

## H8. WATER CAVERN (CR 5)

A large pool fills half this cavern, fed by an underground stream emerging from the northern wall.

Two shafts above the underground stream allow the spriggan guards to lower buckets and ropes here, drawing water from the pool into the barrels in the primary spriggan barracks (H4) and the kitchen (H17).

### Creatures:

Saronella the Glaistig lives in the pool and the associated stream from outside. The pool is about 15' deep in the centre; there's a small ledge around the edges at about knee depth and then it drops off. She will observe the party from underwater – if she can separate one member, then she will attack as she hasn't fed in a while and she's hungry (it's been quite some time since she has fed).

#### Saronella

CR 5

1,600 XP

CN Glaistig (Chronicle's Monster Mash pp.9)

hp 33

#### TACTICS

Saronella's tactics are simple – if there is only one target, she will sing a song, draw him in and attempt to bite. If faced with only two targets, she will attempt to use Suggestion and Hypnotism for crowd control. If clearly outnumbered, she will remain hidden in the water or flee altogether. Her powers are not particularly effective against groups. However, Saronella is famished and might be driven to violence regardless. She might use Fog cloud to confuse battle and cover her escape.

### Treasure:

Saronella wears a Cloak of Resistance +1, a Ring of Protection +1 and has a masterwork dagger on her waist. She carries 4 potions, 1 each of Cure Moderate Wounds, Cure Light Wounds, Shield of Faith +2 and Mage Armor.

## H9. FUNGUS CAVERN (CR 7)

This cavern widens into a chamber of cultivated soil upon which a garden of mushrooms and other fungi grows. To the east and south, recessed ledges overlook the room. Alcoves to the south and southwest end in double doors.

This cavern's garden provides additional food for Rhoswen's palace. Each day Jaxir (area H13) comes to harvest the best fungi. He has established a rapport with a Warbound Impaler who has taken up residence in this chamber. He has named him Choffalis and the beast is friendly toward him.

**Creatures:** Choffalis, a Warbound Impaler has made a home here in the Queen's garden. After much time and attention from Jaxir, he acts as a guardian of this area against intruders and fungi poachers.

#### Choffalis

CR 7

3,200 XP

N Warbound Impaler (Chronicle's Monster Tome pp. 18)

hp 126

#### TACTICS

**In Combat:** Choffalis will first attempt to hide and observe intruders. Its preferred resting area is to either side of the L-shaped pillar in the center of the room. Utilizing its darkvision from this vantage it can poke its head around the corner to keep watch on the lake in H8.

If intruders are perceived near the shore it will charge in attempting to bull rush targets into the water. The Impaler is immune to Saronella's song and bleed attacks and faces no risk moving near or into the water.

**Treasure:** Scattered around the mushroom gardens are a sealed scrollcase containing a two scrolls. The first, devine with Cure Serious Wounds and Cure Light Wounds. The second, an arcane scroll of Lightning Bolt.

Two small cut Topazes worth 50gp ea., 40gp, 150sp, 120cp and a small silver statue of a praying elf (70gp).

The Shroom Tenders come in once in a while and loot any bodies left by Choffalis and then use them as fertilizer. These must have been missed.

## H13. INTERROGATION ROOM (CR 8)

This stark room contains a round table and six chairs. A parchment map lies spread upon its surface, held down by smooth stones and an unlit candelabrum.

The map is a rendering of Bellis, the Verduran Forest and the Sellen River valley as described by the poor folks tortured in Rhoswen's dungeon.

**Creatures:** Rhoswen's chief inquisitor, a manipulative Banshrae named Jaxir, holds interrogations here. He responds to sounds of combat by readying an ambush.

#### Jaxir Tarm

CR 8

4,800 XP

CE Banshrae (Chronicle's Monster Tome pp. 2)

hp 97

#### TACTICS

**In Combat:** When combat starts, he will move into either H11 or through the staircase into H9 depending on which direction the intruders come from. Jaxir prefers the extra space, for it favors his higher move speed, spring attack and ranged abilities. He will play his flute each round – using gibbering sing-along if he suspects invisible or hidden opponents, traveller's tune if a party member is in a good position to do a full attack and dread dirge otherwise.



He will open fire at the wizard or rogue with locust dart, otherwise the first target without heavy armor. Jaxir relies on being able to spring attack, moving by the target and ending out of reach. He will deploy a Dart Cone to discourage close melee with him.

**Morale:** If reduced to 12 hit points or fewer, Jaxir begs for his life, offering to provide information about the palace if the PCs agree to spare him. He has knowledge of every location except Rhoswen's personal bedchamber at H23 (much to his chagrin).

**Treasure:** Jaxir wears an Amulet of Natural Armor +1. On the table is a restorative ointment, a Potion of Cure Serious Wounds and a Potion of Cure Moderate Wounds. These are in case of prisoners needing healing after their interrogation.

## H14. JAXIR'S BEDROOM

This opulent bedchamber includes several soft cushions piled upon the floor and heavy, ornate curtains suspended from the ceiling. An open cask of wine sits next to a teakwood serving table supporting a silver goblet and platter holding small bites of honeycake.

Jaxir lives here, sampling the finer pleasures offered by his status within Rhoswen's court. He has already prepared his bedchamber for Rhoswen's promised reward of a nymph as his plaything once they fully secure the Verduran Forest.

**Treasure:** The silver goblet and platter are worth 75 gp, the decorative serving table valued at 100 gp. In the corner, a locked box (DC 25 Disable Device) lies under a mound of cushions. It contains Jaxir's personal wealth and a collection of seized objects. It contains 65 gp, 312 sp, 534 cp, a medium piece of onyx worth 100gp, two bracelets inlaid with aventurine worth 120 gp ea., a diamond ring valued at 500 gp, an Elixir of Love and an Elixir of Truth.