than a construct, as it can take no independent action.

4. The Great Pool

Ixzan: Ixzan; CR 3; Large Aberration; HD 5d8+10; hp 43, 36; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +4; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +5, Listen +12, Spot +12, Swim +21,

Feats: Dodge, Alertness

Ixzan Priest: Ixzan Cleric8; CR 10; Large Aberration; HD 8d8+16 plus 5d8+10; hp 86; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +9/+17; Atk +13/+8 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Rebuke Undead, Silent Caster, Watery Defense; AL CE; SV Fort +10; Ref +6; Will +14; Str 21, Dex 12, Con 16, Int 15, Wis 20, Cha 10.

Skills: Concentration +12, Hide +5, Knowledge (religion) +13, Listen +13, Spellcraft +13, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell, Lightning Reflexes, Scribe Scroll

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (6/6+1/ 4+1/4+1/3+1) Save DC = 15+spell level

0) Guidance x2, Resistance x2, Virtue x2; 1) Bane, Cause Fear, Command x3, Obscuring Mist, Protection from Good; 2) Bulls Strength, Cure Moderate Wounds, Fog Cloud*, Hold Person, Silence; 3) Blindness/Deafness, Contagion, Invisibility Purge, Magic Circle vs. Good*, Prayer; 4) Air Walk, Cure Critical Wounds, Spell Immunity, Unholy Blight**

Ixzan Wizard: Ixzan Wizard6; CR 8; Large Aberration; HD 5d8+10 plus 6d4+12; hp 58; Init +2; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1size; Touch 11, flat-footed 16); Bab/Grpl +6/+15; Atk +11 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +7; Ref +6; Will +11; Str 21, Dex 12, Con 16, Int 19, Wis 17, Cha 10.

Skills: Concentration +10, Decipher Script +13, Hide +5, Knowledge (arcana) +13, Knowledge (religion) +6, Knowledge (the planes) +10, Listen +13, Spellcraft +13, Spot +13, Swim +17;

Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Great Fortitude, Lightning Reflexes, Scribe Scroll*

Wizard Spells Prepared: (4/4/4/3) Save DC = 14+spell level

0) Acid Splash, Detect Magic, Message, Ray of Frost; 1) Charm Person x2, Magic Missile x2; Detect Thoughts, Invisibility, Mirror Image, See Invisibility; 3) Fly, Slow

Sunken Pyramid Levels

Movement through the waterspout on all levels requires a Swim check vs. DC 15. Failure by four or less indicates that the character overshoots his target destination by one level. Failure by five or more indicates the character is shot up into the air 50 feet and will fall onto the pyramid below. Falling damage is 5d6; roll randomly to determine direction. Creatures with a swim speed may attempt to swim against the current of the waterspout vs. a DC20 swim check.

5. Ixzan Communal Chambers

Ixzan: Ixzan; CR 2; Medium Aberration; HD 1d8+1; hp (8, 7, 6, 5, 5, 2); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+1; Atk +1 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +4; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +6, Listen +6, Spot +6, Swim +13;

Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 2d8+2; hp (17, 14, 13, 10); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+2; Atk +2 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Swim +14;

Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 3d8+3; hp (10, 19, 18); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +2/+3; Atk +3 melee (1d8+1, bite); SQ DR 5/blunt, Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +2; Ref +3; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +8, Listen +10, Spot +10, Swim +15;

Feats: Dodge, Alertness

Ixzan: Ixzan; CR 2; Large Aberration; HD 4d8+8; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +4, Listen +11, Spot +11, Swim +20,

Feats: Dodge, Alertness

6. Ixzan Communal Chambers

Ixzan: Ixzan; CR 2; Medium Aberration; HD 1d8+1; hp (8, 7, 6, 5, 5, 2); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+1; Atk +1 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +4; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +6, Listen +6, Spot +6, Swim +13;

Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 2d8+2; hp (17, 14, 13, 10); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+2; Atk +2 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Swim +14;

Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 3d8+3; hp (10, 19, 18); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +2/+3; Atk +3 melee (1d8+1, bite); SQ DR 5/blunt, Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +2; Ref +3; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +8, Listen +10, Spot +10, Swim +15;

Feats: Dodge, Alertness

Ixzan: Ixzan; CR 2; Large Aberration; HD 4d8+8; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +4, Listen +11, Spot +11, Swim +20,

Feats: Dodge, Alertness

7. Ixzan Communal Chambers

Ixzan: Ixzan; CR 2; Medium Aberration; HD 1d8+1; hp (8, 7, 6, 5, 5, 2); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+1; Atk +1 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +4; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +6, Listen +6, Spot +6, Swim +13;

Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 2d8+2; hp (17, 14, 13, 10); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+2; Atk +2 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +7, Listen +7, Spot +7, Swim +14;

Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 3d8+3; hp (10, 19, 18); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +2/+3; Atk +3 melee (1d8+1, bite); SQ DR 5/blunt, Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +2; Ref +3; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +8, Listen +10, Spot +10, Swim +15;

Feats: Dodge, Alertness

Ixzan: Ixzan; CR 2; Large Aberration; HD 4d8+8; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7

melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.
Skills: Hide +4, Listen +11, Spot +11, Swim +20,
Feats: Dodge, Alertness

8. Ixzan Communal Chambers

Ixzan: Ixzan; CR 2; Medium Aberration; HD 1d8+1; hp (8, 7, 6, 5, 5, 2); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+1; Atk +1 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +4; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.
Skills: Hide +6, Listen +6, Spot +6, Swim +13;
Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 2d8+2; hp (17, 14, 13, 10); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +1/+2; Atk +2 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +1; Ref +2; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.
Skills: Hide +7, Listen +7, Spot +7, Swim +14;
Feats: Dodge

Ixzan: Ixzan; CR 2; Medium Aberration; HD 3d8+3; hp (10, 19, 18); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex.; Touch 10, flat-footed 14); Bab/Grpl +2/+3; Atk +3 melee (1d8+1, bite); SQ DR 5/blunt, Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +2; Ref +3; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.
Skills: Hide +8, Listen +10, Spot +10, Swim +15;
Feats: Dodge, Alertness

Ixzan: Ixzan; CR 2; Large Aberration; HD 4d8+8; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.
Skills: Hide +4, Listen +11, Spot +11, Swim +20,
Feats: Dodge, Alertness

9. The Priesthood

Ixzan Priest: Ixzan Cleric8; CR 10; Large Aberration; HD 8d8+16 plus 5d8+10; hp (115, 104); Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +9/+17; Atk +13/+8 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Rebuke Undead, Silent Caster, Watery Defense; AL CE; SV Fort +10; Ref +6; Will +14; Str 21, Dex 12, Con 16, Int 15, Wis 20, Cha 10.
Skills: Concentration +12, Hide +5, Knowledge (religion) +14, Listen +13, Spellcraft +14, Spot +13, Swim +21;
Feats: Alertness, Dodge, Empower Spell, Lightning Reflexes, Scribe Scroll
Domains: *Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)*

Cleric Spells Prepared: (6/6+1/ 4+1/4+1/3+1) Save DC = 15+spell level

0) Guidance x2, Resistance x2, Virtue x2; 1) Bane, Cause Fear x2, Command x2,

Obscuring Mist*, Protection from Good; 2) Bulls Strength, Cure Moderate

Wounds, Fog Cloud*, Hold Person, Silence; 3) Blindness/Deafness, Contagion,

Invisibility Purge, Magic Circle vs. Good*, Prayer; 4) Air Walk, Cure Critical Wounds, Spell Immunity, Unholy Blight*

10. Chamber of Ixzan Wizards

Ixzan Wizard: Ixzan Wizard9; CR 11; Large Aberration; HD 5d8+10 plus 9d4+18; hp 58; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +7/+15; Atk +11/+6 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +9; Ref +8; Will +12; Str 21, Dex 12, Con 16, Int 20, Wis 17, Cha 10.

Skills: Concentration +13, Decipher Script +17, Hide +7, Knowledge (arcana) +17, Knowledge (religion) +11, Knowledge (the planes) +14, Listen +13, Spellcraft +17, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Great Fortitude, Lightning Reflexes, Scribe Scroll*

Wizard Spells Prepared: (4/6/5/4/3/2) Save DC = 15+spell level

0) Acid Splash, Detect Magic, Message, Ray of Frost; 1) Charm Person, Magic

Missile x2, Silent Image, Shield, Ray of Enfeeblement; 2) Acid Arrow, Levitate,

Invisibility, Mirror Image, See Invisibility; 3) Dispel Magic x2, Fly, Lightning

Bolt; 4) Acid Arrow (empowered), Black Tentacles, 5) Baneful Polymorph, Cone of Cold

Ixzan Wizard: Ixzan Wizard9; CR 12; Large Aberration; HD 6d8+12 plus 9d4+18; hp 82; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +8/+16; Atk +12/+7 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +10; Ref +9; Will +13; Str 21, Dex 12, Con 16, Int 20, Wis 17, Cha 10.

Skills: Concentration +13, Decipher Script +17, Hide +7, Knowledge (arcana) +17, Knowledge (religion) +11, Knowledge (the planes) +14, Listen +13, Spellcraft +17, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Great Fortitude, Lightning Reflexes, Scribe Scroll*

Wizard Spells Prepared: (4/6/5/4/3/2) Save DC = 15+spell level

0) Acid Splash, Detect Magic, Message, Ray of Frost; 1) Charm Person x2, Magic

Missile x3, Shield; 2) Acid Arrow x2, Detect thoughts, Mirror Image, See

Invisibility; 3) Dispel Magic, Lightning Bolt, Stinking Cloud, Slow; 4) Confusion

x2, Minor Globe of Invulnerability, 5), Empowered Lightning Bolt, Cone of Cold

11. The Tyrant

Vampiric Ixzan Priest: Vampiric Ixzan Cleric8; CR 11; Large Aberration; HD 8d8+16 plus 6d8+12; hp 134; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +10/+21; Atk +17/+12 melee (1d8+12, bite); Face/Reach: 10ft./5ft.; SA: Energy Drain, Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Fast

Healing 5, Rebuke Undead, Silent Caster, Watery Defense; AL CE; SV Fort +11; Ref +5; Will +14; Str 27, Dex 12, Con 16, Int 15, Wis 20, Cha 10.

Skills: Concentration +12, Hide +5, Knowledge (religion) +14, Listen +13, Spellcraft +14, Spot +13, Swim +24;

Feats: Alertness, Dodge, Empower Spell, Lightning Reflexes, Scribe Scroll

Domains: Evil and Water (Evil spells cast at +1 caster level; Turn or destroy fire-based creatures)

Cleric Spells Prepared: (6/6+1/ 4+1/4+1/3+1) Save DC = 15+spell level

0) Guidance x2, Resistance x2, Virtue x2; 1) Bane, Cause Fear, Command x3,

Obscuring Mist*, Protection from Good; 2) Bulls Strength, Darkness, Fog

Cloud*, Hold Person, Silence; 3) Blindness/Deafness, Contagion, Invisibility

Purge, Magic Circle vs. Good*, Prayer; 4) Air Walk, Freedom of Movement,

Spell Immunity, Unholy Blight*

Possessions: Drow Conjure Rod (10 charges), Salve of Stoneskin, Potion of Haste, Ring of Spell Storing (empty)

Energy Drain (su): Creatures hit by the bite of a vampiric ixzan's bite gain 1 negative level. For each negative level bestowed, the vampiric ixzan heals 5 hit points. Extra hit points are gained as temporary hit points that last for 1 hour. The Fortitude save DC to remove the negative level is 20.

Fast Healing (ex): The vampiric ixzan has fast healing 5.

12. Young Ixzan

Ixzan: Ixzan; CR 2; Medium Aberration; HD 1d8+1; hp (3hp x19); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex,; Touch 10, flat-footed 14); Bab/Grpl +1/+1; Atk +1 melee (1d8+1, bite); SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CN; SV Fort +1; Ref +2; Will +4; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills and Feats: Hide +6, Listen +6, Spot +6, Swim +13; Dodge

13. Base of the Mutants

Mutant Ixzan: Ixzan; CR 5; Large Aberration; HD 6d8+8; hp 45; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +4/+12; Atk +8 melee (2d6+7, bite) or Atk +4 ranged (5barbs) (2d6+2/19-20 plus poison, barbs); Face/Reach: 10ft./5ft.; SA Poison; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +4; Ref +3; Will +7; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills and Feats: Hide +4, Listen +11, Spot +11, Swim +20, Dodge, Alertness

Barbs (ex): The mutant ixzan may fire up to 5 barbs as a standard action to any target within 60 feet (30 feet underwater). Roll to hit with each barb separately. All targets must be within 30 feet of each other.

Poison (ex): Victims hit with a barb from the ixzan's tail must make a fortitude save vs. DC 16 or lose 1d6 points of dexterity. A second save is required 1 minute later or lose another 1d6 points of dexterity.

14. Base of the Mutants

Mutant Ixzan: Ixzan; CR 5; Large Aberration; HD 6d8+8; hp 36; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +4/+12; Atk +8 melee (2d6+7, bite) or Atk +4 ranged (5barbs) (2d6+2/19-20 plus poison, barbs); Face/Reach: 10ft./5ft.; SA Poison; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +4; Ref +3; Will +7; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills and Feats: Hide +4, Listen +11, Spot +11, Swim +20, Dodge, Alertness

Barbs (ex): The mutant ixzan may fire up to 5 barbs as a standard action to any target within 60 feet (30 feet underwater). Roll to hit with each barb separately. All targets must be within 30 feet of each other.

Poison (ex): Victims hit with a barb from the ixzan's tail must make a fortitude save vs. DC 16 or lose 1d6 points of dexterity. A second save is required 1 minute later or lose another 1d6 points of dexterity.

Scaling the Ixzan Pyramid.
<ul style="list-style-type: none">• Advance all ixzan (except the children in area 12) to 5HD and add 6 levels of fighter to all non-spellcasting ixzan.• Add +3 levels to all ixzan wizards• Add +3 levels to all ixzan priests• Advance the Vampiric Tyrant to Cleric13

Other Islands

Conversion Notes:

The abilities for classed creatures were based off a standard 25 point buy.

Levels for the Kuo-Toa were derived from the levels of the Kuo-Toa in the City of the Glass Pool.

I'm also unsure if I can provide the stats for the classed critters. I did so for the mind flayers, but I'm not sure it's right.

The Isle of Derangement

Standing Stone (Minor Artifact)

Radiates *Insanity* as the spell in 30 feet. Will save vs. DC20.

Grants one person the following spell like abilities: 1/d : *confusion* (DC16), *enervation*, *insanity* (DC20), *ray of enfeeblement* (DC13), and *weakness* (treat as a 2nd-level spell that imposes a -4 enhancement penalty for 1 minute/level at 30ft.-Will DC13)); Caster Level 14th.

(20) Kuo-Toa, HP: 11 each, pg. 163 of Monster Manual

(3) Kuo-toa Whips, Fighter3/Rogue2; HP: 49, 51, 58; pg. 163 of Monster Manual

(2) Kuo-Toa Monitors, Monk7; HP: 68, 76; pg. 163 of Monster Manual

(1) Kuo-Toa Lieutenant, Fighter8; HP: 87; pg. 163 of Monster Manual

(1) Kuo-Toa Leader, Cleric7/Rogue5; HP: 112; pg. 163 of Monster Manual

Kraken – see Sunkenhome entry.

Magic Items: Dagger +2, potion of *flying*, potion of *cure serious wounds*, divine scroll (*dispel magic*, *glyph of warding*, *magic circle against evil*, *prayer*) at CL 8th.

Geyser Rock

Jazirtheil, Wastrilith, HP: 133; pg 54 of Fiend Folio

Sunkenhome

Kraken: CR 12 Gargantuan Magical Beast (Aquatic); HD 20d10+180; hp 367; Init +4; Spd Swim 20ft.; AC 20 (-4 size, +14 natural; Touch 6, flat-footed 20); Bab/Grpl +20/+44; Atk +28 melee (2d8+12/19-20) Full Atk: 2 Tentacles +28 melee (2d8+12/19-20) and +23 melee (1d6+6, 6 arms) and +23 melee (4d6+6, bite); Space/Reach 20ft/15ft. (60ft reach w/ tentacles; 30ft reach w/ arms); SA Improved Grab, Constrict (2d8+12 or 1d6+6); SQ Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities; AL NE; SV Fort +21; Ref +12; Will +13; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20.

Skills: Concentration +21, Diplomacy +8, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +17;

Feats: Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will

Jet (ex): Jet backwards 1/rd as a full round action at speed 280ft. No attack of opportunity.

Ink Cloud (ex): 80 spread ink cloud, once per minute, free action. Provides total concealment.

Spell-Like Abilities (sp): 1/day – control weather, control winds, dominate animal (DC18), resist energy; Caster Level 9th.

Drow Banshee: Female Drow Ghost Bard 10; CR 14; Medium Undead (Augmented Humanoid, Undead); HD 12d6; hp 46; Init +7; Spd 30ft., Fly 30ft. (perfect); AC 19 (dex +3, deflection +6; Touch 19, flat-footed 16); Bab/Grpl +7/+7; Atk +10/+5 melee (1d6 plus 1d4 Con Drain); SA Corrupting Touch, Draining Touch (1d4 Constitution Drain), Manifestation;

SQ Darkvision 60 ft., Rejuvenation, SR 21, Turn Resistance +4; AL CE; SV Fort +3; Ref +10; Will +7; Str 10, Dex 16, Con -, Int 17, Wis 10, Cha 23.

Skills: Bluff +19, Craft (Musical Instrument) +16, Diplomacy +21, Intimidate +8, Knowledge (Geography) +16, Listen +15, Perform +22, Search +5, Sense Motive +13, Spot +2, Tumble +16, Use Magic Device +19;

Feats: Greater Spell Focus (enchantment), Improved Initiative, Skill Focus (perform – sing), Spell Focus (enchantment)

Bard Abilities: Bardic Music (10), Bardic Knowledge (+13), Countersong, Fascinate (4 targets – d20+22) Inspire Courage +2, Inspire Competence, Suggestion (DC23), Inspire Greatness

Spells Per Day: (Brd 3/5/5/3/1) Save DC 16+spell level/18+spell level for enchantment spells*

Spells Known: (Brd 3/4/4/3/1)

0) Dancing Lights, Detect Magic, Ghost Sound 1) Disguise Self, Lesser Confusion*, Silent Image, Undetectable Alignment; 2) Eagles Splendor, Invisibility, Suggestion*, Tongues; 3) Charm Monster*, Crushing Despair*, See Invisibility 4) Dominate Person*

Spell-Like Abilities: dancing lights, darkness, faerie fire; Caster Level 10

Light Blindness (ex): Abrupt exposure to bright light blinds for 1 round and dazzled while remaining in the light.

Conversion Notes:

I chose bard for the Bardic Song ability to nearly replicate the death song.

I also believe her spell focus and greater spell focus can add to the save DCs for the bardic songs.

Additionally, as described, it might be reasonable to rule that her suggestions are 'reasonable' especially if the victim has water-breathing magics at their disposal.

Suggestions:

Consider replacing the Draining Touch with a Death Touch attack

with a Fortitude save of DC 22. If so, raise the CR to 16.

Instead of a Female Drow Ghost Bard 10, make it a Female Rockseer

Ghost Cleric 10 with domains of Evil and Death. Possibly a Cleric

7/Thaumaturgist 3. Make Sukenhome an old Rockseer city destroyed

by their excesses (deals with Jubilex – explaining why their old caves

were infested with ropers and oozes).

Scaling the Encounters:

Isle of Derangement

- Advance all the non-class Kuo-Toa to Fighter 8
- Advance the Fighter 8 Kuo-Toa to Fighter 15
- Advance the Whips to Fighter 10/Rogue 8
- Advance the Monitors to Monk 12
- Advance the Kuo Toa leader to Cleric 11/Rogue 13
- Consider having the Kraken on hand.

Geysers Rock

- Add 2 Elder Water Elementals

Sunken Home

- Advance the Drow Banshee to Bard 18 (mass suggestion ability).
- Have the Kraken accompanied by (4) 17HD Skeleton Sharks
- Give the Kraken 10 levels in Sorcerer

Preparing for the Final Battle

Scrying

The Great towers of Shaboath are protected by Epic level magic. Run any divinations against the Great Towers of Shaboath as written.

Allies

A Diplomacy check will be required to get the renegade mind flayers to accept working with the tanar'ri.

Condition	DC
Persuade the mind flayers to work with the tanar'ri directly.*	55
Persuade the mind flayers to accept a 3-way alliance with the tanar'ri.	25
Persuade the mind flayers to continue fighting when more than 50% are killed	40
Persuade the mind flayers to continue fighting when Ipshizeen and more than 25% of them are killed	40

* Almost impossible, requires at least 10 ranks in Diplomacy before attempting

The Great City of the Aboleth

Movement

Water within the city walls is from 1-2ft deep, hampering movement for small and medium characters - making all movement cost double. Preparing for the Final Battle

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* Almost impossible, requires at least 10 ranks in Diplomacy before attempting

Farewell to the Rockseers

Notes:

Aljayera will warn the PC's of

- Shaboath has risen to the surface of the Sunless Sea for unknown reasons/cause; but some parts are still submerged so *water breathing* magics will still be required.
- Illithids, kuo-toa, and Derro throng the city; and there are many charmed or dominated slaves used as workers and guards.
- There are Baatezu emissaries in Shaboath, including at least one fiend of great power.

- The heart of the city is a great pool complex surrounding great magical towers.
- That the Great Towers the aboleth are constructing a complex of towers; that these will have a combined effect which will generate a powerful and very extensive domination effect; and that all towers must be destroyed for their work to be undone. A tower may only be destroyed by magical means, using magic from its opposed school of magic.
- The Great Towers of Shaboath block scrying.
- Aljayera believes that a singular savant aboleth of immense power lives there.
- Savant aboleth are priest-mages of incredible power and have crafted many powerful magics – including the crafting of special glyphs and symbols.
- Amazingly, there seems to be a Magical Flux Point within the city, but he knows not where.
- These towers are not finished, but they will undoubtedly be done in the near future.

The Great City of the Aboleth

- Water within the city walls is from 1-2ft deep, hampering movement for small and medium characters - making all movement cost double.
- Due to the water depth within the city aboleth are able to move at double their land speed – Speed 20ft.
- Refer to XXXXX for the actual listing of monster statistics.

City Buildings

Climb DC to scale the buildings is DC30 (25 +5 for being slippery)

City Patrols

Lieutenant Kuo-Toa (Fighter 8)
 Monitor Kuo-Toa (Monk 5)
 Whip Kuo-Toa (Fighter 2/Rogue 2)
 (10) Kuo-Toa – See the Monster Manual, page 163

Creature Stats

Do not refer to DM Reference Card 4 or DM Reference Card 6. Instead, refer to the conversion document or the SRD for monster statistics.

Victory Conditions

No changes

Destroy the Tower of Enchantment

Destroy the Tower of Alteration
Destroy the Tower of Necromancy
Destroy the Tower of Summonings

Destroy the Grand Savant's Tower, Darlakanand, and the Grand Savant

Time Track

Day 0 – The first strike on Shaboath
 Day 29 – Give the PC's a hint if they don't already have one.
 Day 30/31 – At midnight the aboleth's work is done

Active Response

If the Grand Savant starts summoning creatures to attack the party, it will use (3) Summon Monster VIII and (1) Summon Monster IX. Dispel Magic should work against the summoned creatures (Caster Level check 18th level). Planar Binding and Greater Planar Binding are always options.

Due to the changes in Stoneskin, savant aboleth are unlikely to have the spell already cast. However they will have the spells in memory.

- The aboleth will attempt to use *Scrying* each PC at least once per day. Those of 13th level or greater will attempt to use *Greater Scrying*
- The aboleth know of the flux points in the cave and may stage an ambush at the one in the Great Rift.
- The Raveners will be dispatched against the party either seven days after the first attack, or 24 hours after the second attack – whichever is sooner.
- A second attack will occur 1d4+1 days later. The Grand Savant will use (3) *Summon Monster VIII* and a *Summon Monster IX* and *Teleport Other* the creatures within the midst of the party. It will attempt to scry a member of the party to do so – Starting with any creature that has drunk a Potion of Domination in the past, to any fighters or rogues that it knows about, to any wizards that it knows about. Allow Dispel Magic to work against the summoned creatures.
- There is a 25% chance per day thereafter that the party will be attacked that way again.

Specialized Magical Resistance

Convert all building magic resistance to spell resistance based on an 18th level caster (ie: 90% MR would be SR36). Greater spell penetration and spell penetration applies to the check.

Detect Magic will reveal a moderate abjuration aura over the affected area.

Dispel Magic vs. an 18th-level caster will remove the resistance (except for those on the Great Towers), but note that the aboleth will re-instate the resistances within 12+d12 hours.

These buildings radiate strong abjuration magic.

Slaves and Servitors

All slaves are dominated. A Sense Motive check vs. DC 15 will note when a slave is dominated.

No other changes.

Entering Without Violence

Determine Bluff vs. Sense Motive normally to get by the guards; however due to the strict orders, the guards should get a +10 or +20 bonus to their Sense Motive check – unless the party is obviously with a derro, kuo-toa, or mind flayer (or someone disguised to look like one).

Note that all magic above the walls is suppressed as per an anti-magic field.

Area 13c will allow entry

Area 17g will allow entry

Yes, Fine, but What are the Slimy Things Really Doing?

The Aboleth with Darlakanand are constructing the Tower of Domination to help power a custom crafted Epic Spell. Refer to the Epic Level Handbook for more details.

City Location Key

1. City Walls

The walls are 30ft. high and 5ft. thick (Hardness:8, HP:900). They are smooth and slippery (Climb DC30).

Impeded Magic: Spellcasters trying to use alteration magic to affect the walls must make a caster level check vs. DC36 in order to succeed. Failure indicates that the caster loses the spell and there is no effect.

Impeded Magic: Spellcasters trying to teleport through the walls must make a caster level check vs. DC33 in order to succeed. Failure indicates that the spell is wasted.

Dead Magic: Starting from the top of the walls and extending to the ceiling above, all magic is suppressed as in an *anti-magic field*.

2a-f. Watch Posts

The railings on the platform provide cover (+4 to AC).

Each post will have the following guards:

(3-6) Human Fighters (lvl 5-8)

(1) Derro Savant (Sorcerer 6) (32hp each)

Spells Known: (7/4/2/1)

0) Acid splash, detect magic, flare, mage hand, message, ready magic, resistance; 1) cause fear, magic missile, shield, true strike; 2) mirror image, see invisibility; 3) fireball

Spells per Day: (6/8/7/4) Save DC = 16 + spell level

3a-f. Watch Barracks

Each of the barracks will have the following reinforcements available:

(1-2) Derro Savants (Sorcerer 5-6)

(4) Derro guards (16hp each)

(4) Human Fighters (lvl 5-7)

4. The Sluice

Gates: Hardness 10, HP60, Break DC28 (Break DC33 if barred)

(4) Fomorians (157hp each), Monster Manual II, page 105.

(2) Derro Savants (Sorcerer 6) (hp: 33, 32)

Spells Known: (7/4/2/1)

0) Acid splash, detect magic, flare, mage hand, message, read magic, resistance; 1) cause fear, magic missile, shield, true strike; 2) mirror image, see invisibility; 3) fireball

Spells per Day: (6/8/7/4) Save DC = 16 + spell level

5a. Derro Barracks

(15) Derro

(1) Derro Leader (Fighter 5) (hp: 64)

(1) Derro Savant (Sorcerer 5) (hp: 29)

Spells Known: (6/4/2)

0) Acid splash, detect magic, flare, message, read magic, resistance; 1) cause fear, magic missile, shield, true strike; 2) detect thoughts, invisibility;

Spells per Day: (6/9/6) Save DC = 16 + spell level

5b. Derro Barracks

(15) Derro

(1) Derro Leader (Fighter 5) (hp: 64)

(1) Derro Savant (Sorcerer 5) (hp: 27)

Spells Known: (6/4/2)

0) Acid splash, detect magic, flare, message, read magic, resistance; 1) cause fear, magic missile, obscuring mist, shield; 2) detect thoughts, hypnotic pattern;

Spells per Day: (6/9/6) Save DC = 16 + spell level

Magic Items: +3 dagger of venom, brooch of shielding (81hp)

(Atk goes to +9 melee (1d3+4 plus poison, +3 dagger of venom))

6. The Walkway

Anyone running or charging on the narrow ledges must make a DC10 Balance check.

Moving through the central portion of the walkway (or if the area is flooded) requires a DC10 Swim check.

7a. Moray Pool

Note that if the lever in area 8c is pulled the walls will lower over the course of 1 round and an irritant will be released that will give the giant moray eels a +2 to hit and damage for 10 rounds.

Impeded Magic: Using alteration spells on the walls requires a caster level check vs. DC37

Impeded Magic: Using spells that cause flight (so as to fly out of the pools) requires a caster level check vs. DC37

Impeded Magic: Using teleportation to leave the pools requires a caster level check vs. DC37.

(1) Ixzan Wizard 7 (hp: 58)

Wizard Spells Prepared: (4/5/4/3/2) Save DC = 14+spell level

0) Daze, Detect magic, Flare, Touch of Fatigue; 1) charm person, mage armor, magic missile (x2), protection from good; 2) levitate, protection from arrows, see invisibility, web; 3) dispel magic, lightning bolt, protection from energy; 4) ice storm, wall of ice

(6) Giant Moray Eels (hp: 31 each)

7b. Moray Pool

Note that if the lever in area 8c is pulled the walls will lower over the course of 1 round and an irritant will be released that will give the giant moray eels a +2 to hit and damage for 10 rounds.

Impeded Magic: Using alteration spells on the walls requires a caster level check vs. DC37

Impeded Magic: Using spells that cause flight (so as to fly out of the pools) requires a caster level check vs. DC37

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0) Daze, Detect magic, Flare, Touch of Fatigue; 1) charm person, mage armor, magic missile (x2), protection from good; 2) levitate, protection from arrows, see invisibility, web; 3) dispel magic, lightning bolt, protection from energy; 4) ice storm, wall of ice

(6) Giant Moray Eels (hp: 31 each)

8a. The Lurker at the Gate

Portcullis: Hardness:10, hp: 90, Break DC 28

Grongor: Male Human Fighter12; CR 12; Medium Humanoid; HD 12d10+60; hp 146; Init +3; Spd 20ft.; AC 20 (-1 dex, +11 full plate armor(+3);Touch 9, flat-footed 20); Bab/Grpl +12/+19; Atk +24 melee (2d6+17/17-20, +3 greatsword); Full Atk +24/+19/+14 melee (2d6+17/17-20, +3 greatsword); Face/Reach 5ft./5ft.; SA -; SQ -; AL N; SV Fort +13; Ref +5; Will +3; Str 24, Dex 9, Con 20, Int 7, Wis 9, Cha 6.

Skills: Climb +14, Intimidate +13, Swim +15

Feats: Cleave, Diehard, Endurance, Greater Weapon Focus (Greatsword), Greater Weapon Specialization (Greatsword), Improved Critical (Greatsword), Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Quickdraw, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Possessions: +3 Plate armor, +3 greatsword,

8b. The Lurker at the Gate

No details provided on this area.

8c. The Lurker at the Gate – Bedroom

A Strength score of 21 is required to manipulate the lever.

9. The Inquisitors

(2) Mind Flayers (hp: 47, 44), Monster Manual, page 187

9a. The Inquisitor

Note that the mind flayer here will flee to area 10 for reinforcements. If this mind flayer is on duty it can make a listen check at -10 to hear the disturbance in area 8.

(1) Kuo-Toa Whip (Fighter 2/Rogue 2) (hp:35)

(2) Kuo-Toa, (hp: 11, 11), Monster Manual, page 163

9b. The Inquisitor

If this mind flayer is on duty it can make a listen check at -8 to hear the disturbance in area 8. Note that the mind flayer here will flee to area 15 for reinforcements – about 1100ft. away

(1) Kuo-Toa Whip (Fighter 2/Rogue 2) (hp:35)

(2) Kuo-Toa, (hp: 11, 11), Monster Manual, page 163

10. The Kuo-Toan Army

Statistics for Kuo-Toa can be found in the Monster Manual, page 163.

Off-duty force:

(3) Kuo-Toa Priests (Cleric 7)

Cleric Domains: Destruction (Smite: +4 to hit, +7damage), Water (Turn/Rebuke Water/Fire creatures)

Spells per Day: (6/5+1/4+1/3+1/2+1), Save DC = 15+spell level

Spells: 0) *Detect magic, guidance x2, resistance x2, virtue*; 1) *Bane, Cause Fear, Divine Favor, Doom, Obscuring Mist, Inflict Light Wounds**; 2) *Bull's Strength, Death Knell, Hold Person x2, Shatter**; 3) *Blindness/Deafness, Contagion*, Cure Serious Wounds, Dispel Magic* 4) *Control Water*, Divine Power, Sending*

(3) Kuo-Toa Captains (Fighter 10)

(6) Kuo-Toa Captains (Fighter 8)

- (4) Kuo-Toa Monitors (Monk 5)
- (4) Kuo-Toa Whips (Fighter 3/Rogue 3)
- (6) Kuo-Toa Whips (Fighter 3/Rogue 2)
- (10) Kuo-Toa Whips (Fighter 2/Rogue 2)
- (60) Kuo-Toa

Additionally there is an equal number of Kuo-Toa on patrol or visiting other areas in the city.

Magic Items:

- Priest #1: Divine scroll (*deeper darkness, inflict critical wounds, magic circle against good*; CL9th).
- Priest #2: Divine scroll (*dispel magic, poison, prayer, spiritual hammer*; CL8th)
- Priest #3: Divine scroll (*deeper darkness, freedom of movement, harm, invisibility purge*; CL12th), potion of *cure serious wounds* (x4).

11. The Pool-Towers

There are eleven of these towers on the map. Each location has:

- (1) Aboleth

Slaves – Use the chart provided in the encounter description

- (2-5) Kuo-Toa, (hp: 11 each), Monster Manual, page 163
- (1) Kuo-Toa and (1) Kuo-Toa Whip (Fighter 2/Rogue 2)
- (1) Human Fighter (lvl 5-7)
- (1) Ju-ju zombie, Fighter 7, (hp: 42), Unapproachable East, page 66
- (1-2) Jujz zombies, Fighter 7, (hp: 42 each), Unapproachable East, page 66
- (1) Kuo-Toa Priest (Cleric 5), and (1) Kuo-Toa
- (1) Kuo-Toa Priest (Cleric lvl 6-8)

12. Construction Points

Slave Labor Crew:

- (1d3) Human Slaves (Elite Expert 3)
- (1d3) Dwarf Slaves (Elite Expert 3)
- (1d2) Gnome Slaves (Elite Expert 3)
- (1d2) Ogre Slaves
- (1) Fomorian (hp: 157), Monster Manual II, page 105
- (1) Mind Flayer (hp: 47), Monster Manual, page 187
- 10% chance of (1) Aboleth

13. Tower of Distillations

Impeded Magic: If a spellcaster tries to use an alteration spell against the structure of the building, he must make a caster level check vs. DC36.

Door Trap: Glyph of Enfeeblement: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a –4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

13a. Workshop

Shalzerith: Male Human Wizard10; CR 10; Medium Humanoid; HD 10d4+20; hp 43; Init +3; Spd 30ft.; AC 15 (+3 dex, +2 ring of protection, Touch 15, flat-footed 12); Bab/Grpl +5/+5; Atk +6 melee (1d4+1, +1 dagger); Face/Reach 5ft./5ft.; SA -; SQ -; AL LE; SV Fort +5; Ref +6; Will +7; Str 10, Dex 16, Con 15, Int 19, Wis 11, Cha 11.

Skills: Concentration +15, Craft (Alchemy) +17, Knowledge (Arcana) +17, Knowledge (Dungeoneering) +17, Knowledge (History) +17, Spellcraft +19, Use Magic Device +5

Feats: Brew Potion, Craft Wand, Craft Wondrous Item, Empower Spell, Extend Spell, Magical Aptitude, Scribe Scroll^B, Widen Spell

Spells per Day: (4/5/5/4/4/2) Save DC = 14 + spell level

Spells Prepared: 0) *Detect magic, mending, read magic, resistance*; 1) *identify, mage armor, magic missile, ray of enfeeblement, shield*; 2) *acid arrow, blindness/deafness, blur, glitterdust, minor image* 3) *dispel magic, fly, major image, stinking cloud* 4) *black tentacles, charm monster, enervation, resilient sphere* 5) *baneful polymorph, wall of force*

Possessions: Dagger +1, ring of protection +2

Aboleth Savant 8/11: Male Aboleth Cleric3/Wizard3/Mystic Theurge7; CR 18; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 3d4+15 plus 7d4+35; hp 174; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl

+13/+27; Atk +18 melee (1d6+7 plus slime, tentacle); Full Atk +18 melee (1d6+7 plus slime, 4 tentacles) and +13 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +13; Ref +8; Will +24; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 19.

Skills: Concentration +26, Knowledge (Arcana) +26, Knowledge (Religion) +25, Listen +22, Spot +22, Swim +9 *Spellcraft* +26

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 10th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+10 bonus)

Cleric Spells per Day: CL10 - (6/6+1/6+1/4+1/4+1/3+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL10 - (4/6/6/4/4/3) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *create water, cure minor wounds (x2), guidance, resistance, virtue, 1) bless, doom (x2), entropic shield, protection from good, sanctuary^D, shield of faith; 2) calm emotions^D, cure moderate wounds, darkness, hold person (x2), owl's wisdom, silence; 3) deeper darkness, dispel magic, meld into stone, protection from energy^D, stone shape; 4) divine power, divination, poison, sending, spell immunity^D; 5) cure critical wounds, greater command, spell resistance^D, wall of stone*

Wizard Spells Prepared: 0) *Arcane mark, detect magic, detect poison, message; 1) magic missile (x3), ray of enfeeblement (x2), shield 2) blur, eagle's splendor, mirror image, resist energy, see invisibility, touch of idiocy; 3) haste, slow, suggestion, water breathing 4) confusion, fear, minor globe of invulnerability, wall of ice; 5) cone of cold, feeblemind, hold monster*

Treasure: Potion of *water breathing* (x4), potion of *domination* (x8)

13b. Tower of Distillations - Bedroom

Wooden Coffin with Arcane Lock (Hardness: 5, hp: 10, Break DC 28)

Explosive Runes Trap Trap: CR3; location proximity, no reset, spell effect (6d6 points of force damage, no save for the reader, others within 10ft. may make a DC17 Reflex save for half.); Search DC28, Disable Device DC28. **Note: This should really be a fire trap – but perhaps he has a piece of paper tacked to the inside of the lid.**

Spellbooks: 0) *Detect magic, mending, read magic, resistance; 1) disguise self, charm person, identify, mage armor, magic missile, ray of enfeeblement, shield; 2) acid arrow, arcane lock, blindness/deafness, blur, glitterdust, knock, minor image 3) dispel magic, explosive runes, fly, major image, phantom steed, stinking cloud 4) black tentacles, charm monster, enervation, fire trap, resilient sphere, scrying; 5) baneful polymorph, hold monster, teleport, wall of force*

Book: A Treatise on Alchymical Operations: Grants a +2 bonus on all Craft (Alchemy) checks and further grants 10,000xp to any wizard or sorcerer reading the work

13c. Tower of Distillations – Escape Route

Water Chute – characters take no damage from the 40ft. slide, however they end up in a water filled chamber about ten feet deep with :

(2) **Giant Moray Eel;** CR 3; Large Animal (Aquatic); HD 5d8+10; hp (41, 32); Init +3; Spd Swim 20ft.; AC 16 (-1 size, +3 dex, +4 natural, Touch 12, flat-footed 13); Bab/Grpl +2/+6; Atk +6 melee (1d6+4 plus disease, bite); Face/Reach 10ft./5ft.; SA Attach, Disease; SQ Darkvision 60 ft., Immune to disease, immune to fear; AL N; SV Fort +6; Ref +7; Will +1; Str 18, Dex 17, Con 14, Int 1, Wis 10, Cha 11.

Skills: Listen +4, Spot +5, Swim +12

Feats: Alertness, Dodge

The end of the exit chute is approximately 200ft. under water and is lit with a *continual flame* spell, visible from about two hundred feet away. There are two traps here.

Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a –4 penalty to Strength, Dexterity, and Constitution for as long as they are in the

area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Glyph of Negation Trap: CR6, magic device, proximity trigger (detect magic); automatic reset; multiple targets (all targets within 20ft.); spell effect (Greater Dispelling against all water breathing spell effects. Has an effective caster level of 13th level. Devices are deactivated for 20-60 minutes). Search DC 31; Disable Device DC 31.

14a/14b. Illithid Quarter

There are ten towers in this quarter. Nine of the towers contain:

- (1) Mind Flayer (hp:41 each), Monster Manual, page 187
- (x) Slave (use table in area 11 to determine number and race)

14c. Illithid Quarter – Illithid Priests

Impeded Magic: spellcasters using alteration spells against the building must make a caster level check vs. DC32.

Roll twice on the slave table in area 11 to determine the slaves in this building

Caranthazal, Mind Flayer Cleric 11 (hp 121), Monster Manual, page 187

Schandreptibus, Mind Flayer Cleric 12 (hp 128), Monster Manual, page 187

Magic Items in Room iv: divine scroll (*continual flame, prayer, summon monster III*; CL14th), divine scroll (*heal, spell immunity, stone shape*; CL14th), arcane scroll (*globe of invulnerability, transformation, shape change*; CL18th), potion of *heroism*, potion of *cure serious wounds*, gauntlets of dexterity +6

15. The Raveners

The text notes that all the Ravener's will have stonewalk on when encountered; presumably only if they have time to prepare (perhaps a wand of stone skin in the possession of one of the wizards).

Impeded Magic: If a spellcaster tries to cast an alteration magic against the structure he must make a caster level check vs. DC32.

Impeded Magic: If a spellcaster tries to use a divination magic within or upon the structure, he must make a caster level check vs. DC32.

Strychnesch: Male Human Fighter13; CR 13; Medium Humanoid; HD 13d10+52; hp 129; Init +7; Spd 20ft.; AC 30 (+3 dex, +12 plate armor(+4), +5 heavy metal shield(+3); Touch 14, flat-footed 27); Bab/Grpl +13/+20; Atk +26 melee (1d10+15, +4 defending bastard sword) or Atk +17 ranged (1d8+10, +3 composite longbow); Full Atk +26/+21/+16 (1d10+15, +4 defending bastard sword) or +17/+12/+7 ranged (1d8+10, +3 composite longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL LE; SV Fort +12; Ref +7; Will +7; Str 24, Dex 16, Con 18, Int 12, Wis 12, Cha 12.

Skills: Bluff +9, Intimidate +17, Jump +23,

Feats: Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Mobility, Quickdraw, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Possessions: +4 Full plate armor, +3 large metal shield, +4 defending bastard sword, +3 composite long bow (+7 str bonus), arrows (20), ring of free action, ring of warmth, helm of underwater action with gem of seeing lens, potion of cure serious wounds, potion of gaseous form

Jabulanth: Male Half-Elf Fighter6/Rogue10; CR 16; Medium Humanoid; HD 6d10+12 plus 10d6+20; hp 124; Init +6; Spd 30ft.; AC 22 (+6 dex, +6 bracers; Touch 16, flat-footed 22); Bab/Grpl +13/+15; Atk +19 melee (1d8+7, +3 longsword) or Atk +21 ranged (1d8+2, +1 longbow w/ +1 arrows); Full Atk +19/+14/+9 (1d8+7, +3 longsword) or +21/+16/+11 (1d8+7, +1 longbow w/ +1 arrow); Face/Reach 5ft./5ft.; SA Sneak Attack +5d6; SQ Evasion, half-elf traits, immune to sleep, improved uncanny dodge, low-light vision, opportunist, trap sense +3, trapfinding; AL NE; SV Fort +10; Ref +15; Will +5; Str 15, Dex 22, Con 15, Int 17, Wis 10, Cha 13.

Skills: Climb+21, Diplomacy +3, Disable Device +19, Decipher Script +16, Gather Information +3, Hide +22, Listen +16, Move Silent +22, Open Locks +16, Search +20, Slight of Hand +19, Spot +3, Tumble +19, Use Magic Device +14

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Feint, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)
Possessions: Bracers of Defense +6, +3 longsword, +1 longbow, +1 arrows (20), ring of energy resistance (fire), ring of invisibility, slippers of spider climbing, arcane scroll (*fly*, *invisibility sphere*, *mirror image*, *polymorph*, *stoneskin*; CL12)
Notes: Replace the longsword with a rapier and replace the appropriate feats. Remove alertness and add weapon finesse (rapier); changes would: Listen+14, Spot +1, Atk +23/+18/+13, dmg 1d6+7.

Morgoor: Female Human Fighter11; CR 11; Medium Humanoid; HD 11d10+44; hp 128; Init +2; Spd 20ft.; AC 19 (-2 dex, +2 ring, +9 full plate (+1)); Touch 10, flat-footed 19); Bab/Grpl +11/17; Atk +22 melee (2d6+15/17-20, +4 greatsword); Full Atk +22/+17/+12 melee (2d6+15/17-20, +4 greatsword); Face/Reach 5ft./5ft.; SA -; SQ -; AL CE; SV Fort +13; Ref +3; Will +3; Str 19 (23), Dex 7, Con 18, Int 6, Wis 7, Cha 10.
Skills: Climb +13, Intimidate +14, Swim +13
Feats: Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Iron Will, Great Fortitude, Improved Critical (Greatsword), Lightning Reflexes, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)
Possessions: Full plate armor +1, greatsword +4, ring of mind shielding, ring of protection +2, belt of giant strength +4, potion of heroism (x2)

Repdal: Female Human Wizard14; CR 14; Medium Humanoid; HD 14d4+42; hp 87; Init +6; Spd 30ft.; AC 22 (+2 dex, +7 bracers, +3 ring, Touch 15, flat-footed 20); Bab/Grpl +7/+6; Atk +9 melee (1d6+2, +3 quarterstaff); Face/Reach 5ft./5ft.; SA -; SQ -; AL LE; SV Fort +7; Ref +6; Will +11; Str 9, Dex 15, Con 16, Int 21, Wis 9, Cha 8.
Skills: Concentration +20, Craft (Alchemy) +22, Decipher Script +12, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +22, Knowledge (Nature) +22, Spellcraft +22, Survival +3, Swim +2
Feats: Brew Potion, Craft Staff, Empower Spell, Greater Spell Focus (Illusion), Improved Initiative, Iron Will, Maximize Spell, Scribe Scroll^B, Spell Focus (Illusion)
Spells per Day: (4/6/5/5/5/4/3/2) Save DC = 15 + spell level (17 + spell level for illusions)
Spells Prepared
Possessions: Bracers of armor +7, +3 quarterstaff, ring of protection +2, ring of spell turning, brooch of shielding (44chgs), arcane scroll (arcane eye, detect thoughts, magic missile, shield CL14), arcane scroll (charm monster, greater teleport, hold monster, shadow evocation; CL14)
Notes: *Demi-Shadow Magic* became *Greater Shadow Magic* – which could not be scribed at 14th level – changed to *shadow evocation* instead. Converted the staff of striking to a quarterstaff +3 as that seemed to be the only equivalent item (I would suggest doubling or tripling the critical range too)

Cyvrand: Male Human Cleric12; CR 12; Medium Humanoid; HD 12d8+24; hp 82; Init +4; Spd 20ft.; AC 21 (+11 full plate armor +3; Touch 10, flat-footed 21); Bab/Grpl +9/11; Atk +14 melee (1d8+5, +3 construct bane heavy mace); Full Atk +14/+9 melee (1d8+5, +3 construct bane heavy mace); Face/Reach 5ft./5ft.; SA -; SQ Rebuke undead; AL LE; SV Fort +10; Ref +4; Will +13; Str 15, Dex 10, Con 15, Int 11, Wis 21, Cha 16.
Skills: Craft (Sculpting) +15, Concentration +17, Knowledge (Religion) +15
Feats: Brew Potion, Improved Initiative, Lightning Reflexes, Negotiator, Scribe Scroll, Spell Penetration
Domains: Death (Death Touch), Destruction (Smite +4 to hit +12 to damage)
Spells per Day: (6/7+1/5+1/5+1/4+1/4+1/2+1); Save DC = 15 + spell level
Spells Prepared:
Possessions: +3 Full plate armor, +3 construct bane heavy mace, ring of regeneration, ring of the ram, necklace of adaption, necklace of missiles (1x9hd, 2x7hd, 2x5hd), potion of cure serious wounds, potion of bears endurance, potion of greater magic weapon +5 (x6), divine scroll (heal; CL12), divine scroll (dispel good, freedom of movement; CL12), divine scroll (plane shift x4; CL12), divine scroll (blade barrier, hold person, tongues; CL12).
Notes: Changed rod of smiting to a +3 construct bane heavy mace. Changed oil of impact to oil of greater magic weapon (+5)

(2) Juju Zombies, Fighter 7 (hp 45, 40); Unapproachable East, page 66
Juju Zombie; Male Juju Zombie, Fighter7; CR 9; Medium Undead; HD 7d12+3; hp 42; Init +6; Spd 30ft., climb 15; AC 15 (+2 dex, +3 natural; Touch 12, flat-footed 13); Bab/Grpl +7/+12; Atk +13 melee (1d8+7, longsword) or Atk +12 melee (1d6+5, slam); Full Atk +13/+8 (1d8+7, longsword) or +12/+7 melee (1d6+5, slam); Face/Reach 5ft./5ft.; SA -; SQ Damage reduction 5/slashing; darkvision 60 ft., turn resistance +4, immune to magic missile, immune to electricity; AL NE; SV Fort +5; Ref +4; Will +1; Str 20, Dex 15, Con -, Int 8, Wis 8, Cha 13.
Skills: Climb +13, Jump +15, Swim +15
Feats: Blind Fight, Combat Reflexes, Dodge, Improved Initiative^B, Mobility, Power Attack^B, Quickdraw, Spring Attack, Toughness^B, Weapon Focus (longsword), Weapon Specialization (longsword)
Possessions: longsword

15b. The Ravensers – Morgoor’s Room

No change

15c. The Ravensers – Strychnesch’s Room

Rosewood Coffin

Poison Spray Trap (Burnt Othur Vapor): CR9; mechanical; location trigger, repair reset; multiple targets (all targets within 10ft. of coffin); never miss; onset delay 1rd; poison (burnt othur fumes, DC18 Fortitude save resists, 1 con drain/3d6con); Search DC21; Disable Device DC 21
 Fusillade of Poison Darts: CR7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target within 10ft. of the coffin); Search DC 25; Disable Device DC 25.

15d. The Ravensers – Lounge

Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 6d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 24rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28.

(2) Juju Zombies, Fighter 7 (hp 45, 40); Unapproachable East, page 66

Juju Zombie; Male Juju Zombie, Fighter7; CR 9; Medium Undead; HD 7d12+3; hp 42; Init +6; Spd 30ft., climb 15; AC 15 (+2 dex, +3 natural; Touch 12, flat-footed 13); Bab/Grpl +7/+12; Atk +13 melee (1d8+7, longsword) or Atk +12 melee (1d6+5, slam); Full Atk +13/+8 (1d8+7, longsword) or +12/+7 melee (1d6+5, slam); Face/Reach 5ft./5ft.; SA -; SQ Damage reduction 5/slashing; darkvision 60 ft., turn resistance +4, immune to magic missile, immune to electricity; AL NE; SV Fort +5; Ref +4; Will +1; Str 20, Dex 15, Con -, Int 8, Wis 8, Cha 13.
Skills: Climb +13, Jump +15, Swim +15
Feats: Blind Fight, Combat Reflexes, Dodge, Improved Initiative^B, Mobility, Power Attack^B, Quickdraw, Spring Attack, Toughness^B, Weapon Focus (longsword), Weapon Specialization (longsword)
Possessions: longsword

15e. The Ravensers – Hallway

No change

15f. The Ravensers – Jabulanth’s Room.

Poison Needle Door Trap: CR6; mechanical; touch trigger; repair reset; lock bypass (Open Loc DC30); Atk +17 melee (1 plus poison, needle); poison (black lotus extract, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 22; Disable Device DC 22.

Hidden Compartments in Hourglass: Search DC 20 to find. Roll once to find all three.

Poison Needle Door Trap: CR6; mechanical; touch trigger; repair reset; lock bypass (Open Loc DC30); Atk +17 melee (1 plus poison, needle); poison (black lotus extract, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 22; Disable Device DC 22.

Note that each drawer is trapped separately.

15g. The Ravensers – Upstairs Hallway

Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 6d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 24rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28.

15h. The Ravens – Repdal’s Room

Secret Compartment in Bed: Search DC 20 to find

Magic Items: Potion of *cure serious wounds* (x6), potion of *fly* (x6)

15i. The Ravens – Cyvrand’s Room

The room is under an *unhallow* effect.

16. The Slave Block I

16a. Guardroom

(1) Mind Flayer (hp: 44), Monster Manual, page 187

(2) Kuo-Toa Whips (Fighter 2/ Rogue 2) (hp: 42, 42), Monster Manual, page 163

(1) Kuo-Toa Lieutenant (Fighter 8) (hp: 75), Monster Manual, page 163

(4) Kuo-Toa (hp: 11, 11, 11, 11), Monster Manual, page 163

16b. Slaveroom 1

(9-12) Dwarf Slaves (Expert 3)

(5-6) Gnome Slaves (Expert 3)

(7-10) Human Slaves (Expert 3)

(3-4) Ogre Slaves

(0-2) Halfling Slaves (Expert 3)

16c. Slaveroom 2

(9-12) Dwarf Slaves (Expert 3)

(5-6) Gnome Slaves (Expert 3)

(7-10) Human Slaves (Expert 3)

(3-4) Ogre Slaves

(0-2) Halfling Slaves (Expert 3)

16d. Slaveroom 3

(9-12) Dwarf Slaves (Expert 3)

(5-6) Gnome Slaves (Expert 3)

(7-10) Human Slaves (Expert 3)

(3-4) Ogre Slaves

(0-2) Halfling Slaves (Expert 3)

17. Slave Block II

17a. Slave Block II - Guardroom

(2) **Trolls:** CR 5; Large Giant; HD 6d8+36; hp (63, 63); Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

(1) Kuo-Toa Whip (Fighter 2/Rogue 2) (hp 42), Monster Manual, page 163

17b. Slave Block II – Master Guardsman

(1) Kuo-Toa Captain Fighter 10 (hp: 98), Monster Manual, page 163

(1) Aboleth (50% chance)

Aboleth; CR 7; Huge Aberration (Aquatic); HD 8d8+40; hp 76; Init +1; Spd 10ft., swim 60ft.; AC 16 (-2 size, +1 dex, +7 natural; Touch 9, flat-footed 15); Bab/Grp +6/+22; Atk +12 melee (1d6+8 plus slime, tentacle); Full Atk +12 melee (1d6+8 plus slime, 4 tentacles); Face/Reach 15ft./10ft.; SA Enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud; AL LE; SV Fort +7; Ref +3; Will +11; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills: Concentration +16, Knowledge (one) +13, Listen +16, Spot +16, Swim +8

Feats: Alertness, Combat Casting, Iron Will

17c. Slave Block II – Wizard Prison
(3-9) Wizards (lvl 1-4)

17d. Slave Block II – Cleric Prison
(4-9) Clerics (lvl 1-5)

17e. Slave Block II – Room of Domination

(2) Human Fighter 5: Male Human Fighter 5; CR 5; Medium Humanoid; HD 5d10+10; hp (37, 37); Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +5/+8; Atk +9 melee (1d8+5, longsword) or Atk +6 ranged (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +6; Ref +2; Will +1; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +11, Swim +11

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

(2) Human Fighter 6: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+12; hp (45, 45); Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +6/+9; Atk +10 melee (1d8+5, longsword) or Atk +7 ranged (1d8, longbow); Full Atk +10/+5 (1d8+5, longsword) or +7/+2 (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +7; Ref +3; Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +12, Swim +12

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

Aboleth Savant; Male Aboleth Cleric3/Wizard3/Mystic Theurge6; CR 16; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 3d4+15 plus 6d4+30; hp 151; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +12/+26; Atk +17 melee (1d6+7 plus slime, tentacle); Full Atk +17 melee (1d6+7 plus slime, 4 tentacles) and +12 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +13; Ref +8; Will +24; Str 24, Dex 14, Con 20, Int 21, Wis 22, Cha 19.

Skills: Concentration +25, Knowledge (Arcana) +25, Knowledge (Religion) +21, Listen +22, Spot +22, Swim +9 Spellcraft +25

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Greater Spell Focus (Abjuration), Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 9th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+9 bonus)

Cleric Spells per Day: CL9 - (6/6+1/6+1/4+1/3+1/2+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL9 - (4/6/5/4/3/2) Save DC = 15 + spell level (17 + spell level for abjuration)

Cleric Spells Prepared: 0) create water, cure minor wounds (x2), guidance, resistance, virtue, 1) bless, command, doom (x2), entropic shield, sanctuary^D, shield of faith; 2) calm emotions^D, cure moderate wounds, darkness, hold person (x2), owl's wisdom, silence; 3) deeper darkness, dispel magic, magic circle against good, protection from energy^D, water breathing; 4) divination, freedom of movement, sending, spell immunity^D; 5) cure critical wounds, spell resistance^D, true seeing;

Wizard Spells Prepared: 0) Arcane mark, detect magic, detect poison, message; 1) charm person (x2), comprehend languages, magic missile, ray of enfeeblement, shield; (x2), shield 2) blur, detect thoughts, eagle's splendor, mirror image, web; 3) lightning bolt, slow, stinking cloud, suggestion, 4) ice storm, minor globe of invulnerability, wall of ice; 5) cone of cold, hold monster

17f. Slave Block II – Solitary Confinement

Diplomacy check to convince Krelner to help (no equipment offered) DC 35 (character needs 10 ranks of diplomacy to attempt).

Diplomacy check to convince Krelner to help (equipment offered) DC 15.

Krelner: Male Human Wizard9; CR 9; Medium Humanoid; HD 9d4+18; hp 37 (29 remaining); Init +2; Spd 30ft.; AC 12 (+2 dex; Touch 12, flat-footed 10); Bab/Grpl +4/+4; Atk +4 melee (1d3 subdual, fist); Face/Reach 5ft./5ft.; SA -; SQ -; AL N; SV Fort +5; Ref +5; Will +12; Str 10, Dex 15, Con 15, Int 20, Wis 18, Cha 10.

Skills: Concentration +14, Decipher Script +16, Knowledge (Arcana) +17, Knowledge (Geography) +17, Knowledge (Local) +17, Speak Language (Draconic), Spellcraft +17

Feats: Brew Potion^B, Craft Wondrous Item, Eschew Material Components, Iron Will, Scribe Scroll^B, Silent Spell, Still Spell

Spells per Day: (4/6/5/4/3/2)

Spells Prepared: none

Possessions: none

17g. Slave Block II – Escape Route

This area is presumably reached from area 17b. Use map 13c. as a reference. Note that it is flooded.

17h. Slave Block II – Another Savant

The end of the exit chute is approximately 200ft. under water and is lit with a *continual flame* spell, visible from about two hundred feet away. There are two traps here.

Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a –4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Glyph of Negation Trap: CR6, magic device, proximity trigger (detect magic); automatic reset; multiple targets (all targets within 20ft.); spell effect (Greater Dispelling against all water breathing spell effects. Has an effective caster level of 13th level. Devices are deactivated for 20-60 minutes). Search DC 31; Disable Device DC 31.

Aboleth Savant; Male Aboleth Cleric3/Wizard4/Mystic Theurge10; CR 19; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 4d4+20 plus 10d4+50; hp 169; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +15; Ref +10; Will +26; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +30, Knowledge (Arcana) +30, Knowledge (Religion) +30, Listen +24, Spot +24, Swim +13 Spellcraft +30

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 14th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL14 - (4/6/6/5/5/4/4/2) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic* (x3), *detect poison*, *guidance* (x3); 1) *bless*, *command*, *divine favor*, *doom* (x3), *obscuring mist*, *sanctuary*^D, 2) *calm emotions*^D, *darkness* (x3), *eagle's splendor*, *hold person* (x3), 3) *blindness/deafness*, *contagion*, *dispel magic* (x2), *glyph of warding*, *protection from energy*^D; 4) *cure critical wounds*, *magic circle against good*, *freedom of movement*, *poison*, *sending*, *spell immunity*^D; 5) *dispel good*, *righteous might*, *slay living*, *spell resistance*^D, *true seeing* 6) *anti-magic field*^D, *harm*, *summon monster VI*, *word of recall* 7) *blasephemy*, *dictum*^D

Wizard Spells Prepared: 0) *Detect magic* (x2), *detect poison*, *mage hand*; 1) *color spray*, *hypnotism*, *magic missile*, *ray of enfeeblement* (x2), *shield*; 2) *blur*, *fox's cunning*, *minor image*, *mirror image*, *see invisibility*, *touch of idiocy*; 3) *dispel magic*, *lightning bolt*, *major image*, *suggestion* (x2); 4) *bestow curse*, *confusion*, *greater invisibility*, *mass reduce person*,

phantasmal killer; 5) *baneful polymorph, cone of cold, summon monster V, hold monster* 6) *disintegrate, flesh to stone, project image, repulsion*; 7) *forcecage, limited wish*

18. Embassy of the Baatezu

Impeded Magic: Spellcasters trying to use alteration spells on the building must make a caster level check vs. DC38.

Note that the gargoyle golems at 18i will come to the aid of any aboleth savant.

18a. Embassy of the Baatezu – Entrance

Visitors who speak with the guards may make an opposed Bluff check vs. the Hamatula's Sense Motive check to try and gain entrance. Note that the hamatula's have a +17 on their Sense Motive check.

Alternatively, a Diplomacy check may be enough to gain entrance with a weak excuse if a friendly result is achieved (ie: we'd like to gain entrance so we can make an appointment).

18b. Embassy of the Baatezu – Guard Post

(1) **Hamatula**: Devil, Barbed Devil (Hamatula); CR 11; Medium Outsider (Evil, Extraplanar, Lawful); HD 12d8+72; hp 126; Init +6; Spd 30ft.; AC 29 (+6 dex, +13 natural; Touch 16, flat-footed 23); Bab/Grpl +12/+22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18 melee (2d8+6 plus fear, 2 claws); Face/Reach 5ft./5ft.; SA Fear, improved grab, impale (3d8+9, summon devil; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 23, spell-like abilities, telepathy 100ft.; AL LE; SV Fort +14; Ref +14; Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 13, Cha 18.

Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (Religion) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

Feats: Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Possessions: none

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw 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 impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

18c. Embassy of the Baatezu – Guard Post

(1) **Hamatula**: Devil, Barbed Devil (Hamatula); CR 11; Medium Outsider (Evil, Extraplanar, Lawful); HD 12d8+72; hp 126; Init +6; Spd 30ft.; AC 29 (+6 dex, +13 natural; Touch 16, flat-footed 23); Bab/Grpl +12/+22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18 melee (2d8+6 plus fear, 2 claws); Face/Reach 5ft./5ft.; SA Fear, improved grab, impale (3d8+9, summon devil; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 23, spell-like abilities, telepathy 100ft.; AL LE; SV Fort +14; Ref +14; Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 13, Cha 18.

Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (Religion) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

Feats: Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Possessions: none

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw 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 impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

18d. Embassy of the Baatezu – The Secretariat

Note that Erinyes can no longer change their shape, so Petrechella will not be in seen in human form unless the DM alters her abilities or gives her a magic item that does so.

Petrechella; Female Devil, Erinyes; CR 8; Medium Outsider (Evil, Extraplanar, Lawful); HD 9d8+45; hp 85; Init +5; Spd 30ft., fly 50ft.; AC 23 (+5 dex, +8 natural; Touch 15, flat-footed 18); Bab/Grpl +9/+14; Atk +14 melee (1d8+5, longsword) or Atk +15 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow) or +14 ranged (entangle, rope); Full Atk: +14/+9 melee (1d8+5, longsword) or +15/+10 (1d8+6 plus 1d6 fire, +1 flaming composite longbow) or +14 ranged (entangle, rope); Face/Reach 5ft./5ft.; SA Entangle, spell-like abilities, summon devil; SQ Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100ft., true seeing; AL LE; SV Fort +11; Ref +11; Will +10; Str 21, Con 21, Int 14, Wis 18, Cha 20.

Skills: Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (any two) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)

Feats: Dodge^B, Mobility^B, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Possessions: Rope, +1 flaming composite longbow (+5 str bonus), longbow

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use true seeing, as the spell (caster level 14th).

18e. Embassy of the Baatezu – Pallistren's Chamber

Pallestrin; Male Devil, Pit Fiend; CR 20; Large Outsider (Evil, Extraplanar, Lawful); HD 18d8+144; hp 225; Init +12; Spd 40ft., fly 50ft (average); AC 40 (-1 size, +8 dex, +23 natural; Touch 17, flat-footed 32); Bab/Grpl +18/+35; Atk +30 melee (2d8+13, claw); Full Atk +30 melee (2d8+13, 2 claws), and +28 melee (2d6+6, 2 wings), and +28 bite (4d6+6 plus poison plus disease, bite), and +28 melee (2d8+6, tail slap); Face/Reach 10ft./10ft.; SA Constrict 2d8+26, fear aura, improved grab, spell-like abilities, summon devil; SQ Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, SR 32, telepathy 100ft.; AL LE; SV Fort +19; Ref +19; Will +21; Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha xx26

Skills: Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move

Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31

Feats: Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*fireball*)

Possessions: none

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap 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.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Magic Items: Vacuous grimoire (cursed), Dzezerzin's Compendium of the Blood War (cursed), arcane scroll (*fly*, *levitate*, *magic missile*, *polymorph*, *repulsion*; CL 14th).

Dzezerzin's Compendium of the Blood War: A good aligned reader automatically loses 1d10 x5,000 experience points (no save) and must make a DC20 Will save or go insane.

Suggestion:

Cut the experience point loss in half. Characters should not lose more than one or two levels.

18f. Embassy of the Baatezu – Tower Base

(1) **Hamatula:** Devil, Barbed Devil (Hamatula); CR 11; Medium Outsider (Evil, Extraplanar, Lawful); HD 12d8+72; hp 126; Init +6; Spd 30ft.; AC 29 (+6 dex, +13 natural; Touch 16, flat-footed 23); Bab/Grpl +12/+22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18 melee (2d8+6 plus fear, 2 claws); Face/Reach 5ft./5ft.; SA Fear, improved grab, impale (3d8+9, summon devil; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 23, spell-like abilities, telepathy 100ft.; AL LE; SV Fort +14; Ref +14; Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 13, Cha 18.

Skills: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (Religion) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)

Feats: Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

Possessions: none

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw 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 impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

(12) Nupperibo (hp: 4 each); Tome of Horrors page 103

18g. Embassy of the Baatezu – Middle Tower Level

Hidden Compartment in Table Leg: Search DC 25 to find

Magic Items: Rod of absorption (27 chgs).

18h. Embassy of the Baatezu – The Pit Fiend's Bedchamber

Great Iron Chest (only open-able by a living creature with an Intelligence of 3 or greater)

Hellish Trap: CR10; magic device; touch trigger; no reset; multiple traps (one *acid fog* trap centered on the chest, one *wish* spell to transform the person touching, and one *plane shift* on the person touching); spell effect (*acid fog*, 2d6 points of acid damage each round for 20 rounds), spell effect (*wish*, transform the character into a lemure; Fortitude save vs. DC 22 negates), spell effect (*plane shift*, to the Nine Hells of Baator; Will save vs. DC 20 negates). All spell effects are as a 20th level caster. Search DC 34; Disable Device DC n/a.

A *dispel magic* may dispel the trap, but the caster level check is at –10.

Contents: Outsider bane javelin of lightning (3), dragon bile (8 doses), crown of wizardry (III), cloak of displacement (cursed), iron flask (2)

Cursed Cloak of Displacement: Remove Curse by a 14th level caster may remove the curse if a caster level check vs. DC38 is made.

Iron Flask #1: The person who frees Shelita may make a Diplomacy check to gain the succubus' full servitude. The DC is 15 plus 1 per additional hour above 12.

Shelita: Succubus; CR 7; Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 6d8+6; hp 33; Init +1; Spd 30 ft, fly 50 ft. (average); AC 20 (+1 dex, +1 natural, Touch 11, FF 19); Bab/Grp +6/+7; Atk: +7 melee (1d6+1, claws); Full Atk: +7/+7 (1d6+1, 2 claws); SA Energy drain, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (The planes) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings);

Feats: Dodge Mobility, Persuasive

Energy Drain (su): A kiss bestows 1 negative level (fort save DC21) and causes a *suggestion* (DC21) for another kiss.

Spell-Like Abilities (sp): Charm monster (DC21), detect good, detect thoughts (DC20), ethereal jaunt, polymorph (humanoid form only), suggestion (DC21), greater teleport (self plus 50lb of objects). Caster level 12th.

Summon Tanar'ri (sp): 1/d 1 vrock 30% chance of success.

Tongues (su): Permanent ability.

Iron Flask #2:

Collimar: Male Angel, Astral Deva; CR 14; Medium Outsider (Angel, Extraplanar, Good); HD 12d8+48; hp 102; Init +8; Spd 50ft., fly 100ft (good); AC 29 (+4 dex, +15 natural; Touch 14, flat-footed 25); Bab/Grpl +12/+18; Atk +21 melee (1d8+12 plus stun; +3 heavy mace of disruption) or Atk +18 melee (1d8+9; slam); Full Atk +21/+16/+11 (1d8+12 plus stun, +3 heavy mace of disruption); Face/Reach 5ft./5ft.; SA: Spell-like abilities, stun; SQ Damage

reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid cold and petrification, protective aura, resistance to electricity 10 and fire 10, SR 30, tongues, uncanny dodge; AL LG; SV Fort +14 (18vs poison); Ref +12; Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills: Concentration +19, Craft (armorsmith), Craft (weaponsmith), Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Knowledge (Religion) +19, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)

Feats: Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack

Possessions: +3 Disrupting Heavy Mace

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Conversion Notes:

The transformation trap is instantaneous and therefore non-dispellable. Additionally the victim takes on the mental scores (notably Int: -) of the lemure.

18i. Embassy of the Baatezu – Tower Balcony

(2) Gargoyle golems (hp 81, 81), Ravenloft: Denizens of Darkness page 67

19. Tower of Treasures

Impeded Magic: Spellcasters will have to make a caster level check vs. DC32 to affect the tower with any alteration spell.

Impeded Magic: Spellcasters will have to make a caster level check vs. DC38 in order to teleport into or out of the Tower of Treasures.

19a. Tower of Treasures

There is a glyph in the center of the room.

Master Glyph of the Slime Curse: Creatures within 30ft of this glyph take a -4 penalty on their Fortitude saves against an aboleth's Slime ability

(2) Fomorians (hp 165, 157), Monster Manual II, page 105

19b. Tower of Treasures

(2) **Human Fighter 5:** Male Human Fighter 5; CR 5; Medium Humanoid; HD 5d10+10; hp 37; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +5/+8; Atk +9 melee (1d8+5, longsword) or Atk +6 ranged (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +6; Ref +2; Will +1; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +11, Swim +11

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

(1) **Aboleth Savant:** Male Aboleth Cleric3/Wizard3/Mystic Theurge8; CR 18; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 3d4+15 plus 8d4+40; hp 181; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +13/+27; Atk +18 melee (1d6+7 plus slime, tentacle); Full Atk +18 melee (1d6+7 plus slime,

4 tentacles) and +13 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +14; Ref +9; Will +25; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 19.

Skills: Concentration +27, Knowledge (Arcana) +27, Knowledge (Religion) +27, Listen +22, Spot +22, Swim +11 *Spellcraft* +27

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 11th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+11 bonus)

Cleric Spells per Day: CL11 - (6/7+1/6+1/5+1/4+1/3+1/2+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL11 - (4/6/6/5/4/3/2) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect Magic* (x2), *guidance* (x2), *resistance* (x2); 1) *cause fear*, *command* (x2), *divine favor*, *doom* (x2), *entropic shield*, *sanctuary*^D; 2) *calm emotion*^D, *darkness*, *eagle's splendor*, *hold person* (x2), *owl's wisdom*, *silence* 3) *bestow curse*, *blindness/deafness* (x2), *dispel magic*, *glyph of warding*, *protection from energy*^D, 4) *cure critical wounds*, *dismissal*, *poison*, *sending*, *spell immunity*^D; 5) *righteous might*, *slay living*, *spell resistance*^D, *true seeing*; 6) *harm*, *heal*, *hold monster*^D,

Wizard Spells Prepared: 0) *detect magic* (x2), *read magic*, *touch of fatigue* (x2); 1) *expeditious retreat*, *hypnotism*, *magic missile*, *ray of enfeeblement*, *silent image*, *shield* 2) *blindness/deafness*, *blur*, *fox's cunning*, *minor image*, *protection from arrows*, *see invisibility* 3) *blink*, *dispel magic*, *haste*, *major image*, *vampiric touch*; 4) *black tentacles*, *charm monster*, *crushing despair*, *minor globe of invulnerability*, 5) *cone of cold*, *feblemind*, *hold monster*; 6) *chain lightning*, *mass suggestion*

19c. Tower of Treasures

Door Trap:

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 8d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 32 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 16th level caster.

(1) **Stone Golem**; CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20ft.; AC 26 (-1 size, -1 dex, +18 natural; Touch 8, flat-footed 26); Bab/Grpl +10/+23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Face/Reach 10ft./10ft.; SA Slow; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft, immunity to magic, low-light vision; AL N; SV Fort +4; Ref +3; Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow: As the spell as a free action once every 2 rounds. The effect has a range of 10ft and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic: Immune to any spell or spell-like ability that allows spell resistance. Transmute Rock to Mud slows the golem for 2d6 rounds while Transmute Mud to Rock heals it of all damage. A stone to flesh spell negates its damage reduction and immunity to magic for 1 full round.

(2) Necrophidius (hp: 41, 41), Tome of Horrors, page 202

Iron Chest

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 8d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 32 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 16th level caster.

Contents: +2 Full plate, +2 chainmail (x2), +4 heavy steel shield, +4 silvered full plate, javelin of lightning (x6), staff of *teleportation circle* (2 chgs)

Conversion Notes

*There's no way to cast Enlarge on the hatpin-sized javelins, so left normal size
I would suggest that the silvered full plate use the blinding power 1/day without penalty.*

19d. Tower of Treasures

Door Trap:

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 8d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 32 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 16th level caster.

(1) **Stone Golem**; CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20ft.; AC 26 (-1 size, -1 dex, +18 natural; Touch 8, flat-footed 26); Bab/Grpl +10/+23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Face/Reach 10ft./10ft.; SA Slow; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft, immunity to magic, low-light vision; AL N; SV Fort +4; Ref +3; Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow: As the spell as a free action once every 2 rounds. The effect has a range of 10ft and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic: Immune to any spell or spell-like ability that allows spell resistance. Transmute Rock to Mud slows the golem for 2d6 rounds while Transmute Mud to Rock heals it of all damage. A stone to flesh spell negates its damage reduction and immunity to magic for 1 full round.

(2) Necrophidius (hp: 41, 41), Tome of Horrors, page 202

Iron Chest

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 8d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 32 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 16th level caster.

Contents: Sun blade (LG), scabbard of greater magic weapon, +3 heavy steel shield (+2 on Fortitude saves), white robe of the arch-magi, pearl of wisdom (4th), pearl of wisdom (5th), pearl of wisdom +4, pearl of *heal* and *restoration* (x4)

19e. Tower of Treasures

Door Trap:

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 8d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 32 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 16th level caster.

(1) **Stone Golem**; CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20ft.; AC 26 (-1 size, -1 dex, +18 natural; Touch 8, flat-footed 26); Bab/Grpl +10/+23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Face/Reach 10ft./10ft.; SA Slow; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft, immunity to magic, low-light vision; AL N; SV Fort +4; Ref +3; Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow: As the spell as a free action once every 2 rounds. The effect has a range of 10ft and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic: Immune to any spell or spell-like ability that allows spell resistance. Transmute Rock to Mud slows the golem for 2d6 rounds while Transmute Mud to Rock heals it of all damage. A stone to flesh spell negates its damage reduction and immunity to magic for 1 full round.

(2) Necrophidius (hp: 41, 41), Tome of Horrors, page 202

Iron Chest

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 8d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 32 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 16th level caster.

Content: Boots of striding and springing and spider climbing (for elves or small humanoids), brooch of

shielding (77hp) and *dimension door* 2/day, brazier of commanding fire elementals, bracers of archery, Holy Book of Divine and Arcane Spells (cure critical wound, dispel evil, goodberry, heal, restoration, resurrection, globe of invulnerability, protection from spells, stonewall, time stop).

The Tower of Domination

The following locations share the following traits:

Limited Magic: Spells from the school of alteration will not affect the buildings, spells with the teleportation descriptor will not cross into or out of the complex, divinations targeting the inhabitants of the tower or the towers themselves will not work.

Most of the tower levels have a ceiling height of 20ft. (towers are 80ft, and there are 4 levels).

20. The Azure Pool

Water depth of the pool is 12ft. but appears deeper. Characters can swim across with a DC10 swim check.

(2) **Aboleth**; CR 7; Huge Aberration (Aquatic); HD 8d8+40; hp 76; Init +1; Spd 10ft., swim 60ft.; AC 16 (-2 size, +1 dex, +7 natural; Touch 9, flat-footed 15); Bab/Grpl +6/+22; Atk +12 melee (1d6+8 plus slime, tentacle); Full Atk +12 melee (1d6+8 plus slime, 4 tentacles); Face/Reach 15ft./10ft.; SA Enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud; AL LE; SV Fort +7; Ref +3; Will +11; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills: Concentration +16, Knowledge (one) +13, Listen +16, Spot +16, Swim +8

Feats: Alertness, Combat Casting, Iron Will

Enslave (su): 3/day the aboleth can enslave a creature within 30ft; Will save DC17 to avoid. As dominate person (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new save every 24 hours to break free.

Psionics(sp): At will – hypnotic pattern (DC15), illusory wall (DC17), mirage arcane (DC18), persistent image (DC18), programmed image (DC19), project image (DC20), veil (DC19). Caster level 16th.

Slime(ex): A creature hit by a tentacle must succeed on a DC19 Fortitude save or begin to transform over the next 1d4+1 minutes. The creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. A remove disease before the transformation ends will restore an afflicted creature; afterwards only a heal or mass heal spell can reverse the affliction

Mucus Cloud (ex): Any creature coming into contact with this cloud (1ft from the body), but succeed on a DC19 Fortitude save or lose the ability to breathe air for the next 3 hours.

(10)**Giant Moray Eel**; CR 3; Large Animal (Aquatic); HD 5d8+10; hp 31; Init +3; Spd Swim 20ft.; AC 16 (-1 size, +3 dex, +4 natural, Touch 12, flat-footed 13); Bab/Grpl +2/+6; Atk +6 melee (1d6+4 plus disease, bite); Face/Reach 10ft./5ft.; SA Attach, Disease; SQ Darkvision 60 ft., Immune to disease, immune to fear; AL N; SV Fort +6; Ref +7; Will +1; Str 18, Dex 17, Con 14, Int 1, Wis 10, Cha 11.

Skills: Listen +4, Spot +5, Swim +12

Feats: Alertness, Dodge

Attach: If a giant moray eel hits with a bite attack it automatically latches on and does bite damage each round it remains attached. It loses its dexterity bonus to AC and has an AC of 13.

Disease: Rotting Disease – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 dex. Four failed saves causes the bitten extremity to be rendered useless (roll randomly between legs and arms).

Immune to Fear: Moray eels are immune to all fear effects and spells.

Possessions: none

(8) Ixzan (3HD)

(8) Ixzan (4HD)

(6) Ixzan (5HD)

(4) Ixzan (6HD)

Suggestion:

Against characters who are greater than 15th level, run all the normal ixzan with 6HD.

(3) **Ixzan Wizard**: Ixzan Wizard9; CR 11; Large Aberration; HD 5d8+15 plus 9d4+27; hp 58; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +7/+15; Atk +11/+6 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR

5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +9; Ref +8; Will +12; Str 21, Dex 12, Con 16, Int 20, Wis 17, Cha 10.

Skills: Concentration +13, Decipher Script +17, Hide +7, Knowledge (arcana) +17, Knowledge (religion) +11, Knowledge (the planes) +14, Listen +13, Spellcraft +17, Spot +13, Swim +21;

Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Great Fortitude, Lightning Reflexes, Scribe Scroll*

Wizard Spells per Day: (4/6/5/4/3/2) Save DC = 15+spell level

Wizard #1Spells Prepared: 0) Detect magic, message, read magic, touch of fatigue; 1) expeditious retreat, magic missile, obscuring mist, silent image, shield, true strike; 2) blindness/deafness, blur, darkness, glitterdust, mirror image; 3) blink, fly, gaseous form, lightning bolt 4) confusion, ice storm, wall of ice; 5) cone of cold, dismissal

Wizard #2Spells Prepared: 0) Detect magic, message, read magic, touch of fatigue; 1) color spray, magic missile, obscuring mist, protection from good, ray of enfeeblement; 2) bear's endurance, fox's cunning, levitate, resist energy, see invisibility, 3) dispel magic, hold person, slow, stinking cloud; 4) greater invisibility, polymorph, solid fog; 5) baleful polymorph, summon monster V

Wizard #3Spells Prepared: 0) Detect magic, message, read magic, touch of fatigue; 1) magic missile (x7), ray of enfeeblement, shield; 2) blur, fox's cunning, invisibility, mirror image, see invisibility; 3) dispel magic, fly, haste, invisibility sphere; 4) enervation, mnemonic enhancer (cast), shadow evocation; 5) feeblemind, telekinesis

21. The Tower of Alteration

Limited Magic: Spells of the abjuration school will not work within the tower (except in area 21d under special circumstances) unless cast by a aboleth cleric.

Enhanced Magic: All savants cast alterations spells as if they had the spell focus feat (alteration). This stacks with spell focus and greater spell focus.

Entrance

Complex Glyph of Law Trap: All non-lawful creatures within 30 feet of the glyph take a -1 luck penalty to attacks, damage, and saving throws. Minimum caster level: 11th. No save.

Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a -4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Complex Greater Glyph of Warding Trap: CR8; spell; spell trigger, no reset, spell effect (freezing blast: 6d8 points of cold damage, Reflex save DC19 for half, and Paralysis, Fortitude save DC19 to negate or paralysed for 24 rounds); multiple targets (all within 5ft. of the door); Search DC28, Disable Device DC28. Spell cast as a 12th level caster.

(2) Caryatid Columns (hp 53, 53), Fiend Folio, page 30

21a. The Tower of Alteration

Note that this level is underwater.

(1) **Stone Golem**; CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20ft.; AC 26 (-1 size, -1 dex, +18 natural; Touch 8, flat-footed 26); Bab/Grpl +10/+23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Face/Reach 10ft./10ft.; SA Slow; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft, immunity to magic, low-light vision; AL N; SV Fort +4; Ref +3; Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow: As the spell as a free action once every 2 rounds. The effect has a range of 10ft and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic: Immune to any spell or spell-like ability that allows spell resistance. Transmute Rock to Mud slows the golem for 2d6 rounds while Transmute Mud to Rock heals it of all damage. A stone to flesh spell negates its damage reduction and immunity to magic for 1 full round.

(1) **Shaboath Golem**; CR 8; Large Construct (Aquatic); HD 11d10+30; hp 90; Init +2; Spd 20ft., Swim 30ft; AC 20 (-1 size, +2 dex, +9 natural; Touch 11, flat-footed 18); Bab/Grpl +8/+17; Atk +12 melee (2d8+5, slam); Full Atk +12 melee (2d8+5, 2 slams); Face/Reach 10ft./10ft.; SA Engulf, spell-like abilities; SQ Construct traits, darkvision 60 ft., fire

vulnerability, immune to acid, immune to cold, low-light vision, master of water; AL N; SV Fort +3; Ref +5; Will +3; Str 20, Dex 14, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Engulf: The Shaboath Golem may move over opponents (affecting as many as it can cover). Opponents can make attacks of opportunity but if they do so they are not entitled to a saving throw. Reflex DC 20 avoids. Engulfed creatures are automatically subject to slam damage each round and are trapped within the golem's body (additionally they must hold their breath or drown).

Fire Vulnerability: The creature takes 50% more damage from all fire-based attacks

Spell-like Abilities: Once every ten rounds the shaboath golem may manifest either an Ice Storm or a Wall of Ice.

21b. The Tower of Alteration

This level is also flooded.

(2) **Water Elemental;** CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4; Spd 30ft., swim 120ft.; AC 21 (-2 size, +4 dex, +9 natural; Touch 12, flat-footed 17); Bab/Grpl +12/+27; Atk +17 melee (2d10+7, slam); Full Atk: +17 melee (2d10+7, 2 slams); Face/Reach 15ft./15ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +15; Ref +9; Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +12

Feats: Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will

Water Mastery: +1 to attack and damage rolls if both it and its opponent are touching water. If either the elemental or opponent is touching the ground it takes a -4 penalty on attack and damage rolls

Drench: The creature can put out non-magical fires of large size or smaller. It can dispel magical fire it touches as Dispel Magic (caster level equals elemental's HD).

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes. See the description in the SRD.

21c. The Tower of Alteration

This level is flooded.

Master Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a -4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Master Glyph of the Slime Curse Trap: Creatures within 30ft of this glyph take a -4 penalty on their Fortitude saves against an aboleth's Slime ability

Aboleth Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 20; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 5d4+25 plus 10d4+50; hp 208; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +16; Ref +11; Will +27; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +31, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +24, Spot +24, Swim +15 Spellcraft +31

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 15th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL15 - (4/6/6/5/5/5/4/2/1) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2); 1) bless, command (x2), divine favor, doom, entropic shield, protection from good, sanctuary^D; 2) calm emotions^D, consecrate, darkness (x2), enthrall, hold person (x2), owl's wisdom; 3) cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from energy^D; 4) cure critical wounds (x2), divine power, freedom of movement, sending, spell immunity^D; 5) dispel good, righteous might, slay living, spell resistance^D, true seeing; 6) anti-life shell, heal, hold monster^D, word of recall; 7) destruction, dictum^D*

Wizard Spells Prepared: 0) *Daze, detect magic, message, touch of fatigue; 1) magic missile (x3), ray of enfeeblement, shield, silent image; 2) blindness/deafness, detect thoughts, eagle's splendor, fox's cunning, minor image, see invisibility; 3) hold person, lightning bolt, major image, slow, vampiric touch; 4) black tentacles, charm monster, confusion, greater invisibility, phantasmal kille; 5) feeblemind, hold monster, summon monster V, telekinesis, wall of force; 6) disintegrate, eyebite, flesh to stone, mass suggestion; 7) power word blind, waves of exhaustion; 8) maze*

Hemisphere of Alteration Magic:

21d. The Tower of Alteration

Permanent Darkness: darkness fills the area

Sphere of Alteration Magic: 56 MFU's (regains 1/day)

Touching the sphere causes 2d10 points of damage (no save)

22. The Tower of Necromancy

Limited Magic: Spells from the Illusion school do not function inside the tower except in area 22d.

Limited Magic: Spells with the light descriptor only shed ¼ the amount of light.

Enhanced Magic: Necromancy spells cast by Aboleth savants have the Save DC's increased by +1 as if they had the spell focus (necromancy) feat. This stacks with both spell focus and greater spell focus.

Entrance

Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a -4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Complex Master Glyph of Law and Vampiric Touch Trap: All non-lawful creatures within 30 feet of the glyph take a -1 luck penalty to attacks, damage, and saving throws. Caster level: 11th. No save. Additionally, non-aboleth who pass the threshold take 1 negative level, Fortitude save DC14 negates

Conversion Notes

Technically, it's more of an enervation trap than a vampiric touch trap.

It takes a DC10 spot check with *true seeing* in order to spot these creatures.

(2) **Skeletal Fomorian:** Fomorian Skeleton; CR 7; Huge Undead; HD 15d12; hp 97; Init +6; Spd 40ft.; AC 13 (-2 size, +2 dex, +3 natural; Touch 10, flat-footed 11); Bab/Grpl +9/+21; Atk +21 melee (1d8+12, slam); Full Atk +21 melee (1d8+12 plus vampiric drain, 2 slams); Face/Reach 15ft./15ft.; SA -; SQ Damage reduction 5/- darkvision 60ft., immunity to cold; AL NE; SV Fort +5; Ref +5; Will +8; Str 34, Dex 14 Con -, Int -, Wis 10, Cha 1.

Skills: -

Feats: Improved Initiative

Vampiric Drain: In addition to normal damage, the slam attack of these skeletons deal an additional 2d6 points of negative energy damage; a DC16 fortitude save negates. The skeleton heals 1d6 points of damage after hitting a victim.

Possessions: none

22a. The Tower of Necromancy

This chamber is flooded

(1) Bone golem (hp:91), Ravenloft: Denizens of Darkness page 67

22b. The Tower of Necromancy

This chamber is flooded

(2) **Water Elemental;** CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4; Spd 30ft., swim 120ft.; AC 21 (-2 size, +4 dex, +9 natural; Touch 12, flat-footed 17);

Bab/Grpl +12/+27; Atk +17 melee (2d10+7, slam); Full Atk: +17 melee (2d10+7, 2 slams); Face/Reach 15ft./15ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +15; Ref +9; Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +12

Feats: Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will

Water Mastery: +1 to attack and damage rolls if both it and its opponent are touching water.

If either the elemental or opponent is touching the ground it takes a -4 penalty on attack and damage rolls

Drench: The creature can put out non-magical fires of large size or smaller. It can dispel magical fire it touches as Dispel Magic (caster level equals elemental's HD).

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes. See the description in the SRD.

22c. The Tower of Necromancy

This chamber is also flooded.

This savant is immune to all spells that require a fortitude save unless the spell also affects objects. Cold based and inflict spells always cause minimum damage.

Aboleth Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 20; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 5d4+25 plus 10d4+50; hp 208; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, near-undead traits, permanent spell; AL LE; SV Fort +16; Ref +11; Will +27; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +31, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +24, Spot +24, Swim +15 Spellcraft +31

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 15th)

Near Undeath Traits: The savant is immune to all spells that require a fortitude save unless the spell also affects objects. Inflict spells and spells with the Cold descriptor always cause minimum damage.

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL15 - (4/6/6/5/5/5/4/2/1) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2);* 1) *bles, command (x2), divine favor, doom, entropic shield, protection from good, sanctuary^D;* 2) *calm emotions^D, consecrate, darkness (x2), enthrall, hold person (x2), owl's wisdom;* 3) *cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from energy^D;* 4) *cure critical wounds (x2), divine power, freedom of movement, sending, spell immunity^D;* 5) *dispel good, righteous might, slay living, spell resistance^D, true seeing;* 6) *anti-life shell, heal, hold monster^D, word of recall;* 7) *destruction, dictum^D*

Wizard Spells Prepared: 0) *Daze, detect magic, message, touch of fatigue;* 1) *chill touch (x2), magic missile (x2), ray of enfeeblement, shield;* 2) *acid arrow, detect thoughts, eagle's splendor, invisibility, see invisibility, shatter;* 3) *dispel magic, haste, magic circle vs. good, slow, vampiric touch;* 4) *animate dead, bestow curse, confusion, contagion, enervation;* 5) *baleful polymorph, hold monster, summon monster V (x2), waves of fatigue;* 6) *circle of death, eyebite, globe of invulnerability, greater dispel magic;* 7) *finger of death, waves of exhaustion;* 8) *horrid wilting*

Hemisphere of Necromantic Magics

22d. The Tower of Necromancy

The chamber is not flooded, but it has the same darkness effect.

Sphere of Necromantic Magics: 56 MFU's (regains 1/day)

Touching the sphere causes 2d10 points of damage (no save)

23. The Tower of Summonings

Limited Magic: Spells from the Divination school fail when cast within the tower (except in area 23d).

Limited Magic: Spells that specifically protect against summoned creatures are suppressed while within the tower.

Altered Magic: Non-aboleth that summon creatures inside this tower find that the summoned creatures immediately attacks them.

Enhanced Magic: Conjunction spells cast by Aboleth savants have the Save DC's increased by +1 as if they had the spell focus (conjunction) feat. This stacks with both spell focus and greater spell focus.

Entrance:

Complex Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a -4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Complex Glyph of Chastising Summonings (Summoned creatures who attack characters who fail a Will save DC19 gain a +1 on all attack and damage rolls.

23a. The Tower of Summonings

This chamber is flooded.

Glitterdust Trap

Summon Monster VIII trap

Note that the person wearing the ring from the Isle of Derangement is unaffected by these two traps.

Flux Point – Aboleth statue

23b. The Tower of Summonings

This chamber is flooded. The two elementals in this chamber cannot be dismissed.

(2) **Water Elemental**; CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4; Spd 30ft., swim 120ft.; AC 21 (-2 size, +4 dex, +9 natural; Touch 12, flat-footed 17); Bab/Grpl +12/+27; Atk +17 melee (2d10+7, slam); Full Atk: +17 melee (2d10+7, 2 slams); Face/Reach 15ft./15ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +15; Ref +9; Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +12

Feats: Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will

Water Mastery: +1 to attack and damage rolls if both it and its opponent are touching water.

If either the elemental or opponent is touching the ground it takes a -4 penalty on attack and damage rolls

Drench: The creature can put out non-magical fires of large size or smaller. It can dispel magical fire it touches as Dispel Magic (caster level equals elemental's HD).

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes. See the description in the SRD.

23c. The Tower of Summonings

Prismatic Spray Trap: Save DC20, ignore all rolls of 7 or 8.

Aboleth Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 20; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 5d4+25 plus 10d4+50; hp 208; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +16; Ref +11; Will +27; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +31, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +24, Spot +24, Swim +15 Spellcraft +31

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 15th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL15 - (4/6/6/5/5/5/4/2/1) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2);* 1) *bles, command (x2), divine favor, doom, entropic shield, protection from good, sanctuary^D;* 2) *calm emotions^D, consecrate, darkness (x2), enthrall, hold person (x2), owl's wisdom;* 3) *cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from energy^D;* 4) *cure critical wounds (x2), divine power, freedom of movement, sending, spell immunity^D;* 5) *dispel good, righteous might, slay living, spell resistance^D, true seeing;* 6) *anti-life shell, heal, hold monster^D, word of recall;* 7) *destruction, dictum^D*

Wizard Spells Prepared: 0) *Daze (x2), message, touch of fatigue;* 1) *charm person, magic missile (x2), ray of enfeeblement, shield, shocking grasp;* 2) *acid arrow, blindness/deafness, eagle's splendor, fox's cunning, silent image, mirror image;* 3) *dispel magic, hold person, lightning bolt, slow, major image;* 4) *black tentacles, greater invisibility, phantasmal killer, summon monster IV, wall of ice;* 5) *baleful polymorph, cone of cold, feeblemind, summon monster V (x2);* 6) *acid fog, chain lightning, flesh to stone, greater dispelling;* 7) *power word blind, summon monster VII;* 8) *maze*

Hemisphere of Conjunction Magics

23d. The Tower of Summonings

The chamber is not flooded, but it has the same darkness effect.

Sphere of Conjunction Magics: 57 MFU's (regains 1/day)

Touching the sphere causes 2d10 points of damage (no save)

24. The Tower of Enchantments

Limited Magic: Spells from the Evocation school fail when cast within the tower (except in area 23d).

Enhanced Magic: Enchantment spells cast by Aboleth savants have the Save DC's increased by +1 as if they had the spell focus (enchantment) feat. This stacks with both spell focus and greater spell focus. This effect applies to the aboleth domination power.

Enchantment spells that are successfully dispelled are instead only suppressed for 1 round per level of the spellcaster.

Entrance

Confusion Trap; Will save DC16

Hold Person Trap: Will save DC13

Stone Aboleth: Stone Golem Aboleth; CR 11; Huge Construct; HD 14d10+40; hp 117; Init -2; Spd 20ft.; AC 31 (-2 size, -2 dex, +21 natural; Touch 6, flat-footed 29); Bab/Grpl +10/+30; Atk +21 melee (4d8+13, tentacle); Full Atk +21 melee (4d8+13, 2 tentacles); Face/Reach 15ft./10ft.; SA Slow, spell-like abilities; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4; Ref +2; Will +4; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow(su): As the spell, as a free action, once every 2 rounds. The effect has a range of 10ft. and duration of 7 rounds, requiring a DC17 Will save to negate.

Immunity to Magic(ex): A stone 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. A transmute rock to mud spell slows a stone golem as the slow spell with no saving throw, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golems's structure but negates its damage reduction and immunity to magic for 1 full round.

Spell-like abilities(sp): At will -, *eyebite (DC16), fear (DC14), hold person (DC13), ray of enfeeblement (DC11), suggestion (DC13)*. Caster level 14, the save DC is Constitution based.

Possessions: none

Notes: Raised the Stone Golem to huge and gave it the 2 slam (tentacle) attacks of a stone golem. Also, the original write-up looks like it intended for the creature to use it's spell-like abilities once per round (randomly) as a free action. Made the spell-like abilities constitution based because of the low charisma (just like slow). I suggest raising it to at least 28HD to match the Huge size for a stone golem.

24a. The Tower of Enchantments

This level is flooded.

Shaboath Golem; CR 8; Large Construct (Aquatic); HD 11d10+30; hp 90; Init +2; Spd 20ft., Swim 30ft.; AC 20 (-1 size, +2 dex, +9 natural; Touch 11, flat-footed 18); Bab/Grpl +8/+17; Atk +12 melee (2d8+5, slam); Full Atk +12 melee (2d8+5, 2 slams); Face/Reach 10ft./10ft.; SA Engulf, spell-like abilities; SQ Construct traits, darkvision 60 ft., fire vulnerability, immune to acid, immune to cold, low-light vision, master of water; AL N; SV Fort +3; Ref +5; Will +3; Str 20, Dex 14, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Engulf: The Shaboath Golem may move over opponents (affecting as many as it can cover). Opponents can make attacks of opportunity but if they do so they are not entitled to a saving throw. Reflex DC 20 avoids. Engulfed creatures are automatically subject to slam damage each round and are trapped within the golem's body (additionally they must hold their breath or drown).

Fire Vulnerability: The creature takes 50% more damage from all fire-based attacks

Spell-like Abilities: Once every ten rounds the shaboath golem may manifest either an Ice Storm or a Wall of Ice. – **Cannot use in Area 24.**

24b. The Tower of Enchantments

This chamber is flooded.

(2) **Water Elemental;** CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4; Spd 30ft., swim 120ft.; AC 21 (-2 size, +4 dex, +9 natural; Touch 12, flat-footed 17); Bab/Grpl +12/+27; Atk +17 melee (2d10+7, slam); Full Atk: +17 melee (2d10+7, 2 slams); Face/Reach 15ft./15ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +15; Ref +9; Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +12

Feats: Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will

Water Mastery: +1 to attack and damage rolls if both it and its opponent are touching water. If either the elemental or opponent is touching the ground it takes a -4 penalty on attack and damage rolls

Drench: The creature can put out non-magical fires of large size or smaller. It can dispel magical fire it touches as Dispel Magic (caster level equals elemental's HD).

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes. See the description in the SRD.

24c. The Tower of Enchantments

This level is flooded

The aboleth has a -2 circumstance penalty to its spot and listen checks.

Aboleth Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 20; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 5d4+25 plus 10d4+50; hp 208; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +16; Ref +11; Will +27; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +31, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +24, Spot +24, Swim +15 Spellcraft +31

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 15th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL15 - (4/6/6/5/5/5/4/2/1) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2); 1) bless, command (x2), divine favor, doom, entropic shield, protection from good, sanctuary^D; 2) calm emotions^D, consecrate, darkness (x2), enthrall, hold person (x2), owl's wisdom; 3) cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from energy^D; 4) cure critical wounds (x2), divine power, freedom of movement, sending, spell immunity^D; 5) dispel good, righteous might, slay living, spell resistance^D, true seeing; 6) anti-life shell, heal, hold monster^D, word of recall; 7) destruction, dictum^D*

Wizard Spells Prepared: 0) *Daze, detect magic, message, touch of fatigue; 1) charm person (x3), ray of enfeeblement, silent image, shield; 2) blur, darkness, eagle's splendor, fox's cunning, mirror image, touch of idiocy; 3) dispel magic, hold person, major image, slow, suggestion; 4) black tentacles, confusion, crushing despair, fear (x2); 5) cloudkill, feeblemind (x2), mind fog, summon monster V; 6) eyebite, globe of invulnerability, mass suggestion, wall of iron; 7) insanity, power word blind; 8) power word: stun*

Hemisphere of Enchantment Magics:

24d. The Tower of Enchantments

Sphere of Enchantment Magics: 60 MFU's (regains 1/day)

Touching the sphere causes 2d10 points of damage (no save)

Magic weapons striking the sphere become non-magical and add +1 MFU to the sphere.

25. The Grand Savant's Tower

Ceiling heights in all chambers of this tower is 40ft. except in area 25d.

Entrance

Complex Glyph Trap (Chill damage and paralysis at 18th level).

25a. The Grand Savant's Tower

Complex Glyph of Enfeeblement Trap

Complex Glyph of the Slime Curse Trap

(2) **Human Fighter 7:** Male Human Fighter 7; CR 7; Medium Humanoid; HD 7d10+14; hp 52; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +7/+10; Atk +11 melee (1d8+5, longsword) or Atk +8 ranged (1d8, longbow); Full Atk +11/+6 (1d8+5, longsword) or +8/+3 (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +7; Ref +3; Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +13, Swim +13

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

(2) Fomorian (hp 157, 157), Monster Manual II, page 105

(6) Juju Zombies, Fighter 7 (hp 45, 40); Unapproachable East, page 66

Aboleth Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 20; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 5d4+25 plus 10d4+50; hp 208; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +16; Ref +11; Will +27; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +31, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +24, Spot +24, Swim +15 Spellcraft +31

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 15th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL15 - (4/6/6/5/5/5/4/2/1) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2); 1) bless, command (x2), divine favor, doom, entropic shield, protection from good, sanctuary^D; 2) calm emotions^D, consecrate, darkness (x2), enthrall, hold person (x2), owl's wisdom; 3) cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from energy^D; 4) cure critical wounds (x2), divine power, freedom of movement, sending, spell immunity^D; 5) dispel good, righteous might, slay living, spell resistance^D, true seeing; 6) anti-life shell, heal, hold monster^D, word of recall; 7) destruction, dictum^D*

Wizard Spells Prepared: 0) *Daze, detect magic, message, touch of fatigue; 1) charm person (x3), ray of enfeeblement, silent image, shield; 2) blur, darkness, eagle's splendor, fox's cunning, mirror image, touch of idiocy; 3) dispel magic, hold person, major image, slow, suggestion; 4) black tentacles, confusion, crushing despair, fear (x2); 5) cloudkill, feeblemind (x2), mind fog, summon monster V; 6) eyebite, globe of invulnerability, mass suggestion, wall of iron; 7) insanity, power word blind; 8) power word: stun*

25b. The Grand Savant's Tower

Glyph of Enfeeblement Trap: CR6; magic device; proximity trigger (alarm); automatic reset; multiple targets (non-aboleth within 20ft.); effect (Crippling Weakness: non-aboleth take a -4 penalty to Strength, Dexterity, and Constitution for as long as they are in the area and 1d4 rounds after leaving; DC21 Will save negates); Search DC 31, Disable Device DC 31.

Complex Glyph of the Slime Curse Trap

Telekinesis Rock Trap

Ceiling Illusion (Foil *true seeing* 50% of the time).

(4) **Human Fighter 7:** Male Human Fighter 7; CR 7; Medium Humanoid; HD 7d10+14; hp 52; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +7/+10; Atk +11 melee (1d8+5, longsword) or Atk +8 ranged (1d8, longbow); Full Atk +11/+6 (1d8+5, longsword) or +8/+3 (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +7; Ref +3; Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +13, Swim +13

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

(6) Juju Zombies, Fighter 7 (hp 45, 40); Unapproachable East, page 66

Special: Cannot be turned here.

Possession: Super Strong Acid (3d10pts, ignores hardness, Fortitude save DC 15 or be blinded).

Aboleth Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 20; Huge Aberration (Aquatic); HD 8d8+40 plus 3d8+15 plus 5d4+25 plus 10d4+50; hp 208; Init +2; Spd 10ft., swim 60ft.; AC 17 (-2 size, +2 dex, +7 natural; Touch 10, flat-footed 15); Bab/Grpl +15/+29; Atk +20 melee (1d6+7 plus slime, tentacle); Full Atk +20 melee (1d6+7 plus slime, 4 tentacles) and +15 melee (2d6+10 plus knockdown, headsmash); Face/Reach 15ft./10ft.; SA Enslave, frenzy, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, permanent spell; AL LE; SV Fort +16; Ref +11; Will +27; Str 24, Dex 14, Con 20, Int 22, Wis 22, Cha 20.

Skills: Concentration +31, Knowledge (Arcana) +31, Knowledge (Religion) +31, Listen +24, Spot +24, Swim +15 Spellcraft +31

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration)

Permanent Spell: See Invisibility (CL 15th)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/5+1/5+1/4+1/3+1/1+1) Save DC = 16 + spell level (18 + spell level for abjuration)

Wizard Spells per Day: CL15 - (4/6/6/5/5/5/4/2/1) Save DC = 16 + spell level (18 + spell level for abjuration)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2); 1) bless, command (x2), divine favor, doom, entropic shield, protection from good, sanctuary^D; 2) calm emotions^D, consecrate, darkness (x2), enthrall, hold person (x2), owl's wisdom; 3) cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from*

energy^D; 4) *cure critical wounds (x2), divine power, freedom of movement, sending, spell immunity^D*; 5) *dispel good, righteous might, slay living, spell resistance^D, true seeing*; 6) *anti-life shell, heal, hold monster^D, word of recall*; 7) *destruction, dictum^D*

Wizard Spells Prepared: 0) *Daze, detect magic, message, touch of fatigue*; 1) *charm person (x3), ray of enfeeblement, silent image, shield*; 2) *blur, darkness, eagle's splendor, fox's cunning, mirror image, touch of idiocy*; 3) *dispel magic, hold person, major image, slow, suggestion*; 4) *black tentacles, confusion, crushing despair, fear (x2)*; 5) *cloudkill, feblemind (x2), mind fog, summon monster V*; 6) *eyebite, globe of invulnerability, mass suggestion, wall of iron*; 7) *insanity, power word blind*; 8) *power word: stun*

25c. The Grand Savant's Tower

Mordenkainen's Disjunction Trap

Darlakanand's Throne (Disrupt Spells 10%)

Darlakanand; Male Derro Wizard 18; CR 21; Small Monstrous Humanoid; HD 3d8 plus 18d4; hp 82; Init +6; Spd 20ft.; AC 26 (+1 size, +2 natural, +8 bracers, +5 ring of protection; Touch 16, flat-footed 26); Bab/Grpl +12/+9; Atk +13 melee (1d4+5, +4 quarterstaff); Full Atk +13/+8 (1d4+5, quarterstaff); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15, permanent spells, vulnerability to sunlight; AL CE; SV Fort +6(+8); Ref +11(+13); Will +17(+19); Str 12, Dex 17, Con 10, Int 24, Wis 9*, Cha 18*.

Skills: Bluff +6, Concentration +18, Hide +2, Knowledge (Arcana) +25, Listen +1, Move Silently +6, Spellcraft +31

Feats: Blind-Fight, Brew Potion, Craft Arms and Armor, Craft Wondrous Item, Empower Spell, Extend Spell, Greater Spell Penetration, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll^B, Spell Penetration

Spells per Day: (4/6/6/6/5/5/5/4/3/2) Save DC = 17 plus spell level

Spells Prepared: 0) *Daze, detect magic (x2), flare*; 1) *charm person (x2), comprehend languages, magic missile (x2), shield*; 2) *blindness/deafness, blur, darkness, glitterdust, minor image, tasha's hideous laughter*; 3) *dispel magic, haste, lightning bolt, stinking cloud, slow, major image*; 4) *black tentacles, confusion, enervation, fear, stonewall*; 5) *baneful polymorph, cone of cold, hold person, feblemind, persistent image*; 6) *globe of invulnerability, mislead, summon monster VI (x2), symbol of persuasion*; 7) *forcecage, power word blind, prismatic spray, summon monster VII*; 8) *maze, otto's irresistible dance, power word stun*; 9) *energy drain, time stop*

Permanent Spells: Darlakanand has the following permanent ongoing effects (Caster Level 18th). *Fly, Protection from Good, Protection from Normal Missiles, See Invisibility.*

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness, ghost sound*; 1/day—*daze* (DC 14), *sound burst* (DC 16). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: +4 Small Quarterstaff, +8 Bracers of Armor, Ring of Protection +5, Rope of Entanglement (x2), Figurine of Wondrous Power (3 Ivory Goats), Efreeti Bottle, Potion of Cure Serious Wounds (x4), arcane scroll (*dimension door, polymorph, shapechange, time stop* – CL 18th).

Conversion Notes:

Swapped Darlakanand's Wisdom and Charisma scores to keep in line with the Derro Madness ability.

Replace Craft Arms and Armor with Epic Spellcasting from the Epic Level Handbook

Note that tactics say he'll use dimension door or teleport to get away, but he only has the scroll with dimension door.

Shaharazar: Female Genie, Efreeti; CR 8; Large Outsider (Extraplanar, Fire); HD 10d8+20; hp 65; Init +7; Spd 20ft., fly 40ft (perfect); AC 18 (-1 size, +3 dex, +6 natural; Touch 12, flat-footed 15); Bab/Grpl +10/+20; Atk +19 melee (3d6+13 plus 1d6 fire, +4 efreeti greatsword), Atk +15 melee (1d8+6 plus 1d6 fire, slam); Full Atk: +19/+14 melee (3d6+13 plus 1d6 fire, +4 efreeti greatsword) or +15 melee (1d8+6 plus 1d6 fire, 2 slams); Face/Reach 10ft./105ft.; SA Change size, heat spell-like abilities; SQ Darkvision 60 ft., immunity to fire, plane shift, telepathy 100ft., vulnerability to cold; AL N; SV Fort +9; Ref +10; Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills: Bluff +15, Craft (armorsmithing) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Quicken Spell-Like Ability (*scorching ray*)

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 16); 1/day—grant up to three *wishes* (to nongeniens only), *gaseous form*, *permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

Possessions: +4 Efreeti Greatsword (Large. -4 in any other creature's hands).

Notes: Notes that Shaharazar is Neutral not Lawful Evil. She also wields a Large Two-Handed Sword

25d. The Grand Savant's Tower
This chamber has an 80ft. ceiling.
Mordenkainen's Disjunction Trap

(20) Juju Zombies, Fighter 7 (hp 45, 40); Unapproachable East, page 66

Plus other defenders as appropriate.

Grand Savant; Male Aboleth Cleric3/Wizard5/Mystic Theurge10; CR 27; Gargantuan Aberration (Aquatic, Water); HD 24d8+168 plus 3d8+21 plus 5d4+35 plus 10d4+70; hp 427; Init +1; Spd 0ft., swim 60ft.; AC 18 (-4 size, +1 dex, +11 natural; Touch 7, flat-footed 17); Bab/Grpl +23/+33; Atk +30melee (1d8+11 plus slime, tentacle); Full Atk +30 melee (1d8+11 plus slime, 4 tentacles); Face/Reach 20ft./15ft.; SA Enslave, psionics, slime, spell-like abilities; SQ Acidic body, aquatic subtype, create shaboath golem, damage reduction 15/slashing or piercing, darkvision 60 ft., mucus cloud, immune to acid, see invisibility, spell immunities, SR28; AL LE; SV Fort +26; Ref +18; Will +36; Str 32, Dex 12, Con 24, Int 24, Wis 24, Cha 20.

Skills: Concentration +49, Knowledge (Arcana) +48, Knowledge (Religion) +48, Listen +25, Spot +25, Swim +19, Spellcraft +47, Use Magic Device +37

Feats: Ability Focus (Enslave), Alertness, Combat Casting, Complex Glyph, Craft Wondrous Item, Enlarge Ability (Enslave), Greater Spell Focus (Abjuration), Greater Spell Focus (Enchantment), Improved Complex Glyph, Iron Will, Scribe Scroll^B, Spell Focus (Abjuration), Spell Focus (Enchantment), Quicken Spell-Like Ability (Inflict Critical Wounds), Quicken Spell-Like Ability (Mirage Arcane)

Domains: Blood Queen: Law (+1 caster level) and Protection (+13 bonus)

Cleric Spells per Day: CL13 - (6/7+1/7+1/6+1/5+1/4+1/3+1/2+1) Save DC = 17 + spell level (19 + spell level for abjuration, enchantment)

Wizard Spells per Day: CL15 - (4/6/6/6/5/5/4/3/1) Save DC = 17 + spell level (19 + spell level for abjuration, enchantment)

Cleric Spells Prepared: 0) *Detect magic (x2), guidance (x2), resistance (x2);* 1) *bles*, *command (x2), doom (x2), protection from good, sanctuary^D;* 2) *calm emotions^D, darkness (x2), desecrate, enthrall, hold person (x2), resist energy;* 3) *cure serious wounds, deeper darkness, dispel magic (x2), glyph of warding, protection from energy^D;* 4) *cure critical wounds, dimensional anchor, divine power, freedom of movement, poison, spell immunity^D;* 5) *dispel good, greater command, righteous might, spell resistance^D, true seeing;* 6) *anti-life shell, harm, hold monster^D, summon monster VI;* 7) *destruction, dictum^D, repulsion*

Wizard Spells Prepared: 0) *Daze, detect magic, flare, message;* 1) *magic missile, obscuring mist (x2), ray of enfeeblement, silent image;* 2) *glitterdust, minor image, tasha's hideous laughter, web;* 3) *dispel magic (x2), lightning bolt, major image, slow, stinking cloud;* 4) *animate dead, confusion, fear, phantasmal killer, polymorph, shadow conjuration;* 5) *baleful polymorph, feeblemind, hold monster, summon monster V, wall of force;* 6) *repulsion, summon monster VI (x2);* 7) *power word: blind, summon monster VII;* 8) *prismatic wall*

Acidic Body: Any hit with a slashing or piercing weapon creates a burst of acid to all within 30ft. of the wound. This causes 2d10 points of acid damage, Reflex save for half (DC33).

Additionally those hit with the acid are affected by the Slime power of the aboleth and must make a DC33 Fortitude save or have their flesh transform into a clear membrane.

Create Shaboath Golem – 2/day create a shaboath golem under its complete control. This is an instantaneous effect and the golem is under the Grand Savant's complete control.

See Invisibility (ex): The Grand Savant can always see invisible and ethereal creatures within line of sight.

Enslave (su): At Will - the Grand Savant can enslave a creature within 30ft; Will save DC39 to avoid. As dominate person (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new save every 24 hours to break free.

Psionics(sp): At will – hypnotic pattern (DC17), illusory wall (DC19), mirage arcane (DC20), persistent image (DC20), programmed image (DC21), project image (DC22), veil (DC21). Caster level 16th.

Slime(ex): A creature hit by a tentacle must succeed on a DC37 Fortitude save or begin to transform over the next 1d4+1 minutes. The creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. A remove disease before the transformation ends will restore an afflicted creature; afterwards only a heal or mass heal spell can reverse the affliction

Spell Immunities: The Grand Savant is immune to polymorphing, blindness/deafness, feeblemind, and phantasmal killer. It is immune to all spells and spell-like abilities that cause this effects as if it had successfully passed spell resistance.

Spell-Like Abilities: At Will – *charm monster (DC19), inflict critical wounds (DC19)*

Mucus Cloud (ex): Any creature coming into contact with this cloud (1ft from the body), but succeed on a DC37 Fortitude save or lose the ability to breathe air for the next 3 hours. The Grand Savant excretes at all times – not just in water.

Conversion Notes:

Based off of a 24HD Aboleth, Clr3/Wiz5/MTh10. Advanced to a 24HD aboleth which gives it 42HD total (2 more than listed), but rounds out more evenly for CR calculations

SR based on a 40% chance vs. a 20th level caster.

The creature is listed as immobile – but it sounds like it can still move about a bit so it retained it's dexterity score.

The creature is listed as not having any physical attacks. Left the attack scores in anyway.

Destruction of the Grand Savant:

The Grand Savant explodes

The city sinks

Aboloeth, Savant

Savant Aboleth are those priest-wizard aboleth. These aboleth generally take levels in the Mystic-Theurge prestige class. The additional abilities of the Savant Aboleth can be achieved through the use of feats and spells. The following suggestions are advised

- Aboleth spell casters in the module will not use spells with the Fire descriptor.
- Aboleth Clerics of the Blood Queen have access to the Evil, Law, Protection, and Water domains
- Savant Aboleth have a 75% chance to Detect Invisible. Change this to a 75% chance to have a *permanent* (as the spell) See Invisibility active. This would only be true for aboleth with a wizard caster level of 9th level or higher. Aboleth who are of lower level may favor additional ranks in spot (Aboleth start with a Spot +16. Note that creatures in water leave a visible bubble and only have 20% concealment while underwater).
- The special Glyphs are described below using existing spells and some new feats
- Savant Aboleth favor the following feats: Ability Focus (Enslave)*, Complex Glyph*, Enlarge Ability (Enslave)*, Greater Spell Focus (Abjuration), Improved Complex Glyph*, and Spell Focus (Abjuration)
- Savant Aboleth is able to 'Frenzy' upon gaining its first Mystic-Theurge level.

Frenzy: When reduced to 20 hit points or below, Savant Aboleth enter a rage-like frenzy. During this frenzy the Savant Aboleth will not cast spells or use spell-completion items, choosing instead to physically attack its opponents. The Savant Aboleth does double damage with its tentacles while frenzied and gains a secondary Head Smash attack that it will attempt to use each round.

Head Smash: The aboleth with this ability attempts to ram opponents directly in front of it with the bony protrusions on its head. This is a secondary attack that may only be taken during a Full Round Attack action. The attack may only target creatures that are in the spaces directly in front of the aboleth. The aboleth makes an attack roll (BAB+Str-5) against all eligible creatures (1 roll per victim) in front of it (alternatively, all creatures along one adjacent face may be subject to the attack). Damage is 2d6+12 (2d6+1½ str). Characters hit by the head smash must make a Fortitude Save against DC 22 (10+1/2HD+str). A failed save means the target is knocked prone and is stunned for 1d3 rounds. The save is strength based

Conversion Notes:

The strengthened domination uses Ability Focus and a new feat called Enlarged Ability (Below).

The various Glyph abilities can be explained with spells and a series of Glyph feats described below.

Note: The Aboleth Savant described has a maximum cleric level of 12th level. With Mystic Theurge, the higher-level aboleth will have access to 7th level priest spells. Alternatively, one may posit that aboleth do not take Mystic-Theurge levels until they are a Cleric 3/Wizard 5. Mystic-Theurge 9 will then give them a caster level of Cleric 12/Wizard 14 which matches the module.

** New feat described below.*

Elf, Rockseer**Medium Humanoid (Elf) (Earth)****1st-Level Warrior****Hit Dice:** 1d8 (3)**Initiative:** +1**Speed:** 30'**AC:** 16 (+1 Dex, +4 Chain Shirt, +1 Light Shield)

Touch 11, Flat-footed 15

Base +0/+1**Attack/Grapple****Attacks:** Longsword +2 mele (1d8-1/19-20) or

Longbow +1 ranged (1d4-1/19-20)

Full Attack: Longsword +2 mele**Face/Reach:** 5ft/5ft**Special Attacks:** Spell Like Abilities**Special Qualities:** Darkvision (240ft), Elven Traits, Ignore Webs, Immune to Petrification, Stone Friend, Stone Sense**Saves:** Fortitude: +1, Reflex: +1, Will: +1**Abilities:** Str 8, Dex 13, Con 9, Int 12, Wis 12, Cha 9**Skills:** Hide +1, Listen +3, Search +4, Spot +3**Feats:** Weapon Focus (Longsword)**Environment** Underground**Organization** Solitary, scout party (2-4)**Challenge** 1**Rating:****Treasure** Standard**Alignment:** Neutral**Advancement** By character class**Level Adjustment** +4**Ignore Webs (Ex):** Rockseers always make their saves against Web spells and effects.**Rockseer Traits (Ex):** These traits are in addition to the high elf traits, except where noted:

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma. These replace the elf ability modifiers.
- Darkvision out to 240ft. This trait replaces the high elf low-light vision.
- Resist spells with the Earth and Acid descriptors with Spell resistance equal to 11 + class levels.
- -2 racial penalty versus spells with the Air or Electricity descriptors.
- Weapon Proficiency: A rockseer is automatically proficient with the longsword and longbow. This trait replaces the high elf's weapon proficiency.
- Automatic Languages: Elven, Undercommon
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds rockseers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Spell Like Abilities: Rockseers gain a number of spell-like abilities based on their level. See the table below. Caster level is equal to the rockseer's character level.

Level	Abilities
1	Meld into Stone – at will
5	Stone Shape – 1/d
9	Stone Tell – 1/d
10	Wall of Stone – at will
20	Summon Greater Earth Elemental – 1/d

- Communal Powers (su): Rockseers are able to combine their character levels to achieve their higher level spell effects. So two 10th level rockseers can summon a Greater Earth Elemental once per day.

- Earth Glide (su): Rockseers of at least 3rd level can Earth Glide once per day for a distance of 100 yards + 100 yards/level gained after 3rd. This ability allows them to move (but not see) through stone as if it was air. At 9th level rockseers may bring 1 companion along with them plus 1 additional companion per level over 9th.
- Stone Sense (su): Rockseers intuitively know the direction, distance, and size of open spaces within range of their Earth Glide ability. This ability doesn't tell the rockseer if the space has breathable atmosphere or is already inhabited, it only tells the rockseer the shape and size of the space.
- Favored Class: Wizard
- Restricted Class: Rockseers may not start as Clerics. Later through adventuring and coming into contact with believers they may choose to become clerics.
- Level Adjustment: +4

Conversion Notes: I gave the Rockseers the SR versus Acid spells since spells from the Earth domain don't allow a saving throw.

Giant Moray Eel

Large Animal (Aquatic)

Hit Dice: 5d8+10 (31)

Initiative: +3

Speed: Swim 20

AC: 16 (+3 Dex, +4 natural, -1 size)
touch 12, flat-footed 13

Base +2/+6

Attack/Grapple

Attacks: Bite +6, melee (1d6+4, plus disease)

Full Attack: Bite +6, melee (1d6+4, plus disease) and Tail Lash +1, melee (1d8+2)

Face/Reach: 10 ft/5 ft.

Special Attacks: Attach, Rotting Disease,

Special Qualities: Resist Ability Damage, Immune to Disease, Immune to Fear,

Saves: Fortitude: +6, Reflex: +7, Will: +1

Abilities: Str 18, Dex 17, Con 14, Int 1, Wis 10, Cha 11

Skills: Listen +4, Spot +5, Swim +12

Feats: Dodge, Alertness

Environment Any Aquatic

Organization Solitary or Pair

Challenge 3

Rating:

Treasure Standard

Alignment: Neutral

Advancement 10-15HD (Huge)

Level Adjustment -

Attach (ex): If a giant moray eel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached eel loses its dexterity bonus to Armor Class and has an AC of 13. An attached eel can be struck with a weapon or grappled. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Disease (ex): Rotting Disease – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 dex. Four failed saves causes the bitten extremity to be rendered useless. The save DC is constitution based.

Immune to Fear (ex): Moray eels are immune to all fear effects and spells.

Skills: Moray eels have a +8 racial bonus to all swim checks.

Golem, Shaboath

Large Construct (Aquatic)

Hit Dice:	11d10+30 (90)
Initiative:	+2
Speed:	20ft, Swim 30ft
AC:	20 (-1 size, +2 dex, +9 natural), Touch 11, Flat-footed 18
Base	+8/+17
Attack/Grapple	
Attacks:	Slam +12 melee (2d8+5)
Full Attack:	2 slams +12 melee (2d8+5)
Face/Reach:	10ft./10ft.
Special Attacks:	Engulf, Spell-Like Abilities
Special Qualities:	Construct Traits, Damage Reduction 5/-, Darkvision 60 ft, Fire Vulnerability, Immunities, Low-Light vision, Master of Water
Saves:	Fortitude: +3, Reflex: +5, Will: +3
Abilities:	Str 20, Dex 14, Con -, Int -, Wis 11, Cha 1
Skills:	-
Feats:	-
Environment	Any Aquatic
Organization	Solitary
Challenge	8
Rating:	
Treasure	Standard
Alignment:	Neutral
Advancement	12-18HD (Large), 19-33HD (Huge)

Level Adjustment -

Engulf (ex): A shaboath golem can simply mow down large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. It merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the golem, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed (the save DC is Strength based); on a success, they are pushed back or aside (opponent's choice). Engulfed creatures are subject to the golem's slam damage automatically each round, though victims who can breathe water are unaffected. Additionally, victims are considered to be grappled and trapped within the golem's body. Victims who cannot breathe water must hold their breath or start to drown.

Fire Vulnerability (ex): Shaboath golems take 50% more damage from all fire-based attacks.

Immunities (ex): In addition to typical construct immunities, shaboath golems are immune to Acid and Cold attacks.

Master of Water (ex): Shaboath golems are immune to all attacks from creatures from the Elemental Plane of Water.

Spell Like Abilities (sp): Once every ten rounds the shaboath golem is able to manifest either an Ice Storm or a Wall of Ice.

Conversion Notes: Based on a loose combination of a Large Water Elemental and Golem.

Added Ice Storm based on its use of the 2E Wall of Ice ability to do falling ice damage.

Used the Engulf ability of a Gelatinous Cube.

Suggestion: I would suggest a 'Drowning' attack lieu of the engulf damage. As a standard action the golem may make an opposed grapple check to force air out of a breathing opponent's body. If the golem's check succeeds the victim has no more air. The next round the victim goes to 0hp and is drowning.

Ixixachitl, Ixzan

Medium Aberration (Aquatic)

	Ixzan	Mutant Ixzan	Vampiric Ixzan
Hit Dice:	1d8+1 (5)	2d8+2 (11)	3d8+2 (15)
Initiative:	+2	+2	+2
Speed:	5 ft, Swim 30 ft	5 ft, Swim 30 ft	5 ft, Swim 30 ft
AC:	16 (+4 natural, +2 dex) touch 12, flat-footed 14	16 (+4 natural, +2 dex) touch 12, flat-footed 14	16 (+4 natural, +2 dex) touch 12, flat-footed 14
Base Attack/Grapple	+1/+1	+2/+2	+3/+3
Attacks:	Bite +1 melee (1d8+1)	Bite +2 melee (1d8+1)	Bite +3 melee (1d8+1)
Full Attack:	Bite +1 melee (1d8+1)	Bite +2 melee (1d8+1) and tail -3 (1d8)	Bite +3 melee (1d8+1)
Face/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:			Energy Drain
Special Qualities:	DR 5/slashing or piercing or magic; Darkvision 90 ft; Silent Caster; Watery Defense	DR 5/slashing or piercing or magic; Darkvision 90 ft; Mutant Attacks; Silent Caster; Watery Defense	DR 5/slashing or piercing or magic; Darkvision 90 ft; Fast Healing 5; Silent Caster; Watery Defense
Saves:	Fortitude: 1, Reflex: 2, Will: +4	Fortitude: 1, Reflex: 2, Will: +4	Fortitude: 1, Reflex: 2, Will: +4
Abilities:	Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10	Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10	Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10
Skills:	Hide +6, Listen +6, Spot +6, Swim +13	Hide +7, Listen +7, Spot +7, Swim +14	Hide +8, Listen +10, Spot +10, Swim +14
Feats:	Dodge	Dodge	Alertness, Dodge
Environment	Underground Aquatic	Underground Aquatic	Underground Aquatic
Organization	Solitary, pair, gang	Solitary, pair, gang	Solitary, pair, gang
Challenge Rating:	2	2 (+1 per special ability)	4
Treasure	Standard	Standard	Standard
Alignment:	Usually Chaotic Evil	Usually Chaotic Evil	Usually Chaotic Evil
Advancement	4-6HD (Large)	4-6HD (Large)	4-6HD (Large)

Silent Caster (ex): Ixzan apply the Silent Spell feat to all their spells. This ability does not add to the spell's level or in the case of spontaneous casters, the spell casting time.

Watery Defense (ex): Ixzan gain a +4 to their saves against spells from the Water domain and all spells from the Illusion school.

Skills: Ixzan have a +8 racial bonus to swim checks.

Mutant Ixzan

Mutant Attacks (ex): Mutant ixzan may choose one additional attack form from the list below per 2HD they've acquired.

- Barbed Tail: damage (1d8+1)
- Poisonous Tail (ex): Damage as barbed tail plus poison. Injury, Fortitude DC 12, initial and secondary damage 1d6 dex. The save is constitution based.
- Throwing Barbs: The mutant is able to throw up to five barbs from its tail up to 60 feet away. The barbs have a damage of 1d8 plus strength and threaten a critical on a 19-20. Range for the barbs is only 30 feet underwater. The mutant may target different creatures with the same attack, but all must be within 30 feet of each other. Roll separate attack rolls for each barb. The use of this ability is only a single attack action.
- Crushing Bite (ex): The mutant ixzan gains the Improved Grab special ability. A successful hold will allow the mutant ixzan to deal double bite damage on succeeding rounds.

- **Slimy Body (ex):** The mutant's body secretes a thick, corrosive slime. Any melee hit from the mutant's causes the slime to coat the victim, dealing an additional 1d6 points of acid damage. The acid damage continues for a further 1d4 rounds. As a full round action a victim of the slime attack can apply an oil or acid base solvent and remove the slime (applying a solvent provokes an attack of opportunity).

Vampiric Ixzan

Vampiric Ixzan are not true vampires nor are they undead. They cannot be turned, despite their name.

Fast Healing (ex): Vampiric ixzan have Fast healing 5. Fast healing does not heal damage from drowning, starvation, suffocation, or thirst. Fast healing does not allow the regrowth of lost body parts.

Energy Drain (su): Creatures hit by the bite of a vampiric ixzan's bite gain 1 negative level. For each negative level bestowed, the vampiric ixzan heals 5 hit points. Extra hit points are gained as temporary hit points that last for 1 hour. The Fortitude save DC to remove the negative level is 12.

Suggestions:

Consider making the ixzan telepathic to 100ft.

Skeletal Priests (template)

Medium Undead (Augmented Humanoid)

Skeletal Priest, 7th-Level Human Cleric

Hit Dice:	7d12 (78)
Initiative:	+8
Speed:	30 ft
AC:	22 (+4 Dex, +8 Natural armor), Touch 14, Flat-Footed 18
Base	+5/+7
Attack/Grapple	
Attacks:	+7 melee (1d6+2 plus 2d6 cold, Black Rod) or +7 melee (1dr+2, claw)
Full Attack:	+7 melee (1d6+2 plus 2d6 cold, Black Rod) or +7 melee (1d6+2, 2 claws)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Death touch, radiant chill, rebuke undead
Special Qualities:	Darkvision 60 ft., DR 10/magic and slashing or magic and piercing, immune to acid, cold, electricity, profane grace turn resistance +2, undead traits
Saves:	Fortitude: +8, Reflex: +9, Will: +12
Abilities:	Str 14, Dex 19, Con -, Int 13, Wis 19, Cha 16
Skills:	Concentration +10, knowledge (religion) +11, listen +9, spellcraft +11, spot +9
Feats:	Alertness, Dodge, Improved Initiative, Scribe Scroll
Environment	Any
Organization	Solitary, Pair, Conclave
Challenge	10
Rating:	
Treasure	
Alignment:	Neutral Evil
Advancement	By Class
Level Adjustment	-+3

Profane Grace(su): Skeletal Priests add their Charisma bonus to their saves.

Radiant Chill(su): Radiates extreme cold within ten feet (per the environmental effects). All creatures within 10 ft of the skeletal priest take 1d6 points of cold damage. Additionally, affected creatures must make a Fortitude save against DC 15+1/previous check or take 1d4 points of non-lethal damage. Those wearing armor are affected as if by a Chill Metal spell.

Immunities (ex): Immune to Acid, Cold, and Electricity.

Cleric Domains: Death, Evil (Death touch (7d6), Cast evil spells at +1 caster level)

Cleric Spells Prepared (6/5+1/4+1/2+1/2+1) save DC 14+spell level

0) *Detect Magic, Guidance, Resistance x2, Virtue x2*; 1) *Bane, Cause Fear*, Doom, Entropic Shield, Protection from Good, Obscuring Mist*; 2) *Align Weapon, Death Knell*, Desecrate, Hold Person, Silence*; 3) *Animate Dead*, Deeper Darkness, Magic Vestments; Protection from Energy* 4) *Greater Magic Weapon, Spell Immunity, Unholy Blight*

Creating a Skeletal Priest

Size and Type: The creatures type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future hit dice to d12s.

Armor Class: A skeletal priest has a +8 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attacks: Skeletal priests gain two claw attacks as a natural weapons. Base damage is similar to a skeleton of the same size.

Special Attacks: Skeletal priests gain the following special attacks:

Radiant Chill: Skeletal priests radiate extreme cold (as the environmental effect). All creatures within 10 feet of the skeletal priest take 1d6 points of cold damage. Additionally, affected creatures must make a Fortitude save against DC 15+1/previous check or take 1d4 points of non-lethal damage. Those wearing armor are affected as if by a Chill Metal spell.

Special Qualities: Skeletal priests gain the following special qualities:

Damage Reduction: Choose either:

15/magic and piercing/slashing.

Or 15/magic and bludgeoning

Immunities: Immune to acid, cold, and electricity

Profane Grace: Skeletal priests add their Charisma bonus to their saving throws

Turn Resistance: Skeletal priests have +2 turn resistance.

Abilities: Increase from the base creature as follows: Dex +6, Cha +2

Conversion Notes: Based off of the Skeleton template and the Lich template. Given that the creatures retain their intelligence, I see no reason for them not to retain their spellcasting abilities.

Suggestions:

Change damage resistance to DR 15/magic and bludgeoning.

Stone Dragonette

Tiny Construct

Hit Dice:	2d10 (11)
Initiative:	+2
Speed:	10, Fly 30 (Good)
AC:	22 (+2 size, +2 dex, +8 natural) Touch 14, flat-footed 20
Base	+1/-5
Attack/Grapple	
Attacks:	Bite +1, melee (1-3 -2)
Full Attack:	Bite +1, melee (1-3 -2) and 2 claws, melee (1d2 -2)
Face/Reach:	2½ft./0ft
Special Attacks:	Spell-Like Abilities
Special Qualities:	Construct Traits, Darkvision 60ft, Dragonet Traits, Earth Resistance, SR17,
Saves:	Fortitude: +0, Reflex: +2, Will: +0
Abilities:	Str 6, Dex 15, Con -, Int 10, Wis 12, Cha 15
Skills:	Hide +10, Listen +7, Spot +7
Feats:	Alertness
Environment	Underground or Any
Organization	Solitary or with Wizard11 or Sorcerer12
Challenge	2
Rating:	
Treasure	None
Alignment:	Neutral
Advancement	3-6HD (Tiny)
Level Adjustment -	

Stone Dragonet's may be created by wizards with the Improved Familiar feat and the Craft Construct feat.

The caster must be at least 11th level before crafting this familiar.

Dragonet Traits (ex): The stone dragonet may grant its master a +2 Natural Armor bonus and the Alertness feat.

Earth Resistance (ex): The stone dragonet resist all spells that affect earth or stone (Stone shape, rock to mud, etc) with an SR 26

Spell-Like Abilities (sp): 1/day – Baneful Polymorph (DC17), Cause Fear (DC13), Charm Monster (DC17), or Deep Slumber (DC16). The saves are Charisma based. The caster level is 11th. The stone dragonet may choose to use 1 of its spell like abilities once per day.

Conversion Notes: Based in part on the Psuedodragon

Feats:**Enlarge Ability [General]**

Choose one of the creature's special attacks. This attack has a greater range than normal.

Prerequisite: Spell-Like Ability or Supernatural ability that has a range greater than 0ft.

Benefit: You can alter a special attack that has a defined range measured in feet to increase its range by 100%. An enlarged ability with a range of 30ft would then have a range of 60ft.

Complex Glyph [Metamagic]

You are able to modify glyph spells that you cast.

Prerequisite: Cast 4th level divine or arcane spells

Benefit: You can combine the effects of two Glyph spells (see list). For example you can cast Glyph of Warding twice in a single place as a single casting to have a glyph that does Blast damage as well as a spell effect. The time to cast the combined spells is the total casting time of the two spells. This increases the level of the spell to the highest of the spell levels +2.

Additionally, once per day you may ignore the expensive material components for Glyph of Warding and Greater Glyph of Warding.

Finally, in place of a spell effect, you may have a glyph grant the effect of any metamagic feat you know in a 20ft spread (this use does not modify the level of the spell). When used with Glyph of Warding the effect lasts for 1hr/level when triggered. When used with Greater Glyph of Warding the effect is permanent. The caster can determine in advance who is affected by the glyph per the description of the spell.

Special: You may stack this feat once with itself to combine the effects of three spells, and increasing the spell level by a total of +4.

Improved Complex Glyph [Metamagic]

Your mastery of glyph magic is exceptional. You are able to modify even more complex glyphs.

Prerequisite: Complex Glyph, Cast 6th level divine *and* arcane spells.

Benefit: When you apply a metamagic feat to a Glyph spell (see list), you may subtract 1 from the adjusted spell level modification (to a minimum of +0).

Improved Plane Shift [General]

You may travel between planes with more precision than normal

Prerequisite: Plane Shift as a supernatural or spell like ability.

Benefit: You have the chance to arrive precisely on target when using Plane Shift. Use the Teleport table to determine if you land on target. You must have familiarity with your destination (as the spell Teleport). If you roll a mishap on the table, use the standard rules for Plane Shift.

Normal: Normally when you Plane Shift, you arrive 5d100% miles from your intended destination.

Conversion Notes: I came up with Improved Plane Shift as a way to use the described tactics of most of the Mind Flayers in the module – Particularly the ones in Book III who explicitly use Plane Shift to get around the characters.

Glyph Spells:

There are four special glyphs used within aboleth society. They can be created using a Greater Glyph of Warding spell. They are:

The Glyph of Law: All non-lawful creatures within 30 feet of the glyph take a –1 luck penalty to attacks, damage, and saving throws. Minimum caster level: 11th. No save.

The Glyph of Enfeeblement: All non-aboeth within 20 feet feel themselves weakened and debilitated. Non-aboeth take a –4 enhancement penalty to their Strength, Dexterity, and Constitution scores unless they make a Will save (6th level spell, + caster ability modifier + spell focus if available). The effect lasts while the victims remain within the area of effect plus 1d4 rounds later. Minimum caster level: 11th.

The Glyph of Extension: Any aboleth within 20ft of this glyph has the range of its Enslave ability doubled. This stacks with the feat Enlarge Ability.

Glyph of the Slime Curse: Creatures within 30ft of this glyph take a –4 penalty on their Fortitude saves against an aboleth's Slime ability

Glyph spells in aboleth society generally fall into the following categorizations:

Simple Glyphs = Explosive Runes, Fire Trap, Glyph of Warding, or Sepia Snake Sigil,

Complex Glyphs = Simple Glyph + Complex Glyph Feat

Master Glyphs = Greater Glyph of Warding, Guards and Wards, or Symbol (spells)
Complex Master Glyph = Master Glyph + Improved Complex Glyph Feat

Conversion Notes: The unique glyphs are assumed to be 6th level spell effects (Treat an Improved Bestow Curse or the like).

Alternate Glyph spells can include: Explosive Runes, Fire Trap, Guards and Wards, Sepia Sanke Sigil, and the various Symbol spells.

New Weapons:

Aklys: *One-Handed Melee Weapon:* The aklys is a club with a line attached to it that is typically attached to wielder's arm or belt. It can be used a bludgeoning melee weapon, or thrown out to a range of 10 feet (no range increment). If thrown the aklys can be retrieved as a Move Equivalent action that does not draw an attack of opportunity.

When thrown the aklys can be used to trip someone as a standard ranged attack. The opposed roll is performed normally, with the akly wielder getting a +1 bonus to their roll. If you are tripped during your own trip attempt you can drop the aklys to avoid being tripped if the line is not physically attached to you.

Hook-Fauchard: *Two-Handed Melee Weapon:* The hook-fauchard is a glaive like pole-arm consisting of a long, curving blade with a large, pointed head. A hook is fitted on the back of the blade and the head is mounted on a wooden pole about eight feet long.

The hook-fauchard is a tripping weapon that grants a +2 bonus to your opposed roll to trip an opponent. If you are tripped during your own trip attempt, you can drop the hook-fauchard to avoid being tripped.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Aklys	-	1-4	1-6	x2	10	3 lb	Bludgeoning
Hook Fauchard	10gp	1-4	1-6	x3	-	10lb	Slashing

Conversion Notes: The presumption of 2nd edition was that small characters used medium sized weapons. Thusly the hook-fauchard would have done 1-4pts of damage as a medium weapon and 1-3 as a small. I didn't particularly like that. The weapon in part is based off of other polearms. I'm unsure if I should give the small version reach.

New Magic Items:

Ring of Conjunction: A character wearing this ring can safely enter the aboleth Tower of Summonings (see area 23 in the City of Shaboath). Anyone who wears this ring and those who accompany him can enter the tower and not trigger the *Glitterdust* or *Monster Summoning VI*. An *Identify* or an *Analyse Dweomer* will own reveal that the item serves to open some portal associated with Conjunction magic. Strong Abjuration; CL 18th; Forge Ring; *Anti-Magic Field*; Price: 50,000gp

Conversion Note:

This ring is found in the Deranged Derro chapter. I don't know why the ring is marked in elven, especially since it gets you into the aboleth tower.

I choose an arbitrary caster level for the ring based on the epic nature of the aboleth towers. Using the Core Rulebook II, the cost should be close to 432,000gp. I felt it was only worth 50,000gp. Given the amount of treasure in the module though, 200,000gp would be affordable.

Black Rod

Cold Iron +3 Evil-Chill Club (1d8/20 x2, bludgeoning +2d6 cold damage).

Strong Evil, Moderate Evocation; CL 10th Craft Magic Arms and Armor, Chill Metal or Ice Storm; *Evil-Chill* is a weapon property that deals an additional +2d6 cold damage to creatures that are hit by the weapon. It bestows 1 negative level to Good and Neutral characters attempting to wield the weapon. The negative level never results in level loss, but it cannot be overcome while the weapon is wielded. Additionally, non-evil wielders take +2d6 damage per round while holding the weapon. Price as a +2 bonus.

Black Robe

These robes provide complete protection from cold while on the Isle of Shadows. This includes the Radiant Chill aura of the skeletal priests, the chill damage from the Black Rods and the unnatural cold of the island itself.

Faint Evil; Strong Abjuration; CL 9th; Craft Wondrous Item, Protection from Energy;

Black Ice Bracers

On command, these bracelets transform the wearer's hands into claw-like protrusions of black ice. The wearer gets a +2 to Attack rolls with the claws and each claw does 2d6 points of damage plus another 2d6 points of cold damage. Touch attacks may be delivered through the ice.

The ice-claws may be targeted with a shatter spell, though a saving throw applies. Failure means the hands are shattered and the wearer takes damage as a crystalline creature and is unable to use its hands for any tasks (like spellcasting, holding a weapon, etc).

Strong Transmutation; CL 9th, Craft Arms and Armor, Craft Wondrous Item, Polymorph, Ice Storm or Cone of Cold, Spectral Hands

Elven Ioun Stone (Pale Green): As the Ioun Stone (Pale Green) in the Core Rulebook II. However only elves or those with Elven Blood may use.

Drow Conjure Rod: As a standard action the wielder can call a 12HD water elemental to serve him for 24 hours (as per the Planar Ally spell). No payment or experience points are required to invoke the effect. A drow conjure rod may have up to fifty charges when new.

Moderate conjuration; CL11th; Craft Rod, *planar ally*; Price 721,900gp

Salve of Stoneskin: This substance provides DR 10/adamantine for up to 1 hour, or until it has absorbed 80 points of damage. The salve can be wiped off normally with alcohol.

Moderate transmutation; CL 7th; Craft Wondrous Item, *stoneskin*; Price 1,650gp

Szandur's Amulet: This amulet provides a +2 luck bonus on all saves vs. spells from the school of Enchantment or a +4 luck bonus vs. Domination, including the aboleth Domination ability.

Moderate abjuration; CL 12th; Craft Wondrous Item, *break enchantment*; Price 8,000gp

DM Reference Card 6 – Monster Reference – City of Shaboath

Aboleth; CR 7; Huge Aberration (Aquatic); HD 8d8+40; hp 76; Init +1; Spd 10ft., swim 60ft.; AC 16 (-2 size, +1 dex, +7 natural; Touch 9, flat-footed 15); Bab/Grpl +6/+22; Atk +12 melee (1d6+8 plus slime, tentacle); Full Atk +12 melee (1d6+8 plus slime, 4 tentacles); Face/Reach 15ft./10ft.; SA Enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud; AL LE; SV Fort +7; Ref +3; Will +11; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills: Concentration +16, Knowledge (one) +13, Listen +16, Spot +16, Swim +8

Feats: Alertness, Combat Casting, Iron Will

Enslave (su): 3/day the aboleth can enslave a creature within 30ft; Will save DC17 to avoid. As dominate person (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new save every 24 hours to break free.

Psionics(sp): At will – hypnotic pattern (DC15), illusory wall (DC17), mirage arcane (DC18), persistent image (DC18), programmed image (DC19), project image (DC20), veil (DC19). Caster level 16th.

Slime(ex): A creature hit by a tentacle must succeed on a DC19 Fortitude save or begin to transform over the next 1d4+1 minutes. The creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. A remove disease before the transformation ends will restore an afflicted creature; afterwards only a heal or mass heal spell can reverse the affliction

Mucus Cloud (ex): Any creature coming into contact with this cloud (1ft from the body), but succeed on a DC19 Fortitude save or lose the ability to breathe air for the next 3 hours.

Derro; CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 16; Init +6; Spd 15ft (20ft base); AC 20 (+1 size, +2 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 13, flat-footed 18); Bab/Grpl +3/-1; Atk +4 melee (1d4/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +2; Ref +5; Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills: Bluff +5, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Improved Initiative

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Scalemail, buckler, aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and short swords – but kept the equipment from the module).

Derro Fighter; Male Derro Fighter5; CR 8; Small Monstrous Humanoid; HD 3d8+9 plus 5d10+15; hp 64; Init +7; Spd 15ft (20ft base); AC 21 (+1 size, +3 dex, +2 natural, +4 scalemail armor, +1 buckler; Touch 14, flat-footed 18); Bab/Grpl +8/+7; Atk +11 melee (1d4+3/20 plus trip, aklys) or Atk +11 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +8; Ref +6; Will +7; Str 17, Dex 17, Con 16, Int 8, Wis 4*, Cha 18*.

Skills: Bluff +5, Climb +8, Hide +10, Listen +1, Move Silently +8

Feats: Blind-Fight, Dodge, Mobility, Improved Initiative, Power Attack, Spring Attack

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Scalemail, buckler, aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts (note that Derro now use studded leather armor and shortswords – but kept the equipment from the module).

Derro Savant5; Male Derro Sorcerer 5 CR 8; Small Monstrous Humanoid; HD 3d8+3 plus 5d4+5; hp 29; Init +5; Spd 20ft.; AC 14 (+1 size, +1 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +5/+2; Atk +6 melee (1d4+1/20 plus trip, aklys) or Atk +6 melee (1d6 plus poison, repeating light crossbow); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +3; Ref +5; Will +13; Str 12, Dex 12, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +6, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +7, Hide +10, Listen +1, Move Silently +8, Spellcraft +7

Feats: Blind-Fight, Improved Initiative, Silent Spell

Spells Known: (6/4/2)

Spells per Day: (6/9/6) Save DC = 16 + spell level

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Derro Savant6; Male Derro Sorcerer 6 CR 9; Small Monstrous Humanoid; HD 3d8+3 plus 6d4+6; hp 32; Init +5; Spd 20ft.; AC 14 (+1 size, +1 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, aklys) or Atk +7 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +6; Will +14; Str 12, Dex 12, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +7, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +8, Hide +10, Listen +1, Move Silently +8, Spellcraft +8

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (7/4/2/1)

Spells per Day: (6/8/7/4) Save DC = 16 + spell level

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Derro Savant7; Male Derro Sorcerer7 CR 10; Small Monstrous Humanoid; HD 3d8+3 plus 7d4+7; hp 35; Init +5; Spd 20ft.; AC 14 (+1 size, +1 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +6/+3; Atk +7 melee (1d4+1/20 plus trip, aklys) or Atk +7 melee (1d6 plus poison, repeating light crossbow); Full Atk: +6/+1 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +6; Will +14; Str 12, Dex 12, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +8, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (7/5/3/2)

Spells per Day: (6/8/8/5) Save DC = 16 + spell level

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Derro Savant8; Male Derro Sorcerer8 CR 11; Small Monstrous Humanoid; HD 3d8+3 plus 8d4+8; hp 39; Init +5; Spd 20ft.; AC 14 (+1 size, +1 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +7/+4; Atk +8 melee (1d4+1/20 plus trip, aklys) or Atk +8 melee (1d6 plus poison, repeating light crossbow); Full Atk: +7/+2 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +4; Ref +6; Will +15; Str 12, Dex 12, Con 12, Int 14, Wis 7*, Cha 23*.

Skills: Bluff +5, Concentration +9, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Hide +10, Listen +1, Move Silently +8, Spellcraft +10

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (8/5/3/2/1)

Spells per Day: (6/8/8/6/4) Save DC = 16 + spell level

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Derro Savant9; Male Derro Sorcerer9 CR 12; Small Monstrous Humanoid; HD 3d8+3 plus 9d4+9; hp 41; Init +5; Spd 20ft.; AC 14 (+1 size, +1 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +7/+4; Atk +8 melee (1d4+1/20 plus trip, aklys) or Atk +8 melee (1d6 plus poison, repeating light crossbow); Full Atk: +8/+3 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +5; Ref +7; Will +15; Str 12, Dex 12, Con 12, Int 14, Wis 7*, Cha 24*.

Skills: Bluff +5, Concentration +10, Knowledge (Arcana) +11, Knowledge (Dungeoneering) +11, Hide +10, Listen +1, Move Silently +8, Spellcraft +11

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (8/5/4/3/2)

Spells per Day: (6/8/8/8/5) Save DC = 17 + spell level

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

Derro Savant10; Male Derro Sorcerer10 CR 13; Small Monstrous Humanoid; HD 3d8+3 plus 10d4+10; hp 44; Init +5; Spd 20ft.; AC 14 (+1 size, +1 dex, +2 natural; Touch 12, flat-footed 13); Bab/Grpl +8/+5; Atk +9 melee (1d4+1/20 plus trip, aklys) or Atk +9 melee (1d6 plus poison, repeating light crossbow); Full Atk: +9/+3 (1d4+1/20 plus trip, aklys); Face/Reach 5ft./5ft.; SA Poison use, spell-like abilities, sneak attack +1d6; SQ Darkvision 60ft., madness, SR 15 vulnerability to sunlight; AL CE; SV Fort +5; Ref +7; Will +16; Str 12, Dex 12, Con 12, Int 14, Wis 7*, Cha 24*.

Skills: Bluff +5, Concentration +11, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +12, Hide +10, Listen +1, Move Silently +8, Spellcraft +12

Feats: Blind-Fight, Extend Spell, Improved Initiative, Silent Spell

Spells Known: (8/5/4/3/2/1)

Spells per Day: (6/8/8/8/6/4) Save DC = 17 + spell level

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Aklys, repeating light crossbow, medium spider venom (DC14 1d6str/1d6str), 10 bolts

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Giant Moray Eel; CR 3; Large Animal (Aquatic); HD 5d8+10; hp 31; Init +3; Spd Swim 20ft.; AC 16 (-1 size, +3 dex, +4 natural, Touch 12, flat-footed 13); Bab/Grpl +2/+6; Atk +6 melee (1d6+4 plus disease, bite); Face/Reach 10ft./5ft.; SA Attach, Disease; SQ Darkvision 60 ft., Immune to disease, immune to fear; AL N; SV Fort +6; Ref +7; Will +1; Str 18, Dex 17, Con 14, Int 1, Wis 10, Cha 11.

Skills: Listen +4, Spot +5, Swim +12

Feats: Alertness, Dodge

Attach: If a giant moray eel hits with a bite attack it automatically latches on and does bite damage each round it remains attached. It loses its dexterity bonus to AC and has an AC of 13.

Disease: Rotting Disease – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 dex. Four failed saves causes the bitten extremity to be rendered useless (roll randomly between legs and arms).

Immune to Fear: Moray eels are immune to all fear effects and spells.

Possessions: none

Golem, Shaboath; CR 8; Large Construct (Aquatic); HD 11d10+30; hp 90; Init +2; Spd 20ft., Swim 30ft; AC 20 (-1 size, +2 dex, +9 natural; Touch 11, flat-footed 18); Bab/Grpl +8/+17; Atk +12 melee (2d8+5, slam); Full Atk +12 melee (2d8+5, 2 slams); Face/Reach 10ft./10ft.; SA Engulf, spell-like abilities; SQ Construct traits, darkvision 60 ft., fire vulnerability, immune to acid, immune to cold, low-light vision, master of water; AL N; SV Fort +3; Ref +5; Will +3; Str 20, Dex 14, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Engulf: The Shaboath Golem may move over opponents (affecting as many as it can cover). Opponents can make attacks of opportunity but if they do so they are not entitled to a saving throw. Reflex DC 20 avoids. Engulfed creatures are automatically subject to slam damage each round and are trapped within the golem's body (additionally they must hold their breath or drown).

Fire Vulnerability: The creature takes 50% more damage from all fire-based attacks

Spell-like Abilities: Once every ten rounds the shaboath golem may manifest either an Ice Storm or a Wall of Ice.

Feats: -

Slow: As the spell as a free action once every 2 rounds. The effect has a range of 10ft and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic: Immune to any spell or spell-like ability that allows spell resistance. Transmute Rock to Mud slows the golem for 2d6 rounds while Transmute Mud to Rock heals it of all damage. A stone to flesh spell negates its damage reduction and immunity to magic for 1 full round.

Golem, Stone: CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20ft.; AC 26 (-1 size, -1 dex, +18 natural; Touch 8, flat-footed 26); Bab/Grpl +10/+23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Face/Reach 10ft./10ft.; SA Slow; SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft, immunity to magic, low-light vision; AL N; SV Fort +4; Ref +3; Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.
Skills: -

Golem, Stone Aboleth: Stone Golem Aboleth; CR 11; Huge Construct; HD 14d10+40; hp 117; Init -2; Spd 20ft.; AC 31 (-2 size, -2 dex, +21 natural; Touch 6, flat-footed 29); Bab/Grpl +10/+30; Atk +21 melee (4d8+13, tentacle); Full Atk +21 melee (4d8+13, 2 tentacles); Face/Reach 15ft./10ft.; SA Slow, spell-like abilities; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4; Ref +2; Will +4; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.

Skills: -

Feats: -

Slow(su): As the spell, as a free action, once every 2 rounds. The effect has a range of 10ft. and duration of 7 rounds, requiring a DC17 Will save to negate.

Immunity to Magic(ex): A stone 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. A transmute rock to mud spell slows a stone golem as the slow spell with no saving throw, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golems's structure but negates its damage reduction and immunity to magic for 1 full round.

Spell-like abilities(sp): At will -, *eyebite (DC16)*, *fear (DC14)*, *hold person (DC13)*, *ray of enfeeblement (DC11)*, *suggestion (DC13)*. Caster level 14, the save DC is Constitution based.

Possessions: none

Notes: Raised the Stone Golem to huge and gave it the 2 slam (tentacle) attacks of a stone golem. Also, the original write-up looks like it intended for the creature to use it's spell-like abilities once per round (randomly) as a free action. Made the spell-like abilities constitution based because of the low charisma (just like slow). I suggest raising it to at least 28HD to match the Huge size for a stone golem.

Ixzan: Ixzan; CR 2; Medium Aberration; HD 3d8+3; hp (10, 19, 18); Init +2; Spd 5ft., Swim 30ft.; AC 16 (+4 natural, +2 dex,; Touch 10, flat-footed 14); Bab/Grpl +2/+3; Atk +3 melee (1d8+1, bite); SQ DR 5/blunt, Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +2; Ref +3; Will +5; Str 13, Dex 14, Con 12, Int 15, Wis 15, Cha 10.

Skills: Hide +8, Listen +10, Spot +10, Swim +15;

Feats: Alertness, Dodge

Ixzan: Ixzan; CR 3; Large Aberration; HD 4d8+12; hp (30, 27, 20); Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +6; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +4, Listen +11, Spot +11, Swim +20,

Feats: Alertness, Dodge

Ixzan: Ixzan; CR 3; Large Aberration; HD 5d8+15; hp 43; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +3/+11; Atk +7 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +3; Ref +2; Will +4; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +5, Listen +12, Spot +12, Swim +21,

Feats: Alertness, Dodge

Ixzan: Ixzan; CR 3; Large Aberration; HD 6d8+18; hp 45; Init +1; Spd 5ft., Swim 30ft.; AC 16 (+6 natural, +1 dex, -1 size; Touch 10, flat-footed 15); Bab/Grpl +4/+12; Atk +8 melee (2d6+7, bite); Face/Reach: 10ft./5ft.; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +4; Ref +5; Will +7; Str 21, Dex 12, Con 16, Int 15, Wis 15, Cha 10.

Skills: Hide +8, Listen +13, Spot +13, Swim +22,

Feats: Alertness, Dodge, Lightning Reflexes

Ixzan Wizard: Ixzan Wizard7; CR 9; Large Aberration; HD 5d8+15 plus 7d4+21; hp 58; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +7/+15; Atk +11/+6 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +9; Ref +6; Will +12; Str 21, Dex 12, Con 16, Int 19, Wis 17, Cha 10.
Skills: Concentration +11, Decipher Script +15, Hide +7, Knowledge (arcana) +15, Knowledge (religion) +9, Knowledge (the planes) +12, Listen +13, Spellcraft +15, Spot +12, Swim +21;
Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Lightning Reflexes, Scribe Scroll*

Wizard Spells per Day: (4/5/4/3/2) Save DC = 14+spell level

Ixzan Wizard: Ixzan Wizard9; CR 11; Large Aberration; HD 5d8+15 plus 9d4+27; hp 58; Init +1; Spd 5ft, Swim 30ft; AC 17 (+6 natural, +1 dex, -1 size; Touch 11, flat-footed 16); Bab/Grpl +7/+15; Atk +11/+6 melee (1d8+7, bite); Face/Reach: 10ft./5ft.; SA: Spells; SQ DR 5/slashing or piercing or magic; Darkvision 60 ft., Silent Caster, Watery Defense; AL CE; SV Fort +9; Ref +8; Will +12; Str 21, Dex 12, Con 16, Int 20, Wis 17, Cha 10.
Skills: Concentration +13, Decipher Script +17, Hide +7, Knowledge (arcana) +17, Knowledge (religion) +11, Knowledge (the planes) +14, Listen +13, Spellcraft +17, Spot +13, Swim +21;
Feats: Alertness, Dodge, Empower Spell*, Eschew Material Components, Great Fortitude, Lightning Reflexes, Scribe Scroll*
Wizard Spells per Day: (4/6/5/4/3/2) Save DC = 15+spell level

Juju Zombie; Unapproachable East, page 66

Kuo-Toa; Monster Manual, page 163

Kuo-Toa Captain: Male Kuo-toa Fighter10 Monster Manual, page 163

Kuo-Toa Lieutenant: Male Kuo-toa Fighter8 Monster Manual, page 163

Kuo-Toa Monitor; Kuo-Toa Monk5; Monster Manual, page 163

Kuo-Toa Jr. Whip; Kuo-Toa Fighter2/Rogue2 Monster Manual, page 163

Kuo-Toa Whip; Kuo-Toa Fighter3/Rogue2 Monster Manual, page 163

Kuo-Toa Sr. Whip; Kuo-Toa Fighter3/Rogue3 Monster Manual, page 163

Kuo-Toa Priest; Kuo-Toa Cleric7 Monster Manual, page 163

Mind Flayer; Monster Manual, page 187

Ogre; CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30ft. in hide armor.; AC 16 (-1 size, -1 dex, +5 natural, +3 hide armor; Touch 8, flat-footed 16); Bab/Grpl +3/+12; Atk +8 melee (2d8+7, greatclub) or Atk +1 ranged (1d8+5, javelin); Face/Reach 10ft./10ft.; SA; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6; Ref +0; Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.
Skills: Climb +5, Listen +2, Spot +2
Feats: Toughness, Weapon Focus (great club)
Possessions: Greatclub, Hide Armor (Note – might not have the armor)

Troll; CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16 (-1 size, +2 dex, +5 natural; Touch 11, FF 14); Bab/Grp: +4/+14; Atk: +9 melee (1d6+6, claw); Full Atk: +9 melee (1d6 + 6, 2 claws), +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills: Listen +5, Spot +6;
Feats: Alertness, Iron Will, Track.

Water Elemental; CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4; Spd 30ft., swim 120ft.; AC 21 (-2 size, +4 dex, +9 natural; Touch 12, flat-footed 17); Bab/Grpl +12/+27; Atk +17 melee (2d10+7, slam); Full Atk: +17 melee (2d10+7, 2 slams); Face/Reach 15ft./15ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +15; Ref +9; Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +12

Feats: Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will

Water Mastery: +1 to attack and damage rolls if both it and its opponent are touching water. If either the elemental or opponent is touching the ground it takes a -4 penalty on attack and damage rolls

Drench: The creature can put out non-magical fires of large size or smaller. It can dispel magical fire it touches as Dispel Magic (caster level equals elemental's HD).

Vortex: The elemental can transform itself into a whirlpool once every 10 minutes. See the description in the SRD.

Slave, Dwarf: Male Dwarf Expert3; CR 2; Medium Humanoid; HD 3d6+6; hp 16; Init +0; Spd 20ft.; AC 10 (Touch 10, flat-footed 10); Bab/Grpl +2/+4; Atk +4 melee (1d6+2, tool); Face/Reach 5ft./5ft.; SA -; SQ Darkvision 60 ft., dwarf traits; AL varies; SV Fort +3; Ref +1; Will +2; Str 15, Dex 10, Con 15, Int 14, Wis 8, Cha 10.

Skills: Appraise +10, Climb +8, Craft (gemcutter) +10, Craft (stonemasonry) +13, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +8, Use Rope +6

Feats: Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

Slave, Gnome: Male Gnome Expert3; CR 2; Small Humanoid; HD 3d6+6; hp 16; Init +0; Spd 20ft.; AC 11 (+1 size; Touch 11, flat-footed 11); Bab/Grpl +2/+4; Atk +4 melee (1d4+1, tool); Face/Reach 5ft./5ft.; SA -; SQ Gnome traits, low-light vision; AL varies; SV Fort +3; Ref +1; Will +2; Str 13, Dex 10, Con 15, Int 14, Wis 8, Cha 12.

Skills: Appraise +8, Climb +7, Craft (gemcutter) +8, Craft (stonemasonry) +11, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +7, Use Rope +6

Feats: Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

Slave, Halfling: Male Halfling Expert3; CR 2; Small Humanoid; HD 3d6+3; hp 13; Init +2; Spd 20ft.; AC 13 (+2 dex, +1 size; Touch 13, flat-footed 11); Bab/Grpl +2/+4; Atk +4 melee (1d4+1, tool); Face/Reach 5ft./5ft.; SA -; SQ Halfling traits, low-light vision; AL varies; SV Fort +3; Ref +4; Will +3; Str 13, Dex 14, Con 13, Int 14, Wis 8, Cha 10.

Skills: Appraise +8, Climb +9, Craft (gemcutter) +8, Craft (stonemasonry) +11, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +7, Use Rope +8

Feats: Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

Slave, Human: Male Human Expert3; CR 2; Medium Humanoid; HD 3d6+3; hp 13; Init +0; Spd 30ft.; AC 10 (Touch 10, flat-footed 10); Bab/Grpl +2/+4; Atk +4 melee (1d6+2, tool); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +2; Ref +1; Will +2; Str 15, Dex 10, Con 13, Int 14, Wis 8, Cha 12.

Skills: Appraise +10, Climb +10, Craft (gemcutter) +10, Craft (stonemasonry) +13, Diplomacy +8, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +10, Use Rope +6

Feats: Athletic, Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture),

Possessions: miscellaneous tools

Slave, Svirneflin: Male Gnome (svirneflin) Expert3; CR 4; Small Humanoid; HD 3d6+3; hp 13; Init +1; Spd 20ft.; AC 12 (+1 dex, +1 size; Touch 12, flat-footed 11); Bab/Grpl +2/+4; Atk +4 melee (1d4+1, tool); Face/Reach 5ft./5ft.; SA -; SQ Darkvision 120ft., low-light vision, non-detection, SR 14, spell-like abilities, svirneflin traits; AL varies; SV Fort +4; Ref +4; Will +8; Str 13, Dex 12, Con 13, Int 14, Wis 14, Cha 6.

Skills: Appraise +8, Climb +7, Craft (gemcutter) +8, Craft (stonemasonry) +11, Knowledge (architecture) +11, Knowledge (dungeoneering) +8, Swim +7, Use Rope +6

Feats: Skill Focus (craft: stonemasonry), Skill Focus (knowledge: architecture)

Spell-Like Abilities: 1/day – blindness/deafness (DC8), blur disguise self

Non-Detection (DC18)

Possessions: miscellaneous tools

d20 System™ Conversion of Night Below, Book I: The Evils of Haranshire, Book II: Perils of the Underdark, Book III: The Sunless Sea by Daniel R. Collins.

Slave, Human Fighter5: Male Human Fighter 5; CR 5; Medium Humanoid; HD 5d10+10; hp 37; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +5/+8; Atk +9 melee (1d8+5, longsword) or Atk +6 ranged (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +6; Ref +2; Will +1; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +11, Swim +11

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

Notes: Replace longbow with composite longbow. Make all weapons masterwork

Slave, Human Fighter6: Male Human Fighter 6; CR 6; Medium Humanoid; HD 6d10+12; hp 45; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +6/+9; Atk +10 melee (1d8+5, longsword) or Atk +7 ranged (1d8, longbow); Full Atk +10/+5 (1d8+5, longsword) or +7/+2 (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +7; Ref +3; Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +12, Swim +12

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

Notes: Replace longbow with composite longbow. Make all weapons masterwork

Slave, Human Fighter7: Male Human Fighter 7; CR 7; Medium Humanoid; HD 7d10+14; hp 52; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +7/+10; Atk +11 melee (1d8+5, longsword) or Atk +8 ranged (1d8, longbow); Full Atk +11/+6 (1d8+5, longsword) or +8/+3 (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +7; Ref +3; Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Initiative, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +13, Swim +13

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

Notes: Replace longbow with composite longbow. Make all weapons masterwork

Slave, Human Fighter8: Male Human Fighter 8; CR 8; Medium Humanoid; HD 8d10+16; hp 60; Init +5; Spd 20ft.; AC 18 (+1 dex, +5 chainmail, +2 heavy steel shield; Touch 11, flat-footed 17); Bab/Grpl +8/+11; Atk +12 melee (1d8+5/17-20, longsword) or Atk +9 ranged (1d8, longbow); Full Atk +12/+7 (1d8+5/17-20, longsword) or +9/+4 (1d8, longbow); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +8; Ref +3; Will +2; Str 17, Dex 13, Con 14, Int 8, Wis 10, Cha 10.

Skills: Dodge, Improved Critical (longsword), Improved Initiative, Mobility, Spring Attack, Quickdraw, Weapon Focus (longsword), Weapon Specialization (longsword)

Feats: Jump +14, Swim +14

Possessions: Chainmail, Heavy Steel Shield, Longsword, Longbow, Arrows (20).

Notes: Replace longbow with composite longbow. Make all weapons masterwork

Kidnapped Priest: Male Human Cleric5; CR 5; Medium Humanoid; HD 5d8+10; hp 32; Init -1; Spd 30ft.; AC 9 (-1 dex; Touch 9, flat-footed 9); Bab/Grpl +4/+5; Atk +5 melee (1d3 subdual, fist); Face/Reach 5ft./5ft.; SA -; SQ Turn Undead; AL varies; SV Fort +6; Ref +0; Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills: Concentration +10, Knowledge (Religion) +8, Listen +5, Spellcraft +8, Spot +5

Feats: Alertness, Extra Turning, Scribe Scroll

Domains: (Pelor) Healing (+1 caster level), Sun (Greater Turning)

Spells per Day: (5/4+1/3+1/2+1)

Spells Prepared: None

Possessions: None

Kidnapped Wizard: Male Human Wizard4; CR 4; Medium Humanoid; HD 4d4+4; hp 9; Init +5; Spd 30ft.; AC 11 (+1 dex, Touch 11, flat-footed 10); Bab/Grp1 +2/+1; Atk +1 melee (1d3 subdual, fist); Face/Reach 5ft./5ft.; SA -; SQ -; AL varies; SV Fort +2; Ref +2; Will +6; Str 8, Dex 12, Con 13, Int 16, Wis 14, Cha 10.

Skills: Concentration +8, Decipher Script +9, Knowledge (Arcana) +10, Knowledge (History), Speak Language (Draconic), Spellcraft +10,

Feats: Brew Potion, Improved Initiative, Scribe Scroll^B, Silent Spell

Spells per Day: (4/4/3)

Spells Prepared: none

Possessions: none