

Thor's Tomb Encounters

- 1. Entrance to Thor's Tomb:** The entrance to Thor's Tomb is revealed when the orb is shattered on the Obsidian Obelisk at midnight of the full moon. By deactivating the obelisk, the distortion magic protecting the tomb is deactivated as well. This means that anyone in the area can now enter the tomb until the doors to the doors of the tomb close behind the party. The doors will automatically close forever as soon as all the party members have entered the main entrance to the tomb. No magic or physical force will open the doors once they are closed. The doors are solid gold, 20 feet high, and 20 feet wide. The tomb is rigged so that no teleportation out of the tomb is possible. Disintegrating or damaging the walls in any way will not permanently destroy them. Destroyed walls will regenerate within 24 hours. Traps will be reset either magically or with the aid of tomb servants within 24 hours. Unlike many dungeons several of the traps are designed to test the alignment of the group encountered. Athena made the prophecy of the tomb finders to the designers. When the doors close the room is pitch dark for a round then lights on the walls every ten feet ignite from the entrance to the main room. The main chamber is 120 feet wide and 280 feet long with a 40x80 feet alcove on the east end of the chamber. Four huge granite pillars stabilize the center of the chamber. The center is accentuated by a twenty feet tall ivory and gold statue of Athena surrounded by two huge marble fountains giving off water with a golden illuminated hue. In the alcove are two giant golden thrones. The thrones face each other. One throne is decorated in the ancient ways for a warrior of the north. The other is decorated with strange arcane runes requiring an arcane knowledge check with a DC of 25 can be determined to be those of an archmage. Once the group nears the statue it animates.

"Welcome chosen ones. You have done well to bring the key to Thor's tomb to the obelisk and make it this far. Before you lay the chambers to all you seek. To insure that no evil beings have stolen the key, the tomb has been trapped in a number of ways. Drink from the fountains if you so desire. Each fountain will bestow you with a limited power. The God I represent is too weak to answer your questions in person, however I may be able to answer one question concerning the Tomb if you ask wisely.

If a person drinks from the west fountain he/she will gain either **darkvision 30'** for 1d6 days, or if the person has darkvision already, he or she will gain **detect evil 60' radius** for 1d6 days. From the other fountain a character will either be fully **healed** once per day, or if the character was not wounded, gain 1d6 points of wisdom for 1d6 days. The secret door to the room is a seamless spot on one wall. It will require a DC of 30 to find this secret door. The door will slide into the floor when found, and close permanently in 1d6 rounds. No magic will penetrate this door. The secret door leads to a staircase going 120 feet down into the darkness. None of the rooms in the tomb are lit.

Teleport traps are positioned at T1,T2,and T3, T4 and will send characters to D1,D2,D3, D4. D3 is a 40x40 foot chamber. The walls are 15 feet thick granite. The air in this room is stale. There is enough air to sustain four men for 24 hours. The amount of air is used up twice as fast if strenuous activity occurs. Characters who meditate or sleep use up the air half as fast. All damage to the walls are repaired magically in 24 hours. Each person over 4 in this room decreases air supply faster. They are magical traps and cannot be disarmed. Dispel Magic would temporarily disable a particular trap for 24 hours. All magic in the tomb was cast at level 20 of ability.

2. Welcome to the Tomb. This room is rather unremarkable. It is the receiver point for those people who have triggered the T2 telepods. Doors in the tomb are made of Granite. Random encounters through the trapped upper level are the following sort: 50% chance per hour.

1. Repairbot: 6d8 HD, HP, Spd 3 (Hover Spd 2) AC 19, Init +0, Attacks: 4 arms +6,+6,+6,+6, or laser attack +15 Damage 1d6+3 for each arm or laser damage 1d12+8 Saves: Fort+4,Ref+3, Will+6, Str 16, Dex 14, Con--, Int 12, Wis12, Cha 1, Double Damage from Electrical attacks, Force field eliminates first 20 pts of damage per round. Repairbots go about their duties repairing other robots or traps and will not attack unless threatened. These bots are about 3 foot tall cylinders and have wheels for legs, but can move by hover power. 120 lbs. They have four arms for repairing things and have a variety of repair tool attachments. Repairbots, like all bots have the ability to see 120' in the dark and have sensors to detect movement 60' radius. Robots are immune to mind influencing spells, poison, gas,disease, subdual and critical damage and any other attacks which are meant to harm the living. They communicate by electronic chirps and whistles. CR 3

3. Android: 7d8 HD, HP, Spd 3, AC 19, Init+1, Attack, 2 arms or by weapon +6,+6, or by laser +15 Damage, by weapon +3, or 1d6+3, or by laser 1d12+8 Saves: Fort+4, Ref+4, Will+6, Str 16, Dex 15, Con--, Int 15, Wis 12, Cha 1, Double Damage from electrical attacks. Force field eliminates first 20 points of damage per round. In addition to standard robot abilities, the android can translate all languages, and can transmit the location of intruders or damaged robots or traps to all other robots in the tomb. Androids will attack if they sense an advantage but prefer to call in enforcerbots while staying outside main combat. CR 6, 6 foot tall, 400 lbs.

4. **Enforcerbot:** 12d10+12 HD, HP, Spd 5, or hover spd 4, AC 28, **Init+10**, Attacks: 4 lasers +20, or 2 arms +15, Damage: Lasers 1d12+10, or by arm 1d12+6+stun, Saves: Fort+6, Ref+8, Will+6, Str 25, Dex 20, Con--, Int12, Wis 12, Cha 1. Double damage from electrical attacks, force field eliminates first 30 points of damage per round. In melee combat enforcerbots stun an opponent with an electrical attack for 1d8 rounds unless Fort save DC 20. Standard robot abilities, If all foes are stunned the enforcerbot will drag the unconscious characters to the dry T3 chamber. Enforcer bots do not talk and only communicate with the Androids by radio waves. 7' tall, 500lbs. CR 10.

5. **Ruby Golem:** 10d10 HD, HP 55, **Init +1**, Spd 3, burrow spd 1, AC 25, Attacks: 2 slams +12, Damage: Slam 2d6+6, Damage reduction 30/+1, Regeneration 10, Saves: Fort +3, Ref +4, Will+4, Str 23, Dex 12, Con--, Int 10, Wis 12, Cha 1. Ruby golems are 9' tall, Their gemstone faceted body varies from light red to almost black. Their heads are Elven. They will continue to attack a person after they are no longer moving. They take normal damage from sonic attacks. Ruby golems are immune to all spell and spell-like effects except a Shatter spell. Mending spells heal them 2d6. When a ruby golem dies it disintegrates except their hearts are valued at 10,000-40,000 Uppsala pieces. CR 11.

6. **Thor's Golem:** 10d12 HD, HP 75, **Init +2**, Spd 4, AC 25, Attacks: 4 slams +14, Damage: 2d8+6, Every 3 rounds a Thor's golem can cast a 8d6 lightning bolt. This spell-like effect is not subject to disruption since the golem doesn't concentrate to cast it. They are immune to most spells. They are affected by spells which effect stone, which act as a Slow spell on them. Thor's golems are engraved with Zeus' symbol. Thor's golems cannot be flanked, attempts to backstab or flank them result in a single free attack from the Thor's golem. Thor's golems look like 8' tall barbarians, weighing around 1000 lbs and attack as if they are in a berserk rage. Saves: Fort +4, Ref+6, Will+6, Str 23, Dex 16, Con--, Int --, Wis11, Cha 1 CR 11

7. **Stone Golem:** 14d10 HD, HP 77, **Init -1**, Spd 2 (can't run), AC 26, Attacks: 2 slams+18, Damage: 2d10+9, Damage reduction 30/+2, Saves: Fort +4, Ref +3, Will+4, Str 29, Dex 9, Con--, Int--, Wis 11, Cha 1, They are 9' tall and weigh around 2000 lbs. They also have the symbol of Zeus carved on their chests. Stone golems can cast a Slow spell once every 2 rounds with a range of 10 feet as a free action, DC 13 will save, duration 7 rounds, Immune to all spells except a transmute rock to mud slows this golem for 2d6 rounds no save, while a transmute mud to rock spell heals them of all damage. A stone to flesh spell makes them vulnerable to normal attacks and physical damage spells for 1 round. CR 11

Standard tomb traps:

L: lightning bolt trap Search DC 15, Disable DC 25, CR 4 Damage 8d8 *Ref DC 18*

ST: Spike pit trap Search 25, Disable 15 6d6 falling + 1d8 spears for 1d6 damage each. CR 4

FS: Flame Strike trap Search 25, Disable 20 Dam: 8d8 CR 4 *let DC 20*

SD: Strength Drain trap Search 30 (area), Disable 20, 1d8 pts of Strength, CR 5

Traps south of room 2. The doors leading to this room are massive stone doors Break DC 30, Hardness 10, HP 300. A lever opens this door that stays open for 1 round. Once the door shuts it takes 5 rounds for it to reset to the point where it can be reopened. All one way doors in the tomb are the same as these unless noted otherwise. A huge skull sized dark green piece of glass lies in the center of the room. The traps in this area are triggered when someone goes through the one-way door. This room doesn't have an exit. Search 21, Disable 25, There are actually 5 traps in this room so each must be found and disabled. As soon as the room is entered a Methane gas fills the room. Only one trap per person per round can be found. Once found, each trap requires 5 rounds to disable. Each additional person helping to disable a known trap reduces the disable time by one round. Inhaled poison is a fortitude save DC 18, Con damage 1, ten rounds later a second fortitude save or 3d6 Con damage. Every 5 rounds sparks ignite the gas causing 8d8 points of damage to everyone in the room. If the party has lit fires or is producing sparks (highly likely if they use metal object to damage the trap) this will ignite the gas each round for 4d5 per person until the flames or sparks stop. Reflex saves will reduce the damage 25%. The only way to escape this chamber is to break down the door. The other two doors must be located to go through them, Search DC 20, Trap CR 10. 5 traps.

3. The Gauntlet: This hallway is 20 feet wide and 420 feet long. 50 feet down the corridor the passage turns to the south. Each 20 feet is an arrow trap. Search 20, DC 20, Range 200', Attack +12, Damage 1d6+1 (x3 critical), the arrows have temporary magic +1, The walls fire arrows at the opposite walls, while a floor mounted firing device rises to fire from the floor. Each zone fires 1d6 arrows from each wall, and 1d4 arrows from floor mounts. If one trap is missed, all the traps are triggered. Floor mounts can swivel and face either east or west. Randomly determine who is targeted in each section. CR 3 per trap. There are 19 traps in all. The secret door at the end of the room is a standard one-way secret door.

4. Drowning Pool: The one way door works like the door by room 2. The first ten feet of the inner tunnel is a well that floods the air out of the room in 1 round. Without a light source the one way doors require a DC 20 search check to find. All one way doors in the tomb work like the ones at room 2 and of course you must be on the lever side of the door to use the door. Attempts to damage the doors will reduce the time a character can hold breath by half and does half damage unless a piercing/thrusting weapon is used. The only way out of the Drowning Pool is to find the telepod T3. Trap CR 8 *See Drowning rules on page 85 of the DMG.*

5. (3) Ruby Golems, Trap near 5 is a floor triggered lightning trap. The ruby golems will attempt to scare, trick or drag victims through the lightning traps or get them to go through the telepod at T1.

Ruby Golem: 10d10 HD, HP 55, **Init** +1, Spd 3, burrow spd 1, AC 25, Attacks: 2 slams +12, Damage: Slam 2d6+6, Damage reduction 30/+1, Regeneration 10, Saves: Fort +3, Ref +4, Will+4, Str 23, Dex 12, Con--, Int 10, Wis 12, Cha 1. Ruby golems are 9' tall, Their gemstone faceted body varies from light red to almost black. Their heads are Elven. They will continue to attack a person after they are no longer moving. They take normal damage from sonic attacks. Ruby golems are immune to all spell and spell-like effects except a Shatter spell. Mending spells heal them 2d6. When a ruby golem dies it disintegrates except their hearts are valued at 10,000-40,000 Uppsala pieces. CR 11.

6. Central Repair Facility: Most of the repairbots can be found here. There are a total of **(50) repairbots** in the tomb.

Repairbot: 6d8 HD, HP, Spd 3 (Hover Spd 2) AC 19, **Init** +0, Attacks: 4 arms +6,+6,+6,+6, or laser attack +15 Damage 1d6+3 for each arm or laser damage 1d12+8 Saves: Fort+4,Ref+3, Will+6, Str 16, Dex 14, Con--, Int 12, Wis12, Cha 1, Double Damage from Electrical attacks, Force field eliminates first 20 pts of damage per round. Repairbots go about their duties repairing other robots or traps and will not attack unless threatened. These bots are about 3 foot tall cylinders and have wheels for legs, but can move by hover power. 120 lbs. They have four arms for repairing things and have a variety of repair tool attachments. Repairbots, like all bots have the ability to see 120' in the dark and have sensors to detect movement 60' radius. Robots are immune to mind influencing spells, poison, gas,disease, subdual and critical damage and any other attacks which are meant to harm the living. They communicate by electronic chirps and whistles. CR 3

Shelves of metal strips, bolts, wire, and tools can be found here. A magical recharge unit is available to recharge robots and lasers. A permanent spell of mud to rock is cast in the corner so Thor's golems and stone golems can be repaired. A permanent mending spell is also present to repair damaged ruby golems. Repairbots will ignore the group unless threatened. If threatened a dozen of the repairbots will attack while the rest will flee and contact androids or enforcerbots.

7. Judgment Room: Only one person can enter this room at any time. Once someone has entered through the secret door or from telepod1 no one else can make telepod 1 or the secret door until the judgment has occurred. If the party tries to destroy the door before entering or if the door is destroyed, the judgment will not occur until the door is regenerated in 24 hours. Immediately after a character has entered the room a woman's pleas can be heard in the character's language coming from a deep pit trap in the room. *Help! I'm chained to the floor of this pit and it's filling with water. I don't want to drown help me!* The woman apparently can't hear anything from the Judgment room. A ladder leads down into the dark pit. A monstrous mask is mounted on the south and east walls spewing water lightly into a channel in the floor leading to the pit. Water streams slowly into the pit. A permanent darkness spell has been cast on the pit so that it is impossible to see the person within. If the character chooses to ignore the pleas, either fearing a trap, tries instead to escape by attacking a doorway, or tries to negotiate some proof the victim is being honest, or some reward themselves, the room begins filling up rapidly with water. In 3 rounds the room is flooded completely. *See Drowning rules on page 85 of the DMG.* Any character that selflessly goes down the ladder to save the girl will be teleported to Room 17. Dead characters will be teleported to D3 before the doors or telepod works again. This trap has an experience reward of 3,000 experience points for characters teleported to Room 17.

8. Programmed Illusion: Everything triggered in this area is part of a powerful illusion. If the character attempts to disbelieve the illusion he/she gets a will save DC 22. Characters saving can ignore the illusion but cannot convince believers what they see is not real. Characters who know this is an illusion can still react to the encounter if they wish. When characters walk into the line of sight of this area they see twenty-five Thor's golems beating a Norse warrior senseless. His shield is broken and he has lost his sword but he still tries to resist. Any character deciding to move in to attack the Thor's golems or attempt to combat them will be teleported to D4. Any character deciding to wait to see what happens or otherwise avoid combat to save the warrior will watch the reacting characters disappear, see the warrior be killed and then get themselves teleported to room 10. Any character participating in the saving of the fighter will receive a 500 experience point bonus.

9. Please be seated: Stone Golem:

The Stone Golems will attempt to force people into the throne chair. If the Golems cannot get the subject to sit in the throne they will attack them until they do sit in the throne.

(3)Stone Golems: 14d10 HD, HP 77, **Init** -1, Spd 2 (can't run), AC 26, Attacks: 2 slams+18, Damage: 2d10+9, Damage reduction 30/+2, Saves: Fort +4, Ref +3, Will+4, Str 29, Dex 9, Con--, Int--, Wis 11, Cha 1, They are 9' tall and weigh around 2000 lbs. They also have the symbol of Zeus carved on their chests. Stone golems can cast a Slow spell once every 2 rounds with a range of 10 feet as a free action, DC 13 will save, duration 7 rounds, Immune to all spells except a transmute rock to mud slows this golem for 2d6 rounds no save, while a transmute mud to rock spell heals them of all damage. A stone to flesh spell makes them vulnerable to normal attacks and physical damage spells for 1 round. CR 11

10. Let me help you down: Thor's Golems

Thor's Golems will attempt to drag victims, either conscious or unconscious to the pit trap. If the victim resists the Thor's Golem will beat them until they stop moving, then resume dragging them to the pit. The pit is an open hole in the floor 20' in diameter. The pit is 100 deep and the floor bottom is lined with spikes. Falling damage is 10d6. 1d8 spikes for 1d8 damage each. The walls are greased which makes climbing out difficult (DC 30). When a character hits the bottom of the pit this triggers a magic mouth saying in a deep slow voice, "*too bad!, too bad!*"

(5)Thor's Golem: 10d12 HD, HP 75, Init +2, Spd 4, AC 25, Attacks: 4 slams +14, Damage: 2d8+6, Every 3 rounds a Thor's golem can cast a 8d6 lightning bolt. This spell-like effect is not subject to disruption since the golem doesn't concentrate to cast it. They are immune to most spells. They are affected by spells which effect stone, which act as a Slow spell on them. Thor's golems are engraved with Zeus' symbol. Thor's golems cannot be flanked, attempts to backstab or flank them result in a single free attack from the Thor's golem. Thor's golems look like 8' tall barbarians, weighing around 1000 lbs and attack as if they are in a berserk rage. Saves: Fort +4, Ref+6, Will+6, Str 23, Dex 16, Con--, Int --, Wis11, Cha 1, CR 11

11. E.C.A. Enforcer Control Annex:

The Shiny Bronze letters E.C.A. are mounted at each entrance to the room.

This chamber is the command center for the enforcer bots. In the center of the room is a huge pillar of lights and sounds. A large square box of light is filled with small dots that move. Characters making Int checks DC 15 will understand that the dots seem to move around on a map similar to the one the party is drawing. Other boxes of light show rooms in the tomb through the strange vision of repair bots. **1d6 Androids** are working machines in here at any time. **1d4 repair bots** are maintaining equipment. **1d6+6 Enforcer bots** are on duty in here at any time.

Enforcerbot: 12d10+12 HD, HP, Spd 5, or hover spd 4, AC 28, Init+10, Attacks: 4 lasers +20, or 2 arms +15, Damage: Lasers 1d12+10, or by arm 1d12+6+stun, Saves: Fort+6, Ref+8, Will+6, Str 25, Dex 20, Con--, Int12, Wis 12, Cha 1. Double damage from electrical attacks, force field eliminates first 30 points of damage per round. In melee combat enforcerbots stun an opponent with an electrical attack for 1d8 rounds unless Fort save DC 20. Standard robot abilities, If all foes are stunned the enforcerbot will drag the unconscious characters to the dry T3 chamber. Enforcer bots do not talk and only communicate with the Androids by radio waves. 7' tall, 500lbs. CR 10.

12. Android Quarters:

(8)Android: 7d8 HD, HP, Spd 3, AC 19, Init+1, Attack, 2 arms or by weapon +6,+6, or by laser +15 Damage, by weapon +3, or 1d6+3, or by laser 1d12+8 Saves: Fort+4, Ref+4, Will+6, Str 16, Dex 15, Con--, Int 15, Wis 12, Cha 1, Double Damage from electrical attacks. Force field eliminates first 20 points of damage per round. In addition to standard robot abilities, the android can translate all languages, and can transmit the location of intruders or damaged robots or traps to all other robots in the tomb. Androids will attack if they sense an advantage but prefer to call in enforcerbots while staying outside main combat. CR 6, 6 foot tall, 400 lbs. 20% of Androids take on the mannerisms and dress of humans. A simple metal slab on the wall serves as a "rest station" for each Android.

13. Android Quarters:

(6)Android: 7d8 HD, HP, Spd 3, AC 19, **Init+1**, Attack, 2 arms or by weapon +6,+6, or by laser +15 Damage, by weapon +3, or 1d6+3, or by laser 1d12+8 Saves: Fort+4, Ref+4, Will+6, Str 16, Dex 15, Con--, Int 15, Wis 12, Cha 1, Double Damage from electrical attacks. Force field eliminates first 20 points of damage per round. In addition to standard robot abilities, the android can translate all languages, and can transmit the location of intruders or damaged robots or traps to all other robots in the tomb. Androids will attack if they sense an advantage but prefer to call in enforcerbots while staying outside main combat. CR 6, 6 foot tall, 400 lbs. 20% of Androids take on the mannerisms and dress of humans. A simple metal slab on the wall serves as a "rest station" for each Android.

14. Programmed Illusion: A very old warrior lies on his death's bed surrounded by beautiful warrior women. When someone approaches his area, he motions them to come forth and his warrior women step aside to allow characters to approach. He tells them he was a great warrior named Vannen. He asks each character, one at a time to give him their most prized magic item. He waits for the character's response then asks the next character. If they ask him why he wants their best magic item or if he will accept something else he looks at them disappointedly and says, "Generosity used to be what I was most famous for". Any character giving Vannen their most prized magic item will be fully healed of all damage and teleported to D4 and get 1,000 xp. Any character ultimately giving Vannen their prized magic item after careful consideration or giving him a lesser gift will be teleported to the hallway outside room 4 and healed half of their damage. When a generous character arrives at the teleport destination that character will find the gift returned. A character refusing to give Vannen a gift will discover the generous characters have disappeared. Vannen will say, "so be it" and a delayed fireball will go off under his bed doing 18d6+18 damage to anyone in the area around his bed.

15. Ruby Ridge. Ruby Golem, Reverse Gravity/Spiked Pit Trap:

(4)Ruby Golems: 10d10 HD, HP 55, **Init +1**, Spd 3, burrow spd 1, AC 25, Attacks: 2 slams +12, Damage: Slam 2d6+6, Damage reduction 30/+1, Regeneration 10, Saves: Fort +3, Ref +4, Will+4, Str 23, Dex 12, Con--, Int 10, Wis 12, Cha 1. Ruby golems are 9' tall, Their gemstone faceted body varies from light red to almost black. Their heads are Elven. They will continue to attack a person after they are no longer moving. They take normal damage from sonic attacks. Ruby golems are immune to all spell and spell-like effects except a Shatter spell. Mending spells heal them 2d6. When a ruby golem dies it disintegrates except their hearts are valued at 10,000-40,000 Uppsala pieces. CR 11. These golems will attempt to get a character into the Reverse gravity trap. If they defeat a character held over the trap in a strength check (top roll wins+ strength modifier), they toss the character into the reverse gravity field and the character is pulled to the top of an 80 feet high shaft. If the character succeeds his strength check he is able to attack normally. The golem will next pull the gravity level next round and the character will fall the 80 feet plus and additional 60 feet 14d6 falling damage to the bottom of the pit. The golem will continue to use the lever each round until it is clear that the character has died. There is a 50% chance each round that a wounded golem will forget its programming and attack normally. Check each round to see what the golem is doing.

16. Thor's Golems:

(6)Thor's Golem: 10d12 HD, HP 75, **Init** +2, Spd 4, AC 25, Attacks: 4 slams +14, Damage: 2d8+6, Every 3 rounds a Thor's golem can cast a 8d6 lightning bolt. This spell-like effect is not subject to disruption since the golem doesn't concentrate to cast it. They are immune to most spells. They are affected by spells which effect stone, which act as a Slow spell on them. Thor's golems are engraved with Zeus' symbol. Thor's golems cannot be flanked, attempts to backstab or flank them result in a single free attack from the Thor's golem. Thor's golems look like 8' tall barbarians, weighing around 1000 lbs and attack as if they are in a berserk rage. Saves: Fort +4, Ref+6, Will+6, Str 23, Dex 16, Con--, Int --, Wis11, Cha 1 CR 11

17. Bed and Breakfast: This room is well accommodated and well lit. Comfortable beds line the walls. A beautiful fountain made of Mithril and gold cascades pleasantly. Warm food pipes on a table arranged with fine tableware. Goblets filled with mead are placed near the food. Fresh fruits and vegetables are also available. The strumming of a harp fills the air. Nearly anything requested will magically appear for the characters waiting in this room. Eating food or drink from this room will fully heal any wounds the character may have. No matter what is requested the characters will not be able to leave this room until all the other characters are either dead or teleported here. No door can be found. Nothing will get the characters out of this room until everyone is here or dead. Anything requested in this room only exists in this room. Conjured items will not be transported out of the room. When the criteria are met, a golden door will appear along the west wall and it will slowly open to the dungeon beyond. The door will remain open for ten rounds and then slowly close. Once the door is closed 5 rounds later in will never reopen.

Dungeon Random Encounters: 50% chance per hour.

1. Spiders
2. Scorpions
3. Rust Monsters
4. Giant Ants
5. Orc Pukje
6. Grimlocks
7. Cloaker
8. Spider Eater

18. (20) Large Hunter Spiders: 8d8+8 HD, HP 37, **Init** +3, Spd 4/ 2 climb, AC 14, Bite +4, Dam: 1d8+3 (poison DC 16, Initial and Secondary Damage 1d6 str.), Saves: Fort +5, Ref +4, Will +1, Str 15, Dex 17, Con 12, Int--, Wis 10, Cha 2, Climb +14, Hide +6, Jump +2, Spot +7, CR 4 MM208

19. (6)Huge Scorpions: 24d8+48 HD, HP 156, **Init** +0, Spd 5, AC 16, Attack: 2 Claws +15, Sting +10, Dam: Claw: 1d8+5, Sting 2d4+2 (poison), Improved Grab, Squeeze, Saves: Fort +12, Ref +5, Will +5, Str 21, Dex 10, Con 14, Int--, Wis 10, Cha 2, Climb +12, Hide +0, Spot +7 CR 7 MM207

20. (35)Giant Ant Soldier: 6d8+8 HD, HP 36, **Init +0**, Spd 5/2 climb, AC 17, Attack: +3 bite, Dam: 2d4+3, Improved Grab, Acid Sting: 1d4+1 plus 1d4 acid, Saves: Fort +4, Ref +0, Will +1, Str 14, Dex 10, Con 13, Int --, Wis 13, Cha 11, Climb +10, Listen +6, Spot +6 CR 3

21. (10) Rust Monster 5d8+5 HD, HP 36, **Init +3**, Spd 4, AC 18, Attack: +3 Antennae touch, -2 Melee, Dam: Antennae touch rust, bite 1d3, SA: Rust, SQ: Scent: Metal 90', Save: Fort +2, Ref +4, Will +5, Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8, Listen +9, Spot +9, Alertness, Prefers Large items first, Iron and Steel over gold and silver, Any metal they successfully touch attack turns to a pile of rusty crumbs, if someone attacks and hits them with a metal object that object rusts automatically. Magic metal objects get a reflex save DC 20 or dissolved into rusty crumbs. CR 3

22. (40)Giant Ant Soldier: 6d8+8 HD, HP 36, **Init +0**, Spd 5/2 climb, AC 17, Attack: +3 bite, Dam: 2d4+3, Improved Grab, Acid Sting: 1d4+1 plus 1d4 acid, Saves: Fort +4, Ref +0, Will +1, Str 14, Dex 10, Con 13, Int --, Wis 13, Cha 11, Climb +10, Listen +6, Spot +6 CR 3

(60)Giant Ant Worker: 2d8 HD, HP 10, **Init + 0**, Spd 5/2 climb, AC 17, Attack: Bite +1, Dam: 1d6, Improved Grab, Saves: Fort +3, Ref +0, Will +0, Str 10, Dex 10, Con 10, Int --, Wis 11, Cha 9, Climb +8, Listen +5, Spot +5, CR 1

23. (4)Cloaker: 6d8+18 HD, HP 45, **Init +7**, Spd 1/4 Fly, AC 19, Attacks +8 tail slap, +3 bite, Dam: tail: 1d6+5, bite: 1d4+2, Moan, engulf, SQ: Shadow shift, Saves: Fort +5, Ref +5, Will +7, Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15, Hide +12, Listen +11, Move Silently +12, Spot +11, Alertness, Improved Initiative, CR 5 MM37

24. (10) Huge Hunter Spiders: 15d8+15 HD, HP 94, **Init +3**, Spd 4/2 climb, AC 16, Bite +9, Dam: 2d6+6 (poison DC 22, Initial and Secondary Damage 1d8 Str.), Saves: Fort + 8, Ref +6, Will +3, Str 19, Dex 17, Con 12, Int--, Wis 10, Cha 2, Climb +16, Hide +2, Jump +4, Spot +7, CR 6

25. (6)Gargantuan Hunter Spider: 36d8+36 HD, HP 223, **Init +3**, Spd 4/2 climb, AC 18, Bite +20, Dam: 2d8+9 (poison DC 31, Initial and Secondary Damage 2d6 Str.), Saves: Fort +15, Ref +11, Will +8, Str 23, Dex 17, Con 12, Int--, Wis 10, Cha 2, Climb +18, Hide -2, Jump +6, Spot +7, CR 8

26. (6)Gargantuan Scorpion: 48d8+96 HD, HP 315, **Init +0**, Spd 5, AC 18, Attack: 2 claws +27 melee, Sting +22, Dam: Claw 2d6+7, Sting 2d6+3 (poison), Improved Grab, Squeeze, Saves: Fort +20, Ref +10, Will +10, Str 25, Dex 10, Con 14, Int --, Wis 10, Cha 2, Climb +14, Hide -4, Spot +7, CR 10 DC 36 POISON 2D6 Str Dmg

27. (50)Giant Ant Worker: 2d8 HD, HP 10, **Init + 0**, Spd 5/2 climb, AC 17, Attack: Bite +1, Dam: 1d6, Improved Grab, Saves: Fort +3, Ref +0, Will +0, Str 10, Dex 10, Con 10, Int --, Wis 11, Cha 9, Climb +8, Listen +5, Spot +5, CR 1

(20)Giant Ant Soldier: 6d8+8 HD, HP 36, **Init +0**, Spd 5/2 climb, AC 17, Attack: +3 bite, Dam: 2d4+3, Improved Grab, Acid Sting: 1d4+1 plus 1d4 acid, Saves: Fort +4, Ref +0, Will +1, Str 14, Dex 10, Con 13, Int --, Wis 13, Cha 11, Climb +10, Listen +6, Spot +6 CR 3 MM205

28. (30)Giant Ant Soldier: 6d8+8 HD, HP 36, **Init +0**, Spd 5/2 climb, AC 17, Attack: +3 bite, Dam: 2d4+3, Improved Grab, Acid Sting: 1d4+1 plus 1d4 acid, Saves: Fort +4, Ref +0, Will +1, Str 14, Dex 10, Con 13, Int --, Wis 13, Cha 11, Climb +10, Listen +6, Spot +6 CR 3

Giant Ant Queen: 8HD, HP 23 **Init -1**, Spd 4, AC 17, Attack +5 Bite, Dam: 2d6+4, Improved Grab, Saves: Fort +5, Ref +0, Will +2, Str 16, Dex 9, Con 13, Int--, Wis 13, Cha 11, Listen +7, Spot +7, CR 4

(40)Giant Ant Worker: 2d8 HD, HP 10, **Init + 0**, Spd 5/2 climb, AC 17, Attack: Bite +1, Dam: 1d6, Improved Grab, Saves: Fort +3, Ref +0, Will +0, Str 10, Dex 10, Con 10, Int --, Wis 11, Cha 9, Climb +8, Listen +5, Spot +5, CR 1

29. (10) Rust Monster 5d8+5 HD, HP 28, **Init +3**, Spd 4, AC 18, Attack: +3 Antennae touch, -2 Melee, Dam: Antennae touch rust, bite 1d3, SA: Rust, SQ: Scent: Metal 90', Save: Fort +2, Ref +4, Will +5, Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8, Listen +9, Spot +9, Alertness, Prefers Large items first, Iron and Steel over gold and silver, Any metal they successfully touch attack turns to a pile of rusty crumbs, if someone attacks and hits them with a metal object that object rusts automatically. Magic metal objects get a reflex save DC 20 or dissolved into rusty crumbs. CR 3

30. (20)Large Scorpion: 8d8+16 HD, HP 64, **Init+0**, Spd 5, AC 14, Attack: 2 claws +5, Sting +0, Dam: 1d6+3, Sting 1d6+1 (poison), Improved Grab, Squeeze, Saves: Fort + 6, Ref +1, Will +1, Str 17, Dex 10, Con 14, Int--, Wis 10, Cha 2, Climb +11, Hide +3, Spot +7, CR 4

31.(8)Rust Monster 15d8+15 HD, HP 87, **Init +3**, Spd 4, AC 20, Attacks +9 Antennae touch, +0 Melee, Dam: Antennae touch rust, bite 1d6, SA: Rust, SQ: Scent Metal 90', Save: Fort +6, Ref +12, Will +15, Str 20, Dex 17, Con 13, Int 2, Wis 14, Cha 8, Listen +9, Spot +8, Alertness, Prefers Large items first, Iron and Steel over gold and silver, Any metal they successfully touch attack turns to a pile of rusty crumbs, if someone attacks and hits them with a metal object that object rusts automatically. Magic metal objects get a reflex save DC 20 or dissolved into rusty crumbs. CR 9

32. (20)Spider Eaters: 4d10+20 HD, HP 38, **Init +1**, Spd 3/6 fly, AC 13, Attacks: Sting +7, Bite +2, Dam: 1d8+5 (poison Fort save DC 17 no initial damage, secondary damage is paralysis for 1d8+5 weeks), bite 1d8+2 SQ: Freedom of Movement as a free action as a sorcerer lv 12, Saves: Fort +9, Ref +5, Will +2, Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10, Listen +7, Spot +7, Dodge, CR 5, MM 172

33. (20) Rust Monsters: 5d8+5 HD, HP 32, **Init +3**, Spd 4, AC 18, Attack: +3 Antennae touch, -2 Melee, Dam: Antennae touch rust, bite 1d3, SA: Rust, SQ: Scent: Metal 90', Save: Fort +2, Ref +4, Will +5, Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8, Listen +9, Spot +9, Alertness, Prefers Large items first, Iron and Steel over gold and silver, Any metal they successfully touch attack turns to a pile of rusty crumbs, if someone attacks and hits them with a metal object that object rusts automatically. Magic metal objects get a reflex save DC 20 or dissolved into rusty crumbs. CR 3

34. (12)Manticore: 6d10+24 HD, HP 65, **Init +2**, Spd 3/5 fly, AC 16, Attacks: 2 claw +9, Bite +7, or 6 spikes +6 range Range 180' no increments crit 19-20 can only launch 24/day, Dam: Claw 2d4+5, Bite 1d8+2, Spike 1d8+2, SQ: Scent, Saves: Fort +9, Ref +7, Will +3, Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9, Listen +9, Spot +9, Multiattack, CR 5

35. Grey Render/Orc Pukje/Grimlock 33% chance of one of these three groups. (6) Orc Pukje, (25) grimlocks, or the grey render.

36. (30)Orc Pukje: 5Lv Fighters 2Lv Sor, HP 36, **Init +0** AC 14, Spd 3, Attack +8, Damage: Stone Battle Axe +2 for str, or Javelin, Darkvision 60', Saves: Fort +6, Ref +1, Will +0, Str 16, Dex 10, Con 11, Int 12, Wis 8, Cha 8, Listen +2, Spot +2, CR 5 Spell: Magic Missile, Hide Armor, Buckler

(50)Normal Orc Pukje: HD 1d8, Hp 4, AC 10, CR ½, Fort +2, Ref +0, Will -1, Init +0, Spell: Magic Missile

37. Orc Pukje/Grimlock: This area is contested by both the Pukje and the Grimlock. 50% chance to encounter (6) Elite Orc Pukje and (25) Grimlocks, 25% chance to encounter Pukje, 25% chance to just encounter Grimlocks.

38.(450)Grimlock: 2d8+2 HD, HP10, **Init +1**, AC 15, Spd 3, Attacks: +3 w/Battle Axe, Dam: Battle Axe 1d8+3, Blindsight 40', Scent, Saves: Fort: +1, Ref +4, Will +2, Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6, Climb +7, Hide +16, Listen +6, Search +5, Spot +3, Alertness, CR 1

Grimlock Leader is Ghoisksh 10 Barbarian, HP 112, **Init +8**, Spd 4, Attack +10/+5, Dam Battleaxe, CR 10, Saves: Fort +8, Ref + 7, Will 5, Buckler, AC 20

39. (8)Manticore: 6d10+24 HD, HP 64, **Init +2**, Spd 3/5 fly, AC 16, Attacks: 2 claw +9, Bite +7, or 6 spikes +6 range Range 180' no increments crit 19-20 can only launch 24/day, Dam: Claw 2d4+5, Bite 1d8+2, Spike 1d8+2, SQ: Scent, Saves: Fort +9, Ref +7, Will +3, Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9, Listen +9, Spot +9, Multiattack, CR 5

40. Grey Render: 15d10+105 HD, HP 202, Init +0, Spd 3, AC 19, Attacks: Bite +12, 2 claws +7, Dam: Bite 2d6+6, Claw 1d6+3, Improved Grab, Rend 3d6+9, Scent, Saves: Fort +14, Ref +7, Will +4, Str 25, Dex 10, Con 24, Int 3, Wis 12, Cha 8, Hide +7, Spot +8, CR 10, Must hit with bite to hold, must hold to get the automatic rend damage. He provides food for the dragon. The Grey Render will only attack pukje or grimlock when the group is engaged with them in combat, he will bring one or two back to Hyrrokkin. The Grey Render will try to protect Hyrrokkin by sacrificing itself so Hyrrokkin can prepare his defenses before the group arrives.

41. Red Dragon: Hyrrokkin (Fire-Streamer)

Hyrrokkin will try to size up the group first by speaking to them. He assumes that whomever makes it this far must be the chosen ones he was warned about. He was sent here by Stridikoctris almost 200 years ago as a wyrmling and told to stop all who enter. He believes Stridikoctris is the ruler of the world above and a powerful demon. He will parley until it no longer benefits him to do so (He has cast as many defensive spells as possible on himself). He will try to locate and kill any wizards or sorcerers first with a well-placed breath weapon if possible. He will use his power attack feat to assist in physical combat. He will try to prevent too many characters from getting too close to him. Against fighters if he was unable to use charms/hold person or fear before they entered, he will try to single one fighter to attack until he can get his breath weapon back. He can use the Staff of Frost if necessary and will keep it near him.

"So, you would look upon my magnificence before your deaths, please do enter. You certainly won't be the first or the last whose last sight was one of my mighty fists or my warm breath. Stridikoctris brought me here almost 200 years ago, just for you and I am getting so bored with the taste of pukje. Behold! I am Hyrrokkin, "Fire-Streamer", and I assure you the title is not a sarcastic one. I wonder if you will taste better slightly roasted or well-baked? Perhaps I shall experiment, hmm?"

22d12+110 HD, HP234, **Init**+4, AC 29, Spd 4 Attack Bonus +31, AL 34
 Bite: Dam. 2d8+11, Claws: +26 Attack/Dam 2d6+5, Wings: +26 Attack/Dam. 1d8 +5,
 Tail Slap: +26 Attack/Dam.: 2d6+16, Fort +18, Ref +15, Will +17, Breath Weapon
 (every 1d4 rounds), 12d10 (DC 25) Ref save for 1/2, 50' cone (50 feet wide x 50' high),
 Fear 24 (180' radius) or shaken for 4d6 rounds, SR 21 (MM pg 10), Darkvision 600',
 Immune to sleep and paralysis, Blindsight, 6 Feats: Improved Initiative, Power Attack,
 Extend Spell, Combat Casting, Maximize Spell, Lightning Reflexes, Size H, (Fire
 subtype: Fire Immunity, double damage against cold attacks unless saves) Spell: (7,6,4,3
 Known), (Spells per day 6,6,6,4) 0 Lv: Detect Poison, Detect Magic, Read Magic,
 Resistance, Daze, Mending, Mage hand, 1st: Magic Missile, Comprehend Languages,
 Charm Person, Shocking grasp, Spider Climb, Mage Armor, 2nd: Bull's Strength, Endurance,
 Blur, Cat's Grace, 3rd: Hold Person, Displacement, Protection from elements, Vampiric Touch,
 plus inherent spells: Locate Object 6x/day (DC 10+4+spell lv for all spells), Suggestion 3x/day, Eyebite 1x/day, discern location 1x/day, Cast at 7th
 LV, Jump 33, Concentration Ranks: 22, Listen Ranks 22, Spot Ranks 22, Search Ranks
 22, AL CE, Damage reduction 5/+1, Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 18, CR
 14, 36 15

The dragon will also have (20) Grimlocks to use as fodder hiding behind pillars in the room.

Treasure: (108) gold rings, (47) 50 up carnelian, (4) Jeweled Gold Crowns of Dverge Kings (6,000 Uppsala pieces each), 20,000 Welkin pieces, 12,000 Uppsala pieces, (4) 5000 Uppsala piece Star Rubies, A crystal board game (500 Uppsala pieces), A masterwork Mahogany staff (100 Uppsala pieces), Crystal, gold and silver wind chimes, valued 400 up, (4) bottles of Alfar Wine, (6) votive bronze statues to the Welkin gods 50 up each, **Chainshirt +3, Leather Armor +4, Small Wood Shield +3, Scimitar +3, Sickle +4, Dagger +3, Shortbow +2, (3) +5 arrows, longsword +2, Studded Leather +2, Scalemail +3, Potion of Neutralize Poison, Potion of Cure Disease, Staff of Frost 40 charges, Amulet of Natural Armor +3, Dusty Rose Ioun Stone, Wand of Melf's Acid Arrows 22 charges, (2) Alfar arrows of Entanglement,**

42. Two days after the death of Hyrokkin, Isgerd starts having intense dreams that Norgard is in trouble and Jarl Gunnar Blue-Tooth is in peril. If the group wants to spend any time beyond the amount necessary to recover spells and get healed these dreams become overwhelming and painful and coincide with earth tremors and any other omens or portents necessary to move them forward. The disturbances will be too intense to create magic items, or do any intricate training or work. The corridor to room 42 is in a time distortion zone. The passage goes down from room 41 for seven days. No encounters occur until the seventh day, however each day little Reikev ages 2 years. By the 7th day she is 14 years old, can understand her language, Dwarven, Welkin and Thorsen. She will be about 6' tall and 250 lbs. She will eat tons of food during this time. She also has changed sexes and is now a male "Reikov". **A Will Save must be made every hour each day DC 30 or the following happens: Give each character a Story Label, they can pick or you can roll randomly.** When the group gets to the Norgard card, they meet Gunnar Blue Tooth's Fetch. He is surprised and very happy to see them. He says every since you left ten years ago to seek Thor's tomb life in Norgard has been difficult. He is very fatherly. He expresses urgency in getting you back to Norgard to help remove the troublemakers who have taken residency there. He has noticed Bergar the Bold talking with strange people outside of town at odd hours. He suspects Bergar may wish for a new Jarl in Norgard. Gunnar is inspiring, and full of vitality. He cannot recognize the current situation, believing he has somehow fallen into a crevice and the Norms have brought him to them to help save Norgard from trouble. After a day of traveling to Norgard, the characters have dreams that night before about their day of doom hanging on the tree of knowledge next to Odin. They awaken back in the Tomb of Thor They cannot exactly remember when and how they died but it lingers in the back of their minds. They know that they will remember the dream on the day they are to die. Gunnar is with them and he is solid and real in all aspects until he takes his first swing at the Nagas. When he attacks the Naga he goes through it and then disappears after a look of incredulousness at the group.

(3) Dark Nagas inhabit this cavern. They look like eels, with purple leathery hides, tails ending in stingers. They prefer to fight from elevation getting in their attacks and surveying the battlefield without exposing themselves to melee combat. The Nagas are HD 13d8+27, **Init +2, HP 88, 89, 72, AC 14, Spd 4, Attacks +10 Sting, +4 bite, Dam: Sting 2d4+4 and Poison, Bite 1d4+2, Fort +5, Ref +7, Will +8, Str 18, Dex 15, Con 14, Int 17, Wis 16, Cha 17, Bluff +11, Concentration +20, Listen +15, Sense Motive +10, Spellcraft +15, Spot +14, Feats: Alertness, Combat Casting, Dodge, Lightning Reflexes,**

Treasure: (108) gold rings, (47) 50 up carnelian, (4) Jeweled Gold Crowns of Dverge Kings (6,000 Uppsala pieces each), 20,000 Welkin pieces, 12,000 Uppsala pieces, (4) 5000 Uppsala piece Star Rubies, A crystal board game (500 Uppsala pieces), A masterwork Mahogany staff (100 Uppsala pieces), Crystal, gold and silver wind chimes, valued 400 up, (4) bottles of Alfar Wine, (6) votive bronze statues to the Welkin gods 50 up each, **Chainshirt +3, Leather Armor +4, Small Wood Shield +3, Scimitar +3, Sickle +4, Dagger +3, Shortbow +2, (3) +5 arrows, longsword +2, Studded Leather +2, Scalemail +3, Potion of Neutralize Poison, Potion of Cure Disease, Staff of Frost 40 charges, Amulet of Natural Armor +3, Dusty Rose Ioun Stone, Wand of Melf's Acid Arrows 22 charges, (2) Alfar arrows of Entanglement,**

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Spellcraft +15, Spot +14, Feats: Alertness, Combat Casting, Dodge, Lightning Reflexes, Dark Nagas can *detect thoughts*, continuously as a 9th lv Sor, (DC 15), this is always active. Sting poison is a fortitude Save DC 20 or fall into a nightmare haunted sleep for 2d4 minutes, Dark Nagas are immune to any mind reading. They get a +2 save bonus versus all charm effects. Spells: Sorcerer (10th lv) 9 (0), 5 (1st), 4 (2nd), 3 (3rd), 2 (4th), 1 (5th), Spells/diem 6 (0), 6 (1st), 6 (2nd), 6 (3rd), 5 (4th), 3 (5th), Spells: (0 lv) *Detect magic*, *Ghost sound*, *Daze* (x2), *Dancing Lights* (x2), (1st) ~~*Mage Armor*~~, ~~*Charm Person*~~, *Expeditious Retreat*, *Ray of Enfeeblement* (x2), *Reduce*, (2nd), *Hypnotic Pattern* (x2), *See Invisiblity*, *Mirror Image*, ~~*Cat's Grace*~~, (3rd) ~~*Displacement*~~ (x2), ~~*Fly*~~ (x2), *Major Image* (x2), (4th) *Monster Summoning IV* (x1), ~~*Confusion*~~ (x1), (5th) ~~*Feeblemind*~~ (x1) CR 11, Treasure: Mithril Shirt, "Anju" *Greatsword* +3 At the back of the cavern in a small raft near a stream. The stream has dug out a tunnel about 3' higher than the stream for a narrow fit into the next room.

43. Thor's Tomb Version of the Lernaean Hydra (9 Headed): HD 9d10+45, HP101/ (11/head), Init +1, Spd 2/swim 2, AC 15, Attacks: 9 Bites +9 melee, Dam: 1d10+5/bite, Scent, Fort +12, Ref +8, Will +3, Str 21, Dex 12, Con 20, Int 3, Wis 10, Cha 9, Feat: Combat Reflexes, Reptilian, grey-brown, yellow bellied, amber eyes, 20' long, 4000 lbs, Attack with all heads no penalty, To kill the Hydra you must sever all the heads with slashing weapons, To sever the head you must do 11 pts of damage with a slashing weapon. Each stump will split into two new full hit point heads in 1d4 rounds unless at least 5 pts of fire or acid damage are dealt to the stump (AC 19) before it regrows. This Hydra can have no more than 18 heads. The Hydra's body is immune to attacks. The first time one of the Hydra's heads is severed, another new Hydra is produced somewhere in the cavern. This happens each time a new unharmed Hydra is attacked. CR 11, Treasure: 2 lbs of sulfur, 4" tall citrine frog idol, value 600 up, a gold dagger, value 250 up.

44. (2) Large Chimera: HD 13d10+39, HP 107, Init +1, Spd 3, 5 flying, AC 18, Attacks: Bite +14, Bite +12, Butt +12, (2) Claws +12, Dam: Bite 2d6+6, Bite 1d8+4, Butt 1d8+4, Claw 1d6+4, Breath Weapon: (white dragon head), Every 1d4 rds, Cone of Cold 3d8 Dam, Reflex (DC 17) for half damage, 20' Cone, Scent, Fort +9, Ref +7, Will +4, Str 21, Dex 13, Con 17, Int 4, Wis 13, Cha 10, Hide +4, Listen +9, Spot +9, Alertness, Multiattack, CR 11, Treasure: silver sickle, 75 up, 1200 up gold and lapis lazuli necklace, 127 (50 up) malachite beads, gold powder box, 125 up.

45. (7) Drider and (12) MED Monstrous Spiders: (5) Drider: HD 6d8+18, HP 56, 42, 40, 51, 44, Init +2, Spd 3, 2 climbing, AC 17, Attacks: +3 Melee, +0 Bite, +5 Ranged, Damage (2) Short swords 1d6+2, 1d6+1, Bite 1d4+1, Short bow 1d6, SR 14, Fort +5, Ref +5, Will +8, Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16, Climb +16, Concentration +10, Hide +8, Listen +8, MS +7, Spellcraft +10, Spot +9, Feat: Ambidexterity, Combat Casting, Two weapon Fighting, CR 7 Spell-like: *Dancing Lights*, *Darkness*, *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Fairie Fire*, *Levitate 1/Day*. Cast at 6th Lv Sor, DC 13 + spell lv., AL CE. Speak Barter, Dock Alfar, Bite is Fort Save DC 16, Initial and secondary 1d6 Strength, Treasure (2) Short Swords, Short bow, 10

Sleep Arrows each (Fort Save DC 17) or fall unconscious, secondary save after 1 minute or sleep 2d4 hours, 50 gp opal each, 50 gold coins ea.

Dridr Cleric, HD 12d8+36, HP 96, Abilities same as normal drider, plus: 6 Cleric Domain: Destruction: Attack +7 melee, Bite +4, Ranged +9, Fort +10, Ref +7, Will +13, Spells (5) 0, (4) 1st, (3) 2nd, (3) 3rd OLV: *Resistance (x2)*, *Detect Magic*, *Create Water*, *Guidance*, 1st-*Summon Monster I*, *Cause Fear*, *Endure Elements*, *Cure Light Wounds*, *Inflct Light Wds*, 2nd-*Darkness*, *Hold Person*, *Summon Monster II Shatter*, 3rd-*Summon Monster III*, *Contagion (x2)*, *Bestow Curse*, 1000 UP Obsidian dagger, 200 Gold Coins, (20) 100 up moonstones, +3 **Shortbow**, CR 12

Dridr Sor, HD 12d8+36, HP 99, Fort +7, Ref +7, Will +13, , (abilities same as normal Dridr, Plus: 6 Sor, (6) OLV, (6) 1st, (5), 2nd, (3) 3rd per day, Spells known 7,4,3,1 Spells: OLV *Ray of Frost (x4)*, *Dancing lights (x2)*, 1st *Mage Armor*, *Charm Person*, *Shocking Grasp (x2)*, *Cause Fear*, 2nd *Web (x3)*, *Resist Elements*, *Summon Monster II*, 3rd *Fireball (x3)* Treasure **Wand of Webs (15) Charges**, 7500 up Adamantite Spider-web tiara lined with black pearls. (50) 150 UP Jet. CR 12

Monstrous Spiders: HD 2d8+2, HP 11, AC 14, **Init +3**, Spd 3, climb 2, Bite +4, Damage 1d6, Poison DC 14 str 1d4, Climb +12, Hide +10 CR 1

46. Bullette: HD 16d10+80, HP 158, **Init +2**, Spd 4, burrow 1, AC 23, Attacks: Bite+16, (2) claws +9, Dam: Bite 2d8+10, Claw 2d6+6, Special: Leap, gets 4 claw but no bite attack, Tremorsense, Detects movement on ground within 60 feet of it, Scent, Fort +14, Ref +8, Will +4, Str 30, Dex 15, Con 20, Int 2, Wis 13, Cha 6, Jump +12, Listen +6, CR 10, AL N

47. Cloaker: (4) Cloaker: 14d8+42 HD, HP 102, 119, 115 102, **Init +7**, Spd 1/ 4 Fly, AC 21, Attacks +16 tail slap, +6 bite, Dam: tail: 1d8+10, bite: 1d6+4, Moan, engulf, SQ: Shadow shift, Saves: Fort +10, Ref +5, Will +9, Str 25, Dex 16, Con 17, Int 14, Wis 15, Cha 15, Hide +12, Listen +11, Move Silently +12, Spot +11, Alertness, Improved Initiative, CR 10, MM37

48. Dridr: (10) Dridr , (8) Dridr: HD 6d8+18, HP ~~56, 42, 40, 51, 44~~ 49, ~~46, 39~~, **Init +2**, Spd 3, 2 climbing, AC 17, Attacks: +3 Melee, +0 Bite, +5 Ranged, Damage (2) Short swords 1d6+2, 1d6+1, Bite 1d4+1, Short bow 1d6, SR 14, Fort +5, Ref +5, Will +8, Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16, Climb +16, Concentration +10, Hide +8, Listen +8, MS +7, Spellcraft +10, Spot +9, Feat: Ambidexterity, Combat Casting, Two weapon Fighting, CR 7 Spell-like: *Dancing Lights*, *Darkness*, *Detect Chaos*, *Detect Evil*, *Detect Good*, *Detect Law*, *Detect Magic*, *Fairie Fire*, *Levitate 1/Day*. Cast at 6th Lv Sor, DC 13 + spell lv., AL CE. Speak Barter, Dock Alfar, Bite is Fort Save DC 16, Initial and secondary 1d6 Strength, Treasure (2) Short Swords, Short bow, 10 Sleep Arrows each (Fort Save DC 17) or fall unconscious, secondary save after 1 minute or sleep 2d4 hours, 50 gp opal each, 50 gold coins ea.

Druider Cleric, HD 12d8+36, HP 88, Abilities same as normal drider, plus: 6 Cleric Domain: Destruction: Attack +7 melee, Bite +4, Ranged +9, Fort +10, Ref +7, Will +13, Spells (5) 0, (4) 1st, (3) 2nd, (3) 3rd OLV: *Resistance (x2)*, *Detect Magic*, *Create Water*, *Guidance*, 1st-, *Cause Fear (x2)*, *Endure Elements*, *Cure Light Wounds* *Inflict Light Wds*, 2nd-*Darkness*, *Hold Person* (x2), *Shatter*, 3rd-, *Contagion (x2)*, *Bestow Curse (x2)*, 1000 UP silver spider brooch, 200 Gold Coins, (20) 100 up bloodstones, "Dockflam" +3 **Shortsword Darkness 60' rad on command.** CR 12

Druider Sor, HD 12d8+36, HP 98, Fort +7, Ref +7, Will +13, , (abilities same as normal Druider, Plus: 6 Sor, (6) OLV, (6) 1st, (5), 2nd, (3) 3rd per day, Spells known 7,4,3,1 Spells: OLV *Ray of Frost (x4)*, *Dancing lights (x2)*, *1st Mage Armor*, *Charm Person*, *Shocking Grasp (x2)*, *Cause Fear*, 2nd *Web (x4)*, *Resist Elements*, 3rd *Fireball (x3)* x2 Treasure **Wand of Webs (10) Charges**, 3500 up silver spider web engraved mirror with black pearls. (25) 150 UP Jet. CR 12

49. Hydra Ten-Headed/Pyro: HD 10d10+50, HP 103, **Init +1**, Spd 2/2 Swim, AC 15, Attacks: 10 bites, +10 melee, Dam: Bite: 1d10+5, Scent, Fort +12, Ref +8, Will +3, Str 21, Dex 12, Con 20, Int 3, Wis 10, Cha 9, Listen +8, Spot +8, Combat Reflexes, This reddish Hydra can breathe jets of fire 10' high, 10' wide, and 20' long. All heads breathe once every 1d4 rds. Each jet deals 3d6 damage per head, A successful reflex save halves the damage. The save is DC 20, Fire Immunity, Double damage from cold except on successful save. This hydra can be killed by severing all of its heads or by slaying its body. To sever the head an opponent must hit the monster's neck with a slashing weapon and do 10 points of damage in one blow (extra damage is lost). CR 11

50. Grey Render: 15d10+105 HD, HP 188, **Init +0**, Spd 3, AC 19, Attacks: Bite +12, 2 claws +7, Dam: Bite 2d6+6, Claw 1d6+3, Improved Grab, Rend 3d6+9, Scent, Saves: Fort +14, Ref +7, Will +4, Str 25, Dex 10, Con 24, Int 3, Wis 12, Cha 8, Hide +7, Spot +8, CR 10, Must hit with bite to hold, must hold to get the automatic rend damage. The render will follow from a safe distance and try to attack when the group is occupied with one of the other tomb denizens.

51. Roper: (3) HD 10d10+30, HP 85, 101, 105, **Init +5**, Spd 1, AC 24, Attacks: 6 Strands, +11 ranged, Bite +8 melee, Dam: strand range 50', pulls 10' closer per round to its mouth, If hits opponent must make Fort save DC 18 or take 2d8 points of temp str. Damage, A single blow with a slashing weapon against a strand doing 10 pts of damage (AC 20) severs a strand. Breaking free requires a DC 23 Escape Artist check or a DC 19 Str Check. A roper takes double damage from fire unless saves for half. Bite does 2d6+2, Immune to electricity, Cold Resistance 30, SR 28, Fort +10, Ref +8, Will +8, Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12, Climb +7, Hide +18, Listen +13, Spot +13, Improved Init, Alertness, Iron Will, Weapon Focus (strand), CR 10, These creatures hold perfectly still and try to catch people who come close to them. They look like stalagmites.

52. Manticore: (14): 6d10+24 HD, HP 55, Init +2, Spd 3/5 fly, AC 16, Attacks: 2 claw +9, Bite +7, or 6 spikes +6 range Range 180' no increments crit 19-20 can only launch 24/day, Dam: Claw 2d4+5, Bite 1d8+2, Spike 1d8+2, SQ: Scent, Saves: Fort +9, Ref +7, Will +3, Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9, Listen +9, Spot +9, Multiattack, CR 5

53. Chimera: (3) HD 13d10+39, HP 122, 109, 121, Init +1, Spd 3, 5 flying, AC 18, Attacks: Bite +14, Bite +12, Butt +12, (2) Claws +12, Dam: Bite 2d6+6, Bite 1d8+4, Butt 1d8+4, Claw 1d6+4, Breath Weapon: (white dragon head), Every 1d4 rds, Cone of Cold 3d8 Dam, Reflex (DC 17) for half damage, 20' Cone, Scent, Fort +9, Ref +7, Will +4, Str 21, Dex 13, Con 17, Int 4, Wis 13, Cha 10, Hide +4, Listen +9, Spot +9, Alertness, Multiattack, CR 11, Treasure: 217 (50 up) smoky quartz, 20 platinum ore stones, (350 up each), **Potion of cure critical 10 lv, Javelin +4**

54. Drider: (7) Drider and (30) MED Monstrous Spiders: (5) Drider: HD 6d8+18, HP 56, 42, 40, 51, 44, **Init +2**, Spd 3, 2 climbing, AC 17, Attacks: +3 Melee, +0 Bite, +5 Ranged, Damage (2) Short swords 1d6+2, 1d6+1, Bite 1d4+1, Short bow 1d6, SR 14, Fort +5, Ref +5, Will +8, Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16, Climb +16, Concentration +10, Hide +8, Listen +8, MS +7, Spellcraft +10, Spot +9, **Feat:** Ambidexterity, Combat Casting, Two weapon Fighting, CR 7 **Spell-like:** *Dancing Lights, Darkness, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Magic, Fairie Fire, Levitate 1/Day*. Cast at 6th Lv Sor, DC 13 + spell lv., AL CE. Speak Barter, Dock Alfar, Bite is Fort Save DC 16, Initial and secondary 1d6 Strength, Treasure (2) Short Swords, Short bow, 10 Sleep Arrows each (Fort Save DC 17) or fall unconscious, secondary save after 1 minute or sleep 2d4 hours, 50 gp malachite each, 150 gold coins ea.

Drider Cleric, HD 12d8+36, HP 110, Abilities same as normal drider, plus: 6 Cleric Domain: Destruction: Attack +7 melee, Bite +4, Ranged +9, Fort +10, Ref +7, Will +13, Spells (5) 0, (4) 1st, (3) 2nd, (3) 3rd OLV: *Resistance (x2), Detect Magic, Create Water, Guidance, 1st-Summon Monster I, Cause Fear, Endure Elements, Cure Light Wounds Inflict Light Wds, 2nd-Darkness, Hold Person, Summon Monster II Shatter, 3rd-Summon Monster III, Contagion (x2), Bestow Curse, 1000 UP ring w/secret compartment for powder, 200 Gold Coins, (20) 100 up amethysts, +3 Quarterstaff, CR 12*

Drider Sor, HD 12d8+36, HP 100, Fort +7, Ref +7, Will +13, , (abilities same as normal Drider, Plus: 6 Sor, (6) OLV, (6) 1st, (5), 2nd, (3) 3rd per day, Spells known 7,4,3,1 Spells: OLV *Ray of Frost (x4), Dancing lights (x2), 1st Mage Armor, Charm Person, Shocking Grasp (x2), Cause Fear, 2nd Web (x3), Resist Elements, Summon Monster II, 3rd Fireball (x3)* Treasure **Wand of Webs (25) Charges**, 10,000 up mithril black widow belt. Silver dagger, 500 up opal demon statue. CR 12

 Monstrous Spiders: HD 2d8+2, HP 17, AC 14, **Init +3**, Spd 3, climb 2, Bite +4, Damage 1d6, Poison DC 14 str 1d4, Climb +12, Hide +10 CR 1

55-57 BloodBeasts: (100) HD 6d8+18, HP 45, AC 17, **Init +8**, Spd 1, Fly 6, Attack: +15 touch, Dam: 1d6/rd Fort save DC 18 or paralysis 1d10 minutes, A bloodbeast can suck twice its HPs in blood before becoming too full to attack. A bloodbeast cannot be dislodged once it successfully bites until it becomes full or is killed. Attacking a lodged bloodbeast on a host with anything but small weapons will do 50% damage to the host as well. Saves: Fort +6, Ref +10, Will +4, Str 10, Dex 24, Con 10, Int 1, Wis 12, Cha 6, Hide +16, Scent, Weapon Finesse (touch), Darkvision, Uncanny Dodge, Improved Initiative, CR 5

58. (Directions: Can go to 59 or 65) Dentinous Pukje: (6) HD 6d8+18, HP 55, AC 14, Init+3, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 Dentinous Pukje have enlarged serrated teeth and a jaw that unhinges. Among pukje they are particularly ugly and enjoy capturing prey to eat alive. They have no interest in treasure. Only the spell casters can speak. They use bloodbeast poison on their javelins to paralyze prey. DC 18 or be paralyzed for 1d10 minutes. Some of these pukje become fighters, barbarians, sorcerers or priests. Net range is 10', on a hit opponent is entangled (-2 to attack and -4 on dex), entangled creatures can only move half speed and cannot run. An opponent can escape using escape artist DC 20 as a full-round action. Net has 5hps, and can be burst from with a full round Str. check (DC 25), Entangled creatures cannot cast spells unless concentration check (DC 15).

59. Dentinous Pukje: (6) HD 6d8+18, HP 48, AC 14, Init+3, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 (Same as 58)

60. Dentinous Pukje: (6) HD 6d8+18, HP 44, AC 14, Init+3, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 (Same as 58)

61. Dentinous Pukje: (6) HD 6d8+18, HP 49, AC 14, Init+3, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 (Same as 58)

62. Dentinous Pukje: (6) HD 6d8+18, HP 48, AC 14, Init+3, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 (Same as 58)

63. Dentinous Pukje: (6) HD 6d8+18, HP 60, AC 14, Init+3, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 (Same as 58)

64. Statue of Athena: A ten-foot tall marble statue of the woman you saw at the entrance to Thor's tomb is standing before you, serene smile upon her face. She is holding a spear in her right hand a large shield is held in with the left arm and she wears a war helmet. A perfectly round hole is drilled in the base of her statue between her feet. Inscribed in her statue base in ancient welkin is the phrase "Welcome chosen ones, your journey has been long, and not over yet, if you are clever I can ease your journey." If one of the laser devices from the tomb is inserted into the slot, the group is teleported to **room 91**. One charge from the laser wand will be lost fueling the teleport.

65. Dentinous Pukje: (30) HD 6d8+18, HP 55, AC 14, **Init+3**, Spd 4, Attack +10 (bite) or +6 range, (net or Javelin) (Bite: Dam 4d6), Fort +8, Ref +6, Will+3, Str 17, Dex 17, Con 17, Int 10, Wis 14, Cha 4, Hide+12, MS, +12, Spot +12, Scent, CR 5 Dentinous Pukje have enlarged serrated teeth and a jaw that unhinges. Among pukje they are particularly ugly and enjoy capturing prey to eat alive. They have no interest in treasure. They use bloodbeast poison on their javelins to paralyze prey. DC 18 or be paralyzed for 1d10 minutes. Some of these pukje become fighters, barbarians, sorcerers or priests. Net range is 10', on a hit opponent is entangled (-2 to attack and -4 on dex), entangled creatures can only move half speed and cannot run. An opponent can escape using escape artist DC 20 as a full-round action. Net has 5hps, and can be burst from with a full round Str. check (DC 25), Entangled creatures cannot cast spells unless concentration check (DC 15).

(4) 10th Lv Fighters, HP182, 180, 169, 161 AC 18, **Int+8**, Attack (+15 bite or +10,+5) melee or ranged) Fort +16, Ref +11, Will +8, Str 18, Dex 18, Con 20, Int 12, Wis 14, Cha 4, (The fighters each have a +1 **Bastard Sword** Crit 19-20 (x2), damage 1d10), CR 12, Feats: Power Attack, Improved Init, Expertise, Improved Disarm, Combat Reflexes, Expert Tactician, Iron Will, Lightning Reflexes, Improved Unarmed Attack, Stunning Fist

(1) Witchdoctor: 8 Lv Druid, 8 Lv Sor, HP127, AC 14, **Int +7**, Spd 4, Attack +19, +12, +6, CR 20, Wildshape 3x/day, Saves Fort +16, Ref +10, Will +15, Str 17, Dex 17, Con 17, Int 15, Wis 16, Cha 4, Feats: Improved Init, Combat Casting, Power Attack, Druid Spells: 6,4,3,3,2 (See PHB for List); Sor Spells: 6,6,6,5,3: Spells Known: 8,5,3,2,1: *Resistance, Ray of Frost, Prestidigitation, Daze, Flare, Mending, Mage Hand, Detect Magic, Shield, Mage Armor, Magic Missile, Sleep, Ray of Enfeeblement, Protection from Arrows, Web, See Invisibility, Hold Person, Slow, Otiluke's Resilient Sphere.*, +4 Club

66. Huge Chuul: HD: 22d8+132, HP 260, AC 24, **Init +7**, Spd 3 on land, 2 in water, Attacks: 2 claws, +28 melee, Damage: 2d8+9, Feats: Improved Grab, Squeeze, Paralysis, Alertness, Improved Init, Immune to Poison and Paralysis, Saves: Fort +15, Ref +6, Will +16, Str 28, Dex 14, Con 22, Int 10, Wis 16, Cha 5, CR 14, Improve Grab if hits with one claw, Squeeze: A grabbed opponent takes claw damage plus an additional 2d6 bludgeoning damage each round held. Paralysis: A grabbed opponent can be transferred to its tentacle, the paralytic secretion must be saved against (DC 19) or paralyzed for 6 rounds. The Chuul has a nice collection of Dentinous Pukje heads just below the surface of the water, a few are scattered on the cavern floor (**RM 65**) also. The only way to get to **room 67** is to swim through **room 66**. The water is about 6' deep in most places.

67. **Derro:** Special Traits: +2 Will Saves against spells and spell-like abilities, +2 Fortitude saves against all poisons, Dark vision 60', stone cunning, Spell Resistance 18, Sunlight Vulnerability, All Student Derro can attempt a sleep spell (spell-like ability) that works on anyone, (DC 10+Level of the Student + Will bonus), opposition Will save or Sleep for 5 minutes. They can use this once per day. All Savants get the sleep ability plus the ability to cast a feeble mind as a spell-like ability (DC 10 + savant level + will bonus), opposition will save. Blind-fighting Feat, Stone Melding: The spell-like ability to shape the stone around an opponent's leg, foot, arm, etc. to immobilize them. A Derro can choose as a full round action to attempt to meld stone around an opponent. The victim makes an opposition reflex save against DC 10 + level of the Derro, + his Dex Modifier. If the Derro succeeds in immobilizing a foot and leg, the victim's Dex bonus is half, If the Derro succeeds in immobilizing both legs, the victim is flat-footed, even if normally not possible. The Derro can make this attack form without provoking an attack of opportunity. If the Derro succeeds in immobilizing a weapon arm or shield arm, use of that weapon or shield is lost. Derro take great pleasure in immobilizing a victim in this way to torture later. Typically after shooting a volley of poison missiles, a Derro will attempt to gang up on a few opponents to immobilize them with the shape stone and then move to the next victims. Derro will try this attack on spell casters first if they can get to them. Only magical means can be used to break free of the stone without destroying the limb. Derro use Greenblood oil poison, DC 13, Initial loss of 1 Con, Secondary 1d2 Con, and Derromire poison, DC 14, Initial 2d6 str, secondary 2d6 str. Typically, they have 5 doses of each. They use repeating crossbows. Repeating crossbows hold 5 bolts and can be fired as many times per round as the Derro has attacks, up to 5 times. Reloading takes a full round and provokes an attack of opportunity if done while engaged. Damage is 1d8, threat range is 19-20 (x2), increments are 80'. Derro Fighter use Heavy Picks 1d6 (x4), half-spears 1d6 (x3), Savants use warhammers 1d8 (x3) Standard Derro add 1 to CR, Student at 2 to CR, Savant add 3 to CR,

Military Presence: (15) 6th Level Fighter, HP 43, AC 16, **Init**,+6, Spd 2, Attack (+8,+3), Dam (+2) Repeating Crossbow (loaded), one refill. Heavy pick , Chainshirt, Spd 2, Saves, Fort: +14, Ref +8, Will +6, Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 6, Feats: 7, Point Blank Shot, Precise Shot, Improved Init, Iron Will, Great Fort, Lightning Reflexes, Sharp-shooter.

(4) **Commandos:** 10th Level Fighters, HP 105, 103, ~~85, 78~~, AC 20, **Init** +8, Spd 3 Attack (+12,+7), Dam(+2), Saves, Fort +12, Ref,+7 Will +7, Str 14, Dex 18, Con 16, Int 10, Wis 13, Cha 7, Feats 10 Improved Init, Point Blank Shot, Precise Shot, Rapid Shot, Sharp Shooter, Luck, Dash Iron Will, Great Fort, Lightning Reflexes, Chainshirts +2, +3 Repeating Crossbows, Each has 5 +3bolts, +2 Heavy Picks,

(1) 14th Level Fighter, General Praxos, HP 138, AC 25, **Init** +4, Spd 3, Attack (+17,+12, +7) Dam(+3), Saves: Fort +17, Ref+10, Will+9, Str16, Dex18, Con18, Int15, Wis16, Cha12, Feats:12, Improved Init, Point Blank Shot, Precise Shot, Sharp Shooter, Rapid Shot, Iron Will, Great Fort, Lightning Reflexes, Luck, Dash, Improved Critical (Repeating Crossbow(17-20 (x 2))), Far Shot. Chainshirt +4, Repeating Crossbow +4, (15) +5 bolts, Short spear +3, Potion Cure Critical, Ring of Protection +3, Warhammer +3

68. **Derro: School for Misguided Social Deviant Savants:** (6) 6th Level Fighter, HP 43, AC 16, **Init**,+6, Spd 2, Attack (+8,+3), Dam (+2) Equip: Repeating Crossbow (loaded), one refill. Heavy pick , Chainshirt, Spd 2, Saves, Fort: +14, Ref +8, Will +6, Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 6, Feats: 7, Point Blank Shot, Precise Shot, Improved Init, Iron Will, Great Fort, Lightning Reflexes, Sharp-shooter.

(1) **Dentinous Pukje Witchdoctor:** 8 Lv Druid, 8 Lv Sor, HP127, AC 14, **Int** +7, Spd 4, Attack +19, +12, +6, CR 21, Wildshape 3x/day, Saves Fort +16, Ref +10, Will +15, Str 17, Dex 17, Con 17, Int 15, Wis 16, Cha 16, Feats: Improved Init, Combat Casting, Power Attack, Druid Spells: 6,4,3,3,2 (See PHB for List); Sor Spells: 6,6,6,5,3: Spells Known: 8,5,3,2,1: *Resistance, Ray of Frost, Prestidigitation, Daze, Flare, Mending, Mage Hand, Detect Magic, Shield, Mage Armor, Magic Missile, Sleep, Ray of Enfeeblement, Protection from Arrows, Web, See Invisibility, Hold Person, Slow, Otiluke's Resilient Sphere.*, Skill: Concentration +14, Equip: +4 Club

(8) **Derro Students:** 7th Level Sor, HP 30, AC 13, **Int** +7, Spd 2, Attack +3, CR 10, Saves: Fort:+6, Ref +5, Will +9, Str 9, Dex 16, Con 14, Int 14, Wis 12, Cha 16, Feats: Combat Casting, Improved Init, Maximize Spell, Sor Spells per day: 6,6,6,4., Spells Known 7,5,3,2., *0lv Detect Magic, Read Magic, Detect Poison, Daze, Ray of Frost, Disrupt Undead, Prestidigitation, 1st Ray of enfeeblement, Reduce, magic missile, identify, shocking grasp, mage armor, 2nd Protection from arrows, ghoul touch, web, 3rd Hold Person, suggestion* All Student Derro (up to 8th level) can attempt a sleep spell (spell-like ability) that works on anyone, (DC 10+Level of the Student + Will bonus), opposition Will save or Sleep for 5

minutes. They can use this once per day, Skill Concentration +12, Equip: Quarter Staff, Repeating Crossbow (loaded) one refill,

(2) Derro Savants: 10th level Sor, HP 40,49, AC 17,14, Int +8, Spd 2, Attacks:+5, CR 13, Saves, Fort+8, Ref +7, Will+12, Str 9, Dex 18, Con 14, Int 16, Wis 16, Cha 17, Feats Improved Initiative, Combat Casting, Maximize Spell, Extend Spell, Sor Spells per day 6,6,6,6,5,3, Spells Known 9,5,4,3,2,1, *Olv Read Magic, Detect Magic, prestidigitation, Ray of Frost, Daze, Dancing Lights, Resistance, Detect Poison, Arcane mark, 1st Charm Person, shocking grasp, Ray of Enfeeblement, Mage Armor, Shield, 2nd Spectral Hand, Ghoul Touch, Web, Protection from Arrows, 3rd Fireball, Hold Person, Vampiric Touch, 4th Stone Skin, Otiluke's Resilient Sphere, 5th Feeblemind* All Student Derro (up to 8th level) can attempt a sleep spell (spell-like ability) that works on anyone, (DC 10+Level of the Student + Will bonus), opposition Will save or Sleep for 5 minutes. They can use this once per day. All Savants (9th Level or higher) get the sleep ability plus the ability to cast a feeble mind as a spell-like ability (DC 10 + savant level + will bonus), opposition will save. Equip, Potion Cure Critical (ea), Quarterstaff +3,(ea) Ring of Water Walking or Ring of Protection +3, Wand of Fireball or Wand of Lightning Bolts (10th), Treasure: 2500 Mithril Coins (10 up each), (10) Exotic wood chairs, Value 500 up each, (4) Crystal Bowls (500 up ea), 20 Black Onyx (500 up ea),

69. Chamber of The Grand Savant:

(4) Commandos: 10th Level Fighters, HP 105, 103, 85,78, AC 20, Init +8, Spd 3 Attack (+12,+7), Dam(+2), Saves, Fort +12, Ref,+7 Will +7, Str 14, Dex 18, Con 16, Int 10, Wis 13, Cha 7, Feats 10 Improved Init, Point Blank Shot, Precise Shot, Rapid Shot, Sharp Shooter, Luck, Dash Iron Will, Great Fort, Lightning Reflexes, **Chainshirts +2, +3 Repeating Crossbows, Each has 5 +3bolts, +2 Heavy Picks,**

(2) Derro Savants: 10th level Sor, HP45,47, AC 14, Int +8, Spd 2, Attacks:+5, CR 13, Saves, Fort+8, Ref +7, Will+12, Str 9, Dex 18, Con 14, Int 16, Wis 16, Cha 17, Feats Improved Initiative, Combat Casting, Maximize Spell, Extend Spell, Sor Spells per day 6,6,6,6,5,3, Spells Known 9,5,4,3,2,1, *Olv Read Magic, Detect Magic, prestidigitation, Ray of Frost, Daze, Dancing Lights, Resistance, Detect Poison, Arcane mark, 1st Charm Person, shocking grasp, Ray of Enfeeblement, Mage Armor, Shield, 2nd Spectral Hand, Ghoul Touch, Web, Protection from Arrows, 3rd Fireball, Hold Person, Vampiric Touch, 4th Stone Skin, Otiluke's Resilient Sphere, 5th Feeblemind* All Student Derro (up to 8th level) can attempt a sleep spell (spell-like ability) that works on anyone, (DC 10+Level of the Student + Will bonus), opposition Will save or Sleep for 5 minutes. They can use this once per day. All Savants (9th Level or higher) get the sleep ability plus the ability to cast a feeble mind as a spell-like ability (DC 10 + savant level + will bonus), opposition will save. Equip, Potion Cure Critical (ea), Quarterstaff +3,(ea), Wand of Fireball or Wand of Lightning Bolts (10th),

Grand Savant: Draxamanix 15th Level Sor, HP 68, AC 24, Int +9, Spd, Attacks +7, +2, CR 17, Saves, Fort +12, Ref +12, Will +18, Str9, Dex 20, Con14, Int 18, Wis 20, Cha 18, Feats Improved Initiative, Maximize Spells, Extend Spell, Repeat Spell, Combat Casting, Luck, Spells per day 6,6 6,6,6,6 6,4, Spells Known 9,5,5,4,4,4 3,2, *0lv Read Magic, Detect magic, Prestidigitation, Arcane Mark, Dancing Lights, Daze, Resistance, Ray of Frost, Detect Poison, 1st shocking grasp, ray of enfeeblement, chill touch, comprehend languages, shield, 2nd Ghoul touch, spectral hands, detect thoughts, invisibility, web, 3rd, hold person, suggestion, vampiric touch, fireball, 4th stonewall, otiluke's resilient sphere, phantasmal killer, minor globe of invulnerability, 5th feeblemind, dominate person, teleport, nightmare, 6th Disintegrate, chain lightning, mass suggestion, 7th Finger of Death, Spell Turning*, All Student Derro (up to 8th level) can attempt a sleep spell (spell-like ability) that works on anyone,(DC 10+Level of the Student + Will bonus), opposition Will save or Sleep for 5 minutes. They can use this once per day. All Savants (9th Level or higher) get the sleep ability plus the ability to cast a feeble mind as a spell-like ability (DC 10 + savant level + will bonus), opposition will save Skill Concentration 18 **Equip Ring of Protection +5, (4) Potions Heal, +4 Quarterstaff, Deep Red Ioun Stone, Wand of Hold Person, Staff of Power, +4 dagger, Medallion of Thoughts**, Treasure: 40,000 mithril coins, 20,000 up in wood furniture, 15 Gold Statues, 1000 up each, 10 (5,000 up) black diamonds, 100 glass vials, 10 glass vases (1000 up), Ruby and Gold Skull cap Value 15,000 up, 25,000 up crystal skull,

70. Derro Commoners(20) 1st Level Fighter, HP 12, AC 16, **Init,+6**, Spd 2, Attack (+3), Dam (+2) Repeating Crossbow (loaded), one refill. Heavy pick , Chainshirt, Spd 2, Saves, Fort: +6, Ref +5, Will +4, Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 6, Feats: Improved Init, CR 1, 50 Barrels of Water, 50 Barrels of Drixmik (gruel), 500 (350 up) mithril ingots (1b each)

71. Derro: Commoners (30) 1st Level Fighter, HP 12, AC 16, **Init,+6**, Spd 2, Attack (+3), Dam (+2) Repeating Crossbow (loaded), one refill. Heavy pick , Chainshirt, Spd 2, Saves, Fort: +6, Ref +5, Will +4, Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 6, Feats: Improved Init, CR 1, (50 barrels of ale), 500 crossbow bolts (made from mushroom), 100 (500 up) mithril ingots (1lb each), 50 repeating crossbows, 500 bolts, 10 chainshirts (derro sized), 100 heavy picks,

2) Derro Savants: 10th level Sor, HP 40,49, AC 17,14, **Int +8**, Spd 2, Attacks:+5, CR 13, Saves, Fort+8, Ref +7, Will+12, Str 9, Dex 18, Con 14, Int 16, Wis 16, Cha 17, Feats Improved Initiative, Combat Casting, Maximize Spell, Extend Spell, Sor Spells per day 6,6,6,6,5,3, Spells Known 9,5,4,3,2,1, *0lv Read Magic, Detect Magic, prestidigitation, Ray of Frost, Daze, Dancing Lights, Resistance, Detect Poison, Arcane mark, 1st Charm Person, shocking grasp, Ray of Enfeeblement, Mage Armor, Shield, 2nd Spectral Hand, Ghoul Touch, Web, Protection from Arrows, 3rd Fireball, Hold Person, Vampiric Touch, 4th Stone Skin, Otiluke's Resilient Sphere, 5th Feeblemind* All Student Derro (up to 8th level) can attempt a sleep spell (spell-like ability) that works on anyone,(DC 10+Level of the Student + Will bonus), opposition

(10) Minotaur: HD 6d8+12, HP 39, Init +0, Spd 3, AC 14, Attacks: +9/+4 Great axe, gore +4, Dam 2d8+4 great axe, 1d8+2 gore, Charge does 4d6+6, Save Fort +6, Ref +5, Will +5, Great fortitude, Power attack, CR 4, Str 19, Dex 10, Con 15, Int 7, Will 10, Cha 8

75. Lost Temple of Poisiden, Aboleth: The broken columns of a giant temple line the cavern. A few of the columns are dimly lit with **everburning torches**. A 100' tall rusty, naked, male bronze statue lines the entrance of the cavern, legs spread for walkers to go under. A 40' gold trident lies on the ground. A colossal bronze head with a crown of kelp is partially smashed near the trident. At the center of the cavern is the temple proper, partially submerged in water. Ancient Welkin praises to the sea god are written on stone stele everywhere in this chamber. The submerged temple is the home of an Aboleth and its children. The submerged temple is filled with cool welcoming water. The temple is the purest white marble laced with gold, small glowing objects line the bottom of the pool. (illusion)

Huge Aboleth: HD 16d8+112, HP 182, **Init+3**, spd 1,6(swim), AC 16, Attacks 4 tentacles +15 melee, Damage 1d6+13+transformation, Saves: Fort +9, Ref +2, Will +11, Str 34, Dex 10, Con 24, Int 15, Wis 17, Cha 17, CR14, Feats Iron Will, Combat Casting, Alertness, Power Attack, Improved Init, A strike from the tentacle causes the skin to become transparent and slimy, requiring continuous moisture or suffer 1d12 damage every ten minutes (Fort Save DC 19), the transformation takes 1d4+1 minutes and can be reversed during the transformation by a *cure disease*, afterward it may only be reversed by a *heal* or *mass heal* spell. At will an Aboleth can cast *hypnotic pattern*, *illusory wall*, *mirage arcane*, *persistent image*, *project image*, and *veil*. All are cast at 32 level and DC 16+spell level. 3x per day an Aboleth can attempt to enslave a being within 30'. Will Save DC 17, or Dominate Person cast by a 32 level character. Enslaved victims will obey commands but not fight, *dispel magic* or *remove curse* is needed to remove or new will save every 24 hours or when aboleth dies. Mucus Cloud: The pool of water is filled with this thick substance. Inhaling this substance requires a Fort save DC 19 or lose the ability to breathe air for 3 hours, must stay in contact with the mucus until save. Suffocate in 2d6 minutes if leaves this water. Can make a second save in 3 hours.

(4) Aboleths: These are the children of the huge aboleth. HD 8d8+40, HP 76, **Init +1**, spd 1,6 (swim), AC 16, Attacks 5 tentacles, +12 melee, Damage 1d6+9, Saves Fort +7, Ref +3, Will +11, Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17, CR 7, Feats Iron Will, Combat Casting, Alertness Spells are DC 13+spell level cast at 16th level. In the pool is a **trident +3**, 50 (500 up) emeralds, and a **+3 breast plate**.

Kobolds (20) HD ½, HP 2, AC 15, Init +1, Attacks -1, halfspear, Saves: Fort 0, Ref +1, Will +2. They have 30 copper coins each. CR 1/6 These kobolds have fallen slave to the aboleth, live under the mucus and will try to inhibit the spell casters in the group by attempting to trip them.

76. Kobolds (400) HD ½, HP 2, AC 15, Init +1, Attacks -1, halfspear, Saves: Fort 0, Ref +1, Will +2. They have 30 copper coins each. CR 1/6

77. (4)Bulette: HD 16d10+112, HP 190, **Init +6**, Spd 4, burrow 1, AC 23, Attacks: Bite+20, (2) claws +13, Dam: Bite 2d8+14, Claw 2d6+10, Special: Leap, gets 4 claw but no bite attack, Tremorsense, Detects movement on ground within 60 feet of it, Scent, Fort +16, Ref +8, Will +4, Str 38, Dex 15, Con 22, Int 2, Wis 13, Cha 6, Jump +12, Listen +6, CR 10, AL N , Improved Init

78. Bulette: HD 16d10+112, HP 190, **Init +6**, Spd 4, burrow 1, AC 23, Attacks: Bite+20, (2) claws +13, Dam: Bite 2d8+14, Claw 2d6+10, Special: Leap, gets 4 claw but no bite attack, Tremorsense, Detects movement on ground within 60 feet of it, Scent, Fort +16, Ref +8, Will +4, Str 38, Dex 15, Con 22, Int 2, Wis 13, Cha 6, Jump +12, Listen +6, CR 10, AL N , Improved Init

79. Huge Chuul: (2) HD: 22d8+132, HP 260, AC 24, **Init +7**, Spd 3 on land, 2 in water, Attacks: 2 claws, +28 melee, Damage: 2d8+9, Feats: Improved Grab, Squeeze, Paralysis, Alertness, Improved Init, Immune to Poison and Paralysis, Saves: Fort +15, Ref +6, Will +16, Str 28, Dex 14, Con 22, Int 10, Wis 16, Cha 5, CR 14, Improve Grab if hits with one claw, Squeeze: A grabbed opponent takes claw damage plus an additional 2d6 bludgeoning damage each round held. Paralysis: A grabbed opponent can be transferred to its tentacle, the paralytic secretion must be saved against (DC 19) or paralyzed for 6 rounds. 10 Carved out mushrooms, that can hold 2 people each are on the shoreline here. These mushrooms are very hard and seaworthy but also extremely light weighing only 3 lbs.

80. Huge Chuul (2) HD: 22d8+132, HP 260, AC 24, **Init +7**, Spd 3 on land, 2 in water, Attacks: 2 claws, +28 melee, Damage: 2d8+9, Feats: Improved Grab, Squeeze, Paralysis, Alertness, Improved Init, Immune to Poison and Paralysis, Saves: Fort +15, Ref +6, Will +16, Str 28, Dex 14, Con 22, Int 10, Wis 16, Cha 5, CR 14, Improve Grab if hits with one claw, Squeeze: A grabbed opponent takes claw damage plus an additional 2d6 bludgeoning damage each round held. Paralysis: A grabbed opponent can be transferred to its tentacle, the paralytic secretion must be saved against (DC 19) or paralyzed for 6 rounds.

Each shoreline between 81-82 has 1-4 mushroom boats on the shore.

81. Bazaar: Dozens of brightly colored tents line a series of mud-baked paths. Benches are lined with bread, pastries, and meats. Brightly colored banners explain in ancient welkin what delights each booth has for sale. Baubles and small coin are strewn in the dirt. Bags of grains and drinking pots are thrown about. Light shone on the colored tents will fade the colors quickly. Touching the tents will cause them to disintegrate. The foods will also turn to powder if touched.

82. Burned Slave Market: A large auction platform, cages, shackles, huge wood posts with chains and shackles, corrals, and a weighing platform highlight this area. The thick smell of smoke is in the air. All of the objects have been burned or destroyed with weapons. Alfar graffiti say in Alfar, "Life is freedom, freedom is life", "Elves of Saratel and men of Rohon speak for freedom" Faltor is at least free of slavery" Freedom is choice, may they now be choose well."

83. Wharfs: Long docks and piers run down to the water's edge. At the center of the island are storage facilities, smoke houses, fish cleaning shacks, and a small seedy tavern. The tavern is inscribed with a drunken man in welkin garb with his penis stuck in a barrel spicket. In ancient welkin the sign says, "Drink as you like"

84. Elven Stronghold (Formerly Temple of Corack) A large building with strong marble pillars is set here. A natural pillar strikes through the center of the building. Its design is religious, yet it looks as if it was being remodeled to be a fortress. Shrubs and young trees line the sides of the building. All religious symbols have been completely defaced, and the moon, trees, and wildlife now are inscribed on the walls. Some of the stonework is beautifully carved in life motifs, but the work is not done. Engravings in Alfar describe this as the stronghold of the Knights of the Saratel against tyranny and corruption. In Alfar script (DC 30 that its recent) under this statement in smaller letters it says "the knights worried about humans and now they are all dead, we who remember what it means to be elves are trapped in darkness, punished for believing non-elves were people. We who followed Wenlas now suffer in his name." A few broken bows, damaged arrows, and broken swords remain inside the stronghold. Poison making equipment lie scattered and broken in one corner of the stronghold.

85. Sail makers and Shipwrights, Anchor Makers and Net Makers: Small wood shacks line the shoreline here. A few mushroom boats rest along the shore. The badly damaged remains of sails, boat parts, sculptured masts, and anchors can be found amongst the ruins. Net weights can be seen near one shop that shows in the dirt the outline of fishing nets and ship rigging. Broken ship weapons are partially buried in the ground. Near the back of the cavern is a stairway going up.

86. House Ith-Layier (Elven Courthouse): Massive walls of stone masonry rise from the bedrock. These walls are punctured in two places by natural rock columns that rise up to the ceiling of the cavern hundreds of feet above. The walls form a defensive barrier protection the ruins of a palace. The palace defensive walls look Dwarven, yet men were the likely builders of the palace. A massive stone sign with the welkin name Ith-Layier inscribed on it was pried from the palace walls and turned around so the inscription is not readily visible. The sign was gilded in gold but most of the gold has been scraped away. In its place on the palace wall is a sign written in Alfar script, with the inscription "Courthouse of the people of the Saratel". To the North of the ruined Palace is a tunnel.

87. Battle for Faltor: A large battlefield is pocked with massive natural columns. Everywhere the signs of carnage litter the ground. Large war craft with long dark legs breach the surface like spiders pulverized by some dark gods heel. The skeletal remains of large winged battle craft lie torn and defeated, huge marks in the soil indicated where the craft had plowed into its final resting place. The skeletal remains of untold thousand crunch beneath your feet. Equal numbers of rusted weapons lie in deadly rest in enemy bodies. Signs of incredible magical forces are evident. Some of the skeletons show signs of having been turned inside out. Stone figures indicate petrification spells. Some areas are still active with magical force as the occasional lightning, fire or energy bolt erupts beneath a mass of bones, scattering them some distance away. An uneasy feeling that a divine energy was lost on this field makes you all uneasy. To the north of the field is a well-carved tunnel leading to a very wide series of steps rising beyond the tunnel. **(DM's note: Time the bolts of unpredictable energy to be close and spectacular but not dangerous, use them to build apprehension, not to kill the party.)** No magical items are money is found here. Treasure was pulverized long ago. Attempts to turn the stone statues to flesh fail.

88. House Nevra: The stairs from the battlefield lead into the middle of an elegant estate. Signs in ancient welkin indicate that the house belonged to the Nevra family of Faltor and that they were a wealthy family dealing mostly in elven, halfling and human slaves. The silks and wines of this beautiful palace are long gone, signs of looting and battle scar the walls. A road south leads to a smaller estate, to the east the path leads to an open columned marble building.

89. House Mardi: This estate is mostly spared from the looting and battle-scars of the surrounding area. House Mardi is proudly displayed in gold gilt on the estate façade in ancient welkin script. Hastily inscribed below this is written, "friend of the Saratel". Inside the estate, the tools of slavers have been gathered and dumped in the cellar area. A few withered trees line the atrium and broken musical instruments disintegrate as you approach them.

90. Temple of Tyche: A beautiful white marble temple is lined by new white pillars beautifully painted with gold leaf and blue paint and seems to welcome you toward it. Painted marble statues of the Welkin gods go about various activities, all seem to acknowledge a city crowned goddess in the center. The crown has the Welkin name "Faltor" inscribed on it. Inside the Temple is a 15-foot tall marble statue with a city crowned on its head. On the base of her throne is the welkin name "Tyche, luck is my domain, your servitude determines yours". The first people to make offerings to Tyche will gain a +20 on their next attack and saving throw. Others who later offer to Tyche will gain a +5 on their next attack and saving throw. Those people who choose not to make an offering to Tyche will receive a -20 on their next attack and saving throw. Nothing can change this luck once it is bestowed. The group is subject to good or ill luck if they entered the temple. A fortune in gold and jewels has been left in the temple. Taking even a single coin will result in a divine curse resulting in a -10 to hit and save for each day equal to each gold coin in value taken. The only way to remove the curse is to make an offering double the value of the amount stolen or return the stolen portion while receiving an atonement spell.

91. Temple of Athena at Faltor: The solid bronze doors are covered with scenes of lightly clad welkin figures. Some of these figures are making pottery. Others weave beautiful tapestries. The main figure on the door is the same welkin goddess you saw when you first entered Thor's tomb. She is wearing a war helmet, holding a spear and defeating a great flying spider. Opening the door is quite easy, the massive bronze doors slide open when pushed on. Inside is a temple with four columns of green marble holding up the corners. Two fountains spray water into the air near the center of the building. A pool of clear water is inviting you just beyond the fountains. Two large statues of the Welkin goddess tower 15' tall beyond the pool. They are inscribed in ancient welkin "Pallas Athene, goddess of craftsmen, artisans, strategic warfare, and law, daughter of Zeus All-father, and Hera matron of wives." The water in the temple will heal all damage as long as you use it in the temple. On the base of the fountain is an inscription in ancient welkin: "Where there is tyranny, Athena shall triumph, where there is chaos, Athena brings law, where there is ignorance, Athena shall bring skill".

92. Temple of Hermes and Final Resting Place of Zeus: The stairs end at an open-air columned temple. Sculptured scenes on the façade depict a fleet footed man with wings on his sandals carrying off a pot of gold, while tiny angry looking Alfar chase him with small weapons in hand. In ancient welkin the inscription reads "Temple of Hermes, god of Thieves, Liars, Arbitrators, and of course, Politicians and Kings." Below that inscription in much smaller print is the inscription in ancient welkin, "My apologies, Lord Zeus, this is the best we could do". Many Arcane symbols are inscribed all over the façade and surrounding cavern surfaces. DC 25 spellcraft, they appear to be symbols of warding to seal something inside. All of the wards are broken. The temple is 160' long and 140' wide. Two broken statues are all that remains of the temple ornaments. One has winged sandals. The other carries a lightning bolt and has a long beard. Both are pock marked and appear to have been used for target practice. One long scroll has been left on a shelf. It is written in ancient welkin and describes a twelve step process to become a priest of Hermes.

92a. Dock Alfar Home: This door has been scrawled on in Alfar script. Most of the writing is simple obscenities. The Alfar are described in these rooms, however they could be wandering anywhere from area 81-93, although they tend to avoid going near room 91. The Dock Alfar usually travel in pairs. They will attempt to stop the group if they know they are nearing their homes and the artifact of Zeus. Dock Alfar are elves that were cursed for their allegiance with Wenlas and the Evil gods Luther and Corack. They are beautiful and look no different than other elves except for tiny horns they keep concealed and fangs. Alfar have the following powers of demons: They are immune to poison and electricity. They have cold, fire and acid resistance of 20. They all have telepathic communication 120'. They can cast the following spell like abilities:

Invisibility 3x day, Levitate 3x a day, teleport once per day at will to anywhere between 81-93. Spell resistance 20. They also resist Sleep and Charm with Spell resistance 30. Landar: 15th Level Fighter: HP 150, AC 28 (34), Spd 6, Init +10 Attacks: +24,+19, +14, Damage (+1 from Bracers) Str 15, Dex 22, Con 18, Int 15, Wis12, Cha, AL CE, CR 16, Fort +13, Ref +11, Will +6, Feats:14, Improved Init, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Shot on the Run, Mobility, Dodge, Combat Reflexes, Expert Tactician, Luck, Power Attack, Weapon Focus (free for short sword and short bow). Weapon Finesse Short sword, weapons specialization short bow. **Short Bow +4, (20) +5 arrows. 20 mushroom arrows (normal), 20 +1 arrows, 5 alfar arrows of entanglement.**

Arrows of Entanglement. These arrows are +5 to hit, wherever they strike the equivalent of an entanglement spell is cast on the spot of impact, reflex save DC 20. Entanglement lasts for an hour. Area of effect is 60 foot radius., +4 Shortsword, Ring of Protection +3, 4 potions cure critical, *Alfar Armor:*

Padded armor penalty to AC, weighs as much as cloth, woven from cloth and other natural fibers with the use of alfar magic. The armor gives the armor bonus of whatever type it resembles. Many suits of this armor have additional powers. Landar has +4 Alfar Breast Plate, Small wood shield +2, *Potion of cat's grace, Potion of gaseous form. Bracers of Archery*

5000 UP brooch, holy symbol of Corack, This home has beautifully wood chairs, desk and a bed shaped into animal forms using Alfar magic. The ceiling is painted with a realistic mural of the night sky, however close examination reveals that the stars of midgard are not exactly in the alignment depicted above. A small harp 5000 up, rests on the floor. A pot with mushrooms sits on a shelf near the kitchen. A mug smells of fermented mushrooms.

92b. Dock Alfar Home: Reslas: 15th Level Fighter: HP 170, AC 28 (32), Spd 6, Init +10 Attacks: +24,+19, +14, Damage (+1 from Bracers) Str 15, Dex 22, Con 18, Int 15, Wis12, Cha, AL CE, CR 16, Fort +13, Ref +11, Will +6, Feats:14, Improved Init, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Shot on the Run, Mobility, Dodge, Combat Reflexes, Expert Tactician, Luck, Power Attack, Weapon Focus (free for short sword and short bow). Weapon Finesse rapier, weapon specialization shortbow. **Short Bow +3, (20) +4 arrows. 20 mushroom arrows (normal), 20 +1 arrows, 1 alfar**

~~arrows of entanglement.~~ *Arrows of Entanglement.* These arrows are +5 to hit, wherever they strike the equivalent of an entanglement spell is cast on the spot of impact, reflex save DC 20. Entanglement lasts for an hour. Area of effect is 60 foot radius., +4 rapier, Ring of Protection +3, 4 potions cure critical, *Alfar Armor.* Padded armor penalty to AC, weighs as much as cloth, woven from cloth and other natural fibers with the use of alfar magic. The armor gives the armor bonus of whatever type it resembles. Many suits of this armor have additional powers. Reslas has +4 alfar suit of chainmail, Small wood shield +3, *Potion of cat's grace, Potion of gaseous form. Bracers of Archery* 5000 UP brooch, holy symbol of Corack, He wears a ruby ring 1000 up value, This home has beautifully wood chairs, desk and a bed shaped into animal forms using Alfar magic. A statue of Athena is badly damaged in a corner of the room, a bulls eye painted on its forehead. Alfar profanities and obscene pictures are painted on the wall. Reslas seems to have particular hatred of Alfar, particularly an old silver-haired male alfar with an ornate crown.

92c. **Dock Alfar Home: 92b.** **Dock Alfar Home: Malavaen:** 15th Level Fighter: HP 190, AC 28¹ (33)³, Spd 6, Init +10 Attacks: +24,+19, +14, Damage (+1 from Bracers) Str 15, Dex 22, Con 18, Int 15, Wis12, Cha, AL CE, CR 16, Fort +13, Ref +11, Will +6, Feats:14, Improved Init, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Shot on the Run, Mobility, Dodge, Combat Reflexes, Expert Tactician, Luck, Power Attack, Weapon Focus (free for short sword and short bow), Weapon Finesse rapier, weapon specialization shortbow. Short Bow +3, (20)⁴+3⁽¹⁷⁾ arrows. 20 mushroom arrows (normal), 20 +2 arrows, 3 alfar arrows of entanglement. *Arrows of Entanglement.* These arrows are +5 to hit, wherever they strike the equivalent of an entanglement spell is cast on the spot of impact, reflex save DC 20. Entanglement lasts for an hour. Area of effect is 60 foot radius., +5 shortsword (keen), Ring of Protection +3, 6 potions cure critical, *Alfar Armor.* Padded armor penalty to AC, weighs as much as cloth, woven from cloth and other natural fibers with the use of alfar magic. The armor gives the armor bonus of whatever type it resembles. Many suits of this armor have additional powers. Malavaen has +3 alfar suit of banded armor, Small wood shield +4, *Potion of cat's grace, Potion of gaseous form. Bracers of Archery* 5000 UP brooch, holy symbol of Corack, He wears an amber unicorn pendant 7400 UP, This home has beautifully wood chairs, desk and a bed shaped into animal forms using Alfar magic. A combat dummy is well worn in one corner of the room. A 6' tall mirror 10000 up hangs on the wall. This room is very clean and smells like a pine forest.

^{32 Luck} Alasandas: 15th Level Fighter: HP 140, AC 28³⁶ (33)³³, Spd 6, Init +10 Attacks: +24,+19, +14, Damage (+1 from Bracers) Str 15, Dex 22, Con 18, Int 15, Wis12, Cha, AL CE, CR 16, Fort +13, Ref +11, Will +6, Feats:14, Improved Init, Point Blank Shot, Far Shot,

Precise Shot, Rapid Shot, Shot on the Run, Mobility, Dodge, Combat Reflexes, Expert Tactician, Luck, Power Attack, Weapon Focus (free for short sword and short bow), Weapon Finesse shortsword, weapon specialization shortbow. **Short Bow +5, (20) +5** arrows. **20 mushroom arrows (normal), 20 +1 arrows, 5 alfar arrows of entanglement.** *Arrows of Entanglement.* These arrows are +5 to hit, wherever they strike the equivalent of an entanglement spell is cast on the spot of impact, reflex save DC 20. Entanglement lasts for an hour. Area of effect is 60 foot radius., +4 shortsword defender, Ring of Protection +4, 4 potions cure critical, *Alfar Armor.* Padded armor penalty to AC, weighs as much as cloth, woven from cloth and other natural fibers with the use of alfar magic. The armor gives the armor bonus of whatever type it resembles. Many suits of this armor have additional powers. Alasandas has +4 alfar chainshirt, Small wood shield +2, ~~Potion of cat's grace~~, ~~Potion of gaseous form.~~ Bracers of Archery 5000 UP brooch, holy symbol of Luther, She wears a sapphire ring 5000 up value, earrings with star jewels valued at 10,000 each... a star jewel shines brightly in moonlight or starlight., This home has beautifully wood chairs, desk and a bed shaped into animal forms using Alfar magic. She has a gold and silver recorder. All the Alfar are CE.

92d. Mushroom Farm: A carefully cultivated mushroom farm is found here. All the mushrooms are edible and have a variety of colors and flavors. A distillery is set up brewing Mushroom beer.

92e. Crypt of Zeus: Arcane warnings and wards are inscribed on every inch of the floor, walls, ceilings and even on the bronze doors. All of these magical symbols have been broken, damaged or compromised in some way. Beyond the bronze doors you see a massive room 80' wide and 240' long. It is clear this chamber once contained the vast wealth of the temple of Hermes. Mirrors line all the walls to reflect that treasure to infinity. **Everburning torches** rest in wall sconces throughout the chamber. Only one treasure remains today. In the center of the room is a 20' tall statue of the welkin all-father Zeus. He holds a thunderbolt in his right arm. Next to the statue is a 15' long crystal coffin, illuminated with the occasional crackle of blue electrical discharge. The electrical discharge seems to be coming from the object stored within. Closer examination reveals the object within is massive right arm. The arm still twitches and moves, with electrical discharges racing back and forth across it. An ancient welkin inscription states "Here lies the earthly remains of my Lord Zeus, destroyed in the year 1076 at the battle for Faltor protecting his worshippers from the unavoidable doom that awaited us all. This resting place was provided by his last follower, not even a priest, but a humble wizard, he who created this place and carried the arm, with the aid of Pallas Athena, best of the gods remaining. If the arm accepts you, you shall wield great power, if it does not, this shall be your final day. Activating Zeus' arm is a DC 30 Use Magic Device Check. Identify and other spells will not reveal how to use this arm. If the user is not good aligned the item automatically discharges a lightning strike 73 pts of damage/rd held or touched. Once the user activates the arm he knows how to deactivate it to keep it from moving or discharging electricity. The arm can be hurled at an opponent, max range 400 yds. The arm will turn into a lightning bolt during this attack, The attack is +5

to hit (ranged), and does 73pts of damage. Half of the damage is divine. This attack can be tried once per day. The arm will lie on the ground active after hitting and anyone who has not handled it before will need to make an activation attempt or suffer damage. This arm is not only an artifact but an actual part of a god. Prolonged contact with the artifact is dangerous, as its power will increase over time. The DM will keep track of any additional abilities and/or negative qualities the arm bestows. Nothing short of divine energy can destroy the arm.

93. Chuul Colony (15) Chuul. HD 11, HP 93, Init +7, spd 3/2swim, AC 22, Attacks +12, 2 claws, Damage: 2d6+5, Fort +7, Ref +6, Will +9, Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5, Improved Init, Alertness, Skills Hide, Jump, Listen and Spot +13, CR 7, Improve Grab if hits with one claw, Squeeze: A grabbed opponent takes claw damage plus an additional 2d6 bludgeoning damage each round held. Paralysis: A grabbed opponent can be transferred to its tentacle, the paralytic secretion must be saved against (DC 19) or paralyzed for 6 rounds. 10 Carved out mushrooms, that can hold 2 people each are on the shoreline here. These mushrooms are very hard and seaworthy but also extremely light weighing only 3 lbs.

94. Ruby Spires of the Tower of Odiax, Dragon Turtle. The entire mass cavern and sea glows red. Jutting from the water in two places far apart are two massive ruby spires. The spires give off a deep red glow. Somewhere deep within the spires, if anyone concentrates closely, a large silver dragon may be seen from time to time, looking out. (2) **Dragon Turtles** are nesting in this cavern. HD 12d12+60, HP 150,168, Init +0, Spd 2, 3 swim, AC 20, Attacks +18 Bite, Claw +13, Damage: Bite 4d6+8, Claw 2d8+4, Saves Fort +13, Ref +8, Will +9, Abilities: Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12, Hide +15, Intimidate +16, Intuit Direction +10, Listen+18, Search +16, Spot +18, CR 9, Breath Weapon once/4 rds, 20 ft high, 25' wide, 50' long hot steam, Damage 20d6, Reflex ½, DC 21 (works above and below water), Snatch: A dragon turtle that hits attempts to grapple (no attack of opportunity), success means automatic double damage and no save vs breath weapon, if the dragon turtle flings a snatched creature it is thrown 60' as a free action and suffers 6d6 from being flung. Capsize: A dragon turtle can capsize any vessel 20' long or less with 95% chance. A clutch of 4 dragon turtle eggs cling to debris lying in one of the spires.

95. Tower of Castle Genesis: The upper portion of a stone tower juts out of the water. Arcane symbols show a hand wielding a lightning bolt, surrounded by magic. A successful Wisdom check DC 15 reminds a character that this symbol was seen on the robes of the old man in the "time distortion hall". It is also very similar to the symbol found in Zeus' temple and tomb.

96. Strider's Lodge, Lexor's Hole: Among the small islands is a large chieftan's hut, made of Mammoth tusks and hide. It is shaped like a small dome. Many large rusty greatswords and battleaxes lean against the tusks. Empty wine casks and animal bones litter the area around the hut next to a fire pit. On another nearby island is a small hill. The hill has a door large enough for Norse children to enter through. The door is

completely round and built right into the side of the hill. A stained glass window is built into the door. A area along the hill indicates a garden once was found here. Dried vines nearby indicate grapes were also grown.

97. Great Council: If light is shone on this island a grand crystalline area with a dome that glitters with a rainbow of colors reminds one of the Bifrost bridge to Asgard. The sound of your ship through the water, your voices and footfall all is echoed musically back to you from this structure. Clearly the Alfar built this structure. A sign over the arched doorway has writing in ancient welkin, Alfar, Dverge, and in barter symbols. "Before you lies the Great Council, built by all the people, to help people settle their differences through wisdom instead of arms". Inside are grand benches made of marble, gold and crystal. All of the lore of the Great Council can be discovered here in time, including members and hierarchy. It is also clear that this council was disbanded before a great disturbance invaded the lands.

98. Maze of Water. Only fish and eels inhabit this area.

99. Part of the Bridge between Faltor and Rohon: A portion of a mammoth bridge constructed of white marble spans 30' above the water, its massive supports are 15' thick.

100. (3)Dire Shark: HD 18d8+54, HP 146,160,131, **Init** +2 Spd 9 swim, AC 17, Bite +17 melee, Damage 2d6+9, Fort +14, Ref +13, Will +12, Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10, Listen +7, Spot +7 CR 9, Improved Grab: If successful bite, can attempt grab so as to swallow hole, A grabbed opponent is swallowed hole with a successful grapple, Once inside the opponent takes 2d6+6 crushing damage plus 1d8+4 acid damage per round. A swallowed creature can cut its way out using a light slashing weapon and doing 25 points of damage AC 20. Only one person can escape this way, each additional person swallowed must also cut their way free.

101. Partially Submerged Temple of Zeus: Here are the remains of a partially submerged temple made of marble in the welkin design. The head and shoulders of a marble crowned figure can be seen above the water line. In one hand is a lightning bolt. The statue has a beard and curly hair. Whoever holds the Arm of Zeus notices the arm is reaching out toward the temple.

102. This area contains only fish and eels.

103. Megalodon: HD 24d10+168, HP 312, **Init** +2, Spd 12 swim, AC 20, Bite +24, Damage 4d6+15, Fort +21, Ref +16, Will +9, Abilities Str 31, Dex 15, Con 24, Int 1, Wis 12, Cha 10, Listen +6, Spot +6, Swim +18, CR 11 If bites, will attempt to grapple (+40 grapple), If grapple will swallow next round. Swallowed creatures take 2d8+10 bludgeoning damage, plus 1d8+4 acid damage. A successful grapple check allows opponent to attempt to climb out of the sharks' mouth where another grapple check is needed to get free. Also a light piercing or slashing weapon can be used to cut through doing 25 damage to AC 20. This will only allow that one creature to escape. Additional people must each cut through.

104. Legendary Shark: HD 30d8+210, HP 345, Init +4, Spd 10, AC 22, Bite +29, Damage 2d8+13, Fort +24, Ref +21, Will +19, Str 28, Dex 19, Con 24, Int 1, Wis 14, Cha 7, Listen +9, Spot +9, Swim +17, CR 10. Improve grapple +39, Swallow, 2d8+13, plus 1d8+4 acid, Climb out by making grapple then another grapple to be free, Cut through using light piercing or slashing weapon doing 50 points of damage against AC 18 per single creature escaping.

105. This area contains a number of small and medium sea turtles.

106. (6)Dire Shark: HD 18d8+54, HP 146,160,131 135, 134, 145, Init +2 Spd 9 swim, AC 17, Bite +17 melee, Damage 2d6+9, Fort +14, Ref +13, Will +12, Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10, Listen +7, Spot +7 CR 9, Improved Grab: If successful bite, can attempt grab so as to swallow hole, A grabbed opponent is swallowed hole with a successful grapple, Once inside the opponent takes 2d6+6 crushing damage plus 1d8+4 acid damage per round. A swallowed creature can cut its way out using a light slashing weapon and doing 25 points of damage AC 20. Only one person can escape this way, each additional person swallowed must also cut their way free.

107. Kraken: HD 20d10+180, HP 302, Init +4, Spd 2 swim, AC 20, Attacks (2) tentacle rakes +28 melee, (6) arms +23 melee, bite +23 melee, Damage: Tentacle rake 2d8+12, arm 1d6+6, bite 4d6+6, Fort +21, Ref +12, Will+13, Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 10, Concentration +19, Knowledge (geography)+10, Knowledge (nature)+10, Listen +15, Search +15, Spot +15, Feats: Alertness, Blind Fighting, Expertise, Improved Critical (tentacle), Improved Initiative, Improve Trip, Iron Will, CR 12, Improved Grapple (with arm or tentacle), Constrict (successful Grapple) 2d8+12 (Tentacle) or 1d6+6 (arm), Once per day jet backward 280', Ink Jet 80x80x120(concealment as total darkness) once per minute.

108. Abandoned Barely Floating Trireme: An ancient war vessel floats in this chamber. Many of its oars are missing and the tattered sail could never hold a breeze. Most of the rigging is gone and there are signs that sharks and kraken have attacked it. If someone investigates, a few skeletons and scattered bones remain on board. A few scattered ancient welkin coins can be found, some rusted scimitars, daggers and spear points, and a *Ring of Freedom of Movement* rests on the finger of one skeleton.

109. Dragon Turtle: HD 36d12+252, HP 487 , Init -2, Spd 2, 3 swim, AC 22, Attacks +46 Bite, Claw +41, Damage: Bite 8d8+12, (2)Claw 4d6+2, Saves Fort +17, Ref +8, Will +9, Abilities: Str 35, Dex 10, Con 25, Int 12, Wis 13, Cha 12, Hide +15, Intimidate +16, Intuit Direction +10, Listen+18, Search +16, Spot +18, CR 9x3, Breath Weapon once/4 rds, 20 ft high, 25' wide, 50' long hot steam, Damage 20d6, Reflex ½, DC 21 (works above and below water), Snatch: A dragon turtle that hits attempts to grapple (no attack of opportunity), success means automatic double damage and no save vs breath weapon, if the dragon turtle flings a snatched creature it is thrown 60' as a free

110. The underground lake system ends at the mouth of a carved cavern. Oddly, the walls of this cavern are carved like the inside of a stone fortress. However the walls are far too massive to be a fortress to anything less than a god. Here and there the fortress walls have buckled and tons of stone and earth have poured into the room. Every twenty feet along the wall black soot can be seen, approximately six feet up the wall.

111. The corridor you were following opens up into a massive inner keep. In the center of the chamber is a fortified shrine. The glint of metal reflects from your light source. You can tell that the huge chamber continues past the shrine, and also branches east, west and south to other corridors or chambers. A pommel and guard made of strange crystal lies among the ruins. There is a space on each side of it for a large gemstone, but the gemstone is missing.

112. This corridor is similar to the others, with carved fortified walls that show signs of once bearing torches. A giant crystal with sparkling blue flame coming off it lies discarded in the rubble.

113. This corridor is similar to the others, with carved fortified walls that show signs of once bearing torches.

114. This building is partially collapsed. An imposing wurm like Hyrrokkin the fire streamer is poking its head through a hole in the roof. A sign hanging from sideways from one rusty chain dominates the front of the building. A giant smoky diamond, the smoke moves within it is sitting in a broken bowl. This diamond fits perfectly in the pommel of the crystal sword.

115. Avenue of Heroes. 15' tall mithril statues of long gone heroes. A crystal great sword blade is sitting near the base of one of the heroes who wields a massive great sword.

116. This corridor is similar to the others, with carved fortified walls that show signs of once bearing torches.

117. This corridor is similar to the others, with carved fortified walls that show signs of once bearing torches.

118. Lair of the Black Dragon: Dokwurm HD 25d12+125, HP 303, AC 32, Attack +32, Fort +19, Ref +14, Will +16, Breath Weapon 16d4 (DC 27) every 1d4 rds 100' line,

118. Lair of the Black Dragon: Dokwurm HD 25d12+125, HP 303, AC 32, Attack +32, Fort +19, Ref +14, Will +16, Breath Weapon 16d4 (DC 27) every 1d4 rds 100' line, 50' cone, Fear 24 (30' radius) or shaken 4d6 rds, SR 22, Immune to sleep and paralysis, acid immunity, water breathing, darkness, corrupt water (potions save DC 24 or become ruined) 1xday, damage reduction 10/+1, plant growth, Bite 2d8, Claw 2d6, wing 1d8, tail slap 2d6, crush 2d8(reflex save for half),

119. Large Chamber: This cavern is silent and empty.

120. Nothing of interest here

121. Nothing of interest here.

122. Telepod: In the runes of Thorsen and Odinsen painted on the wall is the following statement" Unspoiled are the worshippers of Athena, If you are worthy, you will leave no trace, if you are not worthy all is lost, protect the innocent at all cost and great fame shall be yours." If the sword has been assembled and thrust into the slot in the floor, everyone within 300' is teleported to the World Chamber of the Welkins.

123. You are standing on the platform of a 100 foot tall prismatic crystal statue of Athena. The chamber is filled with warm blinding sunlight. Surrounding the statue is an octagonal lake of pure water. Many fish swim in its waters in rainbows of bright vivid colors. On the north and south corners of the lake are massive fountains of gold and mithril. Foamy white water cascades from the fountains into the lake. At each of the compass points is a white marble staircase leading up to the lake, 20 feet high and 60' long. Beyond the lake is a jungle of tropical trees and plants. Trails lead away from the lake at several points.

124. Statue of Athena: A 10' marble statue of Athena stands here resting on a colorful stone mosaic floor. The mosaic floor depicts Athena battling Ares over a large battlefield. The statue's arms are outstretched. If a hero steps up to the statue and embraces the arms of Athena after all the evil heroes have been destroyed that hero will be teleported to room 141. Otherwise nothing will happen.

A note on the people under the crystal Athena: All of these people speak ancient Welkin. They can understand about 40% of what someone says in modern Welkin. All of them read and write ancient welkin. The Han can read alfar and dverge. The Gordians can understand about 40% of anything spoken in Thorsen. Most of the Welkins are skilled in beautiful pottery, weaving, bronze and gold work, the carving of statues from wood or marble and are fine orators and thespians. Many of them have stories of the destruction of Skone and being saved by Athena. Most of the Welkins have excellent knowledge of the Greek gods, except the Gordians. All of these people have a leader, or group of leaders who possess a sigil. This sigil is crucial to entering the final portion of the tomb. Only a group holding all portions of the sigil can escape this land and enter the final resting place of Thor and Odin. The sigil will only be given to a group that proves

to the Welkin tribe visited that they are worthy of the blessings of Athena. This means the group will have to show kindness and generosity and tell stories of heroism. If the tribe gives the group their sigil no trace of it will be left on the tribal sigil bearer. Instead, the sigil will appear on the forehead of the hero most favored by the tribe. The only other way to get the sigil is to commit genocide on the entire tribe. If this is done the sigil will appear on the character that murdered the last tribe member inverted and blackened.

A second note: The worst traits and most evil tendencies that the group had was pulled out of them during the trip through the telepod to the crystal statue of Athena. Party members will notice that Poksok seems calm and happy and very sure of himself. He is very brave and friendly and does not stutter. Doskev and Magnus have both lost their intimidating qualities and are very pleasant to be around. Aesa has no desire to insult anyone or may jokes at someone's expense. Sigurd wants to teach everyone about the stuff he knows. Ina, Isgerd and Kara are giddy like little girls and laugh at almost everything. Hildagunn is unusually cheerful and talkative. What happened to their evil tendencies and hard edge? The telepod created an exact duplicate of the characters in every way. These duplicates have the same abilities, level, armor class, hit points, feats and skills as the original and in Hildagunn's case actually can cast the same spells. The only real difference is that these evil duplicates do not possess any magic items. All items that they have are normal weapons and armor. These duplicates will attempt to murder an entire tribe to get the sigil. Once they gain sigils, their entire group must be killed before the sigil will revert to its good form and be rewarded to a character of good. Even if the duplicates do not gain a sigil, they must be completely destroyed to the last member before the party of good can continue to Thor's final resting place. The evil adventurers will begin near the Womars' tribal land (area 135). An X on the map represents where they start. If the group starts off heading into the same area start the evil group at area 128 instead.

Evil Group Stats:

Magnus: 14 Lv Barbarian, HP 189, AC 25, Init +8, Str 24, Dex 18, Con 20, Int 10, Wis 12, Cha 16, Feats: Combat Reflexes, Improved Init, Improved Unarmed Strike, Toughness, Luck, Expert Tactician. Saves: Ref +8, Fort +14, Will +5, Attacks +21, +16, +11, Dam 1d12+10, Rage (x4), can't be flanked, damage reduction 2, Fights with great axe.

Doskev: 14 Lv Fighter, HP 165, AC 27, Init +7, Str 26, Dex 16, Con 18, Int 15, Wis 12, Cha 13, Feats: Cleave, Endurance, Focus Longspear, Great Cleave, Improved Crit Longspear, Improved Init, Power Attack, Run, Specialization Longspear, Track, Luck, Remain Conscious, Power Critical Longspear, Saves Fort +14, Ref +8, Will +6, Attacks +22, +17, +12, Dam: 1d8+14, Crit 19-20 (x3)

Kara: 13 Lv Barbarian, HP 130, AC 31, Init +4, Str 18, Dex 18, Con 18, Int 14, Wis 12, Cha 16, Feats: Rage x3, Damage reduction 1, Uncanny dodge, power attack, alertness, Two Weapon Fighting, Saves Fort +12, Ref +8, Will +5, Attacks +17, +12, +7, Dam: 3d6+6, Crit 19-20 (x2),

Sigurd: 6 Lv Fighter, 8th Lv Skald, Hp 133, AC 31, Init +7, Str 18, Dex 16, Con 18, Int 16, Wis 14, Cha 17, Feats: Toughness, Great Fortitude, Blind Fight, Improved Init, Power Attack, Cleave, Leadership, weapon focus (longsword), Craft Wondrous Item, Bardic Music 8x per day, Spells (3) 0 lv DC 13, (4) 1st Lv DC 14, (4) 2nd Lv DC 15, (2) 3rd DC 16, Attacks +19, +14, +9, Dam 1d8+4 Crit 19-20 (x2), Spells: *Detect Magic, Prestidigitation, Resistance, Light, Read Magic, Mage Hand, Featherfall, expeditious retreat, Grease, cure light wounds, Bull's Str, Invisibility, Levitate, Keen edge, blink, Haste*, Saves: Fort +13, Ref +11, Will+10

Ina: 9 Lv Fighter, 3rd Lv Rogue, HP 100, AC 25, Init +8, Str 17, Dex 18, Con 18, Int 12, Wis 11, Cha 16, Feats: Combat Reflexes, Exotic Weapon Prof (Longbow), Improved Init, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Luck Feat, Iron Will, Lightning Reflexes, Sharpshot, Sneak +2d6, Evasion, Saves: Fort +11, Ref +12, Will +6, Attack +15, +10, +5 ranged, +14, +9, +4 melee, Dam 1d8 +3 (x3) or 1d6+3 Crit 19-20 (x2)

Isgerd: 14 Lv Godar, HP 124, AC 31, Init +8, Str 16, Dex 18, Con 17, Int 14, Wis 18, Cha 16, Feats: Brew Potion, Improved Init, Toughness, Track, Luck, Natural Spell, Reach Spell, Immune to Venom, Trackless Step, Will Shape (x5), Saves: Fort +12, Ref +8, Will +13, Attacks: +13, +8, Dam: 1d6+4 Crit 18-20 (x2), Spells: (6) 0 LV DC 14, (6) 1Lv DC 15, (6) 2 LV DC 16, (5) 3rd DC 17, (5) 4th DC 18, (3) 5th DC 19, (3) 6th DC 20, (2) 7th DC 21

Vikar: 8 Lv Polar Bear Fighter, HP 102, AC 21, Init +9, Str 30, Dex 20, Con 26, Int 15, Wis 15, Cha 15, Feats: Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Improved Init, Run, Weapon Focus Shortbow, Weapon Specialization Shortbow, Improved Critical Shortbow, Immune to cold, multiattack, claw, claw, bite, Attacks +18, +13, Dam 1d8+10, claw, Bite 2d8+5 (rapid shot +16, +16, +11, Dam 1d6+10, Saves Fort +14, Ref +7, Will+4

Hildagunn: 13 Lv Sor, HP 74, AC 19, Init +8, Str 13, Dex 18, Con 16, Int 16, Wis 14, Cha 19, Feats: Combat Casting, Extend Spell, Improved Init, Iron Will, Maximize Spell, Repeat Spell, Gwen-Alertness, Touch Spell, Darkvision, Saves: Fort +7, Ref +8, Will +12, Attacks +9, +4, Dam 1d8+1 Crit (x3) Spells (6) 0 Lv DC 14, (7) 1st Lv DC 15, (7) 2nd Lv DC 16, (7) 3rd Lv DC 17, (7) 4th Lv DC 18, (6) 5th Lv DC 19, (4) 6th Lv DC 20, Spells: *Detect Magic, Detect Poison, Arcane Mark, Disrupt Undead, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Comprehend Lang, Detect Secret Doors, Identify, Mage Armor, Magic Missile, Cat's Grace, Cont Flame, Darkvision, Flaming Sphere, See Invisibility, Dispel Magic, Fireball, Fly, Halt Undead, Minor Globes, Phantasmal Killer, Stoneskin, Hold Monster, Rary's Telepathic Link, Disintegrate* Improve invisibility, Hold monster
Teleport, Chain lightning

Poksok: 13th Lv Rogue, HP 129, AC 24, Init +11, Str 12, Dex 24, Con 18, Int 16, Wis 14, Cha 10, Feats: Ambidexterity, dodge, Improved Init, Lightning Reflexes, Mobility, Tracking, Opportunist, Improved Evasion, Can't be flanked, Sneak Attack 7d6, Saves: Fort +8, Ref +17, Will +6, Attacks: +10, +5, Dam 1d6 +1 Crit 19-20, Breath Weapon

Aesa: 9th Lv Rogue, 2 Lv Ranger, 3rd Lv Gate Hunter, HP 112, AC 33, Init +4, Str 13, Dex 18, Con 16, Int 16, Wis 16, Cha 16, Feats: Iron Will, Lightning Reflexes, Weapon Finesse (short sword), Dirty Fighting, Luck, Combat Reflexes, Sneak Attack +5d6, Evasion, Detect Good 60', Blind Fighting, Penetrate Illusions and Disguises, Immune to charm, Ambidexterity, Tracking, Two Weapon Fighting, Saves: Fort +12, Ref: +13, Will +12, Attacks: +14, +9, Dam: 1d6+1 (+1d4) Crit 18-20 (x2)

125. The Hans: This clan of people is dressed in simple but beautiful clothing. They wear brightly colored pants and long sleeved shirts. Many of them are decorated in bright feathers and beads. They have a hereditary leader. His name is Rhi 23. He is nearly 7 foot tall and has violet eyes with no pupils. In contrast many of his people are a good deal shorter, often with almond shaped eyes and rounded eyes. His people are very friendly and will gladly offer food and shelter. They have no concept of violence. If treated kindly Rhi 23 will tell the story of his people. "It was handed down to me from my father as his father told it to him, the great ones will come, they will befriend you and you will make it possible for them to save all that is. We do not understand these words but we believe that you are the great ones our fathers spoke of. After the conversation Rhi will tell you that his father learned from his father that he should give you this sigil. It is in the shape of the crystal sword Kara has and shines like gold and silver on his arm. He does not know what purpose it has, only that his father had it and passed it on to him.

126. The Gordians: These people are dressed in furs. They understand about 40% of what is said in Thorsen. They speak an ancient version of this language. They are highly skilled with a bow and handaxe but only use them to hunt animals. They are experts in the woods and around nature. Several of them carry effigies in stone of a fat pregnant woman. They speak of her as their mother. Their leader is an old woman who is covered in furs and beads and animal claws. She tells a story of a great leader named Da'thor who built the city of Gordr and was a mighty and powerful man. He stood much taller than men do today and could fell a tree with one blow. He could drink an entire river of wine. He only wore a cloth around his middle and carried a sword in each hand but two strong men today could not lift one of them off of the ground. He had over five hundred children. Many of us are his descendants. He rode on the back of a bison when he did not want to run. His war cry was given to the howler monkey because the monkey once brought him his knife when he was locked in a deadly struggle with a dragon. The knife made the fatal blow to the dragon's heart and helped him win the battle. If the group likes her story and tries to please her she will give them her sigil. Her sigil is an ice blue symbol of Thor. She knows Kara is pregnant and will mention that she is seeded with Da'thor's child although she doesn't know how that is possible.

127. The Tors: Sigil is a ship's anchor, Leaders Polynesos, Democrates, and Samos, Specialty is drama and scroll making, Special Food Fried Porridge

128. The Fens, Sigil is 3 circles interlocked, Leader is Creon, Specialty is Law Making, Special Craft is the water clock

129. Troops of Squirrel Monkeys, Howlers and Spider monkeys.

1204P Ivory Horn
Barrel Alfar Wine
Semele - Amulet of Life Pot
Periap of wound closure

130. Deer

131. The Al-Deen: Sigil is an arena, Leader is El-shar, Specialty is dance, Special craft is metal-smithing

132. The Del: Sigil is a large iron head spewing gas, Leader is Montyro, Specialty is bartering, Special craft is glass making

133. The Tyrecs: Sigil is crossed swords, Leader is Lenorsos, Specialty is wine, and drama

134. The Commuse: Sigil is a lightning bolt, an owl, a trident, and a spear in a half moon (the symbol of Ares), all intermingled, Leader is Aristophanes, specialty is drama, and religion, all the other tribes except the Gordians attend a religious ceremony here once per year.

135. The Womars: Sigil is an intricately tied knot (Gordian knot), Leader is Solon, Specialty is oratory, Special skill is weaving

136. The Tavales Sigil is the letter alpha, Leader is Xenophon, specialty is scientific discovery, Special skill is olive oil pressing, mechanical devices, and lens making. They can make a lens that magnifies by x10.

137. Elk, Moose, Turkey, Raccoons, Squirrels

138. Antelope, Rabbits, Bison

139. Lizards, snakes, parrots, monkeys

140. Wild pigs, Water Buffalo, Gazelles, Flamingos

New Notes Concerning the Adventure: The Womars, Tyrecs and Dels are alive again and completely untouched by what has happened now that the evil portions of the characters have been destroyed. They have no recollection of the evil that attacked them nor do they recognize the party. They no longer recognize the sigil of their village and serve no further plot development other than to provide food and shelter.

New Note Concerning the Crystal Sword: Whoever currently has the sword will be asked a question. In a multilingual voice, the sword will ask aloud, "(Insert Character Name) Are you the one who shall wield me?" If the answer is NO, then the sword becomes unbearably hot until the character drops it. The sword will ask the next person who lifts it the same question until it gets a yes response it will behave the same way. Once the answer is YES, the sword says, "So I will allow, but I will harbor no others henceforth, nor shall you." ALL of that characters other weapons are DESTROYED at that moment with NO TRACE remaining. Any attempt to wield another blade will result

in that weapon being destroyed. Anyone else who attempts to wield the sword must make a fortitude save each round, DC 35 or be disintegrated. The DC will increase by 5 per hour until the violator is destroyed or the original wielder is dead. At this point the wielder's eyes turn violet with no pupils. New powers and abilities of the sword will be revealed with time.

141. Entrance to the Tomb of Heroes: A 14' tall statue of Athena stands before you. She is painted in full color and looks life-like. Giant golden columns jut into the ceiling. The chamber is well lit but the light source is not apparent. Once door made of solid well polished bronze is located on the opposite wall. After a moment the Athena statue's face animates and she says, "If you are the chosen, enter the sacred chambers beyond, think and your path shall be made. If evil has triumphed this day, know that what lies beyond is only death". One of the sigils must be spent to get through this door. The door has no handle. Only a symbol of Athena is marked on it. If a character with a sigil thinks about wanting to go through the door, a sigil lights up on that character, moves toward the door and is absorbed by the door. The door then opens revealing the rooms beyond.

142. Hall of Heroes: This is the hall of heroes. Movement is impossible by using legs or arms or physical effort. Only by thinking can the character move. From this point forward a character's movement rate is half their bonus to will save rounded down. Each of the chambers is dedicated to a certain hero from the past. All chambers have two 12' tall statues of the character in full color made of marble. In between the two statues are two giant mirrors. If a character studies the mirror it animates with images and scenes of the heroes past. There are visual stories of their deeds on one side and the scenes of their final battle on the other side. The chambers include Rhihanon, Neroe, Harcourt, Dalkon, Oopla, Luther, Pulmanius, Vannen, Lexor, Reikov, Kaylara, and Allanon. The end of the hall of Heroes is a plain bronze door with a 13' tall statue on each side of it. One statue is of a Norseman. The other is of a Welkin man. There is no handle on the door. A norse rune for Law and the Welkin letter alpha are glowing on the door. If a character wills the use of a sigil here the door will open.

143. Statue of Athena Giving Animated Warning: This Stern and terrible statue of Athena is very animated and is shouting at the characters. The effect is to make a will save DC 21 or be shaken. Being shaken in this chamber means that you can only move at half the rate of your base will save divided in half and rounded down. If you are evil it means you flee as fast as you can in the opposite direction. Athena Shouts "If you are not the chosen you must leave, flee; get thee hence to thy cesspool. Only death and destruction awaits you, no reward shall you have, murderers of the chosen. Crawl back into your mother's womb for it shall be your sepulcher. The chosen shall not fear for their path is clearly marked and they are protected by my will from all the fears of mortals.

144. Worlds Room: The worlds include Rohon, Saratel, Aladine and Krynn, Aladine, Dverge Lands, Alfar Lands of the Shining One, Welkin Lands, Midgard Gate, Troll Lands, Norgard, Odianthrax, Stridokoctris, Just like the Hall of Heroes, each of these Areas have two doors. One door shows the land in the past and one door shows the land

now. For lands, only the door to the present can be entered. For Odianthrax and Stridokoctris the door to the past shows their history as heroes, their battle to defeat evil, the death of the mortal form and splitting of the soul into Odianthrax and Odin and Stridokoctris and Thor. Also the land they rule from is shown. A trap is in place here as well. At each end of the chamber is a statue of Athena, each is marked with a symbol of Athena on her breastplate. She is hurling giant green balls of lightning throughout the chamber. This bolts crackle with great energy and travel at a 4 movement rate. They become 5' bigger in radius each round. Each statue will hurl bolts at a rate of 1 every three rounds. Also the floor is begins to flood with millions of gallons of water covering the floor at a rate of 1 inch per round. This will also allow the lightning bolt ball to attack anyone touching the surface of the water automatically each round. If a character uses a sigil on the statue of Athena and wills her to stop she will stop casting lightning bolts and the other bolts will vanish and the water will recede to its normal level. A sigil can also be used to open any doorway to a land. In case no one can figure out how to deactivate the bolts they do 20d10, reflex for half if they hit, no save if the character is touching water. The water takes 1 hour to completely fill the chamber, although if it gets to this the group is no doubt already dead.

145. Cleansing Chamber, End of Trap:

An ancient wood statue of Athena is found here, some paint remains on it, but it looks like this statue is well worn from people touching it. Any character who makes it to this room regardless of whether or not they used a sigil in room 144 can deactivate the trap from here and also open the door to the reception room which otherwise cannot be found. All the character needs to do is touch the statue of Athena. Any character of good or neutral alignment will be instantly healed of all damage and ill effects suffered in the tomb if they enter the pool of water. This means that Vikar could choose to return to his former form if he so wishes.

146. Reception area: A Large Statue of Athena is in the center of the room. Four elegant fountains surround her, spraying water high into the air. Each corner of the room has a large pure white marble pillar in it. The east side of the chamber is not walled. Instead it leads up into the foot of the largest statue of Athena you have ever seen. The foot alone must be 40 feet high. Moreover, it is made of pure sapphire. The statue of Athena in the center of the chamber is radiant and smiles at you. "Welcome chosen! If you are hungry or thirsty these needs will be provided for here. Your reward lies ahead for you to claim. You have done well. You have done very well!"

147. Statue of Athena, Hall of Redeemers, Hall of Valkyrees: The inner chamber of Athena is 620 feet long and 400 feet wide. At the center of the north wall are two doors made of rainbow colored flame. Scintillating light pierce the room like stars in the sky. The light comes from groups of floating figures slowly turning above you. In this chamber are all the redeemers, plus Ayriella, Raleen, Storm, and Harcourt, Nemesis of Evil. While in this room all characters can understand each other without effort.

148. Hall of Asgard: There are double doors of rainbow colored flame here but the character must choose to enter either the tomb of Thor or the Tomb of Odin. The symbol

of the God burns in the center of the door clearly marking each tomb. A character entering one tomb may not enter the other. A character entering a tomb can return to the Hall of Redeemers.

149. Tomb of Odin

Treasure: ~~Bracers of Armor +8, Periapt of Wound Closure, Robe of Climbing, Necklace of Adaption, Amulet of Life Protection (Immune to negative energy attacks), Ring of Protection +4, Major Cloak of Displacement, Boots of Speed, Lens of Detection, Ring of Feather Falling, Ring of Warmth, (2) Ring of Spell Storing, Ring of Wizardry III, (6) \$ (3) Potions of Gaseous Form, (2) Potions of Invisibility, Potions of Heroism, (1) Potions of Levitation, Protection from Fire Elemental Potion, Protection from Acid Potion, Potion of Underwater Breathing, (10) Potion of Cure Critical, Odiax's Amulet. Spells cast automatically are cast as if the user had a maximize spell and Extend Spell feat., Chainmail +2, Longsword +3, Frostbrand, Shortsword +2, Morningstar +1, Dagger +2, Javelin of Lightning, Eyes of the Eagle, Gauntlets of Dexterity +4, Helm of Telepathy, (3) Keoghtom's Ointment, Medallion of Thoughts, Staff of the Magi, , 12,435,424 ancient gold coins, 833 amber diamonds, 18,000 up gold skullcap with deep red rubies, 22,000 up blue diamond, (8) 5000 up rubies, Wand of Cone of Cold, 2 Wand of Fireballs, Wand of Webs, Wand of Paralyzation, Rod of Absorption, Staff of Woodlands, Wand of Lightning bolts,~~

Helm of Odin

The Helm of Odin is a magical artifact. In his final act as a mortal, spells exhausted, Odin pulled one of his most powerful magic items from his bag of holding, his helm. Although he created this helm himself, he'd never before needed it in combat. With a new wave of demons, devils, and demi-gods fast approaching, he and Thor had few options remaining, but to try this untested magic on the battlefield. The helm will alter to fit any size head. It appears as an Iron, Viking style helmet with golden horns attached. Over the eye sockets are two huge, permanent rubies. The rubies will glow brightly when the helm is donned. They imbue the wearer with Darkvision. In addition, the wearer has true-seeing ability and they act as eyes of the eagle. Once per round a ray can be emitted from the rubies at an opponent doing any of the following... 6-60 damage (reflex save for ½ DC 30), turn wearer to stone (Reflex Save negates DC 30), destroy natural magic resistance (Fort Save DC 30). The helm is also a helm of comprehending and reading languages. Any good or neutral aligned character can don the helm. Evil characters must make a Will Save DC 30 each round the helm is worn or be reduced permanently to the minimum scores for wisdom and intelligence. A character in possession of the helm for a week will gain a point of intelligence and wisdom as long as he maintains possession of the helm. Anyone other than Odin who dons the helm risks the following side-affects: Characters gaining the intelligence and wisdom points from the helm will also have hand tremors and an eye tick whenever the helm is not worn. Using the rays takes a great deal of power from the helm and concentration on the part of the wearer. Once per day the wearer must make a will save DC 22 or a ray from the helm will randomly drain a level of experience from someone within 120 feet of the wearer (possibly even the wearer) to recharge. If the person drained is dropped below 0 level they become a Gast. Other powers and side-affects of the artifact are unknown.

150. Tomb of Thor: The skeletal remains of a giant man wearing a tattered wizard's robe, lie on a stone cairn in the center of this tomb of vast wealth. Close inspection of the body shows that he survived broken ribs, a broken ankle, and a broken right arm at least a few weeks before he died. Cause of death is either the piercing of the sternum or the hacking off of the right arm and leg.

Treasure: 8,404 Amber Diamonds (1 AD= 500 Uppsala Pieces), 74,733 ancient gold coins, 53 ancient platinum coins, a 1,600 up silver chalice, 120 up ivory horn, 1000 up gold krater, 20 up dice set, 250 up emerald, 100 up jade, (2) 100 up agate, 900 up bronze shield with silver inlay, a stuffed pack lizard with an engraved plaque that says in ancient Thorsen "Morg the pukje eater", 1 barrels of alfar wine, ~~alfar chainmail~~, *Great Axe +3*, ~~Girdle of Giant Str +6~~, ~~Boots of the winterland~~, ~~Ring of mind shielding~~, ~~ring of protection +5~~, ~~sabertooth knife~~, 2 greatswords, a battlehorn, ~~masterwork longbow~~, ~~2 Cure potions of cure critical lv 10~~, ~~"Devil's Food"~~, ~~+5 Greatsword~~, *automatic threat on any hit against Devils. A natural 20 means the Devil must make a fortitude save DC 35 or die.*

Singing Harp: *enhances a bard's performance by 10 ranks. Counters the effects of banshee, harpies, et cetera.-sound based effects. Once per day all opponents must make a will save DC 25 or flee for 2-5 minutes. Once per day it can cure insanity, remove charm, allow a bonus of 5 to will saves to all within hearing range for ten minutes. If played continuously for 2 hours, all injured beings in hearing range are healed as if they had a full days rest without activity. If played in this manner and the effected also rests for a full day the natural healing process is doubled. The harp is made from living and gold and has a perfectly carved elven figure that sings and plays along with the bard. This object only works for an alfar or a bard.*

Iron Boots of Destruction: *These boots can be used as a +3 weapon. Damage is d6+str bonus+magic bonus. Critical hits are directed to the groin or kneecaps and result in the creature being stunned 1d4 rounds unless a fortitude save at DC 20 is made. Creatures with no vital parts are not affected. The boots give a +3 circumstance bonus to breaking down doors.*

Warhammer of Crushing: *This Dwerge weapon is typically +5. A successful critical hit will crush metal armor of Breastplate or better quality, making it useless and the user immobile until a master smith (someone with at least 8 ranks) repairs it. Magic armor does get a save at DC 15. This hammer does double damage against creatures or constructs made of bone, stone or wood and does double damage when used against a structure.*

Helm of Protection from Decapitation: *As long as the helm is worn the wearer cannot be decapitated by a vorpal weapons or from any other physical attack. It will not protect someone who thrusts his or her head inside a sphere or portal of annihilation or from disintegration attacks.*