

DUNGEONS
DRAGONS®

Kingdoms of Kalamak



•EVANS 01•

THE LOST TOMB OF
KRUK-MA-KALI

Elenon Mountains

Dijishy Area

Norga-Krangrel

Ashul Weald

Elenon Mountains

Elos Desert

To Sliv Elenon Mountains

To Alnarma

Elos Desert

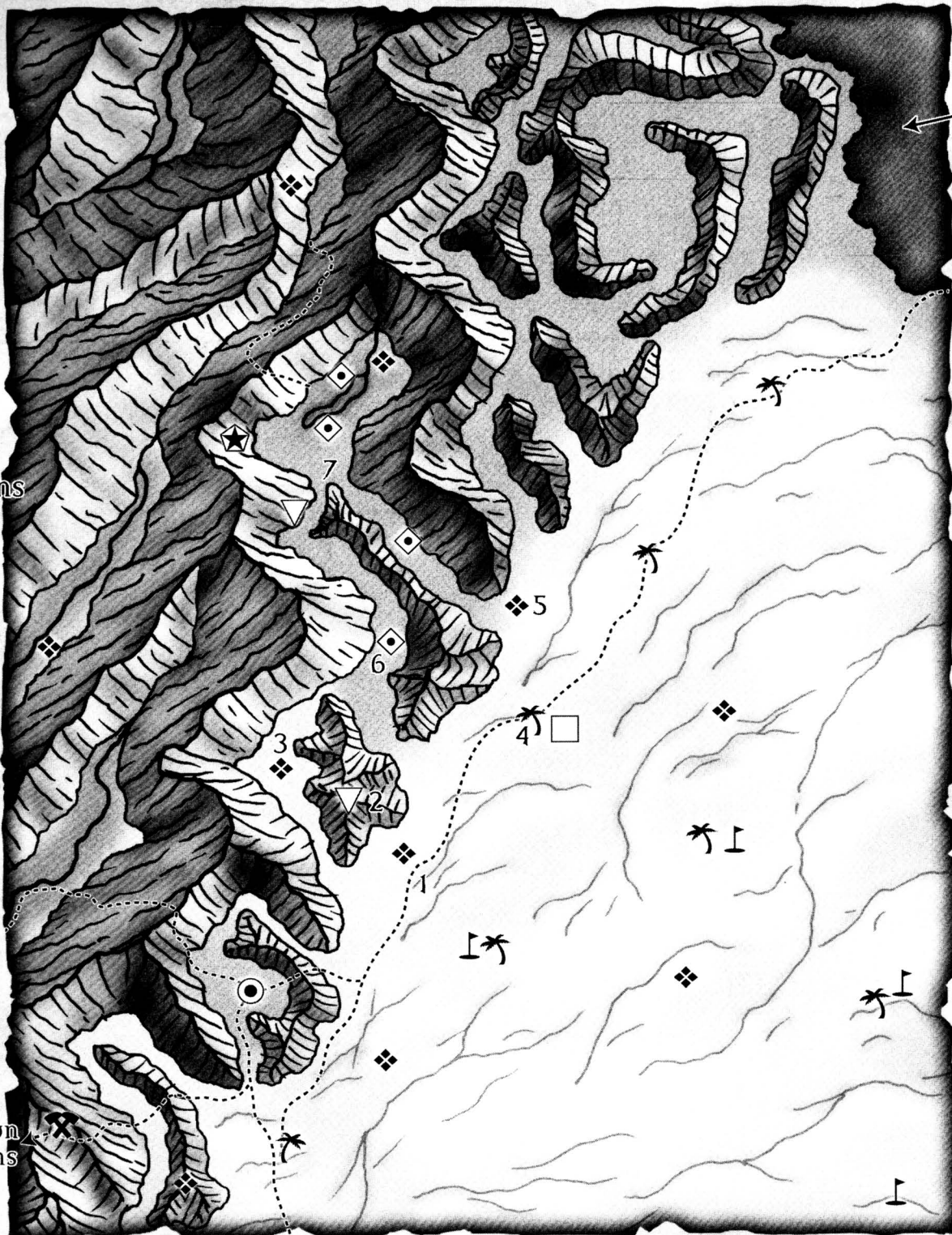
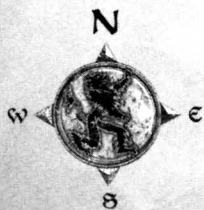
0 20 40
1 inch = 40 miles

Key:

- 1. Nameless Ruins
- 2. Manticore Lair
- 3. Hobgoblin Ruins
- 4. Castle Agidar
- 5. Low Ruins
- 6. Ogre Worship Center
- 7. Great Valley

- ⊙ City State of Dijishy
- ★ Dragon Lair
- ◇ Humanoid Tribal center
- Human Village
- ⚔ Dwarven Settlement
- ◆ Ruins

- 🌴 Oasis
- ⋯ Pass or Trade Route
- Human Castle
- ⌚ Deji Nomad Totem
- ▽ Monster(s)



THE LOST TOMB OF KRUK-MA-KALI

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Smoke rolled across the battlefield. The singing sounds of blade on shield, blade on blade and blade on flesh echoed through the surrounding hills. General Branlen watched his troops from the high bluff as wave after wave of hobgoblin madman threw itself against his troops. Hundreds of his Brandobians lay dead and dying on ground, red with the blood of thousands of soldiers. Experienced, battle-seasoned troops, they held their own as each assault came. Individually, these creatures fought with the same ferocity he had observed in all his previous battles with hobgoblins. But the assaults kept coming. There was no end in sight.

This time something was different. They kept rank even as they plowed through his own men. They would not break formation. And they would not retreat. Instead of breaking down into a series of smaller skirmishes, they kept hammering his left flank, weakened by hard travel and holding some of his greener soldiers, pouring onto the field in an endless rush. The earlier offensive, the one he had been certain was their full force, had been a diversion. If he did nothing, the flank would break within the half-hour. If he committed his reserves early, he risked his final push. Or his ability to cover his own retreat.

The general had never seen a hobgoblin army like this. Neither tale nor history spoke of anything like it.

As he turned to order his reserves to advance, a great outcry from the hobgoblins on the field below stilled his tongue. The situation seemed unchanged, but....

Sounds of combat erupted from behind him. Somehow, his reserves were already engaged. His own personal guard tensed and took battle positions.

Hobgoblin troops ambushed him from behind his own lines; they must have come down from the high mountain passes. The passes his scouts and advisors claimed were snowbound, and too difficult to take an army through even in summer. The surging hobgoblin warriors slaughtered the rear ranks in moments. Blades, hammers and maces flew around them as if possessed.

Even as his guard entered the battle (or rather, the battle came to them), the general could see his foe. A giant of a hobgoblin, well over seven feet tall and broad as the mountain itself, pulled a magnificent longsword from the belly of the captain of General Branlen's personal guard. As the beast raised his sword in triumph, the blade drank in all the light around it. Black as a moonless night, it twisted into knots the eyes of any who looked upon it. Only the light in its wielder's eyes endured.

General Branlen felt a cold lump in the pit of his stomach as he drew his own blade to face this new hobgoblin leader. As he marched forward to meet his foe and his destiny, whispering a final prayer to Vlad, King of the Battlefield, he could finally make out the words of the cry that shook the land around him: "Kruk-Ma-Kali! Kruk-Ma-Kali! Kruk-Ma-Kali!"

powerful king the hobgoblins had known since the time of the War of the Gods. Some call him the greatest of all hobgoblins. Some say that he was not a hobgoblin himself, but rather a devil in hobgoblin form. All that can be confirmed is that he was one of the greatest warriors and strategists the Sovereign Lands had ever seen. He was mighty enough to build his own empire through conquest, but like many great warlords, his kingdom did not survive his own death. After only 13 years upon the throne, Kruk-Ma-Kali's empire crumbled, torn apart by revolution and tribal strife from within and Kalamaran and Brandobian military forays from without. In the end, Kruk-Ma-Kali fell to an assassin's blade, and his empire fell with him.

It is said that his most devout followers took his body and the bulk of his greatest treasures, including his great sword *Kharad-Khor* (Bloodthirster), back to the mountainous lands from whence he came, and there buried him in a great tomb in a hidden valley. It has remained undiscovered (or so it is said) for five long centuries. Until now....

INTRODUCTION

The Lost Tomb of Kruk-Ma-Kali is set in the KINGDOMS OF KALAMAR® fantasy campaign setting, in the Elenon Mountains south and west of the Norga Tors. (See the KINGDOMS OF KALAMAR® campaign setting sourcebook). This fantasy adventure is recommended for use with four to eight characters of 8th to 14th level, but is adaptable for use with more experienced PCs by increasing the strength of the foes and traps described herein. Adjusting the adventure for lower level characters presents certain difficulties (many encounters have a significant risk of death even for more powerful characters) and would be inappropriate to the spirit of a quest for a major relic buried with an ancient king. A party at the low end of that range (8th and 9th levels), needs more characters to have a reasonable chance of success. Still, careful, intelligent and/or inspired play goes much further than merely more powerful characters. Most characters should gain at least one level through the course of the adventure.

The Dungeon Master needs a copy of the *D&D Player's Handbook*, *Dungeon Master's Guide* and the *Monster Manual*. The *Psionics Handbook* is also useful, as the adventure includes psionics, but it does not require that the DM introduce psionics into his campaign. Important new characters, monsters, items and spells are fully described in the appendices in the back of this volume.

Understanding what lies ahead for the players is crucial to keeping the adventure moving. The DM should read the adventure entirely at least once before running it. Events can take many different turns, and the DM needs all the information presented to consider the reactions of NPCs and monsters to the party's actions.

THE LOST TOMB OF KRUK-MA-KALI

Over half a millennium ago, the lands now known as the Young Kingdoms were overrun by hordes of hobgoblins led by their legendary king Kruk-Ma-Kali. Kruk-Ma-Kali was the most

SUMMARY

The first part of this adventure describes Dijishy (where the player characters most likely begin) and the area between it and the Great Valley, a geographical feature nestled in the Elenon Mountains (and where the Lost Tomb of Kruk-Ma-Kali lies). Part I provides a setting for numerous adventures and allows DMs to put their own twists into the game. It is intended to challenge characters of 8th to 12th level. Part II presents a straightforward dungeon adventure meant to challenge 10th-14th level characters.

In Part I, the PCs arrive at the city, beginning their search for and journey to the Lost Tomb. (You may have the party set off from elsewhere to reach the Great Valley and eventually locate the Tomb.) Finding it is no easy task! Even traveling through the wild lands around it can be deadly. The Great Valley lies approximately 150 miles north of the city-state of Dijishy. The mountainous terrain is harsh, it can take weeks to travel to the Great Valley after leaving the city, and beasts of all kinds harass travelers. The Great Valley describes many static encounters. The party enters the current situation and (inevitably) shakes up the status quo. The exact course of unfolding events varies considerably depending on the PCs' actions (and of course, their luck) and your decisions.

Part II describes the Tomb itself. Kruk-Ma-Kali left numerous surprises and challenges for anyone bold enough to attempt to loot his final resting place. Both players and characters will need all of their skills to succeed, and even success has its consequences.

The journey and the Tomb itself present classic challenges to even a powerful, experienced adventuring party. A healthy mix of fighting ability, stealth and magic will be useful. Though no single class need be present to complete the adventure, rogues are very useful in the Tomb, as are high Will saves. And as with any high-powered adventure, it is assumed that the PCs have a fair amount of magic items (especially weapons). Player characters will also find knowledge of different languages, especially Krangi, (or magical means of translation) to be quite useful in the Valley. In the Tomb itself, they will benefit greatly from a detailed knowledge of Ancient Krangi, an advanced Decipher Script skill or magical means of translating ancient writing.

Ambitious DMs may choose to locate the Lost Tomb elsewhere in the KINGDOMS OF KALAMAR® campaign setting. It could be farther north in the Elenons, or perhaps even in the Byth or Lopoliri Mountains (assuming powerful magical transportation). The Tomb should lie in an area not too close to civilized lands, one that is difficult to find and one that is guarded by powerful beasts. Possibilities include a deep crevasse wherein resides a primitive hobgoblin tribe, the valley of a powerful red dragon or a vale poisoned by volcanic vapors. In any case, the journey should be appropriately challenging; the PCs should realize that the voyage is just a taste of what awaits them in the legendary Tomb.

If the party survives the journey and the Tomb, they will be rewarded with a mighty longsword that once belonged to Kruk-Ma-Kali, the relic *Kharad-khor*, "Bloodthirster." They may discover to their dismay that this blade is more than simply a powerful artifact and weapon...

BACKGROUND

The entire fortress was in an uproar. Armed hobgoblins ran through passages in all directions. Slaves were scattered everywhere, some cowering in hiding places. Rumors ran rampant through the halls. Graz-Khrodun forced his way through them; he was on a mission. His king, Kruk-Ma-Kali, was in trouble.

Through the vaulted arches of the Great Hall of Fallen Foes, through the high-pillared Hall of the King, he ran past generals and soldiers alike. Beyond the throne room he came to the scene that filled him with dread.

Kruk-Ma-Kali's battlelords clustered around him, the great king lay on the same slab of stone from which he had planned a hundred raids and dozens of conquests. A dead body, though with no obvious wounds, lay near a wall. The anonymous goblin clutched a long, stained dagger even in death.

No warrior could touch him, no wizard could outwit him, no arrow could find Kruk-Ma-Kali's heart. But after scores of attempts, an assassin had finally managed to poison the great king. Graz-Khrodun noted well which advisors and ministers were not present. Sycophants and groveling clerics, trying to distract the king and earn his favor, rather than serve him properly. He had confirmed his lack of trust in them; he only regretted not forcing his king to dismiss them. Except of course, no one forced Kruk-Ma-Kali to do anything. He gave orders, and others followed.

Kruk-Ma-Kali knew how to honor Vradhka-Khor-Vredhi. While the clerics wanted gold and power handed to them in their gods' names, his loyal men took their booty from enemies defeated in battle, as it was meant to be. As Kruk-Ma-Kali had always done himself.

"My king..."

The battlelords turned to face him. Through the walls, all could hear the chaos that reigned in the fortress, but here silence had reigned for interminable minutes. Graz-Khrodun's unspoken question was answered by the look he saw in the eyes of these commanders and sub-commanders. Briefly, he took note of which officers he had expected to see that were not present.

"Graz...old...friend..."

Graz-Khrodun went to his king's side, to kneel beside him as he had so often knelt before him. He had fought at Kruk-Ma-Kali's side since they were Lunkhuri together so many years before, high in the mountains. Even before the mighty hobgoblin was fully grown, he had seen the light of greatness in Kruk-Ma-Kali, his skill in battle, his genius for war, his knack for inspiring troops. Kruk-Ma-Kali was everything a hobgoblin was meant to be. Warrior, warlord, king.

But now it was over. No clerics remained, no officer insulted his honor by trying to cheat death a few minutes longer.

"Kruk-Ma-Kali." Graz-Khrodun shook his king's hand in the manner of warriors and felt the wavering pulse. Only strength of will had kept the old king alive this long.

"It was poison," Sub-Commander Krelat said, always failing to understand when words were not necessary.

Raztakul stood angrily. "It should not be so. We should greet death on our feet, blade in hand!" He marched out of the room. Brog-gurkh and Thal-li-mak followed him. After a moment, Kurugar stood, too. Just as Graz-Khrodun had expected.

The others shifted as they sat. Kruk-Ma-Kali was not dead, he was still king until his spirit left his body a mere shell. No doubt many plotted and planned already, but these hobgoblins knew the duty demanded by honor. They knew the debts they owed to Kruk-Ma-Kali.

Krelat cleared his throat, ready to speak again. Graz-Khrodun looked at him fiercely. The Sub-Commander turned away, looking again to his dying king.

"K-k-kruk-Ma-Kali," he voiced. Graz-Khrodun could only shake his head as the young hobgoblin blundered on. "T-to whom," Krelat looked around him at what every one else knew would be the last meeting of this group of great hobgoblin warriors before continuing. "To whom do you leave the Empire?"

The others tensed. Some put hand to hilt. There was only one answer to that. Even if Kruk-Ma-Kali thought to bequeath his kingdom to a designated heir in the manner of some human monarch, there could only ever be but one answer.

Kruk-Ma-Kali mustered the last of his strength as the poison choked off his life. He raised his sword to his chest, blade down and hands crossed over the hilt, right hand grasping his blade as firmly as it ever had in battle. When the time came to lay him to rest, no attendant would need to close his fingers around the sword. Kruk-Ma-Kali closed his eyes and shuddered once. Some officers began to stand, believing the end had finally come.

But the king opened his eyes once more to glare at Krelat. The Sub-Commander shuddered more deeply than his dying liege.

"To...the strongest." He closed his eyes again. His sword drank in one more flash of light with a final spark, even as the great hobgoblin king passed on.

As it should be. As it must be.

Graz-Khrodun knew what must be done.

Over five hundred years ago, the followers of Kruk-Ma-Kali deliberately buried the Tomb before following their king into the afterlife. Even after all the traps and tests had been set, they hid it from view. Simply finding it was to be a test for any who dared to think of following the great king. Only the strongest could ever prove themselves worthy. Some 25 years ago, an earthquake revealed a path to the Valley of the Tomb for the first time in centuries. A mere few years later, an adventuring band did find the Tomb, but did not get very far. The lone survivor sold his journal to the library at Dijishy. A bothersome halfling with a facial tick handled the transaction and has read much of the journal. He relates the tale (for ale) to anyone willing to listen. Given his over-the-top-demeanor, frequent and varying

embellishments, and the fact that Kruk-Ma-Kali figures in many popular legends (his Tomb had been "discovered" by every other drunk in a 500 mile radius), none took him seriously. And so the Tomb has remained undisturbed for another two decades.

Whatever brings the PCs to the city of Dijishy, they will soon be embroiled in the tales and legends of Kruk-Ma-Kali. Driven by greed, a desire for glory, divine wishes or perhaps the desire to become an integral part of the history of the Sovereign Lands, the PCs are poised to discover the Tomb and claim its treasures.

Rumors

Kruk-Ma-Kali is a legendary figure in the history of Kalamar and especially in hobgoblin lore. Each character, depending on his background and experience, has a chance to know some of the following myths, rumors and hobgoblin quotations. Characters with the Knowledge (ancient history), Knowledge (military history), Speak Language (Hobgoblin) and/or Knowledge (regional history - Norga Tors and/or Elos Desert) skills automatically know at least one of these legends. Additionally, for each appropriate skill a PC may roll a skill check (DC 15 for one additional rumor, DC 25 for two additional rumors).

Any character native to the region (from Dijishy or within approximately 200 miles of the Great Valley) automatically knows 1-2 of these rumors. Any hobgoblin character automatically knows at least 1-3 of these rumors. A sil-karg (half-hobgoblin) knows 1-3 rumors on a successful Int check (DC 15). Note that these numbers (for race and region) are not cumulative; each PC should know 0-3 rumors. An exceptional few might know 4 or 5 (including skill checks). Also, players do not necessarily have to share their information with each other; it is their choice. Thus, the rumors should be imparted to each

Imparting Rumors:

This information does not magically appear in their minds simply because a book says "The Lost Tomb of Kruk-Ma-Kali" on the cover. Tales of Kruk-Ma-Kali and his exploits have been around for years. Those native to the area may recall childhood stories or old tavern talk. Others may recall sayings that simply drifted from their attention. Those from elsewhere may recall previously forgotten history lessons taught during their apprenticeships. Bards may realize that some of their lyrics and tales contain information relevant to the Valley, the dragon or the Tomb. Some of these rumors may even be presented in role-played encounters. A wizened old sage hears that the PC knows something of the Hobgoblin language or the wars of Kruk-Ma-Kali and sees fit to inform the adventurer or a traveler in a tavern imparts something he learned from an ill-fated expedition. Do not forget that the players' characters have their own lives and histories. Chances are that you have not been able to carefully plant clues concerning the Lost Tomb through several levels of adventuring, but try to be creative; avoid the trap of simply handing out information.

individual player privately, perhaps handed to each on a separate piece of paper.

Rumors pertain to the region in general, the Great Valley or the Tomb itself. Italicized entries are bits of hobgoblin "wisdom" attributed to Kruk-Ma-Kali, which were supposedly adapted into the design of the Tomb. For convenience, the truth of the nature of the rumors is provided (for the DM's eyes only), with "T" meaning true, "F" meaning false and "P" denoting a rumor that is part truth, part falsehood.

You may choose which rumor to give a certain PC or roll randomly. Begin with a d20, a 1-10 indicates a rumor from Table 1, an 11-20 indicates a rumor from Table 2. If rolling, consider how the PC knows the information; a character who gains a rumor because he knows how to speak Hobgoblin, but is from a distant land, probably would not know about a giant-kin incursion near Dijishy 100 years ago. In such a case, you can roll again or simply decide that the PC simply gets no rumor.

RUMOR TABLE 1: GENERAL RUMORS

- 1) Legend has it that an arrow steeped in elves' blood can slay a dragon. (P - An arrow made of wood from the Llorannion tree (see Appendix C) and *blessed* by a cleric of at least 12th level will act as a *greater slaying arrow* against Khyrastryx.)
- 2) Several hobgoblin tribes live in the area of the Tomb of Kruk-Ma-Kali, and revere the dead king lying within as a god. (P - The Angrankali tribe does in fact revere Kruk-Ma-Kali as a god, or nearly a god, but the other tribes of the valley consider him a mortal hero.)
- 3) "*The Path of the Conqueror is never straight.*" (Refers to the trap found at Area Q.)
- 4) "*The Valiant care not for gold and gems, they hold only victory in their righteous sight.*" (Refers to the hidden key at Area I: The Tomb of the Valiant.)
- 5) The dragon of the Great Valley gave birth to a half-demon that rules the hobgoblin tribes residing therein. (F - The Karukh (Chief) of the Khyraskali hobgoblin tribe merely wears dragon scale armor, which makes some think him a demonic being.)
- 6) "*I am of the mountains, and thus the mountains shall fight for me.*" (Refers to the golems found at Area N.)
- 7) "*The king bears the key to victory.*" (Refers to the key found on the Mountain of the King at Area H.)
- 8) It is said that the Lost Tomb of Kruk-Ma-Kali is found among the high mountain valleys above the Great Valley of the dragon. (T - The Valley of the Tomb is found in the nearly impassable mountains west of the Great Valley of the dragon (and north of her actual lair).)
- 9) Legend says that two dragons guard the Great Valley. (F - Rhyndharax, the twin brother of Khyrastryx, left the Great Valley almost 100 years ago.)
- 10) The greatest treasures of Kruk-Ma-Kali are actually hidden throughout the Great Valley. (P - Much of the simple wealth of the great king lies in hidden caches and false tombs throughout the Great Valley, though the most valuable item, *Kharad-Khor* (Bloodthirster), the king's sword, lies in the tomb itself.)
- 11) Trolls are said to lair in the Great Valley; it is said that they oppose the dragon. (P - Trolls do lair in the valley at Area B.

However they work FOR the dragon, albeit for the most part unwillingly.)

- 12) There is only one way into the Valley of the Lost Tomb. (T - The Conquerors' Pass is the only way to get to the Valley of the Lost Tomb, save by tunneling through miles of stone or flying over great peaks.)
- 13) The ghosts of the slaves that constructed the Lost Tomb are said to haunt the high vales of the Valley of the Lost Tomb. (P - Numbers of undead are found in the pit at Area M west of the Conquerors' Pass and in other areas around the Great Valley.)
- 14) Legend says that no one has ever seen the Lost Tomb and lived to tell the tale. (F - The elven wizard Niemallion Laebrinoia lived to tell the tale and his account of that journey can be found in the Great Library of Dijishy; refer to the Journal of Niemallion Laebrinoia below.)
- 15) "*Even the mightiest river has its beginnings in a mere drop of water. Thus do all great things begin, at the source.*" (Refers to the clues found in Area J, the Cavern of Ice.)
- 16) Treasure is said to lie at the bottom of the Black Lake. (P - There is no treasure in the lake per se, but a key to the Lost Tomb can be found in the lakes' cold depths. The rumor gains strength because so few people who search for the treasure return. This particular rumor is far more likely to divert the PCs' attention, drawing them into the vicinity of the Beast, than it is to really help them find or get through the Tomb.)
- 17) The hobgoblins of the Great Valley fear dwarves and cower in terror at their command. (F - This is simply a rumor started by an elf who hated dwarves.)
- 18) Kruk-Ma-Kali is actually buried in the dragons' lair. (F - The tomb found in the lair is false, see Area D.)
- 19) A city of hobgoblins lies at the center of the Great Valley. (P - The Khyraskali once ruled from the citadel of Maszkhotra, which now lies in ruins. The tribe now lives in a village some miles southwest of the citadel, and was never large enough to constitute a city.)
- 20) Giants dwell in the Great Valley and war with the dragon. (F - This is simply a garbled legend of a giant-kin incursion in the Dijishy area about one hundred years ago.)

RUMOR TABLE 2: RUMORS OF THE TOMB ITSELF

- 1) Legend states that the tomb is guarded by legions of undead hobgoblins. (P - There are undead, but most are not hobgoblins.)
- 2) Kruk-Ma-Kali is not really dead, merely asleep until the time is ripe to conquer a new empire. (P - Kruk-Ma-Kali now "lives" in his sword *Bloodthirster*.)
- 3) "*The Path of Conquest is ever right.*" (Refers to the invisible path in Room 13.)
- 4) "*Kneel to those of greater stature, that thou might sight the weakness in their belly.*" (Refers to the statues in Room 2.)
- 5) The blade of Kruk-Ma-Kali, *Bloodthirster*, is the equal of the *Sword of Kings* itself. (P - *Bloodthirster*, like the *Sword of Kings*, is a major artifact.)
- 6) "*Wield not the quill in thy sword hand, lest it make ye weak.*" (Refers to the secret door in corridor 14e.)
- 7) "*Beware ever thine opponents' eyes, for in them thou may sight his death as well as thine own.*" (Refers to the powers and weaknesses of the statues in Room 15.)
- 8) It is said that magical beasts guard the tomb, and that any opponent that they defeat will join them for all eternity. (P

- Anyone defeated will become a permanent feature of the tomb.)
- 9) They say that a renegade elven wizard helped build the tomb, and that his magic guards it still. (T - Refers to the scroll in Room 17.)
 - 10) Great treasure can be found behind every door. (F - A false rumor deliberately planted to cause tomb robbers to check behind every door.)
 - 11) Demons cavort in the furthest reaches of the tomb. (F - Devils may be found in some numbers, but there are no demons.)
 - 12) Parts of the tomb extend into other planes. (T - Refer to Rooms 4, 7 and 13.)
 - 13) Every stone in the tomb tells a tale of death. (P - Pressure plate traps use the flooring flagstones to deal death.)
 - 14) *"Suffer not those who break caste, for they offer thee naught but ill will."* (Refers to Door 1c.)
 - 15) *"Man believes hobgoblins to be the naught but the reflection of the beast within his soul; in truth, we are his best part, and he is but the reflection of the beast within us."* (Refers to the mirrors in Room 16.)
 - 16) Kruk-Ma-Kali is said to have built the tomb as a test for his successor. (P - The tomb is designed to provide Kruk-Ma-Kali with powerful, like-minded captains and victims, refer to Room 17.)
 - 17) *"Fate may take a sinister turn, but for the righteous, doom lies underfoot."* (Refers to the statue and pit in Room 12.)
 - 18) *"I will acknowledge my superior only in the embrace of death."* (Refers to the sarcophagus and ghost in Room 15.)
 - 19) Only a hobgoblin can wield *Bloodthirster*. (F - The sword will accept anyone as its wielder... and will become the master in the end.)
 - 20) *"The True Path is revealed only in Darkness."* (Refers to Room 14.)

PART I

SEARCH FOR THE LOST TOMB

Dungeon Master's Information

As DM, you need to get the PCs to Dijishy. Several classic techniques include:

- they guard a caravan traveling there (the trade routes to Dijishy are long and dangerous, but quite profitable, and so many caravans hire powerful guardians, including adventurers)
- tales in more distant cities that the legendary Tomb of Kruk-Ma-Kali has finally been found
- a pilgrimage to the oldest library on Tellene
- a message from an old contact (perhaps a former adventurer companion or a family member) who has found the journal
- the "old" teleporting gateway

Once the party is in town, give them some time to explore Dijishy. Hopefully they will initiate some effort to uncover the

location of the Lost Tomb. Be generous when ruling on how much success these efforts meet.

The Valley of the Tomb is located in the wilderness, deep in the Elenon Mountains north of Dijishy. It should not take long to discover that the Tomb is somewhere in the vicinity of the Great Valley, though the PCs are likely to get an inaccurate impression of just how "great" the valley truly is.

Even getting to the Great Valley is not an easy task. The mountains between Dijishy and the Great Valley are infested with all manner of unpleasant beasts. Individually, many of these may not be a significant threat to high level characters, but the number of them and the lack of civilized areas to use as a base could present a difficulty.

Most inhabitants of Dijishy simply assume that if the tomb is real, it will never be found. Those who do believe it exists believe it better that the tomb of Kruk-Ma-Kali remains lost. Despite the local attitude towards the Tomb, tales of Kruk-Ma-Kali and failed attempts to find his Tomb run rampant in the city. Any bard who inquires about local ballads and songs will be treated to numerous versions of tales concerning Kruk-Ma-Kali, particularly the later battles against his forces and legends of the Lost Tomb. Virtually every native of Dijishy seems to know "a friend of my cousin's friend" who was involved with someone seeking the Tomb. Most of these tales are quite obviously invented and none include the adventurers returning. None fail to mention the "untold riches" that can be found therein, either.

If your party simply refuses to access the Library and/or find the journal, they can learn about the Lost Tomb from local entertainers and scholars. Fear and legend, as much as trolls and dragons, have prevented many reckless adventurers from even seeking the Tomb. Very few people in Dijishy take the matter seriously, and they are likely to look askance at those who seem serious about seeking out the Tomb. On the other hand, they see no reason to discourage outlander fools from acting foolishly. Most launch into stories about previous (failed) expeditions. Thus the PCs are left to their own devices, their own knowledge of rumors and their own ingenuity. They can learn that the Tomb probably lies to the west, in the mountains where Kruk-Ma-Kali's tribe dwelt, and that numerous beasts make the area even more dangerous than a simple trek through some dangerous geology. If the PCs are too persistent, rude or threatening in questioning hapless locals, they may wear out their welcome. Even though locals give foreign traders a wide berth, sometimes it is best to respect their space.

If the party seems unwilling or unable to do any investigation into the location of the Tomb, you may need to provide some guidance. Any native who hears that they seriously seek information of any kind will direct them to the Library.

For example: Malvus Edarran (N male human Deji Exp4), a middle aged, down-on-his-luck merchant wants access to the library. Convinced that he knows where to find valuable information concerning secret oases (that could allow a direct trade route to Miclenon), he only needs someone to pay for his visit

to get the specifics. While he tries to hide his current financial condition from the PCs, fearing they may attempt to get in on his potential scheme, he gives them basic information if they simply pay for his access to the Sanctuary. "If you really want to know about the Tomb, meet me in front of the Library tomorrow," he whispers (fearing ridicule from other citizens). Malvus has only seen enough of the Journal to believe it is real. He has no intention of risking his life searching for the Tomb (or going into the Elenon Mountains at all), but he will do what he must to get access to the Great Sanctuary of Knowledge. Once inside the Library, he leads the PCs to the Journal, then quickly disappears to pursue his own interests. (There is a 50% chance that it remains where he remembers, otherwise he has a 75% chance of finding it within two hours. If he fails, then he cannot find it. He describes it, dodges any further questions, and disappears into between the shelves.

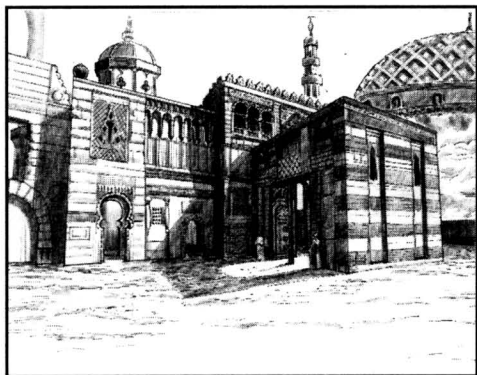
Once they have an idea of where to go, the PCs may try to hire local help for their expedition. If they try to hire clerics for the journey, the Prophets of Queen Destiny believe that the discovery will happen in its own time. They will not state whether this is the time or not, but none will accompany the party. Other clerics and inhabitants of Dijishy are unwilling to take the extreme risk of heading into the VERY dangerous mountains to find something they are not even fully certain exists. ("Even if they did bury him there in a place we *could* find, the Tomb has probably collapsed by now!")

The Great Sanctuary of Knowledge

The Great Sanctuary is described in generic terms as intelligent player characters will likely want to return to explore it in more detail.

In the center of Dijishy stands a stone building four stories high. No one recalls the purpose of the original structure and scholars still debate whether it was once a temple, a fortress or a home. Perhaps it has always served the purpose it now serves. Over the years, additions have been made and repairs have been necessary, but the cornerstone has stood for, some say, thousands of years.

When the PCs first approach the Library, **DISPLAY ILLUSTRATION 2 ON PAGE IQ 2.**



Varying styles of architecture indicate the era of certain improvements upon the basic structure of the Great Sanctuary: a large square forty feet on each side. Nowadays it is a sprawling complex of wings navigable only by the long-time librarians, the Prophets (clerics of the Inevitable Order of Time). Modern architects and engineers defend wildly differing theories as to why this system of slowly expanding additions does not appear to be a horrid mishmash of conflicting styles; somehow the whole structure manages to avoid being aesthetically displeasing.

The Library rests on a powerful, permanent *antimagic* field (of uncertain origin) approximately 150 feet in radius. The Inevitable Order of Time has fenced off this area to make room for future expansion of the Sanctuary. Visitors concede that the clerics who serve at the Library are friendly and helpful in locating certain tomes, but the Librarians do not discuss future goals of the Sanctuary. Instead they fall back on well known sayings involving fate, destiny and the proper paths of events. Nor do they discuss the underlying reason for the Library's existence. Some speculate that they gather knowledge so that it can survive some future catastrophe, others cynically claim that the Great Sanctuary of Knowledge exists solely to swell the coffers of the Order. Still others point out that running the Library must be an expensive prospect. Whatever the reason, the Order collects fees from all visitors. They do not make exceptions for heroes, nobles or even kings.

The building now stretches out in three directions from the original structure. To the south only one major addition has been made; this currently serves as the entrance. The main entrance for visitors is offset from the well-guarded main gate to the complex by some forty feet. The gate is in the southern wall, towards the western side. A worn brick path stretches from the outside gate to the building entrance. The double doors of the entrance face west and are situated near the center of the southern face of the structure. Armed Prophets stand outside these doors at all times. Though probably stationed there as guards against trouble, they rarely do more than watch visitors come and go. This is the only public entrance to the Library. Most believe that the Prophets have secret and concealed entrances, though there are some small shelters for guards. These chambers serve to store equipment and as places for guards to find safe harbor from storms; not as entry ways into the interior of the Great Sanctuary.

GAINING ENTRANCE

Every visitor must pay a fee of 10 gp for the day. The Sanctuary accepts most coinage, but the cost is determined by weight. While most coinage on Tellene is standardized in weight, if visitors have unknown coin, it must be weighed and compared to determine the correct amount. Though the

Prophets who serve at the entrance calculate this honestly; they do always round up. A businesslike Prophet at a large desk, with several assistants, takes the money and distributes passes in the entry areas.

Each day, the Order assigns a special colored disc (made of a heavy metal, probably steel) that each visitor must display on demand. The disc has a small hole near one edge. Any time a visitor approaches a new Librarian, he must first display a valid pass. Most visitors purchase narrow leather cords (1 sp) at the entrance and wear this pass around the neck.

A daily pass lasts for one day, whether the visitor arrives at opening (the ninth hour of the morning) or just before closing (the eighth hour of the evening). There are no pro-rated costs, discounts or rebates. Any who enter the Library must have a pass, including a servant or slave. On leaving, the pass must be returned to the scribe at the main entrance, who records the numbers of visitors both leaving and entering and the names of each. These columns must always add up to the same number. (No one knows what would happen if they did not.)

The exact color of a given day's pass is never known until opening. The Sanctuary has at least twenty different types of daily passes and a very complex way of deciding which will be used for a given day. As there are only 200 of each type of pass, no more than 200 daily visitors can ever be in the Library at one time. Overflow visitors can wait in the main entrance area for someone else to leave and (after a processing time of about ten minutes) rent that pass. No amount of whining, cajoling, flattery or threats can get a day pass if all are being used. Of course, in such a case, the Prophets will gladly sell a lifetime membership.

Lifetime memberships are named more by tradition than out of a slavish devotion to accuracy. A "lifetime" pass actually lasts 100 years, so non-human races may actually need to renew them. Most of the clerics who serve at the Sanctuary are human, as are most visitors, and the Library has a definite humanocentric bias (at various times in history, non-humans have been prohibited from entering the Library.) These "lifetime" memberships cost 1,000 gp. Such members receive a silver symbol of the crescent moon with a red rim, indicating their status. Worshipers of the Fate Scribe consider such a membership a badge of honor proclaiming their faith, but most cannot afford it. The medallion is worth 25 gp as a piece of jewelry, but the Librarians record the name and physical details of the purchaser, so it is at best *extremely* difficult to use another's lifetime pass.

Only the Inevitable Order of Time knows how many lifetime members exist. Speculation varies wildly, as it does over how many Librarians serve in the Sanctuary at any one time. The number must be at least 50. On a normal day, perhaps 25-50 lifetime members lurk about.

A handful of wealthy gadabouts have purchased lifetime memberships and "haunt" the Library, seeking works of interest to ease their boredom. Often distracted by other

topics as they search for something else, these types rarely seek much interaction with other patrons. Those who use the Sanctuary regularly for more businesslike purposes refer to these people as "Library trolls."

Weapons are not allowed in the Library. Most patrons leave their weapons at home, but those who insist on carrying them must give them up before being issued a pass. Each weapon is tagged, carried to a back room (the whereabouts of which are known only to Librarians), stored and returned to the patron when he leaves. Like all the rules of the Great Sanctuary, this is non-negotiable.

THE MAIN HALL

Once he has a pass, the visitor enters the Library through another set of double doors (up until about 70 years ago these were the main entrance), leading into the heart of the oldest part of the building. A great square hall with several round skylights set in the four-story high ceiling displays what the uninitiated consider the greatest collection of scholarly work in Tellene. Each level has ledges that allow access to shelves that line every available inch of wall space. Four great pillars of reddish marble rise to support the ceiling at key points. Free-standing structures support more shelves. Large, open archways allow access to deeper parts of the library. A handful of reading stands and tables with sturdy chairs stand in this main area between the shelf stacks.

The center of the Main Hall of the Sanctuary holds a large circular desk where visitors keep three to five Librarians busy at all times. They can offer general advice on using the Library, suggest works that might hold the information a visitor wants, and sell paper, papyrus, ink and inkpens (quills) (at standard PHB prices). They do not sell bound books, blank or otherwise.

WHAT THE LIBRARY HOLDS

The varying sizes and materials of the books underscore the lack of detailed organization. While the average tome is one or two inches thick, eight inches wide and twelve inches high, larger and smaller versions abound. Most covers are wood covered in leather, with metal bands and sometimes locks, but some are loosely tied stacks of papyrus. Scrolls lie next to books in special triangular racks built into the shelves in a scheme vaguely reminiscent of certain wealthy collector's wine cellars.

Even the Main Hall is crowded with numerous shelves, each extending to the ceiling and overflowing with tomes. Librarians will fetch ladders to access works in the higher areas. The first floor of the Sanctuary holds religious and theological works, including the canon of nearly every religion on Tellene.

The Prophets restrict access to religious canons almost as much as for spellbooks; they almost never allow access to the canons of The Guardian (Liberation), The Corrupter (Longings), The Confuser of Ways (Invisible Lives) or Risk (Chances). Often, religious canons of gods without a neutral element to

their alignment are simply declared off limits for days or weeks at a time. (See the *Kingdom of Kalamar™ Players' Guide* for more information on religion canons.) Typically, at least one attendant will be assigned to chaperone a patron interested in any canon, when such access is allowed at all.

The second floor holds historical reference works, the third level holds works of science and mathematics (very popular with clerics of the Mule) and the fourth contains books concerning philosophy and magic.

While the wings of the Great Sanctuary extend far beyond the Main Hall of the Library, the organizational scheme of the rest of the Library's works are beyond most visitor's understanding. The Great Sanctuary serves knowledge, not power, and seeks to gain a copy of every work ever written. Unconfirmed rumors suggest that the basement of the Library actually has many levels, in which more than three times the number of works stored above (many not duplicates of accessible books) rest in densely packed shelves, or simply piled from floor to ceiling, called "the stacks."

The books and scrolls held by the Sanctuary have no numerical system of indexing, and even the guidelines for the Main Hall are approximations. Curious visitors can indeed spend lifetimes exploring the rich variety of semi-organized information contained in the Library. Wandering clerics of Lady Time within the Sanctuary will attempt to help a patron find a specific tome or piece of information, but generally they can only guide one to the correct area. Sometimes the visitor must still search hundreds of tomes to find what he seeks. Often, a particular piece of information can logically be placed under two or more topics. Thus, searching for one particular bit of knowledge can take days. Typically, an individual Librarian assists an individual patron for up to ten minutes before leaving him to his own devices. Those frustrated by this are ill suited to Library use.

DM's Note: The Library

The Library at Dijishy provides a powerful tool for disseminating information, one that PCs likely will seek to abuse. Keep in mind that you are in control. The Prophets will not allow certain books or information to be found if it is not the "right time," and this is their Great Sanctuary of Knowledge. Never let the players find information you do not want them to have. Most of the time you can achieve this by setting difficulty levels and waiting for them to give up when they fail. If not, a gentle reminder about the hand of the Fate Scribe should be enough to warn players off certain paths.

On the flipside, when PCs visit the Library you can direct the campaign in virtually any direction you want. Another patron may seek them out, a lone book may lay open enticingly to a specific page (perhaps one with a map), or a silent Prophet may even take a character's arm and guide him to a specific work.

Remember that these are tools for you to use as you see fit in your campaign, not resources for the PCs to exploit to the detriment of the game.

Certain Profiteers express admiration for this system, noting that even the most casual visitor must spend several days seeking something specific. The intellectually curious are bound to come across something else of interest, perhaps to explore later, even if they somehow manage to focus on their particular topic at first. Thus, very few visitors pay the entry fee for only one day.

The Library does hold actual spellbooks. These are kept on the fourth level of a special wing, in a large secure area. Entrance costs an additional 25 gp per visit (visitors cannot freely leave and return in the same day). This fee is collected at the entrance passage, a short, narrow passage that leads to another guarded, locked door. At least one Librarian and guard accompany anyone in this area. (Only the Prophets themselves know if the rumors of tomes containing secrets of magical item creation are true.)

While magic does not function within the Library, wizards can copy spells for later research. As DM, you must keep a careful reign on this. If your party needs a certain spell for a future adventure (say, *dispel magic* or *knock* for the Tomb), the Library allows you to make sure they have access to it. Never allow them to gain a spell that you do not want them to have, however. The accompanying guards will not allow a visitor to transcribe a spell if the Fate Scribe will not allow it (which you as DM determine). Generally, the Prophets can ensure that a given spell can NOT be found by a given visitor. Additionally, not only do Prophets and allied guards (fighters, monks and warriors – all followers of the Fate Scribe of unquestioned loyalty) control access to the room and to any of its contents, they examine everything taken out of these rooms.

The Library charges 200 gp per spell level for those who seek to use the Great Sanctuary in this way. Those who use these books to copy spells and study elsewhere (which is necessary to actually learn the spell) face a more difficult task than simply learning a new spell as they copy it. The Spellcraft check DC necessary to learn a new spell copied from the Library and taken to a different area to learn is 20 + the spell's level.

LIBRARY ACQUISITION

Only the Head Librarian can purchase new works for the Library. A large staff serves him full time, seeking likely candidates and weeding out the chaff so that he need not waste his time. Many of these scribes are engaged in a very ambitious project: standardizing texts. Error and miscommunication abounds in the many versions of a work that may be re-copied over several centuries. These scholars seek to analyze different writings of the same book to determine its original content. The Head Librarian works somewhere deep in the recesses of the Sanctuary and visitors do not meet with him directly. His immediate assistants rarely deal with visitors, though if someone has an interesting work one may interview the visitor

(who is taken through many winding tunnels, in a semi-private area of the Sanctuary).

One of the most precious books (actually, several thick tomes) is the Index Book. This work lists every tome contained in the Library, its weight and the language in which it was written, along with the date it was acquired (for most books) and a handful of other notes for some. The Index is written in something like chronological order, but is meant solely as a list of contents, not a guide to finding them. It is perhaps telling that the Prophets rarely record the author of a work, but always record its title (often including a parenthetical remark as to its topic if the title seems unrelated or duplicates another work).

The Sanctuary has no official language, though every Librarian fluently speaks Merchant's Tongue, Brandobian and Dejy. Most speak several other languages, as well, including but not limited to: Kalamaran, Dwarven, Hobgoblin, Ancient Brandobian, Svimohzish, Low Elven, Ancient Kalamaran, Reanaarese, Gnomish and Fhokki, roughly in that order of frequency. (Books are not grouped by language, either.)

OTHER ITEMS

The bulk of the Library's collection comes in the form of books and scrolls, but it also holds numerous works of art. Most of these are kept privately, unavailable for patrons to view. However, there are at least two public rooms devoted to art (one to painting and one to sculpture) and a thick-walled room near one of the many sections devoted to music.

RULES IN THE SANCTUARY

It is expected that all visitors respect knowledge, the Library, the Librarians and their fellow patrons.

Patrons can take a book to read anywhere they like, so long as they remain in the Library. They should leave the books at tables when done, but sometimes they try to return works to the shelves themselves. This contributes to the seeming chaos of placement. Even at maximum efficiency, it can take days for a Librarian to find a book and replace it in an appropriate section.

The Library has no specific rule against loud voices, but shouting earns a fine (10-100 gp) for disturbing the work of other patrons and of Librarians. More significant disturbances result in the offender being thrown out (up to eight burly followers of the Fate Scribe can be called for this purpose) for at least the remainder of that day. In practice, the minimum period of such a ban is one week (the maximum time is offender's lifespan, regardless of race).

Physically harming other patrons earns one a ban for at

least a year and a day. The average period of exile is about five years, though (true) lifetime bans are possible. There are no judges, courts or appeals. Again, a telling distinction reveals the attitude in the Sanctuary: those guilty of assaulting people may one day re-gain entry. Those guilty of assaulting the works held in the Library are irrevocably exiled for life. One can commit no greater sin than damaging (or destroying) a Library book; such an act results in permanent expulsion.

Perpetrators of any incident of any kind will find their name recorded in a special book with black covers, along with a detailed physical description, the day of the incident, the nature of the incident, pertinent notes (including if the perpetrator is considered likely to be a threat in the future, especially if he is a powerful, high-level character), and the punishment administered.

In the few cases over the years where such actions have been necessary, the Prophets have responded to trouble within twelve seconds (2 rounds). Typically the ratio of guards to perpetrators is at least five to one. Many of the guards are clerics, but the Library also employs fighters and monks to keep the peace. The Masters of the Great Sanctuary have access to allies of almost any class (including wizards, psions, sorcerers, rogues and, some say, even assassins) to deal with problems both on Sanctuary grounds and off. The Librarians do not allow any trouble to spread and they do not take chances. In game terms, this means that the total number of levels of guards responding to an incident is at least double that of the troublemakers.

Dark rumors suggest that at some points in its history, the Library has had to hunt down book thieves. Whispers in Dijishy suggest that perpetrators of book theft or destruction will be quietly hunted down and killed.

ACCESS TO BOOKS

Given the situation in the Sanctuary, one might wonder why patrons use the Library. For one thing, information can be found there, it just takes time. For another, there is simply no greater collection of knowledge and wisdom on the face of Tellene. As they say in Dijishy, "it may take you a hundred years of searching, but it's got what you're looking for."

Scholars and sages may not find anything in life more exciting than visiting the Great Sanctuary of Knowledge, but

EXAMPLE: WHAT LIVES IN THE GREAT VALLEY?

INFORMATION SOUGHT	DC	ANSWER ON SUCCESS
Right Section	10	"Monsters" Geography, level 2, rooms 23-26
General	15	"Many monsters, including hobgoblins and a dragon" (in several texts)
Specific	20	"A fiery red dragon" (in many believable texts)
Exacting	25	"A red dragon named Khyrastryx" (in rare, special tomes)
SITUATIONAL MODIFIERS		BONUS
Librarian assistance		+2
For each previous ten visits to the Library		+1 (max. +4)
Worshiper of Queen Destiny		+1
Cleric of Queen Destiny		+2

adventurers want action. Research in a poorly organized Library that charges for just about everything likely will not excite those in search of greatness through heroic adventure. Nonetheless, it is important that adventurers understand the effort it takes to collect knowledge about their intended quests.

To find a specific piece of information, a searcher must make an Int check and a Wis check. The DCs vary, of course, depending on the particulars, though the DC for the Int check and the Wis check are the same at each stage. Each successful combination (both checks must be successful) means the searcher has taken one step closer to finding his answer. However, failing both three times in a row or a "1" on both checks at the same stage indicates the search will be futile. The character, of course, need not know this for several days.

Each stage of a search takes 2-12 hours, thus it normally takes several days to find an answer to just about anything.

Note that the Library contains a vast amount of knowledge, not an infinite amount. Information very rarely appears in the format desired. More generalized questions ("What are the burial customs for Hobgoblin kings?") must be compiled over time. In such cases, consider each step to take 2-12 days instead of 2-12 hours. (For the record, Hobgoblin kings usually order their followers to hide their tombs when the work is done.)

Characters who spend the time and money to find generic information on the Tomb should be rewarded, but not spoon-fed fine detail. Allow those who say something like "I'm looking for information on the Tomb of Kruk-Ma-Kali" a two-stage check to discover a single rumor (from Rumor Table 1 or 2). Of course, even if both checks at both stages are successful, there is no reason this rumor need be new to the party.

LIBRARY PATRONS

Most of those who frequent the Library are scholars or nobles with little else to do. Adventurers and those who make their living by fighting are much rarer, but they can be found at times. However, the Sanctuary is so large that crowds are rare and it is even possible to find oneself alone amidst the seemingly endless shelves.

At any given time, a number of wandering "trolls" and sages make up the majority of those inhabiting the Library. Those who seek sages sometimes wander about the halls of the Sanctuary rather than visit many different buildings in the city. While finding a scholar in this manner presents little difficulty, finding one whose area of expertise matches the interests of the searcher presents more difficulty.

There is no way to seek a specific sage within the Library, but you can randomly determine the expertise of a scholar using Table 1-1: Library Encounters.

A field of study indicates that the sage specializes in that area, though PCs can encounter other visitors as well. A noble is most likely a local aristocrat or diplomat. An outsider could be any traveler, from a wealthy merchant tourist to an adventurer.

One most often encounters individual people, not groups. "Special" indicates an NPC known to the PCs, perhaps a pesky noble, a rival adventurer or even an old enemy.

Sages will take jobs from patrons, but most insist on working alone. Typical fees run at 100 gp per day, more for highly specialized fields. The Library takes a 10% cut of such fees, or else all parties involved are banned for at least a year and a day.

CONTROLLING INFORMATION

Characters who enjoy learning are easily distracted when chancing across an "interesting" title or passage; they may spend hours or even days on tangential (or even totally unrelated) topics. Time spent in the Great Sanctuary of Knowledge is an excellent opportunity for you as DM to plant rumors beyond the current adventure, impart information, or have a party member bump into an old nemesis. A few scattered comments

TABLE 1-1: LIBRARY ENCOUNTERS

d1,000 ROLL	LIBRARY ENCOUNTER
1 - 25	Alchemy
26 - 38	Architecture
39 - 67	Art
68 - 96	Astrology
97 - 105	Astronomy
106 - 118	Botany
119 - 139	Cartography
140 - 148	Cryptography
149 - 173	Engineering
174 - 318	Folklore
319 - 327	Genealogy
328 - 344	Geology
345 - 361	Guard-fighter
362 - 378	Guard-monk
379 - 395	Guard-warrior
396 - 416	Heraldry
417 - 449	History - ancient
450 - 482	History - Brandobia
483 - 519	History - Deji
520 - 524	History - Fhokki
525 - 558	History - general
559 - 575	History - Kalamar
576 - 588	History - Reanaaria
589 - 605	History - Svimohzia
606 - 618	History - Young Kingdoms
619 - 637	Languages
638 - 650	Law
651 - 675	Mathematics
676 - 700	Medicine
701 - 717	Metaphysics
718 - 746	Music
747 - 752	Myconology
753 - 773	Oceanography
774 - 794	Other visitor - noble
795 - 831	Other visitor - outsider
832 - 852	Philosophy
853 - 869	Physics
870 - 914	Prophet (Librarian)
915 - 931	Prophet (visiting)
932 - 952	Sociology
953 - 957	Special
958 - 989	Theology
990 - 1000	Zoology

about other topics go a long way to giving the impression of the extent of information held in the Sanctuary.

At the same time, there may be secrets or information that might logically be available at the Library which you specifically do not want the party to acquire at this point. This is easily handled: even if they make all the necessary checks, the books with the information they seek simply are not there. This may be because other patrons are using them, the books are misplaced, or (more likely) the Inevitable Order of Time has decided to keep those books off the shelves when the PCs seek them. The Prophets never discuss their reasons for doing such things with outsiders, nor do they even admit that they remove books so certain individuals will not find them. However, it is a kind of open secret that from one day to the next, or even one hour to the next, a tome may not be available (even if it has been seen and used previously). Arguing with the Prophets about this is futile; at best they suggest such things are "beyond your understanding" and at worst they banish such folk from the Library.

At any rate, never allow the players to uncover secrets or information that you do not want them to have. The above mechanisms provide ample in-game excuses for keeping such things out of reach.

TALES OF KRUK-MA-KALI

Situated near Norga-Krangrel, and itself the object of a hobgoblin invasion some five centuries ago, Dijishy has a large collection of works related to hobgoblins. In fact, the Library even holds the few known works by hobgoblin scholars. While most of the non-hobgoblin authors concentrate on how to avoid or fight hobgoblins, many analyze tactics, strategy and the martial culture of Dijishy's northern neighbors. One very popular topic is the great king of the hobgoblins, Kruk-Ma-Kali, and the numerous myths surrounding his tomb.

Every believable tale of explorers seeking the Lost Tomb agrees that they headed north. While they meet many different fates according to different tellers, death at the hands of a crimson-scaled draconic beast appears in at least half the stories. However, while no useful map marks the Tomb's actual location (there are many blatant fakes), finding where the Great Valley lies is not challenging (DC 10). Diligent searchers (DC 16) might infer (correctly) that the Tomb cannot be found in the southern part of the valley. This information can be gleaned from the fact that many explorers have found other dangers, aside from the dragon, in the Great Valley. Attentive readers also notice that there are two passes into it from the south, thus the southern area has been more thoroughly covered than the rest (and obviously, no one found the Tomb there).

saw the Tomb. Of course, they will not recognize this unless they spend two stages (4-24 hours) analyzing the book.

The name Niemallion Laebrinoia might be familiar to those knowledgeable in the lore of Tellene's adventurers. Player characters with the Knowledge (local history: Dijishy or Elenon Mountains) or Knowledge (races) skills recognize the name on a skill check against DC 26. (You may allow other skills to apply, as well.) Niemallion Laebrinoia is a half-elven wizard of some note (and power) with an interest in hobgoblins (mostly fighting them). Those who succeed with a 35 or better may also know that Niemallion identifies more with his elven heritage and prefers people think of him as an elf.

Of course, the Sanctuary houses numerous books and all kinds of information (thus the discussion above). Dozens of books are dedicated to the subjects of hobgoblin culture and history, which inevitably includes Kruk-Ma-Kali. PCs should have to do some searching; but you may reward any clever idea with the Journal. Characters who simply stumble around, hoping for something useful, should be relieved of as much gold as possible over several days before discovering it, though. They may eventually find it left on a remote dusty table, be mysteriously drawn to it on a shelf or even be led to it by a Prophet. (This Prophet says little: "It is time," or "Come, and meet with Destiny," if he says anything at all. He will never say whether the PCs are meant to find the Tomb and die, find it and loot it, or die on the way.)

In fact, Niemallion Laebrinoia found the Valley of the Tomb about two decades ago; one of many explorers over the centuries drawn by legends of the burial of Kruk-Ma-Kali and tales of treasure, but the only one who lived to tell any tale at all first-hand. An experienced wizard, Laebrinoia put together an adventuring party before seeking the Tomb. He had a habit of recording his adventures in individual tomes, perhaps believing that, one day, his exploits would be neatly organized for the edification of future generations.

Normally, the tome rests deep in the dusty stacks of the Library at Dijishy, but it rarely sits in the archives on hobgoblin history and lore. This particular Journal is nine inches wide by twelve inches high by two inches thick. It holds 100 pages of thick, yellowing parchment bound in brown leather with iron caps at the corners. The book has a small lock, but it sits open and the key was lost long ago. Niemallion wrote in Low Elven, only occasionally taking shortcuts and writing notes rather than full sentences. The front cover reads "A Journal of Niemallion Laebrinoia, Volume XVII."

The wizard writes in very neat script that appears very well organized at first. Clearly, later additions and corrections have been made, however, as there are numerous scribbles (most in Low Elven, but some in Merchant's Tongue as well) in the margins and very little open space, making it difficult to read in many parts.

Unfortunately, Laebrinoia has a writing style as dry as the desert itself. The journal begins with neatly organized but very

basic information about Kruk-Ma-Kali. (“The greatest hobgoblin warlord and king, he was buried 500 years ago after his assassination triggered the collapse of his kingdom. As typical with their kind, the builders hid the protected tomb after putting the protections in place,” etc.). Laebrinoia compiled this from general research and other texts in the Library, some of which are specifically referenced. It goes on to record, in excruciating detail, the process of putting together a party, even including notes about adventurers who were eventually left out of the group.

Those who can stay awake through the reading (Will Save DC 15, DC 10 for clerics of The Mule, The Old Man or the Eye Opener) recognize that Laebrinoia found Kruk-Ma-Kali something of an enigma. As a hobgoblin the ancient king obviously respected strength of arms, and was a great warrior, but he also respected the power of the mind. The journal records many sayings attributed to Kruk-Ma-Kali that all advise leaders to use their wits as well as their blades. It is fairly clear that one of the reasons Laebrinoia mentions this so much is that he has no respect for modern hobgoblins, who “fight well in formations but can be dispatched easily with the proper spells.” Laebrinoia has conflicting goals; on the one hand he wants to discover the truth about Kruk-Ma-Kali, on the other he wants to prove him, at least to some degree, a fraud.

Many of the pages in the middle of the journal appear hastily written and smudged with moisture, obviously written while on the road. Towards the end, the text describes a “Great Valley nestled in the mountains, a small plain to itself, ringed on nearly all sides but the south by high mountain cliffs, perhaps one or two hundred miles north of the ancient city. A long body of water is situated nigh the center of the formation.”

The last passages from the journal were written in the Library itself. Laebrinoia narrowly escaped an encounter with a red dragon (Khyrastryx), described thus in his journal: “We sighted the tomb across the narrow valley, faced a difficult encounter with a draconic fiend, scales as crimson as the flames of Hell. My companions lost, I staggered back to this city, barely surviving the trek.” Later, he describes what he actually saw of the Tomb: “Having weathered many hardships and faced many creatures we finally arrived at the Tomb itself. We found no indication that anyone had been there in the last few years. However, given the brief time available and the fact that we used my spyglass to examine the entrance, this may not be an entirely reliable assumption. Indeed, numbers of fallen rock appeared to be recent, perhaps shifted by the quaking earth only a few years ago. The marker in the Valley of the Tomb itself was difficult to locate and indeed I almost missed it. Before the interruption, I translated the runes on each of the marker’s four sides: South – “Kruk-Ma-Kali the Warlord”, West – “Kruk-Ma-Kali the Conqueror”, North- “Kruk-Ma-Kali the King”, East – “Kruk-Ma-Kali the Legend.”

Laebrinoia then speculates concerning vagaries of language, means of inscription, the origin of the marker’s stone and

inflections of speech in the Ancient Hobgoblin tongue. A page or so later:

“The entrance is marked by great pillars of red stone. Beyond them lie huge doors, mostly hidden in shadow. One appeared to have fallen; I speculate this occurred about a century ago, though Furuk disagreed, suggesting it was more recent. We debated for some time concerning what to do next. At one point, Furuk rashly rushed forward to explore the entrance himself. Then the dragon arrived, perhaps to investigate the noise. It flew lengthwise across the narrow valley and breathed upon us. Half of our remaining group fell. I avoided the brunt of the blast, but was unable to fend off the beast. It quickly dispatched those that had not fallen to the flames. I calculate that my timely use of *teleport* occurred a mere instant before it breathed again. Unfortunately I do not know if any of them survived. I never saw them again.”

That passage ends at the bottom of page 83. The next page is empty, and page 85 contains only one sentence, “I was unable to

Variant: Partial Success

Like all adventures, various DCs can be found throughout the wilderness and in the Tomb itself. These are intended to represent the relative difficulty of gaining full access to the information available or fully succeeding at some task. Realistically, these are rarely all or nothing affairs.

While it is true that a character either triggers a trap or does not, it is certainly possible for a Knowledge check to fall short by only a few points. The partial success indicates that a PC has learned *something* – maybe not exactly what he wanted, maybe not a complete understanding, but possibly useful nonetheless. First off, a 1 never succeeds (even if a PC has enough bonuses to get the result close). Secondly, a failure by 10 or more is indeed a total failure – the character gains nothing.

Beyond that, the DM may allow the PC to learn something. The best example involves Knowledge checks. Say a PC needs to succeed against a DC 35 to learn some information exactly as presented (let’s say, to translate the phrase “Kruk-Ma-Kali conquers all” and realize that it is part of a lost Krangi battle hymn with Knowledge (ancient history). If he only fails by 1-3 (32-34), he recognizes the words. He may suspect by the case indicators of the writing that this is part of a poem or song. If he fails by 4-6, he probably recognizes the words but has no idea where they come from. They could simply be graffiti. If he fails by 7-9, he probably recognizes the symbols for “Kruk-Ma-Kali” and can guess that another symbol involves war or conquest, as most things connect to Kruk-Ma-Kali do.

There is no way to set a hard and fast rule for exactly how good a partial success is. Too many situational variables complicate the matter. But experienced DMs should be able to quickly look at what total success (hitting the DC or higher) would mean and block out a bit (failed by 1-3), some (failed by 4-6), or a significant amount (7-9).

Of course, experienced DMs also don’t let the players know the DC, so if allowing the players to learn something is crucial to getting on with the adventure, you can just tell them what they need to know.

gather another group. Perhaps it is finally time to visit Svimohzia.”

The dry, wandering style that precedes this does mention hobgoblins, kobolds and manticores, among the excruciating minutiae of travel and Niemallion’s own seemingly randomly interspersed thoughts. His group passed the hobgoblin villages with stealth, magic and luck for the most part. (He makes no mention of trolls, having come up the eastern entrance to the Valley.) Attentive readers who could stay awake through the earlier bits know that Furuk was a halfling rogue whom Laebrinoia suspected of having dwarven blood. Little else of value can be learned from the text, though it should be obvious that the elven wizard did truly see something. The passages describe the dragon accurately and the real Tomb’s entrance, tidbits not found in any other tome.

There are attempts at mapping throughout the Journal, though they would make even an apprentice cartographer wail in despair. These maps are mere sketches, and so badly covered with notes scrawled at different times as to be essentially useless. Detailed examination (Search DC 25) reveals that the Valley of the Lost Tomb is west/northwest of a big valley and parallel to a lake within the larger valley. At least, the word scrawled (difficult to do in Low Elven) across it appears to be “lake”....

The PCs may learn (Gather Information DC 30) that Niemallion sold the book (at a discount) to the Library about 20 years ago in an attempt to recoup some of his expenses. They may speculate that he needed more power and equipment to mount another expedition.

THE SEARCH

The Tomb of Kruk-Ma-Kali has not lain undiscovered for 500 years by accident. Players will need to use all of their resources to succeed in finding it. If they do not, or if they refuse to search for the Tomb, life in the Great Valley goes on. The party may escape the risks of the Tomb by avoiding the Great Valley, but they also escape the rewards. Should some other group of adventures find the sword *Kharad-Khor*, they (and all of Tellene) may have to deal with the consequences anyway.

Even getting from Dijishy to the Great Valley can be perilous. Evidence of the past glory of the empire that once existed in this area abounds, but now monsters patrol the area rather than soldiers.

The Dijishy Area map presents a large-scale view of the region around Dijishy and the Great Valley. From that view, one gains a quick understanding of the attitude of Dijishy’s inhabitants. While the hills around the city itself (out to about 20 miles) are relatively safe, the city-state is surrounded by desert, mountains and monsters. Beyond that radius, to the north and west travelers have an 8% chance per hour of meeting random encounters (see Appendix K: Random Encounters in the Elenon Mountains and West Elos Desert). To the east and south, travelers have a 5% chance per hour of meeting random encounters (see Appendix K). Due to their surroundings, the citizens

have a certain philosophical take on life. Trade is their lifeblood, so they take kindly to anyone brave and strong enough to make it all the way to the city.

A scattering of human-dominated outposts dot the landscape amongst regions controlled by gnolls, manticores, yuan-ti, hobgoblins, sphinxes, leucrotta, bugbears, ogres, kobolds, trolls and wyverns. These outposts exist for various reasons; some belong to powerful individuals who dislike company and/or engage in potentially dangerous research, some form close-knit societies that despise the outside world. Ruins are more common.

These areas make excellent locations for smaller dungeons and encounters that can be “dropped in” just about anywhere. Feel free to develop them further or alter them as you see fit.

- 1.) Nameless Ruins: These ruins stand from many eons before. Now reduced to a few massive stone blocks of uncertain purpose and unknown original organization, only two structures still have four mostly-intact walls. The architecture, such as is left, matches no current style (though this may simply be due to so many pieces missing). Some of the adolescents of Dijishy have been known to trek to these ruins as an “adventure.” The area is relatively safe in that manticores do not frequent it, most likely those exploring the area find nothing more than inoffensive lizards. However, about five years ago, a group of six young explorers from Dijishy headed to these nameless ruins in defiance of their parents’ wishes. All disappeared without a trace.
- 2.) Manticore Lair: At the peak of this mountain dwells a pride of manticores, one source of the oft-encountered beasts. The top half of the mountain is virtually impossible to climb (requiring several checks against DC 42) and the hunting in the area is good. Thus, even when some ambitious adventurers clear out the lair, a new pride moves in within a few weeks.
- 3.) Hobgoblin Ruins: This structure was once a small fortress built by and for hobgoblins. Any character skilled in architecture recognizes the signs of hobgoblin construction. Large cracks in the walls indicate the failing structural integrity. Falling rocks and walls make the area dangerous enough, never mind any monsters that may move in. Built about five centuries ago, the outpost housed 20-40 soldiers. The foundation is not deep, and signs of hurried workmanship abound for those who wish to seek them (Knowledge (architecture and engineering) or a similar skill check against DC 20).
- 4.) Castle Agidar: This small castle houses one or two hundred rather secretive members of an obscure group. Only two or three members deal with outsiders at all, usually to trade with small caravans. Those who care to speculate believe the castle houses an order of monks and allied fighters who seek, perhaps foolishly, to develop their martial skills without the teachings of specific gods. Those who deal with them know the group to be very well organized and disciplined. The fact that they seem to thrive in their isolated location in the Elos Desert engenders a certain amount of respect. The fact that no one else wants that land no doubt contributes to the lack of curiosity about Castle Agidar, as well.

DM's Note: The Lost Tomb

The Lost Tomb of Kruk-Ma-Kali and its surrounding areas are extremely dangerous. Kind-hearted DMs may wish to provide some opportunity for PCs to recover lost abilities, limbs or lives by placing a helpful temple. You may wish to consider this alternative location carefully if your party has little in the way of clerical power of its own. While the Prophets in Dijishy have their own agenda [they may help a party with magical aid if it suits their purposes; i.e. if you decide that you want them to], the clerics here are more willing to help for simple donations (if said donations are suitably large). Location 0 is an example. You may place it where indicated or replace another location with this one.

0) [Alternative] Temple of the Creator

This isolated, austere temple has little contact with the outside world and is dedicated to more obscure, intellectual concepts and forces (at least according to local sages). The clerics and monks are polite but terse with visitors. Any weary traveler is entitled to a cot for one night and two small meals (dinner and breakfast), before continuing with his journey. Most of the time the inhabitants freely share water, though sometimes they want news of the outside world.

Player characters who seek more significant aid are directed to the central Hall, where an administrator decides whom they need to see. Healing and restoration spells should be available as per the DMG and within the parameters of your own campaign. While the clerics here are somewhat more open with their spells than the Prophets of Dijishy, you need not allow PCs to purchase *raise dead* spells on a whim.

As the heroes seeking the Lost Tomb are likely to have access to spells such as *raise dead*, this location does not need to be limited to the options presented here. Feel free to use it as a staging point for your own ideas. The only restrictions are set by common sense: It is near a trade route and itself reasonably "civilized," so it will more likely be inhabited by humans and/or demihumans than monsters. Of course, you need not include any such location at all.

5.) Low Ruins: Travelers often miss these ruins (Spot DC 15), as they seem to have been built for a smaller race. Whether halflings, gnomes or kobolds built the original structures remains unknown. The ruins are very old and weathered, some stones worn to the point where they can hardly be recognized as worked. Other ruins appear to have been fixed at some point, about 700 years ago, though obviously the original stones predate that by many centuries. The desert has reclaimed most of these structures, and in another 100 years the sands will likely cover them completely.

6.) Ogre Tribal Worship Center: Several huts made of stone and wood stand here in various states of repair. All are clearly sized for Large creatures.

Some years ago Saryf, a human Minion of Misfortune (a CE 8th level cleric of the Creator of Strife) introduced some local ogre bands to his god. He directed the newly converted ogres in constructing the place. Though he has moved on, his teachings seemed to take on a life of their own. Many nearby ogre bands gather here periodically

(about four times a year) for a 1-3 day festival in honor of the King of Disharmony. For some reason, only ogres unable to speak Merchant's Tongue frequent this place. Sometimes they make repairs to the huts, but the initial burst of energy and motivation left them long ago. All told, 13 different bands of ogres gather here, but at any given event only 4-6 of those usually show up. You may decide that the ogres simply are not here when the party passes through, should they take the western route.

The ogres rarely go more than ten miles to the north as they fear the Ravager Trolls (see Area B in the Great Valley).

7.) This marks the Great Valley itself, within which are many specific encounter locations.

NEARING THE GREAT VALLEY

On the way to the Great Valley itself, the party must come up through one of the two passes. Both are relatively narrow, but the party's experiences upon entering the Valley can vary considerably depending on which pass they choose.

The western path appears easier to travel. The ogre center and the Ravager Trolls guard the entrance; neither likely takes a liking to the PCs. The eastern route begins near the Low Ruins and the Ghoshkali patrol most of that passage.

RUNNING THE GREAT VALLEY

The DM must know the motivations of the creatures that dwell here in order to adapt to the actual actions of the PCs. The situation in the Great Valley has remained stable for many years: the inhabitants kill or repel most intruders and the dragon controls the inhabitants, eliminating any intruders who get past her minions. Aside from the occasional rumble of the earth, the area has changed little for many decades.

Because these encounters are static, the text cannot cover every possible PC action. The potential paths of events in the Great Valley are too numerous to foresee, much less detail in reasonable space. Though it may take some time, the player characters are sure to drastically influence the near future of the Great Valley (if not much of Tellene). Information concerning the creature's motivations and current interactions allows you to determine how the inhabitants act in given situations. No doubt you will have your own ideas as you prepare for the adventure, and expect your players to present you with surprises. Given the motivations and backgrounds presented, along with the examples of reactions to specific situations that may come about, you should be able to decide what the monsters do in response to actions the PCs take.

The Great Valley

The Great Valley is known as such because it is one of the largest valleys facing the Elos Desert found in the Elenon Mountains. "Great Valley" is the Merchant's Tongue translation of the Dijishy term *Niejdathaly*. The hobgoblins of Norga-Krangrel know it as *Kruk-naggzhor*, the "Valley of the King." Dwarves of the

Elenon Mountains know of it as *Lom rakk tak felaz dam noroki*, "Valley where the Big Red Bitch lives." None realize that the Tomb of the legendary hobgoblin warlord lies in the area.

The "Big Red Bitch" is, in fact, an adult red dragon called Khyrastryx who essentially rules the Great Valley. She moved in centuries ago and has made herself a tidy little lair. Though she has only eaten a handful of dwarves, they (being sensible folk) have learned to avoid the area.

Khyrastryx arrived nearly 100 years ago with her twin brother Rhyndharax. (Twin births are an extremely rare (perhaps unique) occurrence among red dragons.) Rhyndharax left soon after over a dispute concerning how to use the Valley's inhabitants. Rhyndharax wanted to be worshipped and decided (being a few minutes older than his sister), that he should be the primary figure and Khyrastryx would be a kind of assistant in this new faith. After settling the dispute (and recovering from her wounds) Khyrastryx remained to rule the valley alone. At the time, she had not seen the thing called The Beast of the Lake firsthand. Perhaps the fact that Rhyndharax had seen it contributed to his willingness to leave the area, or perhaps two adult red dragons simply cannot get along even with strong sibling ties.

For several years Khyrastryx left the inhabitants of the immediate area to themselves. They proved useful in screening out minor pests and dared not confront her. Aside from the occasional adventuring band or wandering beast that the lesser creatures could not handle, nothing disturbed her. A few minor tributes curbed her wrath, or at least redirected it towards other targets.

Soon after Rhyndharax's departure, Khyrastryx became convinced that her treasure hoard was not growing quickly enough. Rhyndharax had taken much of their combined treasure when he left, and she was convinced that her current hoard was no more than half what it should be. She began to demand offerings, slaughtering a few inhabitants so that they would know she was serious.

About 50 years ago a troll adept approached her, groveling suitably enough for her tastes and full of awe. On a whim, she listened. Eventually the dragon came to an agreement with the trolls: she refrains from mercilessly slaughtering them and they provide her with periodic offerings, including (when possible) living victims with whom to play. Periodically Khyrastryx roasts a troll just to remind them who is in charge. The last time was about 12 years ago.

The wyvern roost was once a small nest, but with Khyrastryx eliminating all serious predators, the wyverns have thrived. Khyrastryx simply assumed command, telling them what to do. The surviving wyverns listened. They report unusual activity to her in the hopes that she will not become angry with them.

As she nears her 201st year, Khyrastryx is powerfully determined to build her treasure hoard to what she considers proper for her status. She has also developed a taste for giant goat, in the absence of frequent adventurer visits. Despite recently

increasing demands for offerings, she is quite confident in her control of the Valley.

Meanwhile, the inhabitants have their own affairs conducted beneath her notice. The wyverns have finally begun to have some difficulty finding food, and the trolls want more victims for their ceremonies. The Khyraskali and the Ghoshkali have their own little feud, while everyone looks down upon the Angraskali as misguided (or crazy) fanatics. They spend most of their time preparing for *Bakgran-avu'kruk-aikka*, "The Return of the Great King" Kruk-Ma-Kali, hoping to become the vanguard of a new campaign to re-establish his glorious empire. The dragon finds this amusing. (No one in the Valley realizes that they could actually be right!)

Khyrastryx knows of all the creatures that dwell in the Great Valley. Only the Beast of the Lake remains outside her control, but it seems content to leave her alone so long as she returns the favor. She is aware of the other vales and statues, though she does not care. Khyrastryx knows that some of these have importance to two-legged pests, but she does not know that the real Tomb of Kruk-Ma-Kali lies within her territory.

GREAT VALLEY: RANDOM ENCOUNTERS

Until the party reaches their objective, they face random encounters typical of the Elenon Mountains. Once the party reaches the Great Valley proper, the number of potential encounters changes drastically. Khyrastryx and her minions have cleared out most of the other beasts that might otherwise be found in the area.

Each hour the adventurers spend in the Great Valley, they face a 6% chance of encountering some of the inhabitants. Add +10% to this chance if the party is in the Ashen Plain or marching on the Conqueror's Pass. Add +5% for each prior random encounter in the valley. Adjust these odds if the characters carefully hide their tracks (-10%), crawl through the tall grass (-10%), use concealing magics (-50% for invisibility), etc.

When a random encounter occurs, roll 1d12 (1d6+6 if the encounter is on the Ashen Plain or in the Conqueror's Pass) and consult Table 1-2: Encounters in the Great Valley.

GHOSHKALI RAIDING PARTY (EL 6)

The raiding party consists of 12 *Lunkhuri* ("Adolescent-Warriors-in-Training") from the Ghoshkali tribe, out to get revenge on the Khyraskali by stealing a few goats.

TABLE 1-2: ENCOUNTERS IN THE GREAT VALLEY.

ROLL	ENCOUNTER
1	Ghoshkali Raiding Party
2-3	Giant Goats
4-6	Goatherds with Goats
7-9	Khyraskali Patrol
10-11	Wyvern
12+	Khyrastryx the Dragon

Note: These hobgoblins are not included in the number of hobgoblins listed in the Ghoshkali village (see Area A).

12 Ghoshkali hobgoblin Lunkhuri: hp 5 each.

3 Ghoshkali hobgoblin Hagkhari: hp 10, 9, 4. (MM p. 119, see also Appendix A)

The Hagkhari goad the young warriors into attacking the party, regardless of their apparent strength. These warriors hold back until the strength of the party becomes apparent, and if they appear to be strong (as should be the case), the three flee to the Ghoshkali village to warn the others. They do not cluster near each other as they flee, so as to present separate targets. Otherwise, if the party seems weak enough, the two stronger warriors attack while the third runs to warn the village. The raiding party has no treasure, save their well-maintained weapons and armor. The party can encounter only one Ghoshkali raiding party.

GIANT GOATS (EL 9)

The party encounters a herd of giant goats, one of several "wild" herds that live in the valley. An old, wily buck leads the herd. There are also two other males and four females. The whole herd fights to protect the five young, if necessary.

Goat leader (1): hp 49.

Goats (6): hp: 36, 35, 34, 30, 25, 19.

Goat young (5): hp 20, 16, 14, 13, 10. (Appendix A)

Should they be goaded into combat, the goats charge and attempt to head butt if at all possible. They prefer to flee from belligerent types. In combat, a goat uses every opportunity to head butt an opponent. The party can encounter up to five wandering herds of giant goats.

GOATHERDS WITH GOATS (EL 11)

The Khyraskali hobgoblins maintain numerous herds of goats, both for their own sustenance as well as for tribute to the dragon, who sometimes feasts on three at a time. Five Khyraskali Lunkhuri keep this particular herd.

Note: These hobgoblins are not counted among those listed in the description of the Khyraskali village (see Area E below).

5 Khyraskali hobgoblin Lunkhuri: hp 5 each. (MM p. 119, Appendix A)

Their herd consists of 18 goats (see above), 1 leader, 7 males, 5 females and 5 young. If attacked, one of the goat herders runs to warn the village while the others defend the goats with their lives (probably less effectively than the goats themselves). Goats flee unless injured by attacks, in which case they stay to fight (the goat leader fights in any case). All the goats fight to protect the young.

If the party parleys with these Lunkhuri, they attempt to guide the herd away without responding. Tukhragh may speak to delay the party so the rest have time to leave. They want to return to their village to warn the elders that adventurers are in the area, and they fear harsh penalties for losing goats from the

herd. Their leaders' punishments are bad enough, but what they fear most is Khyrastryx's displeasure.

If captured, they say nothing except perhaps (50% chance) a demand to face one of the party. Each will agree to a duel (even to the death), claiming freedom as his prize if he wins. A captured Lunkhuri chooses the weakest-looking PC to fight, but fully expects to die (they know weak humans and demihumans do not survive long enough to reach their valley). They simply want to meet death on their feet, with a weapon in hand.

The party can encounter up to five such groups of goatherds.

KHYRASKALI PATROL (EL 4)

Note: These hobgoblins are not counted among those listed in the description of the Khyraskali village (see Area E).

The Khyraskali hobgoblins patrol most all of the Great Valley on a regular basis. This light scout patrol consists of five Hagkhari:

Khyraskali Hagkhari (Khyraskali Warriors) (5): hp 13, 12, 10 (x2), 9. (Appendix A)

The warriors attempt to capture the party if possible. If obviously outnumbered or overpowered, they retreat to the Khyraskali village to warn the rest of the tribe; Zendsekh (the weakest) runs to warn the dragon of the intruders. If others follow him, chances are the dragon meets them on the Ashen Plain, as Zendsekh (deliberately) and his pursuit (presumably by accident) stir up dust. The hobgoblins possess no treasure save their weapons and armor. The party can encounter up to three Khyraskali patrols.

WYVERN (ADVANCED) (EL 6)

This wyvern hunts for food and trespassers. It attacks a lone traveler or small group (four to six characters), but simply observes a well armed party or large group. In such cases (or if it has underestimated its prey) it immediately flies off to warn the dragon of trespassers. If the wyvern gets away and warns the dragon, Khyrastryx finds the party in 3d6 x 10 minutes (one-half to three hours) unless they hide. Feel free to modify this time depending on the party's distance to the dragon's lair, and consider that it may take her longer if the party somehow manages to evade her keen senses, blindsight ability and *see invisibility* spells. Once warned of trespassers, though, she does not easily give up the search.

This wyvern never for a moment considers attacking or betraying Khyrastryx in any way. It either disposes of trespassers (making meals of them, if possible) or flees to warn the dragon, if a party proves too much trouble for it.

Wyvern: hp 94. (Risanurek) (MM p. 186, Appendix A)

This wyvern leads the flight and is not counted in the total found at the wyvern roost at Area K. It spends most of its time patrolling and hunting. It does know where Khyrastryx lives, but refuses to divulge this information even under duress.

KHYRASTRYX THE RED DRAGON

The dragon of the valley takes note of the trespassing adventurers. See Area D for a description of the dragon and her potential reactions to the adventurers.

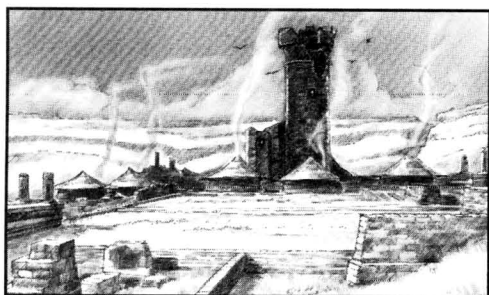
GREAT VALLEY: STATIC ENCOUNTERS

Note that the read-aloud text given for these encounters assumes that little has affected the situation in the Great Valley already and that the party approaches generally from the south (since the only passes into the Great Valley enter from the south). Obviously, adjustments may be necessary as situations change.

All the inhabitants of the Valley capable of communicating know that the dragon's lair lies somewhere in the mountains west of the Ashen Plain, but none know its exact location (unless specifically stated otherwise). On the rare occasions that they seek her out, they stir up dust on the Ashen Plain to gain her attention.

A. Village of the Ghoshkali (EL variable)

When the characters approach the village itself, **DISPLAY ILLUSTRATION 6 ON PAGE IQ 4** and read:



Before you lie the scattered remains of an ancient stone structure. Piles of stones and blocks indicate where individual buildings once stood. Only one stone structure remains, a tall tower weathered through the ages, surrounded by a concentration of the same wooden huts that are interspersed throughout the ruins. A few narrow plumes of white smoke rise into the sky from several huts within the village. Sounds of mewling sheep echo about the structures.

The primitive Ghoshkali built their village upon the ruins of an ancient Deji citadel; little more than piles of stone now. The shell of the citadel offers little protection, save from the occasional windstorm. Only one tower still stands, now used by the *Karukh* (chieftain) as a "palace," with the rest of the village laid out in a ramshackle manner throughout the ruins. A fairly constant pile of rocks marks the old walls of the structure and the barrier of hobgoblin habitation. This square is about 120 feet on a side and the rock piles vary from negligible to three feet high.

The tribe is subject to the whims of Khyrastryx, though lately she has rarely demanded anything other than the weekly tribute of sheep (which doubled when the trolls settled in their cavern lair some 50 years ago, see Area B). The tribe's cousins among the Khyraskali tribe are rather more demanding, often lording their superiority over the Ghoshkali, and thus there have been several minor raids and skirmishes between the two tribes (the dragon ignores them, figuring it best that the tribes vent a little frustration now and again). Currently, the Ghoshkali are at the short end of this conflict, and *Karukh Khoghosh* is concerned about losing too many troops. He seeks advantage over the Khyraskali, perhaps in the treasure and magic items carried by a certain band of seasoned adventurers.

The Darkrider is not a native of this tribe. He arrived two years ago, shortly after Khyrastryx killed their original shaman for defying her. The Darkrider hails originally from *Norga-Krangrel*, and considers himself quite civilized compared to his "flock." He found the tribe lacking a minimal level of faithfulness, and he has worked hard since to engender religious fervor among the Ghoshkali. His power within the tribe rivals the *Karukh* himself.

The Ghoshkali have little in the way of treasure since most of their efforts go into fighting the Khyraskali, placating the dragon, and their own survival. Aside from their sheep and a minimal handful of mundane items necessary for survival, they have collected 224 cp, 187 sp and 12 grimy gp (in addition to individual possessions noted in their stat blocks). (Khyrastryx demanded their gold after dispatching the old shaman).

REACTION TO PCs

The Ghoshkali seek to use any wanderers to their own advantage. They would ally with virtually any one against the Khyraskali. They will not fight against the dragon, nor even assist in any task that may bring her wrath; they prefer to confine their efforts to taking on the Khyraskali and remain neutral to the other inhabitants of the valley.

The Darkrider and the *Karukh* understand that they might use temporary PC allies against the other hobgoblins; they seek any help they can get, from better weapons to actual aid in combat. However, they much prefer to capture the PCs, take their items and treasure, then present the victims to the dragon as tribute.

If any PCs are clerics or followers of The Assembly of Light or the Church of Silver Mist, the Darkrider demands that they be sacrificed immediately. Any followers of clerics of good or chaotic deities face a tremendous struggle to gain the Ghoshkali's trust. However, the Darkrider will intervene to assist any worshiper or cleric of The Dark One.

Ghoshkali Hobgoblins: 91 males, 121 females and 238 young. (Appendix A)

B. Ravager Troll Lair (EL variable)

These trolls, dedicated followers of the Vicelord, call their group the "Ravagers." They are more intelligent and more depraved than their baser cousins (not so terribly much more intelligent, but vastly more depraved). They guard the entrance to the valley for the dragon. They have standing orders to capture anyone who attempts to enter or leave the valley by the pass in which they lair, save Khyraskali or Ghoshkali warriors with the weekly tribute.

The group includes six males, three females, four troll whelps, and one two-headed troll. The two-headed troll is a kind of pet and guardian for the others. He is extremely protective of the younger trolls and seeks to protect them from any danger.

The trolls bring the captives to Khyrastryx at The Tree of Woe at the center of the Ashen Plain. There the dragon accepts their possessions as tribute and judges whether the prisoners need to be questioned. Unless Khyrastryx feels she can get something out of the captives (or has a taste for a race represented by them), she gives them to the trolls, who use them in their depraved ceremonies. In return for their services, Khyrastryx has vowed not to turn the lot of them into piles of so much ash.... The trolls fear the dragon too much to even consider double-crossing her.

The trolls have a simple cave lair (see the Ravager Troll Map) on the western side of the pass. Beyond the "defensive stand," the tunnel entrance small enough that adult trolls must squeeze through, the cave gets wider, becoming a large cavern. These caves do not lead to other complexes or other tunnels.

I. ENTRANCE

The cave's entrance tunnel is just large enough for one troll to defend at a time. Clearly a natural passage, only minimal (and not very skilled) attempts have been made to widen and smooth the walls and floors, mostly by brute force. It curves slowly north and then back south, widening as it goes deeper into the mountain. The floor slopes down very slightly (less than 5 degrees) before reaching the trolls' main cavern.

If attacked here, the trolls attempt to set up ambush points behind the bend and in the main cavern itself.

2. MAIN CAVERN

The area marked on the map between the solid line indicating the cavern wall and the edge of the slope to the pit) is relatively flat. Within the sloping area, the floor slopes down at about a 10-degree angle until it reaches the midden pit at the center of the cavern. The buzzing of flies around the garbage echoes throughout the cave. Trolls are neither sanitary nor organized, so their mundane equipment (rolls, firewood, bits of old victims) lie scattered about on the floor. Sometimes the two-headed troll makes a bed out of these.

Because of their darkvision, the trolls keep no light in their cave. (They also dislike fire for obvious reasons).

What remains of their victims and meals (often one and the same), is tossed into the midden pit that is the cavern's central feature. The pit is ten feet in diameter and five feet deep, though filth fills the bottom two feet. The southern end of the cave holds a few supplies (blankets, rotting meat, torture implements).

2A). TREASURE ROOM

At the far end of the cavern the trolls keep their loot, hidden behind a secret door (Search DC 20, though the trolls are quite proud of it). It appears to be part of the cavern, but pushes into the smaller cavern. The stone door weighs nearly 3,000 pounds, however (not too difficult for a troll to move but possibly an obstacle to creatures smaller than Large-sized and without 23 Strength).

If somehow captured and interrogated, the Ravager Trolls refuse to discuss their treasure or the secret door, though they do glance in that direction at the mention of either. Otherwise, they reveal nothing except that Khyrastryx the Red will burn intruders beyond recognition no matter what happens to the trolls themselves.

The trolls pile their treasure in heaps, mixing coins, gems, and other items randomly. They pay no special attention to captured armor, weapons and other devices as these are designed for smaller creatures. In fact, several mundane pieces of equipment lie broken on the floor here.

The treasure consists of: 12,345 cp; 996 sp; 122 gp; an *immovable rod*; and thousands of miscellaneous items (12,346 of lumpy pieces of pyrite (fools' gold) and lead; a broken piece of chalcedony (once worth 60 gp, now dirt); 4 broken rusty longswords; a snapped mighty composite short bow (+2 Str rating); hundreds of loose chain links from armor; 2 short-swords; 4 daggers; a masterwork halberd; a rusty bastard sword; three orc double axes; two sianghams; 14 normal arrowheads; two tiger claw shortbow arrowheads; two bucklers; one shattered buckler; one large steel shield; strips of rotting leather (from armor); and one pretty rock). There are also bits of clouded, broken glass throughout the room.

REACTION TO PCS

Encounters with the self-proclaimed "Ravager Trolls" vary widely depending on the situation. The Ravager Trolls believe the PCs are simply more meat for them to offer to Khyrastryx. They neither negotiate nor listen to any sort of bargaining. If they can capture any of the party, they might not pursue fleeing companions (depending on how formidable the foe). Though the trolls are not suicidal, they will defend their lair to the death. If they are to fall, they will do everything possible to take out as many enemies as possible. Thus they concentrate attacks on one individual at a time. The Ravagers would rather ensure an enemy's death than simply injure another enemy.

Two or three trolls wander the area between their lair entrance and the other side of their pass at all times of the day or

night. If they come across a single individual or a small group of people, they attack immediately. If they have any reason for pause, such as a well-armed and prepared party of adventurers handily defeating them, or if they see a group of more than seven people, they return to the lair for reinforcements. There is a 50% chance that one of the trolls encountered wandering the pass is Dhorodokk (the two-headed troll). The adepts do not patrol, but they react quickly when word of intruders arrives.

Should the intruders follow the trolls to their lair, they set up defenses within the lair. If they have more time, they gather the entire band (except for the whelps and Klag, who must watch the youngsters) and set out to ambush their prey.

If given time to prepare, Goro may realize that the trolls are doomed. She uses her Boon of Evil ability to appear to be an elven prisoner of the trolls, pretending to be unconscious against the southern wall of Cavern 2. When “rescued,” she thanks her heroes with enthusiasm. She calls herself “Gor...iel” in elven form and claims to be part of a band of failed adventurers.

Clever players will soon realize that she does not speak Elven (Low or High), only Merchant’s Tongue. At least early on, she tries to cover her ignorance by breaking into tears when others speak Elven to her, babbling about the “horrors of those awful trolls.”

Observant characters (Spot DC 25) notice that as she describes these tortures (which she actually helped perpetrate on former prisoners), her lips slowly curl into a smile. Goro knows she only has a few minutes in disguise, so she ambushes a player character at the first opportunity. If all else fails by the end of the ten minute duration, she simply attacks, targeting the character who appears easiest to kill.

Trolls, male (6): hp 63, 58, 53, 46, 42, 41; Int 8. (“Aga”, “Bek”, “Devv”, “Gar”, “Kront”, “Lokk”) (MM p. 180)

Troll, female acolyte Adp2 (The Vicelord): hp 64. (“Klag”)

Troll, female Adp4 (The Vicelord): hp 83. (“Takk”)

Troll, elder female Adp7 (The Vicelord): hp 123. (“Goro”)

Troll whelps (4): hp 20, 18, 16, 12. (“Kyr”, “Nontrok”, “Paik”, “Regk”)

Two-headed troll, “Dhorodokk”: hp 70. (“Dhorodok”) (Appendix A)

C. The Ashen Plain (EL variable)

Before you stretch miles of a devastated plain. Remnants of once abundant plant life lie charred in layers of gray ash. Plumes of smoke rise from several areas, and here and there you see blackened stumps with drifts of wind-blown ash accumulated against them. The air above the horizon seems to shimmer with the heat of the area, and you sense an uncomfortable warmth rising towards the sky.

No living creatures are visible anywhere on the ash-covered plain, Even birds and other flying beasts seem to avoid the space above it. On further examination, some of the objects that at first appeared to be charred branches or rocks are actually scattered, broken and charred bones.

The Ashen Plain extends about ten miles out from the base of the mountain in which the dragon Khyrastryx makes her lair. Note that the Ashen Plain extends to the tree line on either side of the lair. The reason for the name is obvious: what once grew here has been charred to ashes. Smoke rises from the ground intermittently, from areas burned in the relatively recent past. The bones of goats (both normal and giant), sheep, cattle, horses and other animals can be found throughout the plain. Human, demihuman and humanoid skeletons can be found here and there, as well.

Nothing lives on the Ashen Plain. Anyone walking along the Ashen Plain stirs up a cloud of dust and ashes visible from the lair of the dragon (this includes invisible creatures and any creature flying with wings within ten feet of the ground).

In the center of the Ashen Plain stands the only remnant of a growth still more than two feet tall. A twisted, vaguely “X” shaped tree remains. Long dead, it is too thick to fall and always marked with char. The trolls sometimes nail or tie individual prisoners to the Tree of Woe for the dragon to interrogate and/or taunt. Both the trolls and the dragon enjoy the smell of fear.

The dragon has placed *fire traps* at various places throughout the Ashen Plain, mostly on the mountain slopes. Feel free to spring these on the PCs to get their attention or make a point.

D. Lair of Khyrastryx (EL 14)

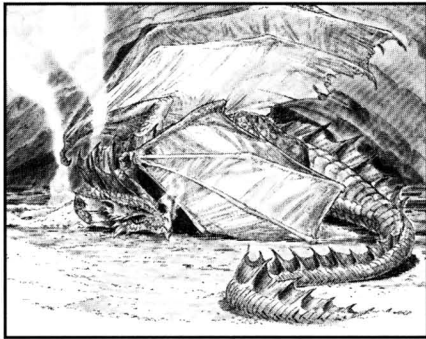
The dragon’s lair lies nestled in the western peaks, between two towering cliffs that leave a creature of her size little room to maneuver (but she never entertains). It has but one entrance, about twenty feet larger than her wingspan, high in the eastern part of the cavern. The drop from the bottom edge of this opening to the floor of her lair is about forty feet. From there, the floor slopes down to meet the relatively flat main floor of the cavern. There are no secret tunnel entrances.

Khyrastryx chose this cave because its special magnetic and magical properties make *astral* and *ethereal travel* into it impossible, as well as preventing *teleportation* and similar effects from entering her lair. Those who attempt to travel into her lair by such means have a 50% chance of ending up where they began. Otherwise, they “slide off” the area, appearing at the same distance from their initial location as intended, but in a random direction (not anywhere inside the lair). Astral and ethereal travelers simply lose track of direction. Magical means of flight and levitation function normally.

The lair appears to be totally natural; there are no signs of work upon the stone.

You stand in a high-ceilinged, mostly circular cavern. Light spills in from a large opening in the eastern part of the ceiling. Gold, silver, gems and sparkling jewelry lay piled in chaotic heaps all about the floor, rising high against the walls in places and almost revealing the floor in others. The treasure sparkles in reflected reddish light. A few crimson scales mixed with the coins reveal whose lair this is. You can feel and hear a deep rumbling from below you, and heat rises from unseen vents to fill the whole area with uncomfortable warmth.

If the PCs come across Khyrastryx in her lair and have not already disturbed her, **DISPLAY ILLUSTRATION I ON PAGE IQ I** (the dragon may be faking her sleeping state) and read the following additional text:



Amidst the piles of coin, radiant in crimson splendor, is a massive creature. Despite a certain lizard-like quality, there is no denying the dignity of this magnificent being. Its eyes burn like magma as they bore into your soul, scales like shields scrape against precious metal coins and jewels as the creature's claws scrape across the floor. The sinuous, powerful neck holds a great, horned head with smoke gently rolling from its nostrils. It almost seems to smile as it draws its lips back to reveal more of its glistening, razor-like fangs. Its intake of breath feels like a hot wind blowing through the cavern.

And of course, her first action is most likely to breathe fire upon the party.

Odds favor the PCs encountering the dragon elsewhere in the Valley. However, if they have not stirred up trouble and attracted her notice already, there is a 50% chance that she rests in her lair. In all likelihood, she knows of the party's approach. Only a brilliantly conceived and executed plan can overcome her senses, her blindsight and her natural instincts concerning

intruders. If they do catch her unawares, there is only a 20% chance that the party finds her sleeping.

Khyrastryx: female adult red dragon: hp 276. (MM p. 67, Appendix A)

Khyrastryx controls the valley with iron claws. She knows she is in charge, as does every creature that dwells therein (except, of course, The Beast of the Lake). She knows who and what dwells within her realm. While she does not exactly feel protective of them, she prefers they not be killed by marauding adventurers. If anyone is going to decimate their numbers, it will be Khyrastryx herself.

Khyrastryx assumes that other creatures think as she does, so she generally considers negotiating a sign of weakness. Certainly she would not initiate negotiations with a weaker creature. If she does not respect someone, that individual risks being charred to ash on her whim. Yet despite her evil ways, it is possible for the PCs to parley with her. However, unless the party offers sufficient tribute (based on their power levels, judged largely by how many of her minions they have already killed), she may not even listen to entreaties. If she does, it is because it amuses her (perhaps) to allow the party to survive.

She does not trust anyone to actually live up to a bargain. Certainly, she will betray the party if they exit the Tomb beaten and battered, badly in need of rest and healing magics, and she wants their treasure. Should the party actually manage to strike a deal with her, she may observe them (scrying, invisibly or just flying high above them) and be ready to attack if they try to betray her.

The PCs do have one way to get her attention: If they mention that they seek the Lost Tomb of Kruk-Ma-Kali, she offers to let the party live. The dragon knows of the legends of the Tomb and the sword *Kharad-Khor*, though she has no respect for human (or humanoid) armies or history. She will gladly let them take the "two-legs' toothpick" if the party delivers all the other treasure supposedly buried with Kruk-Ma-Kali. Note that she does not care whether the treasure is there or not – she demands they bring her at least 25,000 gp value in treasure or else she will find them and make them pay. Khyrastryx has seen the Valley of the Tomb from above, but all she knows about it now is that it is some bit of humanoid-crafted nonsense. However, if the PCs describe the ledge (from their reading of Laebrinoia's Journal), she recognizes the area and may be convinced (bribed) into taking them there. She also reflects fondly upon destroying that group of pests.

The dragon's primary motivation is building her treasure hoard. Her secondary motivation is vanity; she demands that all creatures treat her with appropriate awe and respect.

Speaking with a dragon absolutely requires overabundant flattery. Gifts of tribute help more than a little in even opening negotiations. Even so, odds are the party must confront (and

either flee or fight) the dragon to continue exploring the valley. Only the most brilliant idea will allow them to evade her notice for any length of time.

Use her motivations as guidelines should the party come up with surprises. Khyrastryx believes she has little reason to fear them, but only her desire to keep their treasure intact for her hoard prevents her from unleashing the full fury of her draconic assault upon them.

DRAGON TACTICS

Khyrastryx is justifiably confident in her abilities. She rarely pauses to observe her adversaries for more than a brief time. She likes to toy with the weak, and her primary concern involves not destroying even the least of treasure when she kills intruders.

It is unlikely that the PCs can catch her in her lair. If they do, she freely uses breath weapons and spells. She is perfectly willing to collapse walls and caverns. (The trolls and hobgoblins can clean up later, if necessary.)

However, odds are she attacks the PCs outside her lair. Like most red dragons, she has a number of prearranged strategies. All of them begin with ranged spells. One favorite is to begin with an *obscuring mist*, a method of distracting people without damaging potential loot.

If she has any reason to believe the PCs pose a significant threat (say, they have already slain all the trolls and wyverns), she may cast *magic circle against good* on herself before ambushing them. If she knows they use concealing magic, she may try to use *discern location* to find an ideal ambush point. Also, she normally activates an *eyebite* (charm, to get some of the PCs or their allies to defend her) before closing to melee.

Of course, there is a wide middle ground between insignificant weakling and bold hero to be reckoned with. When in doubt, Khyrastryx uses her spells to taunt and annoy. The characters' reactions reveal to her how serious a threat they may truly be. The lesser the threat (in her estimation), the more she tries to "encourage" the party and make them believe they may

succeed. This is intended to prolong battle so she can savor her certain victory.

Khyrastryx saves the classic diving breath weapon attack (with surprise, if possible) for parties she considers extremely dangerous (though she has been known to do so when a group slips far into the Valley without drawing her attention). If none are killed in the initial run, she continues her onslaught with ranged spells until she can breathe fire again. If at least one appears to be killed, she carefully places *obscuring mists* into which she hopes to chase the PCs with other spells, until she exhausts her repertoire. When she does enter melee, she tries to direct opponents into *flaming spheres* or areas ignited by her breath weapon.

From a distance, she concentrates on spellcasters. In close combat, she attempts to finish off the toughest fighters first (the most dangerous foes in melee), then work her way down the chain.

Though somewhat set in her ways, she adapts tactics to various situations. While she very rarely opens with her breath weapon, she does not hesitate to employ it. She also realizes that her spell resistance and powerful scales protect her from most ranged attacks. If she notices spells failing against her, she notes the ratio of failure when determining if the spell caster is a serious threat. A typical 10th level caster should get past her spell resistance about half the time; thus if half the spells affect her she adapts her tactics to a party posing a "serious threat." This includes her breath weapon.

In the unlikely event that she is forced to retreat from battle, she returns to her lair. There she sets traps and prepares for the party to assault her. If they do not find her before she recovers, Khyrastryx seeks them out as soon as she feels ready.

The treasure hoard consists of 69,147 cp; 8,141 sp; 2,023 gp; 191 pp; 13 gems (four agates worth 10 gp each, four worth 50 gp each, two red garnets worth 100 gp each, a 300 gp violet garnet, a 450 gp golden yellow topaz, and a 1,000 gp star ruby), a plain silver mirror worth 150 gp, a silver comb inlaid with moonstones (100 gp), a gold-inlaid case for a quill pen (worth 4 gp), a five-foot long ornamental gold-plated chain (20 gp), an ornate staff made of meteoric iron (90 gp), a silver chalice with lapis lazuli inlays (50 gp), a gold circlet (250 gp), two bone statuettes of elves (a male and a female) (40 gp each), three exquisite cloth-of-gold robes (90 gp each), four pewter mugs with bas relief-style carvings of dwarven warriors (15 gp each), a mural painted upon fine velvet cloth (done 150 years ago by the famed artist Menden of Miclenon, worth 1,200 gp to a collector) a gold ring with a large ruby (4,500 gp), a suit of +1 half-plate, a suit of full plate of blood, a +2 shortspear, a dagger of darkness, 2 potions (*heroism* and *haste*), and 4 scrolls: *clairvoyance*, *detect scrying* and *jump* (CL 8); *comprehend languages*, *enervation* and *summon monster I* (CL 12); *fireball* (CL 5); and *magic circle against law* (CL 7).

DM's options: Khyrastryx

Walking into an encounter with a dragon unprepared is a very, very bad idea. Khyrastryx may be too tough for parties at the lower end of the level range, unless the group includes a large number of characters. Don't just kill off the party with this very powerful beast if you know your PCs couldn't handle it. Khyrastryx may be out "on business" for weeks at a time, trying to actively build her hoard. She can leave for months at a time without the situation in the Valley changing substantially, so secure is her position (and the fear of her displeasure upon a sudden return), plus no one can be sure that she is gone. Perhaps she returns AFTER the party has looted the Tomb, ready to relieve them of their precious, newly-acquired burdens.

Or she may find them amusing, rather like pets playing at being heroes.

The dragon considers her hoard wanting. Sorting and counting the hoard takes at least 24 man-hours of work.

Basic patterns of Khyrastryx meeting the PCs (decreasing order of likelihood)

- 1) She finds the PCs wandering around in the valley (possibly from warnings)
- 2) She randomly finds them on the Ashen Plain
- 3) She is ready in her lair.
- 4) She is surprised in her lair

The False Tomb

Mounds of coins heaped around the suit of half-plate currently hide a small tunnel entrance in the northwest part of the lair's wall. The stone door is only three feet high and concealed as part of the cavern. It cannot be located (without magical assistance) until after the treasure is removed; after that the Search DC is 25. The short tunnel (with a rough ceiling that quickly reaches a height of about eight feet) snakes through the rock, but has obviously been carved (though long ago and not dressed). Those experienced in stonemasonry or tunneling (or dwarves) can easily tell the work was not totally finished.

Just before the circular chamber, observant characters may notice (Spot DC 30, Search DC 20) a narrow groove in the floor. This groove is a mere sixteenth of an inch deep (or thereabouts), and indicates where the bronze sheet falls when the trap springs (see the first trap below).

The tunnel winds for over 100 feet before suddenly opening up at the other end into a huge circular cavern, perhaps forty feet across. Stone arch supports meet at the center of an elaborate domed ceiling. A floor of polished black marble has little dust settled upon it. The walls curve gently, rising ten feet before becoming the arched ceiling. Gold and silver scrollwork snakes across walls and ceiling, and runes cover the walls.

In the middle of this domed chamber rests a stone sarcophagus with a massive stone carving of a mighty hobgoblin wearing a crown, hands crossed over the hilt of a massive sword lying up his chest.

Beyond the sarcophagus, upon a dais rests an ancient, decaying throne. Upon the throne sits a humanoid skeleton clad in lacquered black and gold-colored half-plate armor. It sits back in a regal fashion, its hands crossed over the smaller twin of the sword carved into the sarcophagus lid. A gold crown rests on the skeleton's head.

The runes are written in an ancient form of the Krangi (Hobgoblin) language. They describe sagas of killing, death and slaughter, extolling the virtues of hobgoblin might. However,

every story includes a tragic end for the hero, brought about by foolishness, incorrect assumptions and lack of attention to detail. Translating the writing requires a Read/Write Krangi (modern) skill check against a mere DC 15. A character who has any ranks in Read/Write Ancient Krangi can understand them without a skill check. Reading each saga takes at least ten minutes. Reading all of them takes two hours or more.

The skeleton is a construct, NOT undead, thus cannot be turned. It animates and attacks immediately if someone tries to remove the lid. Once the skeleton is destroyed, the lid can be removed, but it does weigh 6,000 pounds.

As soon as the lid moves more than one inch, the trap springs. One part of the trap is simply meant to cut off the intruder's retreat. This is a one-half-inch thick bronze "door" set into the ceiling, just barely outside the chamber.

Falling Bronze "Door" Trap: CR 2; +13 melee (3d6) Reflex save (DC 19) negates; Search DC (28); Disable Device (DC 35). Note: The sheet (Bash DC 25, hardness 8, 50 hit points) weighs over 1,000 pounds. The trap only falls when the lid is moved, via a magical mechanism. It is meant to trap intruders inside, not squash them directly.)

As the booming noise echoes, a *magic mouth* proclaims (in old-fashioned but understandable Merchant's Tongue, "Fools! Do ye think it be that easy?!" as the magical poison gas trap explodes.

Heightened, Empowered cloudkill Trap: CR 7; 45-foot wide area, 20 feet high; Fortitude save (DC 27) special, see note; Search (DC 35); Disable Device (DC 42). Note: This enhanced version of *cloudkill* is meant to finish off any one not killed by the bone golem. Creatures with 3 or fewer HD immediately die, those with 4-6 HD must make a Fort save (DC 27) or die. Characters with more than 6 HD and those with 4-6 who make their save face 1d10 points of damage per round. Holding one's breath does not help.

The magnetic anti-teleportation energies of the dragon's lair do not penetrate into this room, so it is possible to *dimension door* or *teleport* out of it (to the outside valley or some other location, not to the dragon's lair, obviously). However, there is plenty of powerful magic in the room – narrowing down specific sources and identifying them is very difficult. The "gold" is illusory (*permanent image*); actually it is lead. The "silver" is actually tin. Though not actually undead, the bones for this golem come from Graz-Khrodun, an early follower and trusted general of Kruk-Ma-Kali. On the inside of the sarcophagus lid an inscription in Ancient Krangi (DC 20) reads, "Honor to Graz-Khrodun; he serves in death as he did in life; all submit to the eternal glory of Kruk-Ma-Kali!"

Bone Golem Warrior: hp 83. (Appendix A, Appendix B)

The bone golem warrior can leave this room, but does not unless forced or driving back a foe. It seeks to kill any and all intruders, though it does not pursue those who escape the

room while it engages a different opponent. The bone golem warrior does pursue any combatant that attempts to flee while in melee with it.

E. Village of the Khyraskali (EL variable)

Obviously a well-organized village, many stout wooden structures surround a central open area. Some of the buildings even have stone bases. You can hear evidence of activity within the village, and you can actually see a few hobgoblins moving between buildings.

The Khyraskali consider themselves more civilized than the Ghoshkali. From their point of view, Khyraskali raids against the other tribe are more practice exercises than war.

Some few have recently become concerned over Mravronaskha's efforts to increase Ghoshkali religious fervor and "civilize" them, but so far the Karukh is not worried. How could such a primitive, inferior band threaten a tribe favored by the red dragon? The Khyraskali Karukh also realizes that outright war with the Ghoshkali would likely result in a Pyrrhic victory for the Khyraskali, and so does not push the matter. While he claims that his demands on the inferior tribe come from the dragon herself, he lives in fear of her discovering this. He knows that both his future and his tribe's lie in placating Khyrastryx – and getting more boons from her.

While he dreams of becoming the next Kruk-Ma-Kali (as all hobgoblin leaders do) Krumukh is content in his current situation. He rules the Khyraskali without interference (except from Khyrastryx herself) and dreads significant change more than anything else.

REACTION TO PCs

Krumukh is not the bargaining type. Personally offended by the notion of non-hobgoblins seeking the Lost Tomb of Kruk-Ma-Kali or his sword *Kharad-khor*, he claims he has his own plans for it (if the subject comes up). More likely, he simply attacks to kill the PCs, though he attempts to take them prisoner first if possible.

If warned of the trespassers, he first alerts Khyrastryx using the *mirror*. Then he plans an ambush, ideally one in which he can outnumber his prey by four to one or more, though he does not lead more than 48 hobgoblins in a single patrol. He always accompanies raids. He prefers to have one Khasglakh lead six Hagkhari, with one or two Lunkhuri also in the squad, and one Rhisglakh for every three Khasglakh.

The sub-chief only fights alongside Krumukh if the tribe is attacked in the village. The witch doctor receives his spells from the dragon, so is even closer to her than his own Karukh. His main motivation in life is to help keep her happy so that he can learn more.

Khyraskali Hobgoblins: 126 males, 172 females and 277 young. (Appendix A)

A favorite battle tactic of the Khyraskali Chief Krumukh is to attack wand-wielding wizards or fighters with impressive-looking swords using his whip to strike the weapon (the whip wraps around the pommel and hilt). The item's AC is 10 + the wielder's Dex modifier and its size modifier (+2 if Tiny, +4 if Diminutive). If Krumukh succeeds, he and his opponent make opposed Strength checks. Should Krumukh's check exceed his opponent's, he flings the item away into the rocks (1d6 x 20 ft.). The item suffers 1d6 points of damage for every 20-foot increment it flies. Krumukh finds it especially amusing when things break apart completely. Magic items that succeed at a Fortitude save (DC 17) do not suffer damage.

Duvagh, the Khyraskali witchdoctor wears a golden gem-encrusted key on a leather strap around neck. This is Key E-1e (the first letter indicates the encounter area in the Great Valley in which the key is found, the number and letter after the dash indicate the area in the Lost Tomb itself where the key applies). This key unlocks door 1e in the Tomb itself, but it does not disable the magical trap in any way.

F. Black Lake (EL variable/21)

You come to the shore of a great lake of clear mountain water. The long lake stretches several miles to the northeast and southwest, its narrower dimension appears to span just two or three miles. Near the shore, the lakebed is easily visible through the water, in which a few small fish swim amongst the aquatic vegetation.

The Black Lake is not named for its appearance. It is a crystal-clear mountain lake, filled with fresh, crisp and cool water. The lakebed is visible out to a hundred feet, where it suddenly drops off into unknown depths.

The lake takes its name from what lies *within* those depths. The Beast of the Lake has dwelt here for unknown ages, and earned the lake the name *Mravnargoln*, the Black Lake, from the Khyraskali. Even so, they do not realize that the depths of the lake reach deep beneath the earth, to an ever-dark sea of unlit shores. In centuries long passed, a creature arose from the unplumbed depths; a creature so vile and monstrous that it brings pause even to Khyrastryx. The Beast of the Lake rises but rarely, only when some foolhardy hobgoblin swims or paddles his small fishing boat too far out into the lake. Even so, it does not automatically arise any time someone moves across the lake; none can fathom its true motivation.

For a brief time some adolescent hobgoblins made a ritual of testing their “adulthood” by going out to the center of the Lake. Since most of them died (many actually drowned rather than being eaten by the Beast), this is now rare. Nowadays, sensible hobgoblins regard the waters with a deep sense of superstition and fear, except for the few intellectually challenged who decide to test their luck.

Oddly enough, however, if the water is only minimally disturbed it is possible to move upon or within it without disturbing the Beast. If one Medium-sized creature dives in per round, the Beast will not be disturbed (less than a 1% chance). For each additional Medium-sized creature there is a 1% chance the Beast notices and “investigates.” Large and Huge creatures count as two Medium-sized for this purpose, Gargantuan count as four, and Colossals as eight. Two small creatures count as one Medium. Creatures smaller than Small-sized do not attract the Beast’s attention without vigorous effort (such as thrashing about in the water). If it does take an interest, it arrives 3d10 rounds after the disturbance. Be sure to give the players ample warning of its impending arrival; fish disappear, water churns, the skies turn a darker shade of gray, it may even trail a peculiar wave behind it as it approaches. Those foolish enough to stay to fight this thing deserve what is about to happen.

Aquatic Tarrasque: hp 875 (Appendix A. Except for its aquatic nature and water breathing, this tarrasque is identical to that presented on page 174 of the Monster Manual.)

Not to overstate the obvious, but the party should not fight this creature. Luckily for everyone (except the irredeemably stupid), its motives are impossible to understand. Every round of combat there is a 7% chance it simply returns to the depths of the Lake.

Those few scholars willing to contemplate the existence of the Beast of the Lake debate whether it is in fact the singular tarrasque in existence. Some speculate that the aquatic tarrasque may be a separate species, usually before suffering a nervous breakdown.

The bottom of the lake seems to hold only kelp and underwater plants. Not one lost coin, broken blade or settled piece of flotsam remains. (When the Beast stirs, it disturbs objects on the shallow shelf so that they plummet to the interior depths.) The lone exception is a key that settled there only a month ago (after taking a convoluted path). Characters exploring the lake beneath the surface can automatically see it – though from more than 15 feet away it appears to be just a glint of metal. Those above the surface may spot it (Spot DC 30) if they “look carefully.” Those who examine the lake from above can (Search DC 25) notice a glint of metal beneath the waters.

A key lies on the edge of the drop off, about 100 feet from shore and 20 feet deep. (Note that this key unlocks the door AND disarms the trap at 8a in the actual Tomb. It can be

retrieved by an underwater swimmer (Swim check DC 20 to reach it, Dex check DC 14 to pick up the key). If the character fails, it floats to the edge of this underwater cliff, descending 10 feet per round.

On the first round of sinking, the character reaching for the key must win initiative (the key has no bonus to initiative) and make a new Dex check against DC 16. Every succeeding round the DC increases by 2, and the character must be able to follow it and win initiative. After 8 rounds, it is lost.

Over the years, some of the special keys to doors in the Tomb have been lost. This one is about to be lost. None of the keys are strictly necessary to complete the exploration of the Tomb, but any would make the effort easier.

G. Ruins of Maszkhotra (EL 3)

This hollowed out shell of a fortress seems to have fallen long ago. From the scattered stones obviously moved after the collapse, it appears someone attempted construction long after it fell. Some of the stones are stacked against the ruined remnants of ancient walls. If indeed someone did use the stones for later construction, they also disappeared from this area long ago. Here and there a stone hand with broken fingers can be seen, apparently reaching out of the earth for the sky, as a shrill wind blows across the scene.

The broken stone hands come from fallen statues. Digging for at least ten minutes will turn up part of a stone head, there are seven such pieces scattered about the ruins. Not much is left, but any character skilled in stone craft or sculpture can recognize that they were once masterpieces (Knowledge (art/music) DC 10).

The Khyraskali once dwelled in this citadel, but moved away more than seventy years ago. Evidence of their days here remains. Bits of mundane equipment (pottery, rusted knives, cooking utensils and so on) can be found in random places. The tribe lived in the area for over 100 years before the incident that eventually led them to abandon the area. Characters with an appropriate skill (for example Knowledge (architecture)) can make a skill check against DC 26 to realize that these ruins are actually those of an ancient Dejy citadel, not a hobgoblin construct.

I) HOUSE OF DARKNESS

Centuries ago, a cleric of the Blacksoul left a *deeper darkness* spell (CL 5) in the area indicated, which he had made permanent by a sorcerer friend (CL 9). Currently it has only a 10-foot radius, however, as it is slowly fading with the passing years.

When the area was inhabited, this dark area was considered a sacred place and thus avoided, or at least approached with awe.

No current inhabitant of the Great Valley knows that an ancient prophecy (or perhaps a poem) was left on a stone tablet in the center of the area. If the magic is dispelled, parts of the tablet, though severely worn with age, can still be read.

The runes carved in the stone are in ancient form of Infernal (Ancient Languages (Infernal) DC 20 or Read/Write today's form of Infernal (DC 30)). The skill check DC for Decipher Script is 35 to understand this text.

While once the stone may have held some 700 words, now only a few remain legible at all. The first reads: "the long path holds greater peril, but also greater reward" [refers to the excruciating process of searching most of the Valley to locate the Tomb].

Later, one can make out the words, "many roads laid for those who were to come, as they who come after must be proved worthy for—" [refers to Kruk-Ma-Kali's plan to test Tomb raiders for a proper successor]. The last legible section reads, "the final marker that shows the way, but points to noth—" [refers to the fallen obelisk].

These obscure clues concerning the rediscovery of the Tomb were written before Kruk-Ma-Kali was even born. Clerics of the Fate Scribe may be interested in verifying the age, as the prophecies herein are unknown elsewhere.

2.) TWICE REBUILT STONE HOUSE

This twice re-built shelter served as a temporary lodging for a lone explorer (one bard called Takarin) some 90 years ago. Though he is long dead, he did uncover several clues to the Tomb's location. In the southeast corner of the room can be found a steel box (Spot DC 26, Search DC 16) among rubble, leaves, dust and dirt. The box is locked (Open Locks DC 27) and trapped with a *glyph of warding* that delivers a *contagion* spell (both CL 9, Fort save DC 18) upon meddlers. Victims contract the black plague (see the KINGDOMS OF KALAMAR® Player's Guide).

Within the box lie the remnants of his notes. Unfortunately for the curious, the box is not airtight and so much of the paper and papyrus within turns to dust upon the slightest disturbance. However, a sheet of yellowed vellum can be salvaged. Upon it, in Low Kalamaran (Read/Write DC 15, Decipher Script DC 25) one can read the words, "...in the frozen waters, Veshemo's glory shows the way..." The ink of the surrounding words has run and smudged beyond recognition, except to note that words were once written there. There is only one other word that characters have any chance of reading (Read Ancient Kalamaran DC 30, Decipher Script DC 40); that word is "homeland."

The "frozen waters" are those of the Cavern of Ice (Area J). The homeland refers to Kruk-Ma-Kali's birthplace in the mountains northwest of the Great Valley, near the location of his Tomb.

3.) THE SHELL OF THE TOWER

This is why the Khyraskali no longer make their home in these ruins. Constant harassment from Khap-noghkoth, the

ghost of a hobgoblin warrior who sought the Tomb, drove them away. He constantly wails the loss of its Great Lord (though even in life he never knew the great king).

Somehow, Khap-noghkoth acquired a sliver of red marble from the pillars of the Tomb entrance and returned with it. In his attempts to convince his tribe that he had found the true Tomb, he threw the piece down before the Karukh and became belligerent. When he punched the old chief, the chief swung his sword, merely intending to teach Khap-noghkoth a lesson. In fact, the chief struck him in the forehead and killed him instantly. Later, the ghost became too much of a nuisance for life to continue in Maszkhotra and so the Khyraskali moved.

Ghost of Khap-noghkoth: hp 13. (MM p. 212, Appendix A)

Khap-noghkoth laments the loss of the great hobgoblin king, never communicating directly with anyone, even if he is engaged in combat. His wails and moans only occasionally take the form of words in Krangi, praising Kruk-Ma-Kali and decrying his enemies.

H. Mountain of the King (EL 1)

The statue is not easily visible from the western base of the mountain (Spot DC 25) – only a dim shade can be made out at the eastern edge of the Great Valley (some twelve miles away). It is not visible at all from the east or north. From the south the Spot DC is 35.

Characters who do notice "something" high in the mountain cannot make out detail from the base. Clearly it is not a normal, natural formation, though only when a character approaches much nearer the statue can he recognize it as a carving.

The trek up the mountainside is long and tiring, but not technically difficult. Ask for several Climb checks if the players are getting bored or cocky (especially if many party members are laden with equipment), but the worst that is likely is a fall down a steep part of the slope. These falls range from 10-60 feet, but only result in subdual damage (and perhaps breakage or loss of some equipment), as the characters falls down a rock face, not straight down through the air.

The journey from the base of the mountain to the statue takes at least a full day, each direction. This time lag may be important if the party has stirred up inhabitants of the valley. They could be tracked, ambushes can be laid, etc. If they have not disturbed the situation, they still face the possibility of random encounters. Hobgoblin patrols headed this direction come to pay their respects to Kruk-Ma-Kali.

When the party nears the statue, read the following text:

Coming around a bend in the trail, you see the path comes to a dead end. Directly before you looms a massive statue, carved from the very rock of the

mountain of itself. The figure is forty feet tall, even though the mighty hobgoblin figure depicted sits on a throne. The granite statue represents an older but still powerful hobgoblin wearing a crown. Its stony gaze passes far above your heads, and the carved features show disdain for all beings lesser than himself – obviously meaning everyone.

The statue is magnificently done and an unforgettable sight.

Closer examination (Search DC 15) reveals that there are two large runes upon the statue's chest. Each is about eight inches high. Reaching them requires either levitation or a Climb check (DC 15). The runes are clearly a form of Ancient Hobgoblin (Krangi) (Read DC 25). One means "dishonor", the other "death." Currently "dishonor" takes its place left of "death."

The runes are attached to a complex mechanism that allows movement of the square plates on which they have been carved. Either can be raised eight inches, and once one rune is moved, the other can be slid up or sideways (where the other rested) a full eight inches. If the runes are properly arranged, "death" is to the left of "dishonor." ["Death before dishonor."]

Once this is done, the characters hear a faint sound as of many clicks. A small compartment beneath the rune-blocks opens three rounds later. Thus, hidden in the "heart" of the statue, rests a silver key (Key H-16a). This key both opens the door (16a) and disarms the trap in the handle. Written on the key in Ancient Hobgoblin runes (Read DC 27, Decipher Script DC 32) are the words "that is not dead" on one side, and "which can eternal lie" on the other.

I. Tomb of the Valiant (EL Variable/6-15)

When the characters approach the valley (the only approach to this tomb) cave, read the following:

Having forced your way through a very narrow opening in the rocks, you come to one end of a narrow valley. At the far end, a cave can be clearly seen, the opening about twenty feet above the valley floor on which you stand. The cave looms one hundred feet away from you. As you stare into the shadows, something glints within.

Between this side and the opposite, arrayed on the valley floor, are oddly shaped rocks and stones jutting from the ground. There are a few very badly worn, free-standing pillars along the valley walls. Several appear to have fallen.

On closer examination, these rocks are weathered arms and heads of old statues. The pillars were once statues as well, but they have not withstood the years of harsh exposure.

A few of the stone limbs actually come from hobgoblins who were transformed via *flesh to stone* spells. They are all long dead, their souls departed hundreds of years ago. Some of the originals were actually made from fresh corpses (Kruk-Ma-Kali's followers had a lot to do in the days just after his death, some were in a hurry and did not feel like carving every last statue the hard way. Also, Sahamathrian (see Room 17 of the Lost Tomb) made examples of some of the less dedicated workers.

Crossing the valley at this point presents no unusual dangers. Players may waste a fair amount of time examining these now ordinary broken and severely weathered statues.

The cave mouth, though natural, has clearly been expanded and smoothed (Profession (stonemasonry), Knowledge (engineering and architecture) or a related skill (your discretion) check at DC 15 to notice skilled craftsmen performed this work – actually dwarven slaves). The entrance to the Tomb itself begins at a height 20 feet above the valley floor. It is set in a virtually vertical cliff. Reaching the cave mouth requires a Climb check (DC 25) or magical assistance. Once there, the characters have reached the entrance to the Tomb of the Valiant.

Though the opening has some roughness around the edges, a few feet inside the floor appears perfectly smooth. The rounded tunnel opening expands into a squared-off passageway ten feet wide and ten feet high. Murals on the walls and ceiling depict glorious scenes of hobgoblins triumphant in battle. On each wall, a line of runes accompanies the murals at a height of five feet.

About ten or twelve feet in, the passage ends abruptly in a wall of red marble. Upon, or perhaps within, the wall is a massive bronze circle. The circle is ten feet in diameter and inscribed within the square wall, so the edges meet the floor, walls and ceiling in the middle of each. You see extensive runes carved in relief upon the bronze circle, surrounded by borders depicting blades, weapons and battle scenes in miniature.

The writings on each side wall record stanzas from a hobgoblin battle hymn, written in the Ancient Hobgoblin military tongue (Ancient Hobgoblin Read DC 10, Krangi Read DC 20, Decipher Script DC 30).

The bronze seal marks the tomb of trusted lieutenants and soldiers who served with Kruk-Ma-Kali. The carvings are exquisite, the detail little dimmed by the intervening years. The Ancient Hobgoblin runes read:

“Here lie the Heroes of Our Age, The Valiant, blessed of Vradhka-Khor-Vredhi, champions of Mravroshkha-Khielshor. Great is their glory, eternal is their honor. For they serve Kruk-Ma-Kali, King of All, Lord of Might, Prince of this World, Protector of the West, Builder of Empire, Guardian of Elos, Master of Blades, Defender of the Faith, Conqueror of Men, Slayer of Dwarves, Grinder of Elves, Ravager of Brandobia, Son of Night, Warden of the Black Pit, Brother of War. They served in life, they serve in death. They honor his names.”

The Seal itself is actually five feet thick and encased in the stone. Breaking through via brute force requires diligent effort (hardness 9, 1,200 hit points). Spellcasters can bypass the seal via *passwall*, though the spell does not allow passage through the metal itself, so they would have to detour through the surrounding stone.

Stale air assaults your nostrils. Beyond the seal a square hall is revealed, twenty feet wide and twenty feet high. Past that lies a vast space, carved from the living rock of the mountain itself. The smaller hall opens into the larger one 20 feet beyond where you stand.

Dim red light illuminates a scene lifted from the days of the mighty hobgoblin king: an army of statues arrayed in formation stands facing you. Their ranks continue into the unfathomable shadows of the larger chamber.

1) ENTRY HALL

The ceiling here is ten feet high. Tiny holes all along the north and south walls are arranged at varying heights. When a creature passes between them, large darts shoot at the offending things. Two to five poisoned darts strike a typical Medium-sized creature (1-4 strike a Small creature). Nearly undetectable pressure plates along the central 15 feet of the hall trigger the trap.

Poison Needle Trap: CR 6; +13 ranged (1-4, paralytic poison); Search (DC 33); Disable Device (DC 35). Note: Paralytic poison (Fort save DC 21), Initial Damage Paralysis 2d12 hours, Secondary Damage 2d6 Con. There are a total of 18 darts ready for any trespassers; each creature triggers two dart attacks.

When a creature reaches the far end, the sound of a war horn echoes throughout the entire cavern. This horn is very loud and disturbing, and characters must make Will saves (DC 20) or become shaken. This magical effect is not a trap. A successful *dispel magic* (or similar spell) targeted at the end of the smaller entry hall (against CL 18) suppresses the magic for 2d4 rounds.

The raised dais and sarcophagi can only be seen past the ranks of hobgoblins if a character succeeds at a Spot check (DC 25).

2) MAIN HALL

The smaller hall exits into the larger in the middle of the western side. This room stretches 70 feet from north to south. The ranked statues dominate your sight, though the vaulted ceiling reaches a height of 25 feet in the center, sloping roughly towards the walls to a height of about 15 feet. Two statues stand in front of the ranks, each carved in elaborate, perhaps ceremonial armor and equipment. Each holds a banner carved of stone, bearing an impressive symbol.

The statues guard the sarcophagi, which are not easily visible from the entry hall (Spot DC 15 on entering the Main Hall). The eastern 20 feet of the main wall are a raised dais, four feet above the floor of the rest of the room. Three steps run the entire length of the room, leading up to the dais, each one foot high and one foot deep.

Each sarcophagus is ten feet long, five feet wide and placed exactly in the middle of the raised area. Each lid has a bas relief depicting an individual noble hobgoblin figure.

The statues standing at attention all have slightly different features and equipment. Their ranks are close, and characters can only move between them at half normal speed (running is impossible). The two statues nearest the entry hall are actually hobgoblin commanders who earned special respect in the armies of Kruk-Ma-Kali. The northern figure carries a banner bearing the symbol of the Vradhka-Khor-Vredhi (the Old Man), the southern carries a banner with the emblem of Kruk-Ma-Kali (a gauntlet with small spikes attached, raised in a fist).

While the ranked troops here were hobgoblins (70 strong) transformed via *flesh to stone* spells, the commander statues were carved painstakingly to mimic actual generals under Kruk-Ma-Kali. Many were unaware that they were to be made permanent fixtures of the tomb, and have no idea that any time has passed. Some were transformed elsewhere and brought in, others were made to “pose,” then transformed within this chamber. If returned to flesh, any soldier assumes that a non-hobgoblin present is a vile enemy. They attempt to kill any creature not a hobgoblin or a sil-karg. Only if they can be convinced that Kruk-Ma-Kali awaits their services do they not attack. Those who do not disturb the statues do not face them.

Hobgoblin soldiers (from the days of Kruk-Ma-Kali), male hobgoblins Ftr2 (70): hp 14 each (Appendix A)

The eyes of the commanders seem to gaze into the distance. Incredibly realistic carvings, both look over the heads of Medium-sized creatures to the same spot high on the western wall of the cavern. If players seek out this information via intelligent questioning, let them know. Otherwise (for example if

the players simply state that they “search the area thoroughly” or somesuch) it requires a Search check at DC 30.

At that location, 13 feet above the floor and exactly in the middle of the entry hall dimensions, is a tiny compartment (eight inches deep and one foot wide by three inches high) with a secret panel (Search DC 26). Behind the secret door lies a steel key (Key I-11b) and a rolled up vellum scroll tied with a velvet strip. The scroll reads (in Ancient Hobgoblin, of course, Read DC 20):

Those who would be valiant
must seek the frozen grip of time
for the spear points the way to the Great King.
His successor must follow
before he can lead,
first high above all
then the sun sets.

The “spear” is the icicle that marks the Tomb’s location in the Cavern of Ice (Area J). The last part notes that the Cavern of Ice (“above all” lies north and high on the mountain). Of course, the impatient can simply head west and wander around, hoping to locate a sign of the Lost Tomb.

Three throne-like chairs stand on the dais, two on either side of the central sarcophagus and one directly behind it. Upon each of the northern and southern chairs rests an armored corpse. The central throne is empty. Even under close scrutiny, they appear to be normal corpses in every way, but if touched, that corpse animates and attacks.

Northern corpse: General Khuz-kukk-ghor (subject of the northern statue bearing a banner of Vradhka-Khor-Vredhi)

Mummy Lord: hp 87 (Appendix A, Appendix B)

Once offered a bribe so large that he could have purchased a small kingdom by a Brandobian prince seeking escape, General Khuz-kukk-ghor not only refused, he challenged the prince to a duel. Later he sent Kruk-Ma-Kali the prince’s head along with the details of the event and most of the treasure that was meant for the bribe.

Southern corpse: General Vokh-jrozshul (subject of the southern statue bearing a banner with the sigil of Kruk-Ma-Kali).

Khielshor death knight: hp 104. (Appendix A, Appendix B)

General Vokh-jrozshul was renowned for both his tactical skill and savagery in battle. He personally slew a dozen opposing generals in battle, and he never retreated. It was said his troops took on his cool demeanor in war, and thus their morale could not be broken.

The lid of each sarcophagus weighs 2,000 pounds, but is not otherwise attached to the box below. Uncovering the lid of coffins 1, 2, 4 and 5 reveals only a rotting corpse in equally

rotting clothes and armor. These bodies were heroes in Kruk-Ma-Kali’s armies.

A stone sculpture lies within sarcophagus 3. This statue depicts Kruk-Ma-Kali as he would be expected to look in death (dignified and stately, but not vivacious). The figure matches the bas relief on the lid, but is completely carved, down to the treads of his boots. The stone form rests on rich red velvet and silk colored royal purple.

It is, of course, a completely normal statue done in blue-black marble. (The statue would be worth up to 12,000 gp to the right buyer, but probably nothing in Brandobia. The velvet and silk, if removed undamaged, is worth 400 gp.)

However, removing the lid activates the undead servants (if not already activated). They defend the symbol of their king. They work together, attempting to surround and destroy the offending intruders as efficiently as possible.

Fighting amongst the ranks of statues presents severe difficulties in movement. Combatants suffer a –2 circumstance penalty to attack, damage and saving throw rolls. If characters attempt to hide amongst the ranks, the undead may (50% chance) simply knock over nearby statues. Escaping a falling statue requires a Reflex save against DC 23, those who fail suffer 3d6 points of crushing damage.

Any statue that falls brings down another 0-2 (1d3-1) nearby as it falls. A fallen statue that hits the floor or another statue breaks in 0-2 places.

Within the main hall and the entry hall, the undead cannot be turned. If PCs flee out the entrance tunnel, the undead warriors do pursue. Being undead, they hunt the intruders until they destroy them or are themselves destroyed. If they kill the PCs, they return to their poses in the chairs after restoring the lid of any disturbed sarcophagus, and the rest of the room to the best of their ability.

This tomb honors the elite guard and officers of Kruk-Ma-Kali. The key is a reward for the very clever, though it is not absolutely necessary to get through the Lost Tomb. Note that characters need not face any of the troops (though they need to survive or bypass the trap) at all unless they disturb them. Kruk-Ma-Kali preached that intelligent strategy could make up for lack of superior strength.

J. Cavern of Ice (EL 0)

The river that feeds the Black Lake winds from this area, where it is a mere drip of meltwater, down the mountainside, gaining volume as it goes. As one attains greater altitude, the streams split and get narrower. The source of the river is actually several areas of melt off from ice caps and snow.

Climbing to the top of the glacier amongst snow and bitterly cold winds, you find yourself on a relatively flat

expanse of hard-packed ice. Perhaps thirty feet in from the edge where you stand, a hole several feet wide beckons the unwary.

The ice is slippery and slow to traverse. Any character attempting to run across it must make a Reflex save (DC 30) each round or slip and fall, sliding 3d6 feet and suffering 2d4 points of damage. Walking at normal speed forces a Reflex save (DC 20) (each round) to avoid slipping, sliding 1d8 feet and suffering 1d4 points of damage. Walking at half speed (and carefully choosing footholds) presents no special difficulty.

The hole in the ice is five feet in diameter. The walls of the shaft (Climb DC 30) reach a depth of twenty feet before ending in the ceiling of a horizontal fissure. The drop from the bottom of the shaft to the floor of the fissure is ten feet.

The fissures indicated on the map of the Cavern of Ice are tunnels in the ice. With little melt in the high cold air they remain easily passable for Medium-sized creatures traveling single file, though they would present difficulties to melee combat (-2 to all attack, damage and saving throw rolls; Concentration checks 10 + spell level to cast any spell). Fallen mounds of ice and snow close off the passageways indicated as dead ends. The ice passages slope downward at an incline of about 7 degrees until reaching the Cavern of Ice itself.

Once the characters reach the entrance to the Cavern, read the following:

Emerging from the cold tunnel, you come to a huge open cavern within the ice. The dome of the ceiling rises to more than thirty feet in the center. Intricately carved arches with hanging icicles appear to hold up the white dome. Smooth expanses of icy walls and ceiling catch and reflect light throughout the entire cavern.

At the far end, a trickle of water falls from the wall, about ten feet up, to a narrow rivulet that twists through the center of the room. The drip ends in a miniature stream that winds towards the tunnel in which you stand, until it veers to its right just before the entrance and disappears into the wall.

There appears to be some sort of distorted figure behind the falling water.

Beneath the floor of this ice cavern, several such drips and rivulets combine to form the beginning of the river that feeds the Black Lake.

The distorted figure is actually the body of Gek-roghakh, the lead engineer who designed the tombs in the Great Valley for Kruk-Ma-Kali's followers. He made extensive use of dwarven slave labor, of course, including slave engineers. When Gek-

rogakh pronounced the Cavern his finest work, he was immediately killed and his body interred in the ice. The engineer is perfectly preserved, encased beneath a foot of clear, hard ice (hardness 1, 48 hit points). He wears the finery of a hobgoblin noble, including his slightly rusted ceremonial chainmail (lacquered in silver and black, and still worth 300 gp to a collector) and decorated longsword (45 gp, -2 circumstance penalty to all rolls if used in combat).

Written beneath the clear running water in the "bed" of the stream, just in front of the frozen body, lies a message carved in the ice. This message is spelled out in lines of dark minerals encased in the ice, and will likely remain legible for another 500 years (if Gek-roghakh's prediction was right). The Ancient Hobgoblin runes read, "Only the valiant shall follow Kruk-Ma-Kali, but they must learn to start anew, like the moons." (Read DC 10 for Ancient Hobgoblin, DC 20 for modern Krangi, Decipher Script DC 30, each roll has a -2 circumstance penalty because the water, though clear, flows over the writing and refracts the light.)

Inscriptions to the left of Gek-roghakh's body record a full list of his own titles (Battle Lord, Captain of Siege, High Engineer, Warden of the Mountain, Master of Slaves, Honored of Kruk-Ma-Kali, Dharukh of the North) and several classic Krangi battle songs.

Carved hieroglyphs and runes to the right of the hobgoblin engineer's body glorify the hobgoblin race and the triumphs of Kruk-Ma-Kali and his servants. Within those runes is a perfect circle inscribed with the Ancient Hobgoblin symbol for "Veshemo." If a light source as bright as a torch is placed there, an important clue to the location of the actual Lost Tomb of Kruk-Ma-Kali is revealed.

The icicles on the ceiling are not randomly placed. An exquisitely conceived plan and excruciatingly careful execution allow for the shadows of the icicles to fall in a precise manner when a light source exists at the proper area (just in front of the rune for Veshemo. These shadows (some darker than others, given the varying thickness of the icicles) outline the Great Valley (Intelligence check DC 15 to recognize this fact, but if the players outright tell them). The effect is magically magnified, but no magic can be detected until the light source is in place.

Two small icicles form arrows that cast stark shadows across the valley features. One arrow points from south (near the dragon's lair) to a hidden valley about 17 miles north/northeast. The other shadow goes from east, near the shores of the Black Lake, to the west. The tips of these shadows nearly touch, together they indicate the Conqueror's Pass (and thus point the way to the Tomb entrance). (Search DC 30 to notice that the actual tip is slightly west of the Conqueror's Pass, or simply tell the players if they ask whether the tips fall *exactly* on the pass.

The shadows even use particulates within an icicle to mark the first part of the dotted line indicated on the map of the Great

Valley. The dotted path indicates the only viable trail that leads into the mountains very near the Tomb. This trail has remained a feature of the landscape for hundreds of year. Kruk-Ma-Kali and his tribe used it frequently; he came down out of the highlands early in his career to make his conquests.

THE ANCIENT PATH

The dotted path on the map of the Great Valley indicates an ancient mountain path walked by Kruk-Ma-Kali's tribe and their ancestors since days long long forgotten. The path itself is worn smooth, but most of the trails branching off it are not. Characters near the area (less than a mile from the beginning) cannot help but notice a well-worn, gently sloping path leading up the side of the valley wall. It is also easily visible from the air (Spot DC 5).

K. Wyvern Roost (EL 11)

Above you is a twenty-foot high wall of stone, forming half of a huge bowl. From the commotion above, you can guess that several large somethings live within.

There is no man-sized entrance to the area, though if any character flies or climbs (DC 25) up to have a look, the wyverns notice and attack. Wyverns have excellent hearing as well as vision, so the characters must be very careful or they will be spotted. Wyverns are also very sensitive to odors, so they have a chance (Spot check DC 20 to notice characters even if concealed and silent, unless the characters can mask their odors as well).

The roost is essentially a huge nest with only one ground-level approach, and that path stops abruptly at the bowl-wall. The flight consists of one male, two females, and two nearly full-grown adolescents.

Wyverns (5): hp 61, 59, 59, 58, 56 (MM p. 186)

REACTION TO PCs

The wyverns assume the PCs are food. They will not abandon their home. If the PCs refuse to be driven off, this fight is to the death. When one wyvern recognizes a meal (or threat), it hisses and growls angrily, alerting the others who join the fight immediately. The adolescent wyverns will be leaving the roost in a few weeks ... if they are not killed by the PCs first.

Should the party simply investigate and leave, they need not fight the wyverns at all. There are no clues or connection to the Tomb or Kruk-Ma-Kali here; the wyverns moved in long after those were finished.

The nest contains spoils from travelers and attackers gathered over many years: 1,679 sp, 341 gp, a pale blue celestite (worth 66

gp), a black sardonyx (worth 30 gp), *shield-breaker warhammer*, a *wand of detect magic* (CL 1, 12 charges), a scroll of *dispel magic* (arcane CL 9), a scroll of *misdirection* (CL 3), a scroll of *minor image* and *ranged blindsight*, and a carved green jade statuette (worth 259 gp). These items are spread about throughout the area, not all lies within the nest. It takes four hours to gather and sort the full hoard.

L. The Conquerors' Pass

This narrow pass seems to run perfectly straight southeast to northwest between peaks. Cracks in the stone reach far above and even cross the pass itself in places.

The path marked with the dotted line on the map of the Great Valley indicates the main exit, an ancient mountain trail used by hobgoblin tribes for centuries. Following the main path all the way past the mountain peak results in missing the Tomb. The path to the Tomb (at Area Q), actually lies on the western side of the high pass. A century after the Tomb was finished, the exit was concealed by a rockslide in an earthquake. Only 25 years ago, when a more recent earthquake shook the rubble away, did the connection to the Valley of the Tomb once again become evident. Essentially a secret exit (Search DC 25, Spot DC 35), those who pass it without noticing follow the pass along the path indicated by the dotted line. Allow players some leeway if they have any ideas about searching the cracks in stone off the main pass, especially if they specifically search the western side due to earlier clues. PCs are more likely to notice the fallen obelisk, and clever players will realize what it means.

THE OBELISK

Once the obelisk stood as a marker for the engineers and workers to return to the proper place. Until the earthquake four centuries ago, it continued to mark the entrance. The original intention was that those who reached the pass would know they were almost upon the Tomb.

Even now, discovering the fallen obelisk and opening should leave no doubt that the party is very near the tomb. In fact, the opening that leads to the Valley of the Lost Tomb is but five feet away (see Area Q).

The ebony obelisk fell some 400 years ago, but runes remain. It lies on its side among broken rocks, partially buried over the ages. Originally it stood just outside the Valley of the Tomb. Now it remains only as a clue that the Tomb itself is very near.

Finding the fallen obelisk requires a Spot check against DC 30 or a Search check against DC 15. Characters must wipe away some of the pebbles and dirt that have covered the fallen structure over the years.

Once the obelisk stood 15 feet tall, but now pieces lie scattered about the area as much as 30 feet away. The remaining

block containing these ruins is about eight feet long. Once it formed the base of the obelisk; now it lies on its side near a squarish hole filled in with years of dirt, snow and debris.

Each of the four sides of the block bears runes in Ancient Hobgoblin (Read DC 20): South – “Kruk-Ma-Kali the Warlord”, West – “Kruk-Ma-Kali the Conqueror”, North– “Kruk-Ma-Kali the King”, East – “Kruk-Ma-Kali the Legend.”

Currently the side that once faced to the east faces the ground (thus the former western side faces up). If the PCs manage to reveal this side (which would require digging around the stone and moving the 4,000 pound solid section that remains) the runes are scraped and scratched, making them more difficult to read (Ancient Hobgoblin Read DC, Decipher Script DC 35).

Just outside the crack in the mountains that hides the passage to the Lost Tomb is the old foundation of the obelisk. The hole is only about a foot deep now, but if the snow and dirt are cleared away the black stone that was once part of the obelisk can be seen. Only about two inches of loose debris covers the stone. The stone appears to have suffered from some massive break, as it is still rough and parts remain relatively sharp. A basic Search check (DC 20) reveals an eighteen-inch wide crack has been made in the natural wall but five feet southwest of the obelisk. This narrow path leads to Area Q.

M. Vale of the Lost (EL 16)

An easily traversed, but obviously less traveled, pass branches off from the main trail (marked as a dotted path) and leads to this vale. Here the slaves who did not survive the construction of the Tomb or the other perils of the Great Valley remain. The vale always seems darker than its surroundings, and no matter what precautions have been taken, any living creature feels chills as if a biting cold, otherworldly wind blows into its face (no matter which way he turns). These effects are noticeable long before characters risk disturbing the creature that dwells in the pit.

In the center of the vale lies a deep circular pit, approximately twenty feet in diameter. This pit served as a mass grave for the slaves (human, orc, dwarf, half-orc, and half-hobgoblin) who did not survive their work. About a dozen of the bodies are more recent additions, those of wandering hobgoblins from the tribes currently inhabiting the valley.

The pit goes down some one hundred feet, but the piles of bodies refill it to just shy of thirty feet. Lurking among them is a nightwalker.

Nightwalker: hp 134 (MM p 141)

The nightwalker makes its “lair” among the bodies, waiting for an opportunity to assault any interlopers. Drawn by the negative energy of so much death in one place, it settled in centuries ago. The undead it summons rise from among the fallen bodies (taking on their full abilities in 1d10 rounds, as per the standard summoning time in the *Monster Manual*). The

creature summons its undead minions, then throws corpses up to the surface on all sides of the pit as part of some cruel game. It can throw two corpses up per round

It awaits the characters’ reactions to judge its best strategy.

The type of undead it summons depends on the time of day:

full daylight: wraiths (1-2)

dusk: shadows (2-5)

night: spectre (1)

dawn: ghost (1)

REACTION TO PCs

The nightwalker has a penchant for drama. As the party battles its undead minions, it prefers to rise out of the pit, slowly revealing its full form to its victims. At first, it concentrates on destroying items, then it targets one or two individuals for doom. Typically, it seeks the strongest character for special attention. Should it slay the creature it believes to be among the strongest, it returns to the pit to savor its deed rather than continue the battle. At that point, the other characters can escape, as it does not pursue creatures outside of its vale.

The nightwalker fancies itself something of an artiste, preferring a few elegant, dramatic kills to simply slaughtering everything in sight (which it assumes that it could do if it so desired).

Amongst the bodies of the dead can be found: 2,787 gp, many gems [an achroite beryl (clear) worth 521 gp, an almandine (bright red garnet) worth 517 gp, two amber stones (one orange worth 127 gp, one yellow worth 70 gp), an ametrine (alternating layers of purple amethyst and yellowish citrine) worth 54 gp, 3 spherical bloodstones worth 36 gp each, a fluorspar worth 11 gp, a purple fluorite consisting of crystals like intertwined blocks worth 13 gp, a piece of malachite worth 7 gp, a green serpentine worth 41 gp, an amethyst worth 105 gp, a clear zircon worth 54 gp and a tourmaline worth 128 gp]. Also among the bodies are a vial of *oil of slipperiness* (magenta colored, sweet-smelling and opaque in appearance) and a *potion of endure elements (acid)* (inky black, spicy, and syrupy but clear in appearance). At the very bottom of the pile a human skeleton wears a *cloak of the manta ray*. The body shelters a metallic scrollcase that holds a yellowed sheet of vellum bearing a scroll of *regeneration* (CL 14, scribed 330 years ago by a cleric of the Lord of Silver Linings).

It takes at least 48 person-hours of labor to sort through all the bodies and recover this treasure. The coins are the easiest portions to recover.

N. Vale of the Statues (EL 13)

An old trail leads here, no longer used much due to the golems. Local fauna and monsters avoid this place.

This place is unusually quiet, except for the bitter howling of the wind. Four huge statues stand guard against the eastern and western walls of the narrow pass.

Two stand on each side. They appear to be humanoid statues, each at least 16 feet tall and well carved, but difficult to identify precisely. They have pointed ears, somewhat pronounced snouts and fangs, and very wide noses, but they could be orcs, half-orcs or hobgoblins...

The statues' primary goal was to prevent workers from escaping their labors, and they still serve that purpose. They do so by pummeling to dust any creatures coming from the south.

Only two of the statues are, in fact, stone golems (the southern one on the west side and the northern one on the east side). The others appear to be the same, but are no more than inanimate carved rock.

While seated, all the statues all sit facing each other, though their heads are turned and do not face straight ahead. Any player who asks what directions they face notices that the eyes of the statues are turned to the southwest (towards the Conqueror's Pass). (Otherwise realizing this fact requires a Search check DC 30.)

Both golems immediately attack any two-legged creature that comes from the south and moves within 15 feet of either. They are advanced golems, Huge in size but just as per the stone golems described on page 108 of the *Monster Manual* except as noted.

Stone golems (advanced) (2): hp 121 each. (MM p. 108, Appendix A)

O. Village of the Angrankali (EL variable)

A hodge-podge collection of shacks, huts and shelters gives the impression that the hobgoblins who dwell here have concerns other than worldly comfort.

The buildings surround a central, vaguely circular open area about 70 feet in diameter.

The Angrankali worship Kruk-Ma-Kali as a god and they believe they will be his vanguard when he returns to re-build his old empire. They ignore the other inhabitants of the land as they are perpetually preparing for that Glorious Day.

They consider the Beast an instrument of divine justice. While they occasionally fish the shores of the Black Lake, only the foolish (the ones who get eaten) or the especially blessed (those that made it back to shore without disturbing It) journey out over to the depths.

Generally, the Angrankali try to avoid the dragon and the wyverns, but when one (or a handful) of Angrankali do get eaten, it is considered an element of divine justice, i.e. the will of Kruk-Ma-Kali. Those that fall must have failed him in some way.

Each member of the Angrankali tribe has an odd, distant look in his or her eyes. Many also seem to wear a knowing smirk, as if they know that ultimately their side will prevail in any contest. Both of the other tribes tend to avoid the Angrankali, often mocking them (but rarely to their faces). Perhaps they fear them (just a little...)

Granakh believes his power comes directly from Kruk-Ma-Kali, as do most of his followers. Actually, the Karukh of the Angrankali became a vampire less than two centuries ago; the exact circumstances are lost in the hazes of his deteriorating mind. The truth is that he sought the Tomb and failed to find it. The vampire who transformed him is now long gone. These days, in Granakh's mind, finding the Tomb does not matter; he assumes Kruk-Ma-Kali will return on his own schedule. Granakh adopted the tribe and quickly rose to become Karukh.

Granakh is a viciously cunning leader who knows the strengths and weaknesses of his own followers very well. He excels at tactical evaluation of other groups. Powerful invaders (say, a group of adventurers) are likely to face numerous missile attacks and summoned wolves, possibly through several ambushes. He personally targets leader-types, on the theory that losing the leader throws troops into chaos. Currently, Granakh has no vampire spawn due to paranoia concerning challenges to his rule. He has in the past, however, and in dire circumstances he will create up to four vampire spawn (not full-fledged vampires, see page 182 of the *Monster Manual*) from among his most trusted followers.

Though he sometimes devours one of his own lesser followers or an overconfident adventurer, Granakh lives primarily on the blood of fish and goats. He wears an iron amulet on a leather cord, a symbol of Vradhka-Khor-Vredhi (the hobgoblin incarnation of Old Man, King of the Battlefield). The amulet is carved in a very ancient style and shows signs of great age. It is non-magical, but did originally come from the Valley of the Tomb. Runes carved on the back speak of "The Marker for the King" (Ancient Hobgoblin Read DC 16). This refers to the obelisk. The rest of the inscription on the back is no longer legible.

Should Granakh actually be destroyed, the Angrankali continue as normal for at least three days; he has disappeared in the past. Rumors of his death are not enough, as elders in the tribe remember seeing him return after apparently falling in combat before. After four days, rumbles of discontent begin. After a week or so, the surviving Angrankali descend into a bloody, multi-sided civil war as dueling versions of fanaticism struggle over who is the proper successor.

RITUALS

Twice a week, at dusk on Katarday and Veshday, the whole tribe gathers for worship ceremonies. Each of these lasts about two hours. The hobgoblins gather in the central square of their village and listen to the Karukh preach the greatness of Kruk-Ma-Kali. Most of the ceremony is rote repetition of the beliefs of the Angrankali, which center around *Andgkran-avui Khal*, the Return. Scores of chanting, dancing hobgoblins gathering and

whipping themselves into a collective frenzy can be a disturbing sight. If disturbed by outsiders during this time, the hobgoblins are not likely to flee combat, no matter how badly things go against them.

Much of the tribe is actually descended from the Karukh, from his life before becoming a vampire. Those who do not come to the religious beliefs of the Angrankali honestly face the vampire's supernatural *domination*. The few hobgoblins of the tribe whose faith waivers have a private audience before becoming full members. During this audience, the Karukh explains the details of Kruk-Ma-Kali and his godhood, and uses his *domination* ability until it succeeds. If necessary, faithful Khasglakh hold the unbeliever down.

The Angrankali do not patrol the area. Little concerns them beyond preparation for the return of their god. Should outsiders enter the village, they first attempt to convert them to their faith. They may spend days or weeks discussing the matter with (and/or torturing) potential converts. If that fails, they kill them.

If someone (or some party) slays even a handful of Angrankali outside the village (picking them off in small groups), the Karukh himself, along with a Rhisglakh, two Khasglakh, and six Hagkhari investigate within a day.

Angrankali Hobgoblins: 87 males, 114 females, 200 young. (Appendix A)

Granakh's coffin lies about a mile directly north of the village, hidden in a small cave at the foot of the mountain. When characters are in that area, the Search DC to find the cave is 32. Once inside, the ancient oak coffin full of dark earth is easily spotted.

P. Cave of Doom

This cave can be found off the trail marked by the dotted path on the map of the Great Valley. The rocky earth holds the tracks of those who went this way in the past, but not so many that the whole path is worn smooth (as on the dotted path).

Clearly, many demihuman and humanoid creatures have passed this way. Details of individual tracks cannot be made out, though the total number of creatures who followed the path is clearly in the dozens. Characters may notice (Tracking feat Search DC 10, otherwise Search DC 18) to notice that all the tracks head northwest. Many tracks go into the cave, but none come out.

Inside the cave you see only darkness. No light penetrates beyond ten feet inside the opening.

The darkness is created by an *eternal darkness* spell placed by Sahamathrian. It extends to a radius of 25 feet in all directions,

and is centered at the level of the floor in the center of a 20-foot diameter pit. The pit is 90 feet deep (9d6 points of falling damage, Reflex save DC 17 for half damage).

Few vermin dwell here, much less other mundane creatures. No sensible creature with the ability to see voluntarily ventures into the absolute darkness. Creatures stumbling around within the area of the darkness have an 80% chance of stumbling to the edge of the pit. This is automatic if they specifically try to reach the center of it; only if a character deliberately follows the outer edge can he automatically avoid the pit.

Once a creature reaches the edge of the pit, he must succeed at a Balance check (DC 25) or fall.

The bottom of the pit is filled with the bones of the animals, adventurers and fools who once came this way. Few items survived the fall (and subsequent panic of their owners). Diligent searchers can collect all of the 1,234 sp and 212 gp scattered along the ground. Characters may also notice (Search DC 29 in light, DC 33 if just feeling around) a crumpled sheet of parchment. The top half of this sheet is blank, the bottom half holds a *limited wish* spell. (The top half once did, as well, but the owner used it to try to dispel the *eternal darkness*. He failed, of course.)

The sheer walls of the pit have no handholds, and being polished smooth they cannot be climbed by mundane means. No form of vision of any kind penetrates the darkness, thus creatures must feel their way along with no sight cues of any kind.

Below the extent of the *eternal darkness* spell's radius, normal light generating functions will work, but no light penetrates the darkness from either side.

Sahamathrian left this little gift because he was in "a mood" one day and wanted to get away from the hobgoblins for a time. He intended to periodically check to see how many people the simple "trap" caught, as compared to the elaborate efforts in the Tomb and elsewhere, but he never managed to return.

THE FUTURE OF THE GREAT VALLEY

If the party dispatches the monsters in the Great Valley, it is unlikely to be re-populated quickly. No monsters are especially eager to test to see if the dragon is really gone (at least not for a long time). If they witnessed Khyrastryx's destruction, they fear her slayers as much as or more than the dragon herself. If the party thoroughly slaughters every beast in the Great Valley, they may attract legions of scavengers (vultures, rats, flies and such who will flee rather than attack a living creature). Should the PCs slaughter everything but the dragon, negotiations with her become more difficult, though she will recognize them as a significant threat.

WHAT IF THE PCs MEET THE DRAGON EARLY ON?

Though unlikely, it is possible for Khyrastryx to be one of the earliest encounters in the Valley. Should the party defeat her in this case, it takes time for the inhabitants to realize that she is

dead, much less believe the fact. The PCs still face resistance from the other monsters unless they can prove the dragon's death. Carrying around scales, claws and teeth is not sufficient proof. Should the party do something drastic (such as mounting the dragon's head and marching it in front of their group) the remaining monsters flee from them in terror. Except, of course, for the undead. Granakh, after his tribe disperses, flees into the mountains in a desperate effort to find the Tomb NOW. His random searches could locate it in 1d100 weeks. However, if the party dallies before finding the Tomb, they may meet him within, in addition to all the other dangers therein (unless you decide he does not find it at all).

Of course, if they do not prove Khyrastryx's death, the search for the Tomb goes on. If the PCs continue the search, the other inhabitants continue as before until they learn of the dragon's demise. If the PCs feel satisfied with merely slaying the dragon and returning to civilization without dealing with other monsters, life in the Valley proceeds much as it has before. Without the dragon, the Khyraskali's power fades over a period of a few months. The Ghoshkali still do not interact with the Angrankali much, but the trolls may begin using members of both tribes as victims if adventurers are not forthcoming and the dragon is not around to stop them.

Within about ten months, the trolls and the Angrankali remain as the major forces in the area. They enter an unsteady truce, in which the Angrankali avoid a full assault on the trolls so long as they take fewer than one victim a month.

If Khyrastryx dies, Rhyndharax will learn of it. He returns within a year or two, seeking the truth behind his sister's demise. Rhyndharax seeks out her slayers, and the PCs will find no refuge behind city walls. By the time the PCs face Rhyndharax he is an old dragon, and even more powerful than Khyrastryx when the PCs defeated her. Rhyndharax is brasher than his twin, and he will assault a human town if he believes it necessary to draw out the adventurers. Certainly, few city leaders will hesitate to force out adventurers whose presence results in dragon attacks.

If the PCs fall to Khyrastryx, as so many have before, little changes in the Great Valley.

Once the PCs reach the area of the Tomb, if Khyrastryx has not found them before, the odds of drawing her interest increase (as reflected in the random encounter table). The dragon speculates that explorers tough or clever enough to discover the Conquerors' Pass or the Valley of the Tomb itself merit her direct involvement. Either they can get treasure for her or they should have a significant contribution to her hoard.

Q. Valley of the Lost Tomb

Squeezing through the very narrow, jagged-rock cluttered crack from The Conqueror's Pass (Area L) requires a Reflex save (DC 16) or the character suffers 1d6 points of subdual damage (if Medium-sized). Small-sized creatures need only save against

DC 14 and if they fail suffer only 1d3 points of subdual damage. The crag runs about twenty feet, all told, twisting through rough stone that is difficult to traverse. Once a character reaches the end, they can step down about six inches onto flat ground in the Valley of the Lost Tomb.

Once you squeeze through the narrow opening, you are greeted with the sight of a hidden valley. You emerge on a ledge about twenty feet above a valley floor. You have entered through the western side of this narrow rock formation, near the southernmost point of the valley. Cold, biting winds swirl in the area, blowing snow and dust around you.

At the northernmost extent side, something has clearly been carved into the mountain itself. Beginning about 200 feet away from where you stand, great stone steps rise out of the mountainside. They lead up to a platform that has been carved out of the side of the mountain. Magnificent stone archways overshadow each step leading up to the ledge, though the highest points of many arcs are missing, apparently having fallen to become rubble upon the great steps. The sides of the archways widen to meld with each other and form a solid wall on either side of the stair path.

Deep within the opening to which the stairs lead, you can just make out three great red pillars deep in the mountainside. Their color stands in stark contrast to the grays and white of the surrounding mountain. Perhaps a fourth lies near them, now fallen.

The ruins bear silent testament to the ages during which they lay undiscovered. The grandeur of the sight, the magnificence of the carvings, even in this decaying state, leave no doubt that this can only be the entrance to the Lost Tomb of Kruk-Ma-Kali. The scene exudes ancient foreboding, but the lure of the legendary king's Tomb beckons...

Dwarves carved the stairs and arches, as they did the interior of the Tomb, though they repeatedly warned the hobgoblins that the area was geologically unstable.

Characters can jump or climb down the twenty feet of rough stone wall (Climb DC 15) to the valley floor to approach the steps 200 feet away. Each stone step is twelve feet wide, eighteen inches high and set back four feet. There are 32 steps, and the floor of the platform rests 48 feet above the valley floor.

The platform is nearly one hundred feet wide and forty feet deep at the center. It narrows towards each side. The pillars are constructed of red marble. Each pillar measures ten feet in diameter, though the leftmost (southern) fell long ago. Originally there were three openings between the pillars, and the outermost pillars met the carved side walls of the interior perfectly.

THE PATH OF THE CONQUEROR IS NEVER STRAIGHT

Marching up the stairs is extremely dangerous. As soon as a creature weighing more than 80 pounds (including equipment!) reaches the sixteenth stair, a cascade of boulders from above the entire ledge and its opening comes loose and rolls down the stairs. (A set of boulders either falls or does not.) The arches meld into two solid walls, insuring that boulders do not stray from the path down the stairs.

Each set of boulders includes ten very large stones. It takes only one round for the boulders to reach the valley floor, where they can scatter off in various directions (eventually settling, cracking and appearing to be inconspicuous features of the terrain). They have no single path, as they bounce off steps and arches at all angles, creating an unpredictable avalanche of death.

Boulder Trap: CR 6; no attack roll necessary (1d10 boulders for 3d6 each); Search (DC 33); Disable Device (DC 38). Note: A character on the stairs faces 1d10 boulder hits, each one inflicts 3d6 points of damage. The trigger mechanism is beneath the sixteenth stair and *extremely* difficult to find (much less manipulate). (Intruders are not meant to be able to approach using the stairs, they must learn to think “outside the arches.”)

Although clearly constructed separately, the archways touch at the sides until reaching a height of about seven feet above the stair. Even a Small-sized creature cannot squeeze between them at less than ten feet high (and that requires an Escape Artist check against DC 20).

Flying above the archways to reach the stairs is made extremely difficult by the swirling winds in the canyon, preventing even powerful birds from moving through the area. Magically enhanced fliers must make a Reflex save against DC 19 each round, to avoid slamming into the rocky walls for 2d6 points of damage (no save). Even after hitting the side, a creature that tries to continue flying must save again at DC 18 just to stay in the air. It must also continue to check every round to avoid taking more damage.

The exact mechanism for replacing new boulders for this trap remains mysterious. The great hobgoblin engineer Gek-rogakh designed it, with the help of dwarven slave assistants. By the time a released set of boulders (speed 50 feet) has reached the bottom stair, another is in place for the next victim. Twelve sets of boulders remain ready to assault those thinking to march heedlessly straight into the Tomb.

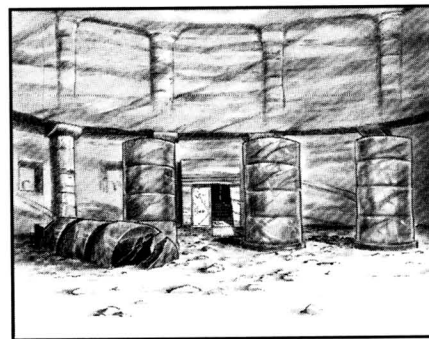
The only way to safely reach the opening of the Tomb is to scale the cliff faces and come down at it from above. In that case, no boulders come loose.

Climbing to a path on either side wall of the Valley is difficult (Climb DC 25) but hardly impossible. Climbers reach the path (on either side of the valley) at a height 60 feet above the valley floor. These paths slope up and lead to a natural shelf above the opening to the Tomb. Medium-sized creatures moving in single file can follow these paths at half normal walking speed. Moving

at normal speed requires a Reflex save (DC 15). (Small creatures can move at normal speed, but face Reflex saves (DC 15) if they try to jog). (Add +5 to the DC of this save for every speed increment beyond “safe” speed while on the path.) Those who fail tumble to the valley floor and suffer 4d6 points of damage (Reflex save DC 17 for half damage) from the rough, pointed stone of the cliff face and the final plummet onto hard stone.

Descending onto the rocky ledge in front of the pillars from above is relatively simple (Climb DC 15). Also, from that angle, and hugging the cliff face, magical means of flight or levitation function without undo interference from the wind.

Once the party reaches the western shelf in front of the pillars, they stand before Area 1 (DISPLAY ILLUSTRATION 18 ON PAGE IQ 13) of the Lost Tomb of Kruk-Ma-Kali. They have entered Part II.



PART II

THE LOST TOMB OF KRUK-MA-KALI

For Part II, the DM should refer to the map of the Tomb of Kruk-Ma-Kali on the inside back cover of this volume.

The Tomb is a dangerous place. By the time the party enters it, PCs should be 10th to 14th level (extremely clever players with 8th or 9th level characters still have a chance) and more than one should have access to serious magic. Traps are numerous, and characters that neglected their Search and Disable Device skills are going to have trouble. At least one rogue in the party should also have developed his Open Locks skill to a high degree (though if the party has collected the keys available throughout the Great Valley, this need is somewhat mollified). While a party needs a certain degree of power to have a legitimate chance, no amount of power should substitute for using their brains. Characters with low Will saves face special difficulties, but cleverness (and paranoia) go a long way towards avoiding many of those and completing the dungeon.

WALLS, FLOOR, CEILING AND STAIRS

Carved from the mountain rock and lined with fine-set flagstones of reddish marble, all light cast within the Tomb takes on a bloody, reddish hue. A hill or stone dwarf (with his Stonecunning racial ability) or any character with a Profession

(miner) or Craft (stonemasonry) skills can note (with a successful check at DC 15) that the stones are cut in a dwarven style. The corridors are uniformly 10 feet wide by 10 feet high, with empty torch sconces on both walls found at a height of six feet, in ten-foot intervals down the corridor. Stairs are nine inches tall and nine inches deep and all ascend or descend at a 45 degree angle.

DOORS

Each door is individually described, as most are either trapped or otherwise unique in character. Make sure not to describe a room until the party has actually passed through the door to that area.

LIGHTING

Descriptions to be read aloud to the players assume that the PCs can see the entire room. As the adventure is designed for powerful characters, the party should have significant light sources. However, the DM must keep lighting in mind when divulging information about the room. If they have no light or insufficient light, many rooms will remain at least partially shrouded in darkness.

WRITING

Unless otherwise noted, writing in the Tomb is in an archaic form of Krangi (the continental Hobgoblin tongue). Thus, any character attempting to read the writing in the Tomb using a Decipher Script skill must succeed against a DC of 30. A literate character who knows modern Krangi language must make a Read/Write Krangi skill check against DC 20 to understand the writing. A character with the Read/Write Kargi (the modern Hobgoblin tongue of Ul-Karg) skill faces a DC of 25. Those who specifically know the Ancient Hobgoblin tongue can read the writing without skill checks. Magical means of translation would, of course, be quite useful.

Many inscriptions are done in precious metals. These metals are sunk into the walls and nearly impossible to remove from the Tomb. (And even so, their intrinsic value by weight is negligible compared to the other treasure available.)

PIT TRAPS

A square with an "X" in it denotes a pit trap. Each trap door conceals a square pit 10 feet on a side, with a great variety of depth and contents. A trap door may open when a character steps upon it (1-4 on 1d6 for a Medium-sized character, 1-3 on 1d6 for a Small character). The trap door remains open for one round, then closes back up automatically by a spring mechanism, unless blocked by a hanging body or otherwise propped open. The spring mechanism is not sufficient to cause damage directly, but while a creature props it open, that creature suffers a -2 circumstance penalty on ability checks. Note that it will cause 1 point of damage per round to rope. Forcefully probing for trap doors with a pole or staff opens a trap door on a successful Strength check (DC 15). Those who step upon and

thus open the trap fall in unless they make a successful Reflex save (DC 20).

If the character's adjusted saving throw comes up EXACTLY 20, that character is hanging onto the edge for dear life. He must make a Strength check (DC 16) to continue holding on each round that help is not forthcoming. Any adjacent character may attempt to grab a falling character by making a Reflex save against DC 24. If successful, that character must succeed at a Strength check (base DC 18 for catching a similar sized creature). Modify the DC by 2 for each difference in size category (DC 16 for a Medium-sized character pulling up a Small-sized character) and weight (in 25 pound increments). (Refer to Table 2-1: Catching a Falling Creature and Table 2-2: Circumstance Modifier Example.)

Failure by 10 or less indicates that the would-be rescuer has simply failed. Failing the Strength check by more than 10 means that the would-be rescuer is dragged into the pit along with the original victim.

If characters are roped together, add +2 to the check for each character other than the one falling. Ignore a creature of a smaller size category than the falling character. For example, if a Medium-sized human falls into a pit, and he is roped to a halfling and two other humans, only add +4 to the Strength check. Only the creature nearest the falling one makes a check. If he fails by more than 10, he is pulled in as well, and so on down the line.

Each pit in the Tomb is described in the room in which it is found. Unless otherwise noted, the Climb DC of a pit trap's walls is 25. You may alter the specific contents of a pit however you see fit.

TABLE 2-1: CATCHING A FALLING CREATURE

WEIGHT RESULT*	STRENGTH CHECK DC
-225 to -201	0
-200 to -176	2
-175 to -151	4
-150 to -126	6
-125 to -101	8
-100 to -76	10
-75 to -51	12
-50 to -26	14
-25 to 0	16
1 to 25	18
26 to 50	20
51 to 75	22
76 to 100	24
101 to 125	26
126 to 150	28
151 to 175	30
176 to 200	32
201 to 225	34
226 to 250	36
251 to 275	38

* Weight Result = (Falling creature's weight including gear) - (catcher's weight NOT including gear)

**TABLE 2-2: CIRCUMSTANCE
MODIFIER EXAMPLE**

SIZE DIFFERENCE	MODIFIER
Small catching Tiny:	+2
Small catching Small:	+0
Small catching Medium:	-2
Small catching Large:	-4
Medium catching Large:	-2
Medium catching Medium:	+0
Medium catching Small:	+2
Medium catching Tiny:	+4
Large catching Tiny:	+6
Large catching Small:	+4
Large catching Medium:	+2
Large catching Large:	+0

PRESSURE PLATES

A "T" in a circle on the map indicates a pressure plate trap. Each plate is circular, ten feet in diameter and nearly indistinguishable from the rest of the floor (Search DC 30). They cannot be disabled without delving into the stone behind the floors and walls (Disable Device DC 35).

Stepping directly on the pressure plate sets it off on a 4 in 6 chance for a Medium-sized creature, 3 in 6 chance for a creature of Small size. Attempting to cross to either side of a known pressure plate will require a Dexterity check (DC 25) due to the plate's sensitivity. Failure means the plate may be sprung regardless, with normal chances. Using a pole or staff to set off a suspected plate is easier than springing a pit trap, this scheme works on a successful Strength check (DC 12).

As with pits, see the individual description of each room for details.

MAGICAL EFFECTS IN THE LOST TOMB

Many of the traps use special *symbols* to harm or otherwise obfuscate the adventurers. These magical *symbols* activate upon being *sighted* by a character. The character need not read nor understand the *symbol*, merely that he sees it fully. A character can attempt to turn away from a *symbol* before activating it with a successful Wisdom check against DC 19. Failure indicates that the *symbol* has been seen fully and activated. All *symbols* in the Tomb are cast at the 18th-level of experience.

Other magical effects of the Tomb are limited in scope so that they function only within the Tomb itself. For example, several rooms include inscriptions that allow characters to magically enhance certain skills. These only function within the Tomb (though the bonuses are permanent); the effect cannot be duplicated by known means elsewhere. Also, there are still limits to such magical enhancement (an individual character may raise several skills at once in this manner, but no single skill can be enhanced by more than +2).

Many traps and statues also have magical effects. Unless otherwise stated, these only apply within the Tomb. Magic

items that can successfully be looted and continue to function are described as such.

POISONS

Many of the more mundane traps deliver varying types of venom. The poisons in the Lost Tomb have been specially treated with certain oils that keeps the poison fresh until the oil is removed. (Refer to the sidebar item "Jaruthelei Oil.")

The oil can be removed in one of two ways: either by being wiped away through mischance, such as a character falling onto a poison-coated spike, or through conscious effort, such as a character wiping the poison off with a cloth. Thus, each poison-coated item, whether dart, spike or needle has enough poison for only one use.

Poison sprays, such as those encountered in pressure plate traps, have enough poison in them to spray a cloud of poison three times. The vessels containing the poison cannot be removed from the trap without negating the potency of the poison.

One of the most common poisons encountered in the Tomb is berserker poison. This can only be found in hard-to-access passes high in the Elenon Mountains and was ludicrously rare even 500 years ago (today the core root of the poison is extinct). Characters must make a Profession (herbalist) check (DC 33) even to recognize it.

Those who fail their first save froth at the mouth and go into a berserker rage. The berserker rage lasts 1d6+6 rounds, during which the character physically attacks (with his largest melee weapon, no spells or ranged weapons) the nearest living being, friend or foe! A character affected by the berserker poison gains a +2 circumstance bonus to attack rolls but suffers a -2 penalty to Armor Class. If no other creatures are within melee range (given at most one round of normal movement, so he can move and attack), the character attacks himself! Characters who already have a berserker rage ability (such as barbarians) suffer a

Jaruthelei Oil

DC to make: 33; Market Price: 400 gp. A Deji tribe discovered this complex mixture of alchemical substances long, long ago. Known to be used in several ancient tombs, the secret of its making was believed lost almost 700 years ago (its presence in this Tomb pushes that time to about 500 years ago). Jaruthelei is a poison preservative. If properly applied (Alchemy DC 25 per dose to apply), on a poisoned spike, arrow or similar item, that poison remains active for 2d4 centuries (or until the poison is delivered to a victim, wiping the oil away).

Techniques for insuring that the oil would last towards the high end of the range are also lost, but they were used on this Tomb. The oil was typically used in traps to protect the tombs of important kings and high priests. While not magical in itself, it can be used to preserve magical poison. Some scholars speculate that other races acquired the secret through conquest and/or torture. All agree that its secrets have been lost for hundreds of years.

-4 penalty to this save, and it counts against their number of rages per day. After the berserk rage, the character is fatigued for 2d6 minutes.

Berserker Poison: Injury DC 17; Initial Damage berserker rage; Secondary Damage none.

MAGIC – DISPEL MAGIC AND REMOVE CURSE

The curses in the Lost Tomb can only be removed as noted. Most can be *dispelled*, but some specifically require *remove curse*. With either spell, the caster must make a level check (1d20 +1 per caster level, to a maximum of +10 for level, though other bonuses might apply) against an 18th level caster (DC 29). (Note that the spell *break enchantment* allows a caster up to +15 on his level check, while *greater dispel* allows a up to a +20.) Unless otherwise stated *limited wish*, *miracle* and *wish* spells can also *dispel* a curse.

1. Entrance to the Tomb (EL 4)

You may wish to DISPLAY ILLUSTRATION 18 ON PAGE IQ 13 again and read:



The entrance to the Tomb is found in the central area of a small shelf, about 100 feet wide and 30 feet deep in the center. Three 20 feet tall, 10 feet thick columns of stark crimson marble stand in line before the entrance, with 10-foot spaces between them. A fourth column, the leftmost, lies in pieces at your feet. In the shadows beyond the pillars, you can see the outline of a double doorway. The left-hand door still stands, five feet wide and made of solid bronze, while the right-hand door lies nearly flat upon the ground. You can see that the door fell some time ago, for the chain that might have drawn it up dangles in the darkened archway, cut in half and covered in verdigris. Beneath the fallen door you can barely make out a glint of bone, perhaps the bones of an unfortunate adventurer that attempted to open the Tomb... and sealed his own doom...

(1a) The four crimson marble columns are of an old eastern Brandobian style, which would thus date them from the same era as Kruk-Ma-Kali (Knowledge (history) or Profession (archi-

tect) Skill check at DC 25). The columns are merely set upon the stone of the shelf, and not carved from the mountain; the westernmost column fell in an earthquake long ago. A clutch of three rattlesnakes now lairs in the shadow of the fallen column.

Rattlesnakes, Large Animals (Vipers) (3): hp 15, 13, 10 (MM p. 202)

Rattlesnakes (3): hp 15, 13, 10. (MM p. 202 "Snake, Large Viper")

The fallen column is broken in several places, but the other three columns are intact and if brought to a collector would be worth upward of 1,000 gp value each (each is divisible into four sections; each sections weighs about three and a half tons).

(1b) Each of the double doors is 10 feet tall by 5 feet wide, made of solid bronze and weighs several tons (Bash DC 27). The right-hand door (1b) has fallen out, obviously as a trap. The crushed skeleton of a halfling can be seen underneath the fallen door. If the door is somehow moved (a task requiring a combined total of 90 Strength points and a full minute of effort), a ring can be found on the skeleton's left hand. The ring is magical but cursed: it provides a character +3 enhancement bonus to Open Locks skill checks but also imparts a -2 penalty to Disable Device checks and any Search or Spot check related to finding a trap.

The trap upon the fallen door is no longer effective, as an extremely sharp object severed the chain that would normally have drawn it up. The remaining door, unless disarmed, still falls out if the lock is picked, crushing anyone who cannot jump out of the way.

Falling Door Trap: CR 6; no attack roll necessary (8d6 points of damage, Reflex save DC 21 for no damage); Search (DC 15); Disable Device (DC 20).

(1c) The second door is made of solid crimson marble, and has a bas-relief of a red dragon's head upon the front. The corridor in front of it is scorched, the flames having obviously emitted from the dragon's mouth (Search DC 10 to notice the char marks). There is a small pile of ash right in front of the door, amidst which can be found a masterwork short sword, made of mithral (+1 to attack rolls, hardness 15, hp 30, weighs only 1 pound).

When a character touches the door, the dragon's head animates and speaks the following riddle in archaic, but understandable (to modern speakers or speakers of Ancient Hobgoblin) Hobgoblin:

"A conqueror lies within, his body rot his mind yet keen, his deeds undone his spirit yet burns, his empire dust his name yet rules. Name him true and ye shall pass, name him false and ye shall... passss."

The characters must, of course, call out the name of Kruk-Ma-Kali using his proper titles in the proper inflections in the

Krangi tongue. The player characters do not have to know Hobgoblin, but if a character has the Ancient Language (Hobgoblin) and/or Knowledge (ancient history) skill, he knows the proper titles and inflections on a successful skill check (DC 15). The titles are: King of All, Lord of Might, Prince of this World, Protector of the West, Builder of Empire, Guardian of Elos, Master of Blades, Defender of the Faith, Conqueror of Men, Slayer of Dwarves, Grinder of Elves, Ravager of Brandobia, Son of Night, Warden of the Black Pit, Brother of War.

Note that if a PC spent even two hours researching general information about Kruk-Ma-Kali at the Library in Dijishy, he need only make an Intelligence check (DC 10) to recall the titles. They may also recall these titles from the Tomb of the Valiant (Area I in the Great Valley). One or more player characters may even have written them down.

The door rises up into the ceiling upon the utterance of the proper titles in the proper inflection (it closes 1 turn after the last character passes, magically re-appearing in place, not sliding back down. Simply touching the door on the other side opens it from within the Tomb).

If (and only if) the wrong titles or inflections are used, or if the characters simply state "Kruk-Ma-Kali", the dragon's head breathes flames into the corridor (extending 20 feet, all the way to Door 1b), dealing 4d10+4 points of damage to any within the corridor (Reflex save DC 26 for half damage). The dragon's head can breathe fire three times per day; it has no other attacks, nor does it speak otherwise. When it can no longer breathe fire, it no longer animates. The door only opens on hearing the proper response after the dragon head speaks.

The door has 90 hp, hardness 8 and a Break DC of 35. Only two characters at a time can attempt to bash it down without the aid of a battering ram. It can be bypassed by a *passwall*, *flesh to stone* or any similar spells affects stone. It can be destroyed by a *disintegrate* spell or similar magics; this door makes all saving throws at +11. If the characters do not have the ability to attack the door, they can spend eight man-hours of labor with pickaxes and sledge hammers to break through it.

(1d) The third door appears to be made of simple cedar, with a common iron handle and hinges. It is not locked, nor is it trapped in any way. However it cannot be opened except by brute force, i.e. putting the shoulder to it and smashing it in. No spell affects it, it does not burn, the hinges cannot be pried, etc. Only a simple Strength check (Bash DC 30) opens this door; it is a test of pure physical strength. The door does not radiate magic, but its creation required magic. The dweomer creating the effect is cast at the 18th level of experience, and can be undone with a successful *dispel magic*, *greater dispelling*, *limited wish*, *miracle*, *wish* or other such spell. If successfully removed, the door has hardness 5, 25 hit points and a Bash DC of 19. In either case, a character smashing through the door must succeed at a Reflex save (DC 20) or tumble down the stairs on the other side, suffering 1d6 points of damage, plus

whatever indignities the other characters choose to heap upon the unfortunate fellow.

(1e) The final doors are another set of double doors, seemingly made of gold-plated cedar inlaid with many colorful gems. Each door appears to be worth about 50,000-75,000 gp value back in civilization (each weighs about a ton). They have a simple lock of average quality; no real challenge for a serious lock picker (Open Locks DC 25). The doors are, of course, enchanted to imperil avaricious tomb robbers.

The doors radiate a moderate transmutation aura and a strong enchantment (compulsion) aura, though the detector must succeed at a caster level check against CL 18 to determine this. He can check only once per day.

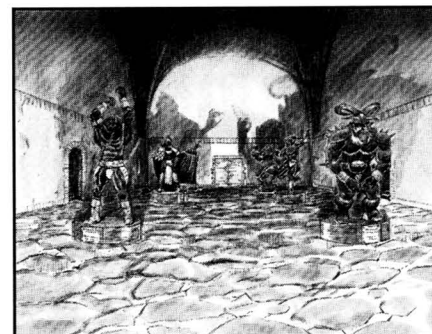
Magical Avarice Trap: CR 3; greed (see Note); Will save DC 20; Search DC 31 (rogue-only); Disable Device DC 31 (rogue-only). **Note:** Any character that touches these doors must succeed at a Will save (DC 20) or immediately be struck with insane greed, claiming the doors, gold and gems and all, for her own. She will defend the doors against any others, not even allowing others to touch them, attacking any offenders in a berserker rage (as the *berserker* poison effect listed above). The rage and obsession subsides in 1d6 x10 minutes, or when the character is 100 feet or more distant from the doors, whichever comes first. *Dispel evil*, *remove curse*, *remove disease* or *emotion* also negate the effect if successful against a caster level of 18.

If the first character goes through the doors unaffected and the trap is not disarmed or dispelled, another character can safely pass if the player states that he is specifically NOT touching the doors. Otherwise, if a character fails a Dexterity check (DC 15) he touches the door and is subject to the trap.

If the doors are taken from the Tomb, the wood rots within a day, the gold turns to copper and the gems shatter, being revealed as nothing more than glass. Key F-1e from Duvagh, the Khyraskali witch doctor (see Area F) opens this lock but does not disarm the trap.

2. Chamber of Ancient Lords (EL variable)

When the characters enter the room, **DISPLAY ILLUSTRATION 7 ON PAGE IQ 5** and read:



This chamber is about 50 feet wide and 70 feet long, with a vaulted ceiling rising to 30 feet at the central peak. There are two archways, one in the western wall and one in the eastern wall, each with stairs leading up into darkness. Directly across from the southern entrance you can see a set of double doors, apparently of burnished bronze with a ponderous lock mechanism girding both. Six 8-foot tall statues dominate the chamber, each made of pure black marble and dressed in fine gold. Your lights seem to stretch into the chamber, drenching the hall in blood red shadows.

(2a) These doors (hardness 8, 100 hit points, Bash DC 35) are indeed made of bronze. There is an extremely complex lock on the doors (Open Locks DC 42). The doors are also *arcane locked* at the 18th level of experience.

(2b-g) Each of the statues is of an ancient hobgoblin hero venerated and emulated by Kruk-Ma-Kali. A small golden plaque identifies each with a sobriquet and minor commentary. If a character kneels before a statue and looks up at the belly, a clue magically appears upon the belly of the statue. The direction each statue faces is noted in parentheses.

Details of the statues follows: name and title in bold, writing on the plaque in quotes and italicized, the description in normal text and the clue in brackets along with the room it references (the clue does NOT give room numbers!):

(2b) "**Vhar-Dhen-Khor, Son of Darkness.** *Thousands died upon his altar that the gods might not thirst.*" Vhar was the greatest hobgoblin shaman of his day, and was well favored by his gods for his prolific sacrifices. He appears as a wizened, wrinkled, stooped and thoroughly evil hobgoblin. (faces southeast) [The dark is deep, enter and be blessed (4)]

(2c) "**Ghar-Lhosh-Khal the Canny.** *He never met an elf he couldn't trick.*" In hobgoblin mythology Ghar tricked the elves of old into ambushes by feigning peace not once, nor twice, but three times. His eyes practically sparkle with malevolent intelligence. (faces east) [Heed not the whispers of those beneath thee, for they shall drag thee down (7)]

(2d) "**Tzan-Ta-Mokh the Glorious.** *His words were as daggers, his gaze as swords. A nation died for his glory.*" This statue's arms rise in triumph, a joyous look of fiendishness cast upon his horrid face. (faces southwest) [A King is only as good as his blade (17)]

(2e) "**Khaj-Kahr-Lhonk, First King of the Hobgoblins.** *That which he could not conquer, he destroyed.*" Khaj appears to have muscles upon muscles. (faces south) [Beware the crooked sword, for it shall quench thy soul (3)]

(2f) "**Khish-Lhak-Dhun.** *He never met a dwarf he couldn't slay.*" It is said that he once took the dwarf king's blade from his own hand and stabbed him in the back with it. A thin fellow, the statue projects speed and elegance lacking in most hobgoblins. (faces west) [Trust the left hand for it is ever the right of mind (5f)]

(2g) "**Ghur-Sagi-Tarki the Gluttonous.** *He never met an elf he couldn't eat.*" This hobgoblin king of old was known to feast upon the flesh of elf maidens and crack the bones of faeries for their marrow. The statue is obscenely corpulent, and

kneeling characters must beware or hit their head upon the stony rolls of fat. (faces southwest) [Greed and gluttony are of mine own way, not that of he that thou seekest (15)]

Note that some of the clues are false, and can readily lead a character into danger!

Each statue is carved from a block of solid black marble with its pedestal. At eight feet tall, each also weighs over 2,000 pounds. If the party wants to haul them out of the Lost Tomb, make sure they have some sort of creative idea about how to do it! (Basically, they need to fast-talk you into accepting that a particular scheme they have would work.) The value of the gold on the statues (by weight) all told is about 300 gp, while each statue would be worth upward of 5,000 gp to the proper collectors intact and undamaged. Consider that the odds of scratching and damaging statues on the way up the stairs and through each door are high. (Each mar should detract about 5% from the potential value of the statue.)

Note that hobgoblins are likely to think of these statues as cultural artifacts.

Pit Traps. There are six pit traps scattered about the room. (Each has a Search DC of 28) and a Disable Device DC of 29.) Falling damage for a pit can be halved with a successful Reflex save (DC 20), but see the individual pit description for further effects.

1) Pit Trap (100 feet deep): CR 7; no attack roll necessary (4d6). The bottom 20 feet of this pit are filled with a noxious watery sludge. The fall causes only 4d6 points of damage but once in the sludge the character gets mired in ooze. He must make a Fortitude save (DC 20) every round or be instantly paralyzed and sink like an adventurer laden with gear. Because the ooze pulls at the body, the character drowns in a matter of rounds equal to his Constitution score. (Otherwise, the drowning functions as per the DMG page 85). Out of the sludge, the sheer and very slippery walls have a Climb DC of 35.

2) Pit Trap (50 feet deep): CR 6; no attack roll necessary (5d6). The sides of this pit are lined all the way down with razors. Every 10 feet the character must make a Reflex save (DC 22) or strike a side of the pit for an additional 1d6 points of slicing damage. A character can climb up the walls, but must roll a Reflex save (DC 17) for each 10 feet climbed or suffer 2d6 points of damage from the razors. This is in addition to succeeding at a Climb check (DC 29) every 10 feet (every 7 1/2 feet for a Small creature in Medium or Heavy armor, or for a Medium creature in Heavy armor). If a character above tosses a rope, he must make a Use Rope check (DC 22) for each 10 feet the climber moves, otherwise the razors sever the rope (and the victim falls again!). Accelerated climbing guarantees damage. It is possible to *levitate* or *fly* out of the pit safely.

3) Spiked Pit Trap (10 feet deep): CR 4; no attack roll necessary (1d6). This pit has five iron spikes at the bottom, each six inches long and coated with poison. Roll 1d6 to determine how many spikes wound the victim. A 1, 2 or 3 indicates that that many spikes have wounded the victim, while a roll of 4, 5 or 6

means that NONE wound the character. Each spike causes 1d6 points of damage, and the victim must make a separate Fortitude save (DC 25) for each spike, with every failed save indicating that the poison has caused an additional 1d6 points of Strength damage. (**Spike poison:** Injury DC 25; Initial Damage 1d6 Strength; Secondary Damage none.)

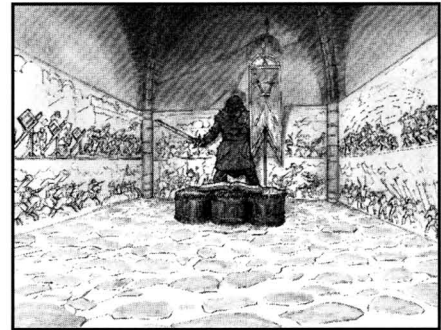
4) **Spiked Pit Trap (20 feet deep):** CR 5; no attack roll necessary (2d6). The bottom of this pit has hundreds of razor-thin, 12 inch barbed iron needles at the bottom. Roll 10d10 to determine the base number of needles that may impale the character. Divide the number rolled by the amount of protection the character's armor provides, including magical bonuses. For example: leather armor provides 2 points of protection, thus the number of needles is divided by 2; half-plate provides 7 points of protection, so the number is divided by 7. Magical *leather armor* +2 provides four points of protection, so divide by 4. Magical bracers, rings, spells and the like provide protection if they grant an armor bonus. Round up in all cases. Each needle causes 1 point of damage, plus an additional point of damage when removed due to the barb (the needles break upon piercing flesh). (Should a character choose to leave even one needle in, he suffers penalties as if fatigued.)

5) **Pit Trap of Hell (200 feet deep):** CR 8; no attack roll necessary (20d6). The bottom opens up into a magma flue. The magma has cooled just a bit over the last five centuries, so characters falling in do not automatically die anymore. After suffering 20d6 points of damage from the fall onto soft, burning earth (the first 1d6 points are subdual damage), the character must succeed at a Fortitude save (DC 25) every round or take 20d8 points of fire damage; a successful save indicates half damage from the flames.

6) **Pit Trap (60 feet deep):** CR 7; no attack roll necessary (6d6). Whenever a heavy object (such as a character's falling body) strikes the bottom of the pit, a 10-foot thick block of stone (hardness 8, 1,800 hit points, Break DC 70) closes over the pit, the top of the piece being 10 feet below the level of the opening. The stone effectively blocks the character's exit from the pit by any means short of a *passwall*, *teleport* or similar spell. If a character is tied to a rope when he falls (or the party otherwise has a means of rescue immediately at hand) the character may avoid being locked in. The victim must make a Reflex save (DC 19) to avoid being crushed to death while his erstwhile rescuers attempt to pull him up before the stone slab closes. At least one of his companions holding the rope must succeed at an Intelligence check (DC 15) to recognize the trap and a Dexterity check (DC 15) to react in time. Note that the trap no longer resets; the pit may very well become a tomb within the Tomb.

3. Shrine of Vradkha-Khor-Vredhi (EL 12)

When the party enters this room, **DISPLAY ILLUSTRATION 20 ON PAGE IQ 15** and read:



The walls of this 30-foot by 40-foot vaulted chamber are covered in frescoes and bas-relief of an army of hobgoblins in battle against elves, dwarves and humans. A 15-foot tall, blood red statue dominates the northern portion of the room. The figure depicts a hobgoblin general bearing a two-handed greatsword in his right hand and a green battle standard in the other. An altar stands before the statue. The altar appears to be made of hundreds of arrow shafts bundled together. Upon the altar rests a ponderous tome bound in steel.

This shrine is dedicated to the Vradkha-Khor-Vredhi, the hobgoblin incarnation of the King of the Battlefield. Clerics of the Old Man automatically recognize this statue, as does any character versed in hobgoblin religion specifically. Others may make a Knowledge (religion) check at DC 15 or Knowledge (races) check at DC 21, DC 13 for Knowledge (hobgoblins).

The pressure plate trap in the northwestern corner is set right beneath the arm of the statue that holds the sword.

Dart Trap: CR 3; Search (DC 30); Disable Device (DC 35). 2d4 darts fly out of the north and west walls, each at +8 to attack and dealing 1d3 points damage (crit 20/x2). Victims must make a Fortitude save for EACH DART or suffer further damage from poison. The trap has a total of eight darts to fire, no matter how many spring with each salvo.

Dart Poison: Injury DC15; Initial Damage 1d6 hit points; Secondary Damage none.

The statue is constructed of the same red marble that covers the walls of the Tomb.

If the statue is molested (touched) in any way, the hobgoblin army depicted in bas-relief upon the walls of the shrine comes to life. The figurines range from three to six inches tall and each is armed and armored as appropriate to its squad type.

One platoon of hobgoblins animates for each character in the room (regardless of how many characters actually touch the statue), up to a maximum of eight. A platoon concentrates attacks on an individual opposing character. Each platoon is made up of four squads: cavalry, infantry, archers and artillery. Each squad has 20 figurines in it. (See Appendix A for stats.)

Figurines (20 to a squad, 4 squads to a platoon). (Appendix A)

Note that the miniature army can and will follow the characters out of the shrine, possibly leading to guerilla warfare throughout the Tomb. They cannot, however, leave the Tomb itself (they cannot get past door 1e, though they can fire past it). They also need time to organize and implement a plan to open a door (if say, PCs slam one behind them as they flee). The figures are too large to slip underneath a door, and a squad can open one in 3d4 rounds.

Only one platoon of hobgoblins animates per character, regardless of how many times she defiles the shrine. Each platoon focuses on its own target unless the tactical situation dictates otherwise (i.e. if one PC devastates the figurines, the platoons work against him first).

If the party leaves the Tomb and re-enters, the figures simply wait for them to return. They may use the time to set up further defenses (your discretion).

The items the statue bears in its hands are magical; one is a cursed sword, a trap left for "hero" types, while the other is a magical banner usable by troops pledged to the faith of the Old Man.

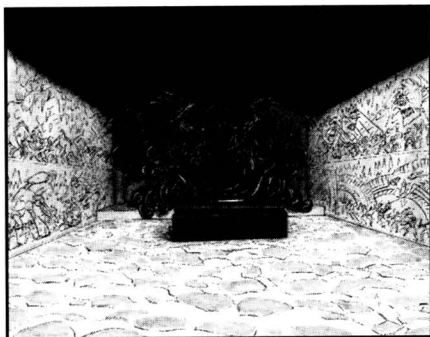
The large two-handed greatsword is wavy, with a serrated edge and blood red runes upon the blade. The pommel stone is a clear diamond in the form of a humanoid skull. This blade is a magical *vampiric greatsword* (see Appendix C: New Magic Items).

The banner in the statue's left hand is green fringed with white; crossed white halberds are displayed upon the field of green. This is the *banner of the Old Man*, called by hobgoblins the *banner of Kruk-Ma-Kali*.

The altar cannot be removed from the ground upon which it stands, and can sustain 120 points of damage before being shattered (hardness 5). The book on the altar is a *manual of military prowess* (see Appendix C: New Magic Items).

4. Shrine of Mravroshkha-Khielshor (EL 7 to 11/Avg 9)

When the PCs enter the room, **DISPLAY ILLUSTRATION 19 ON PAGE IQ 14** and read:



The walls of this 30-foot by 40-foot vaulted chamber are covered in frescoes and bas-relief of hobgoblins battling all manner of subterranean monsters and beasts. The ceiling is black as sackcloth, darker than the deepest night; no light reflects from it, and the merest glance at it causes your eyes to throb. A 15-foot tall statue blacker than the deepest darkness of a moonless, starless night dominates the northern portion of the room. This obscenely obese figure has a score or more tentacles, each holding a small humanoid figure no taller than six inches.

The idol has the head of a bat, with a great fanged mouth and pointed ears. The statue is missing both eyes, possessing only empty sockets, though it does have a third eye in its forehead. Great black bat wings stretch from its back, obscuring most of the north wall. Before it stands an altar of blackest stone, which seems to draw all light into it. There is some sort of blade upon the altar, though what manner cannot be discerned as, like the material of the altar, it absorbs all light directed at it.

This shrine is dedicated to the hobgoblin incarnation of the Blacksoul, the Devourer of Light.

The ceiling is the most dangerous aspect of this room; to gaze too long into its darkness invites insanity and death, for there truly is no ceiling, merely eternal darkness.

Magical Ceiling (Staring Trap): CR 4; no attack roll required; Will save (DC 23) avoids; Search DC 45; Disable Device (DC -). **Note:** Victims are affected as by a *symbol of insanity*.

Any weapon or item flung up into the spot where the ceiling "should be" (about ten feet high) disappears forever in the inky blackness. Should a character actually attempt to enter the area of blackness, take him aside and describe the fourth layer of Hades: he is now trapped there. Even a character that so much as reaches in with a hand must make a Will save (DC 20) or be sucked into the nether realms. Any who purposefully gaze into the ceiling for longer than a moment must succeed at a Will save (DC 17) or gain an appropriate type of insanity, such as fear of the dark, fear of bats or agoraphobia. A *remove curse* or *remove disease* spell removes this insanity.

The statue is made of the same black marble as the statues in the Chamber of Ancient Lords; it is not magical. If the statue is molested in any way all light sources in the room are immediately extinguished (including *light*, *daylight* and *continual flame* spells) and 1d8 shadow demons drop out from the ceiling, automatically gaining surprise and attacking the offending characters. This *darkness* effect is unique to this room. (Note that light-generating spells and effects can be re-ignited after the first round.)

Shadow Demon (1 to 8): hp 50 each. (Appendix A)

Shadow demons continue their attack until destroyed. They have no treasure.

There are three items of note about the statue. The first is the third eye in its forehead, which is actually a magical stone native to the fourth layer of Hades. Its base value as a mere gem is 8,000 gp, but it has a few magical properties that effectively make it priceless (see *gem of Hades* in Appendix C: New Magic Items).

The tentacles of the statue hold depictions of various humanoid races, including humans, elves, dwarves and other sorts of demihumans and humanoids, save hobgoblins. The figures are horrible and disturbing, yet exquisite, as the terror upon their faces is depicted quite artistically. Any who view these figures too closely must make a Will save (DC 17) or be affected by the same terror, to the effect that they suffer a -1 morale penalty to all attack and damage rolls, saving throws and Armor Class while within the tomb.

Finally, the broad wings of the statue obscure most of the north wall, upon which clues are written in the Hobgoblin language. The left wing covers the following: "*Those that drink the blood of the valiant shall receive their just reward*" (refers to the pool in room 6). The right wing covers another clue: "*Power lies within the mouth of madness*" (refers to the archway in room 8). It would require a combined Strength of 90 to pull down the statue, or merely 60 points to break off a wing. Either action takes 1d3 rounds.

The blade on the altar is made of a type of black silver found only in the deepest mines; dwarves know this silver as *khathiral*, or "*false mithral*." It absorbs light and fire, and feels cold to the touch. The blade is equivalent to a dagger in size and form and causes double damage to any creature not protected from cold (this is an extraordinary, non-magical effect, with no saving throw). It is worth 2,000 gp, and is priceless to cultists of the Blacksoul (i.e. they will not pay to get it back, but they will kill for it).

The altar is made of a hollow block of false mithral. Touching it with bare flesh causes 1d8 points of damage (no saving throw). If the altar is shattered (120 hit points, hardness 15, ignores all damage from sources related to heat or cold) the mummified remains of an elf maiden can be found within. She was apparently sealed in the hollow altar while she was alive and suffocated in the darkness. If the body is harmed in any way her spirit returns in 1d6 weeks in the form of a banshee, and haunts the offenders and their companions until she is destroyed. If merely turned, she re-forms in 1d6 weeks to haunt those her disturbed her here. Removing the body is considered harm, as this elf turned her heart to the darkness of the Blacksoul before being sacrificed.

Neither statue nor altar can be removed from this room. (These items fall to dust when destroyed, they cannot be carted off in any manner.)

DM's Note: Severed Limbs

Pages 66-67 of the DMG describe damage to specific body areas, but not severed body parts. A character who loses a foot has his movement cut in half and he cannot run.

Another character with the Heal skill can treat a character with a severed foot in 10 +1d10 rounds and he must check against DC 20. Any type of magical healing will at least stop the bleeding. You may use your own judgment to determine additional effects of losing a foot, or simply double the penalties as described in the DMG.

A rogue with improved evasion who fails his Reflex save suffers half damage (15% of maximum hit points) and his foot is only half severed (Heal DC 16, treatment takes 5 +1d8 rounds, standard penalties as described in the DMG).

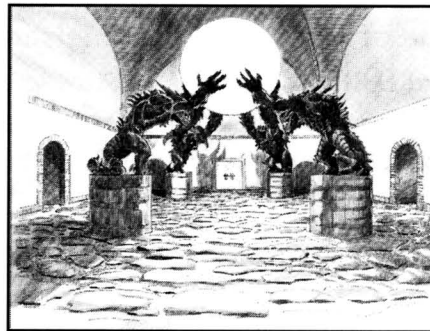
If a character springs the pressure plate trap along the eastern wall, he may end up shorter.

Knee-capper Trap: CR 6; Search (DC 30); Disable Device (DC 35). The floor beneath the character suddenly drops two feet. A circular saw blade then tears across the shallow pit at the one-foot level, potentially severing one or both the character's legs at the shin (for a Medium creature, closer to the waist for a Small creature). Saves: The character must make two separate Reflex saves (DC 19), one for each leg. A failed save indicates that the character loses a foot and suffers 30% of his maximum hit points in damage. A successful first save grants a +2 circumstance bonus on the second roll.

Note that a character with evasion or improved evasion can make a Reflex save (DC 27) to jump out of the area of the trap altogether, thus avoiding the blades.

5. Chamber of the Guardian (EL 9)

When the PCs enter the room, DISPLAY ILLUSTRATION 8 ON PAGE IQ 6 and read:



This vaulted room is about 50 feet by 50 feet and lit by a 10-foot diameter globe of blood red flame held in the upraised claws of four gray statues. These seven-foot tall sculptures, which stand on five-foot high pillars, are fiendish in form, with great fanged mouths and terrible claws, covered head to toe in scales and wicked

barbs. On the opposite wall you can see a pair of silver doors, polished to a mirror-like sheen, with golden handles in the shape of leering gargoyles. To the right and left stand archways, through which can be seen stairs leading deeper into the earth.

(5a) The doors are made of cedar covered with very fine silver work, and would probably be worth 2,000 gp apiece in civilized lands (Bash DC 24, hardness 7, 45 hit points). There is no lock, but anyone successfully searching (DC 30) or detecting magic finds extremely fine runes engraved on the doors at the edge where they meet. The runes cross the paper-thin space between the doors and seem unbroken. Simply breaking the runes by opening the doors causes no reaction, but anyone passing between the opened doors (breaking the plane defined by the runes) invokes the magic of the trap.

Symbol Trap: CR 5; Will save DC 23; Search DC 33 (rogue-only); Disable Device DC 33 (rogue-only). Anyone passing through that plane is affected as though an 18th level wizard cast a *symbol of fear* upon them. The spell does not dissipate upon activating until three passers-by succeed at their saving throws, upon which time the runes fade

The runes can be dispelled by a successful *dispel magic* spell (against CL 18) or similar spells.

(5b–e) If any member of the party has any knowledge of or skill regarding devils, the statues may readily be recognized as representations of hamatulas. A character who makes a successful Knowledge (outer planes) (DC 10), Knowledge (religion) (DC 15) or Knowledge (arcana) (DC 20) skill check can recognize this fact. Failing that, a character can recognize that the statues depict devils rather than demons with a successful skill check (Knowledge (outer planes) DC 5, Knowledge (religion) DC 9 or Knowledge (arcana) DC 12).

One of the statues (5c) is in fact the genuine article, though this information can only be discovered with a Spot check (DC 39) (or by poking the “statue” with a +1 or better magical weapon, in which case it immediately attacks). If unnoticed, it continues to act as a statue and hold the flame aloft until someone steps under it (preferably a spellcaster). At that point, the flaming globe falls to the ground and explodes in a 15-foot radius, doing 10d6 points of fire damage, (Reflex save DC 22 for half damage). In the first round thereafter it subjects any remaining spell casters to a *hold person* spell and the following round uses its *affect normal fires* ability to extinguish torches and lanterns. If the party has no sources of fire and none are burning after the fireball, it may attempt to summon allies or make a *major image* of another fireball. (Note that it can produce a fireball only once, using the magical abilities inherent in the three statues described below). It then attacks in hand to hand combat, unaffected by the darkness.

Hamatula: CR 8; hp 50 (MM p. 49)

The devil attacks until destroyed. It has no treasure.

The three remaining statues are simply statues. Each has rubies for eyes, none worth less than 5,000 gp individually. The statues are magical; the possessor of the statues may utilize the special abilities enchanted within, whether he is a spellcaster or not. The master of the statues must meditate among them for one hour per spell level to be gained; thereafter he may use the spell memorized as a spell caster of his own actual character level. The ability fades after being used once (or in 1d4 days if not used). An individual may hold no more than one spell at any one time.

Each statue has one 1st-level *fire* spell, two together can produce a 2nd-level *fire* spell and all three together can produce a single 3rd-level *fire* spell. The abilities are as follows:

- (5b) *affect normal fires*
- (5d) *burning hands*
- (5e) *dancing lights*
- (5b + 5d) *flaming sphere*
- (5b + 5e) *pyrotechnics*
- (5d + 5e) *produce flame*
- (All 3) *fireball*

Each of the statues weighs about a ton. Removing the gems from a statue's eye sockets dispels its magic.

The corridor leading to Room 6 contains a pressure plate trap midway down the stairs, on a small landing.

Iron Spear Trap: CR 8; Reflex save (DC 28) avoids; Search (DC 30); Disable Device (DC 35). A matrix of iron spears extends from the adjacent walls, floor and ceiling, completely blocking passage through the area. The character that stepped on the plate and any characters to his immediate left or right suffer attacks from eight spears simultaneously. Each spear attacks at +8 does 2d6 points of damage. Any individual spear that does 10 or more points of damage pierces the character and pins him in the matrix, where he suffers an additional 1 point of damage per piercing spear per round. The spears magically retract back into their original positions after one hour. A successful Strength check (DC 24) bends them out of shape enough to pass, or to release one trapped character from one spear.

The corridor leading to room 7 also contains a pressure plate trap midway down the stairs, again on a small landing.

Swinging Blade Trap: CR 7; Reflex save DC 32 avoids; Search DC 40; Disable Device 40. Three gigantic double-bladed axes to swing from the ceiling across the corridor down to a height of about four feet, one at each end of the plate and one in the middle. The axes are +8 to attack and each does 2d8 damage.

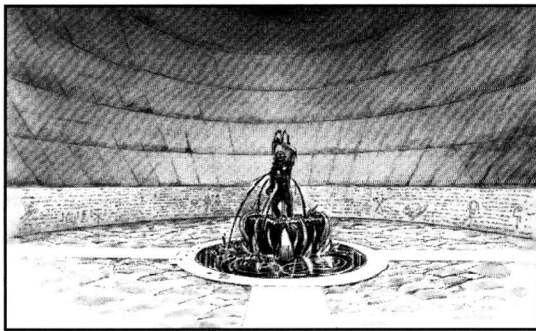
The axe heads are attached to a metal haft, so breaking them is next to impossible (Break DC 35). They retract back into the ceiling after a single pass. This trap automatically resets itself.

(5f) This corridor, which leads to Rooms 8 and 11, contains a pressure plate trap.

Falling Block Trap: CR 4; Search (DC 30); Disable Device (DC 35). A block of stone (8 feet by 8 feet by 10 feet) falls from the ceiling, crushing those below for 8d6 points of damage (unless the character makes a successful Reflex save at DC 23 to avoid). A mechanical winch and chain system retracts the stone back up into the ceiling 3 rounds after it falls to the ground.

6. Pool of Blood (EL 6)

When the party enters this room, **DISPLAY ILLUSTRATION 17** ON PAGE IQ 12 and read:



This hemispherical chamber is about 50 feet in diameter and 25 feet high. A life-sized statue of an elf stands in the center of the room, surrounded by a pool of blood. The elf, apparently in terrible agony, appears to be wounded in a dozen places. Each wound appears to ooze, spout or stream blood, which flows into the pool around the statue. The walls of the room are covered in three-inch high script, with various illustrations scattered here and there on the wall.

The writing is, of course, in the ancient Hobgoblin tongue.

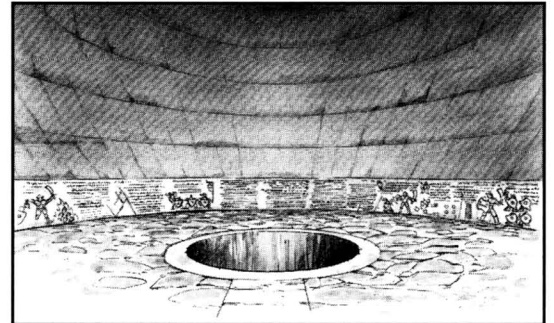
The statue in the fountain is made of iron. If subject to *detect magic* or *detect evil*, it radiates a strong aura. The blood cycles continually through the statue and out the “wounds” through a magical process (which can be dispelled). A character who, for some reason, drinks the blood from the fountain must make a Will save (DC 20), with a -2 penalty per stage the character’s alignment is removed from lawful evil (i.e. at -2 if lawful neutral or neutral evil, -4 for lawful goods and so forth). If the character fails his save, he is permanently polymorphed (as per *polymorph other*) into a goblin. If he succeeds at his save, the character gains one permanent attribute point. Roll 1d6: 1-3 raises Strength, 4-5 raises Constitution, 6 raises Dexterity. The

polymorph can be removed by a *remove curse*, *dispel magic* or similar spell successfully cast against an 18th level caster. Second or subsequent drinks from the pool act as a poison (Blood Poison: Ingested DC 18, Initial Damage death, Secondary Damage none).

The writing on the walls tells of Kruk-Ma-Kali’s campaign against the elves of the Kalalali Forest. Naturally, these tales tell the story from the hobgoblin point of view, with even the failures reading as strategic maneuvers. Anyone who spends the eight hours needed to examine the entire tale can gain a permanent +1 enhancement bonus to any Knowledge (ancient history), Knowledge (art of war) and Knowledge (military tactics) checks, as well as a +1 to any checks that involve reading or writing the Hobgoblin tongue. The character must succeed at an Intelligence check against DC 13 to gain these bonuses (failure simply indicates no bonus). [Note: The permanent enhancement bonuses for all these wall writings (those that require an Int check) are only cumulative to a +2 for an individual skill.]

7. Pit of Fate (EL 7)

When the party enters this room, **DISPLAY ILLUSTRATION 16** ON PAGE IQ 11 and read:



This hemispherical chamber is about 50 feet in diameter and 25 feet high. A black well sits in the center of the room. You hear the sound of slow, heavy breathing coming from the well, and the air in the chamber resonates with the rise and fall of the breath. You can also hear a vague, whispering sound emanating from the well. The walls of the room are covered in three-inch high script, with various illustrations scattered among the text.

The writing is, of course, in the Ancient Hobgoblin tongue.

The whispering from the well is a powerful, unique magical effect. The whispering cannot be understood at all unless the character is leaning over the lip of the well. Any character that goes to the edge of the well and kneels down to listen intently to the whispering must succeed at a Will save (DC 18) or jump into the pit. The pit is essentially bottomless – it goes down 200

feet and opens up into a one-way permanent *gate* to Hell. The *gate* opens a hundred feet above the streets of Dis, on the second layer of the Nine Hells. Those that fall all the way into Hell must make a Will save (DC 20) or die instantly from the shock of impact, while those that make the saving throw take only 10d6 damage.

Those that save against the whispering weep, for they have become enlightened as to their own failings in no uncertain terms and they realize the truth of the words. The DM needs to be creative here; make an effort to bring in PC history to add a sense of drama and tragedy. Any questionable or cowardly act is fair game ("Ye left 'em, ye coward! Ye left 'em to die!"). Those that successfully save also gain one permanent attribute point. Roll 1d6: 1-3 raises Wisdom, 4-5 raises Intelligence, 6 raises Charisma. A character may be affected by the whisperings only once, for either bane or boon. Any attempt to listen further has no effect (the whispering becomes unintelligible).

The writing on the walls tells of Kruk-Ma-Kali's campaign against the dwarves of the Legasa Peaks. Naturally, the tales tell the story from the hobgoblin point of view, with even the failures reading as strategic maneuvers. Anyone who spends the eight hours needed to examine the entire tale can gain a permanent +1 enhancement bonus to any Knowledge (ancient history), Knowledge (art of war) and Knowledge (military tactics) checks, as well as a +1 to any checks that involve reading or writing the Hobgoblin tongue. The character must succeed at an Intelligence check against DC 13 to gain these bonuses (failure simply indicates no bonus). [Note: The permanent enhancement bonuses for all these wall writings (those that require an Int check) are only cumulative to a +2, for a single skill.]

Each of the pressure plates in the east-west corridors between Rooms 8 and 11 is the same.

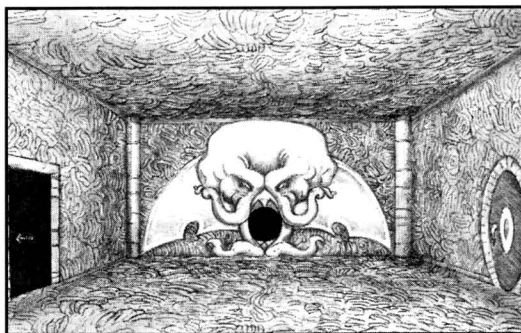
Electric Field: CR 5; entire square (5 ft. by 5 ft. by 10 ft.) field of lightning-like energy (6d8); Fortitude save (DC 19) for half damage; Search (DC 30); Disable Device (DC 35).

8. Chamber of Thoughts (EL variable)

(8a) The door to this room is a standard seven-foot tall by three-foot wide oak door banded in iron, with a normal iron handle (Bash DC 23, hardness 5, 20 hit points). It has a simple lock (Open Locks DC 25), with a needle trap in the lock. Note that Key F-8a (from the Black Lake) opens this lock and disarms the trap.

Poison Needle Trap: CR 7; +15 ranged (1 + feebblemind, see note); Reflex save (DC 20) avoids; Search (DC 29); Disable Device (DC 25). Note: The needle is coated with a special magical poison that causes a victim who fails a Fortitude save (DC 19) to suffer as if affected by the feebblemind spell in 2-5 rounds.

When the party does enter the room, DISPLAY ILLUSTRATION 5 ON PAGE IQ 4 and read:



The walls, ceiling and floor of this 30-foot by 30-foot room are engraved such that the walls appear to be covered in purple, mauve and pink worms. Directly across the room you can see a vision out of nightmare: a horrid face, suggesting that of some creature from the deep. Its beaked mouth outlines a round portal five feet in diameter, with the bottom edge three feet above the floor, flanked by four 8-foot long tentacles. Inscrutable darkness lies beyond. On the west wall you see a purple, oval door with a bone-white handle, while on the east stands an ebon-black door covered in white sigils and glyphs, with an ivory sword pommel for a handle. The room otherwise appears to be empty.

Unbeknownst to the world at large, even to most sages (Knowledge (ancient history – hobgoblins) DC 35, Knowledge (ancient history) DC 45), Kruk-Ma-Kali had mysterious (some would say "wild") psionic abilities and developed many mental powers. Through an alliance with a group of mind flayers he developed these powers, and this room is dedicated to his mental abilities. The engravings on the walls, ceiling and floor of the room (actually representing cranial striations, not worms) act as a *psionic leech*, draining 1d6 psionic power points from any psionic character per round that character remains in the room. The effect is cumulative (2d6 the second round, 3d6 the third, etc) up to 10d6 points per round on the tenth round and thereafter. There is no saving throw. Any character affected by this drain must make a Wisdom check (DC 17) to notice the drain. Any psionic ability used in the room automatically fails, and the energy used for it is drained (in addition to the leeching drain).

(8b) CR 8. The purple door on the eastern wall is fake. The lock on the door is ludicrously simple (Open Locks DC 20), the Search DC for the *symbol* trap is DC 40 (detection abilities also reveal a magical aura of the Universal school). The door opens into the room to reveal a blank wall, save for the *symbol of insanity* carved into it. Any character viewing the *symbol* must

make a Will save (DC 23) or be driven insane as per the spell. The spell affects one or more creatures whose total (current) hit points do not exceed 150, beginning with the creatures nearest to it and skipping those who have too many hit points to be affected. (If it is not clear whether a given PC is viewing the *symbol* or not, you may allow the character a Reflex save (DC 16) to avoid looking at it.)

(8c) CR 7. The large face is that of a mind flayer, and likely recognizable as such (Knowledge (monsters) check DC 15) or by any character that has encountered the foul beasts before (Int check DC 8). The walls of the small room beyond the creature's mouth are similar to those in the room outside, though they seem to glow faintly and to breathe. The room is bare save for a silver circle upon the floor. Anyone who stands upon the circle must make a Will save (DC 23); those who fail take 2d6 damage from the bolts of purple lightning that arch out from the walls. Those who fail their saves also lose a point of Intelligence permanently. Those that successfully save still take the 2d6 damage, but they get a chance to gain a random psionic talent.

The chance of gaining a talent is equal to the total bonus of the character's Wisdom, Intelligence and Charisma (thus, a character with 18's in all those scores has a 12% chance). Hobgoblins and characters that are already psionic have double the normal chance. Determine the specific power gained randomly; the character can use it as if he were a psion of his character level.

Those who gain a psionic talent must make a Will save (DC 23) or move one alignment step closer toward lawful, or towards evil (if already lawful). Characters that step upon the circle a second time, whether or not they were successful the first time,

must make a Will save (DC 22) or die; those succeeding only take 5d6 points of damage. A third attempt kills the character outright, with NO saving throw, and shatters the silver circle.

Note: the small chamber does not have the psionic strength draining qualities of the larger room.

(8d) CR variable. The door on the west wall (Bash DC 23, hardness 5, 20 hit points) is cold to the touch, while the *glyphs* inscribed upon it are positively frigid. The door is not locked and can be easily opened. Anyone touching the door barehanded takes 1d4 points of cold damage. Anyone touching the *glyphs* must make a Will save (DC 25) or pass out. Mere shaking does not awaken the character, nor do spells waken him. The character finds himself in a darkened cave, confronted by the most vicious beast he has ever encountered (this includes individuals or beasts long dead). The nightmarish being has the same statistics as the character as far as AC, attack bonuses and damage are concerned, but its attacks are appropriate to its nature, except for spells or magical attacks (such as breath weapons and gaze attacks, which are notably absent). The character has all his equipment and spells available, but he cannot dispel the magic or otherwise disbelieve what is happening.

The character must either defeat the creature in single combat or die. Though it is actually subdual damage, wounds the character takes in the nightmare appear on his body. No healing spells or other aids of any kind can help him during the dream combat. Once the character's subdual damage total exceeds his current hit point total, his mind attempts to shut down his body completely. Each round thereafter he must make a Will save (DC 22) or die.

The magic of the *dream glyphs* only affects one character and then fades. The character awakens if he defeats this opponent, but all damage remains. It can be healed normally at that point, however.

DM Option: Psionics

VARIANT: If you do not use psionics in your campaign, this room can deal ability damage. Each round a creature spends within, he must make an Intelligence check against DC 14. Each time he fails, he loses a point of Intelligence (temporary ability damage). Once a victim's Intelligence reaches 0 (aside from him entering a coma), the room begins draining Wisdom in the same manner. If it drains a creature's Wisdom to 0, it continues on, draining Charisma until it reaches 0. At that point, the drain stops (though starvation and dehydration become real dangers, see the DMG page 86). A character must still succeed at a Wisdom check (DC 16) to notice the drain.

The room drains mind-affecting enchantments as it does psionic powers (the spell slot is used up, but the effects are totally negated). Note that this does not mean that the room dispels mind-affecting enchantments in place before entering the room.

If you prefer to avoid psionics, allow a character a chance of gaining a spell-like "detection ability" (as the appropriate spell cast by a sorcerer of their character level, usable once per day). The details of gaining this ability (saves and consequences) are as described for psionics.

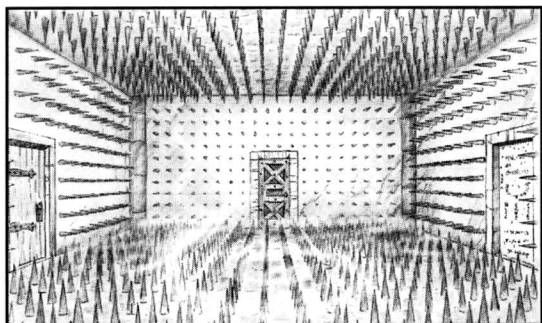
9. Chamber of Dreams (EL variable)

(9a) The door to this room is an eight-foot tall by three-foot wide steel door, with a normal iron handle (Bash DC 29, hardness 11, 70 hit points). It has a complex lock that can be picked (Open Locks DC 33). The lock is not trapped. Note that the door has been enchanted to be resistant to electrical effects, notably lightning (see below).

When the party does enter the room, DISPLAY ILLUSTRATION 4 ON PAGE IQ 3 and read:

The walls, floor and ceiling of this 30-foot by 30-foot room are covered with hundreds of sharp wooden spikes. Directly across the room stands another steel doorway, much like the one that you just passed

through. On the wall to your left you see a simple oak door banded with wood, with an iron handle and very large padlock, while in the wall to your right stands a large door made of gold, covered in large script. It has no visible handle or lock. Faint wisps of smoke or fog can be seen eddying about the room.



This chamber is dedicated to the petty concerns of lesser beings that Kruk-Ma-Kali trod upon in his quest for glory. Each of the spikes is covered in minute Hobgoblin script, and tells of a “petty dream” or aspiration, such as love, family, peace, etc. Some of the dreams are personal in nature. The dreams written on the spikes represent all the minor urges that can waylay a conqueror. Any who would continue into the tomb must deal with the wounds they might cause, as the air elemental bound into the room attempts to fling characters onto the spikes. The spikes themselves are made of mahogany, magically treated to be resistant to fire and simple assault; they effectively have the strength of steel (hardness 10, 30 hit points each).

Huge Air Elemental: CR 7; 136 hp (MM p. 81)

The elemental gains +2 to all Will saves and checks against any type of dispelling magic due to special enchantments. It attacks until destroyed. It has no treasure.

Note that the elemental can, instead of normal attacks, pick up and throw a character onto 2-12 spikes by making a successful melee touch attack roll. Characters with the Tumble skill may attempt a skill check (DC 30) to avoid the full impact, reducing the number of spikes that hit them by 1-6. The spikes are extremely sharp, and each inflicts 2d4 points of impaling damage.

The spiky surfaces negate any Dexterity bonuses to AC and impose a -2 penalty on all attack rolls, since the character must concentrate on his footing to avoid getting punctured.

(9b) CR 7. The door on the southern wall is a simple wooden door. The lock is unremarkable and easily picked (Open Locks DC 25). No mechanical traps can be detected; only magic (not rogues) can detect the aura (moderate evocation, moderate universal) on the wall behind the door. The door is false. When opened, it reveals the stone wall, blank save for a *rune of light-*

ning, which immediately shoots forth a bolt of *chain lightning*. The primary bolt inflicts 9d6 points of electrical damage, each of the 17 secondary bolts inflicts 4d6 points of damage (Reflex save DC 20 for half damage). (Odds are there are enough bolts to hit everyone in the room.)

(9c) The steel door on the western wall (Bash DC 29, hardness 11, 70 hit points) is the twin of the door on the opposite wall. It opens into a small room, which is bare save for the three-foot golden circle on the floor. Nothing happens when a character steps on the circle while the door is open.

When the door is closed, and only one being stands within the circle in the room, the character standing on the circle must make a Will save (DC 20). A failed save indicates that the character has been *disintegrated*, with only a pile of ashes (and any items carried that made their save) remaining on top of the pile. Amidst the ashes a newly created diamond rests, worth approximately 1,000 gp per level of the *disintegrated* character. If the diamond is looked at carefully, a nude figure of the character can be seen within. The diamond actually holds the character's soul. ESP spells or similar magic can be used to communicate with the character, as can various *telepathic* abilities. A successful Will save (DC 20) indicates that the character takes 2d6 points of damage but permanently gains an additional hit point per level of experience. The trapped character can be restored by means of a *limited wish*, *miracle* or *wish* spell. (The DM may allow the party to free the trapped PC through a special quest, preferably involving performing services for powerful outsiders.)

Stepping into the golden circle a second or subsequent time has no effect.

(9d) CR 3. The northern door (Bash DC 23, hardness 5, 27 hit points) has the Oath of the Valiant written upon it in Ancient Hobgoblin. All followers of Kruk-Ma-Kali took the Oath; they swore it upon entering his service and periodically (on demand) thereafter. The door only opens if the Oath is read aloud in Ancient Hobgoblin (or Krangi). The Oath reads as follows:

“I swear upon the blades of Vradkha-Khor-Vredhi and by the wings of Mravroshkha-Kielshor that I am the slave, body and soul, of Kruk-Ma-Kali, King of All, Lord of Might, Prince of this World, Protector of the West, Builder of Empire, Guardian of Elos, Master of Blades, Defender of the Faith, Conqueror of Men, Slayer of Dwarves, Grinder of Elves, Ravager of Brandobia, Son of Night, Warden of the Black Pit, Brother of War. If I should ever fail my sovereign lord and master, may the daughters of the dark rend my flesh and the hounds of war gnaw upon my bones.”

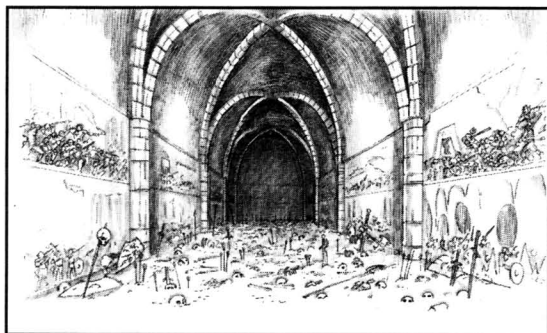
Upon the utterance of the Oath the door swings into the room. There are no further traps, but the character uttering the Oath must make a Will save (DC 20) or shift in alignment one step closer to lawful evil (lawful first, then evil). A failed save also indicates that the character gets NO saving throw against any of

the powers of the sword in Room 17 (see below). Though the gold of the door is not pure, it is easily worth 10,000 gp. However it weighs over 2,000 pounds and makes for an awkward load.

10. Hall of the Damned (EL 11)

(10a) The door to this chamber is ten feet tall by ten feet wide, and takes up the entire end of the corridor (Bash DC 23, hardness 5, 26 hit points). It is of a heavy wood (mahogany) and covered in frescoes of humans, dwarves and elves writhing in pain. A large wooden carving in the shape of an elf arching his back in agony, in the middle of the door, forms the handle. The door is not locked, nor are there any traps. It is hinged on the west and opens into the room, to the north.

When the party passes through the door into the room, **DISPLAY ILLUSTRATION 15 ON PAGE IQ 11** and read:



This chamber is extremely deep and 30 feet wide, extending far to the north. At the far end of the room you can barely make out a glint of metal. Bas-relief sculpture of hundreds of hobgoblins, elves, dwarves and humans doing battle cover the walls. Rusty blades, broken bits of armor and small piles of bones, human and otherwise, litter the floor. A tangible sense of fear pervades the chamber.

None of the bits of armor or the weapons has any value. The shards of bones and shattered skulls are of all types represented in the sculpture.

The door on the northern wall is false; it is an eight-foot tall by three-foot wide steel door, with a normal iron handle. It has a simple lock (Open Locks DC 20) with no traps. The door swings into the room to reveal a wall, blank save for the *symbol of silence* written upon it in blood. When revealed, the *symbol of silence* creates an area of magical silence (as the spell) throughout the room, and then dissipates. The silence lasts for one turn. Spells requiring verbal components cannot be cast while in the room, nor can characters hear the ground cracking open beneath them as an army of the dead rises from the earth. The undead rise from every area of the floor, surrounding all in the room.

This army consists of 30 skeletons, 20 zombies, 3 wights, 2 wraiths and a mummy. Each wight leads a group of 10 skeletons, while each wraith leads a squad of 10 zombies. The mummy watches over all and silently directs the battle. The skeletons and wights are all human, while the zombies and wraiths are equally divided between elven and dwarven corpses. The mummy leader appears to be a hobgoblin, wears a golden crown and bears a black sword in a scabbard at its waist.

Skeletons (30): CR 1/3 each; 6 hp each (MM p. 165)

Wights (3): CR 3; 26 hp each (MM p. 183)

Dwarven Zombies (10): CR 1/2 each; 17 hp each (MM p. 191) *Additional Special Qualities:* Elfbane: These zombies gain a +2 circumstance bonus on attack rolls against elves and half-elves. They do not attack dwarves.

Dwarven Wraith (1): CR 5; hp 36 (MM p. 185)

Additional Special Qualities: Elfbane: This wraith gains a +2 circumstance bonus on attack rolls against elves and half-elves. It does not attack dwarves. Its Constitution drain is doubly effective against pure elves: 2d6 points of permanent Con (Fort save DC 14 negates).

Elven Zombies (10): CR 1/2 each, hp 15 each (MM p. 191)

Elven Wraith (1): CR 5; hp 35 (MM p. 185)

Mummy General (advanced mummy): hp 66 (MM p. 138)

The mummy carries a longsword at its side, but never attacks with it. It can use the crown to *discern lies* as a 7th level cleric (once per day for a full turn after activation).

The undead attack until destroyed, though they cannot leave this chamber. The mummy, if unwrapped, is revealed to be a hobgoblin, once powerfully built, now withered with time. The crown is worth about 6,000 gp just for materials and craftsmanship, and radiates strong magic.

The crown confers a +3 deflection bonus to the wearer's AC and enables the wearer to *discern lies* once per day for a full turn (as a 7th level cleric). However, if worn for more than a week (over 50% of waking hours, i.e. more than eight hours a day), the wearer must make a Will saving throw (DC 19) or be transformed into a hobgoblin. This transformation has no effect on characters that are already full-blooded hobgoblins.

The sword the mummy wears at its belt has Ancient Hobgoblin writing (Read DC 13, DC 18 for Modern Krangi) upon the blade that reads "Bloodthirster." It is a fake, and is actually a *cursed longsword*, inflicting a -3 penalty on all of the wielder's attack and damage rolls. The first character to pick it up always draws it when going for a weapon, regardless of intent. He can only rid himself of the thing with a successful *remove curse* spell (against an 18th level caster).

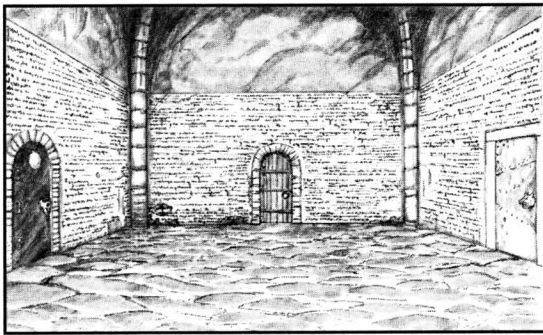
The weapons wielded by the skeletons and zombies are pitted and rusted, though still functional (all inflict the same damage). There is no other treasure in the room.

11. Chamber of Deeds (EL variable)

(11a) The door to this room is a standard seven feet tall by tree feet wide oak door banded in iron, with a normal iron handle (Bash DC 18, hardness 5, 15 hit points). It has a complex lock (Open Locks DC 33). There is a needle trap in the lock.

Needle Trap: CR 3; +15 ranged (1 + berserker poison, see note); Reflex save (DC 20) avoids; Search (DC 29); Disable Device (DC 25). *Note:* The needle is coated with a special magical poison that causes a victim who fails a Fortitude save (DC 17) to go berserk as per the poison described under Traps, above.

When the party does enter the room, **DISPLAY ILLUSTRATION 3 ON PAGE IQ 3** and read:



The walls of this 30-foot by 30-foot room are covered in beaten gold, upon which you can see minute script written in what appears to be blood. Across from you stands an oak door with an iron handle. To your left you can see a bronze door with a golden handle in the shape of a wolf's head, while upon the wall to your right stands a mahogany door, with a jade handle carved in the form of a dragon. The room otherwise appears empty.

The writing is, of course, in Ancient Hobgoblin.

The walls of this room recount the various tales of Kruk-Ma-Kali's younger days, which read like a mythical roll call of monsters, heroes and legendary feats. Most are not true, and have been lifted directly from accounts of other heroes (clerics and followers of the Knight of the Gods will be particularly offended, as the tales have adopted many myths from their faith and perverted them). Anyone who spends the eight hours necessary to examine the tales and succeeds at a skill check (DC 20) gains a permanent +1 enhancement bonus to his Knowledge (ancient history) skill checks. Those that fail this check suffer a permanent -1, as they have difficulty distinguishing falsehood from truth.

The trap in the southwestern corner releases a cloud of poison gas if triggered.

Poison Gas Cloud Trap: CR 6; Fortitude save (DC 17) negates; Search (DC 30); Disable Device (DC 35). Poison gas fills

the 10-foot cubic volume in that corner. A failed Fortitude saving throw (DC 17) indicates that the affected character goes berserk (as per the berserker poison described above), and attacks the nearest living creature with bestial fury (including himself if he can see no other creatures). The character attacks without care for his safety. He cannot attack with spells or ranged items, only the largest melee weapon he has at hand. The gas effects wear off after 1d6+6 rounds.

(11b) The eastern door (Bash DC 23, 5 hardness, 25 hit points) has a very complex lock, (Open Locks DC 36), but no traps.

(11c) CR 8. The southern door has no lock. It is a false door, and if opened reveals a *symbol of lycanthropy*, which imbues viewers with the curse of lycanthropy. Viewers must make Will saves (DC 18) or transform into werewolves. Transformation to werewolf form follows the moon Veshemo, but there is a 50% chance that the first transformation occurs immediately regardless of its current phase. The curse can be lifted in the normal manner. The *symbol* can transform up to 36 levels of characters before dissipating. Successful saves indicate nothing has happened.

(11d) CR 7. The western "door" (Bash DC 13, hardness 5, 15 hit points) has neither lock nor trap. It cannot be opened by normal means and must be broken down. It is not really a door, rather it is a wall that appears to be a door. The door sounds quite solid if rapped upon or otherwise tested. However, it is actually hollow, the insides lined with glass and filled with a potent acid. Anyone crashing through the door must make a Reflex saving throw (DC 25) or suffer 10d8 points of acid damage. Those who save suffer half damage. Anyone within 10 feet of the door when it bursts must also make a Reflex save (DC 21) or take 2d8 points of damage from the splash. The character or characters that burst through the door take 2d8 points of damage every subsequent round until the acid is diluted with water or otherwise neutralized. Those that take damage must make a Charisma check (DC 15) for every *full* 10 points of damage. A failed check indicates that the character loses a point of Charisma permanently. Victims also suffer a -1 penalty to all checks and rolls for every 10 points of damage or fraction thereof, due to the pain, until the damage from the acid is healed in its entirety. The jade handle, if removed undamaged, is an exquisite statuette worth about 800 gp.

The small room past the mahogany door is empty, save for another (fake) door on the western wall. This door is made of steel, and looks much like a vault door, in fact – apparently of superior quality. There is no lock or handle, merely five small holes, each about one inch in diameter, the highest hole at about five feet (eye level for a human). The holes form the vertices of a regular pentagon, with each hole being about one foot from its

two opposites. Inscribed upon the door, just beneath the holes, are the following words (in Hobgoblin):

"The greatest treasure to behold, lies here within this vault so cold. Heart of earth, stone supreme, earns thee entrance if thou see past the mean."

The door opens if gemstones are placed in each of the five holes. After the fifth is placed the gems glow, then shatter. The door then clicks open. When opened wide the door reveals a wall with the following inscribed upon it (in Hobgoblin):

"Wisdom, hard won, bests any coin. Follow Us and prosper. KMK"
This is actually a clue to the secret door in corridor 14e.

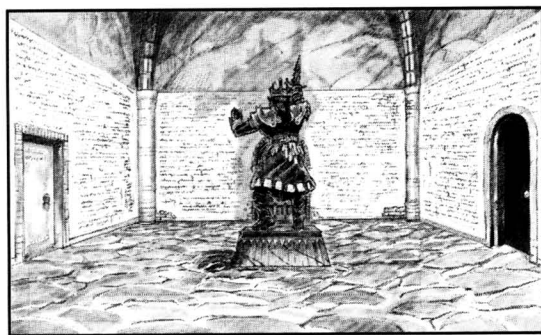
12. Chamber of Dooms (EL variable)

(12a) The door to this room is made of steel banded in mithral (Bash DC 35, hardness 15, 90 hit points), and is 10 feet by 10 feet, taking up the entirety of the corridor. The handle resembles a sword pommel. When pulled, a razor-sharp blade magically slashes out from the door, striking the nearest character within five feet.

Slashing Blade Trap: CR 3; +11 melee (1d12/crit 20/x3, also see note below); Search (DC 23); Disable Device (DC 28). *Note:* On any attack roll that exceeds the number needed to hit by at least 7, the blade severs a random limb.

The blade then retracts back into the door, leaving no seam or other indication of its passing. After this, the door opens.

When the PCs enter the room, **DISPLAY ILLUSTRATION 10 ON PAGE IQ 7** and read:



The walls of this 30-foot by 30-foot room are covered with beaten platinum, upon which you can see minute script written in gold. An eight-foot tall, black marble statue dressed in gold depicting a hobgoblin king, wearing a crown and wielding a large black blade, dominates the room. The statue's back is toward you, with his left hand raised in a balled fist and the blade in his right hand pointing toward the arch directly across from your entrance. An ebon door with a white-bone handle stands on the southern wall, while a bronze door with a gem-encrusted handle centers upon the north wall.

The statue depicts of Kruk-Ma-Kali, as any character that succeeds at a Knowledge (ancient history) skill check (DC 10) can tell. The statue stands on a pedestal three feet high. Close observation (Search DC 20) reveals that there is a slight space between the pedestal and the statue. The statue can rotate in a counterclockwise direction on top of the pedestal. When the sword points at the door on the north wall (12d), a grinding sound is heard (this is the secret door behind 12d opening). If the statue is rotated so that the sword points at the southern door (12b), the ground beneath the room shatters and all within the room plummet 100 feet into a vast pit.

Those that fall must make a Reflex save (DC 25) or suffer 10d8 points of damage, crushed by the fall and the collapsing debris. Those who succeed take 10d4 points of damage. Only a 5-foot ledge remains around the edge of the room; anyone in that space when the floor falls must make a Reflex save (DC 21) or also fall into the pit. Characters in the room may make a Jump check (DC 20, armor check and encumbrance penalties apply) to leap to the ledge before they fall, with a -1 circumstance penalty for every foot they are from the walls. Thus, a character rotating the statue at the center of the room has a total of -12 to his check. Even if a character makes it to the ledge, he must make a further Balance check (DC 15) to land on the ledge without slipping. If he slips, he must make a Reflex save (DC 21) just as if he had started out on that ledge.

The pedestal on which the statue "rests" is actually the tip of a massive pillar, extending the full 100 feet to the floor. Characters attempting to climb it face a Climb DC of 40 (and that only because crumbling rocks might scrape a few handholds in the smooth surface).

The pressure plate trap in the northeast corner of the room unleashes a magical effect (unless it disintegrates along with the floor, of course).

Darkness Trap: CR 3; Will save (DC 20) negates; Search (DC 30); Disable Device (DC 35). The victim is shrouded in a *continual darkness* spell with a five-foot radius, centered on him.

The walls of the room tell the honest truth of Kruk-Ma-Kali's rise to power, even his most infamous defeats, and especially his downfall. Anyone who spends the eight hours needed to examine the entire tale can gain a permanent +1 enhancement bonus to his Knowledge (ancient history), Knowledge (art of war) and Knowledge (military tactics) checks. The character must succeed at an Intelligence check against DC 13 to gain these bonuses (failure simply indicates no bonus). [**Note:** The permanent enhancement bonuses for all these writings are only cumulative to a +2 for an individual skill.]

(12b) The southern door has no lock, nor can mechanical traps be detected. When a character opens the door, he reveals a wall blank save for the *symbol of discord* upon it (Will save DC 23).

(12c) The archway in the eastern wall is shod in iron, and is engraved with strange glowing sigils and runes that defy inter-

pretation. The small room beyond appears to be filled with a swirling mist. Any character that passes into these mists must make a Will save (DC 23) or be *gated* into the midst of an orcbogoblin battle upon the endless plains of Acheron. Those that make the saving throw simply go temporarily mad, entering a berserker rage (as per the berserker poison described in the introduction).

(12d) The bronze door (Bash DC 25, hardness 8, 50 hit points) is locked and covered in minute runes. The runes are meaningless, and the lock is rather simple (Open Locks DC 23). The chamber beyond is empty. Turning the statue as outlined above causes the back of the chamber to recede into the floor, revealing the corridor to room 13. Only turning the statue back to its original position raises the secret door once again. The secret door can be detected, but cannot be broken down (Break DC 66, hardness 9, 720 hit points), as it is actually a 5-foot thick section of stone that moves **ONLY** when the statue is maneuvered properly.

Note that this section of stone is enchanted (via a permanent *greater spell resistance* granting SR 32) to protect against *passwall*, *stone to mud* and similar spells. These enchantments can be destroyed by a successful *dispel magic* (or similar spell) cast against an 18th level opponent, though individual spells may function if the caster can overcome the spell resistance.

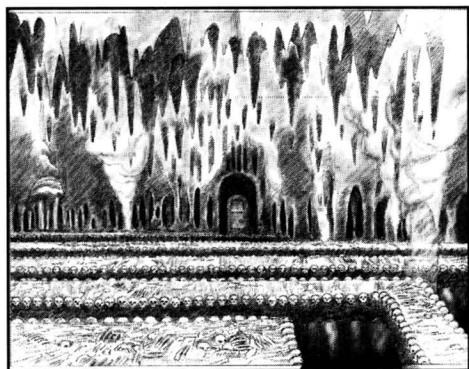
13. Path of the Conqueror (EL 10)

The door of this room (good quality) appears to be made of skulls and bones; the handle is the jawbone of a giant. Whenever a creature touches the handle, 1d6 skulls leap out at the offender and attack.

Floating Skulls: hp 10 each (Appendix A)

Their bite inflicts 2d4 points of damage. Each skull attacks once, then retreats back into the door. If the door is attacked a dozen skulls fly out from the door to attack each offending character. Once a dozen skulls are destroyed, the door offers no further resistance, and can be opened easily.

When the characters enter the room, **DISPLAY ILLUSTRATION 14 ON PAGE IQ 10** and read:



This large chamber is about 50 feet across and 70 feet wide, with bone-encrusted walls and a ceiling bedecked with stalactites. There is no floor; the small ledge upon which you stand opens out into a vast glowing pit, from which you can hear terrible cries and agonized screams. The bottom cannot be seen, as billowing smoke and shadows obscure the chamber about 60 feet down. Sulfur-drenched wisps of smoke drift about the chamber, casting shadows all around. A winding path of bones and skulls crosses the depths of the chamber, suspended by some unknown force. The path first follows the left-hand wall, then winds to the right in mid-air across the vast pit until it nears the right-hand wall. It turns back to the south wall before running to the right-hand wall. Then it follows that wall for a length, before crossing over the pit back to the left, where it again follows the left-hand wall until it reaches the further wall and ends at an open corridor, directly opposite you, at the end of which you can see a wooden door.

No form of magical *flight* or *levitation* works in this room. Any spells cast or charges used to attempt such effects are simply wasted. (The energy seems to sink into the mists of the pit below.) The majority of the path of bones and skulls is actually fairly safe, and requires no checks to cross. The traps marked on the map of the path are points that are not as safe as the rest.

Weak Bridge Point "Trap": CR 2; 6d6 points of damage, fall into Hell; Reflex save (DC 30) for half damage; Search (DC 33); Disable Device (DC —). *Note:* Walking across these "trapped" areas requires a Balance check (DC 15). At each "trap", roll 1d6 for each character – this is the penalty to the PC's roll. Only one character may travel the path at a time! The path rattles and sways if more than one person trods upon it simultaneously (even Small and light characters), necessitating a Balance check (DC 15) for every 10 feet moved. For each character on the path beyond the first, apply a cumulative -2 circumstance penalty to all Dexterity checks.

The pit opens into the first layer of Hell. Characters that fall into the pit and are not in some way rescued before they have fallen 60 feet end up in Hell, where they appear to fall out of the sky, 60 feet above the ground. When the character hits the ground, he suffers 6d6 points of damage. This gate is two-way however and characters can return through it, but only with some means of flight. The classic method by which to return is for a devil to fly the creature back into the room. The devil must not kill the character it returns to the Prime Material Plane, but no such restriction applies to that character's allies. In return, the devil gets passage to the Prime Material Plane, where it is free to do as it pleases...

TABLE 2-3: RANDOM DEVIL PASSERS-BY

1d100 ROLL	PASSER-BY
1-19	None
20-24	Imp
25-30	Osyluth
31-36	Kyton
37-44	Hellcat
45-56	Barbazú
57-75	Erinyes
76-84	Hamatula
85-90	Cornugon
90-95	Gelugon
96-100	Pit Fiend

You may simply decide if a devil happens to be there (or happens by) or use Table 2-3: Random Devil Passers-by to see what the unfortunate PC has fallen into.

Do not forget that powerful devils are also intelligent; they are more likely to bargain with (or enslave) PCs than kill them outright, if they perceive no threat. Most devils know that they can use the portal to enter the Prime Material Plane, if they return an intelligent native unharmed (beyond what happened to the creature on entrance).

There are two *invisible* sections of pathway, one following the southeastern section and the other following the northeastern corner (marked on the map with dotted lines). Thus, if a character takes a “leap of faith” based upon Kruk-Ma-Kali’s bit of wisdom “*The path of conquest is ever right*”, he can minimize his time on the path, and encounter only one “trapped” area. However, since the path is *invisible*, any characters traveling on it suffer a -2 penalty to Balance checks made on those sections.

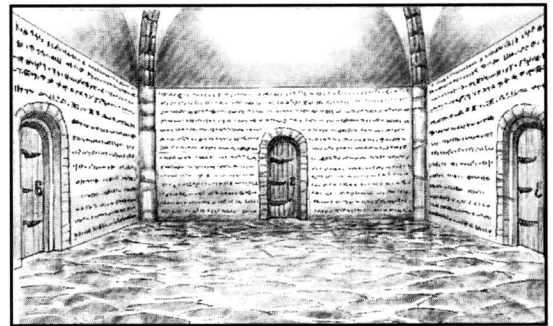
An invisible imp endeavors to knock characters off the path and into the pit. The imp does just about anything to try to knock characters off the path, short of actually attacking. This includes jumping up and down on the path, stealing a weapon or piece of equipment from a character and dropping it into the pit, tickling a character while he is on a “trapped” area or otherwise making the journey far more difficult than it already is. The imp can do this to one character per round. If he fails his Wisdom check, that character suffers an additional 1d6 penalty to his Dexterity check for that round, and is forced to make a Dexterity check, even if not on a “trapped” area, if he fails a Wisdom check (DC 15).

Imp: CR 2, hp 19 (MM p. 48)

14. Chamber of War (EL variable)

(14a) The door to this room is a simple oak door, banded in iron with an iron handle (Bash DC 28, harness 5, 25 hit points). The door is locked; the lock is of superior quality (Open Locks DC 33) and there is no trap.

When the party does enter the room, **DISPLAY ILLUSTRATION 11 ON PAGE IQ 8** and read:



This 30-foot by 30-foot chamber is lit by a fiery light source at the apex of the vaulted ceiling. The walls are covered in three-inch high script, apparently written in gold. There are three other doors in this room, one directly across from you and one on each side wall. All the doors appear to be made of oak and banded with iron. None appear to have locks, and each has a simple iron handle. The room appears otherwise empty.

The writings on the wall (again, in ancient Hobgoblin) contain the distilled wisdom of Kruk-Ma-Kali’s many battles. If written down and distributed to the world at large they would be the Tellenese equivalent of Sun Tzu’s *The Art of War* (with chapters on magic and monsters). Any character that spends the ten hours needed to examine the entire collection of sayings gains a permanent +2 enhancement bonus on all Knowledge (military tactics) and Knowledge (art of war) skill checks. He must succeed at a Wisdom check (DC 16) to gain the bonus (failure simply indicates he gains no bonuses).

The light at the apex of the ceiling is a permanent *daylight* spell, cast at the 18th level of experience. It may be extinguished normally.

The doors are, for the most part, just as they appear, simple doors and nothing more. However, if the light is extinguished in any manner, and no other light exists (leaving the room in complete darkness), each of the doors glow with writing in Ancient Hobgoblin (Read DC 13), revealing a clue.

(14b) Exploding Door Trap: CR 6; no attack roll required (10d4); Reflex save (DC 25) for half damage; Search (DC 31); Disable Device (DC 30). *Note:* When opened, the false door explodes. Anyone standing within 10 feet takes 10d4 points of damage from the shrapnel.

The clue revealed on the door while in darkness is “*The way forward is behind you, once back is forward.*” This clue refers to door 14d, which leads to corridor 14e, as well as to the nature of the secret door.

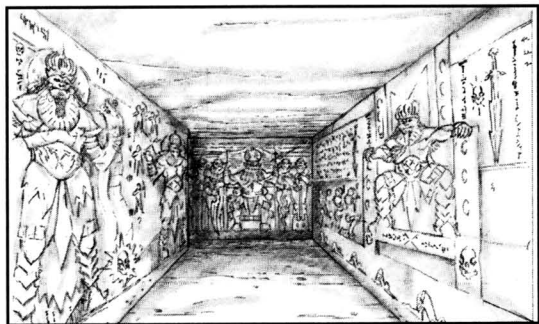
(14c) Opening the false door in the northern wall reveals an unusual *symbol* that fades upon being seen. Nothing happens to any of the characters, just make them roll a saving throw (Will,

or whichever is worst for the most PCs) and watch them sweat and curse.

The clue on this door reads "A conqueror must ever look forward, never behind, lest he reveal his weakness." This refers to the bas-relief figure of Kruk-Ma-Kali in corridor 14e, which opens the secret door leading to the real tomb.

(14d) The door in the western wall is not at all what it appears to be. It is actually a steel door, treated and painted to look like wood. There is no lock, but the door is effectively jammed into its frame through a mechanism similar to a lock. It is also *arcane locked* at the 18th level of experience. Thus, this door may only be opened magically or by succeeding against Bash DC 38 (hardness 10, hit points 180).

When the party enters corridor 14e, DISPLAY ILLUSTRATION 9 ON PAGE IQ 7 and read the following text:



The door slams into the wall to your left. Beyond you see a long corridor. The walls of the corridor are decorated in bas-relief sections, each dedicated to a particular incident in Kruk-Ma-Kali's legendary life. The first section, immediately to your right, depicts his birth in the dark lands of Norga-Krangrel. Following that, further down the corridor, you can see a depiction of his first battle, a hobgoblin appearing to be all of five years old battling a vicious manticore. Various scenes depict him leading an army of hobgoblins, surveying his troops, executing prisoners and fighting humans, dwarves, elves and all manner of other vile beasts...

(14e) The corridor between the Chamber of War and the False Tomb is lined with sections of bas-relief, each of Kruk-Ma-Kali leading a battle, surveying his troops, executing prisoners, etc. Of special note is the fact that all of the sculptures depict Kruk-Ma-Kali from the *front*, save for one of them on the western wall. This indicates the secret door. Make sure that the player characters search and/or specifically request more intricate details of the bas-relief sculptures before giving this away. (If the players are unskilled, confused or just stumbling about, allow them a Search check at DC 30 to notice this.)

The three pressure plate traps indicated in the corridor each trigger traps set in the bas-reliefs.

Plate 1) Wall of Flame: CR 5; 10-ft. by 10-ft. by 5-ft. cube of flame (8d6); Reflex save (DC 18) for half damage; Search (DC 34); Disable Device (DC 34).

Plate 2) Globe of Cold: CR 6; 10-ft. radius hemisphere (centered on the center of the plate) of icy death (8d6); Reflex save (DC 18) for half damage; Search (DC 34); Disable Device (DC 34).

Plate 3) Acid Bath: CR 7; area of the plate transforms into a 10-ft. deep acid pool (10d6); Reflex save (DC 16) negates; Search (DC 34); Disable Device (DC 34). *Note:* Successful save means the character dives to safety in time.

Each trap can function once per day (the corridor is magically restored during this time).

The sculpture depicts Kruk-Ma-Kali sitting at a desk, with his back to the viewers, pen in sword hand signing a treaty. Several figures depicted stand around him, all with death-like austerity and of serious visage. If the back of the figure of Kruk-Ma-Kali is pushed in, the entire figure slowly sinks into the wall, and that section of the wall then sinks into the floor, revealing the secret corridor. (Secret Door: Search DC 36; hardness 8, 180 hit points, Bash DC 36.)

15. False Tomb (EL 15)

(15a) The door to this chamber (Bash DC 28, hardness 8, 46 hit points) is a continuation of the bas-relief found in corridor 14e, but it is obviously a double door. There seems to be no visible handle or lock. Upon each door stands a carved figure of Kruk-Ma-Kali, proud and tall.

Each figure has an empty scabbard at its belt. The scabbards appear to be capable of holding an actual blade, up to and including one of longsword size. If a sword (no daggers!) is placed in each of the scabbards, the swords merge with the stone of the doors, and the doors open. Magic blades get a saving throw versus disintegration (DC 21) with all applicable bonuses (see the DMG page 176).

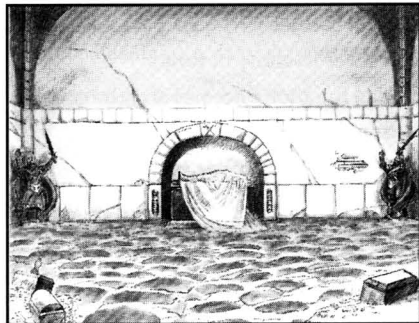
If the magic sword saves it does not merge, but the doors close one round after a sword is removed. Brute strength can hold the doors open if they are trying to close (Strength DC 25, but at least two characters must succeed to hold the doors open each round). Hastily constructed methods of holding the doors open (sticks, bars, etc.) get a Fortitude save (DC 25) to hold, each round.

Note that the scabbards do not accept cursed blades of any kind. Anyone placing such in the scabbards takes 5d6 points of electrical damage (Will save DC 24 for half damage).

When the party enters the room, DISPLAY ILLUSTRATION 13 ON PAGE IQ 9 and read:

You face a large stone sarcophagus centered against the far wall of this 50-foot by 50-foot chamber. The

sarcophagus stands five feet tall, nine feet long and four feet wide, and is covered by cloth-of-gold. Statues standing in each corner depict the great king Kruk-Ma-Kali in all his martial glory; each of the four statue stands seven feet tall, wears a golden crown and each wields a longsword black as midnight in its left hand. Treasure lies piled upon the floor along the east and west walls; coins, rings, brooches, necklaces and gems glitter in the reddish light cast, and boxes containing unknown treasures stand amidst the pooled wealth.



The statues are enchanted, and animate once the sarcophagus is touched.

Enhanced Stone Golems (in the shape of Kruk-Ma-Kali)
(4): hp 68 each (MM p. 108, Appendix A)

Each statue has its own special attack, which it may use in conjunction with a regular sword strike. These attacks originate from the eyes, each of which are made of a specific gemstone. The eyes glow just before the special attack goes off; each special attack can be used as a free action once per round.

(15b) Magic Missile (Sp): (diamond) This statue can fire a *magic missile* (as a 2nd-level sorcerer) from each eye (net two missiles per round; they can be targeted separately).

(15c) Burning Eyes (Sp): (ruby) This carving can cause fire to shoot out to 10 feet in a semicircular burst centered on its eyes for 2d6 points of damage (Reflex save DC 25 for half).

(15d) Lightning Bolt (Sp): (sapphire) This statue can fire miniature lightning bolts from its eyes (up to 15 feet away) at a single target (Small-sized or larger), causing 2d6 points of shocking electrical damage (Reflex save DC 24 for half). A single bolt attack can damage one Medium (or larger), two Small, 4 Tiny, 8 Diminutive or 16 Fine creatures.

(15e) Draining Bolts (Sp): (onyx) The eyes of this statue fire black bolts up to ten feet, each of which drains the target of 1d6 hit points with no saving throw (the statue gains no hit points from this attack, however). These hit points can be recovered normally. The bolts can target separate foes, but they can be no further than 15 feet apart.

Eye Gem Vulnerability (Ex): The "eye gems" may be attacked with non-magical weapons (called shots to the statue's eyes suffer a -12 circumstance penalty to hit). A successful strike against a statue's eyes causes double damage.

Upon destruction, the statues and their swords shatter into shards (as do the eyes). If the statue shatters and falls directly on a creature, that creature suffers 3d6 points of damage (Reflex save DC 25 for half damage). Otherwise, they simply fall into the space they occupied before destruction.

Once activated, the statues pursue fight until destroyed or they eliminate the intruders. They can pursue characters out of the room, but they cannot exit the Tomb.

Each crown is worth 2,000 gp each as mere jewelry, and each also has the special ability of the associated statue, usable three times per day upon activation (via a command word) by the creature wearing the crown. An individual must wear a crown for a full day before having access to the power, however, even if he knows the power and the command word. However, each crown also carries a curse such that the wearer must make a Will save (DC22) every time he uses the power or suffer half the damage the special attack causes. The command words (didarakh, akhazzan, kryborresh-nakh, durgha-ke) are inscribed in Ancient Hobgoblin on the interiors of the crowns.

GOBLIN GHOST REVENANT (EL 4)

As the title of the room indicates, this is a false tomb (15h marks the sarcophagus). The body in the sarcophagus is that of Kruk-Ma-Kali's assassin, not the dead king himself. The body of the assassin is perfectly preserved, and he appears much as he did in life... as a lowly goblin slave. The simple, rusted dagger he used to kill Kruk-Ma-Kali rests in his withered hands, which lies upon his chest. His body lies mostly uncorrupted, but a powerful enchantment lies upon his spirit, preventing it from passing on. His restless ghost haunts the sarcophagus. When the top is pushed off (a feat requiring a Strength check against DC 20), this ghost attacks wildly, wielding a ghostly dagger from which drips a phantom poison (now lost to the mortal world).

Goblin Ghost Revenant: hp 26 (Appendix A, Appendix B)

There are two large treasure heaps, the big payoff for those interested in mere wealth. The treasure is completely unorganized; counting it requires sorting, organizing and counting in sufficient light (equivalent to a lantern, or better). It takes at least 36 hours of work to count out and categorize all the wealth down to the last coins.

The loose treasure pile along the western wall (15f) contains: 15,489 cp; 12,354 sp; 4,223 gp; 8 gems (3 bloodstones worth 46 gp each; 2 golden pearls worth 101 gp each; a deep blue spinel worth 490 gp each; a black opal worth 910 gp; a jacinth worth 2,800 gp), 5 gold rings (2 worth 40 gp each; one worth 55 gp; one worth 100 gp; and one worth 240 gp), 4 gold necklaces (two worth 43 gp, one worth 71 gp and one worth 550 gp), 3 statuettes (one dwarven warrior in silver worth 24 gp, one elven king in gold worth 70 gp, and one platinum Kruk-Ma-Kali worth 840 gp) and three boxes.

Included among these gems is Kruk-Ma-Kali's psicrystal (see Room 17). This gem is a flattened ball about one inch in diameter along its longest axis. Through this he becomes aware that challengers have progressed through most of his Tomb. It appraises at 20 gp (200 gp on a critical failure), unless a character gets a natural 20, in which he recognizes it as a simple oddity (worth perhaps 1 gp). Psionics or those who know of psionics, of course, recognize it for what it is (but do not know to whom it belongs). (Note: If you do not use psionics, see the *sCRY crystal* information in Room 17.)

The northernmost box (average lock, Open Locks DC 25) holds a trap.

Poison Needle Trap: CR 4; +16 ranged (1 point of damage plus poison; Injury DC 19 negates; Initial Damage 2d6 hit points, Secondary Damage 2d6 hit points); Search (DC 29); Disable Device (DC 25).

The box contains two bars of pure gold, each weighing 10 pounds and worth 500 gp. The southernmost box (unlocked and not trapped) contains an enchanted silver chess set (see Appendix C: New Magic Items).

The central box, hidden under piles of coins, is gold with platinum hasps. It is unlocked but trapped.

Gas Trap: CR 5; berserker gas, (Reflex save DC 21 negates); Search (DC 28); Disable Device (DC 26).

The box contains three rings: a *ring of delusion* (it appears to be a *minor ring of fire resistance*) a *ring of freedom of movement*, and a plain gold ring bearing a permanent *Miaza's magic aura* (otherwise worth 2 gp). The box itself is worth 20 gp.

The loose pile along the eastern wall (15g) contains 12,343 cp; 9,465 sp; 7,386 gp; 8 gems (2 moonstones worth 40 gp each; an amethyst worth 107 gp; an alexandrite worth 432 gp; an emerald worth 900 gp; a blue sapphire worth 1,000 gp; a diamond worth 2,600 gp; and one clear bright green emerald worth 8,000 gp), 9 silver rings (4 worth 5 gp each; 3 worth 25 gp each; one worth 30 gp, and one exquisitely wrought design worth 45 gp), 3 brooches (worth 5 gp, 10 gp and 20 gp), 6 gold necklaces (worth 7 gp, 16 gp, 37 gp, 40 gp, 43 gp and 100 gp), and three boxes.

The northernmost box (Open Locks DC 25, no trap) contains a suit of elven chain.

The southernmost box, made of cedar with gold hinges and clasp (no lock, worth 20 gp) contains a *manual of the warlord* (see Appendix C).

The third box, made of iron, has no lock mechanism but an *arcane lock* (at 18th-level casting ability) guards it. Hidden underneath piles of coins in the box lies the crown *Khed Dethomehl*, once worn by the Dwarf-Thane of the Legasa Peaks. A simple iron crown of little intrinsic value, it would be priceless to the dwarves of Legasa. The crown is covered with a powerful contact poison. This is preserved deathshroom essence (Contact DC 19 halves initial damage, negates

secondary damage; Initial Damage 4d6 hit points; Secondary Damage death.)

16. Hall of Heroes (EL variable)

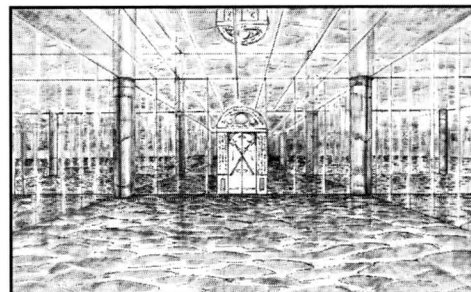
(16a) The stout, ironbound oak door of this room (Bash DC 24, hardness 5, 25 hit points), has a simple iron handle and a complex lock (Open Locks DC 35). Unidentifiable runes crudely carved into the wood radiate no magic, though any spellcaster finds them disturbingly familiar. Let them waste time searching, examining and detecting. Feel free to tell the player who does so that the runes appear to be missing certain elements of design. Unfortunately, the exact shape of the missing pieces cannot be determined. You may allow a Spellcraft check (DC 40) to guess that three of the symbols could have meant, respectively, "hobgoblin" or "soldier," "honor" or "curse," and "glory," "sword-arm" or "death."

Anyone grasping the handle must make a Fortitude saving throw due to a very sharp, poisoned needle hidden on the side of the handle nearest the door.

Poison Needle Trap: CR 4; +16 ranged (1 point of damage plus poison); Search (DC 27); Disable Device (DC 29). Enhanced black lotus poison (Injury DC 27; Initial Damage 3d6 Con, Secondary Damage 3d6 Con).

Key H-16a (from the Mountain of the King) opens this door and disarms the trap.

When the party does enter the room, DISPLAY ILLUSTRATION 12 ON PAGE IQ 8 and read:



Polished silver mirrors cover the walls and ceiling of this 30-foot by 30-foot room, save for a large golden door directly across from where you stand. The door catches the light and reflects it throughout the room, the glint fills the chamber with a reddish glow.

The powerfully enchanted mirrors of this room cannot be broken by any physical or magical force without first casting a successful *dispel magic* upon them (against caster level 18). Unless the characters do break the mirrors, three rounds after first casting a reflection in them, each character faces a mirror doppelganger. The mirror doppelganger steps out of one of the walls at a random position.

TABLE 2-4: MIRROR DOPPELGANGERS

CHARACTER	DUPLICATE
Human	Hobgoblin
Dwarf	Bugbear
Elf	Orc
Gnome	Kobold
Half-elf	Half-orc
Halfling	Goblin
Half-orc	Ogre
Hobgoblin	Hobgoblin
Sil-karg [half-hobgoblin]	Sil-karg

The mirror doppelganger is an exact duplicate of the character, with the same class levels, current hit points, current ability scores, attack bonuses, attacks, spells, weapons, magic items, etc., except of a different race. However, the mirror doppelganger retains its normal racial abilities (darkvision, racial feats and skill bonuses).

Check Table 2-4: Mirror Doppelgangers to see what race the character's mirror doppelganger appears to be:

A mirror doppelganger fights as intelligently as the character it duplicates. It exists solely to destroy its counterpart. Each concentrates attacks on its counterpart, though it also attacks other characters if they interfere or as opportunity permits (it freely uses area effect spells). A mirror doppelganger disappears 1-10 rounds after it (or anyone else) kills its counterpart. It remains conscious even if its counterpart is rendered unconscious. All the mirror doppelganger's equipment vanishes when it disappears. Even invisible characters manifest doppelgangers (via magical, invisible reflections). These are, of course, also invisible.

The mirror doppelgangers cannot leave this room.

Unlike a *mirror of opposition*, this effect has no limit on the number of duplicates per day. However, only one mirror doppelganger can ever be created per character.

Destroying the mirrors at this point results in a shower of glass and metal shards, causing everyone within the room to suffer 6d4 points of damage (Reflex save DC 24 for half damage). Each mirror doppelganger is CR (character level of duplicated character) +1.

(16b) This golden door has no visible lock, hinges or handle. Hammered gold sheets (hardness 5, 30 hit points) cover the heavy oak of the door itself. Clearly inscribed in the gold sheets, in finely crafted Hobgoblin lettering read as follows:

"The blade kills. The hand guides the blade. The mind guides the hand. The spirit guides the mind. The spirit resides in the body. The body dies by the blade. Such is the way."

This door can only be opened by one method: stabbing the door with a blade. When the blade strikes the door (any blade, from dagger to greatsword, suffices, but the attack must do damage to the door after subtracting 5 points for its hardness) the door screams, and thrashes about as though in its death throes. At the same moment the blade strikes the door, the

wielder of the blade must make a Will save (DC 24) or suffer five times the damage he causes to the door. A successful save indicates that he takes only the same amount of damage as the door.

The door "dies" in three rounds, at the end of which time it and all the mirrors in the room shatter (if not already destroyed), showering the room with shards of glass and wood. Any characters in the room takes 10d4 points of damage from the shards, Reflex save (DC 26) for half damage.

In the short corridor between these rooms lies a simple but insidious trap: an illusionary floor over a spiked pit (the western side of the corridor, 5 ft. by 10 ft.). A permanent *antimagic field* covers the corridor itself, ending an inch above the floor, thus detection magic and similar spell-like or supernatural abilities do not function between Doors 16b and 17a.

Illusion over Spiked Pit (30 ft. deep): CR 3; no attack roll required (3d6), +12 melee (1d4 spikes attack for 1d4 points of damage; Reflex save (DC 16) negates; Search (Will DC 19 to disbelieve, if specifically stated); Disable Device (must successfully dispel magic against an 18th level caster). Each spike has one dose of salt basilisk ash poison (Injury DC 18; Initial Damage 1 Str; Secondary Damage 2d6 Str). These walls are flat, smooth and vertical and cannot be climbed (though *levitation* and *flight* magic can function within the pit itself).

17. Throne Room (EL 12)

(17a) The door to this room (Bash DC 15, hardness 5, damage reduction 10/+1, 15 hit points) is a simple wood and hide door, much like those used on the huts of hobgoblin hill tribes today. The only exception is that this hide came from a red dragon and could sell for as much as 2,000 gp. (There is enough hide to make one medium shield, with some left over, or two small shields, but not enough for even a Small-sized suit of armor). This door holds neither trap nor lock. The massive door covers the entire ten-foot wide entrance to the room.

This 30-foot by 30-foot chamber appears incomplete. No flagstones of red marble decorate the walls, ceiling or floor. No torch sconces dot the walls. Indeed, the raw stone shows little sign of any kind of finishing work.

If the characters have a light source that can illuminate the south wall, continue:

You can make out the skeletal figure of a tall hobgoblin seated upon a great stone throne situated against the center of the southern wall. Dressed in rusted and torn chainmail, a golden crown graces the cadaver's

withered brow. The fingers of its hands close around the hilt of a longsword with a blade black as a sliver of midnight. The tip of the blade rests on the floor. The empty eye sockets of the figure seem to stare deep into your soul as it mocks you with its bare ivory fangs...

When a player character approaches to examine the corpse, **DISPLAY ILLUSTRATION 21 ON PAGE IQ 16.**



The ordinary, inanimate corpse resting on the throne (17b) is indeed that of the mighty hobgoblin Kruk-Ma-Kali. The soul that drove the great king's body in life fled the cadaver long ago... and now inhabits the sword *Kharad-Khor* (called "Bloodthirster" in the Merchant's Tongue).

His psicrystal most likely has given him warning of the party's approach, so he is ready with appropriate tactics. This is a *psicrystal of resolve*; it grants Kruk-Ma-Kali a +2 bonus on Will saves. The crystal itself has AC 13, hardness 8, 20 hit points and the following powers: sighted, empathic link, telepathic link, self-propulsion. Kruk-Ma-Kali has enough XP to withstand its destruction without losing a level. Having overheard much of what the PCs said to each other after acquiring the crystal, he has prepared tactics in advance and knows who to attack first (or if he has a chance to use his Whirlwind Attack feat).

This information only affects which character he attacks first, though. His basic actions are the same whether his warning came from the psicrystal or from the party entering this room.

DM Option: *Scry Crystal*

If you do not use psionics in your campaign, this psicrystal can become a *scry crystal*, a unique magic item that radiates faint divination and alteration magic. Through it, Kruk-Ma-Kali can gain information on the party. The crystal can effectively hear and see anything within a 40-foot radius and telepathically communicate this information to the dead king. The crystal retains AC 13, hardness 8 and 20 hit points, but its destruction does not harm Kruk-Ma-Kali. Also, it has no power of self-propulsion and does not give Kruk-Ma-Kali any bonus to his saving throws. A *scry crystal* must be attuned to a single possessor at its creation.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *clairaudience*, *clairsentience*, *Shasseril's telepathic bond*; **Market Price:** 7,200 gp.

When any character approaches within ten feet, the blade animates and attacks. It likely gets one free attack, as the Spot DC to avoid being surprised by its sudden movement is 40. (People expect the skeleton to move, if anything, not just the sword. And even if they somehow guess, the sword moves so fast that it may still gain surprise). The sword dances about in midair, at the height a seven-foot tall hobgoblin would normally employ it.

It attacks and otherwise acts as an intelligent, extremely capable warrior-king. The sword attacks good-aligned wizards, sorcerers and clerics first, followed by paladins, rangers and the like. If it cannot strike or finish a given foe, it moves to the next victim, as Kruk-Ma-Kali's intelligence guides its actions. It pursues fleeing members out of this room if Kruk-Ma-Kali thinks it is strategically in his favor (i.e. to finish off a fleeing PC or reach a henchman that might carry it out of the dungeon). The sword's goal is to kill all the good-aligned characters, as they would obviously oppose its plans (see below). Failing that (i.e. the party proves too powerful to defeat), it plays possum, allowing itself to be taken from the Tomb and waiting for an opportune time to take over some poor unfortunate and flee the party. It may also do this if the party seems far too weak; Kruk-Ma-Kali expects that he can gain control of someone in the group with relative ease at a later time. *Kharad-khor* can only leave this Tomb (pass by door 1e) in the hands of a living creature. Kruk-Ma-Kali need not be in control of the body when it leaves the Tomb.

***Kharad-Khor* (major artifact, CL 20):** hp 120 (Appendix E)

The soul of Kruk-Ma-Kali currently animates the sword and controls it completely. Though he never gave much thought to defeat, Kruk-Ma-Kali always kept the sword ready for just such an emergency. He was unprepared for the loss of the sense of time after the full transition, though, and what felt like minutes or hours (needed to compose his spirit within the blade) turned out to be, in fact, years. His study with mind flayers gave him the necessary discipline to control himself as well as the sword, and to prevent creeping insanity while being locked in a blade for over five centuries. Of course, he now has full control and understanding of the passage of time.

Kruk-Ma-Kali can freely access any of the sword's powers or his own skills. He cannot use his feats until he possesses a body, but he can use all his skills and fighting prowess (base attack bonus). He will not be friendly to any wielder who resists his attempts at possession, though, and he and the sword do whatever possible to bring ruin to such a wielder. Also, anyone who proclaimed the Oath of the Valiant at door 9d and failed that saving throw has NO save versus the *magic jar* ability!

Should the sword be victorious (that is, once it defeats all good-aligned enemies), the sword ceases its attacks and speaks to the remaining neutral and evil characters (regardless of race). At this point, the sword states that is actually Kruk-Ma-Kali. It

tells the characters that it requires followers to help it rebuild the empire.

Kruk-Ma-Kali feels that the remaining characters must be powerful and intelligent, otherwise they would never have reached his inner Tomb, and thus they would make excellent generals and leaders of his armies. The sword communicates this to its new followers, continuing in a similar vein, describing the untold wealth, powers and glorious conquest that awaits its followers, building up the characters' greed and lust for power until they agree to join him. Then the spirit of Kruk-Ma-Kali nonchalantly states that it has need of a captain of its generals, a "chief-of-chiefs"... and which of the characters feels that he would be best suited for the job?

Whether the characters draw lots or kill each other over the honor does not matter to Kruk-Ma-Kali, as he simply seeks the most powerful of the group. Whichever character becomes captain, by vote or by sword, has the "honor" of wielding Bloodthirster, "*Until We can have Our decrepit body restored*", states *Kharad-Khor*. Of course, Kruk-Ma-Kali then uses the *magic jar* ability to take over the body of his new "Captain General" at the first opportune time.... (He never reveals that he is actually a soul trapped within the sword.)

Strong-willed characters who do not fall to Kruk-Ma-Kali's machinations can research methods of defying Bloodthirster and its possessor at the Great Sanctuary of Knowledge in Dijishy, if they cannot think of methods on their own. The sword may be defeated in one or more of the following ways:

- 1) A successful *dispel magic*, *remove curse* or similar spell cast upon the sword causes Kruk-Ma-Kali's spirit to go quiescent for a number of days equal to the level of the caster of the spell. Note that the spell must succeed against both an 18th-level caster and that Kruk-Ma-Kali must fail his Will save.
- 2) A *miracle* or *wish* spell has the same effect as *dispel magic*, except that the sword and its possessor get no saving throw against such magic.
- 3) A goblin that wields the sword and successfully saves against the *magic jar* can carry the blade without ill effect, though it can access none of the blade's powers, and Kruk-Ma-Kali falls silent, as per the *dispel magic* above. The sword cannot attempt to *magic jar* that goblin at any time in the future, thus enabling the goblin to bear the blade without difficulty through a long quest.

The sword can be truly and utterly destroyed only by being shattered by a *hammer of thunderbolts* upon the *anvil of night* in the *crucible of darkness*. The *crucible of darkness* lies in the legendary homeland of the hobgoblins, found deep beneath the Legasa Peaks. Ancient tales of the *anvil of darkness*, found in the lowest pit of the Crucible, set it amidst a sea of magma in the bowels of the earth. Needless to say, the quest to destroy the blade would be long and arduous, and the spirit of Kruk-Ma-Kali would do everything in its power to prevent its successful completion...

The solid gold crown up on the corpse's brow is worth 10,000 gp. It has no magical abilities. The chainmail armor, despite its

appearance, is actually magical +5 *chainmail*, and thus provides an armor bonus of +10.

A bone scroll case can be found behind the throne (Search DC 25), containing an accurate map of the western isles of the Brandobian Ocean. An elven rune marks a medium-sized island (unknown to modern mariners) found at the westernmost point of the westernmost island chain (at about the latitude of Pel Brolenon). The rune is the High Elven character for "treasure" (Read check DC 30 for a character who knows Low Elven, Decipher Script DC 35. Of course, a character that knows High Elven, and therefore must be a full-blooded elf, can recognize it without difficulty.) The case also contains a smaller sheet of beaten gold, with the following words scribed thereupon in High Elven:

The following text can also be found on Player's Aid #1: Sahamathrian's Note, found on page IQ 12.

"Dearest Kruk.

The preparations are complete. We have no Doubt you shall find them satisfactory. I have decided that the negotiated fees were insufficient, however, and have taken the remaining half of your treasure, perhaps a bit more. If you feel further discussion of the matter is warranted, you may of course seek Us at the indicated location. I must thank you and your followers for the opportunity to perfect my Skill in Construction. With the lessons We have learned here, the Other Tomb should be nigh impenetrable.

Sahamathrian"

The name Sahamathrian means little to any save dedicated elven historians (Knowledge (elves) DC 25, Knowledge (races) DC 40 or Knowledge (ancient history) DC 30). Sahamathrian was an elven wizard, cast out from the Kingdom of Cilorea centuries ago for leading a rebellion against the royal family. Legend says that he fled far to the west after vowing revenge on the kingdoms of the elves.

Though the PCs really have no way of knowing it, the thoroughly twisted, evil and sadistic elf wrote the note in front of Kruk-Ma-Kali (trapped in the sword) after completing the Tomb. He placed the scroll behind the throne as his last effort of preparation. The wizard had already twisted most of the requests (following only the letter of the deals made), and was amused by the notion of Kruk-Ma-Kali reflecting on it through the centuries.

Those who wish to learn of the secrets he used in building the Tomb's defenses must seek him out. What manner of fearsome fate he may have for those caught in his snare remains a matter for speculation.

Treasure

There is a lot of treasure available in the Lost Tomb. Some player characters may seek to extract every last copper piece of value from it. The traditional types (coin, jewels, fame and magic items) should be more than enough for even the most avaricious adventurers. Nonetheless, some will seek to scour the whole place clean, taking every door, statue and rock that they think has value. If this is a problem, you do have recourse.

First, this stuff is heavy. Never mind moving huge blocks of stone, the sheer weight of gold would force many explorers to leave treasure behind.

Secondly, it needs to be taken hundreds of miles away. There are no roads, and what passages exist are riddled with monsters and bandits. A party laden with treasure and statue could face hundreds of hobgoblins, a tribe of trolls and even a red dragon, if they have not dealt with them beforehand. Wagonloads of gold would bring even more random encounters than a normal journey through these wilds.

Lastly, magical transportation (*teleport* and so on), can be tricky. Still, statues are heavier than most casters can handle. If you wish to slow the party down further, be sure to check page 230 of the Kingdoms of Kalamar campaign setting sourcebook. Magnostorms are known to be relatively common in the area of the Great Valley. While most last several days, they have been known to last for weeks or even months in the area. Of course, to be fair you must allow the PCs a chance to learn this at Dijishy. Among those who deal in matters arcane, the fact that magnostorms are a problem in this part of the Elenon Mountains is common knowledge. Researching the matter without assistance in the Library is only DC 12.

CONCLUSION

Experience Points

Achieving the goal of locating the Lost Tomb of Kruk-Ma-Kali is no mean feat, and one sure to have repercussions throughout the campaign. The DM should consider awarding story goal XP to the party, especially if they managed to bypass many of the encounters in the Great Valley. Clever players should not be penalized with fewer XP just because they found and understood clues earlier in the game. That said, the clever players also did not face the increased risk those encounters represent.

Each character that survived the entire adventure deserves up to 3,000 bonus XP. In the unlikely event that such a character did not earn enough XP to advance a level, use this bonus to make up the difference (unless the character is simply already of a very high level (15th or higher). Characters who died in the course of the game and need to be *raised* or *resurrected* may earn one-third to one-half that bonus.

Other individual experience awards are also possible at the Dungeon Master's discretion. Remember that failure can be almost as educational as success, so no less than one-third the average amount should be awarded, save in the cases of the most spectacular of failures fueled by the most spectacular stupidity...

Further Adventures

If the party seeks out Niemallion it is up to you whether he actually went to Svimohzia. If he is still alive and the sword has not been recovered, he may be interested in returning to complete the quest. When he first sought the Tomb, he was a CG 10th-level wizard, though you may of course change that (if he lives, he has probably advanced 1-4 levels). Niemallion was a golden-haired half-elf with clear blue eyes (he hailed from the Lendelwood, his father's homeland), though the party has no way of knowing that from his Journal.

Even if the party locates the sword and destroys it without ever succumbing to its powers, word of their deeds no doubt spreads far and wide. Slaying a powerful dragon makes for notoriety enough, but discovering the truth behind an ancient and much-feared warlord will surely bring the attention of powerful figures in the Sovereign Lands. Even those that are not actively evil and seeking to usurp the party's power may fear them enough to take drastic measures.

Ideally for them, the party quickly passes through the Great Valley (gaining some treasure there along with clues) dispatches the dragon, discovers the Tomb, loots it thoroughly, defeats the sword, and takes *Kharad-khor* back into the world. If so, Kruk-Ma-Kali's never-ending attempts to gain control of a victim (if PCs and heroes prove too resilient, he may target henchment, underlings or lesser hobgoblins) to begin rebuilding his empire present numerous opportunities for additional adventures. Other powerful characters and creatures want the sword. Once the warlord takes a new host, the nation of the Norga-Krangrel and the order of the Restorers will likely split in dispute over whether this new host is real or false.

Full-scale war may erupt on multiple fronts, and Kruk-Ma-Kali would love nothing more. Who better than he to bring order out of such chaos?

Should he successfully overtake a host, the first phase of his rebuilding plan involves subjugating his hobgoblin troops once again. He did it before, and he is fully aware that not all of them will fall into place until put there. Kruk-Ma-Kali will of course begin with the hobgoblin tribes of the Great Valley, who can form the seed for gathering his new hordes. (Perhaps for practice they can finish off the Ravager trolls. If *Khyrastryx* lives, Kruk-Ma-Kali realizes the need to make some sort of pact with her. Kruk-Ma-Kali does not know the details of the tombs built after his death, but if he learns of the statues in the Tomb of the Valiant he will make every effort to have those soldiers re-animated as an elite force.) The first word to the civilized world of the looting of his Tomb might come with a hobgoblin army pouring out of the Elenon Mountains!

Kruk-Ma-Kali wants to regain control of Norga-Krangrel first (once he learns that it exists), then he will analyze the military and political situations to determine the sequence of his further conquests. In all likelihood, he would begin by taking a few cities near Norga-Krangrel's borders. *Eb'Kakido* and *Saritido* could be likely candidates, once his new nation is fully

mobilized, or perhaps he would make a bold move to quickly conquer Salido and then Bet Kasel! Otherwise he might move against eastern Brandobia first, having conquered the region once before ("practice makes perfect"). Kruk-Ma-Kali is fierce, bold, cunning and while he will likely not respect most of today's military leaders, considering them "soft," he is too savvy a warlord to let assumptions cause his downfall.

However, the party may destroy the sword, succeed in all other ways than retrieving it, or simply go off in new, unexpected directions. In any of these cases, it is unlikely that they can escape repercussions of events in the Valley and the Tomb. The evil elven wizard Sahamathrian fled to the west. He was an 18th level wizard five centuries ago (and a prodigy, attaining that level by the age of 230 years) and a handful of whispered stories suggest that he may still be alive. By now, he could be a 30th level character or more! Or, some say, he became a lich. He might have started a rogue school of magic, dedicated to pursuing dark arts and full of students willing to do anything for power. No matter what, he is sure to have a number of "challenges" to present to any characters determined to seek him out. (Statistics are not included for Sahamathrian because he will have changed greatly or died in the intervening years. You can tailor him to be a challenge for your campaign's PCs.)

Rhyndharax, Khyrastryx's twin brother, is only slightly older than she. In about eight months, he will be a mature adult red dragon. When he hears of his sister's death he may seek vengeance. As a mature adult red dragon, Rhyndharax may feel safe in assaulting a party even in the midst of a city. No doubt he will wreak havoc as he searches for the PCs...

For that matter, if the party failed to dispatch Khyrastryx herself, she will also be a mature adult red dragon in just a matter of months. Her vengeance could be, if anything, even more brutal. Add to that the factor that she may enlist her brother's aid, especially if the party nearly destroyed her. One very powerful dragon with genius-level intelligence makes a very formidable enemy even for the mightiest adventurers. Two cannot be ignored.

The citizens of Dijishy would be surprised but pleased to see the party return. At first. If they can prove that they have looted the Tomb, especially if they carry *Bloodthirster*, Dijishy's people begin to fear the player characters. It would not take much for the population to turn hostile, attempting to get the party to leave or even attacking them. The Prophets of the Inevitable Order of Time might believe that the character's fates are intertwined with *Kahard-khor* or that they themselves must retrieve the sword to keep the world safe from the havoc Kruk-Ma-Kali could unleash.

The exact course of events is, of course, up to you (and your players), but one simply does not meddle with a major part of the epic history of Tellene without consequences. Success in raiding the Lost Tomb of Kruk-Ma-Kali can make a party into major heroes, hated villains, or a little of both. The possibilities are endless.

APPENDICES

APPENDIX A: NPCs AND MONSTERS

A note about languages: These stats use the variant rules for languages present in the KINGDOMS OF KALAMAR® *Player's Guide*. If you do not account for differing levels of mastery of a language, simply assume that each creature is fluent and literate in every language listed. (This effectively gives the creatures some extra languages, but should not affect the adventure.)

The stats below describe important characters and monsters that differ significantly from standard entries.

ANGRANKALI VILLAGE

Angrankali Lokhri (Whelps), young hobgoblins (170): CR 0 each; AC 10; hp 3 (x35), 2 (x53), 1 (x82). The young do not fight.

Angrankali Moskh (Females), female hobgoblins War 1 (114): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 4 (x21), 3 (x33), 2 (x54), 1 (x113); Init +1; Spd 30 ft.; AC 11, tough 11, flat-footed 10 [[+1 Dex]]; Atk +1 (1d3/crit 20/x2 subdual, unarmed strike); SQ darkvision 60 ft.; AL LE; SV Fort +3 Ref +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Angrankali Lunkhuri (Warriors-in-Training) (43) male hobgoblins War 1: CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +1 melee [[+1 BAB]] (1d8/crit 19-20/x2, longsword) or +2 ranged (1d6/crit 20/x2, javelin range increment 30 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, longsword, 3 javelins.

Angrankali Hagkhari (Warriors), male hobgoblins War 2 (76): CR 1 each; Medium Humanoid (Goblinoid); HD 2d8+2; hp 13, 12, 10 (x2), 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +2 melee (1d8/crit 19-20/x2, longsword) or +3 ranged (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref, +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +2, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, longsword, shortbow, 20 arrows, quiver.

Angrankali Khasglakh (Corporals), male hobgoblins War3 (8) (“Dolmak”, “Khep-dekk”, “Kiggrekh”, “Koron”, “Krizverzh”, “Peddabikh”, “Porz”, “Thul-zhand”): CR 2 each; Medium Humanoid (Goblinoid); HD 3d8+3; hp 25, 24, 22 (x2), 21, 20, 19, 17; Init +1, Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +3 melee [[+3 BAB]] (1d10/crit 20/x3, halberd) or +4 ranged [[+3 BAB, +1 Dex]] (1d6/crit 20/x3, short bow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +5 Ref +2 Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +4, Move Silently +5, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, halberd, shortbow, 20 arrows, quiver.

Angrankali Rhisglakh (Sergeants), male hobgoblins War4 (2) (“Puhfgret”, “Siggorz”): CR 3 each; Medium Humanoid (Goblinoid); HD 4d8+4; hp 31, 23; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +4 melee [[+4 BAB]] (1d8/crit 19-20/x2 longsword) or +5 ranged [[+4 BAB, +1 Dex]] (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +5 Ref +2 Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +4, Move Silently +4, Spot +4; Alertness, Power Attack.

Possessions: Studded leather, small wooden shield, longsword, shortbow, 20 arrows, quiver, 2d4 sp.

Angrankali Karukh (Chief) “Granakh Mek-Angran”, male hobgoblin vampire Ftr4/Rog3: CR 9; Medium Undead; HD 7d12+7; hp 52; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16 [[+1 Dex, +6 natural]]; Atk +13/+8 melee [[+6/+1 BAB, +5 Str, +1 Weapon Focus feat, +1 magical longsword]] (1d8+8/crit 19-20/x2, +1 longsword) or +7 ranged [[+6/+1 BAB, +3 Dex]] (1d6+2/crit 20/x3, +2 mighty composite shortbow, range increment 70 ft.); SA sneak attack +2d6, *domination* (Will save DC 15), *energy drain* 2 levels per touch, *blood drain*, *child of the night*; SQ darkvision 60 ft., evasion, uncanny dodge, damage reduction 15/+1, +4 turn resistance, cold resistance 20, electricity resistance 20, *gaseous form*, spider climb, alternate forms, fast healing 5; AL NE; SV Fort +6, Ref +5, Will +2; Str 20, Dex 17, Con —, Int 12, Wis 12, Cha 14.

Fluent Languages: Krangi (Hobgoblin), Draconic.

Skills and Feats: Balance +9, Bluff +2 (+8 vampire racial bonus), Climb +15, Hide +9 (+8 vampire bonus), Intimidate +12, Jump +11, Listen +9 (+8 vampire bonus), Move Silently +3 (+8

vampire bonus), Search +7 (+8 vampire bonus), Sense Motive +1 (+8 vampire bonus), Spot +9 (+8 vampire bonus), Tumble +9; Alertness, Cleave, Dodge, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +1 longsword, +2 mighty composite shortbow. (MM p. 119 (hobgoblin), 221 (vampire template))

Aquatic Tarrasque: CR 21; HD 50d10+600; hp 875; Init +7 (+3 Dex, +4 Improved Initiative); Speed 20 ft., swim 40 ft.; AC 35 touch 5, flat-footed 32 [[-8 size, +3 Dex, +30 natural]]; Atk +57 melee (bite 4d8 +17/crit 18-20/x3), +52 melee (2 horns 1d10+8 each/crit 18-20/x3), +52 melee (tail slap 3d8+8/crit 18-20/x3); Face/Reach 40 ft. by 40 ft./25ft.; SA frightful presence, rush, improved grab, swallow whole, augmented criticals, water breathing; SQ darkvision 60 ft., low-light vision, damage reduction 25/+5, carapace, immunities, regeneration 40, scent, SR 32; AL N; SV Fort +39, Ref +30, Will +20; Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14.

Skills and Feats: Listen +23, Spot +23; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will.

Languages Spoken: None recognizable.

Immunities: The aquatic tarrasque has fire, poison, disease, water and cold immunities.

Water Breathing (Ex): The aquatic tarrasque is equally adept in the water or on land, but luckily for all it much prefers the water. In fact, this Beast has never, to anyone's knowledge, left the Black Lake.

Bone golem warrior: CR 10; Medium Construct; HD 15d10; hp 83; Init +5 (+5 Dex); Spd 40 ft. (can't run); AC 32 [[+5 Dex, +17 natural]] touch 15, flat-footed 27; Atk +17/+12/+7 melee [[+11 BAB, +6 Str]] (+2 longsword of blinding; 1d8+2+/crit 19-20/x2); SQ construct, darkvision 60 ft., magic immunity, spell resistance 21, damage reduction 30/+3, haste; AL N; SV Fort +5, Ref +4, Will +5; Str 25, Dex 20, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: None.

Construct: Immune to mind-influencing spells, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, sneak attacks, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): The bone golem warrior is immune to all spells of 4th level or lower as well as spell-like abilities and supernatural effects that simulate such spells, except as follows. A *disintegrate* spell affects it as a *slow* spell for 1d8 rounds and deals 2d6 points of damage (it gets no saving throw). Its spell resistance applies to all other magical effects.

Haste (Sp): Six times per day, the bone golem warrior can *haste* itself as a free action, as the spell cast by a 9th-level sorcerer.

Khielshor death knight: CR 12; Medium Undead; HD 16d12; hp 104; Init +6 [[+2 Dex, +4 Improved Initiative]]; Spd 30 ft.; AC 27, touch 12, flat-footed 25 [[+2 Dex, +15 special]]; Atk

+15/+10 melee [[+8 BAB, +4 Str, +1 Weapon Focus, +2 enhancement]] (1d12+7/crit 20/x3, +2 frost greataxe); SA Abyssal blast, spell-like abilities, special weapon SQ *fear* aura, *detect good*, damage reduction 15/+2, cold and fire immunity, turn immunity, electricity resistance 25, acid resistance 10, reflective spell resistance 29, armor meld, code of honor, command undead AL LE; SV Fort +7, Ref +9, Will +11; Str 19, Dex 14, Con —, Int 12, Wis 11, Cha 16.

Fluent Languages: Ancient Krangi (Hobgoblin), Ancient Brandobian, Old Merchant's Tongue.

Skills and Feats: Intimidate +16, Jump +12, Listen +9, Perform (oration) +4, Search +2, Sense Motive +6, Spot +11; Blind-Fight, Great Fortitude, Improved Initiative, Lightning Reflexes, (Power Attack, Sunder, Weapon Focus, Weapon Specialization).

Possessions: +2 frost greataxe. Inscribed in Ancient Krangi runes on the haft are the words (Read DC 16): *For Battle Lord Vokh-jrozshul – May cold fear grip the hearts of our enemies – Kruk-Ma-Kali.*

Enhanced Stone Golems (in the shape of Kruk-Ma-Kali) (4): Large Constructs; CR 11 each; HD 14d10; hp 68 each; Init +0; Spd. 30 ft.; AC 26, touch 8, flat-footed 26 [[-1 size, -1 Dex, +18 natural]]; Atk +18 melee [[+9 BAB, +9 Str]] (1d8+9/crit 19-20/x2 longsword or 2d10+9 slam); Face/Reach: 5 ft. by 5 ft./10 ft.; SA slow, spell-like attack; SQ construct, magic immunity, darkvision 60 ft., damage reduction 30/+2, eye gem vulnerability; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Each statue has its own special attack, which it may use in conjunction with a regular sword strike. These attacks originate from the eyes, each of which are made of a specific gemstone. The eyes glow just before the special attack goes off; each special attack can be used as a free action once per round.

(15b) **Magic Missile (Sp):** (diamond) This statue can fire a *magic missile* (as a 2nd-level sorcerer) from each eye (net two missiles per round; they can be targeted separately).

(15c) **Burning Eyes (Sp):** (ruby) This carving can cause fire to shoot out to 10 feet in a semicircular burst centered on its eyes for 2d6 points of damage (Reflex save DC 25 for half).

(15d) **Lightning Bolt (Sp):** (sapphire) This statue can fire miniature lightning bolts from its eyes (up to 15 feet away) at a single target (Small-sized or larger), causing 2d6 points of shocking electrical damage (Reflex save DC 24 for half). A single bolt attack can damage one Medium (or larger), two Small, 4 Tiny, 8 Diminutive or 16 Fine creatures.

(15e) **Draining Bolts (Sp):** (onyx) The eyes of this statue fire black bolts up to ten feet, each of which drains the target of 1d6 hit points with no saving throw (the statue gains no hit points from this attack, however). These hit points can be recovered normally. The bolts can target separate foes, but they can be no further than 15 feet apart.

Eye Gem Vulnerability (Ex): The "eye gems" may be attacked with non-magical weapons (called shots to the statue's eyes suffer a -12 circumstance penalty to hit). A successful strike against a statue's eyes causes double damage.

FIGURINES (1 PLATOON)

Cavalry Squad (20 figurines): CR 8; Tiny Constructs; HD 1/2 d4; hp 1 each; Init +4; Spd 60 ft.; AC 26, touch 16, flat-footed 22 [[+2 size, +4 Dex, +10 natural]]; Atk +10 melee [[+1 BAB, +9 special consequence of Unified Function quality]] (1d8/crit 20/x2, miniature blades) – a squad gets one attack per 5 figurines or portion thereof; SA cavalry charge; SQ construct, hardness 8, unified function; AL N; SV Fort +0, Ref +4, Will -5; Str 10, Dex 18, Con -, Int -, Wis 1, Cha 1.

Cavalry Charge: The cavalry squad charges their opponent in an attempt to knock him down; the character must roll a Dexterity check (DC 13) every time a cavalry attack hits or be knocked down.

Infantry Squad (20 figurines): CR 8; Tiny Constructs; HD 1/2 d4; hp 1 each; Init +3; Spd 50 ft.; AC 25, touch 15, flat-footed 22 [[+2 size, +3 Dex, +10 natural]]; Atk +10 melee [[+1 BAB, +9 special consequence of Unified Function quality]] (1d6/crit 20/x2, miniature blades) – a squad gets one attack per 5 figurines or portion thereof; SA swarm; SQ construct, hardness 8 each, unified function; AL N; SV Fort +0, Ref +3, Will -5; Str 10, Dex 16, Con -, Int -, Wis 1, Cha 1.

Swarm: The infantry squad swarms on their opponent once the cavalry knocks him down; until then they protect the archers and the artillery. Once they swarm, they hang on to the victim and gain +4 to attack rolls.

Archery Squad (20 figurines): CR 8; Tiny Constructs; HD 1/2 d4; hp 1 each; Init +4; Spd 50 ft.; AC 26, touch 16, flat-footed 22 [[+2 size, +4 Dex, +10 natural]]; Atk +10 ranged [[+1 BAB, +9 special consequence of Unified Function quality]] (1d6/crit 20/x2, miniature arrows, range 20 feet) – a squad gets 1 attack per 5 figurines or portion thereof; SQ construct, hardness 8 each, unified function; AL N; SV Fort +0, Ref +4, Will -5; Str 10, Dex 18, Con -, Int -, Wis 1, Cha 1.

The archery squad stays out of close combat, preferring to pepper their opponent with miniature arrows.

Artillery Squad (20 figurines): CR 8; Tiny Constructs; HD 1/2 d4; hp 1 each; Init +4; Spd 50 ft.; AC 26, touch 16, flat-footed 22 [[+2 size, +4 Dex, +10 natural]]; Atk +10 ranged [[+1 BAB, +9 special consequence of Unified Function quality]] (2d4/crit 20/x2, miniature ballistae, range 50 feet) – a squad gets 1 attack per 5 figurines or portion thereof; SQ construct, hardness 8, unified function; AL N; SV Fort +0, Ref +4, Will -5; Str 10, Dex 18, Con -, Int -, Wis 1, Cha 1.

Each artillery squad operates one of four ballistae, which they attempt to use to disarm or otherwise incapacitate their opponent. The artillerists target their opponent's weapon hand or eyes. (Use a -2 circumstance penalty for a called shot, as the weapon arm of a Medium or Small creature would be considered Tiny. Shots targeting the eyes should be at -4 to the attack roll.)

Figurine Special Qualities

Unified Function: Though figurines can function (and take damage) independently, each squad attacks as a unit, functioning in perfect unison. This strength can become a weakness as numbers decline; penalize a squad's attack roll by -1 for every four figurines that squad loses. The squads fight to the last "man."

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Hardness: Being made of stone, each figurine has a hardness of 8.

Floating Skulls: CR 1/2 each; Tiny Constructs; HD 2; hp 10 each; Init +0; Spd fly 50 ft. (perfect); AC 21, touch 17, flat-footed 17 [[+2 size, +2 Dex, +7 natural]]; Atk +11 melee (2d4/crit 20/x2, bite); SQ construct, hardness 4; AL N; SV Fort +0, Ref +2, Will -1; Str 10, Dex 15, Con -, Int-, Wis 1, Cha 1.

GHOSHKALI RAIDING PARTY

Ghoshkali Lunkhuri, male hobgoblins War1 (12) (“Derkhol”, “Groj”, “Hivghott”, “Jamkagh”, “Kkar-grorz”, “Khadibakh”, “Krim”, “Minokh”, “Sond”, “Tazh”, “Wekh”, “Zekh-zor”): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +1 melee [[+1 BAB]] (1d8/crit 19-20/x2, longsword) or +2 ranged [[+1 BAB, +1 Dex]] (1d6/crit 20/x2, javelin range increment 30 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Language Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, longsword, 3 javelins.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Ghoshkali Hagkhari, male hobgoblins War2 (3) (“Grudnuzh-khal”, “Ukhgros”, “Pukhrott”): CR 1 each; Medium Humanoid (Goblinoid); HD 2d8+2; hp 10, 9, 4; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +3 melee [[+2 BAB, +1 Str]] (1d8/crit 19-20/x2, longsword) or +3 ranged [[+2 BAB, +1 Dex]] (1d6/crit 20/x3, short bow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, longsword, shortbow, 20 arrows, quiver.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

GHOSHKALI VILLAGE

Ghoshkali Lokhri (Whelps), young hobgoblins (170): CR 0 each; AC 10; hp 3 (x36), 2 (x49), 1 (x85). The young do not fight.

Moskh (Ghoshkali Females), female hobgoblins War1 (121): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 4 (x21), 3 (x33), 2 (x54), 1 (x13); Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +1 (1d3/crit 20/x2 subdual, unarmed strike); SQ darkvision 60 ft.; AL LE; SV Fort +3 Ref +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Ghoshkali Lunkhuri (Adolescent-Warriors-in-Training), male hobgoblins War1 (68): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +1 melee [[+1 BAB]] (1d8/crit 20/x3, shortspear) or +2 ranged [[+1 BAB, +1 Dex]] (1d6/crit 20/x2, javelin range increment 30 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, shortspear, 3 javelins, 1 sp.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Ghoshkali Hagkhari (Warriors), male hobgoblins War2 (77): CR 1 each; Medium Humanoid (Goblinoid); HD 2d8+2; hp 13, 12, 10 (x2), 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +2 melee [[+2 BAB]] (1d6/crit 18-20/x2, scimitar) or +3 ranged [[+2 BAB, +1 Dex]] (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref, +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +2, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, scimitar, shortbow, 20 arrows, quiver.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Ghoshkali Khasglakh (Corporals), male hobgoblins War3 (8) (“Gekh-vurgrakh”, “Hoggekh”, “Javirekh”, “Khror-magokh”, “Kugh-ferrk”, “Nurz-hivgokht”, “Sil-tugh-gorror”, “Wokk-ri-pikh”): CR 2 each; Medium Humanoid (Goblinoid); HD 3d8+3; hp 23 (x2), 22, 20, 19 (x2), 17, 15; Init +1, Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +3 [[+3 BAB]] (1d8/crit 20/x2, morningstar) or +4 ranged [[+3 BAB, +1 Dex]] (1d6/crit 20/x3, short bow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +4, Move Silently +5, Spot +3; Alertness, Power Attack.

Possessions: studded leather, small wooden shield, morningstar, short bow, 20 arrows, quiver, 1d4 sp.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Ghoshkali Rhisglakh (Sergeants), male hobgoblins War4 (4) (“Bakh-rizutt”, “Hruzg-grukh”, “Kreb-turbikh”),

“Tokhakh”): CR 4 each; Medium Humanoid (Goblinoid); HD 4d10+4; hp 30, 25, 21, 18; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +4 melee [[+4 BAB]] (1d6 crit 18-20/x2 scimitar or 1d8/crit 20/x2, morningstar) or +5 ranged [[+4 BAB, +1 Dex]] (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +4, Move Silently +4, Spot +3; Alertness, Power Attack.

Possessions: Studded leather, small wooden shield, scimitar, morningstar, shortbow, 20 arrows, quiver, 2d4 sp.

Ghoshkali Karukh, “Khoghosh” (Chief of the Ghoshkali), male Hobgoblin Ftr 5: CR 5; Medium Humanoid (Goblinoid); HD 5d10+5; hp 44; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +6 melee [[+5 BAB, +1 Str]] (1d6/crit 18-20/x2 scimitar or 1d8/crit 20/x3, shortspear) or +6 ranged [[+5 BAB, +1 Dex]] (1d8/crit 20/x3, shortspear range increment 20 ft. or 1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 12, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin), Merchant’s Tongue.

Skills and Feats: Hide +1, Listen +3, Move Silently +5, Spot +5; Alertness, Improved Initiative, Power Attack, Run, Sunder.

Possessions: Studded leather, small wooden shield, scimitar, morningstar, shortbow, 20 arrows, quiver, 36 sp, 24 gp.

“Mravronaskha”, (Darkrider, Cleric of Mravroshkha-Khielshor), male hobgoblin Clr 4 (The Dark One): CR 4; Medium Humanoid (Goblinoid); HD 4d8+4; hp 29; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 [[+1 Dex, +4 chain shirt, +1 small shield]]; Atk +3 melee [[+3 BAB]] (1d6+1/crit 19-20/x2 +1 shortsword); SQ rebuke undead 3/day, spontaneous casting; AL LE; SV Fort +5, Ref +2, Will +5; Str 11, Dex 13, Con 13, Int 10, Wis 13, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Concentration +8, Knowledge (religion) +7, Listen +2, Spot +2; Alertness, Combat Casting.

Spells Prepared (5/5/3): oth — *cure minor wounds, detect magic, inflict minor wounds (x2), resistance*; 1st — *cure light wounds, endure elements, inflict light wounds, obscuring mist, protection from good**; 2nd — *darkness, hold person, shatter**.

***Domain Spell.** Domains: Earth (turn or destroy air creatures as a good cleric turns undead, rebuke or command earth creatures as an evil cleric does undead, usable 3 times/day), Evil (cast evil spells at +1 caster level).

Possessions: +1 shortsword, ebony bat (exactly as ebony fly except in the shape of a bat and only usable at night), chain shirt, small metal shield.

Ghost of Khap-noghkoth: CR 3; Medium Undead (Incorporeal); HD 2d12; hp 13; Init +1 [[+1 Dex]]; Spd 30 ft., fly 30 ft. (perfect); AC 11 or 13, touch 11 or 13, flat-footed 11 or 13 [[+1 Dex, +2 deflection bonus when manifest]]; Atk +3 melee [[+2 BAB, +1 Str]] (1d8+1/crit 19-20/x2, longsword — to ethereal creatures); SA manifestation, frightful moan, horrific appearance; SQ darkvision 60 ft., rejuvenation, turn resistance +4; AL LE; SV Fort +4, Ref +1, Will +0; Str 12, Dex 13, Con —, Int 10, Wis 10, Cha 14.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +10*, Listen +11*, Move Silently +4, Search +8*, Spot +12* (*The ghost has a +8 racial bonus to these skills.); Alertness.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot radius must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Khap-noghkoth’s moan for 24 hours.

Horrific Appearance (Su): Khap-noghkoth appears as a hobgoblin warrior with his head split open by a massive, hideous sword wound to the face. Any living creature within 60 feet that views him must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength damage, 1d4 points of permanent Dexterity damage and 1d4 points of permanent Constitution damage. A creature that successfully saves against this effect cannot be affected by Khap-noghkoth’s appearance for 24 hours.

Rejuvenation (Su): This ghost exists because he died while trying to serve the greater glory of hobgoblin kind. Ironically, if he meets Kruk-Ma-Kali (the object of his quest), he passes fully on to the next world.

Goat leader: CR 3; Large Animal; HD 6d8+24; hp 49; Init +0; Spd 30 ft.; AC 15, touch 9, flat-footed 15 [[-1 size, +6 natural]]; Atk +8 melee [[+3 BAB, +5 Str]] (2d6+7/crit 20/x2, gore); Face/Reach 5 ft. by 10 ft./5 ft.; SA headbutt; AL N; SV Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 19, Int 2, Wis 10, Cha 2.

Skills: Listen +10.

Head Butt (Ex): When charging, the giant goat inflicts 4d6+7 points of damage on a successful hit. A Medium-sized target struck must make a Reflex save (DC 20) to avoid being knocked back 5-15 feet. Large targets gain +4 to the save, Small targets suffer a -4 penalty. Using this ability requires a minimum of 20 feet of movement in a straight line.

Goats (6): CR 3 each; Large Animal; HD 5d8+20; hp 36, 35, 34 (female), 30, 25, 19 (female); Init +0; Spd 30 ft.; AC 15, touch 9, flat-footed 15 [[-1 size, +6 natural]]; Atk +7 [[+3 BAB, +4 Str]] melee (2d6+6/crit 20/x2, gore); Face/Reach 5 ft. by 10 ft./5 ft.; SA headbutt; AL N; SV Fort +8, Ref +1, Will +1; Str 19, Dex 10, Con 19, Int 2, Wis 10, Cha 2.

Skills: Listen +10.

Goat young (5): CR 2 each; Medium Animal; HD 2d8+8; hp 20, 16, 14, 13, 10; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 [[+4 natural]]; Atk +5 [[+1 BAB, +4 Str]] (1d10+4/crit 20/x2, gore); Face/Reach 5 ft. by 5 ft./5 ft.; AL N; SV Fort +7, Ref +0, Will -1; Str 19, Dex 10, Con 19, Int 2, Wis 9, Cha 2.

Skills: Listen +8.

Goblin Ghost Revenant: CR 3; Small Undead (Incorporeal); HD 4d12; hp 26; Init +1 (+1 Dex); Spd 30 ft., fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11 [[+1 size, +1 Dex]]; Atk +1 melee [[+1 BAB, +1 size, -1 Str]] (1d4-1/crit 19-20/x2, poisoned dagger); Face/Reach 5 ft. by 5 ft./5 ft.; SQ darkvision 60 ft., manifestation, malevolence, damage reduction 10/+1 (half damage from silver), fearsome appearance (1/day, Will save DC 17), isolated locale; SV Fort +3, Ref +2, Will +4; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +4*, Move Silently +4, Spot +4*, Alertness. (*The goblin ghost gets a +8 racial bonus on Listen, Search and Spot checks.)

Manifestation (Su): The goblin ghost manifests itself to attack, becoming visible to those on the Prime Material Plane. This allows it to strike home with its poisoned dagger. Though the physical dagger lies hidden beneath the goblin's corpse, the ethereal manifestation retains the potent midnight lotus poison (Injury DC 20 negates; Initial Damage 3d6 Con; Secondary Damage death.). It ignores armor bonuses. The poison lasts long enough to be used three times per day, but only if all three uses occur within a ten minute span.

Malevolence (Su): The goblin ghost can possess living creatures, taking control of a body if it fails a Will save at DC 17. A creature that makes his save is immune to the ghost revenant's malevolence for one day.

Re-formation (Su): If "destroyed", the goblin ghost reforms in 1d4 days. It can only be permanently destroyed by a *wish*, *miracle* or *true resurrection* spell, or if Kruk-Ma-Kali (in any form) leaves his Tomb and returns to the surface.

Fearsome Appearance (Su): Once per day, the goblin ghost can appear so horrific that viewers within 30 feet must make a Will save at DC 17 or become panicked.

Turn Immunity (Ex): This ghost cannot be turned.

Isolated Locale (Ex): The goblin ghost cannot leave this room for any reason, by any means.

Hobgoblin soldiers (from the days of Kruk-Ma-Kali), male hobgoblins Ftr2 (70): CR 2 each; Medium Humanoid (Goblinoid); HD 2d10+2; hp 14 each; Init +2 [[+2 Dex]]; Spd 30 ft.; AC 17, touch 12, flat-footed 15 [[+2 Dex, +4 chain shirt, +1 shield]]; Atk +3 melee [[+2 BAB, +1 Str]] (1d8+1/crit 19-20/x2, longsword or +4 ranged [[+2 BAB, +2 Dex, other]] (1d6+1/crit 20/x2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Ancient Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +4, Spot +5; Alertness, Hammer and Anvil, Iron Touch of Kruk-Ma-Kali.

Possessions: chain shirt, small wooden shield, longsword, 3 javelins.

Khyraskali Lunkhuri goatherds, male Hobgoblins War1 (5) ("Ggathfurkh", "Grekh-lekh", "Mah-jakugh", "Tukhragh", "Urr-jokh"): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk [[+1 BAB]] +1 melee (1d8 crit 19-20/x2 longsword) or +2 ranged [[+1 BAB, +1 Dex]] (1d6/crit 20/x2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, longsword, 3 javelins.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Khyraskali Hagkhari Patrol, male Hobgoblins War2 (5) ("Bikhreb-khir-zal", "Hokk-zhaket", "Mibkotht-tan", "Thondrakh", "Zendsekh"): CR 1 each; Medium Humanoid (Goblinoid); HD 2d8+2; hp 13, 12, 10 (x2), 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +2 melee [[+2 BAB]] (1d6/crit 18-20/x2, scimitar) or +3 ranged [[+2 BAB, +1 Dex]] (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: [Fluent] Krangi (Hobgoblin).

Skills and Feats: Hide +2, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, scimitar, shortbow, 20 arrows, quiver.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

KHYRASKALI VILLAGE

Khyraskali Lokhri (Whelps), young hobgoblins (185): CR 0 each; AC 10; hp 3 (x43), 2 (x53), 1 (x97). The young are non-combatants.

Khyraskali Moskh (Females), female hobgoblins War1 (172): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 4 (x29), 3 (x47), 2 (x77), 1 (x19); Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +1 [[+1 BAB]] (1d3/crit 20/x2 subdual, unarmed strike); SQ darkvision 60 ft.; AL LE; SV Fort +3 Ref +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Fluent Languages: Krangi (Hobgoblin).

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Khyraskali Lunkhuri (Adolescent-Warriors-in-Training), male hobgoblins War1 (92): CR 1/2 each; Medium Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +1 melee [[+1 BAB]] (1d8 crit 19-20/x2 longsword) or +2 ranged [[+1 BAB, +1 Dex]] (1d6 crit 20/x2 javelin); SQ darkvision 60 ft.; AL LE; SV Fort +3 Ref +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis: 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Possessions: Studded leather, small wooden shield, shortspear, 3 javelins, 2 sp.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Khyraskali Hagkhari (Warriors), male hobgoblins War2 (105): CR 1 each; Medium Humanoid (Goblinoid); HD 2d8+2; hp 18, 16 x5), 14 (x12), 13 (x20), 12 (x20), 11 (x20), 10 (x21), 9 (x2), 7, 5, 4 (x2); Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +2 melee [[+2 BAB]] (1d8/crit 19-20/x2, longsword) or +3 ranged [[+3 BAB, +1 Dex]] (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +4 Ref +1 Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +2, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: Studded leather, small wooden shield, scimitar, shortbow, 20 arrows, quiver.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Khyraskali Khasglakh (Corporals), male hobgoblins War3 (12) ("Durrashaz", "Gagghnarkh", "Jekher", "Kebh", "Naf-sagkh", "Nol-gakh", "Pagekh", "Riggwazh", "Sarrkh", "Tuzthegh", "Vugh-hokh", "Zazhghakh): CR 2 each; Medium Humanoid (Goblinoid); HD 3d8+3; hp 23 (x2), 22, 20, 19 (x2), 17, 15; Init +1, Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +3 melee [[+3 BAB]] (1d10/crit 20/x3, halberd) or +4 ranged [[+3 BAB, +1 Dex]] (1d6/crit 20/x3, short bow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +5 Ref +2 Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +4, Move Silently +5, Spot +3; Alertness.

Possessions: studded leather, small wooden shield, halberd, shortbow, 20 arrows, quiver.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Khyraskali Rhisglakh (Sergeants), male hobgoblins War4 (6) ("Gegh-greb", "Khaszhokh", "Lohtad", "Thekk",

"Varz-beph", "Wakh-rokh): CR 3 each; Medium Humanoid (Goblinoid); HD 4d8+4; hp 30, 25, 21, 18; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +4 melee [[+4 BAB]] (1d8/crit 19-20/x2 longsword) or +5 ranged [[+4 BAB, +1 Dex]] (1d6/crit 20/x3, shortbow range increment 60 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +5 Ref +2 Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +1, Listen +4, Move Silently +4, Spot +4; Alertness, Power Attack.

Possessions: Studded leather, small wooden shield, longsword, shortbow, 20 arrows, quiver, 2d4 sp.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One).

Khyraskali Dharukh (Sub-chief), "Patukhar Haadaz", male hobgoblin War5: CR 4; Medium Humanoid (Goblinoid); HD 5d8+5; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 [[+1 Dex, +3 studded leather, +1 small shield]]; Atk +6 melee [[+5 BAB, +1 Str]] (1d10+1/crit 20/x3, halberd or 1d8+1/crit 19-20/x2, longsword); SQ darkvision 60 ft.; AL LE; SV Fort +4 Ref +1 Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Fluent Languages: Krangi (Hobgoblin).

Skills: Hide +2, Listen +5, Move Silently +4, Spot +4.

Possessions: Studded leather, small metal shield, halberd, longsword, 2d10 sp, 1d6 gp.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One), honors Vradhka-Khor-Vredhi (the Old Man).

Khyraskali Karukh (Chief), "Krumukh Kel-Khyras", male hobgoblin Ftr6: CR 6, Medium Humanoid (Goblinoid); HD 6d10+6; hp 45; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18 [[+1 Dex, +7 red dragon scale mail, +1 small metal shield]]; Atk +8 melee [[+6 BAB, +2 Str]] (1d8+2/crit 19-20/x2, longsword) or +8 ranged [[+6 BAB, +1 Dex, +1 Weapon Focus (whip)]] (1d2+2 subdual, whip range 15 ft.); SQ darkvision 60 ft.; AL LE; SV Fort +5 Ref +2 Will +2; Str 14, Dex 13, Con 13, Int 11, Wis 11, Cha 11.

Fluent Languages: Krangi (Hobgoblin).

Skills and Feats: Hide +2, Listen +3, Move Silently +4, Spot +6; Alertness, Exotic Weapon Proficiency (whip), Iron Touch of Kruk-Ma-Kali, Power Attack, Sunder, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: red dragon scale mail (+3 enhancement bonus, +4 bonus to save against fire (half damage even on a failed save), -2 penalty to saves against cold (1.5 times damage on a failed save), 21 fire damage reduction, see Appendix C: New Magic Items), small metal shield, longsword, whip, 3d10 sp, 2d8 gp.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One), honors Vradhka-Khor-Vredhi (the Old Man).

A favorite battle tactic of Krumukh is to attack wand-wielding wizards or fighters with impressive-looking swords using his whip to strike the weapon (the whip wraps around the

pommel and hilt). The item's AC is 10 + the wielder's Dex modifier and its size modifier (+2 if Tiny, +4 if Diminutive). If Krumukh succeeds, he and his opponent make opposed Strength checks. Should Krumukh's check exceed his opponent's, he flings the item away into the rocks (1d6 x 20 ft.). The item suffers 1d6 points of damage for every 20-foot increment it flies. Krumukh finds it especially amusing when things break apart completely. Magic items that succeed at a Fortitude save (DC 17) do not suffer damage.

Khyraskali Grhalnekh (Witch doctor), "Duvagh", male hobgoblin Sor6: CR 6; Medium Humanoid (Goblinoid); HD 6d4+6; hp 27; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +3 melee (1d8/crit 20/x3, shortspear) or +3 ranged (1d8/crit 20/x3, shortspear range increment 20 ft.); SQ darkvision 60 ft., summon familiar; AL NE; SV Fort +2, Ref +2, Will +7; Str 11, Dex 13, Con 13, Int 12, Wis 10, Cha 14.

Fluent Languages: Krangi (Hobgoblin), Draconic.

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Spellcraft +10; Combat Casting, Iron Will, Spell Focus (Transmutation).

Spells Known (7/4/2/1, per day 6/7/6/3): oth — *detect magic, detect poison, flare, ghost sound, jolt, light, resistance*; 1st — *a moment ago, burning hands, charm person, pounding stones*; 2nd — *pyrotechnics, Skay's flaming bolt*. 3rd — *wall of shadows*.

Possessions: *crimson mirror of Khyrastryx* (Appendix C: New Magic Items), shortspear, *wand of fireballs* (cl 6, only 3 charges left) and a golden gem-encrusted key on a leather strap around neck. This is Key E-1e (the first letter indicates the encounter area in the Great Valley in which the key is found, the number and letter after the dash indicate the area in the Lost Tomb itself where the key applies). This key unlocks door 1e in the Tomb itself, but it does not disable the magical trap in any way.

Deity Worshiped: Mravroshkha-Khielshor (The Dark One). Note that Duvagh's reverence for Khyrastryx approaches the point of worship.

Khyrastryx, adult female red dragon: CR 14; Huge Dragon (Fire); HD 24d12+150; hp 276; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 29, touch 8, flat-footed 29 [[-2 size, +21 natural]]; Atk +31 melee [[+20 BAB, +11 Str]] (2d8+11, bite) or +26/+26 melee (2d6+5, 2 claws) or +26/+26 (1d8+5, 2 wings) or +26 (2d6+16, tail slap) or +31 (2d8+16, crush); SA breath weapon, tail sweep; SQ darkvision 600 ft.; damage reduction 5/+1, fire subtype, blindsight, frightful presence, locate object 6/day, *eyebite* 1/day, *discern location* 1/day, spells (as 7th level sorcerer), spell resistance 21; AL CE; SV Fort +18, Ref +13, Will +17; Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16.

Skills and Feats: Appraise +27, Concentration +29, Diplomacy +29, Escape Artist +24, Knowledge (arcana) +27, Knowledge (nature) +9, Jump +35, Listen +28, Search +28, Spellcraft +28, Spot +28; Improved Initiative, Flyby Attack,

Hover, Quicken Spell-like Ability, Snatch, Spell Penetration, Sunder, Wingover.

Fluent Languages: Draconic, Merchant's Tongue, Krangi (Hobgoblin)

Languages Known: Abyssal (Speak +13, Read/Write +13), Brandobian (Speak +13, Read/Write +6), Deji (Speak +11), Dwarven (Speak +5, Read/Write +4), Giant (Speak +13, Read/Write +4), Ignan (Speak +13, Read/Write +13), Low Elven (Speak +5), Low Kalamaran (Speak +5, Read/Write +4), Orcish (Speak +13, Read/Write +13), Svimohzish (Speak +8, Read/Write +7), Undercommon (Speak +6).

Frightful Presence (Ex): Any creature with less than 24 HD who comes within 180 feet of the dragon must succeed at a Will save (DC 24) against the terror that is the dragon. Creatures with 4 or fewer HD become panicked for 4d6 rounds, creatures with 5 or more HD become shaken for 4d6 rounds.

Blindsight (Ex): Khyrastryx can ascertain creatures within 180 feet.

Keen Senses (Ex): The dragon sees four times as well as a human in low-light conditions and twice as well in normal light. She also has darkvision within a range of 600 feet.

Breath Weapon (Su): As a standard action, she can breathe fire in a cone 50 feet long for 12d10 points of damage (Ref save DC 25 for half damage). After using her fire breath, she must wait 1d4 rounds before she can use it again.

Fire Subtype (Ex): Khyrastryx is immune to all fire, but takes double damage from cold attacks except on a successful save.

Spell-like Abilities (Sp): *locate object* 6/day, *eyebite* 1/day, *discern location* 1/day.

Spells: Khyrastryx casts spells as a 7th level sorcerer.

Spells Known (7/5/3/2) (per day 6/7/7/5): oth — *dancing lights, daze, detect magic, ghost sound, mending, open/close, read magic*; 1st — *alarm, color spray, hypnotism, obscuring mist, protection from good*; 2nd — *detect thoughts, flaming sphere, pyrotechnics*; 3rd — *dispel magic, magic circle against good*.

Kruk-Ma-Kali, male Hobgoblin Ftr12/ Psion(Telepath)5/ Warlord6: CR 23; Medium-size Humanoid (Goblinoid); HD 18d10+5d4+42; hp 153; <Init +1 [[+1 Dex]]>; <Spd 30 ft.>; <AC 11, touch 11, flat-footed 10>; Atk [[+20 BAB]]; SA ; SQ Fear immunity, fervor, outsider mount, lieutenant, heroic leader; AL LE; SV Fort +14 <+2>, Ref +7, Will +12; <Str 16, Dex 13, Con 14>, Int 18, Wis 16, Cha 19.

Deities Worshiped: Vradhka-Khor-Vredhi (The Old Man), Mravroshkha-Khielshor (The Dark One).

Fluent Languages: Ancient Krangi (Hobgoblin), Ancient Brandobian, Old Merchant's Tongue.

Skills and Feats: Climb <+13> (10 ranks), Concentration <+12> (10 ranks), Intimidate +12, Knowledge (ancient history) +5, Knowledge (art of war) +26, Knowledge (military logistics) +25, Knowledge (military tactics) +26, Knowledge (military training) +25, Knowledge (psionics) +12, Listen +9, Ancient Brandobian (Read/Write +11), Deji (Speak +10), Ancient Kalamaran (Speak

Stat Variant for Kruk-Ma-Kali

If you do not use psionics in your campaign, make the following changes in Kruk-Ma-Kali's stats:

Replace his psion levels with sorcerer levels.

Most of his skills remain as listed except: Intimidate +9, Knowledge (art of war) +25, Knowledge (military training) +25 and Sense Motive +8.

Instead of psionic powers, he knows the following sorcerer spells (per day 6/7/5: 0th-level — *daze*, *detect magic*, *flare*, *open/close*, *read magic*, *resistance*; 1st-level — *charm person*, *detect undead*, *hypnotism*, *true strike*; 2nd-level — *see invisibility*, *inspiration*. He does not have the ability to summon a familiar, but he does retain the mind flayer's mind blast special ability:

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught within must succeed at a Will save (DC 17) or be stunned for 3d4 rounds.

+9, Read/Write +7), Ancient Krangi (Read/Write +16), Ancient Svimohzish (Speak +8, Read/Write +7), Old Merchant's Tongue (Read/Write +10), Sense Motive +12, Spot +16; Alertness, Cleave, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Initiative, Iron Touch of Kruk-Ma-Kali, Iron Will, Leadership, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Psionic Combat Modes: Mind Blast, Mind Thrust, Psychic Crush, Empty Mind, Intellect Fortress, Thought Shield, Tower of Iron Will.

Known Powers: 0th-level *daze*, *distract*, *missive*, *telepathic projection*; 1st-level *conceal thoughts*, *demoralize*, *disable*; 2nd-level *detect thoughts*, *inflict pain*.

Power Points per Day: 15

Possessions: Whatever form Kruk-Ma-Kali inhabits, he will do anything necessary to retain his sword *Kharad-Khor*, even abandoning a host body if necessary. Also, if it has not been destroyed, he will be sure to recover his psycrystal.

Stats listed in carats "<>" apply to Kruk-Ma-Kali in his own body during life. Note that he uses the physical stats of the creature he possesses. However, he can access his own skills, feats, base attack bonus, knowledge and mental abilities (psionics, Will saves, Intelligence, Wisdom and Charisma scores).

Mummy General (1): CR 3; Medium-size Undead; HD 10d12+3; 66 hp; Init -1 (-1 Dex); Speed 20 ft.; AC 20 (-1 Dex, +8 natural, +3 magical deflection), Atk: +8 [[+5 BAB, +3 Str]] (crit 20/x2 slam 1d6 +4 and mummy rot); SA despair, mummy rot; SQ undead, resistant to blows, damage reduction 5/+1; fire vulnerability; Saves Fort +3, Ref +2, Will +9; Str 17, Dex 8, Con—, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +8, Listen +13, Move Silently +8, Spot +13; Alertness, Toughness, Weapon Focus (fist).

The mummy carries a longsword at its side, but never attacks with it. It can use the crown to *discern lies* as a 7th level cleric (once per day for a full turn after activation).

Mummy Lord: CR 10; Medium Undead; HD 13d12+3; hp 87; Init +0; Spd 25 ft.; AC 25, touch 10, flat-footed 25 [[+15 natural]]; Atk +9/+4 melee [[+6 BAB, +3 Str]] (1d6+3 and mummy lord rot/crit 20/x2, slam); SA Despair, mummy lord rot, spell-like abilities SQ undead, damage reduction 10/+2, spell resistance 23, immunity to non-magical fire, cold immunity, electricity vulnerability, turn resistance +8; AL LE; SV Fort +4, Ref +4, Will +10; Str 17, Dex 10, Con —, Int 14, Wis 14, Cha 15.

Fluent Languages: Ancient Krangi (Hobgoblin), Old Merchant's Tongue.

Skills and Feats: Hide +7, Listen +9, Move Silently +4, Search +6, Spot +9; Iron Touch of Kruk-Ma-Kali, Spell Dodge, Toughness.

Niemallion Laebrinoia (22 years ago), male half-elf (demihuman), Wiz10: CR 10; Medium Humanoid; HD 10d4+10; hp 34; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 [[+1 Dex]]; Atk +5 melee or +7 ranged [[BAB +5, Dex +2]]; SQ low-light vision, immune to *sleep* spells and similar effects, +2 to save against Enchantment effects, summon familiar; AL CG; SV Fort +4, Ref +5, Will +7; Str 10, Dex 15, Con 12, Int 18, Wis 11, Cha 13.

Deities Worshipped: The Riftmaster, The Shimmering One.

Fluent Languages: Low Elven, Brandobian (Eldor).

Languages Known: Ancient Krangi +17, Kalamaran (Speak +8), Krangi (Speak +10, Read/Write +10), Svimohzish (Speak +12, Read/Write +9).

Skills and Feats: Concentration +14, Knowledge (arcana) +17, Knowledge (history of Tellene) +17, Knowledge (races) +17, Listen +1, Merchant's Tongue (Speak +13, Read/Write +8), Search +5, Scry +7, Spellcraft +17, Spot +1; Antimage, Craft Wand, Critical Spell Strike, Empower Spell, Maximize Spell, Quicken Spell, Scribe Scroll.

Spells Known (per day 4/5/5/4/4/2): 0th — *daydream*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *jolt*, *light*, *resistance*; 1st — *burning hands*, *charm person*, *comprehend languages*, *detect secret doors*, *Dorama's battle ward*, *magic missile*, *protection from evil*, *spellscatter*; 2nd — *bone rot*, *continual flame*, *icy hands*, *mirror image*, *protection from arrows*, *summon monster II*, *web*; 3rd — *dispel magic*, *lightning bolt*, *phantom steed*, *ranged blindsight*, *slow*, *spectral assassin*; 4th — *dimension door*, *etereal lock*, *improved invisibility*, *minor creation*, *minor globe of invulnerability*, *wall of ice*; 5th — *major creation*, *shock wave*, *teleport*.

Note: These statistics describe Niemallion as he was 22 years ago (1022 YK) so that you may use him as an NPC if you wish. If he is still alive, chances are he has gained 1-4 levels in the intervening time. Equip him as you see fit. These would most likely be wizard levels, but feel free to take him in any direction you wish.

Shadow Demon: CR 5; Medium Outsider; HD 7d8+14; hp 50; Init +0; Spd 30 ft., fly 60 ft. (perfect); AC 11/15/19; Atk +9/+7/+7 [[+8 BAB, +1 Str]] (1d8+1/1d6/1d6, bite and 2 claws); SA leap; SQ spell-like abilities, light vulnerability, quick movement, fire resistance 20, cold resistance 20, electricity resistance 20; AL CE; SV Fort +5, Ref +6, Will +5; Str 12 (15, 17), Dex 13, Con 11, Int 13, Wis 11, Cha 7.

Skills and Feats: Hide +16 (+8 racial bonus), Listen +8, Search +9, Spot +8; Multiattack.

Spell-like abilities: 1/day: *darkness, fear*; 1/week: *magic jar*.

Light Vulnerability: In daylight or its equivalent, the shadow demon has no natural armor and its Strength is 13. In addition, it takes double damage from weapons. In torchlight its Strength is 15, it has +4 natural armor and it takes normal damage from weapons. In darkness or near-darkness its Strength is 17, it has +8 natural armor, and it gains damage reduction 10/+2. In any light conditions, or if the shadow demon is the subject of a *light* or *daylight* spell, it takes 1d6 points of damage per caster level (maximum 10 dice, Fortitude save for half damage).

Leap (Ex): During the first round of combat, the shadow demon can use its small wings to leap on to an opponent. It can make a full attack with all four of its claws in addition to its move action. The claws deal 1d6 points of damage each and are +8 on attack rolls.

Quick Movement (Ex): Using its wings, the shadow demon can double its movement for one round. It may use this ability once per minute as a free action.

Summon Tanar'ri (Sp): Once per day a shadow demon can summon one fellow shadow demon with a 35% chance of success.

[Note: The shadow demon first appeared in the KINGDOMS OF KALAMAR® adventure *Midnight's Terror* (page 50). This version supersedes the previous one.]

Stone golems (advanced) (2): CR 11 each; Huge Constructs; HD 22d10; hp 121, 121; Init -2 (-2 Dex); Spd 20 ft. (can't run); AC 27, touch 6, flat-footed 27 [[-2 size, -2 Dex, +21 natural]]; Atk +26/+26 melee [[+15 BAB, -2 size, +13 Strength]] (2 slams 2d10+13); SA slow; SQ construct, magic immunity, damage reduction 30/+2; AL N; SV Fort +4, Ref +2, Will +4; Str 37, Dex 6, Con —, Int —, Wis 11, Cha 1. (MM p. 108)

TROLLS (RAVAGER TROLLS)

Troll, "Klag", female acolyte Adp2 (The Vicelord): CR 6; Large Giant; HD 6d8+2d6+48; hp 64; Init +2; Spd 30 ft.; AC 18, touch 11, flat-footed 16 [[-1 size, +2 Dex, +7 natural]; Atk +10/+10/+5 melee [[+4 BAB, +6 Str]] (1d6+6, 2 claws/1d6+3, bite); SA rend; SQ regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +7; Str 23, Dex 14, Con 23, Int 8, Wis 12, Cha 6.

Languages Spoken: [Fluent] Giant.

Skills and Feats: Concentration +8, Listen +5, Spot +5; Alertness, Iron Will.

Spells Prepared (3/2): oth — *detect magic, light* (x2); 1st — *cause fear, command*.

Deity Worshipped: The Vicelord.

Troll, "Takk", female Adp4 (The Vicelord): CR 7; Large Giant; HD 6d8+4d6+60; hp 83; Init +2; Spd 30 ft.; AC 18, touch 11, flat-footed 16 [[-1 size, +2 Dex, +7 natural]; Atk +11/+11/+6 melee [[+5 BAB, +6 Str]] (1d6+6 2, claws/1d6+3 bite); SA rend; SQ regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +12, Ref +5, Will +8; Str 23, Dex 14, Con 23, Int 8, Wis 13, Cha 6.

Languages Spoken: [Fluent] Giant, Merchant's Tongue.

Skills and Feats: Concentration +10, Listen +5, Spot +5; Alertness, Combat Casting, Iron Will.

Spells Prepared (3/3/1): oth — *detect magic, ghost sound, light*; 1st — *cause fear, command, endure elements*, 2nd — *darkness*.

Deity Worshipped: The Vicelord.

Troll, "Goro", elder female Adp7 (The Vicelord): CR 12; Large Giant; HD 6d8+7d6+78; hp 123; Init +6; Spd 30 ft.; AC 18, touch 11, flat-footed 16 [[-1 size, +2 Dex, +7 natural]; Atk +12/+12/+7 melee [[+6 BAB, +6 Str]] (1d6+6, 2 claws/1d6+3, bite); SA rend; SQ boon of evil, regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +13, Ref +6, Will +10; Str 23, Dex 14, Con 23, Int 8, Wis 14, Cha 6.

Languages Spoken: [Fluent] Giant, Merchant's Tongue.

Skills and Feats: Concentration +13, Listen +5, Spot +5; Alertness, Combat Casting, Improved Initiative, Iron Will.

Spells Prepared (3/4/3): oth — *detect magic, light* (x2); 1st — *command* (x2), *endure elements, protection from good*; 2nd — *darkness, mirror image, resist elements*.

Boon of Evil (Sp): 1/day she may shapechange into a beautiful female human or elf (Cha 18) for 10 minutes.

Deity Worshipped: The Vicelord.

Troll whelps (4): CR 2; Medium Giant; HD 2d8+8; hp 20, 18, 16, 12; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 15 [[+3 Dex, +5 natural]; Atk +3/+3/-2 melee [[+1 BAB, +2 Str]] (1d4+4, 2 claws/1d4+2 bite); SA rend 1d8+4; SQ regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +3, Ref +0, Will +0; Str 15, Dex 16, Con 19, Int 7, Wis 9. Cha 6.

Languages Spoken: [Fluent] Giant.

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

Deity Worshipped: The Vicelord.

Two-headed troll, "Dhorodokk": CR 8; Large Giant; HD 10d8+30; hp 70; Init +2; Spd 30 ft.; AC 18, touch 11, flat-footed 16 [[-1 size, +2 Dex, +7 natural]; Atk +13/+13/+11/+11 melee [[+7 BAB, +6 Str]] (1d6+6, 2 claws/1d6+3, 2 bites); SA rend 2d6+9; SQ regeneration 3, scent, darkvision 90 ft.; AL CE; SV Fort +10, Ref +5, Will +5; Str 22, Dex 14, Con 17, Int 9, Wis 9, Cha 6.

Languages Spoken: [Fluent] Giant.

Skills and Feats: Listen +7, Spot +7. Alertness, Iron Will, Multiattack.

Deity Worshiped: The Vicelord.

Render (Ex): If a two-headed troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a two-headed troll. Two-headed trolls cannot reattach severed limbs. It takes about a day for a severed limb to re-grow completely.

Special: If a two-headed troll loses one head, it also loses its Multiattack feat. Its attacks become +13/+13/+8 (two claws and only one bite, of course).

Wyvern ("Risanurek"): CR: 6; Gargantuan Dragon; HD: 9d12+36; hp 94; Init +1 (Dex); Spd 20 ft., fly 60 ft. (poor); AC 19, touch 7, flat-footed 18 [-4 size, +1 Dex, +12 natural]; Atk +13 melee [[+5 BAB, +8 Str]] (1d8+8 and poison, sting), +8 (3d6+4, bite), +8/+8 melee (2d6+4 each, 2 wings) or +13/+13 (1d8+8 each, 2 claws); Face/Reach: 10 ft. by 20 ft./10 ft.; SA poison, improved grab, snatch; SQ scent; AL N; SV Fort +8, Ref +7, Will +7; Str 27, Dex 12, Con 19, Int 6, Wis 12, Cha 9.

Languages Spoken: [Fluent] Draconic.

Skills and Feats: Listen +16, Move Silently +11, Spot +16 (+3 racial bonus when flying in daylight); Alertness, Flyby Attack.

Note: The Challenge Rating for this wyvern remains 6, but the experience award for defeating it should be multiplied by (9/7). (see MM p. 14)

APPENDIX B: NEW MONSTERS

BANSHEE

Medium-Size Undead (Incorporeal)

Hit Dice: 6d12 (39 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 40 ft., fly 15 ft. (average)

AC: 14 (+1 Dex, +3 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal Touch 1d8 and corruption

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Wail of the banshee

Special Qualities: Undead, incorporeal, spell resistance 22, +4 turn resistance

Saves: Fort +2, Ref +3, Will +5

Abilities: Str -, Dex 12, Con -, Int 12, Wis 11, Cha 16

Skills: Intimidate +11, Listen +7, Spot +6

Feats: Improved Initiative

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 6-9 HD (Medium-size)

Description: A banshee appears as a floating and luminous ghostly form of an elven woman, twisted by evil and pain. Only experts can tell a banshee from a spectre. A banshee restlessly roams the mortal world, seeking to share her pain with others by distributing it liberally. Sometimes a banshee latches on to a single person or small group of people, seeking to torment them by killing their friends, associates and acquaintances if unable to kill her primary targets.

History: Normally the spirit of an evil elf maiden, made all the more terrible because she must not have been a drow in life, a banshee haunts the living world. She is drawn to death, especially imminent death. As she cannot pass on to join her elven sisters, she often lashes out at the world she hates but of which she secretly still wants to be a part.

Combat: A banshee attacks physically if her wail fails to dispatch all victims. She makes use of her incorporeal nature, moving through walls, ceilings and floors to attack. Each chilling touch inflicts 1d8 points of damage.

Wail of the Banshee (Su): Once per day (only at night), the banshee can *wail*, and any creature within 30 ft. must make a successful Will save (DC 14) or die immediately, face contorted in horror. This is a death-effect.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

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

BONE GOLEM WARRIOR

Medium Construct

Hit Dice: 15d10 (82 hp)

Initiative: +5 (Dex)

Speed: 40 ft. (can't run)

AC: 32 (+5 Dex, +17 natural)

Attacks: +18/+13/+8 melee (plus weapon)

Damage:

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks:

Special Qualities: construct, darkvision 60 ft., magic immunity, spell resistance 21, damage reduction 30/+3, haste

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

Abilities: Str 25, Dex 20, Con -, Int -, Wis 11, Cha 1

Skills: —

Feats: —

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 16-30 HD (Medium)

Description: Bone golem warriors are special creations made from the bones of powerful fighting characters. They retain some of their fighting ability and are often mistaken for undead. Their creators revel in the notion that the victims of their construct will waste their time trying to turn an animated corpse that is actually not undead.

History: So far as is known, only one bone golem warrior exists on Tellene. It was fashioned centuries ago from the bones of a trusted general of Kruk-Ma-Kali by a twisted, evil elven wizard called Sahamathrian. The secrets of its construction remain his, perhaps wrested out of some even more ancient source.

Combat: Though not actually conscious creatures any longer, the bone golem fights as it would have in life. It has a certain residual cunning from its days as a living warrior.

Construct: Immune to mind-influencing spells, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, sneak attacks, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): The bone golem warrior is immune to all spells of 3rd level or lower as well as spell-like abilities and supernatural effects that simulate such spells, except as follows. A *disintegrate* spell affects it as a *slow* spell for 1d8 rounds and deals 2d6 points of damage (it gets no saving throw). Its spell resistance applies to all other magical effects.

Haste (Sp): Six times per day, the bone golem warrior can *haste* itself as a free action, as the spell cast by a 9th-level sorcerer.

Construction: A bone golem warrior can only be created from the fully intact skeleton of a fighter, barbarian, paladin, ranger or similar type of at least 9th level while alive. The warrior's body need not be skeletal when created, but its flesh rots at ten times the normal rate.

The body must be provided with armor and weapons appropriate to its station (masterworks and beyond). These become fused to the body and function only as normal items of their type if somehow removed after its destruction. The minimum cost for these items is 20,000 gp. Even with its equipment, the bone golem warrior weighs only about 100 pounds. Completing the body's preparation requires a successful Spellcraft check (DC 25).

The creator must be 17th level, able to cast arcane spells and have the Craft Wondrous Item feat. Completing the ritual drains 2,100 XP from the creator and requires the *haste*, *Lerasonul's transformation*, *permanency*, *polymorph any object*, *protection from spells*, and *stoneskin*.

KHIELSHOR DEATH KNIGHT

Medium-Size Undead

Hit Dice: 16d12 (104 hp)

Initiative: +6 (+4 Improved Initiative, +2 Dex)

Speed: 30 ft.

AC: 27 (+2 Dex, +15 special armor)

Attacks: +15/+10 [[+8 BAB +4 Str, +1 Weapon Focus (bastard sword or greataxe), +2 enhancement]]

Damage: 1d10 +7 bastard sword or 1d12 +7 greataxe

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Abyssal Blast, Fear Aura, special weapon, spell-like abilities

Special Qualities: Undead, detect good, damage reduction 15/+2, cold and fire immunity, turn immunity, electricity resistance 25, acid resistance 10, reflective spell resistance 29, armor meld, code of honor, command undead

Saves: Fort +7, Ref +9, Will +11

Abilities: Str 19, Dex 14, Con -, Int 12, Wis 14, Cha 16

Skills: Intimidate +16, Jump +12, Listen +9, Perform (oration) +4, Search +2, Sense Motive +6, Spot +11

Feats: Blind-Fight, Great Fortitude, Improved Initiative, Lightning Reflexes, (Power Attack, Sunder, Weapon Focus, Weapon Specialization)

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 12

Treasure: None or Standard

Alignment: Lawful or neutral evil

Advancement: 16-20 HD (Medium-size); 21-25 HD (Large)

Description: A Khielshor death knight stands six or seven feet tall, wears full plate armor with a burnt, blackened appearance and has a skeletal face, which it sometimes covers with the faceplate of its helmet. However, no effort can hide the two dim red lights glowing evilly in its eye sockets. Its deep voice always has a booming, echoing quality as if it stands in a vast hall.

Legends of Khielshor death knights are more often used to scare very naughty children than seriously contemplated.

History: Evidence of rituals to deliberately create these creatures has never been found, scholars who care to discuss the matter at all speculate that the creation of a Khielshor death knight involves the interference of an evil god, perhaps The Corrupter, The Overlord and/or The Dark One. Some say that a Khielshor death knight was once a great hero who fell victim to a curse, one that made him into an unstoppable killing machine endangering all that he once he held dear. In fact, a death knight is a champion of evil, a villain so dedicated to his cause and/or liege that he has traded his very soul for powers that allow him to serve dark forces beyond death. Once a fighter or other type of warrior (barbarian, ranger or possible a martially oriented cleric), the Khielshor death knight must voluntarily undergo a mysterious transformation in which he metamorphizes from a living servant of evil to a twisted champion of

darkness. The creature loses much in this process, but from its perspective it gains far more.

Combat: A Khielshor death knight prefers to slaughter in melee combat all those who represent goodness and life. It revels in battle, never holding back and always seeking the brightest lights of goodness to extinguish. A death knight has no qualms about centering attacks on itself (especially if it is immune) to destroy an enemy.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Immunities (Ex): A Khielshor death knight cannot be turned. It is immune to cold and fire attacks.

Special Weapon (Su): The Khielshor death knight carries a weapon of special meaning to it, usually a greataxe or bastard sword. It is automatically proficient in use of that type of weapon. Often, this weapon is one it used in life or one specially presented to it at its transformation. If it loses this weapon, it must seek it out to the exclusion of all other activity. The death knight gains the benefits of the following feats with this weapon: Power Attack, Sunder, Weapon Focus and Weapon Specialization. In addition to a +2 enhancement bonus, the weapon may have special magical properties.

ID 100 ROLL	SPECIAL ABILITY
1-35	None
36-42	Defending
43-48	Flaming
49-54	Frost
55-59	Shock
60-63	Blinding
64-68	Shield-breaker
69-72	Keen
73-77	Flaming Burst
78-83	Shocking Burst
84-88	Stinger
89-92	Wounding
93-96	Unholy
97-98	Brilliant Energy
99-100	Vorpal

These additional abilities only function for creatures of the same as alignment as the Khielshor death knight (from whom the weapon gets its alignment).

Detect Good (Ex): As a free action, a death knight can use *detect good* as a 12th-level sorcerer at will.

Abyssal Blast (Su): Once per day, a Khielshor death knight can unleash the fires of pure evil against its foes. This blast can be used at a range of 640 feet and takes the form of a 20-foot radius spread. Victims caught within suffer 20d6 points of damage. Half of this damage is from fire (and thus subject to appropriate protections). The other half results from infernal energy (and is not subject to such magic as *protection from elements (fire)*). Victims can make a Reflex save (DC 18) to halve the fire damage.

Fear Aura (Su): All creatures of less than 6 HD within 15 feet of a Khielshor death knight suffer as if under the effects of a *fear* spell cast by a 12th-level sorcerer. (Will save DC 17).

Spell-like abilities (Sp): At will: *detect magic*, *see invisible*, and *wall of ice* as a 12th-level sorcerer. Twice per day it can use *dispel magic* as a 10th-level sorcerer. Once per day it can use *greater dispel* as a 20th-level sorcerer. Also once per day it can use *power word blind*, *power word kill* or *power word stun* as a 20th-level sorcerer.

Reflective Spell Resistance (Su): The Khielshor death knight's spell resistance 29 functions normally except that, if the caster rolls a 1 or 2 on his level check, the spell rebounds against the original caster. Note that the spell must be cast directly at the death knight; a *fireball* that includes a death knight in its spread cannot be reflected (though it can be resisted), but one cast directly at it can.

Armor Meld (Ex): A Khielshor death knight's natural armor results at least partially from the plates and chain armor that meld to it at its creation. These pieces become a part of the death knight's body and cannot be removed without large chunks of the death knight's body attached to them. Even then, the pieces come off only after the thing is destroyed. This fusing of armor and form results in the extra, special protective quality of the armor (though it only functions as armor for the Khielshor death knight).

Code of Honor (Ex): Only a creature with some sense of duty, however evil, can be made into a Khielshor death knight. Thus the death knight follows a code very like chivalry, perhaps a weakness that somewhat balances its strengths. It must answer challenges to its honor, and it cannot attack bystanders who have not attacked it (though it tends to interpret virtually any action as an attack). The Khielshor death knight is also prone to dramatics, speaking formal challenges before attacking and even parleying with its enemies. It prefers formal garb (capes, jewels, and so on) and has a penchant for dramatic entrances, often marching deliberately to approach foes.

Command Undead (Ex): A Khielshor death knight can command and/or bolster undead as an evil 16th-level cleric.

GIANT GOAT

Large Animal

Hit Dice: 5d8 +20 (42 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (-1 size, +6 natural)

Attacks: +8 gore

Damage: 2d6+7 gore

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Head butt

Special Qualities: —

Saves: Fort +9, Ref +2, Will +2

Abilities: Str 21, Dex 10, Con 19, Int 2, Wis 10, Cha 2.

Skills: Listen +10

Feats: —

Climate/Terrain: Any mountain

Organization: Solitary or herd (3-18)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-9 HD (Large); 10-12 HD (Huge)

Description: Giant goats are large herbivores sometimes kept as cattle for very large carnivores. They act very much like normal sized goats, but they eat a lot more. Giant goats usually live more than two day's ride from any significant settlement (900+population, anything larger than a small town).

History: Giant goats developed in a similar manner to their normal-sized counterparts, but in remote wilderness areas. Over the years, they have been herded by giants, though the goats are as ornery as their kin and frequently escape back into the wild.

Combat: Giant goats prefer to be left alone and only challenge those who threaten them or their young. They generally avoid combat, but will fight, fearing little because of their large size.

Head Butt (Ex): When charging, the giant goat inflicts 4d6+7 points of damage on a successful hit. A man-sized target struck must make a Reflex save (DC 20) to avoid being knocked back 2-12 feet. Large targets gain +4 to the roll, Small targets suffer a -4 penalty. Using this ability requires a minimum of 20 feet of movement in a straight line.

MUMMY LORD

Medium-size Undead

Hit Dice: 13d12+3 (87 hp)

Initiative: +0

Speed: 25 ft.

AC: 25 (+15 natural)

Attacks: Slam +9/+4 [[+6 BAB, +3 Str]]

Damage: 1d6 +3

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Despair, mummy lord rot, spell-like abilities

Special Qualities: Undead, resistant to blows, damage reduction 10/+2, spell resistance 23, immunity to non-magical fire, cold immunity, electricity vulnerability, turn resistance +8

Saves: Fort +4, Ref +4, Will +10

Abilities: Str 17, Dex 10, Con -, Int 14, Wis 14, Cha 15

Skills: Hide +7, Listen +9, Move Silently +4, Search +6, Spot +9

Feats: Iron Touch of Kruk-Ma-Kali, Spell Dodge, Toughness

Climate/Terrain: Any desert or underground

Organization: Solitary

Challenge Rating: 9

Treasure: None or Standard

Alignment: Always lawful evil

Advancement: 13-18 HD (Medium); 19-25 HD (Large)

Description: Mummy lords are the specially preserved corpses of powerful figures left to defend temples, sacred areas and tombs. While desiccated and withered, the body is wrapped

in special linens leaving only the eyes uncovered. Though they share a rambling gait with their lesser cousins, mummy lords can move almost as quickly as a living human.

Thankfully, the secrets of making this type of powerful mummy have been lost to human cultures. No source exists that tells of the techniques needed, though some rare tomes suggest that the methods were only passed on by oral tradition.

History: Scholars believe that the secrets of preserving bodies as mummy lords belonged to ancient Deji civilizations, perhaps given by some deity or acquired from another race (as non-human sages often claim). Some theorize that lesser mummies (and immobile, non-undead mummies) are created by a process similar to but degenerated from those used to create mummy lord.

Combat: Lost in a haze of a decaying mind, mummy lords seek to get closer to life and living creatures. Thus, they attack in melee, delivering their wretched curses up on all those they strike. They hate the world they no longer fully enjoy, and they despair of ever reaching their own final rest.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Despair (Su): The mere sight of a mummy lord causes those viewing it to make a Will save (DC 17). Those who fail are paralyzed with terror for 1d4 rounds. Whether they succeed or not, victims are not subject to that mummy's despair power for 24 hours.

Mummy Lord Rot (Su): Supernatural disease – slam, Fortitude save (DC 22), incubation period 1 day, damage 1d6 temporary Constitution and 1 point of permanent Strength. This disease continues until the victim reaches 0 Constitution (and dies) or receives a *remove disease* spell or similar magic.

A victim who dies shrivels away into sand 4 minutes after his temporary Constitution would go negative (regardless of wind), unless he receives both a *remove disease* and a *raise dead* beforehand.

Resistant to Blows (Ex): Physical attacks deal only half damage to a mummy lord. Apply this effect before damage reduction.

Immunity to Non-Magical Fire (Ex): Mummy lords cannot be harmed by non-magical fire. Unlike their lesser counterparts, they have no special vulnerability to magical flame (nor do they have any special resistance to it).

Electricity Vulnerability (Ex): A mummy lord suffers half again the damage from any electrical attack, whether it saves or not (provided the magic overcomes the mummy's spell resistance).

Spell-like Abilities (Sp): A mummy lord uses its spell-like abilities as an 18th-level cleric. Once per day, a mummy lord can use: *detect magic*, *cause light wounds*, *command*, *detect good*, *endure elements*, *silken grasp*, *cause moderate wounds*, *hold person*, *resist elements*, *silence*, *animate dead*, *cause serious wounds*, *invisibility purge*, *cause critical wounds*, *tongues*, *circle of doom*, *darkbolt*, *create undead*, *harm and blasphemy*.

SALT BASILISK

Medium-Size Magical Beast

Hit Dice: 8d10+16 (60 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

AC: 19 (+3 Dex, +6 natural)

Attacks: Bite +11

Damage: 1d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Petrifying gaze, sprint

Saves: Fort +8, Ref +11, Will +2

Abilities: Str 17, Dex 16, Con 15, Int 2, Wis 10, Cha 10

Skills: Listen +2, Hide +4

Feats: Alertness, Lightning Reflexes

Climate/Terrain: Arid Desert

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 9-11 HD (Medium); 12-16 HD (Large)

Description: The salt basilisk is a vicious predator of the Elos Desert. It relies on its incredible speed and lethal gaze attack to turn its prey to salt, which makes up the bulk of its diet. Those living on and near the salt flats of the Elos have grown very large and very lazy, although they still retain their amazing burst of speed for chasing away intruders.

History: No one knows whether the salt basilisk is a natural variant of the standard type or the result of magical experimentation. What is known is that they have been a danger in the Elos for several centuries. They have joined the ranks of monsters that infest the area and remain a danger to travelers and animals from the region around Miclenon to Dijishy, and as far north as parts of Norga-Krangrel.

Combat: Salt basilisks rely on their gaze attacks to transform prey into meals. They enter melee only when forced. Unlike their cousins, though, they freely use their sprint ability to pursue fleeing creatures.

Sprint (Ex): Once per hour, a salt basilisk can take a charge action to move ten times its normal speed (200 feet) for 1d2 rounds.

Petrifying Gaze (Su): Victims who meet the salt basilisk's gaze may be turned to salt permanently. The range of this gaze reaches 30 feet, a Fortitude save against DC 14 negates the effect.

TWO-HEADED TROLL

Large Giant

Hit Dice: 10d8 +30 (75 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 18 (-1 size, +2 Dex, +7 natural)

Attacks: 2 claws +13/+13, 2 bites +11/+11

Damage: 2 claws 1d6+6 each, 2 bites 1d6+3 each

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Rend 2d6+9

Special Qualities: Regeneration 3, scent, darkvision 90 ft.

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

Abilities: Str 22, Dex 14, Con 17, Int 9, Wis 9, Cha 6.

Skills: Listen +7, Spot +7.

Feats: Alertness, Iron Will, Multiattack.

Climate/Terrain: Any mountain

Organization: Solitary or herd (3-18)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 11-15 HD (Large); 16-21 HD (Huge)

Description: Two-headed trolls do not form their own societies, instead joining other groups that live in their areas of habitation. They usually seek acceptance among normal trolls, often becoming guardians for such tribes. Those who cannot gain acceptance wander the wilderness, expressing their anger by tearing to shreds anything that crosses their paths.

History: Two-headed trolls may be the hideous results of twisted experiments or a spontaneous mutation of normal trolls. Whatever the case, they are extremely rare, far rarer than normal trolls, even in the remote wilderness. For decades, adventurers and explorers have told tales of these beasts, but many sages still do not believe such creatures exist.

Combat: Two-headed trolls throw themselves fearlessly into melee, charging at the first opportunity. They especially despise users of ranged weapons and spellcasters.

Rend (Ex): If a two-headed troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a two-headed troll. Two-headed trolls cannot reattach severed limbs. It takes about a day for a severed limb to re-grow completely.

Special: If a two-headed troll loses one head, it also loses its Multiattack feat. Its attacks become +13/+13/+8 (two claws and only one bite, of course).

NEW TEMPLATES

GHOST REVENANT

A ghost revenant is like a ghost, only meaner. Some extremely traumatic event links a ghost revenant to a specific area, event or person. Typically linked to important historical events or figures, they cannot rest until a very specific resolution of what it was that made them undead.

Like ghosts, ghost revenants were intelligent, corporeal creatures before death. However, ghost revenants are angry. Very angry. They seek revenge of a very violent and deadly type, though it may not always be clear on what or whom they

actually seek this vengeance. Certain actions or situations spur them to activity, such as touching a gravestone or walking into a room. They act in a manner somewhat similar to the way they acted in life, but always as violent as they could get. While a Pacifist ghost revenant would not attack people, virtually every sentient being has some degree of savagery in his soul. Some theologians believe the gods leave only that part of the soul in the mortal world, though they frequently disagree on why. Others suggest that it may be part of a struggle between proactive gods fighting over a soul that may have been on the edge in terms of morals (for example, someone who employed evil means to kill a powerful, ruthless tyrant).

Whispers suggest that certain ancient magics could deliberately create ghost revenants in a longer, more involved version of the relatively well-known *animate dead* spell. These would be bound to specific locales to haunt and attack future generations.

CREATING A GHOST REVENANT

"Ghost revenant" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to "undead." It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Add 3 HD, increase type to d12.

Speed: Ghost revenants have a fly speed of 30 feet (unless the base character has a higher fly speed) with perfect maneuverability.

AC: Natural armor is the same as the base creature's but applies only to ethereal encounters. When the ghost revenant manifests its natural armor is +0. The ghost revenant also gains +9 enhancement bonus to AC.

Attacks: The ghost retains all the attacks of the base creature, though see below for special rules.

Damages: Against ethereal creatures, a ghost revenant uses the base character's damage ratings. Against nonethereal creatures, the ghost revenant can use its special attacks (if any), as well as its manifestation ability.

Special Attacks: The ghost revenant retains all of the special attacks of the base character. It can use those requiring physical contact if it manifests.

Manifestation (Su): All ghost revenants have this ability. When they manifest, ghost revenants become visible but remain incorporeal. However, a manifested ghost revenant can strike with its touch attack or a ghost touch weapon. A manifested ghost revenant remains on the Ethereal Plane but can be attacked by opponents on both the Prime Material and the Ethereal Planes. A spellcasting ghost revenant's spells cannot affect material targets unless it manifests, though they can always work against ethereal victims.

The ghost revenant need only manifest for the initiative phase on which it actually attacks. It can use the ability once per round, so it usually remains ethereal for most of a round. Also, these attacks ignore armor bonuses, whether from natural or worn armor.

Malevolence (Su): Once per round, a ghost revenant can merge its body with a creature on the Prime Material Plane. This ability is similar to *magic jar* cast by a 10th-level sorcerer (or the ghost revenant's character level, whichever is higher), except that it requires no receptacle. If the ghost revenant succeeds, its body vanishes into its opponent's body. The target can attempt to resist; a successful Will save (DC 15 + the ghost revenant's character level). A target that successfully saves is immune to that ghost revenant's malevolence ability for one day.

In dire situations, ghost revenants have been known to deliberately finish off the bodies they inhabit and move on to a fresher opponent.

Fearsome Appearance (Su): Once per day, plus a number of times equal the character's Charisma bonus (if any), the ghost revenant can appear horrific. Viewers within 30 feet must make a Will save (DC 15 + 1/2 the ghost revenant's Hit Dice) or become panicked. The ghost revenant can use this ability as a free action.

Special Qualities: A ghost revenant has all the special qualities of the base character and those listed below. It also gains the undead type and the incorporeal subtype.

Re-formation (Su): The ghost revenant re-forms unless permanently destroyed, a process that typically takes a very specific set of actions or a *miracle* or *wish*. After being dispatched, it re-forms in 1d4 days, usually angrier than it was at first (if that is even possible).

Turn Resistance (Ex): A ghost revenant has at least +25 turn resistance (see page 10 of the *Monster Manual*). Those linked to a specific place often cannot be turned at all, though if such is the case the link to that location is so strong that it prevents them from leaving it by any means.

Damage Reduction (Ex): 10/+1 (special). The ghost revenant takes 1/2 damage from pure silver weapons.

Specific Limitations (Ex): Ghost revenants are always linked to a location, person or situation. They tend to be limited in movement or action by the conditions of their undeath. Usually, this means that they cannot leave a certain area. Sometimes, it may mean that the ghost revenant cannot manifest unless a certain symbol is presented, a certain person or creature is attacked, etc.

Saves: Same as the base character.

Abilities: Same as the base creature, except that the ghost revenant has no Constitution score.

Skills: Ghost revenants receive a +10 racial bonus on Listen, Search and Spot checks. Otherwise same as the base character.

Feats: Same as the base character.

Climate/Terrain: Any land or underground.

Organization: Solitary (always).

Challenge Rating: Same as the base creature +3.

Treasure: None.

Alignment: Any but lawful good or neutral good.

Advancement: Same as the base character.

SHADELING

Shadelings are dark creatures that have somehow meddled in affairs in which they should never have become involved.

CREATING A SHADELING

The shadeling template can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the creature's base statistics and special abilities except as noted below.

Hit Dice: Increase to d12

Speed: Same as base creature

AC: Same as base creature, +1 deflection

Attacks: A shadeling retains all the attacks of the base creature, it also gains an incorporeal touch at +3 melee

Damage: Same as base creature, plus incorporeal touch for 1d4 temporary Strength damage (when incorporeal)

Special Attacks: Strength drain (the Fortitude save DC is 10 + 1/2 the shadeling's HD + the shadeling's Charisma modifier)

Special Qualities: Same as base creature, gains undead type and incorporeal manifestation type.

Incorporeal manifestation (Su): A shadeling is trapped between two worlds, between light and shadow. Normally corporeal, it can actually become incorporeal for one round per Hit Die, per day. During this time, it ignores all physical barriers (including armor) and it can only be affected by +1 or better magic weapons, or magic. Any corporeal source of damage has a 50% chance of simply not affecting it. A shadeling always moves silently when incorporeal. A shadeling can only use its incorporeal touch when incorporeal.

Saves: Same as base creature

Abilities: Same as the base creature, except the shadeling has no Constitution score and gains +2 Charisma

Skills: Same as base creature, except +6 bonus to Hide, Listen, Move Silently and Spot checks

Feats: Same as the base creature

Climate/Terrain: Any

Organization: Solitary, pair or gang (3-8)

Challenge Rating: Same as the base creature +2

Treasure: Standard

Alignment: Usually evil

Advancement: Same as the base creature

Through the mirror, one can communicate with Khyrastryx. All the user must do is stare into it for at least one full round (a full round action) and speak her name. Unless this is done, it is a normal mirror, though framed in gold and silver worked into the shape of intertwining dragons* that for Draconic runes spelling out "Khyrastryx."

Once activated, the image in the mirror disappears in a smoky haze. The image of her face coalesces out of the mists. The mirror allows sight and sound to pass both ways. Generally, she greets the user with, "Who dares to interrupt the Furious Flame of Khyrastryx?!"

Unbeknownst to the Gralnekh, Khyrastryx can also use her *mirror* as a kind of crystal ball. Whenever she wishes, she can look and listen through it without alerting anyone on the other side. She automatically succeeds at her Scry check. The opposed DC for a *detect scrying* check is the dragon's Int check: 1d20+4. Since the *mirror* is inherently magical, a *detect magic* reveals no change when she uses this ability. She has used this to spy on her servant, for whom she has long-term plans, and can track anyone who might take it from him.

Another character who gains the *mirror* and knows of this power can attune himself to use it to scry on its immediate surroundings. This takes the character one week, during which he must work with the *mirror* at least four hours per day in that time or else start the process over. The *mirror* does not allow the scryer provide lighting, nor can it see through a covering (such as heavy piece of cloth). The scryer must have a reflective surface, but this need not be magical.

If the characters get hold of the device and use it to communicate, she will converse with them, in typically haughty fashion, to gauge their intentions. She may even agree to some sort of deal, though her only purpose is to gather treasure for herself. In all likelihood, she will demand to know why she should trust the PCs, since they either stole the *mirror* or killed her servant and then stole the *mirror*.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *scrying*, *clairaudience*, *clairvoyance*; **Market Price:** 47,600 gp; **Weight:** 9 lbs.

DRAGON SCALE MAIL

Dragon scales provide the best sort of protection, especially when a dragon gifts them to a person instead of getting slaughtered for it. Such scales retain more of the inherent magical energy of the creature and offer special protection. So long as the armor created is scale mail, it needs no extra enchantments to provide the additional protections (otherwise the extra working of the scales drains the energy). Obviously, the type of protection depends on the dragon providing the scales. The armorsmith must successfully create a masterwork to gain these benefits.

Dragon scale mail provides the wearer a +4 enhancement bonus to all saving throws against normal and magical attacks of the appropriate type. Even on a failed save, the wearer only takes half the damage he would have otherwise. In addition, the wearer gains damage reduction against the indicated type of damage, with

APPENDIX C: NEW MAGIC ITEMS

CRIMSON MIRROR OF KHYRASTRYX

When Khyrastryx saw a spark of sorcerous ability in Gralnekh of the Khyraskali (and sadism unusual even in hobgoblins), she presented him with the *mirror* as a gift. Khyrastryx had a previous servant help construct the item, but he died in a fiery haze soon after disagreeing with the dragon.

the amount dependent on the age category of the dragon who provided the scales according to Table C-1: Dragon Scale Armor.

Wearing such armor has consequences, however, as the wearer acquires some of the vulnerability of the dragon as well. This increased vulnerability takes the form of a -2 circumstance penalty to all saving throws against the indicated type of attack. Also, on a failed saving throw the wearer takes 1.5 times the appropriate damage. For specific powers of armor made from a given type of dragon's scale, see Table C-2: Dragon Scale Armor Powers. For example the red *dragon scale mail* armor worn by Krumukh of the Khyraskali provides +7 to AC (+4 armor bonus, +3 enhancement bonus), a +4 enhancement bonus to saving throws against all fire (normal and magical) and provides fire damage reduction 21. Krumukh suffers a -2 penalty on saving throws against all cold attacks, and on a failed save he takes one and a half times the normal damage. However, he only takes half damage from fire-based attacks even, on a failed save.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, voluntarily donated dragon scales; **Market Price:** 200 gp + variable bonus (see Table C-1 above and the DMG Table 8-3).

Minor Artifacts

BANNER OF KRUK-MA-KALI (BANNER OF THE OLD MAN)

Hobgoblins (and a certain sort of scholar) refer to this item as the *banner of Kruk-Ma-Kali*, though most other races refer to it as

the *banner of the Old Man*. Several magical effects take place when the banner is carried in a place of honor before an army whose soldiers revere the Old Man (at least 75% must revere him; the commander must be a worshipper of the Old Man). The battle standard must be prominently displayed for these effects to accrue.

- 1) All friendly troops gain a +1 morale bonus to attack and damage rolls, as well as to saving throws against fear effects.
- 2) The commander's enemies suffer a -1 divine penalty to all attack and damage rolls, as well as to all saving throws against fear effects.
- 3) After winning a battle, the army's casualties are reduced by 10%. Soldiers do not rise from the dead, but the wounded and dying are more likely to heal.
- 4) All clerics of the Order of the Pike cast spells as if one caster level higher than actual, if they are a part of the army bearing the banner.
- 5) Once per day, the commander of the army possessing the *banner* may re-roll any failed check related to tactics, strategy, warfare or leadership once. He must use the results of the new roll.
- 6) If the commander of the army bears the *banner* himself, it also acts as a *rod of rulership*.

Caster Level: 19th; **Weight:** 12 lbs.

GEM CROWNS OF KRUK-MA-KALI

These *crowns* represent different aspects of the great king, specifically different ways of overcoming his enemies. He awarded these crowns to specially favored followers. Like many conquerors, he never fully trusted his most powerful commanders (their ability made them valuable assets, but also potential enemies), so the *crowns* have drawbacks. Kruk-Ma-Kali insisted that the true and loyal followers could use a crown without harm.

An individual must wear a *crown* for a full day before having access to the power, even if he knows the power and the command word. However, each *crown* also carries a curse such that the wearer must make a Will save (DC 22) every time he uses the power or suffer half the damage the special attack causes. The command words are inscribed in ancient Hobgoblin on the interiors of the *crowns*.

Each *crown's* power can be used three times per day.

TABLE C-1: DRAGON SCALE ARMOR

DRAGON AGE CATEGORY	DAMAGE REDUCTION	ENHANCEMENT BONUS TO AC*	MINIMUM TIME TO COLLECT SCALES**	EFFECTIVE COST MODIFIER***
Wyrmling	3	+1	4 years	+1
Very young	6	+1	42 months	+1
Young	9	+1	36 months	+2
Juvenile	12	+1	30 months	+2
Young adult	15	+2	24 months	+3
Adult	18	+2	18 months	+3
Mature adult	21	+2	12 months	+3
Old	24	+3	12 months	+4
Very old	27	+3	12 months	+4
Ancient	30	+4	12 months	+5
Wyrm	33	+5	12 months	+6
Great Wyrm	36	+6	12 months	+7

* In addition to the standard +4 armor bonus for scale mail.

** For a Medium-sized character, without harming the dragon.

*** See DMG Table 8-3.

TABLE C-2: DRAGON SCALE ARMOR POWERS

SCALE TYPE	DAMAGE REDUCTION AGAINST	INCREASED VULNERABILITY TO
Black	Acid	Gas-delivered effects
Blue	Electricity	Earth and Air
Green	Gas-delivered effects	Acid
Red	Fire	Cold
White	Cold	Fire
Brass	Fire or sleep effects (dragon's choice)	Cold
Bronze	Electricity	Earth and Air
Copper	Acid or slow effects (dragon's choice)	Gas-delivered effects
Gold	Fire or Strength damaging effects (dragon's choice)	Cold

DIAMOND CROWN OF CONQUEST

Command word: *didarakh*

This crown allows the wearer to fire a *magic missile* (as a 2nd-level sorcerer) from each eye (net two missiles per round). They can be targeted separately.

Caster Level: 18th; *Weight:* 5 lbs.

RUBY CROWN OF FIRE

Command word: *akhazzan*

This crown allows the wearer to shoot fire out to 10 feet in a semicircular burst centered on his eyes for 2d6 points of damage (Reflex save DC 25 for half).

Caster Level: 18th; *Weight:* 5 lbs.

SAPPHIRE CROWN OF LIGHT

Command word: *kryborresh-nakh*

This crown allows the wearer to fire miniature lightning bolts from his eyes at a single target up to 15 feet away (Small-sized or larger), causing 2d6 points of shocking electrical damage (Reflex save DC 24 for half). The bolt attack can damage 4 Tiny, 8 Diminutive or 16 Fine creatures in a given attack.

Caster Level: 18th; *Weight:* 5 lbs.

ONYX CROWN OF DESPAIR

Command word: *durgha-ke*

This crown allows the wearer to fire draining black bolts from his eyes, up to ten feet away. Each bolt drains the target of 1d6 hit points with no saving throw (the wearer gains no hit points from the attack, however). The victim can recover these hit points normally. The bolts can target separate victims, so long as they are no more than 15 feet away from each other.

Caster Level: 18th; *Weight:* 5 lbs.

GEM OF HADES

This gem bestows several abilities upon its bearer:

- 1) The bearer may cast *darkness* as a 9th level cleric 3 times/day. Use of this ability costs 1 hit point.
- 2) The bearer may cast *deeper darkness* as a 9th level cleric twice per day. Use of this ability costs 2 hit points.
- 3) He may cast *continual darkness* once per day as a 9th level cleric. Use of this ability costs 3 hit points.
- 4) The bearer may cast *negative energy protection* once per week as a 9th level cleric. Use of this ability costs 5 hit points.
- 5) The bearer may summon a shadow demon to do his bidding during the night Veshemo is new; the fiend obeys the bearer's orders explicitly and to the letter, and returns to the nether realms upon the sunrise. Use of this ability costs 15 hit points, or alternatively the bearer may bathe the gem in the blood of a virgin sacrificed to the Lurker in the Void.

The bearer (alone) may gate to the fourth layer of Hades during the height of a solar eclipse. The gem does not provide a round trip! Use of this ability confers one negative level upon the bearer (unless the bearer is neutral evil and has not transgressed his alignment, as determined by the DM). The

Fortitude save DC to avoid the negative level becoming permanent 24 hours later is 23.

Note that hit points lost due to use of the gem's powers cannot be healed by good magic! Only normal healing or healing delivered by neutral or evil clerics can heal this damage! If the bearer dies as a result of overuse of the gem, he turns into a shadeling...

Caster Level: 18th; *Weight:* —.

THE LLORANNION TREE

In ancient days, some say even before the Elenons rose to their current heights, a great forest covered the land now known as the Elos Desert. The elves lived peacefully in the great forest for man years, oblivious to the concerns of the outside world. Into this harmony came an ambitious young druid, an elf with notions of achieving greatness. His skill and devotion shamed even his elders as he tirelessly worked for the good of the forest, but something about it displeased him. He held in his mind a vision, a vision of perfection. Some of the great trees seemed close to perfect, but no actual tree measured up to the true glory of nature the elf sought to share. He wanted something so magnificent, so perfect that observers could experience directly the pure joy of the natural world.

So the young druid quested for knowledge, the knowledge that would allow him to create in reality the image his mind had conceived. Far and wide he searched, until the even the long-lived elves of this great forest had forgotten his name. In myth, some called him Lohroni, "the searcher", and used his obsession as an example of why one should stick to traditions and remain within the forest.

But he returned centuries later, old, tired and worn. He would share no name and so he became Lohroni. He claimed he had searched to the ends of the earth and found many secrets, most of which he could not share for they were dangerous secrets. The elders said he had the look in his eyes of one who had seen things no elf could even consider and remain pure. They said there was a tinge of madness in his stare.

The wanderer had learned something, though, and after all the years sought to create his masterpiece. It began as a simple seed, from the most perfect oak tree the elf could find. He planted it in a sacred grove and tended it every day, refusing to tell the exact nature of his tending. For years, he watched it grow, watered it, fed it, poured his soul into it. They say that as the tree grew tall and strong, the elf grew stooped and decrepit. Indeed, this tree was a masterpiece. None could gaze upon it without considering all others a mere shadow of its arboreal glory. No work of art could match it, no work of music could sing so beautifully as its branches in the wind.

Alas, the elf was not immune to hubris. The day came when his tree had grown to the height of its surroundings, but it would not stop. The elf demanded lesser forms of life be removed, other trees taken away, so that his might grow. And it continued to grow, overshadowing all its surroundings, the trees near it grew stunted, and many died. But Lohroni did not care.

Whispers suggested he even used his won brethren in preparing special forms of mulch and compost for it. Whispers, then open rumors, said he had challenged The Bear himself to do better. Whispers suggested he could not.

Finally, the elders decided that the tree had to be left to its own devices. It took too many resources from its surroundings, Lohroni's tending had taken it beyond the point of natural elegance. He refused.

A force had to be assembled to remove him from the vicinity of his glorious creation. Lohroni destroyed it. Indeed, he did use the corpses of his former fellows to feed his tree. A larger, stronger force had to be gathered, and Lohroni prepared for a showdown.

In the bloody battle, many elves died. Lohroni was killed, spilling most of his blood into the tree and cursing his fate. Legend has it his body disappeared, fading to nothing as he died (at a venerable age even by elven standards). His tree burned.

But not quickly, and not completely. His last apprentice had been called away years before the battle, but she refused to let the beauty of the Perfect Tree die. The druidess, named Rannion, salvaged some of its seeds. She fled in the night, fearing retribution if discovered.

She dropped the seeds in her terrified flight in at least three places, before dying (most legends say she was killed by a dragon). These grew. Hardier than most trees they could find unusual locations. One is said to grow in a lost oasis in the Elos Desert, one somewhere in the Elenon Mountains, and one on an island now lost. Even these remnants of the Perfect Tree, they say, can bring the hardest of hearts to tears at the sight of its splendor. Some still quest to find them, just for a single look.

Any wood cut from these trees is automatically considered masterwork quality. All items formed from a Llorannion tree make all saves at +2. Legend has it that there are a number of ways to make magic items out of the tree. Each bypasses a more difficult, costlier method, relying on the inherent magic in the wood (rather than the life force of a spell caster). Certain special procedures can be coaxed into manifest form, if one knows how. Because of the magic in their creation, the Llorannion trees can hold powerful enchantments. Because of the blood and death associated with them, these enchantments often involve death.

For example, an arrow crafted of wood from the Llorannion tree and blessed by a cleric of at least 12th level will act as a greater slaying arrow. During the bless, the arrow is attuned to a single creature type (such as red dragons).

A hardy example of this tree grows in the ice and snow of a high mountain pass, above the mundane treeline. Note that there is only a 10% chance the arrow succeeds against Khyrastryx, but there is nothing to stop characters from firing multiple arrows, if they think to make them. However, a cleric can only perform such a blessing on one arrow each day. Attempting more upsets certain gods (or possible other forces), who do not appreciate overzealous efforts to gain great power.

The arrow retains the enchantment for a number of days equal to the cleric's level.

Other possible creations include wands that only actually expend a charge 50% of the time and powerful magic shields. The DM can make such calls in specific cases. (Without research, the most a PC is likely to figure out is that the wood has minor Enchantment and Alteration auras even after being cut.)

MANUAL OF MILITARY PROWESS

This ponderous magical tome provides scholarly dissertation on various military tactics, battle plans and strategies. Any character, regardless of class, who reads the *manual* (which takes a total of 48 hours over a minimum of six days), gains Knowledge (military tactics), Knowledge (art of war) and Knowledge (ancient military history) skills at the maximum level of ability, as well as the Leadership feat. If the reader already has any of these, each gains a +4 inherent bonus. The reader also gains the ability to cast *remove fear* once per day. The *manual* disappears upon completion; the information and knowledge gained cannot be conveyed or written down, though the skills acquired may be taught to others normally.

Caster Level: 18th; Weight: 23 lbs.

MANUAL OF THE WARLORD

This magically potent work contains expert instruction regarding methods of motivating, leading and manipulating soldiers and underlings. It covers everything from training methods to avoiding chaos during a rout (on either side). Any lawful character with a base attack bonus of +7 or higher who reads the text can gain the benefits. The reader must spend 48 hours over no less than six days (and no more than two weeks) absorbing the knowledge, then spend one month practicing the techniques of physical and mental exercise therein (at least four hours per day). The work disappears after one reading and the knowledge fades after three months, so the reader must begin his program within twelve weeks of completing the *manual*. Once begun, the program must be completed to benefit. The reader cannot skip his routine more than three days in the thirty, or two days in a row, and still benefit. If he does so, the magic is lost.

At the end of a successfully completed program, the reader gains a level of experience as a warlord. He gains however many XP are necessary to raise him to the level, but he has no choice regarding the class he advances. Even if he is not a warlord, he still gains 1 level of the prestige class (see the KINGDOMS OF KALAMAR® *Player's Guide*, page 64).

The character cannot articulate what he read, nor record it in any way. Neutral characters who are not chaotic can read the text, but do not understand it and gain one negative level (Fort save DC to remove is 23). Any chaotic character who even looks at the writing immediately gains two negative levels (Fort save DC 23) and is stunned for 1d6 rounds.

Caster Level: 19th; Weight: 5 lbs.

SILVER CHESS SET OF CILOREALON

Long ago, some say a thousand years, some say three thousand, an elven king (scholars debate which one) challenged his best craftsmen to create masterpieces for a contest. The winner would receive the king's support to court his beautiful daughter (again, scholars debate which one).

No one today remembers the winner's name, but his creation endures. The chess set consists of magnificently crafted silver statuettes for the pieces with a board made of ivory and ebony squares inlaid in a silver box. Each king is a little over four inches tall, the pawns are about two and a half inches tall. The pieces can move of their own accord to the player's mental commands and the board plays sweet music while a player contemplates his next move. Moving a piece is a standard action and requires an Int check (DC 12) for non-elves.

The set would bring upward of 10,000 gp from collectors, but buyers in Cilorealon would pay up to 25,000 gp.

Caster Level: 15th; Weight: 15 lbs.

VAMPIRIC SWORD

This sword is cursed such that should a character's roll to hit an opponent *miss*, the sword drains a number of hit points from the wielder equal to the number of points required to make the strike a hit. The wielder cannot choose to miss an opponent! The sword can hit any being, even those requiring magical weapons; each +1 required to hit such a being acts as a multiplier to the total points drained. (If the character would otherwise hit based on his attack roll, the sword drains a minimum number of hit points equal to the bonus required to hit.) For example, if +3 weapons are required to hit an opponent, and the character misses an attack roll by 5 points, the sword would drain a total of 15 (5 times 3) hit points from the character in order to cause the blade to strike home.

The blade has no bonuses to hit or to damage, and does a sword's standard damage (2d6 for a greatsword). The blade never allows itself to be separated from its current victim for long, and will always reappear in a character's hand whenever he draws a weapon in combat. To rid oneself of this blade, one must have a *dispel magic*, *dispel evil* or *remove curse* successfully cast against an 18th level caster. A *wish* or *miracle* spell also works, but not a *limited wish*. Alternatively, the character could travel to the fifth layer of Hell and cast it into the deepest pool of fire in that realm. This would release the Pit Fiend magically transformed into the form of the sword.

Caster Level: 18th; Weight: 15 lbs.

Kharad-Khor "Bloodthirster" (major artifact, CL 20): CR 15; Small Construct (Possessed Intelligent Magic Item); HD 15d10; hp 120; Init +4 (+4 Dex); Spd fly 60 ft. (perfect); AC 26, touch 17, flat-footed 21 [[+1 size, +4 Dex, +2 deflection bonus, +9 natural]]; Atk +22/+17/+12/+7 melee [[+2 enhancement bonus, +20 BAB]] (1d8+4/crit 17-20, +2 *longsword*); Face/Reach 5 ft by 5 ft./5 ft.; SA superior wounding; SQ construct, hardness 12, regeneration 1, speech, telepathy, luck, deflection, subservient to Kruk-Ma-Kali, spell-like abilities, *magic jar*; SR 15; AL LE; SV Fort +11, Ref +11, Will +5; Str 10, Dex 18, Con -, Int 20, Wis 15, Cha 1. Ego 26.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, energy drain or death from massive damage.

Superior Wounding (Su): Each wound the sword inflicts bleeds for 1 point of damage every round unless healed. Multiple wounds result in cumulative bleeding damage (two wounds result in 2 points of damage per round). The bleeding damage can only be stopped by a spell of 4th level or higher (*cure critical wounds* or a more powerful healing spell). A successful Heal check against DC 20 can slow the blood loss to 1 point of damage per wound per turn.

However, bleeding damage that has already occurred can only be cured with a spell of 8th- or 9th-level or higher (*mass heal*, *miracle*, *wish*, etc.).

Hardness (Ex): Subtract 12 points of damage from any single attack that damages the item.

Regeneration (Ex): *Kharad-khor* regenerates 1 hit point per round, slowly restoring itself to its original condition regardless of the source of the damage. (It does NOT confer this bonus to a wielder.) If reduced to zero hit points, the blade falls to the ground, playing possum until it regenerates at least half its full strength. Physical or magical force cannot break the blade, nor can the hilt and pommel be dismantled or otherwise separated from the blade.

Speech (Ex): *Kharad-khor* speaks several languages: Ancient Krangi (Hobgoblin), Ancient Kalamaran, Ancient Brandobian, Dwarven, Low Elven and an old version of Merchant's Tongue. Modern speakers of Merchant's Tongue must make an Int (or language) check against DC 15 to understand each sentence the sword speaks in this language.

Telepathy (Ex): The sword can telepathically communicate with any or all creatures within 60 feet as a free action. Any intelligent creature can understand this communication.

Luck (Su): The sword gains a +2 luck bonus to all saving throws. It can confer this benefit upon its wielder so long as he serves the purpose of conquering an empire for Kruk-Ma-Kali.

Deflection (Su): The sword gains a +2 deflection bonus to AC. It can confer this bonus to its wielder if he serves the purpose of conquering an empire for Kruk-Ma-Kali.

Subservient to Kruk-Ma-Kali (Ex): *Kharad-khor* exists to serve a single purpose: conquer an empire. As he defines its

goals, Kruk-Ma-Kali automatically makes all Will saves to control his sword, whether possessing it directly or inhabiting a lesser wielder.

Spell-like Abilities (Sp): *Kharad-khor* allows its wielder to use the several spells as a 15th-level wizard, each as a standard action. The wielder can use the following spells at will: *comprehend languages*, *detect chaos*, *detect good* or *locate object* (120-foot radius). The wielder can also use *bull's strength* and *heal*, each once per day.

Magic Jar (Sp): Any soul housed in *Kharad-khor* can attempt to *magic jar* a wielder once per day (Will save DC 20 negates). A character (human or demihuman, including hobgoblins and silkarg) that successfully saves may command the power of the blade until the next new moon (Veshemo), upon which the soul trapped in the sword may try again. (Even if a hobgoblin or silkarg successfully saves, Kruk-Ma-Kali persistently preaches the glory and honor of the hobgoblin martial tradition. He might pester a wielder without hobgoblin blood.) The wielder must hold the weapon by its hilt or pommel for the soul to target him with this *magic jar*. Also, every time the sword changes hands, the soul within may attempt another *magic jar* (regardless of Veshemo's cycle).

APPENDIX E: NEW SPELLS

AFFECT NORMAL FIRES

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 minute/level

Area: 10-ft. radius spread

Saving Throw: None

Spell Resistance: No

This spell enables the wizard to cause already existing nonmagical fires, from as small as a torch or lantern to as large as the area of effect, to reduce in size to the brightness of mere coals or increase in light to become as bright as full daylight. The spell allows the caster to increase the illumination of such a light source to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. However, the fire does actually extend to its new dimensions, so other combustibles in the area will ignite.

The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell remains in effect. The spell lasts until the caster cancels it, all the fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals, similar creatures or magical fires (such as *continual flame*).

CONTINUAL DARKNESS

Evocation [Darkness]

Level: Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell causes the object touched to shed absolute darkness in a 60-foot radius for a very, very long time. Even a creature (such as a baatezu) able to see within the area of a *deeper darkness* cannot see while in the area of a *continual darkness* spell, unless its Hit Dice or level equals or exceeds that of the caster. Light-generating spells and effects must total six spell levels to counter the *continual darkness*, and even then the prevailing light conditions exist in that area until the light-generating spell's duration ends. Thus, a cleric would need two *daylight* spells, a sorcerer three, etc. Of course, the *continual darkness* is subject to a *dispel magic*, but the caster must succeed at a caster level check to end it.

ETERNAL DARKNESS

Evocation [Darkness]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Area: Up to 5-ft. radius sphere per caster level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell creates an area of absolute darkness up to a five-foot radius per level of the caster. The dimensions are chosen when casting, but the spell effects are permanent thereafter.

This darkness prevents all forms of vision from functioning, even powerful darkvision or other abilities that allow one to see. No light of any kind can penetrate the blackness. Light-generating spells and effects of lower than 9th level cast into the area are simply absorbed within the spell's area (though the magic of, for example, a *continual flame torch* is not dispelled). No number of light-generating spells can change this, if the individual spells are of 8th level or lower. A spellcaster with a light-generating spell of 9th level must make a successful caster level check against the level of the original caster of the *eternal darkness*, as must a caster attempting to dispel the effect. In either case, the prevailing light conditions then take effect.

GREATER SPELL RESISTANCE

(Abjuration)

Level: Clr 7, Magic 7, Sor/Wiz 8

Components: V, S, F/DF

Casting Time: 1 full round

Range: Touch

Target: Creature or object touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Except as noted, this spell functions as per the *spell resistance* spell. *Greater spell resistance*, however, can affect objects and can be made permanent on objects. The target gains spell resistance equal to 14 + the caster level.

SYMBOL OF LYCANTHROPY

(Conjuration/Summoning)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action or 10 minutes

Range: Touch

Effect: 1 symbol

Duration: Permanent until discharged

Saving Throw: Will negates

Spell Resistance: Yes

This *symbol*, upon being revealed, curses up to 36 character levels with lycanthropy (as the template in the *Monster Manual*, page 217) before dissipating. There is a 50% chance that the first transformation takes place immediately, regardless of the phase of the moon. The curse can be lifted in the normal manner.

SYMBOL OF SILENCE

Universal

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF (or V, S, M for carefully engraved)

Casting Time: 1 action or 10 minutes

Range: Touch

Effect: One symbol

Duration: Permanent

Saving Throw: No

Spell Resistance: No

This *symbol*, upon being revealed, has an effect similar to the *silence* spell. Complete silence prevails in the affected area for 10 minutes per caster level. Spells requiring verbal components cannot be cast and conversation is impossible. The *symbol* can, if carefully drawn, be attuned to affect an area of the caster's choosing, up to 120 feet in radius, although the caster may choose any shape that does not extend beyond that radius. This *symbol* can be discharged once per six caster levels.

APPENDIX F: SAMPLE LIBRARY BOOKS

A small sample of books that can be found in the Great Sanctuary of Knowledge:

LANGUAGE ABBREVIATIONS

ABd = Ancient Brandobian,	Hob = Hobgoblin (Kurangi),
AKm = Ancient Kalamaran,	Km = Kalamaran,
Dw = Dwarven,	LE = Low Elven,
Fk = Fhokki,	MT = Merchant's Tongue,
Gm = Gnomish,	Rn = Reanaarese,
Hf = Halfling,	Sv = Svimohzish

BOOKS IN THE GREAT SANCTUARY OF KNOWLEDGE

TITLE	WEIGHT (LBS.)	LANGUAGE	COMMENTS
A Study of Material Components	12	Km	—
A Tourist's Guide to Dijishy	2	MT	small book
Acquiring Material Power	5	AKm	—
Advice for Incantations	4	Bd	—
Advice for Merchants	6	MT	—
Age of Great Anguish, The	6	AKm	—
Amulets of Power	8	Sv	—
An Analysis of Extremist Moral Fallacies	9	Sv	—
An Imperial History	9	Km	—
An Unknown People	4	ABd	—
Anatomy and Physiology of the Manticore	4	Akm	—
Ancient Desert Sorcerers of Legend	4	AKm	—
Ancient Elven Myths	6	LE	—
Ancient Sorcery	5	MT	—
Animal Shapes	5	ABd	—
Animism	6	LE	—
Assuming Shapes	4	ABd	—
Astrological Nomenclature	7	Sv	—
Automatic Writing and Speaking	5	Sv	—
Averting Spirit Attacks	4	Sv	—
Beheadings & Other Special Moments	6	Sv	—
Beneath the Waves	5	Sv	—
Bibliomancy	6	Sv	—
Black Rock as a Spell Component	3	Sv	—
Blessing the Golden Rose	5	ABd	—
Blood Elves of the Desert Lands	4	LE	—
Bloodletting Apparitions and Ghosts	5	Sv	—
Book of Fire, The	4	LE	—
Book of Mount Shakota, The	8	AKm	—
Book of the Invisible World	3	ABd	—
Brandobian Rites and Mysteries	5	ABd	—
Burial Customs of the Ancient Deiy	8	Km	—
Cannibal Cults of Svimohzia	4	Sv	—
Castle Spectres	6	AKm	—
Causes of Lycanthropy	4	ABd	—
Centre of Necromancy, The	8	AKm	—
Characteristics of Exterior Religions	6	AKm	—
Classic Love Poems	5	Rn	—
Coming of Age in the Ka'Asas	6	AKm	—
Communication with Spirits	7	ABd	—
Composition of Talismans	8	AKm	—
Cooking With Rats	1	MT	—
Creating Useful Cantrips	6	AKm	—
Creation of the Alliance of Might	4	AKm	—

Creator of the Great World	8	ABd	–	Light of the Dead	5	MT	–
Crystalline Entities	4	AKm	–	Lighter than a Feather, Heavier than a Mountain	6	Hob	–
Dabbling in Magic	6	ABd	–	Lightning in Golem Constructs	6	AKm	–
Deadly Fogs of Nanakary	3	AKm	–	Litanies of the Witch	4	Dw	–
Defenses Against Witchcraft	5	Fk	–	Lithomancy and Other Divinations	5	AKm	–
Desert Survival for Caravan Owners	3	MT	(1)	Little Curiosities	4	Hf	–
Destroying Benevolence	4	AKm	–	Little-known Demons	4	MT	–
Details of the Lodestone	8	AKm	–	Locating Serpent Eggs	6	AKm	–
Diadolai — the Elven Moon	6	LE	–	Love Curses — Volume Nine	9	MT	–
Dijishy, The Early Years	5	Akm	–	Mage Armor and Weaponry	5	MT	–
Dimming of the Eternal Lantern	4	AKm	–	Magic and the Jungle Wars	5	Sv	–
Discovery of the Sixteen Tombs	6	AKm	–	Magic Circles and Figures	4	Hf	–
Dissection Upon Apparitions	5	AKm	–	Magic Dwarven Belts	6	Dw	–
Dissertation on Vampires	4	LE	–	Magic Elven Rose Garden, The	4	AKm	–
Divination by Lots	7	Gm	–	Magic, Light and Dark	7	Sv	(3)
Divine Right of Kings, The	5	Km	–	Magical Diagrams	6	MT	–
Divining by Fire and Candle	4	AKm	–	Magical Sailing Vessels	4	MT	–
Divining Rods and Tools	4	AKm	–	Magical Treatise on Outsiders, A	3	ABd	–
Doctrine of Chronomancy	6	AKm	–	Magicians of the Eastern Lands	8	Rn	–
Doctrine of Witchcraft	4	MT	–	Making an Incorruptible Body	4	AKm	–
Dragon Bone Weapons	5	LE	–	Making Precious Stones	5	AKm	–
Dragon Culture and Language	6	LE	–	Man is a Threat	6	Hob	–
Dream Interpretations	3	LE	–	Manipulating Court Wizards	2	MT	–
Dwarven Rebels - Truth and Lies	4	Km	–	Marks of Vampirism	3	MT	–
Dwarven Undead Relics	5	AKm	–	Master of Worms	4	MT	–
Easy Reincarnation	4	AKm	–	Metals in Animal Magnetism	5	Dw	–
Ecology of Kalamaran Otter Species	9	Km	–	Metempsychosis	6	ABd	–
Elves of the East	7	Sv	–	Mithril and the Stars Above	4	Dw	–
Evil Tree Spirits	4	MT	–	More Wonders of the Outer Planes	6	ABd	–
Exploring the Wild Lands	7	MT	–	Motifs of Death in Svimohzish Literature	6	Sv	–
Fairy Rings – A Guide	6	LE	–	Mysteries of Occult Law	5	AKm	–
Fluidic Spirit Emanations	5	Dw	–	Mystical Hierarchies	4	Hf	–
Folklore of the Northern Wastes	4	AKm	–	Mystics and Magics of Kalamar	8	AKm	–
Fortune-telling Skills	3	AKm	–	Narcotic Salves and Ointments	4	Dw	–
Future of Prophecy, The	4	MT	–	Narratives by Lycanthropes	6	Rn	–
Gakite Figures and Carvings	4	AKm	–	Nature of Magic, The	7	Dw	–
Games of Halfling Children	3	MT	–	Noorjun's Planar Voyages	4	Rn	–
Geonavue, A Visitor's Guide	3	MT	–	Obscure Potions and Oils	5	AKm	–
Ghast Kings and Their Queens	3	AKm	–	Ocean Dangers and Wonders	5	MT	–
Giant Rats of Svimohzia, The	4	MT	–	Oceanic Trade	10	Sv	–
Gnomish Clockwork and Magic	5	Gm	–	Orc Bodies as Shamanistic Décor	6	Hob	–
Gnomish Harbingers of Light	6	Gm	–	Order of the Ancients, The	7	Dw	–
Gnomish Mysticism	4	Gm	–	Palingenesis of the Druids	6	AKm	–
Golden Book of Draska, The	8	AKm	–	Pelselond - Little Big Star	6	Sv	–
Guardians of Divine Sorcery	4	AKm	–	Perception and Illusion	5	MT	–
Guide to the Infernal Realms	7	MT	–	Phantoms of the Living	5	MT	–
Halfling Mysteries of Death	4	Hf	–	Phenomenon of Great Gravity	7	ABd	–
Haunted Mines of the Elenon	5	Dw	–	Planting Seed of Racism	8	ABd	–
Helpful Plagues and Diseases	9	AKm	–	Possession by Divinities	6	ABd	–
Hereditary Demons	4	AKm	–	Posthumous Letters from Gillia	5	MT	–
Hidden Interpretations	5	AKm	–	Powders of Persuasion	7	ABd	–
Higher Aspects of Gems, The	6	AKm	–	Powerful Weapons of the Dead	5	AKm	–
History of Elven Magic, A	8	ABd	–	Precipitation of Matter	6	Dw	–
History of Occult Thought: Elos Bay	8	AKm	–	Predicting Magnostorms	6	Rn	–
Hobgoblin Spell Components	4	Hob	–	Premonitions of Danger	9	ABd	–
How to Corrupt a Paladin Absolutely	6	AKm	–	Preparing Flesh Golems	6	Sv	–
How to Properly Farm Otters	4	MT	–	Preventing Exorcisms	7	Rn	–
Hurting by Touch	4	MT	–	Prophecy of Regnard, The	7	AKm	–
Hypnotism and Spiritism	6	AKm	–	Psychic Brotherhoods	4	ABd	–
Illusion of Force	5	AKm	–	Rapid Body Dissection	8	Hob	–
Instruments of Enchantment	4	MT	–	Restoring Order	4	Km	–
Interrogating the Living	5	ABd	–	Reversing Protective Circles	7	AKm	–
Jewels of Corruption	7	AKm	–	Riddles of the Sphynx	4	MT	–
Journal of Niemallion Laebrinoia (Vol. XVII)	8	LE	–	River Nymph Anatomy	5	MT	–
Kalamaran Masterpieces of Art and Craft	4	MT	–	Rod and Staff Creation	4	Rn	–
Kalenal Secrets and Mysteries	8	AKm	–	Sacred Tetragram, The	7	Rn	–
Kobold Hunting Techniques	3	Km	–	Sacrificial Fires of Shyff	6	Rn	–
Kobold Mating Rituals During the Diaspora	2	Abd	–	Sages and Herbs: Hobgoblins	5	Hob	–
Kobold Spirit Doctrines	4	Hf	–	Savage Magical Rites	5	Sv	–
Kolokar's Barrier Magics	6	AKm	–	Secret Caverns of the Drow	8	ABd	–
Kruk-Ma-Kali – A Journal (of Research)	4	Sv	(2)	Secret Escape of Avrynner, The	7	MT	–
Languages of the Planes	5	MT	–	Secret Tenets of the Mold Men	6	Hob	–
Last of the Lich Barons	6	Rn	–	Secrets of Human Destiny	8	Dw	–
Legal Precedents of Kalamar (Volume 3)	9	Km	–	Sil-karg Vivisection: A Guide	5	Sv	–
Levitations Low and High	5	Rn	–	Silver Mining in the North	7	Km	–
Lich Kingdom of Khydoban, The	7	Rn	–	Simple Grave Openings	4	MT	–

Songs of the Damned	5	MT	—	Theory of Thought Vibrations	4	ABd	—
Songs of the Season - A Songbook for Bards	4	Rn/MT	—	Thousands of Years Past	9	ABd	—
Songs of the Trail	5	Rn	—	Thygasan Dreams	7	MT	—
Spider-Elves of the Rokk Woods	7	Fk	—	Tomb and Maze Building	6	Rn	—
Spirit of Kalamaran Kings	10	AKm	—	Toxins of the Vohven Jungles	8	Sv	—
Spirit Rooms	5	Dw	—	Trade Society of the East	4	MT	—
Spirit Teachings of King Inakas	6	AKm	—	Transmigrations of Death	5	Rn	—
Spirits of Darkness and Light	5	AKm	—	Transmutation of Gold	7	Rn	—
Stories from the Time of Misfortune	7	MT	—	Travel and Survival Spells	8	MT	—
Strategy and Tactics	6	Bd	—	Twin Eggs of the Wyvern	6	Rn	—
Strongholds of Alchemy	7	ABd	—	Undead, Fact and Fiction	5	Akm	—
Studies of a Lich King	8	MT	—	Underlands of Tellene	9	MT	—
Study of Alelectromancy	6	Rn	—	Unknown Forces of Nature	5	Hob	—
Suggestive Inquiry into Efreeti, A	6	Sv	—	Unlife, in a Nutshell	4	AKm	—
Summoning a Plague Beast	4	Rn	—	Until the Day of Death	5	Hob	—
Superstitions of the Common Man	4	Hob	—	Uses of Otter in Magic Formulae	4	MT	—
Svimohzian Magic	7	ABd	—	Vengeance Spells	6	Hob	—
Sword of the Raging Wyrn	6	Hob	—	Virtue of Consecrated Oils, The	5	LE	—
Sworplay and Poetry	4	Km	—	War of the Gods, The	9	MT	—
Tale of the Brightstar, A	5	Dw	—	Wonders of the Outer Planes	7	ABd	—
Tale of the Giant's Fall	5	Dw	—	Wondrous Items of the Celestials	7	Hf	—
Tales of Terror	5	ABd	—	Wondrous Tales	6	MT	—
Tales of the Dreamer	8	MT	—	Wood Demons of the Rytarr	4	Fk	—
Tame Demons, a Comprehensive List	1	Akm	—	Writings of the Vicelord	9	ABd	—
Tests of Faith	6	MT	—	Young Kingdoms, The	7	Km	—
The Art of Sculpture	5	Rn	—	Your True Name	3	MT	—
The Dragon - Uses in Arcane Spells	13	Km	—	Yuan-Ti, An Overview	2	Sv	—
The Druid, Nature's Friend or Man's Foe	3	Km	—				
The Eating Establishments of Dijishy, A Review 2		Km	—				
The Elos Desert for Treasure Seekers	3	Bd	—				
The Kingdoms of Tellene, a Primer	4	MT	—				
Theories of Magnostorms	7	Sv	—				
Theory of the Sorcerous Arts	5	ABd	—				

(1) Manuscript still in progress

(2) Written by a Svimohzish scholar, recording his own researches. This book explicitly lists Kruk's formal titles early on

(3) discusses the light creating and light destroying spells

APPENDIX G: TIMELINE

YEARS AGO	YK	EVENT
Several 1000	—	original construction of "nameless ruins"
2,000 (approx.)	-956	original construction of "low ruins"
700	344	Partial repair of "low ruins"
541	503	founding of kingdom of Kruk-Ma-Kali
528	516	fall of kingdom of Kruk-Ma-Kali
528-525	516-513	construction of Tomb of Kruk-Ma-Kali
499	545	earthquake conceals entrance to the Valley of the Tomb
193	851	Granakh of the Angrankali becomes a vampire
113	931	Giant-kin assault on Dijishy and surroundings
107	937	Castle Agidar completed
99	945	Khyrastryx and Rhyndharax arrive
97	947	Rhyndharax leaves the Great Valley
79	965	Khap-nogkoth somehow acquires a piece of a fallen pillar from the Tomb
78	966	Khyraskali leave Maszkhotra
70	974	Takarín leaves notes in Maszkhotra
51	993	Troll adept approaches Khyrastryx
25	1019	Earthquake re-opens entrance to Valley of the Tomb
22	1022	Niemallion's expedition discovers the Tomb
12	1032	Khyrastryx roasts a troll to make a point
11	1033	Saryf introduces ogres in Eleons north of Dijishy to worship of the Creator of Strife
7	1037	Saryf leaves the area
5	1039	6 young explorers form Dijisj disappear at "nameless ruins"
2	1042	Khyrastryx kills Ghoshkali shaman for defiance
2	1042	Darkrider Mravronaskha arrives at Ghoshkali village

YK = Year of the King, the Brandobian calendar

APPENDIX H: DIJISHY, CITY OF HISTORY

Population: 6,000 nearly pure Dejay and a few dwarven miners.

At a Glance: The dusty desert gives way suddenly to a rocky ridge at the edge of the Elos Desert. Dijishy rests on the edge of this ridge, perhaps 70 feet above the level of the desert. A single wide ramp of brick and packed earth leads to the level of the desert, extending 200 yards to make a gentle slope for wheeled traffic and exhausted beasts arriving from the desert.

Most inhabitants of Dijishy are shepherds that graze their flocks in the nearby hills. The citizens wear untinted leather clothing of great softness made from the hides of tiny antelope that spring across the Norga Tors. Men and women alike wear a loose head garment, called a chol, from which they usually tuck a flap in place across the face below the eyes. The chol protects the wearer from the desert glare, and the Dejay recommend that visitors follow their example.

Government: The High Prophet of the Inevitable Order of Time rules the city. The Prophet actually prefers to appoint lay personnel to government offices so that his clerics may devote their full time to worship and spreading the word of the Fate Scribe. The current High Prophet is Elamar Crandin, an Eldoran by birth who moved here as a child with his parents and six dozen other pilgrims visiting the library.

Economy: The city-state is necessarily self-sufficient (water comes in thin streams from the Elenon Mountains), since caravans through the desert have no guarantee of survival.

Incoming caravaneers receive a welcome fit for heroes and their stay (as long as it is short) costs nothing. The thankful citizens provide everything from rooms to meals to entertainment. Preferred trade goods include dried fish and ivory from Ehzhimahn, wines through Prompeldia, and bacon or salted pork from anywhere, since pigs do not survive well locally. Exotic foods, especially rice from Basir and Kalamar, also fetch good coin. Dwarven miners from the Legasas bring metals for tools (tin and iron; their precious metals go west for higher prices).

The merchants leave with brightly colored robes (not as bright as Tharggy cloth, but as close as you can buy), natron, colored glass, and valuable tomes that sell at high prices in large cities. The one staple that manages to find itself on virtually every outgoing caravan is salt, a bulky but certain commodity that will not spoil, invite theft, or lose its value.

The caravans always seem to bring a bard as well. Bards from across the Young Kingdoms find the idea of the library romantic, and many of them come to the city hoping to find exciting stories about fearless heroes, angry gods, and cursed lovers. The procession of bards keeps the city in touch with the outside world.

Occasionally, Pel Brolenese slave caravans and Krangi merchants pass through Dijishy. They purchase goods freely, but are not warmly received.

Military: Dijishy is distant from any major military threats. Eighty infantry (leather armor, spears, daggers) and 25 light cavalry (no armor, but metal shield, lance, and scimitar or battle axe) patrol the area to deter any humanoid incursions.

Temples: The Inevitable Order of Time maintains the Great Sanctuary of Knowledge, and the Prophets also act as Librarians. Part of the tithes collected by the faith go toward maintaining and expanding the library, as do the fees collected by visitors. Within the walls of Dijishy, a sanctuary for the Disciples of the Creator also exists. Rumor has it that its architect modeled it after a larger one in the ruins to the east.

Mages & Sages: Because of the Great Sanctuary, Dijishy is temporary or permanent home to many sages, idealists, and crackpots. The city is home to Durvak Angklin, a dwarven engineer who designs impractical steam engines; Thorak, an illiterate native of distant Drhokker who has tried six times to "destroy the den of evil" with flaming oil; and Sender Elkin, a half-elf scribe who wishes to copy every tome in the library so she can take them back to her people in O'Par.

Underworld: A city this size has few problems with crime. Such criminals that do exist are minor con artists trying to sell worthless books or maps for outrageous sums of money to pilgrims, fraudulent sages and fortune-tellers, and "guides" who agree to take adventuring parties to the Great Fissure and then flee with their money.

Interesting Sites: At the heart of Dijishy sits the oldest library on Tellene, a four-story building built of stone. Different styles of architecture clearly show that it has been enlarged several times. Entry into the Great Sanctuary of Knowledge is

reserved for those who can afford it (10 gp per visit, or 1,000 gp for a lifetime membership), and for those who maintain it.

Eons ago, a great civilization sprawled across the lands to the east of Dijishy. Its might crumbled, the empire's cities lay buried below the Elos for untold generations before wandering Deji nomads discovered them. Dijishy is now all that remains above the sands aside from the ruins to the east.

Special Notes: Followers of the Lord of Intuition come looking for sphinxes so they can trade riddles with them. Often, they find voracious heiracosphinxes, but fortunately androsphinxes seem to outnumber the other types. The city-dwellers sometimes make offerings to these sphinxes; they have an old oral tradition that a sphinx once saved Dijishy from a hobgoblin invasion.

Despite showing nothing but an expanse of sand on popular maps, Dijishy is a monster hunter's paradise. Leucrotta, gnolls, and yuan-ti prowl to the south; giant eagles, bugbears, ogres, and manticores live in the Elenon mountains; the Sliv Elenons breed kobolds, trolls, and wyverns.

APPENDIX I: THE OLD MAN & BLACKSOUL

For complete information about these deities and their worshipers, the DM is advised to consult the KINGDOMS OF KALAMAR® campaign setting sourcebook.

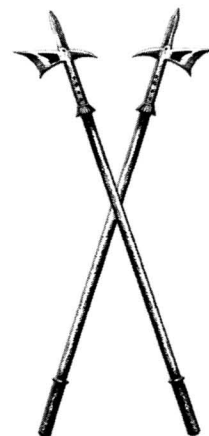


THE DARK ONE, BLACKSOUL, BLACKMOURN, DEVOURER OF LIGHT, EYELESS ONE, RULER OF THE NIGHT, LORD MIDNIGHT, LORD TWILIGHT, LURKER IN THE VOID

Norakk (Fhokki)
Manfred (Brandobian)
Nyko (Deji)
Lamas (Kalamaran)
Zhanvim (Svimohzish)
Voomau (Reanaarese)

THE OLD MAN, THE STRATEGIST, MASTER OF TACTICS, KING OF THE BATTLEFIELD

Thygokk (Fhokki)
Vlad (Brandobian)
Kyrkshynad (Deji)
Natirel (Kalamaran)
Siriumno (Svimohzish)
Daar (Reanaarese)



APPENDIX J: GLOSSARY

Andgkran-avuikhal — “the Day of the Return [of Kruk-Ma-Kali]”, a legend among the Angrankali

Angrankali — a hobgoblin tribe that worships Kruk-Ma-Kali as a god

Blacksoul — A common name for the god of dusk, darkness and moonless nights (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 215.).

Brandobian — A human race of Tellene, also the language they speak. Brandobia is also a region in the west of Tellene, named for the people who settled there (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 175.).

Dejy — A human race of Tellene, also their language. (see the *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 176.)

Dijishy — an isolated city-state lying in the foothills of the Elenon Mountains, near the Sliv Elenon Rise, at the western edge of the Elos Desert (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 92.).

Elos Desert — Desert located between the Elenon Mountains and the Elos Bay. (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook.)

Elenon Mountains — a major mountain range separating (among other things) the Elos Desert in the east from the western plains of the kingdom of Mendarn (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook.).

Dharukh — Krangi term for “sub-chief”

Fhokki — A human race of Tellene, also the language they speak. (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook.)

Ghar-Lhosh-Khal the Canny — a mytho-historical hobgoblin hero with a particular knack for fooling elves, emulated by Kruk-Ma-Kali

Ghoshkali — a hobgoblin tribe dwelling in the Great Valley

Ghur-Sagj-Tarki the Gluttonous — an ancient hobgoblin king, known for gluttony and eating elves

Grhalnekh — Krangi term for “witchdoctor”

Great Valley, The — a large formation hidden in the Elenon Mountains about 150 miles north of Dijishy

Hagkhari — Krangi term meaning to “warriors”, referring to full adult soldiers

Kalamaran — A human race of Tellene, also the language they speak (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook.).

Kharad-khor — “Bloodthirster”, the sword wielded by Kruk-Ma-Kali himself

Karukh — Krangi term equivalent to “chief”

Khaj-Kahr-Lhonk — First King of the Hobgoblins, a hero emulated by Kruk-Ma-Kali

Khasglakh — Hobgoblin term for “corporal”

Khish-Lhak-Dhun — a hobgoblin hero with a knack for stealthily killing dwarven kings, emulated by Kruk-Ma-Kali

Khyraskali — a hobgoblin tribe dwelling in the Great Valley

Khyrastryx — the female mature adult red dragon who rules the Great Valley

Krangi — The continental hobgoblins or their language, as opposed to the Kargi (the hobgoblins of Ul-Karg in Svimohzia and their tongue). Krangi and Kargi share some common terms and roots, but the dialects differ as much as separate languages.

Kruk-Ma-Kali — legendary hobgoblin warlord and conqueror

Lokhri — Krangi term for “whelps” (young hobgoblins)

Lunkhuri — Krangi term meaning “adolescent-warriors-in-training”

Maszkhotra — the now ruined citadel from which the Khyraskali once ruled the Great Valley

Moskh — Krangi term for “females”, usually referring to adults

Mravnargoln — Krangi term for the Black Lake

Mravroshkha-Khielshor — Hobgoblin name for The Dark One, Blacksoul, Blackmourn, the Devourer of Light (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook p. 215)

Niejdathaly — Dejy name for the Great Valley

Niemallion Laebrinoia — A half-elven wizard who explored the Great Valley and sighted the Tomb entrance two decades ago.

Norga-Krangrel — Hobgoblin kingdom bordered by Korak to the north and Ek’Kasel to the east (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 84.).

Old Man, The — A common name for the god of war, tactics and strategy (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 204.).

Reanaarese — A human race of Tellene, also their language (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 180.).

Rhisglakh — Krangi term for “sergeant”

Sil-karg — Hobgoblin term for “half-breed”, referring to half-hobgoblins

Svimohzish — A human race of Tellene, also their language (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 181.).

Tzan-Ta-Mokh the Glorious — an ancient hobgoblin king.

Veshemo — The largest of the three moons of Tellene (see the *KINGDOMS OF KALAMAR*® campaign setting sourcebook, page 230.).

Vhar-Dhen-Khor, Son of Darkness — a hobgoblin shaman, emulated by Kruk-Ma-Kali

Vradhka-Khor-Vredhi — Hobgoblin name for the Old Man, The Strategist, Master of Tactics, King of the Battlefield (see *KINGDOMS OF KALAMAR*® campaign setting sourcebook p. 204)

APPENDIX K: RANDOM ENCOUNTERS

As the PCs travel in each listed area, the DM should check for random encounters at least three times per day (1 in 10 chance). If you determine that there is an encounter, roll on the following chart (1-10,000; roll a 10-sided die four times, the first roll becoming the 1,000s digit, next the 100s digit, then the 10s, then ones). See page 132 of the D&D Dungeon Master's Guide for more information about wilderness encounters. Detailed descriptions of monsters can be found in the D&D Monster Manual. Encounters such as Abandoned Cabin or Campsite are left to the DM's imagination.

A result of SPECIAL allows the Dungeon Master to insert something rare and fantastic into the campaign at his option. Use this option to introduce a glimpse of something powerful (such as a red dragon flying overhead) or perhaps an outsider trekking the Prime Material Plane on a specific mission. A random encounter result of SPECIAL can also be used to introduce the PCs to an NPC that will provide a plot twist or perhaps a needed helping hand if the PCs are down on their luck.

ABBREVIATIONS

ABBREVIATION	SOURCE
DH	Deep Horizon - adventure
Dmag#	Dragon Magazine (# issue number)
DotF	Defenders of the Faith
HoNS	Heart of Nightfang Spire
MF	Monsters of Faerun
MoF	Magic of Faerun
MotP	Manual of the Planes
MotW	Masters of the Wild
OA	Oriental Adventures
PS	Psionics Handbook
PSw	Psionics Handbook - web supplement Psionic_enhance.pdf)
SaS	Song and Silence
TFoF	The Forge of Fury
TSC	The Sunless Citadel
TSiD	The Speaker in Dreams
TSS	The Standing Stone
Ald	Aldriv's Revenge
Coin	Coin's End
FD	Forging Darkness
Mid	Midnight's Terror
Harv	Harvest of Darkness

RANDOM ENCOUNTERS:

ELENON MOUNTAINS AND WEST ELOS DESERT

1d10,000 ROLL

ENCOUNTER	SOURCE	PAGE	ELENON WEST ELOS	
			MOUNTAINS	DESERT
Aarakocra	MF	11	1-6	-
Aasimar (Planetouched)	MM	151	7-12	-
Aballin	MF	11	13-18	-
Abishai, Black (Baatezu)	MF	12	19-24	-
Abishai, Blue (Baatezu)	MF	13	25-30	-
Abishai, Green (Baatezu)	MF	12	31-36	-
Abishai, Red (Baatezu)	MF	13	37-42	-
Abishai, White (Baatezu)	MF	12	43-48	-
Achaierai	MM	15	49-54	-
Air Elemental (Elder)	MM	81	55-57	1-40
Air Elemental (Greater)	MM	81	58-60	41-80
Air Elemental (Huge)	MM	81	61-63	81-120
Air Elemental (Large)	MM	81	64-66	121-160
Air Elemental (Medium)	MM	81	67-69	161-200
Air Elemental (Small)	MM	81	70-72	201-240
Alaghi	MF	14	73-78	-
Allip	MM	16	79-98	241-251
Ant lion, Giant	FD	8	99-118	252-262
Ape	MM	193	119-178	-
Ape, Dire	MM	57	179-198	-
Ape, Legendary	MotW	40	199-204	-
Archaierai	MM	15	263-265	-
Armanite (Tanar'ri)	MotP	164	205-210	266-276
Arrowhawk, Adult	MM	19	211-216	277-316
Arrowhawk, Elder	MM	19	217-222	317-356
Arrowhawk, Juvenile	MM	19	223-228	357-396
Astral Construct (1st-Level)	PS	140	229-234	397-436
Astral Construct (2nd-Level)	PS	140	235-240	437-476
Astral Construct (3rd-Level)	PS	140	241-246	477-516
Astral Construct (4th-level)	PS	141	247-252	517-527
Astral Construct (5th-level)	PS	141	253-258	528-538
Astral Construct (6th-level)	PS	141	259-264	539-549
Astral Construct (7th-level)	PS	141	265-270	550-552
Astral Construct (8th-level)	PS	141	271-273	553-555
Astral Construct (9th-level)	PS	141	274-276	556-558
Astral Dreadnought	MotP	159	277-282	559-569
Astral Monster	Ald	34	283-288	-
Athach	MM	21	289-308	-
Athach, Anarchic	MotP	198	309-314	570-580
Azer	MM	22	315-334	581-591
Banedeard	MF	16	335-340	-
Baneguard	MF	17	341-346	-
Banelar	MF	18	347-352	-
Barghest	MM	22	353-358	592-602
Barghest, Greater	MM	22	359-364	603-605
Bariaur	MotP	161	365-370	606-616
Basilisk	MM	23	371-430	617-627
Bat, Deep (Bonebat)	MF	18	431-490	-
Bat, Deep (Night Hunter)	MF	18	491-550	-
Bat, Deep (Sinister)	MF	18	551-610	-
Bear, Black	MM	193	611-730	-
Bear, Brown	MM	193	731-790	-
Bear, Dire	MM	58	791-810	-
Bear, Legendary	MotW	40	811-816	-
Beast of Malar, Bat Form	MF	20	817-822	-
Beast of Malar, Claw Slayer Form	MF	20	823-828	-
Beast of Malar, Hunting Panther Form	MF	20	829-834	-
Bee, Giant	MM	206	835-894	-
Beetle, Giant Bombardier	MM	206	895-1014	-
Beetle, Giant Fire	MM	206	1015-1134	-
Behir	MM	24	1135-1154	628-638
Beholder	MM	24	1155-1174	639-649
Beholderkin, Deathkiss	MF	22	1175-1180	-

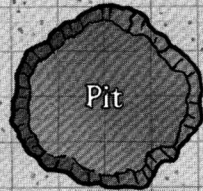
Beholderkin, Spectator	MoF	182	1181 – 1186	650 – 652	Dog, Riding	MM	196	2505 – 2624	–
Belker	MM	26	1187 – 1192	653 – 655	Donkey	MM	196	2625 – 2684	–
Blue	PS	142	1193 – 1198	656 – 695	Doppelganger	MM	60	2685 – 2704	1310 – 1349
Boar	MM	194	1199 – 1258	–	Doppelganger, Greater	MF	35	2705 – 2710	–
Bodak	MM	27	696 – 698	–	Dragon, Blue	MM	65	1350 – 1360	–
Bonespitter	DMag287	76	1259 – 1278	–	Dragon, Brass	MM	70	1361 – 1371	–
Bonetree	DMag280	91	1279 – 1284	–	Dragon, Copper	MM	73	2711 – 2713	1372 – 1382
Brain Mole	PS	143	699 – 738	–	Dragon, Fang	MF	41	2714 – 2716	–
Broodguard	MF	96	1285 – 1290	–	Dragon, Gem (Amethyst)	PSw	1	2717 – 2719	1383 – 1393
Bugbear	MM	27	1291 – 1488	739 – 818	Dragon, Gem (Crystal)	PSw	3	2720 – 2722	–
Bulette	MM	28	1489 – 1494	–	Dragon, Gem (Emerald)	PSw	4	2723 – 2725	1394 – 1404
Bulette, Axiomatic	MotP	198	1495 – 1500	819 – 858	Dragon, Gem (Sapphire)	PSw	5	1405 – 1415	–
Cactus, Vampire	FD	9	859 – 938	–	Dragon, Gold	MM	74	2726 – 2728	1416 – 1426
Caller in the Darkness	PS	144	1501 – 1506	939 – 978	Dragon, Red	MM	68	2729 – 2731	1427 – 1437
Camel	MM	195	1507 – 1526	–	Dragon, Silver	MM	75	2732 – 2734	1438 – 1448
Canoloth (Yugoloth)	MotP	185	1527 – 1546	979 – 989	Dragon, Song	MF	44	2735 – 2737	–
Carrion Crawler	MotP	198	990 – 1029	–	Dragonkin	MF	45	2738 – 2743	–
Cat	MM	195	1547 – 1606	–	Dragonne	MM	77	2744 – 2749	1449 – 1459
Celestial, Astral Deva	MM	30	1607 – 1609	1030 – 1032	Dread Warrior	MF	46	2750 – 2755	–
Celestial, Avoral (Guardinal)	MM	29	1610 – 1612	1033 – 1035	Drider	MM	78	1460 – 1499	–
Celestial, Ghaele (Eladrin)	MM	30	1613 – 1615	1036 – 1038	Dusk Beast (Ephemera)	MotP	169	2756 – 2761	1500 – 1539
Celestial, Hound Archon	MM	29	1616 – 1621	1039 – 1041	Dwarf	MM	79	2762 – 2781	–
Celestial, Lantern Archon	MM	29	1622 – 1624	1042 – 1044	Eagle	MM	196	2782 – 2962	–
Celestial, Planetar	MM	30	1625 – 1627	1045 – 1047	Eagle, Giant	MM	102	2963 – 3160	1540 – 1579
Celestial, Solar	MM	30	1628 – 1630	1048 – 1050	Eagle, Legendary	MotW	40	3161 – 3180	–
Celestial, Trumpet Archon	MM	30	1631 – 1633	1051 – 1053	Ecalypse (Ephemera)	MotP	169	3181 – 3186	–
Centipede, Monstrous (Colossal)	MM	208	1634 – 1639	–	Earth Elemental (Elder)	MM	82	3187 – 3189	1580 – 1619
Centipede, Monstrous (Gargantuan)	MM	208	1640 – 1645	–	Earth Elemental (Greater)	MM	82	3190 – 3192	1620 – 1659
Centipede, Monstrous (Huge)	MM	208	1646 – 1651	–	Earth Elemental (Huge)	MM	82	3193 – 3195	1660 – 1699
Centipede, Monstrous (Large)	MM	208	1652 – 1671	–	Earth Elemental (Large)	MM	82	3196 – 3198	1700 – 1739
Centipede, Monstrous (Medium)	MM	207	1672 – 1691	–	Earth Elemental (Medium)	MM	82	3199 – 3201	1740 – 1779
Centipede, Monstrous (Small)	MM	207	1692 – 1751	–	Earth Elemental (Small)	MM	82	3202 – 3204	1780 – 1819
Centipede, Monstrous (Tiny)	MM	207	1752 – 1811	–	Ecalypse (Ephemera)	MotP	169	1820 – 1830	–
Cerebrilith (Tanar'ri)	PS	145	1812 – 1817	1054 – 1064	Elf, Gray	MM	87	3205 – 3210	–
Chaggrin	DMag285	48	1818 – 1823	–	Ethereal Filcher	MM	87	3211 – 3216	1831 – 1841
Chaos Beast	MM	34	1824 – 1829	1065 – 1067	Ethereal Marauder	MM	88	3217 – 3222	1842 – 1881
Chaos Eater	DMag287	78	1830 – 1835	–	Ettin	MM	89	3223 – 3242	–
Chaoswyrd	DMag287	77	1836 – 1841	–	Eye of Fear and Flame	Harv	18	3243 – 3248	–
Chimera	MM	35	1842 – 1861	1068 – 1081	Fire Elemental (Elder)	MM	83	1882 – 1921	–
Choker	MM	36	1082 – 1121	–	Fire Elemental (Greater)	MM	83	1922 – 1961	–
Chosen One	MF	27	1862 – 1867	–	Fire Elemental (Huge)	MM	83	1962 – 2001	–
Cockatrice	MM	38	1868 – 1927	1122 – 1161	Fire Elemental (Large)	MM	83	2002 – 2041	–
Coyote	Ald	34	1928 – 2047	–	Fire Elemental (Medium)	MM	83	2042 – 2081	–
Crossroads Guardian	MoF	183	2048 – 2053	1162 – 1164	Fire Elemental (Small)	MM	83	2082 – 2121	–
Daemon, Guardian	Mid	48	2054 – 2059	–	Firenewt	MF	48	3249 – 3254	–
Dao (Genie)	MotP	172	2060 – 2065	1165 – 1175	Firre (Eladrin, Celestial)	MotP	162	3255 – 3260	2122 – 2132
Death Dog	Mid	48	2066 – 2085	–	Formian, Myrmarch	MM	90	3261 – 3266	2133 – 2135
Death's Head Tree	Dmag292	76	2086 – 2091	–	Formian, Queen	MM	90	3267 – 3272	2136 – 2146
Demon, Balor	MM	42	2092 – 2097	1176 – 1178	Formian, Taskmaster	MM	90	3273 – 3278	2147 – 2186
Demon, Dretch	MM	41	2098 – 2103	1179 – 1181	Formian, Warrior	MM	90	3279 – 3284	2187 – 2266
Demon, Ghour	MF	33	2104 – 2109	–	Formian, Worker	MM	90	3285 – 3290	2267 – 2346
Demon, Glabrezu	MM	42	2110 – 2115	1182 – 1184	Fox	DMag	291	3291 – 3350	2347 – 2386
Demon, Hezrou	MM	42	2116 – 2121	1185 – 1187	Fox, Dire	Ald	34	3351 – 3370	2387 – 2466
Demon, Marilith	MM	42	2122 – 2127	1188 – 1190	Gargoyle	MM	94	3371 – 3430	2467 – 2506
Demon, Nalfeshnee	MM	42	2128 – 2133	1191 – 1193	Genie, Djinni	MM	94	3431 – 3436	2507 – 2546
Demon, Quasit	MM	41	2134 – 2139	–	Genie, Efreeti	MM	94	3437 – 3442	2547 – 2586
Demon, Retriever	MM	41	2140 – 2145	–	Genie, Janni	MM	94	3443 – 3448	2587 – 2626
Demon, Succubus	MM	41	2146 – 2151	1194 – 1196	Ghast	MM	97	3449 – 3468	2627 – 2666
Demon, Vrock	MM	41	2152 – 2157	–	Ghoul	MM	97	3469 – 3528	2667 – 2706
Demon, Yochlol	MF	34	2158 – 2163	–	Giant Strider	MF	51	3529 – 3534	–
Devil, Barbazu	MM	48	2164 – 2169	1197 – 1199	Giant, Cloud	MM	98	3535 – 3540	–
Devil, Cornugon	MM	49	2170 – 2175	1200 – 1202	Giant, Fire	MM	98	3541 – 3546	2707 – 2717
Devil, Erinyes	MM	49	2176 – 2181	1203 – 1205	Giant, Fomorian	Mid	48	3547 – 3552	–
Devil, Gelugon	MM	49	2182 – 2187	1206 – 1208	Giant, Hill	MM	98	3553 – 3612	2718 – 2728
Devil, Hamatula	MM	49	2188 – 2193	1209 – 1211	Giant, Stone	MM	98	3613 – 3632	2729 – 2739
Devil, Hellcat	MM	48	2194 – 2199	1212 – 1214	Giant, Storm	MM	98	3633 – 3652	–
Devil, Imp	MM	48	2200 – 2205	1215 – 1217	Gibbering Moulder	MM	104	3653 – 3658	2740 – 2779
Devil, Kyton	MM	48	2206 – 2211	1218 – 1220	Girallon	MM	104	3659 – 3664	–
Devil, Lemure	MM	48	2212 – 2217	1221 – 1223	Githyanki	PS	147	3665 – 3670	2780 – 2819
Devil, Osyluth	MM	48	2218 – 2220	1224 – 1226	Githzerai	PS	149	3671 – 3676	2820 – 2859
Devil, Pit Fiend	MM	49	2221 – 2223	1227 – 1229	Gnoll	MM	105	3677 – 3857	2860 – 2939
Devourer	MM	53	2224 – 2243	1230 – 1269	Goblin	MM	107	3858 – 3917	2940 – 2979
Digester	MM	54	2244 – 2263	–	Goblin, Dekanter	MF	53	3918 – 3923	–
Dire Bat	MM	57	1270 – 1309	–	Golem, Clay	MM	108	3924 – 3929	2980 – 2982
Displacer Beast	MM	59	2264 – 2323	–	Golem, Flesh	MM	108	3930 – 3935	2983 – 2985
Dog	MM	195	2324 – 2504	–	Golem, Gemstone (Diamond)	MF	53	3936 – 3938	–

Golem, Gemstone (Emerald)	MF	53	3939 – 3941	–	Mephit, Salt	MM	132	5834 – 5839	4244 – 4254
Golem, Gemstone (Ruby)	MF	53	3942 – 3944	–	Mephit, Steam	MM	132	5840 – 5845	–
Golem, Iron	MM	108	3945 – 3950	2986 – 2988	Mephit, Water	MM	132	5846 – 5851	–
Golem, Lesser Iron	Harv	14	3951 – 3956	2989 – 2991	Mercane	MotP	179	5852 – 5857	4255 – 4294
Golem, Sand	Mid	49	3957 – 3962	–	Mezzoloth (Yugoloth)	MotP	185	5858 – 5877	4295 – 4305
Golem, Stone	MM	108	2992 – 3031	–	Mimic	MM	135	5878 – 5883	4306 – 4345
Gorgon	MM	111	3963 – 3982	–	Mind Flayer	MM	136	4346 – 4385	–
Goristro (Tanar’ri)	MotP	164	3983 – 3988	3032 – 3071	Minotaur	MM	137	4386 – 4425	–
Gray Render	MM	112	3989 – 3994	3072 – 3082	Mohrg	MM	137	5884 – 5889	4426 – 4465
Greenwise	Dmag292	77	3995 – 4000	–	Mooncalf	HoNS	32	5890 – 5895	–
Griffon	MM	113	4001 – 4060	3083 – 3122	Moor Cat	DMag286	52	5896 – 5901	–
Grimlock	MM	114	4061 – 4080	3123 – 3162	Mord Wraith	DMag286	51	5902 – 5907	–
Groundling	MF	57	4081 – 4086	–	Mummy	MM	138	4466 – 4505	–
Hag, Annis	MM	115	4087 – 4092	3163 – 3173	Mwellret	DMag286	55	5908 – 5913	–
Half-Celestial/Half-Unicorn	MM	214	4093 – 4098	–	Myrolchar	MF	66	5914 – 5919	–
Half-Dragon (Red)/Half-Ogre	MM	215	4099 – 4104	–	Naga, Dark	MM	138	5920 – 5925	4506 – 4545
Half-Fiend/Half-Medusa	MM	216	4105 – 4110	–	Naga, Guardian	MM	138	5926 – 5931	4546 – 4585
Halfling	MM	116	4111 – 4170	3174 – 3184	Naga, Spirit	MM	138	5932 – 5937	4586 – 4625
Halfling, Deep	MM	117	4171 – 4190	–	Naga, Water	MM	138	5938 – 5943	–
Harmaan the Protector (Gnoll Shaman)	KPG	45	3185 – 3187	–	Narzugon (Baatezu)	MotP	167	5944 – 5949	4626 – 4636
Hammerer	DMag287	89	4191 – 4196	–	Night Hag	MM	140	5950 – 5969	4637 – 4676
Hargrinn	DMag285	48	4197 – 4202	–	Nightmare	MM	140	5970 – 5975	4677 – 4716
Harpy	MM	117	4203 – 4262	3188 – 3227	Nightshade, Nightcrawler	MM	141	5976 – 5978	4717 – 4756
Harrier	DotF	87	4263 – 4268	–	Nightshade, Nightwalker	MM	141	5979 – 5981	4757 – 4796
Hasan the Slaver (Dejy Slaver)	KPG	62	3228 – 3230	–	Nightshade, Nightwing	MM	141	5982 – 5984	4797 – 4836
Hawk	MM	196	4269 – 4449	–	Nishruu	MF	67	5985 – 5987	–
Hawk, Dire	MotW	37	4450 – 4509	–	Nycaloth (Yugoloth)	MotP	187	5988 – 6007	4837 – 4847
Hell Hound	MM	118	4510 – 4569	3231 – 3270	Nymph	MM	143	6008 – 6013	4848 – 4927
Hell Hound Beast of Xvim	MF	86	4570 – 4589	–	Nyth	MF	68	6014 – 6019	–
Helmed Horror	MF	60	4590 – 4595	–	Ogre	MM	144	6020 – 6217	4928 – 5046
Hippogriff	MM	118	3271 – 3310	–	Ogre Mage	MM	144	6218 – 6337	5047 – 5086
Hobgoblin	MM	119	4596 – 4776	3311 – 3350	Ogre Petitioner	MotP	200	6338 – 6343	5087 – 5166
Hobgoblins, Winged	Coin	21	4777 – 4836	–	Ooze Paraelemental, Elder	MotP	183	6344 – 6349	5167 – 5206
Homunculous	MM	120	4837 – 4842	3351 – 3361	Ooze Paraelemental, Greater	MotP	183	6350 – 6355	5207 – 5246
Horse, Dire	MotW	37	4843 – 4862	3362 – 3401	Ooze Paraelemental, Huge	MotP	183	6356 – 6361	5247 – 5286
Horse, Heavy	MM	196	4863 – 4882	–	Ooze Paraelemental, Large	MotP	183	6362 – 6367	5287 – 5326
Horse, Heavy War	MM	196	4883 – 4902	–	Ooze Paraelemental, Medium	MotP	183	6368 – 6373	5327 – 5366
Horse, Legendary	MotW	40	4903 – 4908	3402 – 3404	Ooze Paraelemental, Small	MotP	183	6374 – 6379	5367 – 5406
Horse, Light	MM	196	4909 – 4968	–	Orc	MM	146	6380 – 6499	5407 – 5525
Horse, Light War	MM	196	4969 – 4988	–	Orcwort	Dmag292	81	6500 – 6519	–
Howler	MM	121	4989 – 4994	3405 – 3415	Owl	MM	199	6520 – 6579	–
Ibrandlin	MF	62	4995 – 5000	–	Owl, Giant	MM	103	6580 – 6599	5526 – 5565
Ildriss	DMag285	49	5001 – 5006	–	Peryton	MF	69	6600 – 6619	–
Intellect Devourer	PS	150	5007 – 5012	–	Phase Spider	MM	150	6620 – 6639	5566 – 5605
Invisible Stalker	MM	123	5013 – 5018	3416 – 3426	Phasm	MM	150	6640 – 6645	5606 – 5645
Jumping Caltrop	SaS	57	5019 – 5024	3427 – 3437	Phthisic	PS	151	6646 – 6651	–
Kobold	MM	123	5025 – 5205	3438 – 3517	Planetouched, Genasi (Air)	MF	71	6652 – 6654	–
Kobold, Desert	Mid	49	3518 – 3636	–	Planetouched, Genasi (Earth)	MF	71	6655 – 6657	–
Kolyarut (Inevitable)	MotP	175	5206 – 5211	3637 – 3647	Planetouched, Genasi (Fire)	MF	71	6658 – 6660	–
Lamia	MM	126	3648 – 3687	–	Planetouched, Genasi (Water)	MF	71	6661 – 6663	–
Lammasu	MM	127	5212 – 5231	3688 – 3727	Planetouched, Tiefling (Fey’ri)	MF	72	6664 – 6666	–
Leonal (Guardinal, Celestial)	MotP	161	5232 – 5237	3728 – 3767	Planetouched, Tiefling (Tanarukk)	MF	72	6667 – 6669	–
Leopard, Wood Element	MotP	196	3768 – 3778	–	Poltergeist	Aid	36	6670 – 6675	5646 – 5656
Leucrotta	MF	63	5238 – 5357	3779 – 3818	Pony	MM	199	6676 – 6735	5657 – 5736
Leucrotta, Desert	Mid	49	3819 – 3898	–	Pony, War	MM	199	6736 – 6755	5737 – 5776
Lich (11th-level human wizard base)	MM	216	5358 – 5363	–	Praying Mantis, Giant	MM	206	6756 – 6761	5777 – 5816
Lillend	MM	128	5364 – 5369	3899 – 3909	Psion-Killer	PS	152	6762 – 6767	–
Lion, Celestial	MM	211	5370 – 5375	–	Puppeteer	PS	153	6768 – 6773	–
Lion, Dire	MM	57	5376 – 5395	–	Quasit	MM	41	5817 – 5819	–
Living Catapult	DMag285	99	5396 – 5401	–	Rast	MM	154	6774 – 6779	5820 – 5859
Lizard	MM	198	5402 – 5461	–	Rat	MM	200	6780 – 6960	5860 – 5939
Lizard, Giant	MM	198	5462 – 5521	–	Rat, Dire	MM	56	6961 – 7020	5940 – 5979
Lizard, Minotaur	Mid	49	5522 – 5541	–	Rat, Fiendish Dire	MM	212	7021 – 7040	5980 – 6019
Magmin	MM	130	5542 – 5547	3910 – 3920	Raven	MM	200	7041 – 7100	–
Malaugrym	MF	64	5548 – 5553	–	Ravid	MM	154	7101 – 7106	6020 – 6059
Manticore	MM	130	5554 – 5751	3921 – 4039	Revenant	MF	93	7107 – 7112	–
Marid (Genie)	MotP	172	5752 – 5757	4040 – 4050	Rhinoceros, Earth Element	MotP	192	7113 – 7118	6060 – 6099
Marut (Inevitable)	MotP	177	4051 – 4061	–	Roc	MM	156	7119 – 7124	–
Medusa	MM	131	5758 – 5763	4062 – 4072	Rock Troll	DMag286	53	7125 – 7184	–
Mephit, Air	MM	132	5764 – 5783	4073 – 4112	Rukarazyll	DMag285	74	7185 – 7190	–
Mephit, Dust	MM	132	5784 – 5789	4113 – 4152	Salamander, Average	MM	159	7191 – 7196	6100 – 6179
Mephit, Earth	MM	132	5790 – 5809	4153 – 4192	Salamander, Flamebrother	MM	159	7197 – 7202	6180 – 6259
Mephit, Fire	MM	132	5810 – 5815	4193 – 4232	Salamander, Noble	MM	159	7203 – 7208	6260 – 6339
Mephit, Ice	MM	132	5816 – 5821	–	Salt Basilisk	Kruk	<pg#>	6340 – 6379	–
Mephit, Magma	MM	132	5822 – 5827	4233 – 4243	Scorpion, Monstrous (Colossal)	MM	209	7209 – 7214	6380 – 6419
Mephit, Ooze	MM	132	5828 – 5833	–	Scorpion, Monstrous (Gargantuan)	MM	209	7215 – 7220	6420 – 6459

Scorpion, Monstrous (Huge)	MM	209	7221 – 7240	6460 – 6499	Toad	MM	203	8891 – 8910	9170 – 9209
Scorpion, Monstrous (Large)	MM	209	7241 – 7260	6500 – 6579	Toad, Dire	MotW	37	8911 – 8930	9210 – 9289
Scorpion, Monstrous (Medium)	MM	209	7261 – 7320	6580 – 6659	Troglydote	MM	179	8931 – 8950	–
Scorpion, Monstrous (Small)	MM	208	7321 – 7380	6660 – 6739	Troll	MM	180	8951 – 9148	9290 – 9408
Scorpion, Monstrous (Tiny)	MM	208	7381 – 7440	6740 – 6779	Troll, Desert	Mid	48	9409 – 9448	–
Shadow	MM	161	7441 – 7446	6780 – 6819	Twig Blight	TSC	32	9449 – 9459	–
Shadow Mastiff	MM	162	7447 – 7452	6820 – 6830	Ultruloth (Yugoloth)	MotP	187	9149 – 9154	9460 – 9470
Shadow Wight	MotP	191	7453 – 7458	6831 – 6870	Urizezu (Tanar'ri)	MotP	164	9155 – 9160	9471 – 9481
Shadowen	DMag286	54	7459 – 7464	–	Vampire (5th-level fighter base)	MM	222	9161 – 9166	9482 – 9521
Sharjani, Greater	Harv	29	7465 – 7470	–	Vampire Spawn	MM	182	9167 – 9172	9522 – 9532
Sharjani, Lesser	Harv	32	7471 – 7476	–	Vargouille	MM	182	9173 – 9178	9533 – 9572
Sharn	MF	76	7477 – 7482	–	Wasp, Giant	MM	206	9179 – 9198	9573 – 9612
Shield Guardian	MM	163	7483 – 7488	6871 – 6910	Weasel	MM	203	9199 – 9218	–
Skeleton (Colossal)	MM	165	7489 – 7494	6911 – 6950	Weasel, Dire	MM	56	9219 – 9224	–
Skeleton (Gargantuan)	MM	165	7495 – 7500	6951 – 6990	Wemic, Mountain	MF	84	9225 – 9244	–
Skeleton (Huge)	MM	165	7501 – 7520	6991 – 7030	Werebear (Bear Form)	MM	219	9245 – 9250	–
Skeleton (Large)	MM	165	7521 – 7540	7031 – 7110	Werebear (Human Form)	MM	219	9251 – 9256	–
Skeleton (Medium-sized)	MM	165	7541 – 7600	7111 – 7190	Wererat (Human Form)	MM	219	9257 – 9276	–
Skeleton (Small)	MM	165	7601 – 7660	7191 – 7230	Wererat (Hybrid Form)	MM	219	9277 – 9296	–
Skeleton (Tiny)	MM	165	7661 – 7680	7231 – 7270	Wererat (Rat Form)	MM	219	9297 – 9316	–
Skeleton Warrior (base 11th level fighter)	Mid	50	7681 – 7683	7271 – 7310	Weretiger (Human Form)	MM	219	9317 – 9322	–
Skull	Mid	51	7311 – 7350	–	Weretiger (Hybrid Form)	MM	219	9323 – 9328	–
Skull Bearer	DMag286	51	7684 – 7689	–	Weretiger (Tiger Form)	MM	219	9329 – 9334	–
Skunk	Ald	36	7690 – 7749	–	Werewolf (Human Form)	MM	219	9335 – 9354	–
Slaad, Blue	MM	166	7750 – 7755	7351 – 7390	Werewolf (Hybrid Form)	MM	219	9355 – 9374	–
Slaad, Death	MM	167	7756 – 7761	7391 – 7430	Werewolf (Wolf Form)	MM	219	9375 – 9394	–
Slaad, Gray	MM	167	7762 – 7767	7431 – 7470	Wight	MM	183	9395 – 9414	9613 – 9652
Slaad, Green	MM	166	7768 – 7773	7471 – 7510	Wolf	MM	204	9415 – 9534	–
Slaad, Red	MM	166	7774 – 7779	7511 – 7550	Wolf, Dire	MM	57	9535 – 9594	–
Smoke Paraelemental (Elder)	MotP	184	7780 – 7785	7551 – 7590	Wolf, Legendary	MotW	40	9595 – 9600	–
Smoke Paraelemental (Greater)	MotP	184	7786 – 7791	7591 – 7630	Wolf, Sturm	Harv	40	9601 – 9606	–
Smoke Paraelemental (Huge)	MotP	184	7792 – 7797	7631 – 7670	Worg	MM	184	9607 – 9626	–
Smoke Paraelemental (Large)	MotP	184	7798 – 7803	7671 – 7710	Wortling	Dmag292	81	9627 – 9632	–
Smoke Paraelemental (Medium)	MotP	184	7804 – 7809	7711 – 7750	Wraith	MM	185	9633 – 9638	9653 – 9732
Smoke Paraelemental (Small)	MotP	184	7810 – 7815	7751 – 7790	Wyvern	MM	186	9639 – 9836	9733 – 9743
Snake, Dire	MotW	37	7816 – 7835	7791 – 7793	Xag-Ya	MotP	169	9837 – 9842	9744 – 9754
Snake, Legendary	MotW	40	7836 – 7841	7794 – 7873	Xeg-Yi	MotP	169	9843 – 9848	9755 – 9794
Snake, Viper (Huge)	MM	202	7842 – 7847	7874 – 7953	Xill	MM	187	9849 – 9854	9795 – 9797
Snake, Viper (Large)	MM	203	7848 – 7853	7954 – 8033	Xorn, Average	MM	187	9855 – 9860	9798 – 9800
Snake, Viper (Medium)	MM	202	7854 – 7873	8034 – 8113	Xorn, Elder	MM	187	9861 – 9866	9801 – 9803
Snake, Viper (Small)	MM	202	7874 – 7933	8114 – 8193	Xorn, Minor	MM	187	9867 – 9872	9804 – 9843
Snake, Viper (Tiny)	MM	201	7934 – 7993	8194 – 8233	Yeth Hound	MM	188	9873 – 9878	9844 – 9883
Spectral Panther	MF	79	7994 – 7999	–	Yrthak	MM	189	9879 – 9884	–
Spectre	MM	169	8000 – 8005	8234 – 8273	Yuan-Ti	MM	190	9885 – 9904	9884 – 9894
Sphinx, Androsphinx	MM	170	8006 – 8125	8274 – 8313	Zelekhut (Inevitable)	MotP	177	9905 – 9910	9884 – 9894
Sphinx, Gynosphinx	MM	170	8126 – 8245	8314 – 8316	Zombie (Colossal)	MM	192	9911 – 9916	9895 – 9905
Sphinx, Heiracosphinx	MM	170	8317 – 8356	–	Zombie (Gargantuan)	MM	192	9917 – 9922	9906 – 9916
Spider Eater	MM	171	8246 – 8251	8357 – 8396	Zombie (Huge)	MM	192	9923 – 9928	9917 – 9927
Spider, Monstrous (Colossal)	MM	210	8252 – 8257	8397 – 8436	Zombie (Large)	MM	192	9929 – 9948	9928 – 9938
Spider, Monstrous (Gargantuan)	MM	210	8258 – 8277	8437 – 8476	Zombie (Medium)	MM	191	9949 – 9968	9939 – 9978
Spider, Monstrous (Huge)	MM	210	8278 – 8297	8477 – 8556	Zombie (Small)	MM	191	9969 – 9988	9979 – 9989
Spider, Monstrous (Large)	MM	210	8298 – 8357	8557 – 8636	Zombie (Tiny)	MM	191	9989 – 9994	9990 – 10000
Spider, Monstrous (Medium)	MM	210	8358 – 8417	8637 – 8755	Zombie, Tyrantfog	MF	85	9995 – 10000	–
Spider, Monstrous (Small)	MM	210	8418 – 8537	8756 – 8874					
Spider, Monstrous (Tiny)	MM	209	8538 – 8657	8875 – 8885					
Spider, Subterranean (Hairy Spider)	MF	79	8658 – 8717	–					
Spinagon (Baatezu)	MotP	167	8718 – 8723	8886 – 8896					
Spirit, Evil	Ald	34	8724 – 8729	8897 – 8907					
Squid, Air Element	MotP	191	8908 – 8918	–					
Stinger	MF	80	8730 – 8735	–					
Su-Monster	PSw	8	8736 – 8741	8919 – 8958					
Swordwraith	Coin	11	8742 – 8747	8959 – 8998					
Tainted One	MF	94	8748 – 8753	–					
Tall Moulder	MF	81	8754 – 8759	–					
Talfellow, Halfling	MM	117	8760 – 8765	–					
Taratomorph	DMag287	80	8766 – 8771	–					
Tarrasque	MM	174	8772 – 8774	–					
Temporal Filcher	PS	154	8775 – 8780	–					
Thought Eater	PS	154	8781 – 8786	–					
Thri-Kreen	PSw	9	8999 – 9038	–					
Tiefling (Planetouched)	MM	151	8787 – 8792	9039 – 9049					
Tiger	MM	203	8793 – 8852	–					
Tiger, Dire	MM	58	8853 – 8872	–					
Tiger, Legendary	MotW	40	8873 – 8878	–					
Tiger, Water Element	MotP	194	8879 – 8884	9050 – 9089					
Titan	MM	176	8885 – 8890	9090 – 9169					

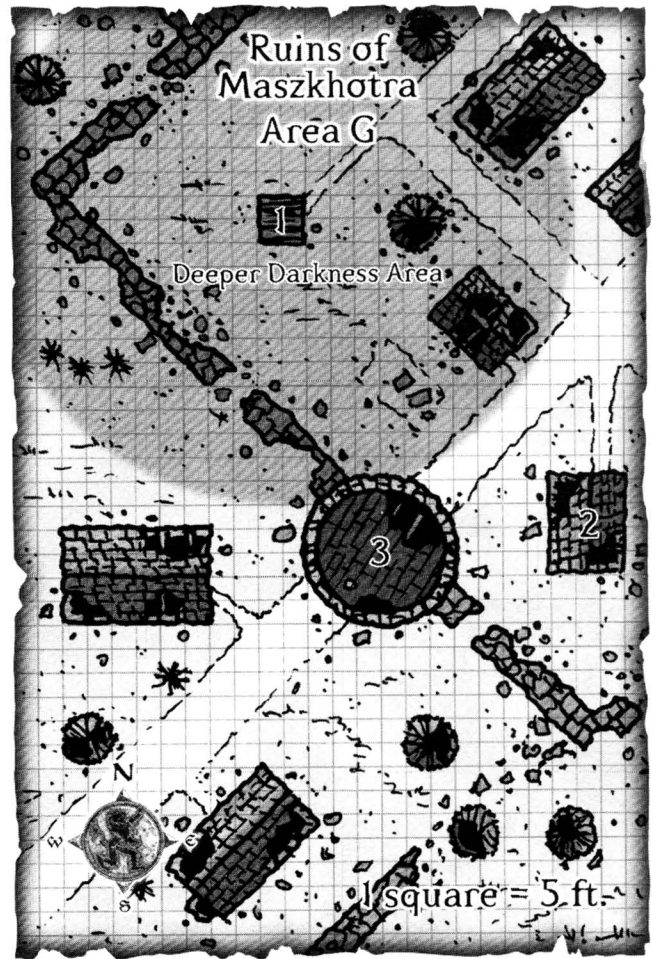
Cave of Doom

Area P



Eternal Darkness

1 square = 5 ft.



Cavern of Ice

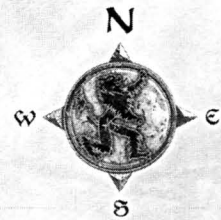
Area J

Glacial Ice

Dripping Water

Frozen Hobgoblin

Water stream



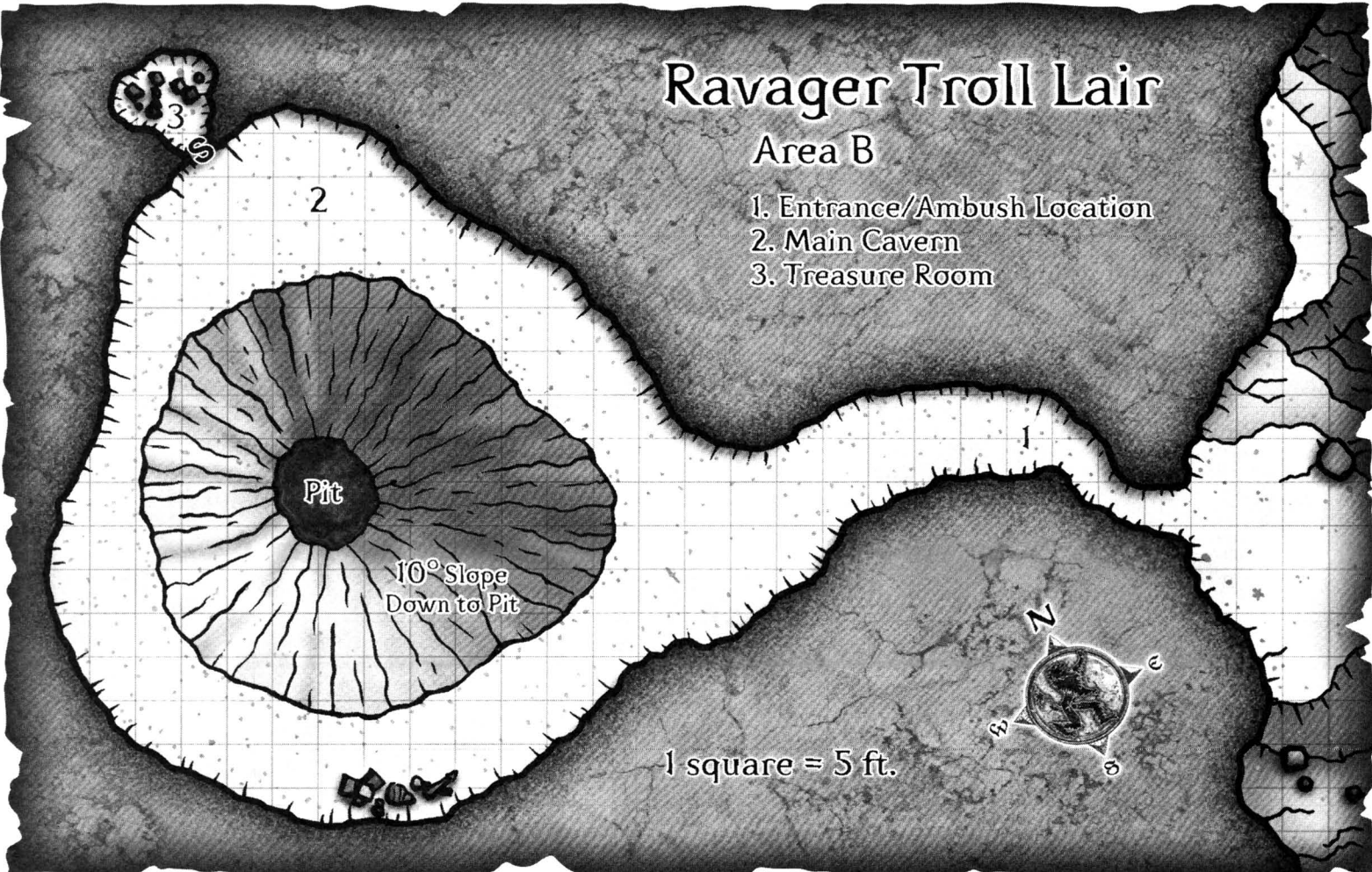
Opening in surface ice

1 square = 5 ft.

Ravager Troll Lair

Area B

1. Entrance/Ambush Location
2. Main Cavern
3. Treasure Room



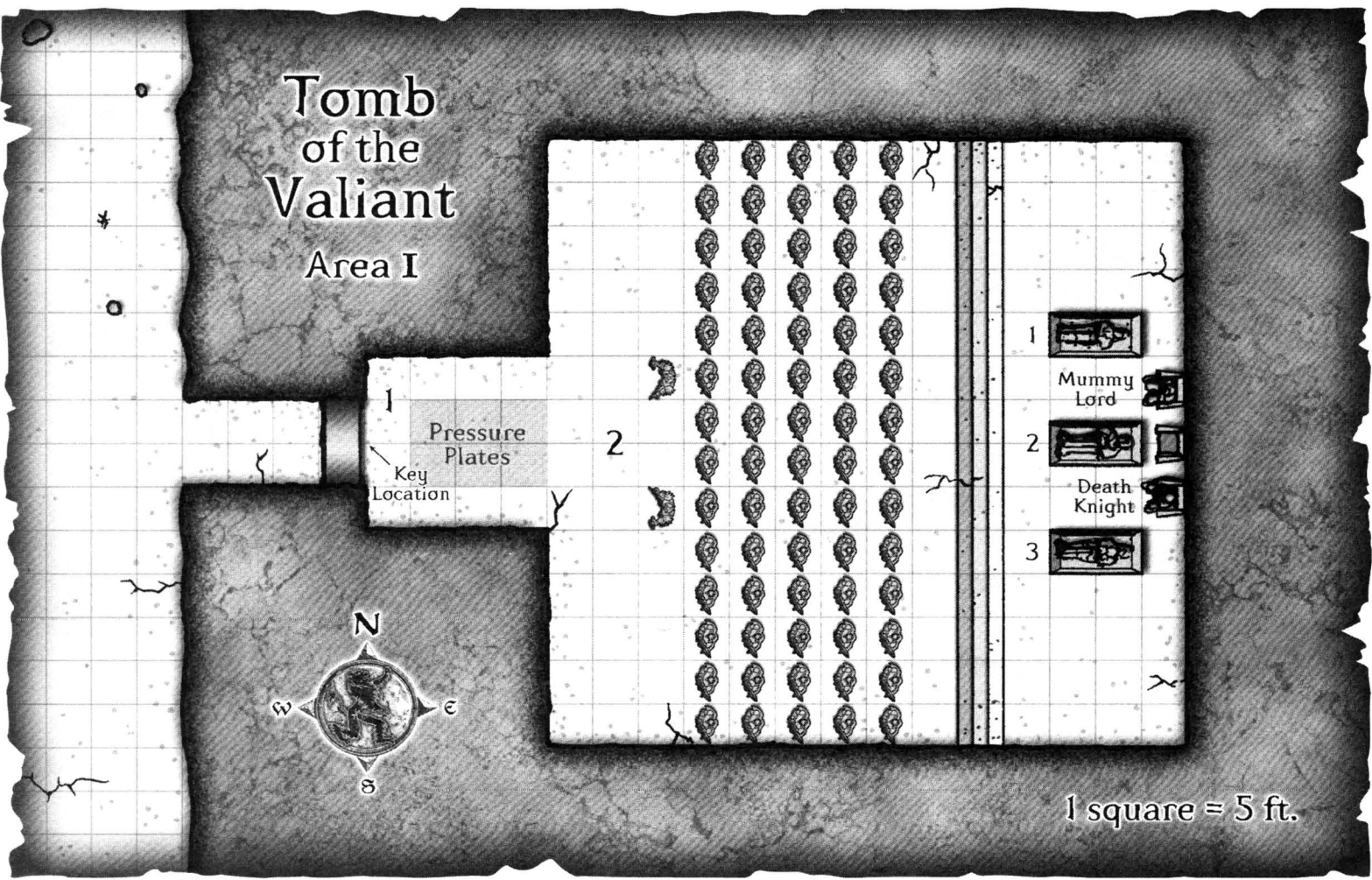
Tomb of the Valiant

Area I

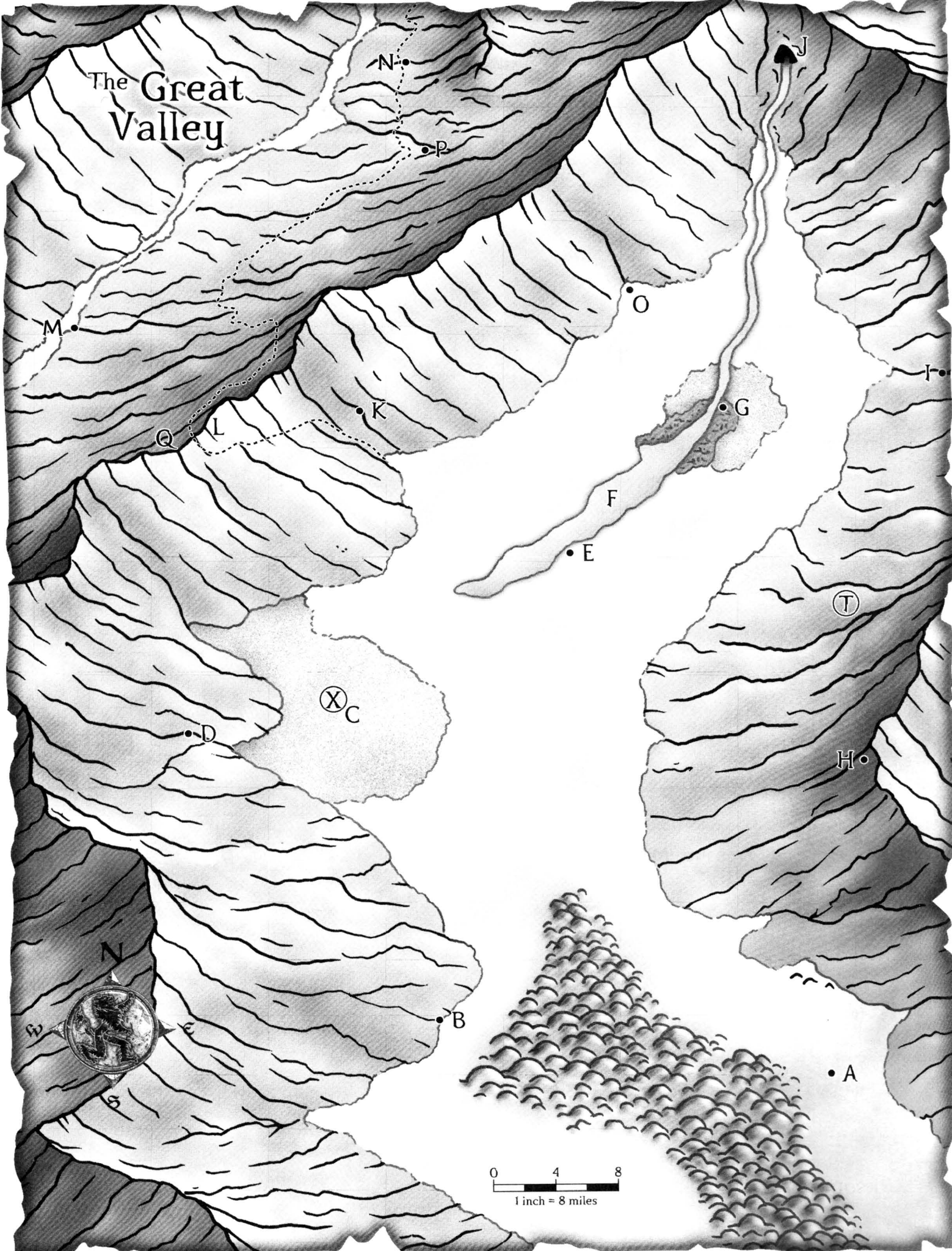
1 Pressure Plates
Key Location

2

- 1 Mummy Lord
- 2 Death Knight
- 3



The Great Valley



0 4 8
1 inch = 8 miles

Khyrastryx's Lair

Area D

Sarcophagus

Bone Golem
on Throne

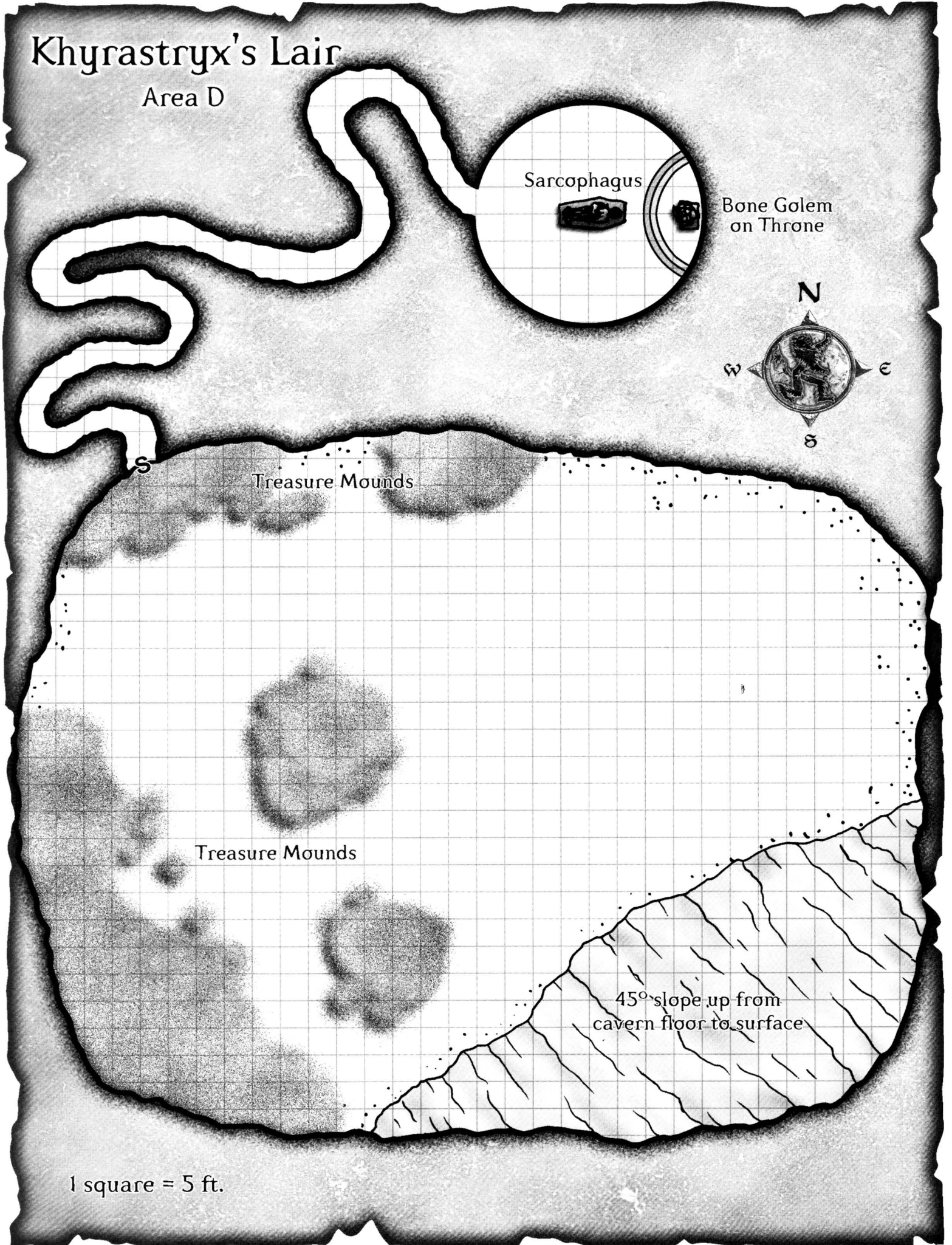


Treasure Mounds

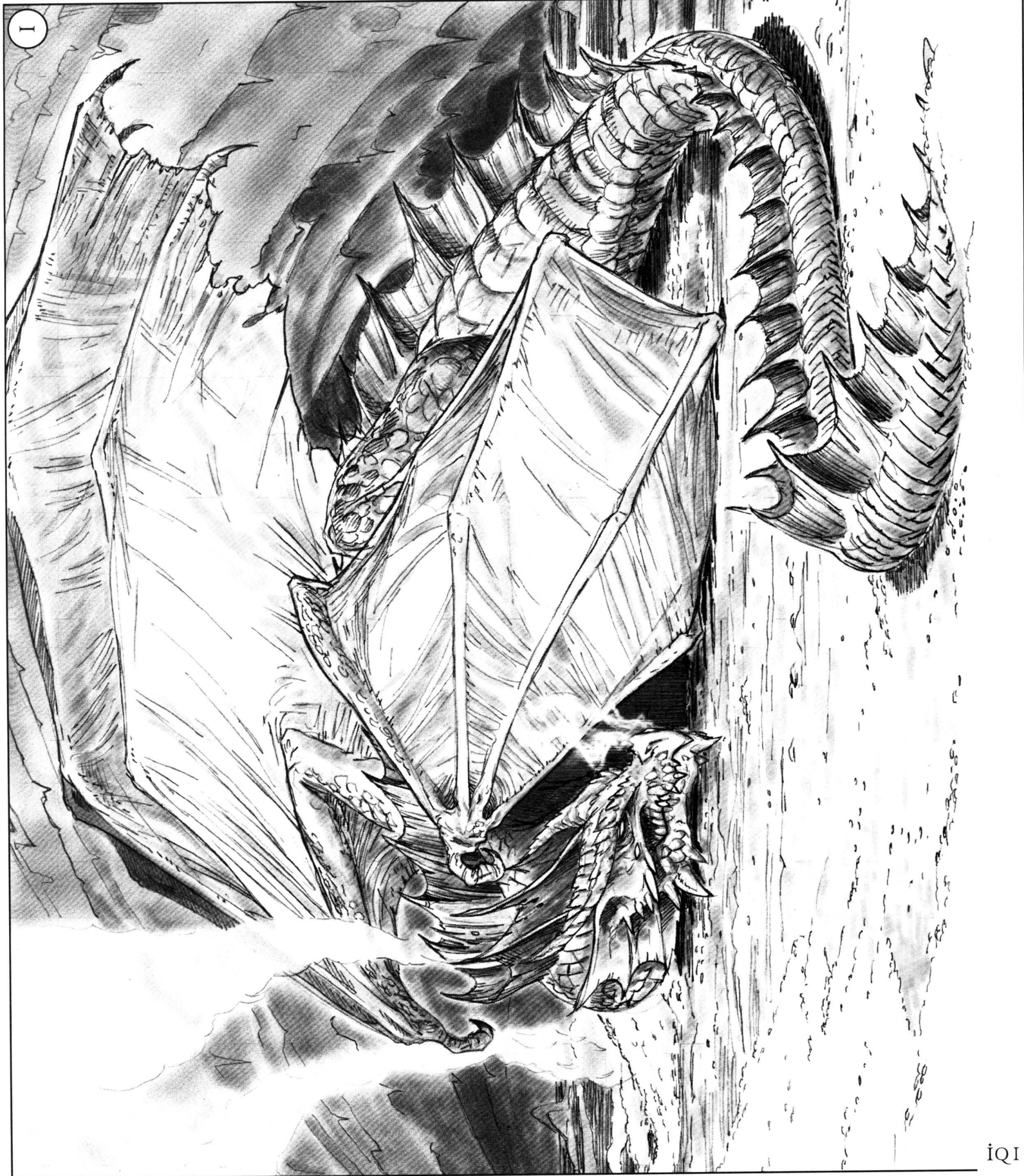
Treasure Mounds

45° slope up from
cavern floor to surface

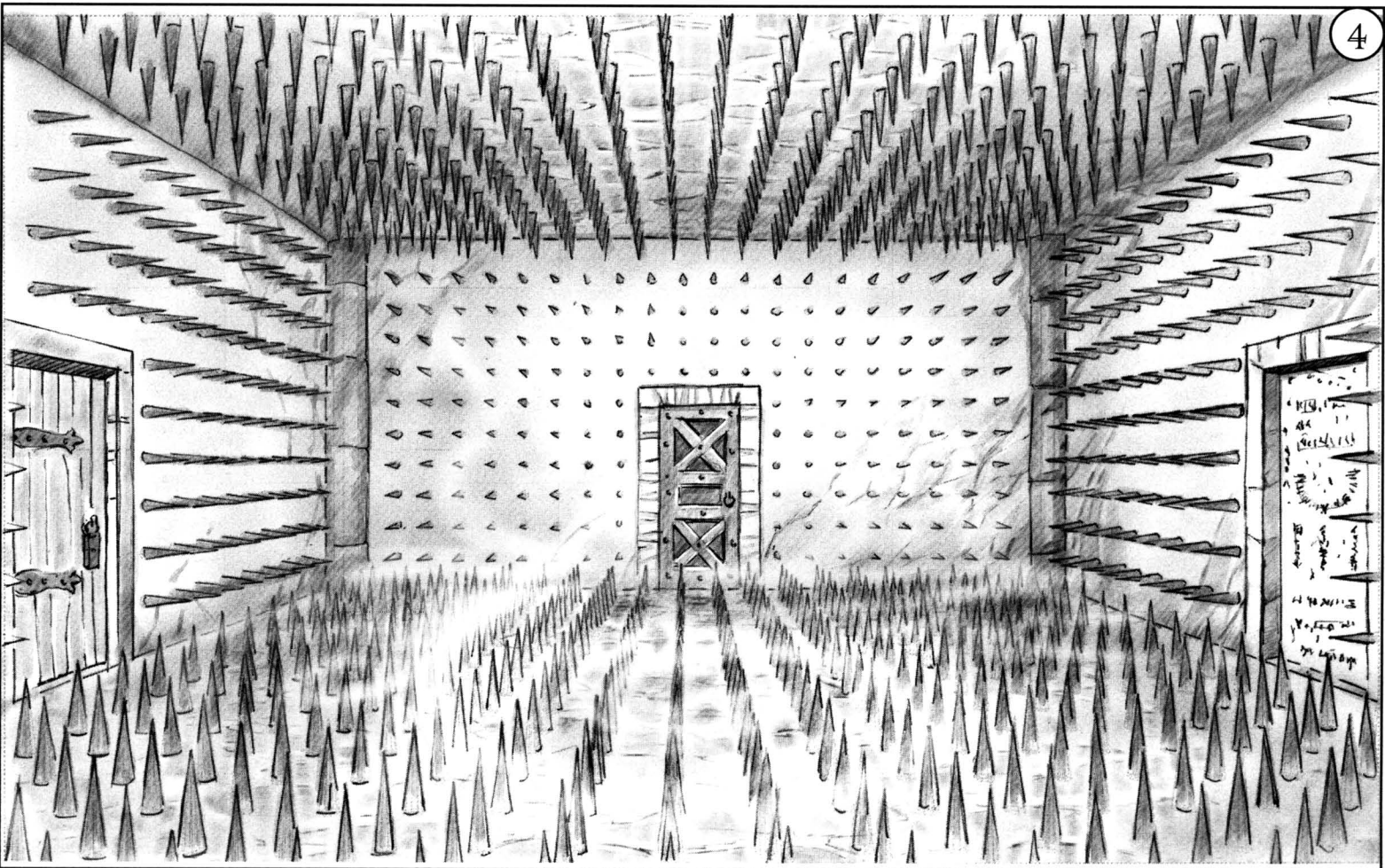
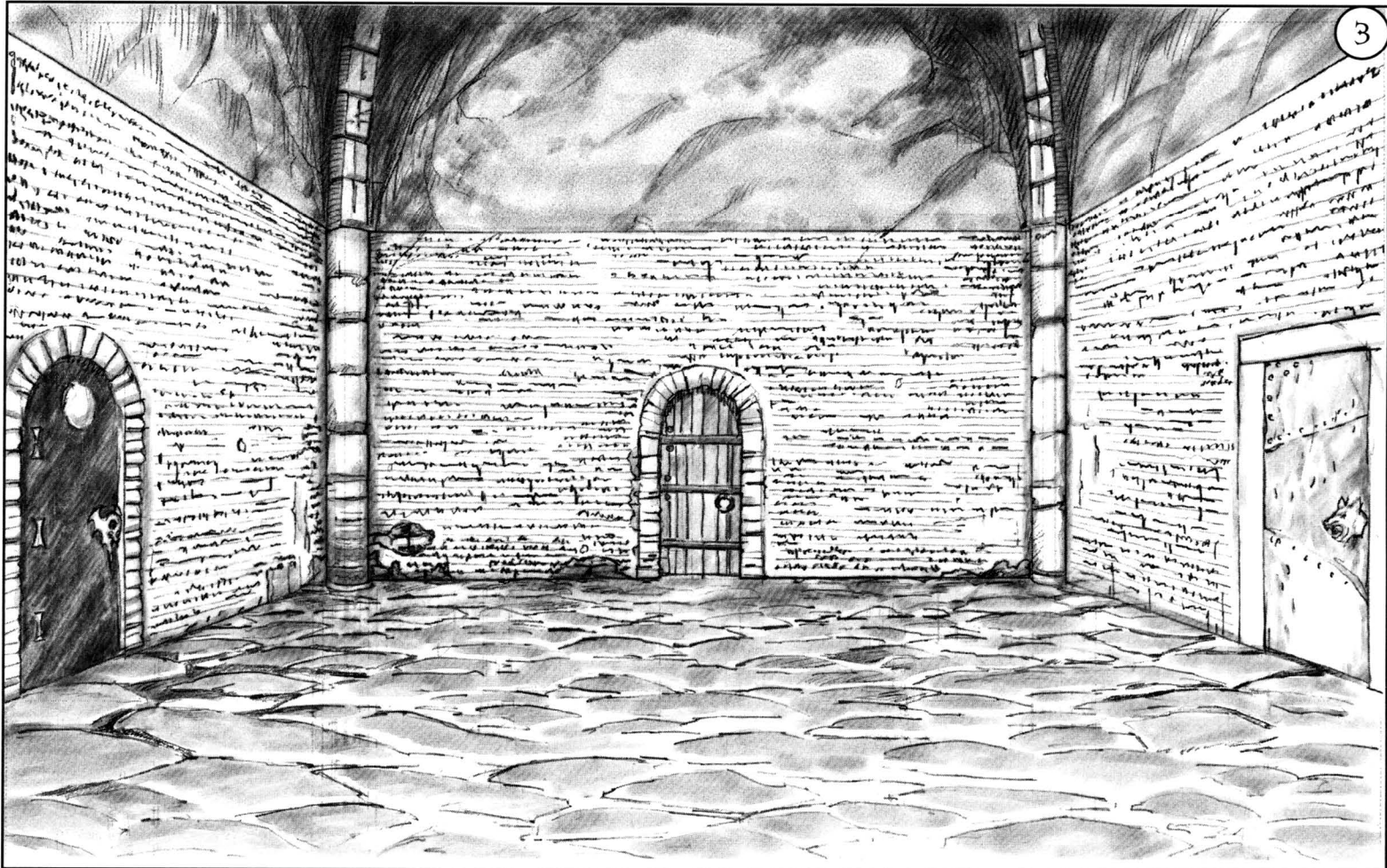
1 square = 5 ft.

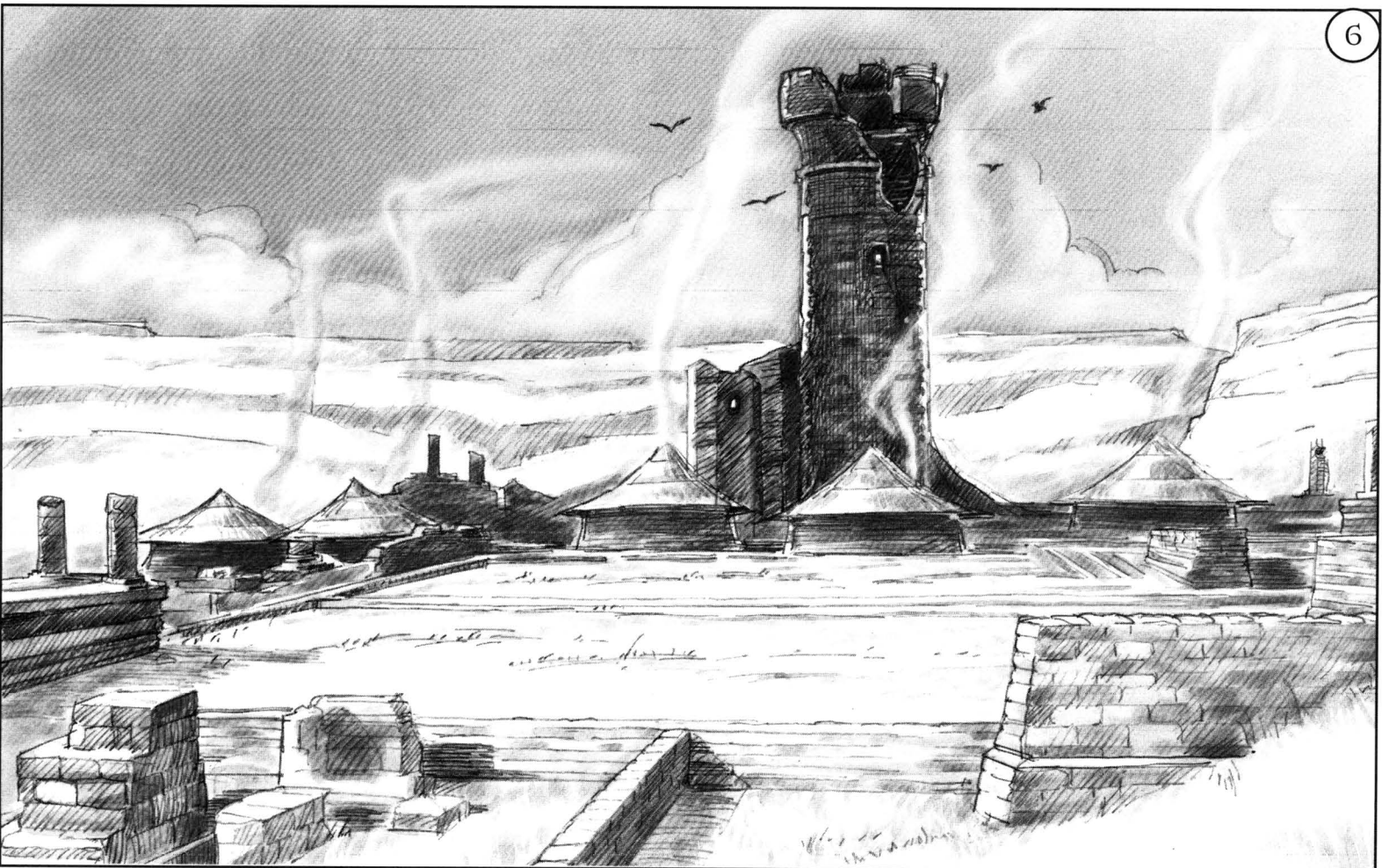
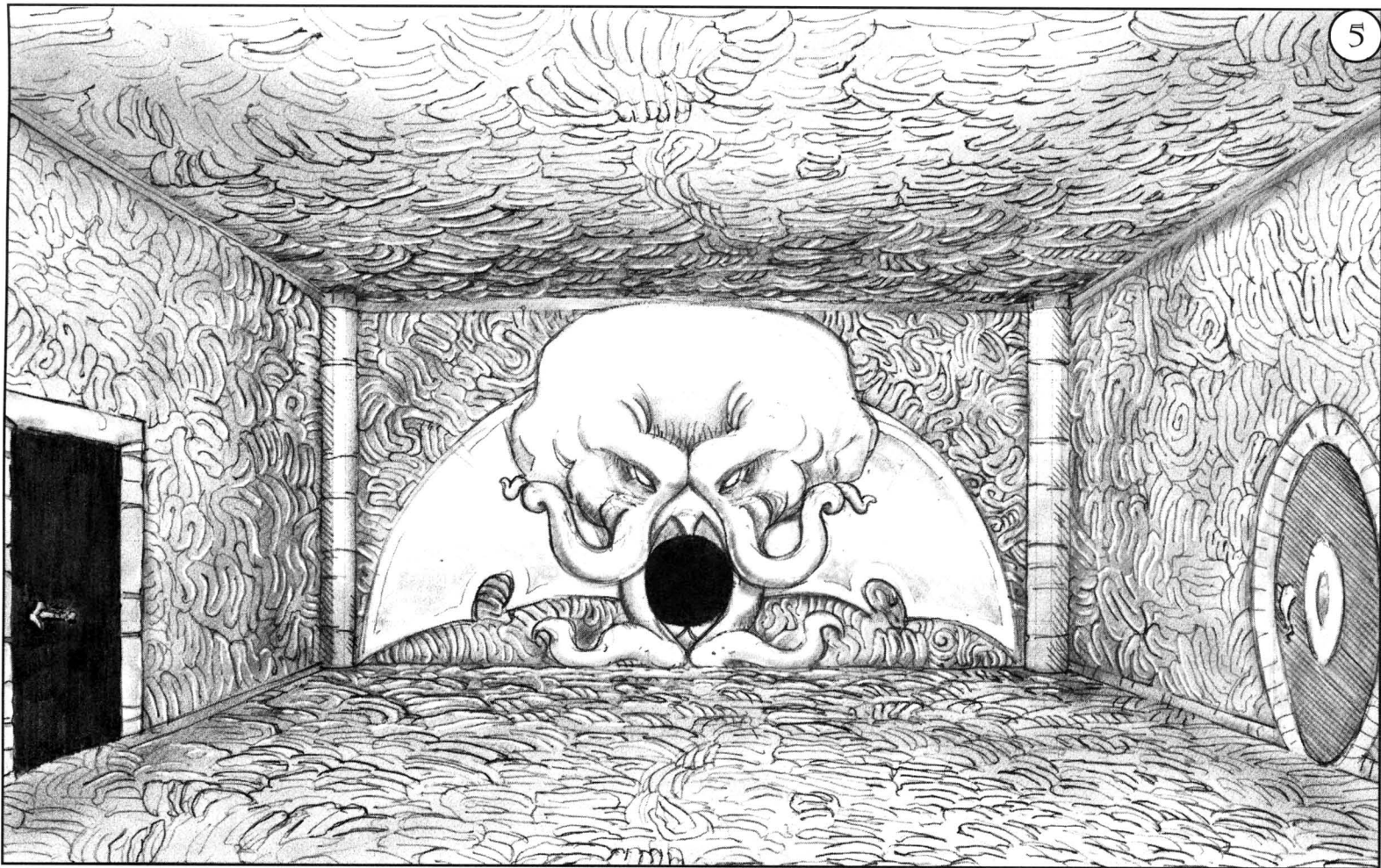


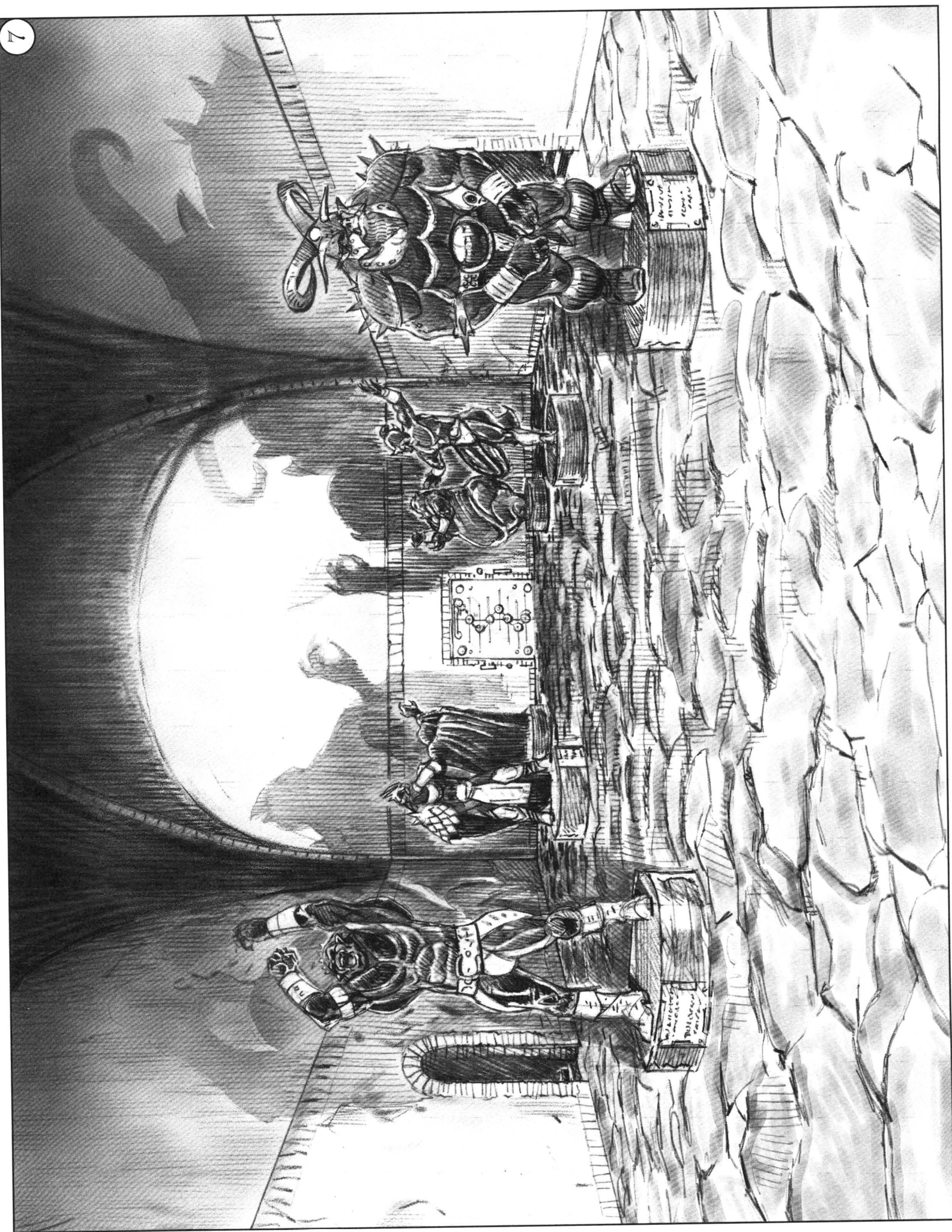
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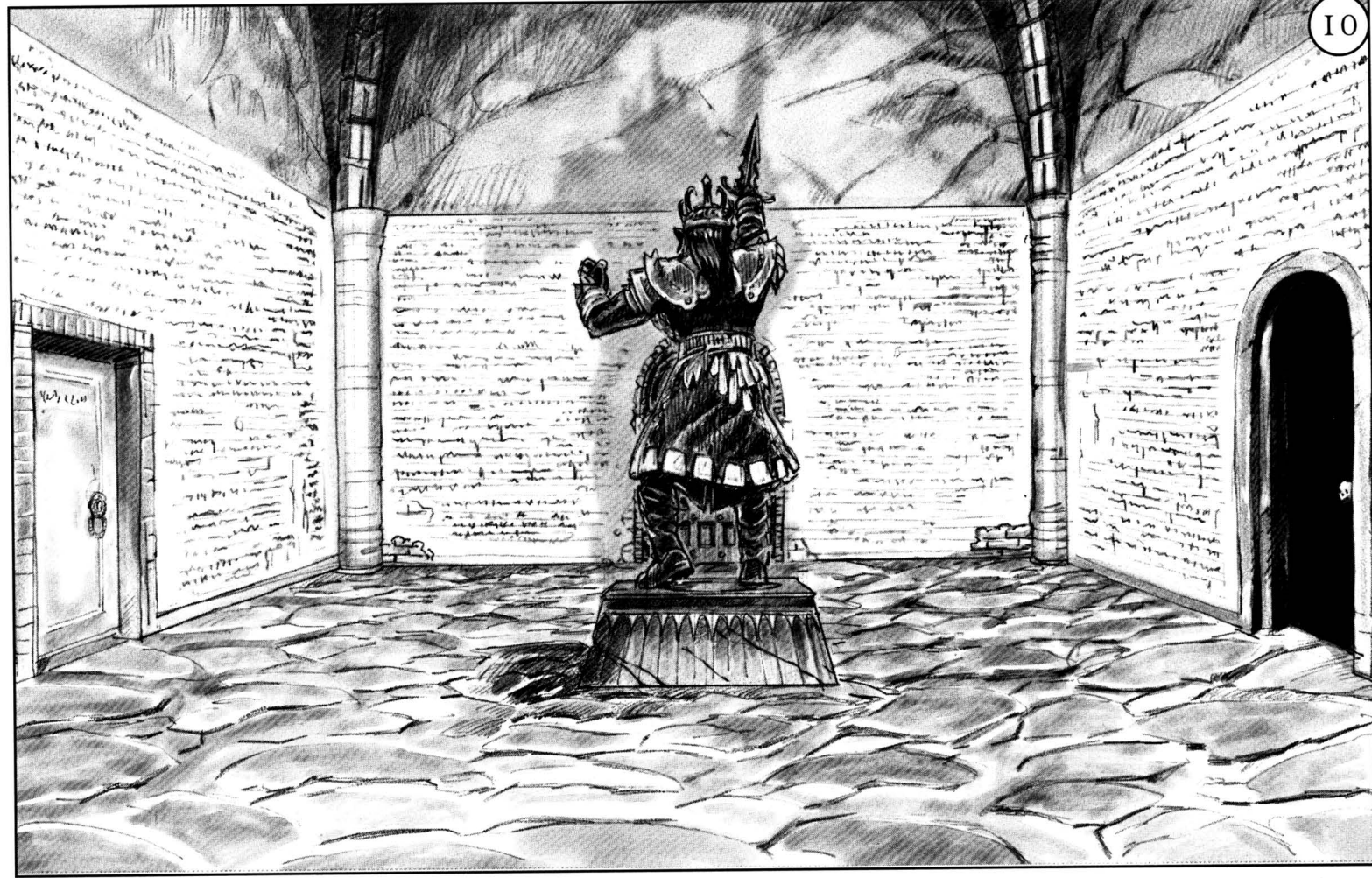
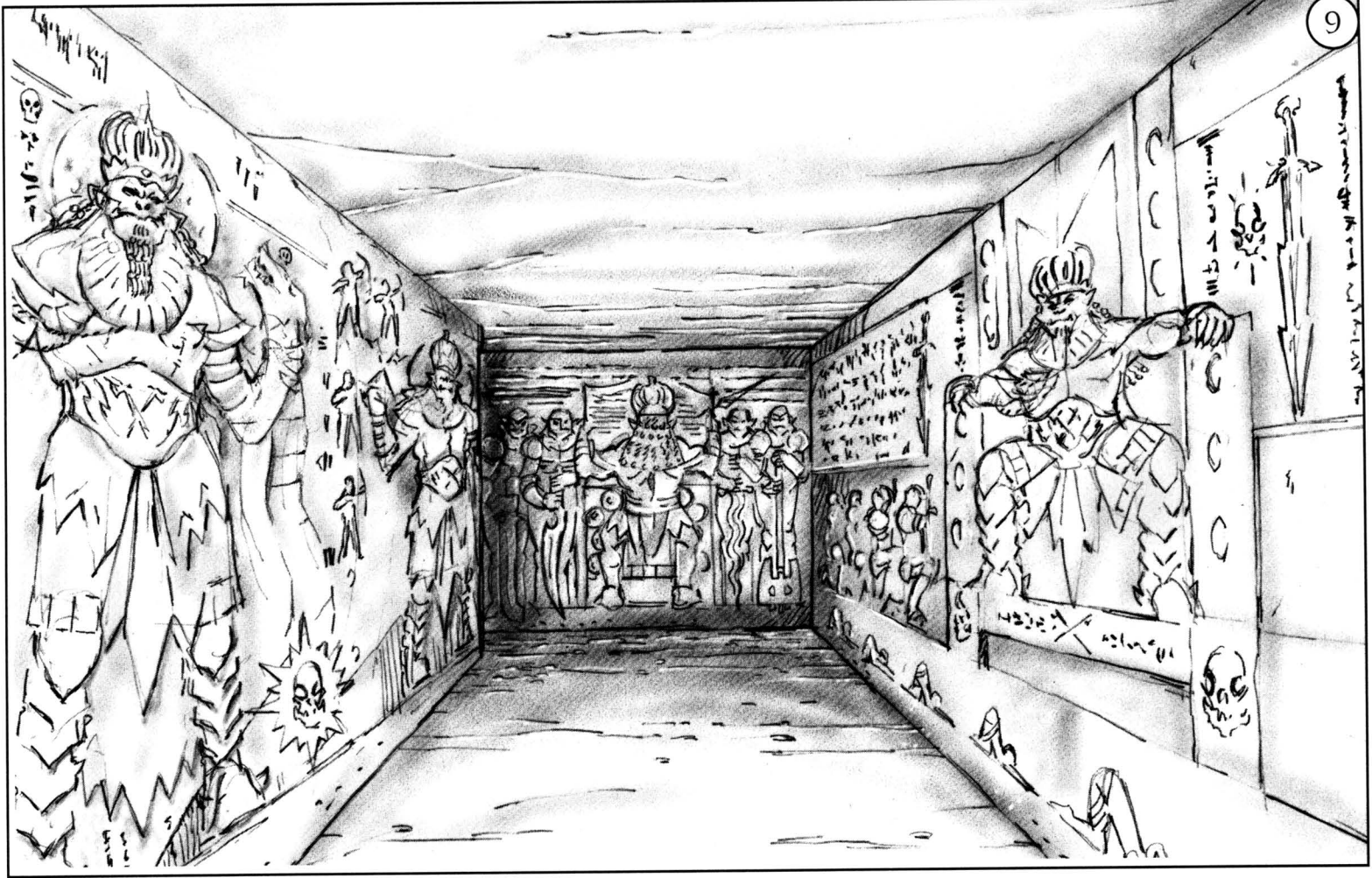


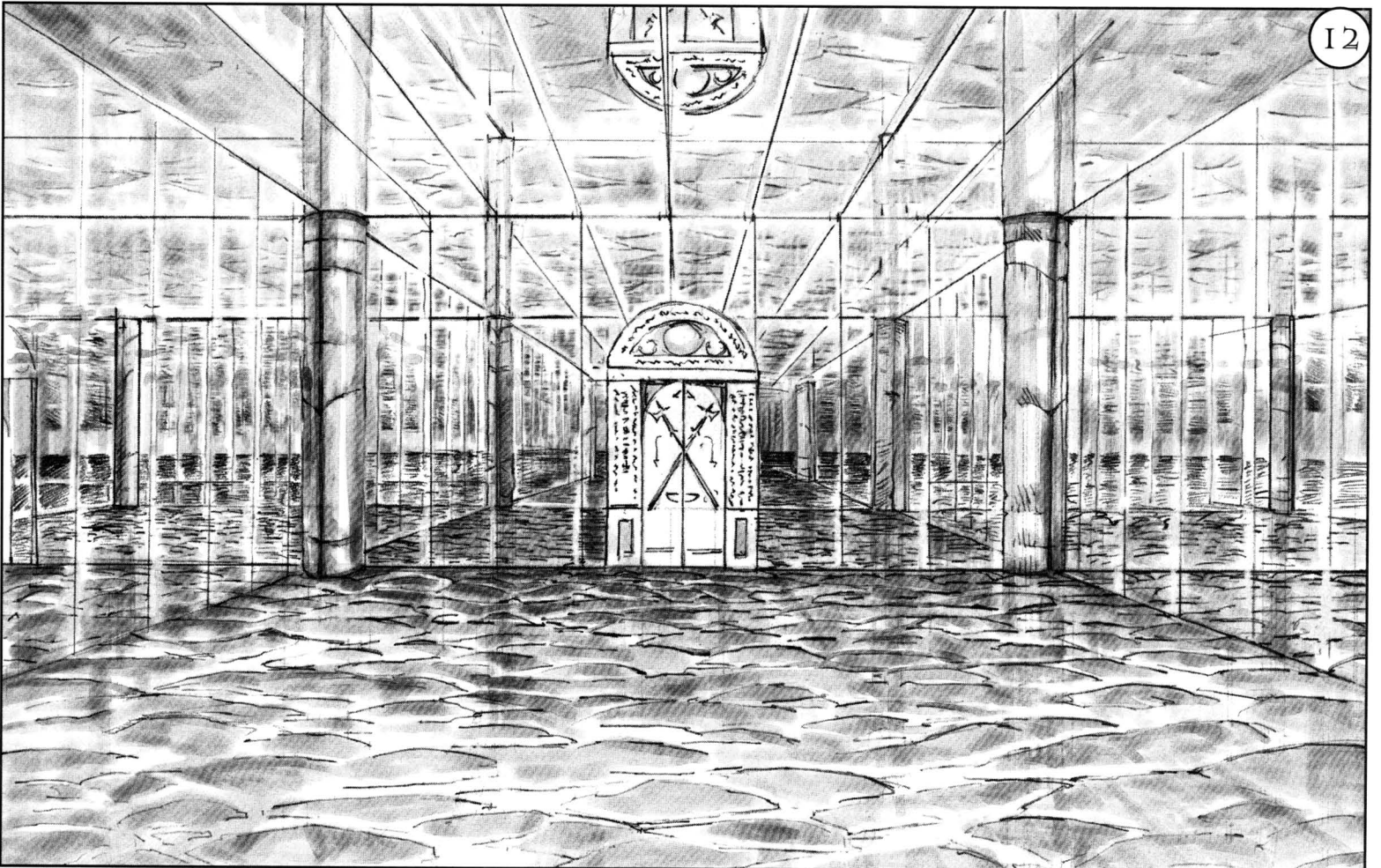
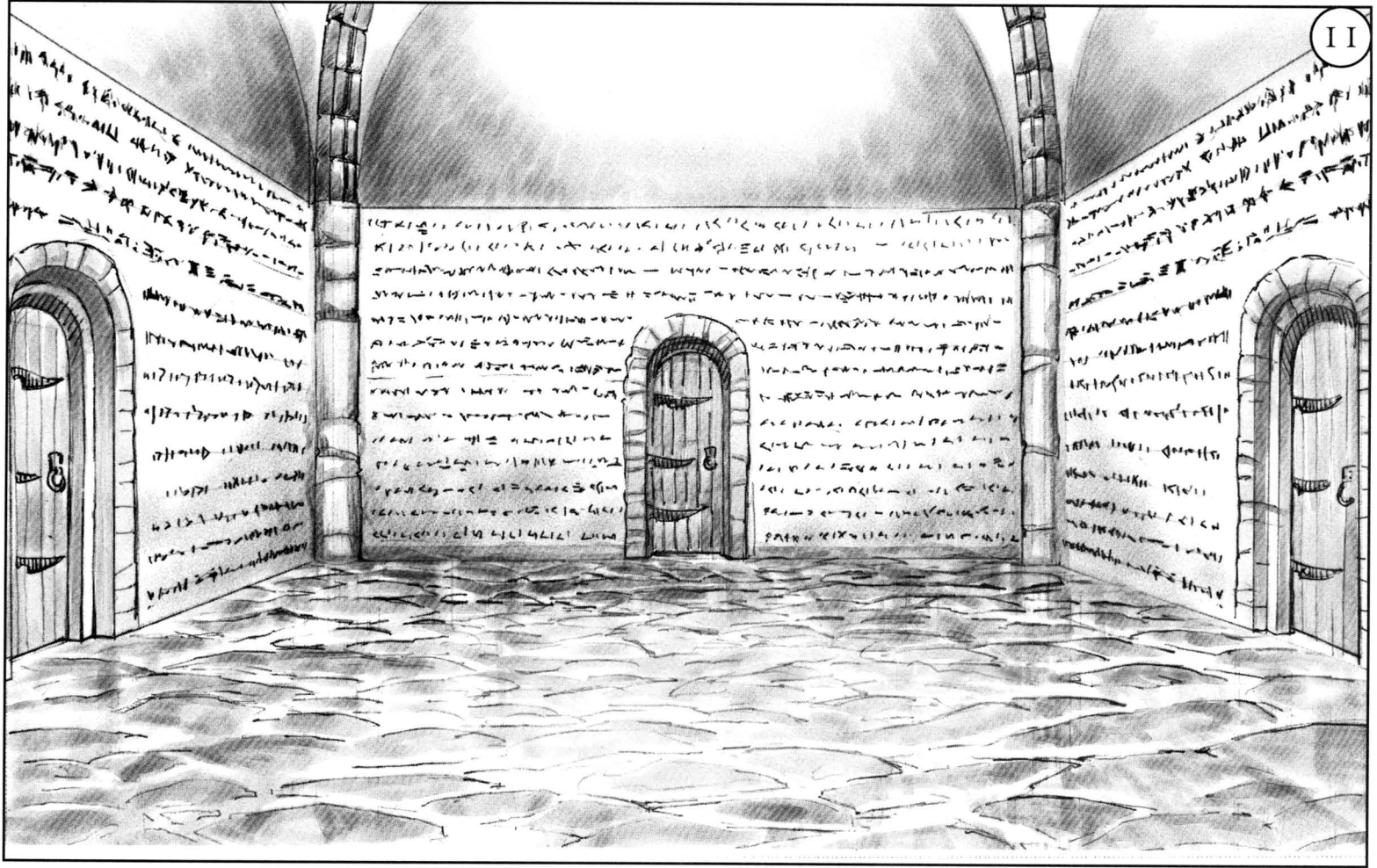


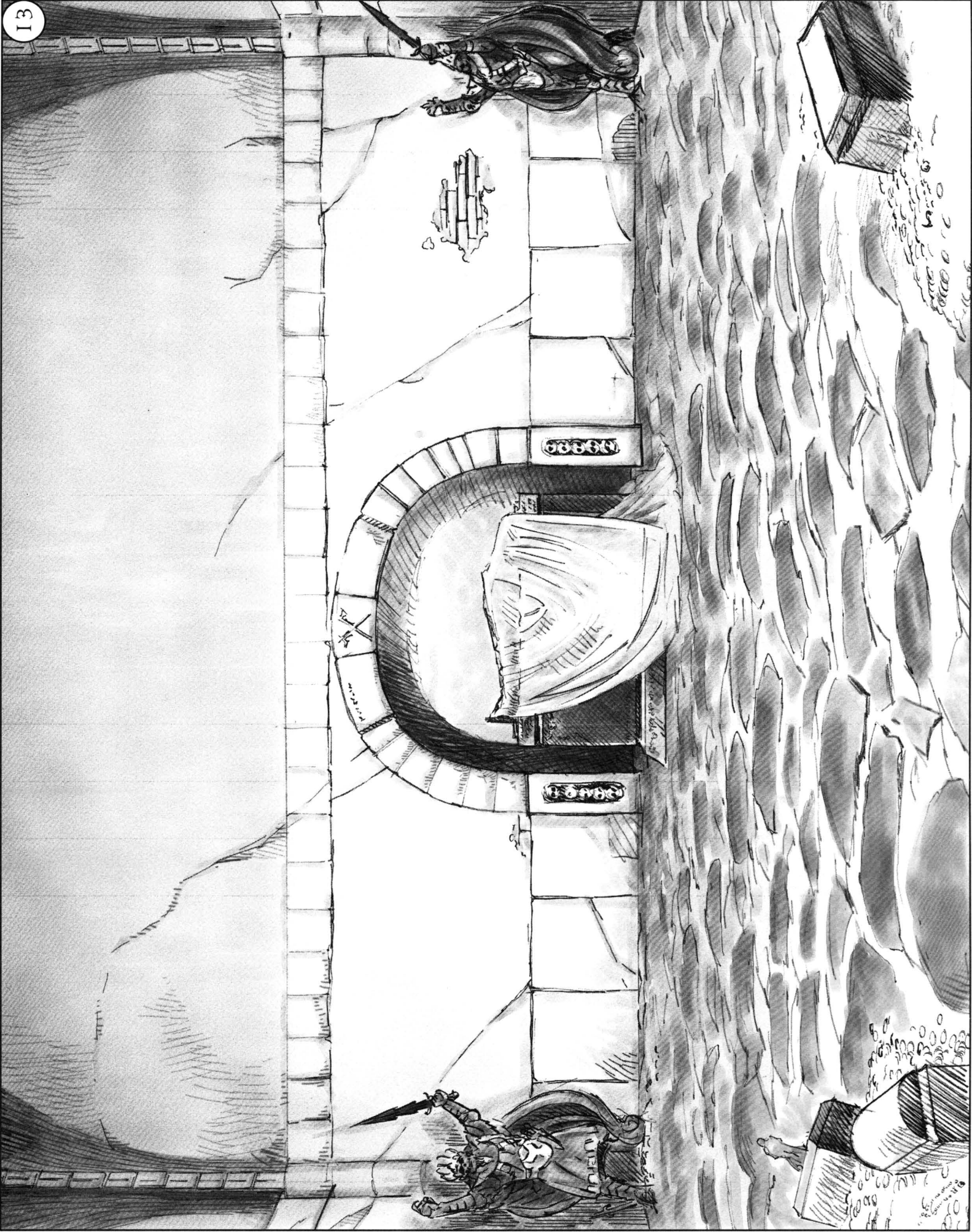


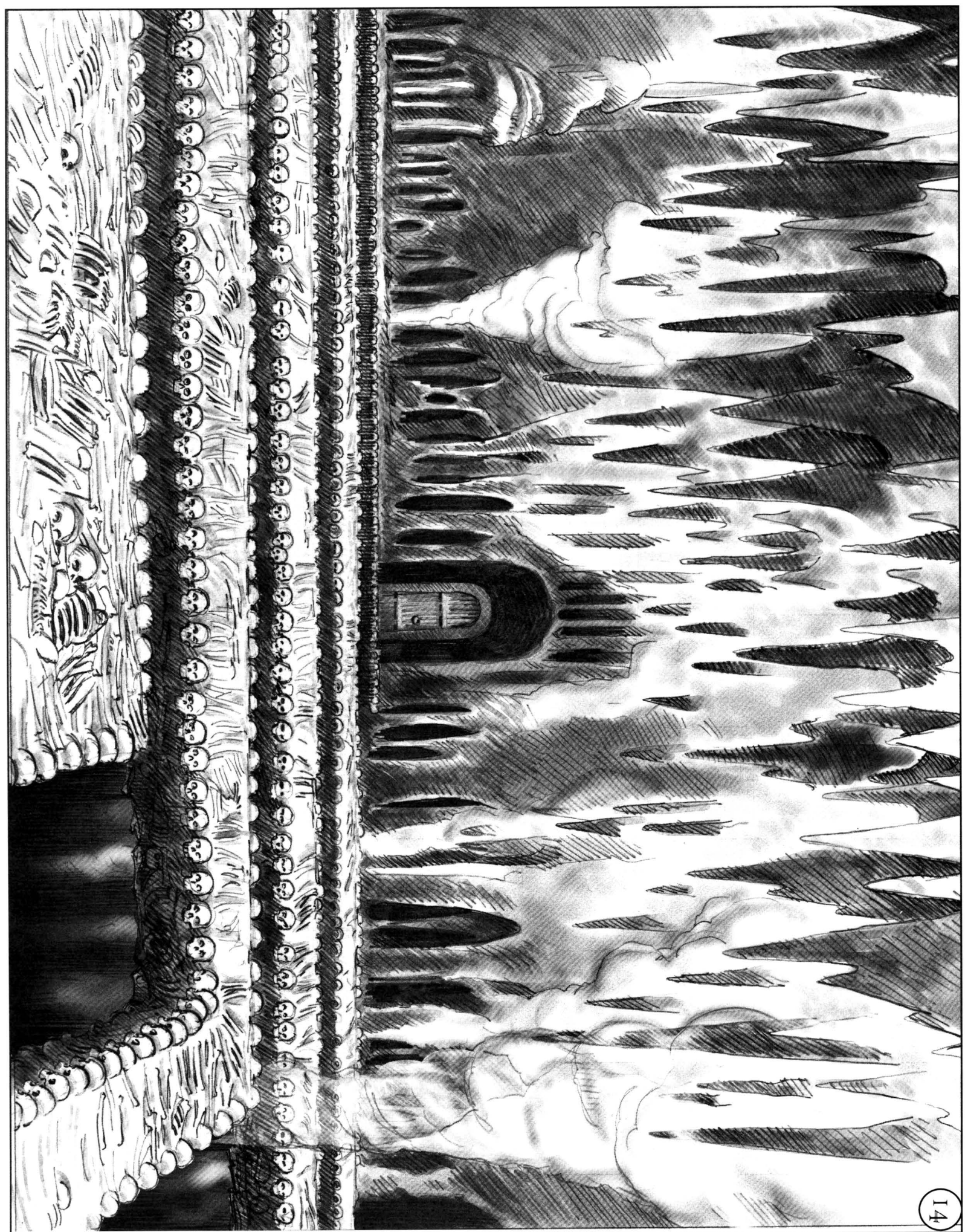


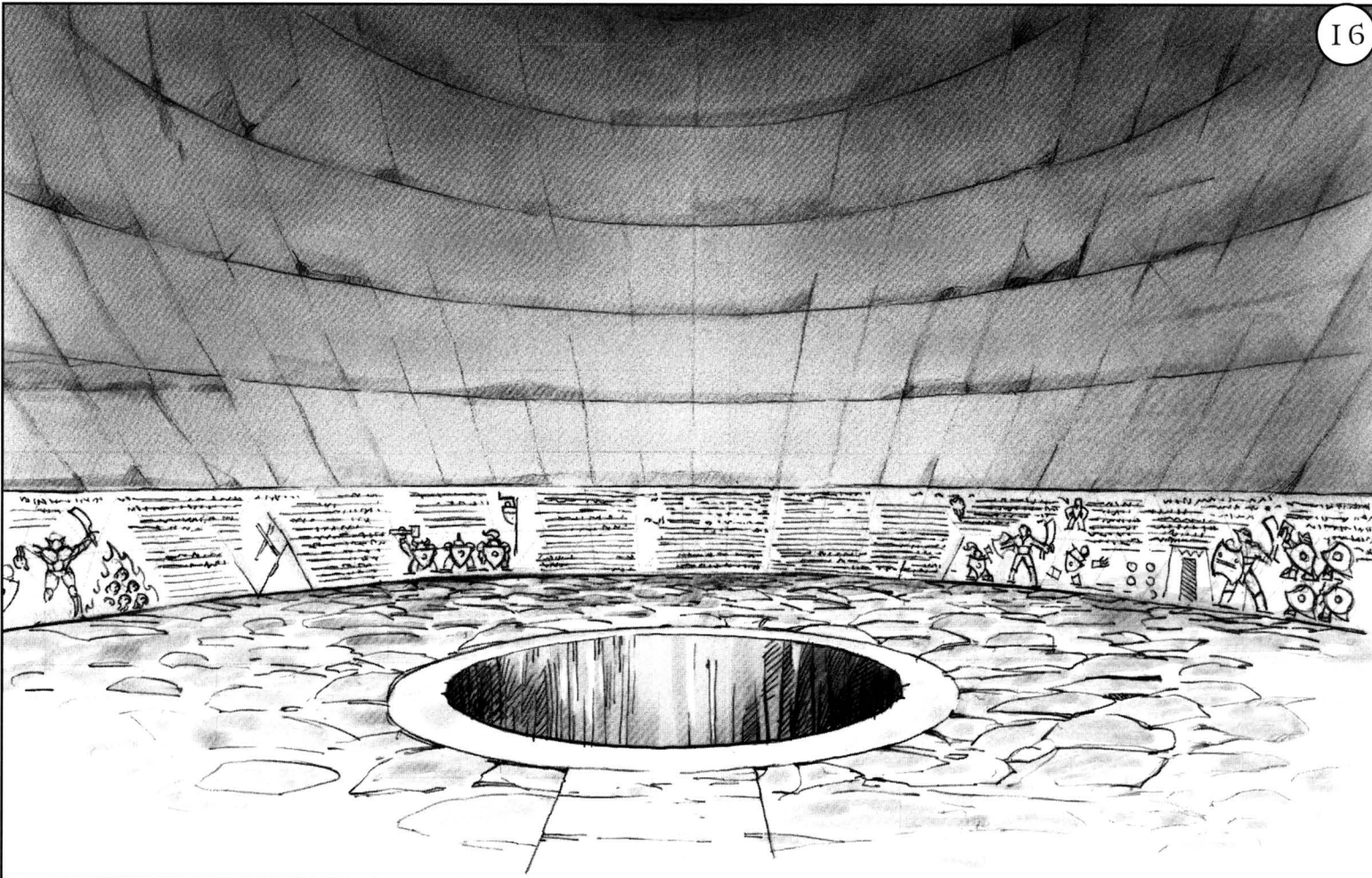
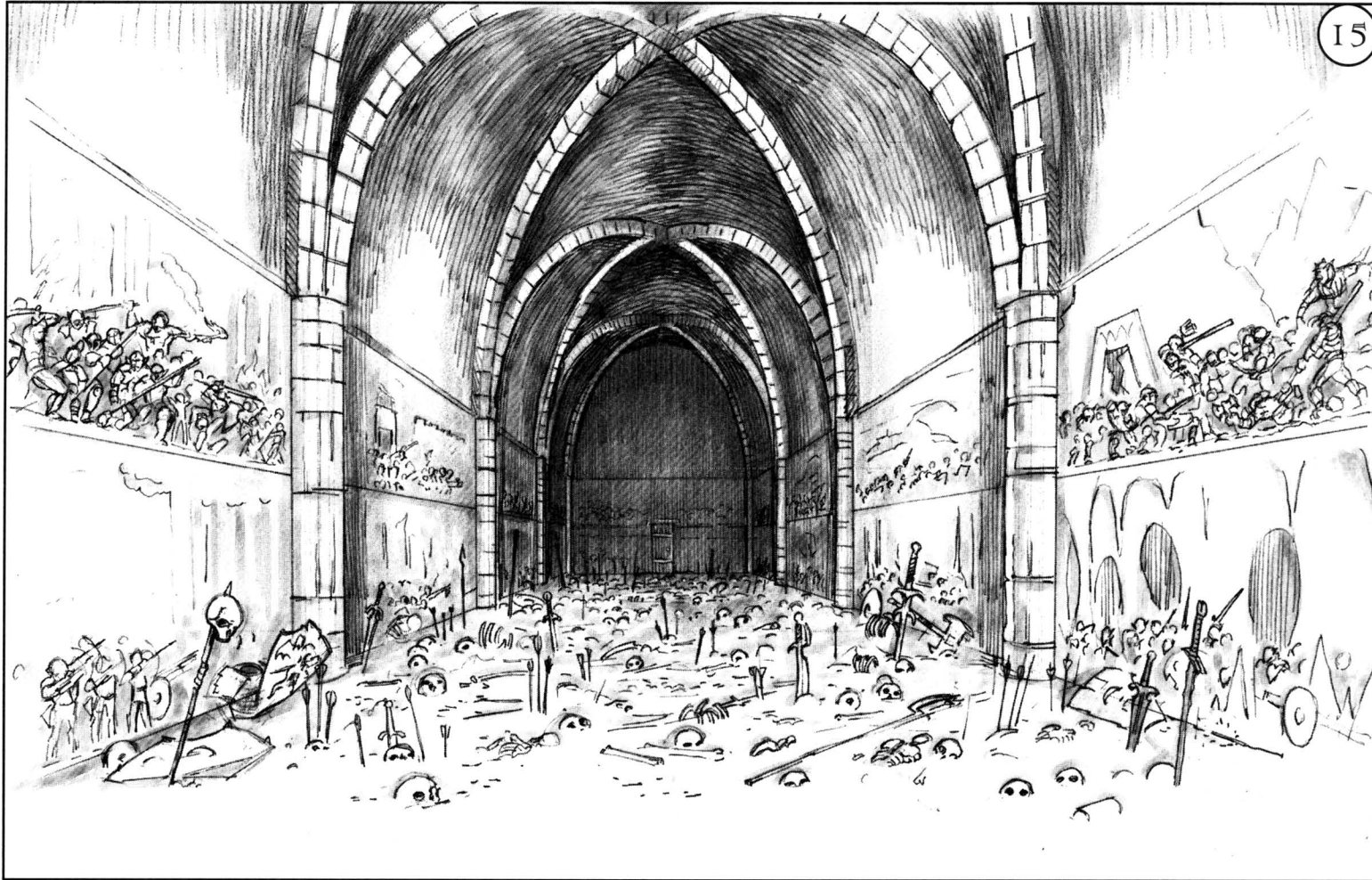


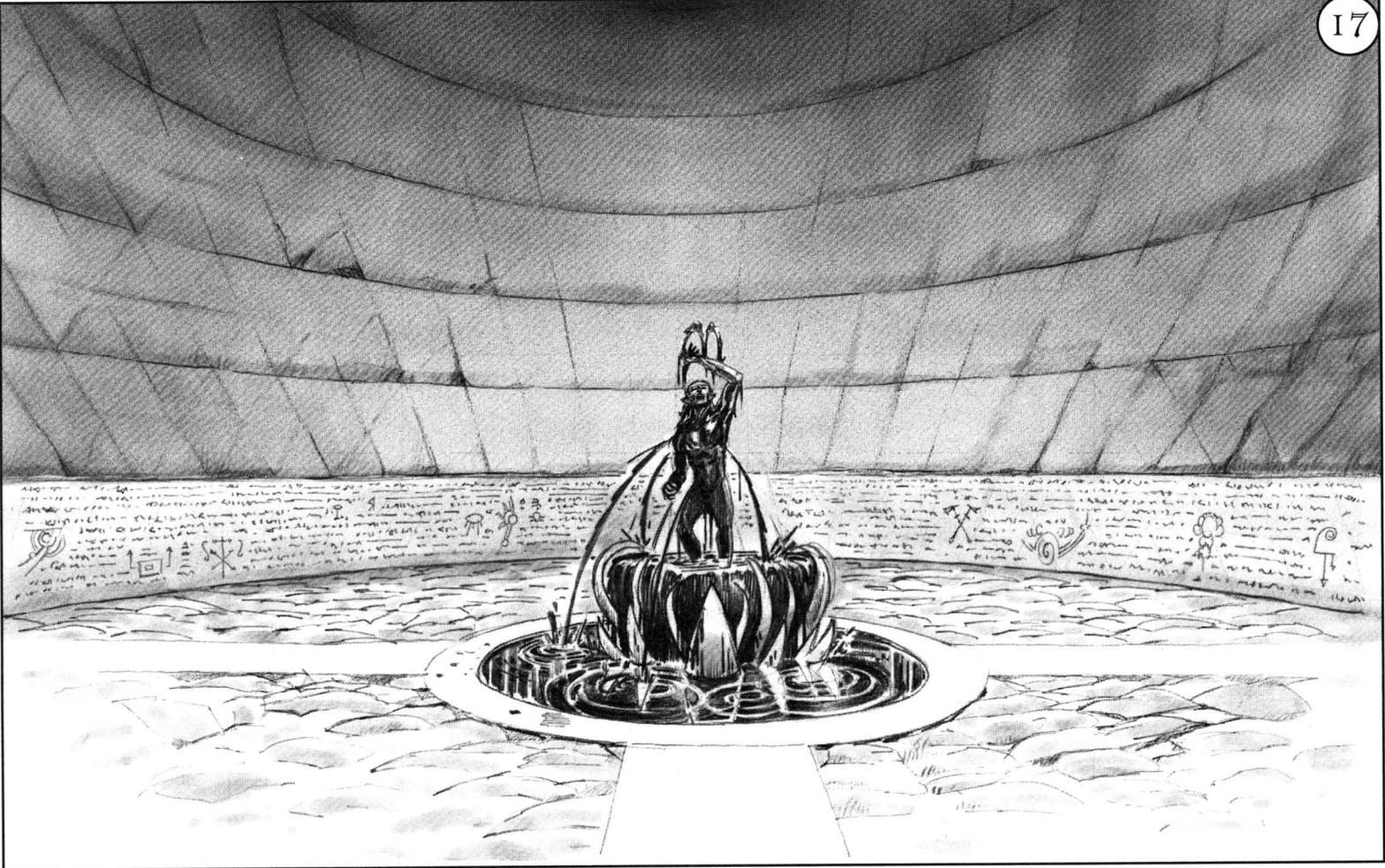










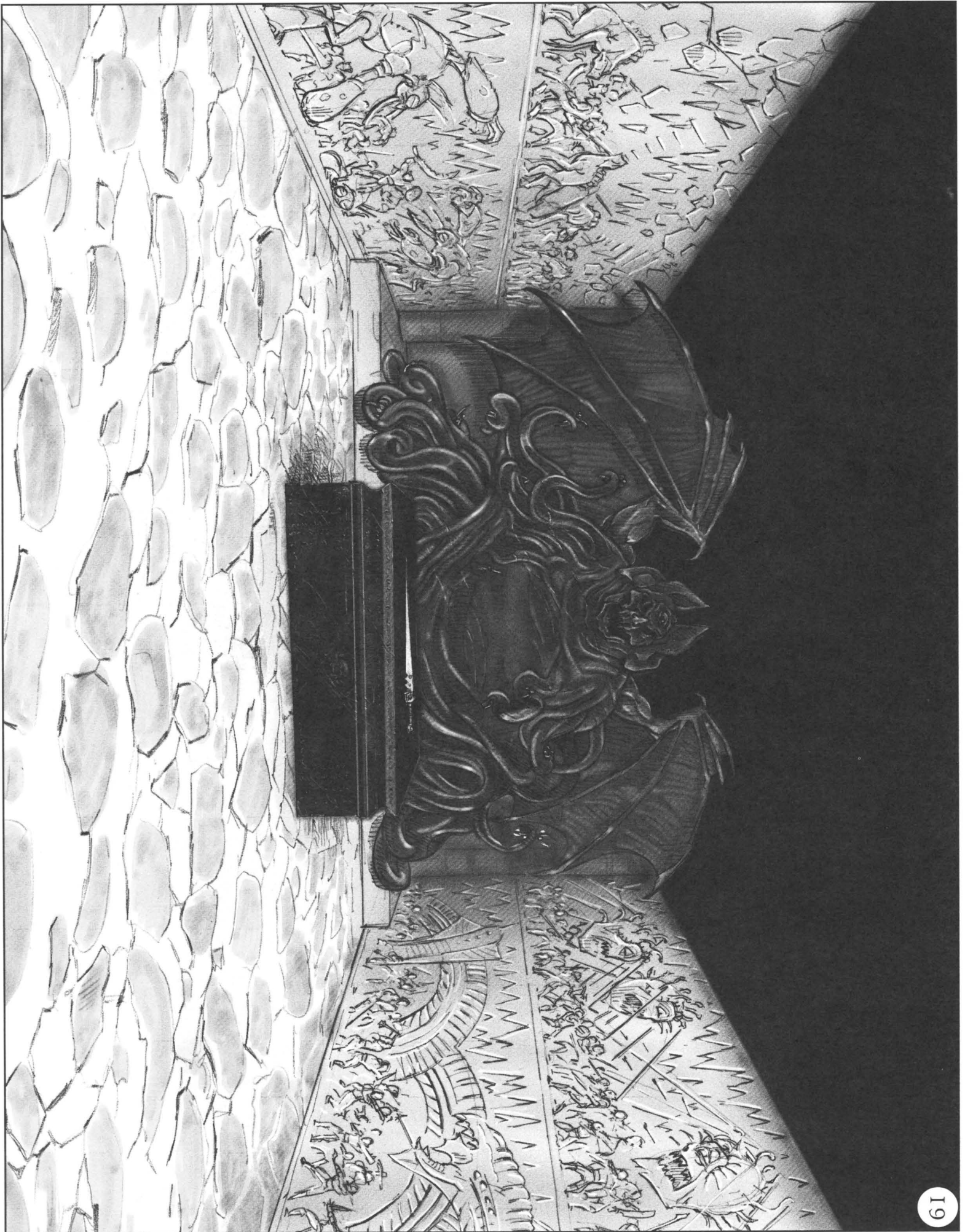


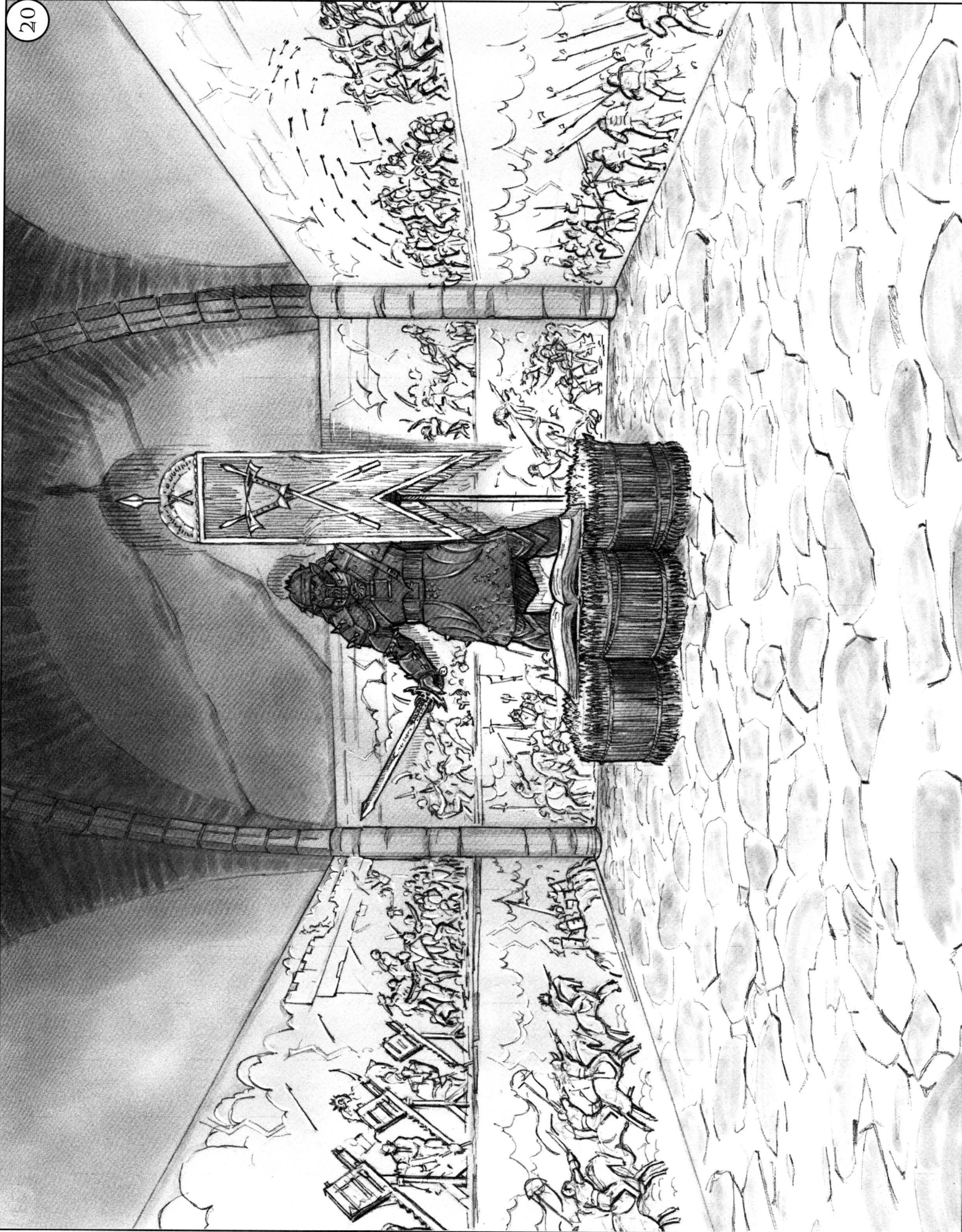
Dearest Kruk,

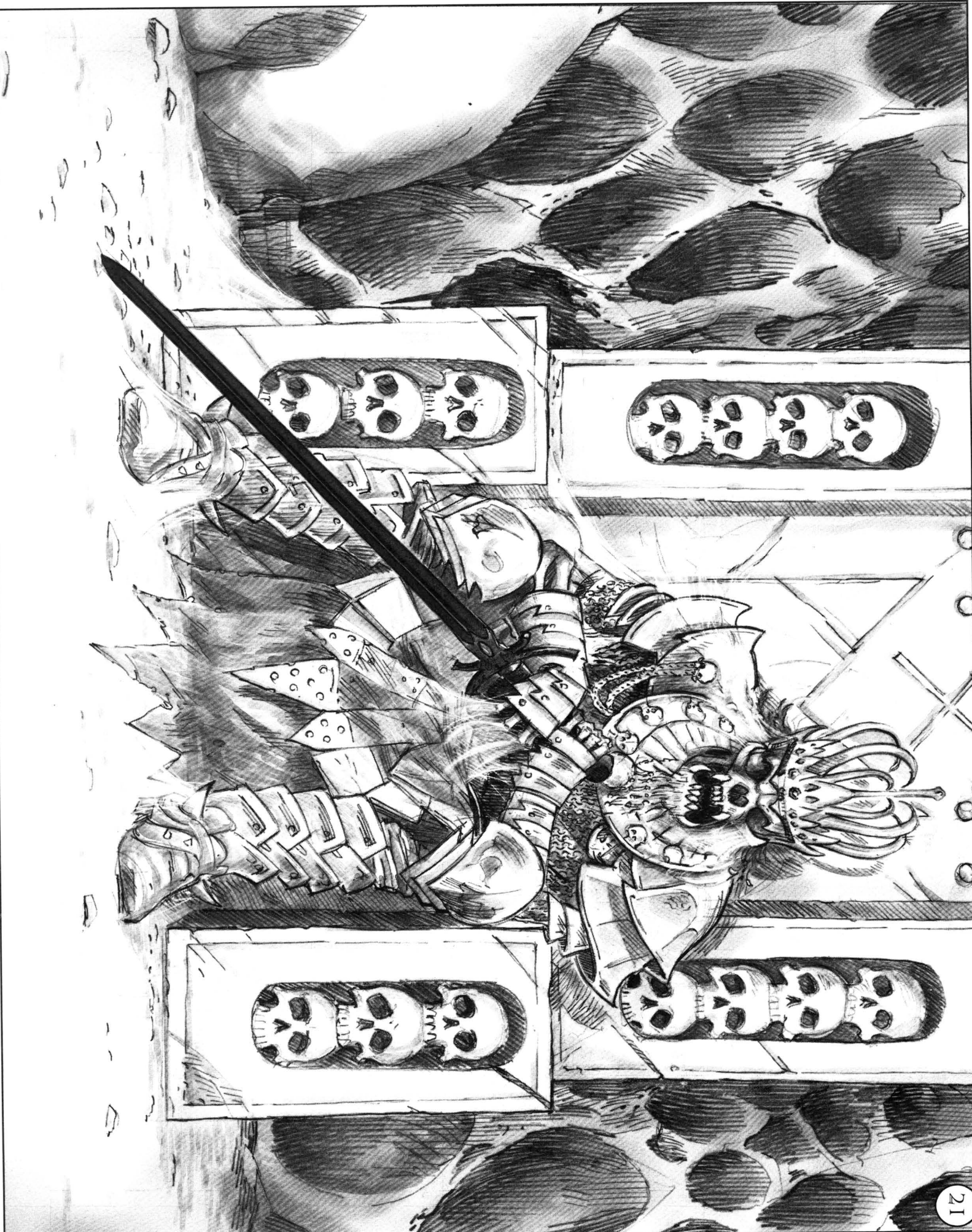
The preparations are complete. We have no Doubt you shall find them satisfactory. I have decided that the negotiated fees were insufficient, however, and have taken the remaining half of your treasure, perhaps a bit more. If you feel further discussion of the matter is warranted, you may of course seek Vs at the indicated location. I must thank you and your followers for the opportunity to perfect my Skill in Construction. With the lessons We have learned here, the Other Tomb should be nigh impenetrable.

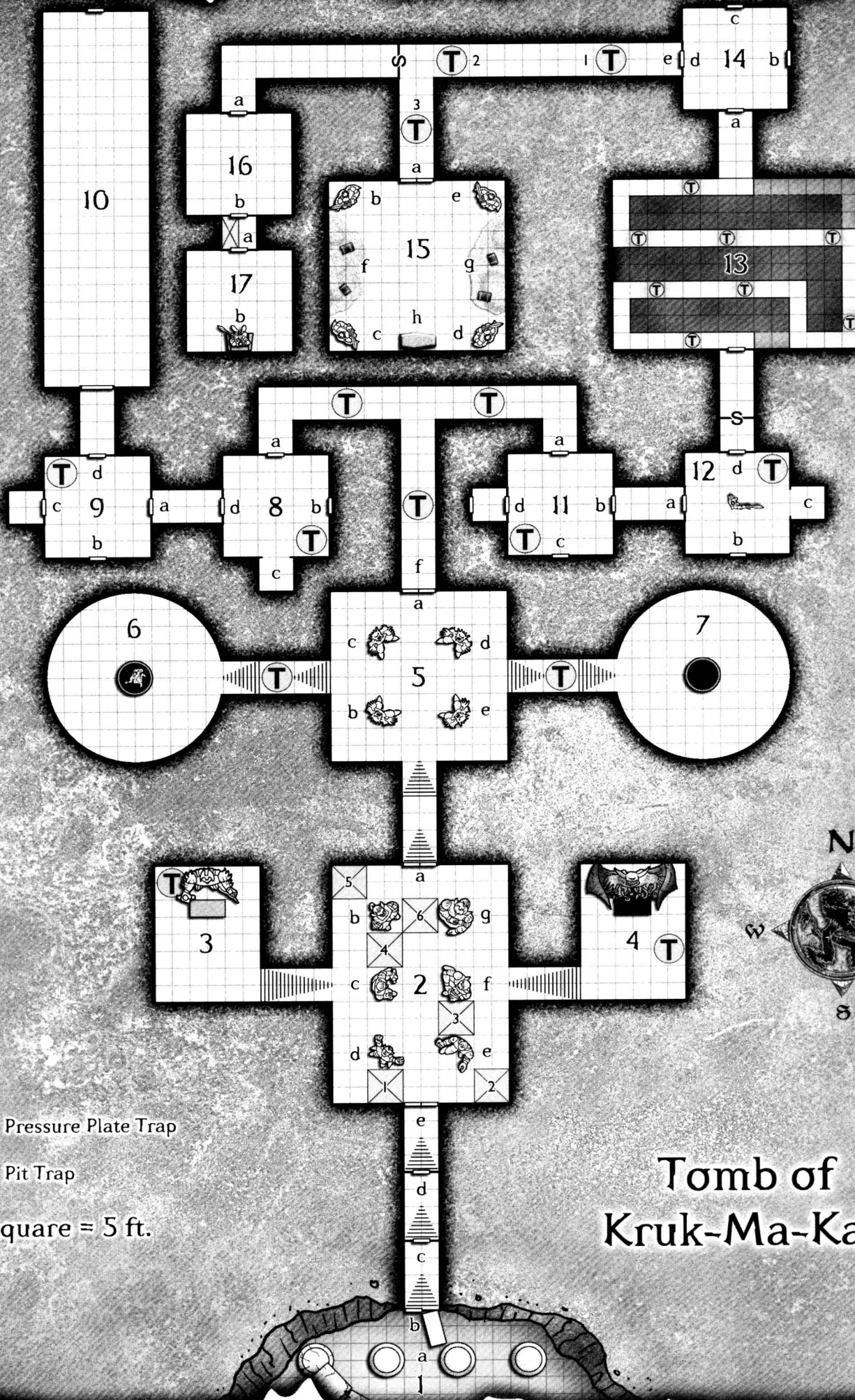
Sahamathrian













 Pressure Plate Trap

 Pit Trap

1 square = 5 ft.

Tomb of Kruk-Ma-Kali

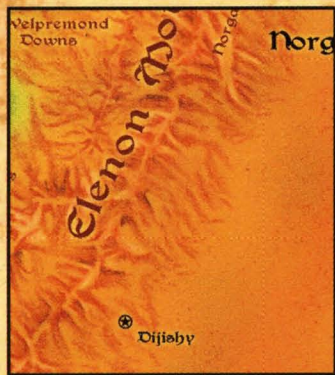


THE LOST TOMB OF Kruk-MA-KALI

Over five hundred years ago, he came down out of the Elenons at the head of a fearsome army of hobgoblins. For 13 years, he terrorized Brandobia and what we now know as The Young Kingdoms. After his assassination, the tribes he had united fell to civil war over who would be his successor. Luckily for the rest of Tellene, none succeeded. For he was Kruk-Ma-Kali, the greatest king of the hobgoblins and one of history's mightiest warlords. Rivers of gold, floods of silver and wagonloads of magic flowed into his treasury for over a decade. They say the treasure hoards of Kruk-Ma-Kali rivaled those of the Kalamaran Empire at its height. They say his most loyal followers took the greater portion of it for his Tomb. They say it lies there still, waiting for those who that can prove their worth by overcoming the many obstacles left to guard the treasure.

For centuries, adventurers, glory-seekers and gold-hungry dreamers have sought the mysterious Tomb of Kruk-Ma-Kali. Serious-minded scholars now speculate that his Tomb is a myth. But rumors never die, and the lure of the Lost Tomb continues to draw those who believe that they can overcome the deadly trials and reap the magnificent rewards. Deep in the dusty stacks of the Great Sanctuary of Knowledge at Dijishy lies a journal... a tome written by an adventurer who has actually seen the Tomb entrance. The Tomb is real. But only an intrepid band of characters prepared to face the horrors and deadly tests left for them can locate the Tomb and discover the treasure waiting for them.

Kruk-Ma-Kali came down out of the mountains, and his Tomb must lie deep in the sinister wilderness, somewhere in the vast expanses of monster-infested lands that surround the city-state of Dijishy. But one does not simply walk up to the Tomb and begin looting! It has been lost for years. Characters will need every resource they have just to find the Tomb. Within lurk strange magics, terrible traps, fearsome guardians, and of course Kruk-Ma-Kali's own sword – the mighty artifact Kharad-khor, called "Bloodthirster" in the Merchant's Tongue. Only the greatest of heroes can wrest the treasures of the ancient king away from his grip.



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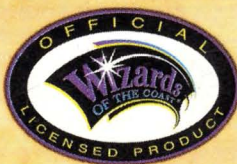
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 - Details of the long sought after Lost Tomb of Kruk-Ma-Kali itself, complete with enough tricks, traps and monsters to challenge characters and players!
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To use this supplement, a Dungeon Master needs the Third Edition Dungeons & Dragons® Player's Handbook, the DUNGEON MASTER'S Guide, and the Monster Manual. We also recommend the use of the KINGDOMS OF KALAMAR Campaign Setting Sourcebook.

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