

MAP 2454113

Encounters - CR7

The Base of the Stairs

The limestone block floor has a magic circle smudged upon its surface in charcoal. The walls have frescoes painted on plaster, and the sandstone slab ceiling has been plastered over.

The large wooden door: This well constructed wooden door has been spiked shut. The key remains in the lock (DC26 to open).

The small rusted iron door: This riveted iron door has rusted in place (DC28 to open).

The Magic Circle: This circle is a ward against intruders, entering it sets off a magical trap:

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Room # 25

The dirt strewn floor has a mosaic inlaid on plaster. The walls are made of black glazed bricks, and the back wall has collapsed into an underground stream. Parts of the stone block ceiling have been shored up with wood beams.

The small rusted iron door: This riveted iron door has rusted in place (DC28 to open).

The small wooden door: This wooden door has vertical bars that reinforce it, it has a simple lock (DC19 to open). The door is trapped:

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Cost:* 305 gp to hire NPC spellcaster.

The door is also covered with an Ochre Jelly:

Name: Ochre Jelly
Size: Large
Type: Ooze
Descriptor:
Hit Dice: 6d10+36 (69 hp)
Initiative: -5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack: +4
Grapple: +10
Attack: Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack: Slam +5 melee (2d4+3 plus 1d4 acid)
Space: 10 ft.
Reach: 5 ft.
Special Attacks: Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:
Saves: Fort +8, Ref -3, Will -3
Abilities: Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1
Skills: Climb +10
Environment: Temperate marshes
Challenge Rating: 5
Treasure: None
Alignment: Always neutral

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Combat

An ochre jelly attempts to envelop and squeeze its prey.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

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

Improved Grab (Ex): To use this ability, an ochre jelly 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 and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The main occupant of this room has been here only a short time, having traveled here on the underground river he has made this room his lair and will likely attack those entering it. Being rather young, he will most likely only converse with a character of its own alignment, and probably won't be very friendly anyway. Characters two alignment steps removed from his alignment will get a hostile reaction. He has made his nest in the lower right corner of the room in the midst of the pile of rubble from the collapsed wall. If he hears the party trying to enter the room, he may take humanoid form. He likes to assume human and elvish forms, but usually confuses which one he becomes and would profess to be one, when he looks like the other. He might appear to be an Elf, but claim to be a human Dentist, seeking knowledge to sharpen his profession, or some other such strange combination. If attacked he will assume his normal form.

Name: Gold Dragon, Very young

Size: Large

Type: Dragon

Descriptor: Fire

Hit Dice: 11d12+33 (104 hp)

Initiative: +4

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

Armor Class: 19 (-1 size, +10 natural),
touch 9, flat-footed 19

Base Attack: +11

Grapple: +20

Attack: Bite +16 (2d6+5) melee

Full Attack: Bite +16 (2d6+5) melee, 2 Claws +15
(1d8+2) melee, 2 Wings +15 (1d6+2) melee,
Tail Slap +15 (1d8+7) melee

Space: 10 ft.

Reach: 5 ft. (10 ft. with bite)

Special Attacks: Breath weapon (40 ft. cone of weakening gas or 40 ft. cone of fire 4d10, DC 18)

Special Qualities: Alternate form, blindsense 60 ft., darkvision 120 ft., immunity to fire,
immunity to sleep and paralysis, keen senses, vulnerability to cold, water breathing

Saves: Fort +10, Ref +7, Will +10

Abilities: Str 21, Dex 10, Con 17, Int 16, Wis 17, Cha 16

Skills: Concentration +11, Diplomacy +10, Disguise +10, Escape Artist +7, Heal +10, Intimidate +11,
Knowledge (any 2) +17, Listen +19, Search +17, Sense Motive +10, Spot +19, Swim +12,
Use Magic Device +10

Feats: Alertness, Hover, Improved Initiative, Weapon Focus (bite)

Challenge Rating: 7



Treasure: Triple standard
Alignment: Always lawful good
Level Adjustment: +5

On hatching, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales are completely golden. Gold dragons' faces are bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

Combat

Gold dragons usually parley before fighting. When conversing with intelligent creatures, they use Intimidate and Sense Motive to gain the upper hand. In combat.

Breath Weapon (Su): A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on a Fortitude save or take 1 point of Strength damage per age category of the dragon.

Alternate Form (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.

Room # 26

The dirt strewn floor has a mosaic inlaid on plaster. The walls are made of black glazed bricks, and the back wall has collapsed into an underground stream. Parts of the stone block ceiling have been shored up with wood beams.

The small wooden door (Bottom): This wooden door has vertical bars that reinforce it, it has a simple lock (DC19 to open). The door is trapped:

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Cost:* 305 gp to hire NPC spellcaster.

The backside of the door is covered with an Ochre Jelly:

Name: Ochre Jelly
Size: Large
Type: Ooze
Descriptor:
Hit Dice: 6d10+36 (69 hp)
Initiative: -5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack: +4
Grapple: +10
Attack: Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack: Slam +5 melee (2d4+3 plus 1d4 acid)
Space: 10 ft.
Reach: 5 ft.
Special Attacks: Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:
Saves: Fort +8, Ref -3, Will -3
Abilities: Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1

Skills: Climb +10
Environment: Temperate marshes
Challenge Rating: 5
Treasure: None
Alignment: Always neutral

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Combat
An ochre jelly attempts to envelop and squeeze its prey.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

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

Improved Grab (Ex): To use this ability, an ochre jelly 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 and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

The small wooden door (Top): This poorly constructed wooden door is covered with a yellow slime and has an arcane lock upon it. (DC16 to open). (Yellow slime is harmless)

Columns across the river: 3 Driders with shortbows fire arrows across the river at the party:

Name: Drider
Size: Large
Type: Aberration
Hit Dice: 6d8+18 (45 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 15 ft.
Armor Class: 17 (-1 size, +2 Dex, +6 natural),
touch 11, flat-footed 15
Base Attack: +4
Grapple: +10
Attack: Dagger +5 melee (1d6+2/19-20) or bite +6 melee
(1d4+1 plus poison) or shortbow +5 ranged (1d8/x3)
Space: 10 ft.
Reach: 5 ft.
Special Attacks: Spells, spell-like abilities, poison
Saves: Fort +5, Ref +4, Will +8
Abilities: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16
Environment: Underground
Challenge Rating: 7
Treasure: Double standard
Alignment: Always chaotic evil



A Bulette is burrowing out from the left wall into the room, he has not emerged yet. His activities may go unnoticed if the party is engaged in melee with the Driders across the river.

Name: Bulette
 Size: Huge
 Type: Magical Beast
 Descriptor:
 Hit Dice: 9d10+45 (94 hp)
 Initiative: +2
 Speed: 40 ft. (8 squares), burrow 10 ft.
 Armor Class: 22 (-2 size, +2 Dex, +12 natural),
 touch 10, flat-footed 20
 Base Attack: +9
 Grapple: +25
 Attack: Bite +16 melee (2d8+8)
 Full Attack: Bite +16 melee (2d8+8) and
 2 claws +10 melee (2d6+4)
 Space: 15 ft.
 Reach: 10 ft.
 Special Attacks: Leap
 Special Qualities: Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
 Saves: Fort +11, Ref +8, Will +6
 Abilities: Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
 Skills: Jump +18, Listen +9, Spot +3
 Feats: Alertness, Iron Will, Track, Weapon Focus (bite)
 Environment: Temperate hills
 Challenge Rating: 7
 Treasure: None
 Alignment: Always neutral



Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

Combat

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey.

When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Should any character attempt to traverse the river to reach the columns on the other side, a submerged swimming Hydra will take notice and attack. The Hydra is 15 feet from shore, and can only swim in that area. Within 10 feet of shore it can use its tail against the rocks on the bottom of the river to rear up and attack even those on the banks. It is unable to attack when it is in the deep water in the middle of the river, and can remain submerged for some time should it need to escape or surprise its prey:

Name: Seven-Headed Hydra
 Size: Huge
 Type: Magical Beast
 Descriptor:
 Hit Dice: 7d10+38 (77 hp)
 Initiative: +1
 Speed: 20 ft. (4 squares), swim 20 ft.
 Armor Class: 17 (-2 size, +1 Dex, +8 natural),
 touch 9, flat-footed 16
 Base Attack: +7
 Grapple: +19
 Attack: 7 bites +10 melee (1d10+4)



Full Attack: 7 bites +10 melee (1d10+4)
Space: 15 ft.
Reach: 10 ft.
Special Qualities: Darkvision 60 ft., fast healing 17, low-light vision, scent
Saves: Fort +10, Ref +6, Will +4
Abilities: Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills: Listen +7, Spot +7, Swim +12
Bonus Feats: Combat Reflexes
Feats: Combat Reflexes B, Iron Will, Toughness, Weapon Focus (bite)
Environment: Temperate marshes
Challenge Rating: 6
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Usually neutral

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

Combat

Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhes and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Room # 27

The sandstone block floor has six large columns supporting the ceiling. The walls are made of yellow brick that holds back a wall of loose wet gravel. The limestone slab ceiling has clumps of red quartz crystals attached to it. A section of the floor,

wall and ceiling have collapsed into an underground lake. The debris filled chasm begins two feet below the floor and slopes downward at 30 degrees. DC16 to negotiate this obstacle, failure indicates a fall.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 27; Disable Device DC 18. *Market Price:* 24,500 gp.

The bottom of the pit contains a Black Pudding:

Name: Black Pudding
Size: Huge
Type: Ooze
Descriptor:
Hit Dice: 10d10+60 (115 hp)
Initiative: -5
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack: +7
Grapple: +18
Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
Full Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
Space: 15 ft.
Reach: 10 ft.
Special Attacks: Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities: Blindsight 60 ft., split, ooze traits
Saves: Fort +9, Ref -2, Will -2
Abilities: Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1
Skills: Climb +11
Environment: Underground
Challenge Rating: 7
Treasure: None
Alignment: Always neutral

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

Combat

A black pudding attacks by grabbing and squeezing their prey.

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 DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

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.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

This room's inhabitants are 6 Shadows lingering in the corners and along the walls. They attack as a pack, but will probably wait until discovered or the party encounters the pit trap. Should anyone attempt to leave the room, the group will attack their nearest targets:

Name: Shadow
Size: Medium
Type: Undead
Descriptor: Incorporeal
Hit Dice: 3d12 (19 hp)
Initiative: +2
Speed: Fly 40 ft. (good) (8 squares)
Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11
Base Attack: +1
Attack: Incorporeal touch +3 melee (1d6 Str)
Full Attack: Incorporeal touch +3 melee (1d6 Str)
Space: 5 ft.
Reach: 5 ft.
Special Attacks: Create spawn, strength damage
Special Qualities:
Saves: Fort +1, Ref +3, Will +4
Abilities: Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13
Skills: Hide +8*, Listen +7, Search +4, Spot +7
Feats: Alertness, Dodge
Environment: Any
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil



A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. They are 5 to 6 feet tall and weightless. Shadows cannot speak intelligibly.

Combat:
Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

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

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Room # 28

A portion of the limestone block floor is covered with a pentagram, scrawled in black smudged charcoal. The walls are made of yellow bricks, some of which have cracked, broken, and fallen away, revealing hewn limestone behind them. This mostly applies to the bottom wall. The ceiling is also hewn from limestone.

The small wooden door (to Room #30): This wooden door is covered with green mold and is ajar. If it is allowed to shut it will arm the trap:

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20.

Market Price: 31,200 gp.

The large wooden door (to Room #27): This well constructed wooden door has bars covering the front of it. It has a simple lock (DC18 to open). This door has a trap:

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20.
Market Price: 31,200 gp.

The Pentagram: This 10 foot by 10 foot magical ward will summon an extra-planar creature when entered by any humanoid:

Name: Bone Devil

Size: Large

Type: Outsider

Descriptor: Evil, Extraplanar, Lawful

Hit Dice: 10d8+50 (95 hp)

Initiative: +9

Speed: 40 ft. (8 squares)

Armor Class: 25 (-1 size, +5 Dex, +11 natural),
touch 14, flat-footed 20

Base Attack: +10

Grapple: +19

Attack: Bite +14 melee (1d8+5)

Full Attack: Bite +14 melee (1d8+5) and 2 claws +12 melee
(1d4+2) and sting +12 melee (3d4+2 plus poison)

Space: 10 ft.

Reach: 10 ft.

Special Attacks: Spell-like abilities, fear aura, poison, summon devil

Special Qualities:

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14

Skills: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17,

Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17,

Survival +2 (+4 following tracks)

Bonus Feats:

Feats: Alertness, Improved Initiative, Iron Will, Multiattack

Epic Feats:

Environment: A lawful evil-aligned plane

Organization:

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Bone devils stand about 9 feet tall and weigh about 500 pounds.

Combat:

Bone devils hate all other creatures and attack ruthlessly. They freely use wall of ice to keep the enemy divided.

A bone devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.



Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will-greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

summon devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

The bottom wall has a strange shape in the exposed limestone. The remaining bricks will fall away from it if a character draws within 5 feet revealing an Earth Elemental:

Name: Earth Elemental, Huge
Size: Huge
Type: Elemental
Descriptor: Earth, Extraplanar
Hit Dice: 16d8+80 (152 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack: +12
Grapple: +29
Attack: Slam +19 melee (2d10+9)
Full Attack: 2 slams +19 melee (2d10+9)
Space: 15 ft.
Reach: 15 ft.
Special Attacks: Earth mastery, push
Special Qualities: Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits
Saves: Fort +15, Ref +4, Will +7
Abilities: Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen +10, Spot +9
Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
Environment: Elemental Plane of Earth
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral



When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat:

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as

easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Room # 29

The floor has tattered carpets covering a geometric mosaic inlaid on plaster, the walls are also covered with mosaics on plaster. The ceiling is made of large sandstone blocks.

Small Wooden Door: This battered door is covered with a lattice work of iron bands that have been riveted together. The door has a simple lock DC 16 to pick, DC 21 to break down.

Bookshelf & Chair: A scroll of sorcerer spells can be found amongst the disintegrated books. The chair is in good condition and quite comfortable.

Chair & Desk: On the desk is a large sheet of parchment that has been rolled out and is covered with dust. The corners are held down with a vial of Ink, a griffin quill holder with quill, a small smooth river stone, and a disintegrated book with only the cover retaining the dust like pages. It is a map to a lost and hidden outpost of the old kingdom, and local features might be discernible – DC 18, with a +3 bonus for Rangers. The map leads to an undiscovered dungeon system, not far away.

Bed & night stand: This bed is fairly good condition and might afford a character a decent nights rest.

Chest: This chest is sealed with an arcane lock, it has a complex mechanical lock as well - DC 18 (The key is on a brass chain the Mohrg wears around his neck - Search DC 12) The trap is:

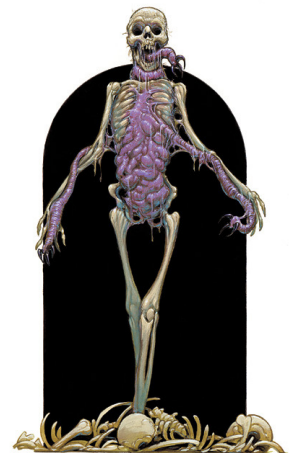
Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

The chest contains a level 8 treasure

Table with 4 chairs: A deck of cards has been placed neatly in the center of the table:
Deck of Many Things – see Magic Items VI

The occupant of this room is a:

Name: Mohrg
Medium Undead
Hit Dice: 14d12 (91 hp)
Initiative: +9
Speed: 30 ft. (6 squares)
Armor Class: 23 (+4 Dex, +9 natural), touch 14, flat-footed 14
Base Attack/Grapple: +7/+12
Attack: Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)
Full Attack: Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, paralyzing touch, create spawn
Special Qualities: Darkvision 60 ft., undead traits
Saves: Fort +4, Ref +10, Will +9
Abilities: Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
Skills: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9
Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Environment: Any
Organization: Solitary, gang (2–4), or mob (2–4 plus 5–10 zombies)
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil



Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes.

Saves: Fort +8, Ref +7, Will +8
Abilities: Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13
Skills: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8
Feats: Alertness, Multi-attack, Power Attack
Environment: Elemental Plane of Fire
Organization: Solitary, pair, or cluster (3-5)
Challenge Rating: 6
Treasure: Standard (non-flammables only)
Alignment: Usually evil (any)

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

Combat:

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself 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.

Spell-Like Abilities: (Noble salamanders only) 3/day-burning hands (DC 13), fireball (DC 15), flaming sphere (DC 14), wall of fire (DC 16); 1/day-dispel magic, summon monster VII (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multi-attack feat even though they do not have the requisite three natural weapons.

Room # 31

This room has almost completely collapsed into the vast sink hole of room #34. The cobblestone floor is covered with sheets of ice (DC 17 Dex to traverse 10ft), vines grew over the slate slab walls but have since died, the natural stone ceiling is covered with sheets of ice and large ice sickles from a water leak from above. This room is cold, lantern light or torch light is visible over the section of floor that has fallen away. They appear to move as if carried by some invisible creature.

Small Wooden Door (to Room 32): This wooden door has been reinforced with steel bars, the lock appears basic and is DC 16 to pick, DC 18 to break down the door. Near the doorway in this room is a stone pressure plate:

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. *Market Price:* 17,400 gp.

Small Wooden Door (to Room 30): This well constructed wooden door was spiked shut, but has been rendered from its hinges and partially broken by the occupants of this room. The door has been propped back up against the opening, leaving the door ajar.

The sink hole edge: Any characters within 5 feet of the edge of this sink hole have a 10% chance per melee round of being webbed by a creature from room #34.

Name: Will-O'-Wisp
 Size: Small
 Type: Aberration (Air)
 Hit Dice: 9d8 (40 hp)
 Initiative: +13
 Speed: Fly 50 ft. (perfect) (10 squares)
 Armor Class: 29 (+1 size, +9 Dex, +9 deflection),
 touch 29, flat-footed 20
 Base Attack/Grapple: +6/-3
 Attack: Shock +16 melee touch (2d8 electricity)
 Full Attack: Shock +16 melee touch (2d8 electricity)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: —
 Special Qualities: Darkvision 60 ft., immunity to magic,
 natural invisibility
 Saves: Fort +3, Ref +12, Will +9
 Abilities: Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12
 Skills: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting),
 Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3
 Feats: Alertness, Blind-Fight, Dodge, Improved Initiative,
 Weapon FinesseB
 Environment: Temperate marshes
 Organization: Solitary, pair, or string (3–4)
 Challenge Rating: 6
 Treasure: 1/10 coins; 50% goods; 50% items
 Alignment: Usually chaotic evil
 Advancement: 10–18 HD (Small)



Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. Will-o'-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

Combat:

Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

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

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Room # 32

The floor is hewn from natural stone, to the trained eye a seam of gold ore is apparent (Search DC 23), the walls have a mosaic inlaid on plaster, and the ceiling is covered with wooden planks supported with beams set into the walls.

Small Wooden Door (to Room 31): This wooden door has been reinforced with steel bars, the lock appears basic and is DC 16 to pick, DC 18 to break down the door. Near the doorway in this room is a stone pressure plate:

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.
Market Price: 21,600 gp.

Large Wooden Door (to The Great Hallway): This strong door is in pristine condition, with a complex lock, DC 21 to pick, DC 23 to break down the door. The most eerie thing about opening it is that it isn't trapped. When the

vast hall is revealed, a hint as to why sets in.

This room contains a Formian ant conscription team, composed of one Taskmaster and three Warriors. The Taskmaster can still dominate an additional creature, and will pick party members at random.

Name: Formian Warrior
Size: Medium
Type: Outsider (Lawful, Extraplanar)
Hit Dice: 4d8+8 (26 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple: +4/+7
Attack: Sting +7 melee (2d4+3 plus poison)
Full Attack: Sting +7 melee (2d4+3 plus poison) and
2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Hive mind, immunity to poison, petrification,
and cold, electricity resistance 10, fire resistance 10,
sonic resistance 10, spell resistance 18
Saves: Fort +6, Ref +7, Will +5
Abilities: Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11
Skills: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, Search +7, Spot +8, Survival +1 (+3
following tracks), Tumble +12
Feats: Dodge, Multiattack
Environment: A lawful-aligned plane
Organization: Solitary, team (2-4), or troop (6-11)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful neutral



Name: Formian Taskmaster
Size: Medium
Type: Outsider (Lawful, Extraplanar)
Hit Dice: 6d8+12 (39 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple: +6/+10
Attack: Sting +10 melee (2d4+4 plus poison)
Full Attack: Sting +10 melee (2d4+4 plus poison) and 2 claws +8 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Dominate monster, dominated creature, poison
Special Qualities: Hive mind, immunity to poison, petrification, and cold, electricity resistance 10, fire resistance
10, sonic resistance 10, spell resistance 21, telepathy 100 ft.
Saves: Fort +7, Ref +8, Will +8
Abilities: Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19
Skills: Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Move Silently +12, Search +9, Sense
Motive +12, Spot +12, Survival +3 (+5 following tracks)
Feats: Dodge, Improved Initiative, Multiattack
Environment: A lawful-aligned plane
Organization: Solitary (1 plus 1 dominated creature) or conscription team (2-4 plus 1 dominated creature per team
member)
Challenge Rating: 7
Treasure: Standard
Alignment: Always lawful neutral

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

Combat:

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Warrior

Warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They cannot speak otherwise. A warrior is about 5 feet long and about 4-1/2 feet high at the front. It weighs about 180 pounds.

Combat:

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics.

A formian warrior's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Taskmaster

These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster is about the same size as a warrior.

Combat:

Taskmasters rely on their dominated slaves to fight for them if at all possible. If necessary, though, they can defend themselves with claws and a poison sting.

A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Dominate Monster (Su): A taskmaster can use a dominate monster ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

The Great Hallway

This expansive stone hall has 32 5x5 foot sections, and is filled with 8 devices of lethal cunning. It might help to number the squares with a grease pencil and then secretly roll the locations for the following traps:

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. *Market Price:* 17,400 gp.

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price:* 21,600

gp.

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Summon Monster VI Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. *Cost:* 3,300 gp, 264 XP.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. *Market Price:* 31,400 gp.

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

The bottom of the pit contains a Black Pudding:

Name: Black Pudding
Size: Huge
Type: Ooze
Descriptor:
Hit Dice: 10d10+60 (115 hp)
Initiative: -5
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack: +7
Grapple: +18
Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
Full Attack: Slam +8 melee (2d6+4 plus 2d6 acid)
Space: 15 ft.
Reach: 10 ft.
Special Attacks: Acid, constrict 2d6+4 plus 2d6 acid, improved grab
Special Qualities: Blindsight 60 ft., split, ooze traits
Saves: Fort +9, Ref -2, Will -2
Abilities: Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1
Skills: Climb +11
Environment: Underground
Challenge Rating: 7
Treasure: None
Alignment: Always neutral

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

Combat

A black pudding attacks by grabbing and squeezing their prey.

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 DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

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.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. *Cost:* 83,500 gp, 4,680 XP. *Note:* This trap is really two CR 6 *acid arrow* traps that fire simultaneously, using the same trigger and reset.

Forcecage and Summon Monster VII trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. *Cost:* 241,000 gp, 7,280 XP. *Note:* This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Room # 33

This room has half collapsed into the vast sink hole of room #34. The cracked stone slab floor has been water worn, and is strewn with rubble near the walls at the edge of the sink hole from the collapsed walls and ceiling. The stone block walls are carved from limestone, and the ceiling is covered with tiles that have been cemented to the hewn stone.

Large Wooden Door (to The Great Hallway): This strong door is in pristine condition, with a complex lock, DC 21 to pick, DC 23 to break down the door. The most eerie thing about opening it is that it isn't trapped. When the vast hall is revealed, a hint as to why sets in.

Small Wooden Door (to The Closet): This wooden door has been reinforced with steel bands, the complex lock is DC 20 to pick, DC 23 to break down the door. When the door opens a trap is triggered:

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. *Cost:* 4,550 gp, 364 XP.

The upper rubble pile: This pile contains a Level 7 treasure, some dwarven bones, rusted chainmail, and a broken rusted Axe amidst some strong webs.

The lower rubble pile: This pile contains some strong webs, fusing the boards and rocks to the floor, keeping them from eroding into the sink hole.

The sink hole edge: Any characters within 5 feet of the edge of this sink hole have a 10% chance per melee round of being webbed by a creature from room #34.

The Closet

This small room contains a 4 foot tall black metal urn, about 18 inches in diameter. It appears to be a funerary urn, and is sealed with lead. It contains ashes and a level 10 treasure, so if shaken, the sound of sand and coins can be heard. If the lid is removed the soul of the condemned will be released.

Name: Dread Wraith
Size: Large
Type: Undead (Incorporeal)
Hit Dice: 16d12 (104 hp)
Initiative: +13

Speed: Fly 60 ft. (good) (12 squares)
 Armor Class: 25 (-1 size, +9 Dex, +7 deflection),
 touch 25, flat-footed 16
 Base Attack/Grapple: +8/—
 Attack: Incorporeal touch +16 melee
 (2d6 plus 1d8 Constitution drain)
 Full Attack: Incorporeal touch +16 melee
 (2d6 plus 1d8 Constitution drain)
 Space/Reach: 10 ft./10 ft.
 Special Attacks: Constitution drain, create spawn
 Special Qualities: Darkvision 60 ft., daylight powerlessness,
 incorporeal traits, lifesense 60 ft., undead traits,
 unnatural aura
 Saves: Fort +5, Ref +14, Will +14
 Abilities: Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24
 Skills: Diplomacy +9, Hide +24, Intimidate +26,
 Knowledge (religion) +22, Listen +25, Search +22,
 Sense Motive +23, Spot +25, Survival +4 (+6 following tracks)
 Feats: AlertnessB, Blind-Fight, Combat Reflexes, Dodge, Improved InitiativeB, Improved Natural Attack
 (incorporeal touch), Mobility, Spring Attack
 Challenge Rating: 11
 Treasure: None
 Alignment: Always lawful evil



Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life. A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless. Wraiths speak Common and Infernal.

Combat:

Both the wraith and the dread wraith share the following abilities.

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

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

DREAD WRAITH

The oldest and most malevolent wraiths lurk in the depths of forgotten temples and other forsaken places. They can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows - or the walls.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

The room contains a pair of polar worms are involved in a courtship ritual:

Name: Remorhaz
Size: Huge
Type: Magical Beast
Hit Dice: 7d10+35 (73 hp)
Initiative: +1
Speed: 30 ft. (6 squares), burrow 20 ft.
Armor Class: 20 (-2 size, +1 Dex, +11 natural),
touch 9, flat-footed 19
Base Attack/Grapple: +7/+23
Attack: Bite +13 melee (2d8+12)
Full Attack: Bite +13 melee (2d8+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Darkvision 60 ft., heat,
low-light vision, tremorsense 60 ft.
Saves: Fort +10, Ref +6, Will +3
Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills: Listen +8, Spot +8
Feats: Awesome Blow, Improved Bull Rush, Power Attack
Environment: Cold desert
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral
Advancement: 8–14 HD (Huge); 15–21 HD (Gargantuan)



A remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds. Remorhazes cannot speak.

Combat:

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself 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 opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz'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 Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills: Remorhazes have a +4 racial bonus on Listen checks.

Room # 34

This vast natural sink-hole has filled with water, and eroded the walls even further, exposing some of the adjoining rooms. The water is 20 to 30 feet deep and there is a very steep drop off from the walls. The wall slope of 40 degrees is continued into the water. The natural limestone ceiling is covered with stalactites. *A very observant character might notice some webs on the ceiling and along the walls - Search DC 18.* Any creature in the water has a 20% chance of attracting one of the rooms inhabitants. If one attacks, the other will come and investigate.

This room is home to 2 Bebliths, their nests are along the bottom right wall, and the crevice top wall. They like to web their prey in rooms 31, and 33 discarding their refuse into the water near room 27 – a level 10 treasure can be found in 5 feet of water 5 feet from shore – Search DC 16 to discover with some sort of light.

Name: Bebilith

Size: Huge

Type: Outsider

Descriptor: Chaotic, Extraplanar, Evil

Hit Dice: 12d8+96 (150 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 22 (-2 size, +1 Dex, +13 natural),
touch 9, flat-footed 2

Base Attack: +12

Grapple: +29

Attack: Bite +19 melee (2d6+9 plus poison) or web +11 ranged

Full Attack: Bite +19 melee (2d6+9 plus poison) and
2 claws +14 melee (2d4+4); or web +11 ranged

Space: 15 ft.

Reach: 10 ft.

Special Attacks: Poison, rend armor, web

Special Qualities: Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.

Saves: Fort +16, Ref +9, Will +9

Abilities: Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13

Skills: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)

Feats: Cleave, Improved Initiative, Improved Grapple, Power Attack, Track

Environment: A chaotic evil-aligned plane

Challenge Rating: 10

Treasure: None

Alignment: Always chaotic evil



Bebiliths are enormous, predatory, arachnid demons that hunt other demons. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons.

Bebiliths understand but do not speak Abyssal. Their telepathy allows them to communicate silently with one another.

Combat

A bebilith attacks any creature it sees. It usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. Should the bebilith become overwhelmed by tougher opponents, it often attempts to bite one or more of its victims and retreats, allowing its poison to do its work.

A bebilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack

deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

Room # 35

The floor is hewn from ebony colored marble, the walls are made of inky colored brick, and the ceiling is covered with lavender colored tile. A magical darkness fills the room.

The small wooden door (to Room #26): This is a poorly constructed wooden door and has an arcane lock upon it. (DC16 to open).

Large Wooden Door (to The Great Hallway): This strong door is in pristine condition, with a complex lock, DC 21 to pick, DC 23 to break down the door. The most eerie thing about opening it is that it isn't trapped. When the vast hall is revealed, a hint as to why sets in.

A mated pair of Behirs have nested here:

Name: Behir

Size: Huge

Hit Dice: 9d10+45 (94 hp)

Type: Magical Beast

Initiative: +1

Speed: 40 ft. (8 squares), climb 15 ft.

Armor Class: 20 (-2 size, +1 Dex, +11 natural),
touch 9, flat-footed 19

Base Attack/Grapple: +9/+25

Attack: Bite +15 melee (2d4+12)

Full Attack: Bite +15 melee (2d4+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole

Special Qualities: Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent

Saves: Fort +11, Ref +7, Will +5

Abilities: Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12

Skills: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2

Feats: Alertness, Cleave, Power Attack, Track

Environment: Warm hills

Organization: Solitary or pair

Challenge Rating: 8

Treasure: Standard

Alignment: Often neutral

Advancement: 10–13 HD (Huge); 14–27 HD (Gargantuan)

Level Adjustment: —



The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow

body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. Behirs speak Common.

Combat:

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

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): To use this ability, a behir must hit a creature of any size 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 constrict the opponent or swallow the opponent in the following round.

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

Swallow Whole (Ex): A behir can try to 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.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Room # 36

The floor is made of yellow colored marble, the walls are covered with inky colored brick, the ceiling is made of rust colored brick over frozen dirt. Seven statues stand against the wall, only the two against the back wall are in perfect shape, the others have fallen apart or eroded with water and time. A mystic rune inscription has been carved on the floor in a 3 inch wide strip 5 feet from the walls. A pile of treasure is clearly visible in the center of the room. (A closer inspection will reveal hack marks from metal tools or weapons on the statues.

The River: This narrow section of the underground river has no encounters. The character party must find a way to traverse it. The rubble pile at the end of The Great Hallway doesn't have a sufficient number of stones to make fording possible, nor does it have broken planks, beams or boards of sufficient length to bridge the expanse. Material will need to be taken from other locations and hammer, nail, saw, and time needed to craft a bridge. Other methods and options are available.

The statues protect the treasure, and the two against the back wall will activate and attack anyone picking up treasure items, they do not move until the treasure is disturbed. They guard a 3x Level 10 treasure)

Name: Clay Golem

Size: Large

Hit Dice: 11d10+30 (90 hp)

Type: Construct

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 22 (–1 size, –1 Dex, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple: +8/+19
Attack: Slam +14 melee (2d10+7 plus cursed wound)
Full Attack: 2 slams +14 melee (2d10+7 plus cursed wound)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, cursed wound
Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 12–18 HD (Large); 19–33 HD (Huge)

The clay golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Combat:

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

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

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

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

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

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

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp. Creating the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (pottery) check.

CL 11th; Craft Construct, animate objects, commune, resurrection, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 1,540 XP.