

d20
system

the temple of KUOLA KHAN



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THE TEMPLE OF KUBLA KHAN

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the temple of
KUOLA KHAN

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The Temple of Kubla Khan



Introduction

The Temple of Kubla Khan is an adventure module designed for 4-6 characters of levels 6-8. The adventure assumes that at least one divine spellcaster, one arcane spellcaster, one warrior classed character, and a character adept at overcoming traps is somehow included in the standard party mix. Challenges and puzzles abound, so there is plenty of room for multi-classed characters and characters of slightly different than normal composition to establish themselves and find enjoyment and use of their skills throughout the course of the adventure.

The Temple of Kubla Khan is an adventure written in four Acts. Each Act depicts the different challenges that each level of the dungeon has to offer. As such, it is suggested although not exactly necessary, for the Referee to guide players through completing

certain tasks and objectives in each Act of the adventure before allowing the numerically following Act to continue. The reason for this is simple. It allows different portions of the adventure to be played out over the course of several sessions with a cliffhanger style finishing point at which PCs may rest and recuperate before continuing on their sojourn. Hit points may be recouped, and spells more suited to the challenges the adventure offers may be memorized or prayed for. Sometimes it is nice to have time to make adjustments to tactics, and have magical items identified and claimed which may prove useful in completing the adventure.

As mentioned earlier it is quite possible for parties with high-level characters to proceed through the dungeon and complete more objectives than a lower level party. In this case, some portals that a referee may determine to be closed could potentially be open, offering different points of access to the lower caverns beneath The Temple of Kubla Khan. This approach also works well for referees and game masters whose players prefer the stealth and commando approach of getting quickly to the dangerous objectives and taking them out. As always the style of play of your players should determine how you chose to run the adventure as much as the encounters, traps, and treasures located within.

Most acts of the adventure are organized so that a party should fairly easily be able to overcome 2-4 combat based encounters, 1-3 puzzles, traps and role playing experiences throughout the course of completing an act. Some players have a tendency of taking the first person shooter approach to role playing games, meaning they enjoy slaughtering everything on any given level. Although this is a perfectly acceptable form of gaming, it may also prove deadlier, due to the intelligence, dangerousness and tactics of enemies found within the halls of The Temple of Kubla Khan. If you are the type of referee that likes to give players a fair warning that certain activities will kill their characters feel free. If not, have some extra character sheets handy just in case.

The History Of The Temple of Kubla Khan

The half ruined hill top fortress known as the The Temple of Kubla Khan has stood for nearly a thousand years. Built by the Dwarven prophet, St. Canor, the ancient temple served as a prison to a great evil. Rather than a keep upon the borderlands built to keep a wary eye out for giants, goblins, and fell creatures bent on murder and destruction, the temple stood its lonely vigil always watching for the lurker within.

As the legend goes, in ancient times a farmer seeking to draw water from an old well at the top of the hill stumbled into the well, and found himself in a deep subterranean cavern. While trying to find his way back out he accidentally unleashed the Crawling Queen upon the world by opening a portal to the Abyss itself and the domain of Yuggilv, the Crawling Queen. With forces of undead beings, and her own horrible spawn the Crawling Queen's decay quickly spread across the land. Many heroes of the day rose to the call, and many were consumed by the her insatiable gluttony. Finally, the dwarven prophet St. Canor led three heroes into the heart of the Crawling Queen's lair. There, they battled her and succeeded in draining her powers into three wardstones that effectively imprisoned her in the earth. Without her commands, her minions upon the surface world were quickly dispatched and the day was saved.

Sadly, three of the heroes who participated in the assault upon the Crawling Queen's nest were slain. St. Canor entombed the three heroes, with the weapons that they used to defeat the her forces. The ward stones were placed over the prison of Yuggilv and it was ordained that the fortress would ever sit to defend against her ever escaping into the world.

As with all things in antiquity, orders given in one era are often forgotten by those of later generations. So it was that The Temple of Kubla Khan fell into ruin and the old oaths of the past were forgotten. Now, a party of Drow have come deep from their forbidden vaults to seek the Crown of the Crawling Queen and return it to their own Queen. These fiendish denizens of the deep have unwittingly awakened the imprisoned demoness, and that which is not dead but eternally calls to the possessor of the

ward-stones, drawing the drow priestess ever closer to her lair.

Now the PCs find themselves called to the ruins of the ancient keep, to defeat a plethora of converging evils and save their world from doom.

Act I *The Halls of the Mad Lord*

In this portion of the adventure, the PCs are invited into an old keep atop a windswept crag. Lord Larek, the newly appointed title holder of The Temple of Kubla Khan has befallen some sort of madness. Your king has asked you to intercede on his behalf and investigate the horrible claims made by the people of the region, not the least of which are allegations of human sacrifice, and the kidnapping of families and children, demon worship and much worse.

As the PCs proceed to The Temple of Kubla Khan with all haste, they find the region mostly deserted. Guardsmen nor knights patrol the land. Undead beings stalk the halls of The Temple of Kubla Khan, A fortress designed to keep evil in, rather than to guard against enemies without. The PCs find Lord Larek within his chambers and he mumbles of a madness in the deep that has driven him to this state.

Act II *The Tombs of the Maldering Lords*

PCs descend deeper into the dungeons beneath the keep and find that there is more to the Lord's tale than even his own madness could have imagined.

Here the PCs find an entrance to the hidden catacombs and evidence of an ancient race of beings. They must solve a great puzzle upon which their future hinges. First they must solve several puzzles and defeat Ying Mi to be on their path to victory.

Act III *The Subterranean Menace*

Having discovered the great subterranean Maze, the PCs pursue a quest to retrieve the one thing that will put Lord Larek's spirit to rest. They discover that in order to remove the curse upon the spirit of Lord Larek they must first re-activate the guardians which have long kept the evils of the world locked beneath the surface.

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Act IV The Province of the Crawling Queen

Where the PCs descend into the lair of the Crawling Queen, and seek the last piece of the puzzle. Without it, they are doomed to the fate of Lord Larek. Within her lair they face the crawling queen in order to wrest the key to their escape from The Temple of Kubla Khan.

Act I

Halls of the Mad Lord

After some searching the PCs find a hidden way that leads them to the **Entry Hall: Area 1** of The Temple of Kubla Khan, and the Halls of the Mad Lord. In this act they seek to discover the cause of the undead infesting the halls and find passage to the lower levels. Their path is fraught with perils, not the least of which is the unpredictable madness of Lord Larek himself.

The Temple of Kubla Khan Level 1: The Halls of the Mad Lord Random Encounters: Roll 1d6 for every 10 minutes spent exploring the Halls of the Mad Lord. On a roll of 1 the PCs encounter a patrol of ghouls and a ghost that wander the halls. These are the remains of the lord's retainers.

Ghouls (1d6) Medium Undead ; CR 1; HD 2d12; hp 13; Init +2; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/grap +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL Always chaotic evil; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Feats: Multiattack

Ghost: Medium Undead ; CR 3; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk Bite +5 melee (1d8+3

plus paralysis); Full Atk Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL Always chaotic evil; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16
Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Feats: Multiattack, Toughness

Ghoul Fever(Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis(Ex): Those hit by a ghost's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench(Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Strong Wooden Doors: Hardness 5, Hp 20, Open Locks 20, Break DC 25.

1. The Entry Hall

An entry from the outside leads to this hall. Bones and strips of cloth are piled in one corner of the room. Even casual observation would lead one to realize that they have been gnawed upon. The mortar appears to be crumbling and old moldy tapestries hang upon the walls. Passages lead off to the north, south, east, and west. There is an ominous taint in the air.

2. The Octagonal Room (CR 7)

Behind the locked door stands this octagonal chamber, which likely once served as a chapel. Its high arched and domed ceiling was once painted with a fine mural but the plaster has long since fallen to the

Act I *The Halls of the Mad Lord*

floor, leaving a piles of white dust here and there. Four pairs of blood red eyes stare back at the PCs as the quartet of hell hounds breathe fire, and leap to attack.

Hell Hounds(4): Medium Outsider (Evil, Extraplanar, Fire, Lawful); CR 3; HD 4d8+4; hp 22; Init +5; Spd 40 ft.; Space/Reach 5 ft./5 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB/grap +4/+5; Atk Bite +5 melee (1d8+1 plus 1d6 fire); Full Atk Bite +5 melee (1d8+1 plus 1d6 fire); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL Always lawful evil; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6
Skills: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*

Feats: Improved Initiative, Run, Track

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks. *They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Breath Weapon(Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite(Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

3. Hidden Passage (CR 5):

A narrow hallway leads to a dead end. PCs making a successful Search Check (DC 25) discover a well hidden secret door. The secret door is trapped with a **Falling Block Trap**.

Falling Block Trap: CR5: mechanical; location trigger; manual reset; Atk +15 melee, (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price:* 15,000 gp.

Beyond the trapped secret door is an irregular shaped corridor. At the end of the corridor is a bronze portal sunk into the ground. The portal is locked and may only be opened with Lord Larek's key or the magic dispelled with a Dispel Magic spell (DC 20). Should the enchantment on the portal be dispelled, a staircase is revealed leading to **Area 2-5**.

4. Guard Room (CR 7)

Four wights, the former guardians of Lord Larek, await in this chamber. Ordered by Lord Larek to slay anything that enters the chamber, they turn their cruel eyes upon the PCs. As the PCs enter they immediately rush to attack. In the corner of the chamber is the body of a dark skinned elf who apparently died from claw wounds rather than energy drains. His corpse is quite rotten. Anyone looting the body must make a Fort Save (DC 14) or be infected with *slimy doom*. If speak with dead or other divination spells are used the PCs find that this Drow made his way through the portal in an attempt to escape the horrors below, only to be met by Lord Larek and his wights. After this, lord Larek had the portals locked with a magical lock. Lord Larek is the keeper of the only key. Should the portal be dispelled by a Dispel Magic spell (DC 20) a staircase is revealed leading to **Level 2: Room 7**.

Wights (4): Medium Undead ; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/grap +2/+3; Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL Always lawful evil; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15

Skills: Hide +8, Listen +7, Move Silently +16, Spot +7

Feats: Alertness, Blind-Fight

Skills: Wights have a +8 racial bonus on Move Silently checks.

Create Spawn(Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain(Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

A heavy iron portal stands in one corner of the chamber and obviously leads downwards.

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Act I *The Halls of the Mad Lord*

7. Ghoul Barracks (EL 5+)

These two chambers house the majority of the ghouls who wander the halls of The Temple of Kubla Khan.

7a. There are 2d4 ghouls and 1d4 ghosts in this room at all times. All of which immediately attack as soon as either door is opened.

Ghouls(2d4): Medium Undead ; CR 1; HD 2d12; hp, 13 Init +2; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/grap +1/+2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL Always chaotic evil; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Feats: Multiattack

Treasure: Amongst the ghouls and ghosts belongings are 3 potions of cure serious wounds (CL 5) a +1 heavy mace and 300 gps worth of various coin and gem.

7b. There are 2d4 ghouls and 1d4 ghosts in this room at all times. In the northeast corner of this chamber is a camouflaged pit trap which drops PCs 40 feet to **Area 2-1**.

Ghouls(2d4): As 7a.

Camouflaged Pit Trap: CR 4, mechanical: location trigger; automatic reset; DC 20 reflex save avoids: 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5 ft squares); Search (DC 25); Disable Device (DC 17). *Market Price:* 6,800 gp.

8. Dining Hall (EL 6)

This chamber once served as the dining hall of the guardians of The Temple of Kubla Khan. Some effort was obviously made early in the attempted

renovations to make this chamber as comfortable as possible. Now it is a place of wreck and ruin, and home to the remains of Larek hunting dogs, now undead skeletal things.

Skeletal Undead Hunting dogs(6): Medium Undead; CR 1; HD 2d12; hp 13; Init +7; Spd 50 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; BAB/grap +1/+2; Atk Bite +2 melee (1d6+1); Full Atk Bite +2 melee (1d6+1); SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL neutral evil; SV Fort +0, Ref +3, Will +3; Str 13, Dex 17, Con -, Int -, Wis 10, Cha 1

Skills: -

Feats: Improved Initiative

9. Lord Larek Lair (EL 8)

The door to this room is locked with an Arcane Lock spell.

This large chamber seems the most well kept of any thus far encountered within The Temple of Kubla Khan. A bed, dressers, wardrobes and chests of drawers line the walls neatly. Rugs and tapestries bearing the silver hawk symbol of Lord Larek keep the draft out of the chamber. As the PCs enter the chamber they are met by a bloodthirsty howl, followed by a clunking noise, followed by much gurgling and moaning about the things from the deep places. Stores of food and provisions are piled within this chamber that could last a man a month.

Lord Larek finally reveals himself, a man in his middle years whose body is drawn and sunken and whose shifting eyes are constantly flitting between the PCs. He does not immediately attack the PCs, unless he himself is attacked, though he acts suspicious and hostile as to their intent within his keep. If asked about all the ghouls and other undead which creep about his holding, he informs the PCs that they were once indeed quite living, as were many of the villagers before the wicked things began escaping from the dungeons. He is vague as to what the wicked things are and knows only that he and his retainers were slowly whittled away to nothing. He knows that there is a great evil beneath the castle that has inhabited his mind and has not allowed him to escape, nor does he really wish to escape. Using

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a grimoire he found in the keeps library he has re-animated his retainers that were slain in defending the keep.

Roll a Bluff check at this time and allow the PCs an opposed Sense Motive check. If the PCs succeed and push the matter, it turns out that many of his living retainers were uncomfortable having their comrades turned to ghouls and rebelled against him in an attempt to escape the cursed fortress and were eventually turned into undead themselves, solving at least one of Lord Larek's problems. He makes no excuses for his actions as his madness has rationalized everything perfectly.

If the PCs get him talking and are not hostile towards him, he may offer them the keys to the dungeon below. Allow Diplomacy checks versus an initial reaction of Unfriendly. If the PCs can get Lord Larek to at least a friendly reaction with their check(s), he offers them the key and wishes them the best of luck. He warns however that the place is cursed and anyone who is tainted with the curse who leaves the castle dies within twenty-four hours, only to rise again as a ghast or wight to return to the castle and serve as its guardian. The same is true for anyone slain within the fortress itself. He refers to this as the Curse of the Crawling Queen. But will speak no more on the matter as he starts to babble and mumble again. Under no circumstances will Lord Larek go into the lower reaches of the keep while afflicted with madness.

If the PCs come in armed for battle and immediately attack Lord Larek, he retaliates with every spell in his impressive arsenal.

Lord Larek*, Human Aristocrat 1/

Wizard(Necromancer)8: CR 8; SZ M; HD 1d8+8d4+9; Hp 37; Init +2 (Dex); Spd 30 ft.; AC 18 (+4 bracers, +2 ring of protection, +2 Dex), touch 18, flat-footed +16; BAB/grap +4/+5; Atk +6 melee (1d8+1, +1 longsword, crit 19-20), or +7 ranged (1d4+2 dagger); SA Spells; SQ Insane; AI N; SV Fort +3, Ref +4, Will +6(9*); Str 10, Dex 14, Con 12, Int 18, Wis 5 (12*), Cha 12.

Skills: Concentration +9, Craft (Alchemy) +12, Bluff +5, Diplomacy +5, Handle Animal +5, Ride +6, Knowledge (Arcana) +12, Knowledge (Religion) +12, Knowledge (Undead) +12 Knowledge

(Heraldry) +8, Knowledge (Ancient History) +12, Knowledge (Nobility) +8, Sense Motive +1(4), Spellcraft +12, Spot +1(4), Profession (Scribe) +5(8).

Feats: Spell Penetration, Spell Focus (Necromancy), Weapon Focus (Longsword), Scribe Scroll, Brew Potion, Craft Wondrous Items.

Arcane Spells Memorized: (4/5+1/4+1/4+1/3+1); 0th detect Magic, Detect Poison, Read Magic, Disrupt Undead. 1st shield, Shocking Grasp, Magic Missile, Cause Fear*, Ray of Enfeeblement, Chill Touch. 2nd blindness/Deafness, Command Undead*, False Life, Spectral Hand, Invisibility. 3rd dispel Magic, Lightning Bolt, Halt Undead*, Vampiric Touch (x2). 4th lobe of Invulnerability(lesser), Stoneskin, Animate Dead, Enervation*.

Opposed Schools: (Enchantment/Illusion)

Possessions: +1 longsword, spellbooks,

Treasure: Lord Larek Key (Opens any door on Level 1 and Level 2 except Area 10 of Level 2). 500 gp, 2000 gp, Aside from items that Lord Larek himself owns, the most valuable, and indeed the most cursed item within his treasury is the *Libram Et Ghoules*.

Note: It is not necessary to destroy Lord Larek to be free of the Curse of the Crawling Queen (that requires the destruction of the Maldering Crown). PCs who find a way to save Lord Larek and themselves should be awarded at the end of the adventure. Unless they are evil of course, as the reward for victory in for an evil party would be new alliances and a new keep to use as a home base in any ongoing campaign.

Larek Madness: Larek has been repeatedly assaulted with telepathic images of the Crawling Queen's previous attempt to conquer the world, as well as magical attacks due to scrying and other means by which the Crawling Queen has attempted to possess his mind. He has thus far fought much of her assaults off, but his Wisdom and will-power are being severely tested by it. Things he would have once found unnatural or at odds with his normal way of doing things now make perfect sense to him, and the initial forays he and his folk have made into the

lower levels of The Temple of Kubla Khan have granted him more and more power as a necromancer and wizard. He is conversely terrified and at times his normal arrogant self, his mood swings range from pure rage at the unknown evils beneath his keep and fits of weeping and cowering at what he perceives as the impending doom of the known world.

10. Maldering Library: When Bad Books Bite Back!

This chamber is filled with the musty odor of thousands of moldy scrolls and books that line the room from floor to ceiling. Most of the books are so old that if touched they would crumble to dust. Allow the PCs to make Search checks as they wish. In the process of the search, Search checks of (DC 14) or lower are attacked by 1d4 animated books. The character making the lowest Search check is attacked by a homunculus that looks like a book end. The creature was leaning up against a pile of books and is startled when the PCs poke it with their grabby hands.

Animated flying books, Tiny Animated Object:

Tiny Construct ; CR 1/2; HD 1/2d10; hp 2; Init +2; Spd Fly 80ft (Good); Space/Reach 2-1/2 ft./0 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/grap +0/-9; Atk Slam +1 melee (1d3-1); SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; also see text; AL Always neutral; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1

Skills: -

Feats: -

Homonculous: Tiny Construct ; CR 1; HD 2d10; hp 11; Init +2; Spd 20 ft., fly 50 ft. (good); Space/Reach 2-1/2 ft./0 ft.; AC 14 (+2 Dex, +2 size), touch 14, flat-footed 12; BAB/grap +1/-8; Atk Bite +2 melee (1d4-1 plus poison); Full Atk Bite +2 melee (1d4-1 plus poison); SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; AL Any (same as creator); SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con -, Int 10, Wis 12, Cha 7

Skills: Hide +14, Listen +4, Spot +4

Feats: Lightning Reflexes

Le Libram du Ghoules

This cursed book which Larek discovered in the keeps library is the basis of his arcane skill. Aside from containing the spells: *cause fear*, *ray of enfeeblement*, *chill touch*, *command undead*, *ghoul touch*, *spectral hand*, *ray of exhaustion*, *vampiric touch*, *halt undead*, *animate dead*, *enervation*, *symbol of pain*, and *create undead*, the Libram Et Ghoules grants the possessor +1 caster level in the school of necromancy, and the ability to create 1d4 ghouls per day as if they had the ability to cast the spell Create Undead.

Strong necromancy; CL 11th; 3400gp, Weight 10 lbs.

Poison(Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.



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Beneath a bookshelf in the northwestern corner of the room is a portal leading to a hidden staircase. The bookshelf is overgrown with a **brown mold**. The brown mold doubles in size if fire is used within 5 feet of it, or a torch is brought near.

Treasure: A successful Search check (DC 25) of the bookshelves discovers 3 scrolls of *stone to flesh*, 2 scrolls of *restoration*, and a scroll of *keen edge*.

Brown Mold (CR 2): Living creatures within 5 ft. of a brown mold take 3d6 points of non-lethal cold damage. Fire within 5 ft. causes the brown mold to double in size.

Once the Brown Mold is dealt with, the PCs may move the book case with a Strength check (DC 23). The cold iron portal is locked and may only be opened with the Key of Lord Larek or a successful Dispel Magic spell (DC 20), they discover a dark stairway descending to **Area 2-6**.

Act II Tombs of the Maldering Lords

In this level, the PCs must solve puzzles that lead them to the caverns beneath the The Temple of Kubla Khan. Most of the puzzles have powerful guardians, but the PCs need not slay everything in their path to succeed. The ultimate goal is to gather the powerful weapons and mighty defenses against the maddening power of Yuggilv the Crawling Queen and find passage to Level 3.

Random Encounters: Roll 1d6 for every 20 minutes spent exploring the Tombs of the Maldering Lords.

1. Drow Patrol
2. Wights (1d2)
3. 1d2 Wights
- 4-6 No encounter

2-1. The Central Hall

This cross shaped hallway leads north, south, east, and west. The hallway may be accessed via falling or climbing down the pit from **Area 7b**, by being teleported from the pavilions in **Area 2-4 and 2-6**.

2-2. The Fetid Fountain

This once beautiful fountain is caked and coated with grime. The waters bubbling up from some unknown spring deep below the surface has the stench of sulfur about it. The Fetid Fountain has become inhabited by a **grey ooze**.

Grey Ooze: Medium Ooze ; CR 4; HD 3d10+15; hp 31; Init -5; Spd 10 ft.; Space/Reach 5 ft./5 ft.; AC 5 (-5 Dex), touch 5, flat-footed 5; BAB/grap +2/+3; Atk Slam +3 melee (1d6+1 plus 1d6 acid); Full Atk Slam +3 melee (1d6+1 plus 1d6 acid); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL Always neutral; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int -, Wis 1, Cha 1

PCs searching the waters that make a Successful Search check (DC 20) find that about three feet back under the water is a switch which opens the fountain and leads to a large chamber beyond.

Doorways in the North and South of the chamber lead to **Areas: 2-4 and 2-5**.

2-3. The Holy Cistern

This basin of silver, sunken into the stone wall is inscribed with the holy Symbols of a long forgotten god of Law and Good. The waters within it always run pure. The Cistern contains the equivalent of 15 flasks of holy water within its silver bowl, and produces that much more holy water daily. The silver bowl itself looks to be worth about 500 gp if it can somehow be wrenched from the wall. Removing the Silver Bowl from the wall causes the holy water collected to instantly spoil and become unholy water. Unless the cistern is removed and repaired and a *consecrate* spell is cast upon it, the cistern is ruined. The silver of the bowl immediately tarnishes and will take no polish nor show any of its original luster.

Act II: Level 2: The Tombs of the Maldering Lords

A secret door is located behind the cistern that leads to a large darkened chamber. Doorways in the north and south walls lead to **Area 2-6 and 2-7**.

2-4. The Tomb of Sir Dalag

This long chamber has the feel of an ancient cathedral. Carved upon the walls are bas relief lines of horsemen bearing lance and wearing regal helms. In the Center of the Chamber is a lapis lazuli sarcophagus standing beneath a marble pavilion. The likeness of a sleeping knight is carved upon the sarcophagus. The craftsmanship upon the carvings is so lifelike as to be flawless.

Beings not knowing the passwords written upon the Tomb of Hasbagir in **Area 2-9** are instantly teleported to **Area 2-1**. The passwords must be spoken each time the marble pavilion is approached or characters are instantly teleported to **Area 2-1**.

When the passwords Four Against Chaos, One Remembers his Oath, is spoken, Vidishu, a **gynosphinx** is summoned to the chamber. She immediately attacks evil parties without question, as she can sense that the balance within The Temple of Kubla Khan is out of harmony with the universe. She allows lawful good and neutral good characters to pass on through to the sarcophagus of Sir Dalag unmolested if they can solve her riddle, and carries on idle conversation with chaotic and neutral PCs while others puzzle out the answer. She attacks if she is attacked or assaulted in any way. Note that if the gynosphinx is slain or the riddle is answered incorrectly, the PCs are teleported back to **Area 2-1**.

Vidishu the Gynosphinx: Large Magical Beast ; CR 8; HD 8d10+8; hp 52; Init +5; Spd 40 ft., fly 60 ft. (poor); Space/Reach 10 ft./5 ft.; AC 21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20; BAB/Grp +8/+16; Atk Claw +11 melee (1d6+4); Full Atk 2 claws +11 melee (1d6+4); SA Pounce, rake 1d6+2, spell-like abilities; SQ Darkvision 60 ft., low-light vision; AL Always neutral; SV Fort +7, Ref +7, Will +8;

Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19

Skills: Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17

Feats: Combat Casting, Improved Initiative, Iron Will

Spell-Like Abilities: 3/day-clairaudience/clairvoyance, detect magic, read magic, see invisibility; 1/day-comprehend languages, locate object, dispel magic, remove curse (DC 18), legend lore. Caster level 14th. The save DC is Charisma-based. Once per week a gynosphinx can create a symbol of death, a symbol of fear, a symbol of insanity, a symbol of pain, a symbol of persuasion, a symbol of sleep, and a symbol of stunning as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

Rake(Ex): Attack bonus +11 melee, damage 1d6+2.

Vidishu Riddle

What weighs more than gold but is not gilt, has a voice as loud as thunder but makes no sound, and is clear as water for those who are without sin?

The answer of course is conscience. If answered correctly the PCs of lawful good or neutral good alignment are allowed to proceed. The lid of the sarcophagus moves aside at the slightest touch if the riddle is answered correctly.

Within the sarcophagus are the skeletal remains of the great knight Dalag. A longsword in a jeweled scabbard sits across his breast. A fine suit of plate mail lies next to him along with a shining shield.

Treasure: +1 Full-plate, *Sword of Dalag* +1 holy cold iron longsword, +2 heavy steel shield.

2-5. Drow Scouts

A party of four Drow scouts were teleported to **Area 2-1** from **Area 3-9** in the caverns below the keep. They have thus far been unable to find their way back, being unable to overcome the traps that lead to **Area 2-9** they have been trapped like rats in a cage ever since. Fearing starvation they murdered one of their own party to feast upon. They were quite surprised to find him arisen as a wight just as they were preparing to butcher him, and were forced to kill him again. Now with their reserve food supplies gone they attack anything living that enters the chamber screaming madly about their hunger in their wicked underdarker tongue. It is possible that

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they can be calmed or dissuaded from fighting with a gift of food, if anyone can understand their foul tongue.

Dalcrozst, Male Drow Fighter 1/Wiz 2: CR 4; SZ M; HD 1d10+2d4; hp 15; Init +2(Dex); Spd 30 ft. AC 16 (+4 Chainshirt, +2 Dex), touch 12, flat-footed 14, BAB/Grp +1/+2; Atk +4 melee (1d6+1 masterwork shortsword, crit 19-20), or +4 ranged (1d4 masterwork hand crossbow plus poison, crit 19-20, range 30 ft.); SA Spells, spell like abilities, sleep poison; SQ darkvision (120 ft.), light blindness, SR (14); AL CE SV Fort +2, Ref +2, Will +4; Str 13, Dex 14, Con 10, Int 16, Wis 12, Cha 12.

Skills: Climb +5, Handle Animal +5, Concentration +5, Intimidate +5, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +5, Spellcraft +8.

Feats: Weapon Focus (Sword), Dodge, Scribe Scroll, Spell Focus (Evocation).

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights) Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

Arcane Spells Prepared (4/3): 0-detect magic, mending, read magic, resistance; 1st agic missile, ray of enfeeblement, summon monster I.

Possessions: masterwork shortsword, masterwork hand crossbow, 5 hand crossbow bolts coated in sleep poison, masterwork chainshirt.

Shalgherith, Male Drow Ranger 1/Rogue2: CR 4; SZ M HD 1d8+2d6; hp 15; Init +7 (+3 Dex, +4 Improved Init); Spd 30 ft. AC 16 (+3 studded leather, +3 dex), touch 13, flat-footed 13; BAB/Grp +2/+4; Atk +6 Melee (1d6+2 masterwork shortsword, crit 19-20) or +6 ranged (1d8 masterwork light crossbow plus poison, crit 19-20, range 80 ft.) SA Favored Enemy (high elves), spell like abilities, sleep poison, sneak attack +1d6; SQ darkvision (120 ft.), light blindness, SR (14), Track, Trapfinding, Evasion, Wild Empathy +2; AL CE SV Fort +2, Reflex +8, Will +1; Str 14, Dex 16, Con 10, Int 12, Wis 12, Cha 12

Skills: Climb +8, Disable Device +7, Hide +9, Listen +5, Move Silent +9, Search +7, Survival +5, Spot +7.

Feats: Weapon Focus (Sword), Point Blank Shot

Possessions: masterwork shortsword, masterwork light crossbow, 5 light crossbow bolts coated in sleep poison, masterwork chainshirt.

Olbixx, male Drow Wizard 3: CR 4; SZ M HD 3d4+3 (toughness); Hp 12; Init +2 (Dex); Spd 30 ft. AC 16* (+2 Dex, +4 Mage Armor), touch 12, flat-footed; BAB/Grp +1/+1; Atk +1 Melee (1d6 quarterstaff, crit 19-20) or +2 ranged (masterwork hand crossbow plus poison, crit 19-20, range 30 ft), SA Spells, spell like abilities, sleep poison; SQ darkvision (120 ft.), light blindness, SR (14), Drow Traits; AL CE SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con 10, Int 16, Wis 12, Cha 12.

Skills: Concentration +6, Knowledge (Religion) +9, Knowledge (Dungeoneering) +9, Knowledge (Arcana) +9, Spellcraft +9.

Feats: Scribe Scroll, Spell Focus (Enchantment), Spell Penetration.

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights)

Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

Arcane Spells Prepared (4/3): 0-detect magic, mending, read magic, resistance; 1st agic missile, mage armor*(pre-cast), ray of enfeeblement, summon monster I. 2nd error Image, Web.

Possessions: Scroll magic missile (x3), Potion of cure light wounds (CL 3).

Ershia, female Drow, Ftr1/Rog2: CR 4; hp 17; Init +7 (+3 Dex, +4 Improved Init); Spd 30 ft. AC 16 (+3 studded leather, +3 dex), touch 13, flat-footed 13; BAB/Grp +2/+4; Atk +6 Melee (1d6+2 masterwork shortsword, crit 19-20) or +6 ranged (1d4 masterwork hand crossbow plus poison, crit 19-20, range 30 ft.); SA Spell like abilities, sleep poison, Sneak Attack +1d6 ; SQ darkvision (120 ft.), light blindness, SR (14), drow traits, trap finding, evasion; AL CE SV Fort +2, Ref +5, Will +1. Str 14, Dex 16, Con 10, Int 10, Wis 12, Cha 12.

Skills: Climb +5 Hide +9, Move Silent +9, Search +3, Spot +4, Open Locks +3

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Feats: Weapon Focus (Shortsword), Dodge.

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights)

Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

Possessions: Studded Leather Armor, masterwork shortsword, mastetwork hand crossbow.

2-6. The Tomb of Aranka Vashanta (EL 7)

The stone portal to this chamber lies open as if others had attempted to wrest secrets from the chamber beyond.

The walls of the chamber are carved with musical notes and placid scenery. A marble pavilion stands over a sarcophagus of onyx. The lid of the sarcophagus is carved in the likeness of a beautiful half-elven maiden with a harp across her chest. Anyone crossing the threshold of the pavilion without first uttering the passage carved upon the tomb of Hasbagir **Area 2-9** are instantly teleported to **Area 2-1**.

If the pavilion is approached and the verse off of the tomb of Hasbagir, Four against Chaos, One Remembers his Oath, is spoken, a lillend is summoned. The lillend automatically attacks any evil beings that speak the oath and stand before the pavilion.

Lillend: Large Outsider (Chaotic, Extraplanar, Good); CR 7; HD 7d8+14; hp 45; Init +3; Spd 20 ft., fly 70 ft. (average); Space/Reach 10 ft./10 ft.; AC 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14; BAB/grap +7/+16; Atk Short sword +11 melee (1d8+5/19-20); Full Atk Short sword +11/+6 melee (1d8+5/19-20) and tail slap +6 melee (2d6+2); SA Constrict 2d6+5, improved grab, spells, spell-like abilities; SQ Darkvision 60 ft., immunity to poison, resistance to fire 10; AL Always chaotic good; SV Fort +7, Ref +10, Will +8; Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18

Skills: Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17

Feats: Combat Casting, Extend Spell, Lightning Reflexes

Skills: Lillends have a +4 racial bonus on Survival checks.

Spell-Like Abilities: 3/day-darkness, hallucinatory terrain (DC 18), knock, light; 1/day-charm person (DC 15), speak with animals, speak with plants. Caster level 10th. The save DCs are Charisma-based. A lillend also has the bardic music ability as a 6th-level bard.

Spells: A lillend casts arcane spells as a 6th-level bard. Typical Bard Spells Known (3/4/3; save DC 14 + spell level): 0- dancing lights, daze, detect magic, lullaby, mage hand, read magic; 1st- charm person, cure light wounds, identify, sleep; 2nd-hold person, invisibility, sound burst.

Of all others alignments, she asks if any can play the song of Aranka Vashanta. There is a chance that the PCs actually know the song of Aranka Vashanta. Allow them a Bardic Knowledge check (DC 20), or a knowledge (literature/music) check to recall the words and melody of the song.

A PC performing the song must succeed a Perform check (DC 22+) in order for the lillend to allow them to pass on to the sarcophagus of Aranka Vashanta. Should they displease her with their performance or find themselves unable to perform for her they may try again the next day. For PCs without a character with the perform skill, that could mean waiting several days until someone scores a natural 20 in an untrained performance. This is much the problem the Drow have had, for they kill the summoned Lillend every time they meet her, and are instantly teleported to Area 1. They re-enter the chamber, and a new lillend requires the performance

Harp of Aranka

This harp grants the user an automatic +4 magic bonus to Perform (strings) when it is played.

The Harp of Aranka allows a bard playing it to **use their abilities** of charm and suggestion **regardless of such** distractions as combat or **other concentration** based stresses that would **normally cause a foe** to ignore the bards performance. The user may cast *cure light wounds*.

Mass: Once per day healing 1d8+15 hit points of damage to up to fifteen creatures within 25 feet of the user.

Moderate Multiple; CL 9; Create Wondrous Item, *cure light wounds*, mass; Price 18,000gp

of the same song for them to pass, or fights them to the death again.

When the PCs finally succeed, the lillend pulls aside and they can easily push aside the lid for the sarcophagus of Aranka Vashanta.

Treasure: Within the sarcophagus is Aranka's perfectly preserved body. At her feet lie her old adventuring gear, a +2 mithril chainshirt, a +1 flaming shortsword, and a Composite Longbow (+2 Str) with a quiver of 20 +1 arrows. Lying upon her breast is a harp of exquisite elven craftsmanship.

2-7. Wight Hall

A band of four wights await in this chamber. Two were guardsmen who died fighting the evils beneath the keep, one was a drow who was murdered by his fellows for food. One was an escaped slave who somehow made it up through the teleportation trap in **Area 3-9**. Due to the armor that they wear, the wights are harder to hit than most of their foul kind.

Wights (4): Medium Undead ; CR 3; HD 4d12; hp 26; Init +1; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/grap +2/+3; Atk Slam +3 melee (1d4+1 plus energy drain); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL Always lawful evil; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15

Skills: Hide +8, Listen +7, Move Silently +16, Spot +7

Feats: Alertness, Blind-Fight

Skills: Wights have a +8 racial bonus on Move Silently checks.

Create Spawn(Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain(Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

2-8. Foyer of the Tomb of Hasbagir

Two doors stand in the wall of this chamber. A sigil on the floor shows a shield overlaid with a harp, a sword and a staff. Each of the doors is carved with a unicorn's head in relief. The doors are trapped false doors, and the actual entrance to the chamber stands between them as a permanent illusion.

Each of the Trapped Doors is trapped with a fireball trap.

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 reflex save half damage); Search DC 28; Disable Device DC 28, Cost; 12,000 gp, 960 XP.

Once detected, the illusionary doorway opens into Area 9, the Tomb of Hasbagir.

2-9. Tomb of Hasbagir

In the center of this chamber stands a marble pavilion over a sarcophagus of bloodstone. The sarcophagus lid is carved with the likeness of a man in flowing robes. A staff lies across his chest.

As the PCs approach the marble pavilion an Efreet appears before them. If the efreet is attacked he retaliates in kind. If not he says the following to the party.

Ibn Al Iblis, Efreeti: Large Outsider (Extraplanar, Fire); CR 8; HD 10d8+20; hp 65; Init +7; Spd 20 ft., fly 40 ft. (perfect); Space/Reach 10 ft./ 10 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/Grp +10/+20; Atk 2 slams +15 melee (1d8+6 plus 1d6 fire); SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, plane shift, telepathy 100 ft., vulnerability to cold; AL Always lawful evil; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15

Skills: Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (scorching ray)

Spell-Like Abilities: At will-detect magic, produce

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flame, pyrotechnics (DC 14), scorching ray (1 ray only); 3/day-invisibility, wall of fire (DC 16); 1/day-grant up to three wishes (to nongenies only), gaseous form, permanent image (DC 18), polymorph (self only). Caster level 12th. The save DCs are Charisma-based.

“I am Shaaitan Ibn al Iblis. For one thousand years have I been prisoner in this tomb, guardian of this corpse and protector of the riches hidden within yon sarcophagus. Every moment upon your world has been a torment to me and I can say that you lesser beings have brought me to the last ounce of my patience. That said you must now prove yourself worthy of the Staff of Hasbagir. In the tradition of my people I shall give thee three choices in the form of a test.

You may choose to take the test of your intellect, a test of your goodness, or a test of your magical power.”

The Test of Intellect

Ashad is shorter than Malik, but she is taller than Habbash. Sakenah is shorter than Malik, and she is shorter than Habbash. Abdul is taller than Sakenah, but shorter than Yashad. Wassim is shorter than Yashad if he is taller than whom?

The answer is **Sakenah**.

The Test of Magic

The Efreet produces three potions, each of a different color. He asks someone to determine which of the three potions is poison without casting a spell. The PC attempting the test must make three Spellcraft checks (DC 25) to determine which of the three is the poison. All three are in fact virulent magical poisons which do 1d6 initial Con damage, and 1d6 secondary Con damage.

Test of Goodness

A drummer boy, a soldier and a general are summoned before you. Each sits in judgment as to which spreads the most evil. Your decision shall rule the fate of one of the three.

The Drummer Boys Tale

At the sound of my drum, armies are led into battle. Villages are burned, and quarter is given or denied by the tempo I keep.

The Soldiers Tale

I follow every order given to me without question. I am a trained instrument of death. At a word, crops are burned and homes leveled, whole nations put to the sword.

Generals Tale

At my order, nations rise and fall. Kings are put upon their thrones. Legions of soldiers do my every bidding, or are executed for failing in their duties.

This is tricky. Justification can be made for sparing any of them or executing any of them. The Drummer Boy Represents the spreading of evil, the soldier represents mindless acts, and the general represents tyranny. In order to succeed merely give the PCs an opportunity to make an argument for why one is more evil than the other and should be executed, or why the others should be spared. This is an opportunity for dialog and role play. The correct answer is the one best thought out and most intelligently argued. The general chooses the manner in which he leads. If he is a good leader he may lead his armies in a just manner. Likewise if he is an evil leader, he may order atrocities. The soldier, has the chance to rebel, but chooses to do his duty without question. This makes the soldier merely a dumb weapon and not truly intrinsically evil, even though he may do evil in the course of his work. The drummer serves as a mouthpiece for a higher power than himself and like the soldier follows orders set by the general. Of course a lame answer results in a failure.

The PCs are given as much time as they need to answer any of the three tests. If they fail they are teleported to Level 2: Area 1. If the PCs pass the test the efreeti howls in triumph, congratulates the PCs and teleports away never to return.

Within the stone sarcophagus is the preserved body and belongings of Hasbagir.

Treasure: The *Staff of Hasbagir*, a +2 *headband of intellect*, a pair of +4 *bracers of defense*, and a *ring of swimming*.

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The Staff of Hasbagir

(50 charges)

Protection from Chaos (1 charge)

True Strike (1 charge)

Dispel Magic (2 charge)

Magic Circle of Protection from Chaos (2 charges)

Lesser Globe of Invulnerability (2 charges)

Summon Monster IV (3 charges)

Strong Varied; CL 12th; Craft Staff, *protection from chaos, true strike, dispel magic, magic circle of protection from chaos, lesser globe of invulnerability, summon monster IV*; Price 65,000 gp.

Written upon the inside lid of the sarcophagus is the passage Four against Chaos, One Remembers his Oath.

10. Desecrated Shrine of St. Canor (EL 9)

The door to this chamber is marked with a diagram depicting a longsword, harp, and staff. If the three items are touched to the door in unison, the doorway opens.

What once was a shrine dedicated to a long forgotten dwarven god of law and good is now filled with filth and a disgusting smell rises from near the altar. A large snake like beast lies coiled around the altar with a head like a woman. She turns her baleful gaze upon the PCs and says:

"I am Ying Mi the handmaiden of the Crawling Queen, I thank you for opening the door for my mistress so that she may conquer your world And now I say Death unto thee Mortals!"

With that she attacks.

Ying Mi, Handmaiden of the Crawling Queen,

Spirit Naga: Large Aberration ; CR 9; HD 9d8+36; hp 76; Init +1; Spd 40 ft.; Space/Reach 1 ft./5 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grp +6/+14; Atk Bite +4 melee (2d6+6 plus poison); Full Atk Bite +9 melee (2d6+6 plus poison); SA Charming gaze, poison, spells; SQ Darkvision 60 ft.; AL Usually chaotic ev SV Fort +7, Ref +6, Will +9; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17

Skills: Concentration +13, Listen +14, Spellcraft +10, Spot +14

Feats: Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes

Gaze(Su): As charm person, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison(Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas cast spells as 7th-level sorcerers, and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them. Typical Spells Known (6/7/7/5; save DC 13 + spell level): 0-*cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic*; 1st-*charm person, cure light wounds, divine favor, magic missile, shield of faith*; 2nd-*cat's grace, invisibility, summon swarm*; 3rd-*displacement, fireball*.



Level 3: Act III *The Subterranean Menace*

Treasure: A successful search check (DC 20) reveals the treasures hidden within this chamber. A *staff of life** with 13 charges and a +2 warhammer.

*The GM should feel free to increase or decrease the number of charges in the staff of life as best suits their campaign. It is possible that several PCs could die during the fight with the Handmaiden of the Crawling Queen. If the PCs are raised within 1d6 minutes of death, they do not spawn as wights or ghosts but are raised normally.

PCs making a successful Search check (DC 25) discover a hidden staircase beneath the altar that leads to **Level 3: Area 1**.

Note: After the battle, the PCs should realize, especially if they have encountered the Drow patrol, that there are ways for the evils that live under the earth to gain access to the surface world other than the stair hidden beneath the altar. There are however no ways of getting back with the Shrine of St. Canor sealed. Now that the shrine is opened, the evils that dwell below are free to come to the surface and return to their lairs as they wish, collecting souls and slaves until their power is sufficient to mount an attack on the surface world. If the PCs have not figured that out, use the death throes of the Handmaiden of the Crawling Queen to spell it out for them.

Act III *Subterranean Menace*

This level of the The Temple of Kubla Khan contains many different caves in various pockets or cysts within the earth. Drow and other races of the subterranean realms have unwittingly dispelled several wards which had long kept the Crawling Queen trapped within her prison. The PCs must brave the dangers, find the wards and somehow find a way to re-activate them before madness is unleashed upon their world. More importantly, in the short term they must solve the mysteries of Level 3 if they are ever to escape from The Temple of Kubla Khan with their minds and their faculties intact.

Random Encounters: Roll 1d8 for every 10 minutes spent exploring this level of the dungeon.

1. **Drow Soldiers, Ftr2 (1d4+1)**
2. **Bugbear Patrol (2d4)**
3. **Wights (1d2)**
4. **Ghouls (1d4+1)**
5. **Huge Monstrous Centipede**
- 6-8. **No encounter**

3-1. **The Winding Passages**

Smooth, hewn stone corridors twist in concentric patterns around one another in this portion of the dungeon.

3-1a. A staircase leading to **Area 2-10** provides the only entrance into the dungeon from above.

3-1b. Following the second concentric hallway leads to another staircase. Progress to this staircase however is blocked by a rusty iron grate. The lock in the grate is also rusted.

Iron Grate: Hardness 10, Hp 60, Open Locks (Rusted Shut), Break (DC 25).

If the grate is overcome the staircase leads to **Area 3-8**. The grate may only be lifted if the switch in **Area 3-7** is thrown.

3-2. **Cavern of the First Guardian Seal (EL 5)**

This cavern would remind someone of a sculpture garden. Statues of drow warriors and beings of other races stand in poses of shock and amazement. Stalking this chamber is a basilisk that was released when the guardian seal was broken by Ralla Dietchava the Drow Priestess and her slave raiding force. Ralla and her allies were forced to withdraw from the chamber.

The basilisk hides amongst the rocks, and attacks the party in 1d4 rounds. Allow the PCs opposed Spot checks to the basilisks Hide check.

Basilisk: Medium Magical Beast ; CR 5; HD 6d10+12; hp 45; Init -1; Spd 20 ft.; Space/Reach 5 ft./5 ft.; AC 16 (-1 Dex, +7 natural), touch 9, flat-footed 16; BAB/grap +6/+8; Atk Bite +8 melee (1d8+3); Full Atk Bite +8 melee (1d8+3); SA Pet-

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rifying gaze; SQ Darkvision 60 ft., low-light vision; AL Always neutral; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11
Skills: Hide +0*, Listen +7, Spot +7

Feats: Alertness, Blind-Fight, Great Fortitude
Petrifying Gaze(Ex): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings

Gaze(Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

The seal in the center of this cavern is an unusual cartouche shape, affixed with an eye amidst a triangle fitted into the center of an oblong disk. It appears as if a gemstone was recently pried from the iris of the eye, voiding whatever abjorative protections were once generated by the glyph. The gemstone is currently in the possession of Ralla Dietchava in the fortified Drow base in **Area 3-6**.

A portcullis sealed hall in the northeastern corner of the cave leads to a staircase descending down to a hidden opening in the ceiling of **Area 4-1**. The portcullis may only be lifted if the proper series of switches is thrown in **Area 3-7**.

Statues

The statues are variously bugbears and drow soldiers or scouts with two differences. One statue is an unfortunate Troll, another is a statue of a dwarf dressed in a cloak. If stone to flesh is cast on a drow or bugbear, a drow fighter 2 appears, or a regular bugbear. If stone to flesh is cast on the troll, a troll appears. If stone to flesh is cast upon the dwarf, a dwarf named Moibarn Darkseeker is rendered flesh again.

Moib was a rogue who had heard stories of treasures St. Canor hid in the The Temple of Kubla Khan since he was a beardless youth, set out to uncover the treasures and make a healthy profit selling off any of the artifacts and baubles he happens to pocket along the way. Unfortunately for him, he arrived shortly after the drow had set the basilisk free,

and succeeded only in getting himself turned to stone. If asked about his profession he claims to be a bounty hunter, explorer and archaeologist. He offers to join the party and serve as a guide indicating that he had studied a map of the place and knows that there are four levels. If asked to show the map he smiles and taps his head saying that it is all up here.

Moibarn Darkseeker, Dwarf Rogue 4/Fighter 1:
CR 5; SZ M; HD 4d6+1d10+10; Hp 38; Init +2 (Dex); Spd 20 ft.; AC +16(+4 masterwork chainshirt, +2 Dex); BAB/Grp +4/+6; Atk +7 melee (1d8+2, masterwork battleaxe, crit x3), or +6 ranged (1d4 masterwork light crossbow plus poison, crit 19-20, range 80 ft.); SA Sneak attack +2d6; SQ trapfinding, evasion, uncanny dodge, dwarf traits; AL N(E); SV Fort +5; Reflex +6, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Bluff +8, Climb +5, Disable Device +8, Hide +8, Listen +7, Move Silent +8, Sleight of Hand +5, Search +8, Sense Motive +7, Spot +7, Use Magical Device +2.

Feats: Precise Shot, Point Blank Shot, Power Attack.

Possessions: Masterwork chain shirt, masterwork battle axe, masterwork light crossbow, 2 potions of *invisibility*, 2 potions of *cure light wounds*, masterwork thieves tools, 200 gp.

Moib may serve as a replacement PC in the event any characters have been slain. He may serve as an ally or adversary depending on how the PCs treat him and motivations of the referee to undermine the parties successes if they are moving too quickly, or offer aid if they find themselves stuck somewhere.

3-3. Cavern of the Second Seal

This cavern is accessed by the rough hewn staircase found at the end of a long empty corridor. The staircase leads to an irregularly shaped cavern. The a seven headed chryo hydra, who spends most of its time feasting on rats that crawl into its lair from Area 3-4. The chryo-hydra was released into the chamber when Ralla Dietchava destroyed the second seal and stole the blue stone that was once affixed here.

Level 3: Act III *The Subterranean Menace*

Chryo-Hydra, 7-headed: Huge Magical Beast ; CR 8; HD 7d10+38; hp 77; Init +1; Spd 20 ft., swim 20 ft.; Space/Reach 15 ft./10 ft.; AC 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16; Bab/grap +7/+19; Atk 7 bites +10 melee (1d10+4); Full Atk 7 bites +10 melee (1d10+4); SA Breath Weapon; SQ Darkvision 60 ft., fast healing 17, low-light vision, scent; AL Usually neutral; SV Fort +10, Ref +6, Will +4; Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9

Skills: Listen +7, Spot +7, Swim +12

Feats: Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)

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

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

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Breath Weapon (Su): Chryo-Hydra breath 3d6 points of cold damage per head in a 10 x 10 x 20 jet once every 1d4 rounds.

The Second Seal

This oblong cartouche is carved in the shape of a mouth in the center of a five pointed star with an eye in the center of it. A large gemstone once occupied the iris of the eye but shows signs of having recently been hacked free. The gemstone is currently in the possession of Ralla Dietchava in the fortified Drow base, **Area 3-6**.

Treasure: A successful Search check (DC 20) discovers the following items amongst a pile of shattered bones of two drow scouts and their bugbear mercenaries. Amongst the ruined equipment is a salvageable +1 chainshirt of drow metal, a +1 scimitar of the same material, 2 potions of cure serious rounds (CL5), a scroll of spider climb, a potion of invisibility, and 300 gp worth of various coin and gem.

3-4. The Rat Cave

This cavern is completely infested with dire rats and rat swarms. The rats have burrowed many holes throughout the subterranean area of Level 3 as well and have tunneled their way to the surface where they prey on the crops and farms of the neighboring lands.

Dire Rats (10): Small Animal ; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +0/-4; Atk Bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL Always neutral; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Weapon Finesse

Disease(Ex): Filth fever-bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Rat Swarms (5): Tiny Animal (Swarm); CR 2; HD 4d8; hp 13; Init +2; Spd 15 ft., climb 15 ft.; Space/Reach 10 ft./0 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB/grap +3/-; Atk Swarm (1d6 plus disease); SA Disease, distraction; SQ Half damage from slashing and piercing, low-light vision, scent, swarm traits; AL Always neutral; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10

Feats: Alertness, Weapon Finesse

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm

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

Disease(Ex): Filth fever-swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction(Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

If left unmolested the rats scurry to the corners of the chamber or attempt to exit through their many holes at the approach of the PCs, having learned from their experience with other humanoid denizens of the deep.

Treasure: The large rats nests are generally filled with refuse and detritus of several hundred years. Among the items is a +1 *silvered dagger*, a *wand of magic missile* (Cl 3), an *elemental gem (earth)*, and 58 gp.

The Foul Smelling Shaft

A pit concealed in the northeastern arm of the cavern emits a foul smelling odor. The shaft is roughly five feet across and appears to be slick with some sort of greasy slime, making any Climb checks to descend the shaft are at a DC 15, even with a well anchored rope. The shaft leads to Area 4-10. The handmaiden of the crawling queen made her way to level 2 by wriggling up this shaft. Note: If you wish to keep PCs from using this shaft as a quick and easy entryway to Area 4-10, make it a 50 foot deep pit with no obvious exit, and require the PCs to have some key or token found upon one of their defeated enemies to pass.

3-5. Bugbear Cave

This cavern is kept by the bugbears that the Drow employ as mercenaries. Currently the Bugbears are quite cross with their Drow masters whom have got them trapped within this dungeon. Their chieftain, Blind-eye Grut, barely maintains control over the dozen bugbears remaining in his war-band.

The bugbears are quite hungry, as any of their number who died have risen as ghouls, and all their former food supplies have run out. To sate their hunger they have taken to drinking the blood of the grimlock and goblin slaves they took along with the drow several weeks ago.

The bugbears savagely attack any non-drow who enter the cave.

Blind-Eye Grut, Bugbear Barb 2: Medium Humanoid (Goblinoid); CR 4; HD 3d8+3+2d12+2; hp 35; Init +1; Spd 40 ft.; Space/Reach 5 ft./5 ft.; AC 18 (+1 Dex, +3 natural, +4 chainshirt, touch 11, flat-footed 17; BAB/grap +4/+8; Atk Morningstar +9 melee (1d10+6) or javelin +3 ranged (1d6+4); SA Rage, Fast movement; SQ Darkvision 60 ft., scent; AL Usually chaotic evil; SV Fort +5, Ref +4, Will +1; Str 18, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills: Climb +5, Hide +4, Intimidate +5 Listen +5, Move Silently +6, Spot +4, Survival +3

Feats: Alertness, Weapon Focus (Heavy Flail)

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Heavy Flail, Chainshirt, 3 javelins, 100 gp.

Bugbears (12): Medium Humanoid (Goblinoid); CR 2; HD 3d8+3; hp 16; Init +1; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16; BAB/grap +2/+4; Atk Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2); SA -; SQ Darkvision 60 ft., scent; AL Usually chaotic evil; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4

Feats: Alertness, Weapon Focus (morningstar)

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Morningstar, leather armor, light wooden shield, 20gp.

If the Bugbears are being beaten too badly, they attempt to surrender and barter for their lives. They give information about their drow masters (as they know it) in exchange for food.

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SP04

The Prisoners

Three surviving grimlocks and four goblins are chained together in one corner of the cavern. They are currently at half of their normal con score due to blood loss. Being extremely weakened, the grimlocks and goblins only desire to go home, but fully expect to be murdered by the PCs due to their race. If the PCs free the goblins and grimlocks, heal, arm and feed them, they fight loyally for the PCs until such time as an exit from the horrid dungeons can be found and they return home. Clever PCs will use the freed slaves as fodder in fights, or as portable trap detonators. Of course if the slaves are armed and freed, it is likely that they may be encountered again sometime down the road. Goblins tend to remember those who treated them honorably and may pass such information on to others of their ilk. None of the prisoners know much about the area of the caverns that they are in, other than that they were captured, and brought here by the bugbears and drow, and that this area of the subterranean realms is shunned by most of the races that dwell beneath the surface.

Grimlocks (3): Medium Monstrous Humanoid ; CR 1; HD 2d8+2; hp 5(11); Init +1; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/grap +2/+4; Atk Battleaxe +4 melee (1d8+3/ crit x3); SA -; SQ Blindsight 40 ft., immunities, scent; AL Often neutral evil; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 6(13), Int 10, Wis 8, Cha 6

Skills: Climb +4, Hide +3*, Listen +5, Spot +3

Feats: Alertness, Track

Skills: *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Blindsight(Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both

these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Goblins (4): Small Humanoid (Goblinoid); CR 1/3; HD 1d8+1; hp 1(5); Init +1; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); Full Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SA -; SQ Darkvision 60 ft.; AL Usually neutral evil; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 6(12), Int 10, Wis 9, Cha 6

Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2

Feats: Alertness

3-6. Drow Cam

This chamber contains the remnants of the drow force that entered the domain of the Crawling Queen on the orders of their Priestesses in the Cyst of Fazha irrazash, their home city. Drow legend stated that an ancient and powerful relic lie in the possession of the Crawling Queen which they would seek to research further. The force met unexpected resistance in the wards and protections of The Temple of Kubla Khan, and the minions of the Crawling Queen. Now the Drow are trapped within the dungeons at more than half their former force size and with only the food that Ralla Dietchava can conjure with her prayers.

The entrance to the cavern is trapped with a glyph of warding trap and guarded by two drow fighters. They are joined by other members of the drow force in the event that a fight breaks out.

Glyph of Warding: 3d8 points of sonic damage Reflex (DC 17) for half. Search DC 28, Disable Device DC 28.

House Dietchava Fighters (2): CR 4; HD 2d10+4; hp 19; Init +2 (+2 Dex); Spd 30 ft. AC 18(+4 chainshirt, +2 heavy steel shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +2/+4; Atk +6 Melee (1d6+2 masterwork shortsword, crit 19-20)

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or +6 ranged (1d4 masterwork hand crossbow plus poison, crit 19-20, range 30 ft.); SA Spell like abilities, sleep poison; SQ darkvision (120 ft.), light blindness, SR (13), drow traits; AL CE; SV Fort +3, Reflex +2, Will +1. Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12

Skills: Climb +5, Intimidate +5.

Feats: Weapon Focus (Shortsword), Dodge

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights)

Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

The campsite of Ralla Dietchava

Further back towards the center of the cavern are Ralla Dietchava and the remainder of the Drow force. If the PCs easily dispatch the trap and the two drow guardians (who of course spawn as wights or ghosts in 1d6 rounds), Ralla may call for a halt to fighting and attempt to parlay with the PCs. She knows the direction to a secret passage to Level 4 and suggests that the two parties team up. If asked why she and her band were in this part of the subterranean realms, she freely admits to treasure seeking and gathering slaves. Of course, paladins and others of Lawful Good alignment should decline her offer, in which case she defiantly asks them to leave her cavern.

If PCs continue to fight, Ralla Dietchava and her drow forces fight to the death.

Ralla Dietchava, Female Drow elf Cleric 6 (Goddess of Spiders): CR 7; SZ M; HD 8d8+8; Hp 40; Init +2 (Dex); Spd 20 ft.; AC 24 (+9 *fullplate*, +3 *heavy steel shield*, +1 Dex, +1 *ring of protection*), touch 12, flat-footed 22; BAB/Grp +4/+6; Atk +8 melee (1d8+3, +1 flail, crit 19-20), or +6 ranged (1d4 masterwork hand crossbow plus poison, crit 19-20, range 30 ft.); SA Spells, Spell Like abilities, sleep poison; SQ darkvision (120 ft.) light blindness, SR (16), drow traits; AL CE; SV Fort +6; Reflex +4, Will +9; Str 14, Dex 14, Con 12, Int 12, Wis 18, Cha 12.

Skills: Bluff +6, Diplomacy +5, Concentration +10, Diplomacy Knowledge (Religion) +10

Feats: Martial Weapon Proficiency (Flail), Weapon Focus (Flail), Spell Penetration

Unholy Spells Prepared (5/4/4/3): 0 ure minor wounds, detect magic, guidance, purify food and drink, read magic; 1st ause fear, cure light wounds, inflict light wounds, divine favor, sanctuary. 2nd eath knell, inflict moderate wounds, hold person, silence. 3rd estow curse, create food and water, summon monster III (dretch).

Domain Spells Prepared (Evil, Trickery): 1st rotection from good. 2nd nvisibility. 3rd agic circle of protection from good.

Domain Abilities: Casts Evil spells at +1 Caster Level, Bluff, Disguise, and Hide are class skills.

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights)

Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

Possessions: +1 *fullplate*, heavy steel shield, +1 *flail*, 5 hand crossbow bolts coated in sleep poison, masterwork hand crossbow, wand of cure light wounds (Cl3, 20 charges), +1 *ring of protection*, *seals of the crawling queen*..

If the PCs join forces with Ralla, she and her folk use the PCs to enter the lair of the Crawling Queen and challenge her for the Maldering Crown. Of course if the curse upon The Temple of Kubla Khan is lifted, and the Crown gained, Ralla plans to murder the PCs and take everything for herself. She is a Drow after all. Since taking two of the Stones that have kept the Crawling Queen locked in her prison, Ralla has found a stronger and stronger desire to possess all three stones. This is part of the madness which the Crawling Queen infects upon the minds of those who near her lair. Ralla is haughty and manipulative and should be played as such. She treats all males as subservient scum especially members of her own party. Ralla's only confidant, Vieda Partrorch, is her lieutenant and second in command.

Vieda Partrorch, Drow, Wizard 5: CR 6; HD 5d4+5; Hp 19; Init +6 (+2 Dex, +4 Improved Init);

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Spd 30 ft; AC 17 (+4 Bracers, +1 Ring, +2 Dex); Touch 17; flat-footed 15; BAB/Grp +2/+2; Atk +2 Melee (1d6 staff) or +5 ranged (1d4 masterwork hand crossbow plus poison, crit 19-20, range 30 ft.); SA Spells, Spell Like abilities, sleep poison; SQ darkvision (120 ft.) light blindness, SR (16), drow traits; AL CE SV Fort +2, Reflex +3, Will +5; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 12.

Skills: Concentration +8, Craft (Alchemy) +8, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +8, Knowledge (The Planes) +8, Spellcraft +8

Feats: Scribe Scroll, Spell Penetration, Spell Focus (Necromancy)

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights)

Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

Arcane Spells Prepared (4/4/3/2): 0-detect magic, mending, read magic, resistance; 1st agic missile (x2), ray of enfeeblement, summon monster I. 2nd mirror Image, Web, Invisibility. 3rd ly, Vampiric Touch.

Possessions: Wand of lightning bolt (CL 5, 20 charges), +4 Bracers of armor, +1 Ring of Protection, staff, 2 potions of cure moderate wounds (CL 3).

Vieda secretly she fears that Ralla is losing her mind, as she has given orders that have reduced the party size by sending out scouting parties that have not returned. If given the opportunity Vieda may betray Ralla, especially if the opportunity presents itself for her to gain the Maldering Crown and escape unscathed and blameless of any assassination. If Vieda sees a way to pull off such a plan she uses it.

House Dietchava Fighters (4): CR 4; HD 2d10+4; hp 19; Init +2 (+2 Dex); Spd 30 ft. AC 18(+4 chainshirt, +2 heavy steel shield, +2 Dex), touch 12, flat-footed 16; BAB/Grp +2/+4; Atk +6 Melee (1d6+2 masterwork shortsword, crit 19-20) or +6 ranged (1d4 masterwork hand crossbow plus

The Soul-Stones of Yuggilv

These enchanted stones detect of strong evil and are a foul glowing pink color. They are virtually indestructible having a Hardness of 20 and 100 hp each. They are immune to magical damage, and damage from any energy type.

There are three soul-stones which were crafted by St. Canor when Yuggilv was forced into her prison, and served for centuries to keep the foul demoness from escaping her prison. Anyone possessing one of the stones is in a great degree of danger, for Yuggilv is constantly aware of the location of the possessors of her power.

Although the stones themselves grant no overt magical powers, anyone in possession of the stones who is within 50 miles of Yuggilv prison is subject to Yuggilv powers via the Maldering Crown. Magical attacks such as are caused by the following spells: *nightmare*, *insanity*, *suggestion*, and *domination* are not uncommon, until the possessor has gained all three of the stones and brought them to Yuggilv. If Yuggilv gains all three stones she quickly spends one round per stone to consume them and regain her status as a greater power of the Abyss. This would be what is categorized in most RPGs as a very Bad Thing. The stones lose all their power and become simply large pink 500 gp gemstones if the Maldering Crown is cast into the Abyss, as her spirit is torn asunder in the Abyssal vortices.

poison, crit 19-20, range 30 ft.); SA Spell like abilities, sleep poison; SQ darkvision (120 ft.), light blindness, SR (13), drow traits; AL CE; SV Fort +3, Reflex +2, Will +1. Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12

Skills: Climb +5, Intimidate +5.

Feats: Weapon Focus (Shortsword), Dodge

Spell Like Abilities (As cast by a 2nd-level sorcerer): 1/day darkness, faerie fire, dancing lights)

Sleep Poison: Fort save DC 17 or fall asleep for 1 minute, after which character must succeed at another Fort save (DC 17) or remain unconscious for 2d4 hours.

Note: All drow metallic equipment is crafted from drow metal, and instantly turns to dust when exposed to direct sunlight.

3-7. Switch Chamber

This chamber is empty except for three switches on the far wall. There is no clue as to the order in which these switches may be thrown, only luck. Throwing

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the switches in different order has different effects upon those in the chamber or other areas of the dungeon.

Down, Down, Up: (trap)

Down, Up, Down: Lifts the Grate in Area 3-1.

Down, Down, Down: Summons a Minion of the Crawling Queen (1d4 Spawn of Yuggily).

Up, Down, Up: Rumbling Lifts the Portcullis in Area 3-2.

Up, Up, Down: Summoned Minion of the Crawling Queen (Firstborn of Yuggily).

Up, Up, Up: Removes Blockage in Area 3-10.

3-8. Chamber of the Third Seal

This otherwise empty cavern is cold and extremely dark but for a strange oval symbol that pulses with an odd pink glow. The symbol is in the shape of a pentagon caught in a circle with a scarab like insect in the center. A glowing pink gemstone is affixed at the abdomen of the scarab.

If the gemstone is removed (as Ralla Dietchava would suggest) there is a great roaring noise and PCs must make a Reflex save (DC 20) or be sucked into the gaping maw filled with needle like fangs that appears where the symbol once stood.

Those failing their reflex save take 2d6+7 points of damage per round for 1d4 rounds before being spat out in Area 4-3.

The Cavern Mouth: Huge Aberration; CR 5; HD 6d8+21; hp 48; Init -5; Spd 0; Space/Reach 10ft./5ft.; AC 15 (-2 size, -5 Dex; +15 natural), touch +5, flat-footed +13.; BAB/grap +4/+13; Atk Bite +10 (2d6+7+1d6 acid); SA Swallow Whole, Acid; SQ Tremor Sense, Camouflage; AL NE; SV Fort +5, Ref -3, Will +3; Str 20, Dex 1, Con 18, Int 3, Wis 8, Cha 7.

Skills: Hide +1*

Feats: Weapon Focus (Bite), Improved

Grapple, Toughness

Camouflage: The Mouth gains a +20 racial bonus to hide checks.

Swallow Whole: Creatures bitten by the cavern mouth must make a strength check versus the cavern mouth or be swallowed whole. The cavern mouth

usually defecates anything that it eats in 1d4 rounds. Creatures caught in a cavern mouth suffer 2d6+7 points of damage per round for the duration of their stay.

Acid: Creatures caught in the gullet of a cavern mouth take an additional 1d6 points of acid damage per round.

Once slain the cavern mouth is slain, a clear shaft 40 ft. deep leads to the old well in **Area 4-3**.

3-9. The Teleporting Doorway

The floor beyond this doorway is trapped with a teleport trap. Unless successfully dampened with a *dispel magic* spell, or disarmed by a cunning rogue with the successful use of the Disable Device skill, anyone crossing the floor is teleported to **Area 2-1**.

Teleport Trap: CR 7; magical device; proximity trigger (alarm); automatic reset; spell effect (*greater teleport*, DC 21 Will Negates); Search DC 32, Disable Device DC 32.

Note: Persons within 10 feet of anyone possessing all 3 of the soul-stones of Yuggily are unaffected by the Teleport Trap.

3-10. The Blocked Passage

This chamber leads to what appears to be a collapsed cavern hallway. Due to its proximity to the prison of the Crawling Queen, the chamber is filled with a centipede swarm which attacks any who enter the chamber. If the correct combination of levers are thrown in Area 3-7, The collapsed portion of corridor is cleared away and a shaft descends to Area 4-5.

Act 4

The Province of the Crawling Queen

This level of the dungeons of The Temple of Kubla Khan has long served as the Prison of Yuggilv the Crawling Queen. One thousand years prior, Yuggilv, a wily demoness of great power had discovered a portal into the material world. Gathering her spoor to her they poured forth from the abyss, she with the Maldering Crown, so that any slain by her minions that did not transform into more of her spawn, were instead raised as undead under her command. Four heroes strove against her in epic battle, forcing the evil back under the earth but three fell in the battle. The last, finding himself unable to destroy Yuggilv completely, instead siphoned off much of her power and bound it to three ward stones that kept her locked within the vaults of Level 4 of The Temple of Kubla Khan. In this chapter the PCs finally come face to face with the spoor of Yuggilv, and Yuggilv herself. If the PCs fail, Yuggilv regains her lost power from the ward-stones. If the PCs succeed, Yuggilv is defeated and the Maldering Crown may be cast into the Abyss and the Abyssal Gate closed to their world forever.

Random Encounters: Roll 1d8 for every 10 minutes that the PCs explore Level 4.

1. Drider
2. Vargouilles (1d2)
3. Spawn of Yuggilv (1d4)
4. Firstborn of Yuggilv
5. Huge Monstrous Centipede
- 6-8. No Encounter

4-1. The Northwest Corridor

This corridor is partially carved in perfect stonemasonry and the other portion made from a natural cavern. Roll for a Random Encounter in this corridor.

4-2. Chapel of Law

The door to this chamber will only open to the touch of a lawfully aligned being. Inside the chamber

is a chapel to lawful gods of evil, neutrality, and good, bound together in the common cause of defense against chaos. In the center of the chamber is the carved likeness of a kneeling dwarf. Raised above the dwarf's head, held in two hands is a large metal shield. This shield is the Shield of St. Canor.

4-3. Isle of the Well (CR 6)

A stone platform stands in a subterranean lake filled with cold black waters. In the center of the Platform is the remains of the ancient well which once sat atop the bluff where the The Temple of Kubla Khan now stands. The well is fed directly by the lake which surrounds the platform. The waters of the subterranean lake are cold and very deep and filled with all sort of strange and dangerous things. Swimming across the lake requires a mere (DC 10) Swim check. For every swimmer entering the water however there is a base 5% cumulative chance that the next person into the water is attacked by a giant electric cavern eel.

Giant Electric Cavern Eels (2): CR 4; SZ Large Magical Beast [Aquatic]; HD 5d10+5; hp 32; Init +3; Spd 5 ft., swim 20 ft.; AC 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13; BAB/Grp +5/+9; Atk +7 melee (1d8, bite) or +7 melee (1d4, tail lash); Full Atk +7 melee (1d8, bite) or +7 melee (1d4, tail lash); Space 10 ft.; SA 3d8 electricity, improved grab; SQ darkvision 60 ft., immunity to fear effects, immunity to electricity (magical and normal), low-light vision, water dependent; ALN; SV Fort +5, Ref +7, Will +2; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 2.

Skills: Hide +0, Listen +9, Spot +9, Swim +11.
Feats: Alertness, Weapon Finesse.

Note: There are no more than 2 Giant Electric Cavern Eels that attack the party.

The water is cold and swimming in it for more than 5 rounds causes 1d6 points of non-lethal cold damage per round until the PC gets out of the water and makes some attempt to dry off.

Treasure: Hidden in the lair of the eels is the skeletal remains of an ancient dwarven explorer named Hugo Frustinbackin who had the misfortune of falling

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into the lake. Hugo's adamantite dwarven urgosh and dwarven plate armor have resisted corrosion for all these years. His gem purse however has come apart, leaving a pile of raw gemstones of various sorts lying about. The gemstones, when cut by someone possessing the Craft (gemcutter) skill could earn 15,000 gps on the open market. If the signet ring upon the skeletal hand of Hugo is returned to his family in the Dwarven halls of Burgohaupt, Hugo's family offers free lodging within their spacious home and a 500 gp reward.

4-4. Lair of the Driders (EL 7)

These off-cast aberrations of the spider goddess have come to the banner of Yuggilv, having heard her telepathic summons from their hidden nests in the deeps of the earth.

There is at least one drider within this chamber at all times, the others who call this place their nest being out on patrol. The driders hate and despise their drow kin and attack them on sight. Their secondary targets would be any other sub-races of elves and half elves. As the crawling queen has granted the drider a place at her side, they in turn give her their absolute obedience.

Driders: Large Aberration ; CR 7; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; Space/Reach 10 ft./5 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB/grap +4/+10; Atk Dagger +5 melee (1d6+2/19-20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/x3); Full Atk 2 daggers +3 melee (1d6+2/19-20, 1d6+1/19-20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/x3); SA Spells, spell-like abilities, poison; SQ Darkvision 60 ft., spell resistance 17; AL Always chaotic evil; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16

Skills: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9

Feats: Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Shield of St. Canor

This +2 heavy steel shield of light fortification is emblazoned with the holy symbol of the Dwarven God of Law. A chaotic individual attempting to use the shield gains two negative levels when attempting to use this device. A neutral individual attempting to use the Shield of St. Canor gains one negative level. These negative levels are regained when the shield is no longer shouldered by the bearer.

Once per day the bearer of the Shield of St. Canor may cast *magic circle of protection from chaos* as the spell by the same name as a 5th level cleric.

Moderate Abjuration; CL 9th; Craft Magical Arms and Armor, *magic circle of protection from chaos*; Price: 9750 Weight: 15lbs.

Spell-Like Abilities: 1/day-dancing lights (DC 13), clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Poison(Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known: 0-daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance; 1st-mage armor, magic missile, ray of enfeeblement, silent image; 2nd- invisibility, web; 3rd-lightning bolt.

4-5. Collapsed Shaft

The collapsed shaft from Area 10-3 opens into this curving hallway. Around the corner from the hallway is a locked portcullis made from cold wrought iron interlaced with alchemical silver. The area is infested with 1d4+1 Spawn of Yuggilv.

Spawn of Yuggilv(1d4+1): Small Outsider; CR 1; HD 1d8+2; hp 6; Init +2; Spd 40 ft., fly 20 ft. (poor); Space/Reach 5 ft./5 ft.; AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15;BAB/grap +1/+3; Atk Bite +4 melee (1d6+4); SA Yuggilv

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Decay; SQ Damage reduction 5/law or good, darkvision 60 ft. Mind of Yuggilv (immune to mind control and mind influencing spells), immune to cold, immune to disease, resistance to fire 10, sonic 10, acid 10.; AL CE; SV Fort +4, Ref +4, Will +1; Str 12, Dex 14, Con 14, Int—, Wis 9, Cha 2.

Skills: Climb +5, Hide +6, Move Silent +6

Feats: Weapon Focus (Bite)

Yuggilv Decay (Su): The bite from one of the Spawn of Yuggilv is so noxious and foul that it may instantly cause the flesh of its victim to become rotten and decay. This is a supernatural disease and requires the victim to make a successful Fortitude save DC 14, incubation period 1 minute, damage 1d4 Constitution and 1d4 Charisma.

The Portcullis: Hardness 10, hp 60, Open Locks DC 25, Break DC 25.

4-6. Temple of the Firstborn (EL 6)

What purpose this chamber served in ancient times is lost to any living memory. A huge pile of filth fills the center of the chamber. The filth itself seems to crawl and bulge with a disgusting infestation of roaches and other crawling things. Large repugnant beings that look like the cross between a man, a beetle, and a millipede undulate in some foul ritual as they crawl about the base of the pile of decay.

Upon realizing that their ritual has been interrupted they turn and attack with all the fury and alien rage of their queen.

Firstborn of Yuggilv(2): Large Outsider; CR 4; HD 4d8+12; hp 29; Init +3; Spd 50 ft.; Space/Reach 10 ft./5 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15; BAB/grap +4/+11; Atk Bite +8 melee (1d6+4); Full Atk +8 Bite (1d6+4), Claws(x2) +6(1d4+1), Sting +2(1d2 and Poison); SA Yuggilv Decay (Fort DC 14 or 1d4 Con + 1d4 Cha), Poison (Fort DC 13 or sleep 1d4 minutes), Spell-like abilities, Spells; SQ Damage reduction 10/law or good, darkvision 60 ft., immune to cold, immune to disease, immune to poison, resistance to fire 10, sonic 10, acid 10, spell resistance 15, chosen of Yuggilv.; AL CE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Skills: Balance +10, Climb +10, Hide +10, Jump+10, Move Silent +10, Spot +8, Listen +8, Search +8, Survival +8.*Feats:* Weapon Focus (Bite)

Feats: Weapon Focus (Bite), multi-attack

Spells: Firstborn of Yuggilv cast spells as a 4th level cleric with the domains of evil and chaos. The DC for saves is 11+ the spell level.

Typical Spells: Oth etect Magic, Guidance, Inflict Minor Wounds, Resistance, Virtue. 1st ane, Command, Cause Fear, Deathwatch. 2nd eath Knell, Hold Person

Domain Spells: 1st rotection From Good. 2nd hatter.

Spell Like Abilities(Su): Once per day as a spell like ability a Firstborn of Yuggilv may Cast Insect Plague as a 7th level Cleric.

4-7. Prison of the Crawling Queen & the Abyssal Gate (EL 11)

This huge cavern is accessed by via **Area 4-8**, and has served for one thousand years as the de-facto prison of Yuggilv the Crawling Queen. Upon entering this cavern, the first feeling one gets is that of ancient decay and an impending doom. Yuggilv rests upon a huge pile of bones, dried insect like exoskeletons and rotting matter in the center of the cave. Her lower half resembles that of a bloated centipede, its hundred legs fluttering excitedly. Its upper half is similar to that of a human female, yet seems angular and alien. Her face resembles that of a demoness, with the horrific exception, that her eyes are decidedly insect-like and multi-faceted. Long curling horns support a metallic crown whose shape constantly shifts and changes.

Yuggilv, The Crawling Queen: Huge Outsider; CR 11; HD 10d8+70; hp 115; Init +4; Spd 50ft.; Space/Reach 10ft./10ft.; AC 22 (-2 size, +4 Dex, +10 natural), touch 12, flat-footed 20; BAB/grap +10/+19; Atk Bite +14 melee (2d8+5); Full Atk Bite +14 melee (2d8+7) and 2 claws +12 melee (1d8+3); SA Spell-like abilities, Kiss of Yuggilv, Improved Grab. SQ Damage Reduction 10/good or law. Darkvision 60 ft. Immune to Cold, electricity, disease and poison, resistance to acid 10, and fire 10, spell resistance 19, telepathy 100 ft. Summon

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Brood (1d6 Spawn of Yuggilv, or 1d2 Firstborn of Yuggilv), Brood Prescience.; AL CE; SV Fort +14, Ref +11, Will +10; Str 20, Dex 18, Con 24, Int 16, Wis 16, Cha 16.

Skills: Balance +14, Climb +15, Concentration +20, Hide +14, Intimidate +16, Knowledge(the

planes) +16, Knowledge (Arcana) +16, Move Silently +14, Spellcraft +11.

Feats: Power Attack, Cleave, Combat Reflexes, Multi-attack.

Spell-Like Abilities: At will eathwatch, protection from good, death knell (DC 15), chaos hammer (DC 17), summon swarm. Once Per Day nholy blight, inflict critical wounds (4d8+10, DC 17). Once Per Week ispel good or dispel law, insect plague. DC for Yuggilv spell-like abilities are Charisma Based.

Summon Brood: Once per day Yuggilv may summon up to 10 HD of any of the servant species she created with 100% chance of success.

Kiss of Yuggilv(Su): If Yuggilv makes a grapple check against an opponent of size large or smaller, she automatically inflicts Yuggilv's Decay on her foe, dealing 1d4 Points of Constitution, and 1d4 Points of Charisma damage per round until the grapple is broken. Foes who die from the Kiss of Yuggilv are transformed in 2d4 rounds to a first-born of Yuggilv.

Brood Prescience: Yuggilv knows the exact location and situation of any individual in her brood within 50 miles of her. She can furthermore control and command any of her brood within this distance automatically.

Possessions: The Maldering Crown

Tactics: It is unlikely that the Crawling Queen should take time to parlay with intruders to her prison. She has the conquest of a world to plot and plan for. Yuggilv immediately attacks anyone possessing any of her soul stones, first using her spell like abilities if applicable before attempting any of her grapple attempts. Entering this chamber could very well be the final battle of the adventure for the PCs. Play it up for all its worth, because even when Yuggilv is defeated the PCs must still destroy the Maldering crown and seal the portal to the Abyss in order to be free of the curse that afflicts the The Temple of Kubla Khan.

The Abyssal Portal

In the far Northeastern corner of the chamber is an irregularly shaped oval carved with the faces of hideous demons and twisted aberrations. The portal itself is closed, a glass like sheet of polished

The Maldering Crown: Lesser Relic

This circlet of unholy evil appears to be made of an ever-shifting malleable metal whose shape changes and flows like a liquid yet retains its ovoid shape. The crown is said to have been crafted by Yuggilv herself as a tool to focus her dominance over lesser beings. Any being of good alignment gains two temporary negative levels merely by touching it. Beings of neutral alignments gain one negative level from its touch. Any being attempting to don the Maldering Crown must make a successful Will save (DC 20) or be stricken instantly insane as per the spell *insanity*. This Will save must be made any time one of the powers of the Weltering Crown is attempted.

Lesser Powers

At will:

Suggestion as the 3rd level wizard spell, (DC 13+ charisma bonus of wearer).

Clairaudience/Clairvoyance as the 3rd level wizard spell.

Once Per Day:

Nightmare as the 5th level wizard spell, (DC 15+ Charisma bonus of the wearer).

Greater Powers

Once Per Week:

Dominate Person as the 5th level wizard spell, (DC 15+ Charisma bonus of the wearer).

Greater Scrying as a 7th level wizard spell, (DC 17 + Charisma bonus of the wearer).

Once Per Month:

Insanity as the 7th level wizard spell, (DC 17 + Charisma bonus of the wearer).

Curse of the Maldering Crown: Any being that dies within 1 square mile of the Maldering Crown rises in 1d4 rounds as either a ghast (50%) or a wight (50%), unless their corpse is effected by some other post mortem horror.

Strong enchantment, illusion; CL 20th; Weight 5 lbs.

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rock where the entrance to the portal once stood. Three niches roughly the size of a mans fist stand vacant, Indicating that there were once objects held within the niches. The portal opens into the infinite layers of the Abyss if the soul-stones of Yuggilv are placed within them. There is a 25% chance that a **dretch**, or other lesser demon awaits upon the other side, and attempts to step through the portal.

In order to use the portal to enter the Abyss and then return to the same portal again PCs need to make a successful Knowledge(Planes) check (DC 30) or find themselves irrevocably lost in a layer of the Abyss that was once the domain of the Crawling Queen and is now a contested battlefield between Yuggilv minions, and demons under the command of other Demon Lords. Non-sentient objects cast into the Abyss are lost, floating between the layers of the Abyss until found. There is only a base 1% chance of even finding a clue as to the location of an item lost to the vortices of Chaos.

4-8. Cavern of Decay (EL Varies)

This cavern provides an entrance to the prison of the crawling queen herself and is only accessed via the tunnel from Area 4-10. There are 1d4+1 **spawn of Yuggilv** within this chamber at all times.

Spawn of Yuggilv (1d4+1): Small Outsider; CR 1; HD 1d8+2; hp 6; Init +2; Spd 40 ft., fly 20 ft. (poor); Space/Reach 5 ft./5 ft.; AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15;BAB/grap +1/+3; Atk Bite +4 melee (1d6+4); SA Yuggilv Decay; SQ Damage reduction 5/law or good, darkvision 60 ft. Mind of Yuggilv (immune to mind control and mind influencing spells), immune to cold, immune to disease, resistance to fire 10, sonic 10, acid 10.; AL CE; SV Fort +4, Ref +4, Will +1; Str 12, Dex 14, Con 14, Int—, Wis 9, Cha 2.

Skills: Climb +5, Hide +6, Move Silent +6

Feats: Weapon Focus (Bite)

Yuggilv Decay (Su): The bite from one of the Spawn of Yuggilv is so noxious and foul that it may instantly cause the flesh of its victim to become rotten and decay. This is a supernatural disease and requires the victim to make a successful Fortitude save DC 14, incubation period 1 minute, damage 1d4 Constitution and 1d4 Charisma.

4-9. The Great Cave (EL 6)

This large cavern is to five vargouille who have been summoned here by the Crawling Queen's call. These foul denizens of the lower planes hide deep in the recesses of the cavern, hiding until the time is ripe to spring their attack on unsuspecting explorers.

Vargouilles (5):Small Outsider (Evil, Extraplanar); CR 2; HD 1d8+1; hp 5; Init +1; Spd Fly 30 ft. (good) (6 squares); Space/Reach 5 ft./5 ft.; AC 12 (+1 size, +1 Dex), touch 11, flat-footed 11; BAB/grap +1/-3; Atk Bite +3 melee (1d4 plus poison); Full Atk Bite +3 melee (1d4 plus poison);SA Shriek, kiss, poison; SQ Darkvision 60 ft.;AL Always neutral evil; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8

Skills: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5

Feats: Weapon Finesse

Poison(Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

4-10: A Foul Smelling Hole

A pit in the corner of the Great Cave exudes a foul stench that requires anyone searching it to make a Fort Save (DC 15) or be overcome with nausea and retching, for 1d4 rounds. After the first wave of nausea passes, the victim suffers a -4 to all attack rolls, saves, and skill checks. The passage leads to **Area 4-8**. Climbing through the pit-passage requires a successful Climb check (DC 15) however ropes and other measures can reduce this DC quite effectively. The hole is twenty feet deep and goes thirty feet before reaching the opening that leads to **Area 4-8**.

Finishing the Adventure

The curse is lifted when the Maldering Crown is cast into the Abyss or a PC gains control over it. If the PCs manage to survive without killing Lord Larek in the process, grant the PCs an additional 500 xps in story award bonus. Lord Larek's madness is gone and gradually folk return to the lands under his control.

Continuing Adventures

The PCs may find The Temple of Kubla Khan a suitable base for exploring the subterranean recesses of their world. They may choose to mount an offensive against the Drow of the deeps, or if they are more daring, explore the domains of the Abyss once under control of Yuggilv.

Monster Appendix

Children of Yuggilv

The children of Yuggilv are a race of nearly mindless insectoid beings created by the Demoness Yuggilv as a servitor species. They are bred to do the will of their wicked mistress, spreading chaos and filth wherever their nests are found. Their goal is the utter destruction of the universe through rot and decay. Luckily for the rest of the universe, these foul creatures have been trapped for a thousand years in the prison of their mistress Yuggilv.

Spawn of Yuggilv

Small Outsider (Chaotic, Native, Evil)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2

Speed: 40ft. (8 squares)/fly 20 ft. (poor)

Armor Class: 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15

Base Attack/Grapple: +1/+3

Attack: Bite +4 melee (1d4+3)

Full Attack: Bite +4 melee (1d4+3)

Space/Reach: 5 ft./ 5ft.

Special Attacks: Yuggilv Decay

Special Qualities: Damage reduction 5/law or good, darkvision 60 ft. Mind of Yuggilv (immune to mind control and mind influencing spells), immune to cold, immune to disease, resistance to fire 10, sonic 10, acid 10.

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 12, Dex 14, Con 14, Int—, Wis 9, Cha 2.

Skills: Climb +5, Hide +6, Move Silent +6

Feats: Weapon Focus (Bite)

Environment: Any

Organization: Solitary, gang (3-8), swarm (8-12) or nest (13+)

CR: 1

Treasure: Standard or None

Alignment: chaotic evil

Advancement: 2-3 HD (Small)

Level Adjustment:—

These roach like creatures have vaguely humanoid form with a hard reddish brown carapace and small head affixed with razor sharp pincers and multifaceted eyes.

In ancient times these creatures devoured everything in their path, breeding in huge numbers and infecting everything that they touched with rot and decay. Highly resilient, they are the most commonly encountered form of the Children of Yuggilv.

Combat

The Spawn of Yuggilv prefer to attack foes en masse, infecting their foes with Yuggilv decay.

Mind of Yuggilv (Su): The Spawn of Yuggilv are mindless and at the same time filled with the thoughts of Yuggilv herself. Without her they would simply devour everything in their path, grow to adulthood, breed and die as their spoor continue this

Appendixes

cycle until their fell race is finally annihilated, and Yuggilv taint cleansed from the world. Because of this they are immune to any mind control, charms or mind altering magic, similarly to vermin and other unintelligent beings.

While within 50 miles of Yuggilv herself the spawn are transformed into a juggernaut of destruction. Yuggilv knows the exact location of each of her spawn, and may direct them to mass and attack specific targets, seeing what her spawn see and reacting according to the changing conditions of any encounter.

Yuggilv Decay (Su): The bite from one of the Spawn of Yuggilv is so noxious and foul that it may instantly cause the flesh of its victim to become rotten and decay. This is a supernatural disease and requires the victim to make a successful Fortitude save DC 14, incubation period 1 minute, damage 1d4 Constitution and 1d4 Charisma. This disease was created by Yuggilv herself and therefore needs no DC based on any statistic: It is what it is because Yuggilv wills it to be so! Spells such as *remove disease*, or the paladins ability to remove disease work normally to rid a victim of Yuggilv's Decay, but the Heal Skill, does not. Infected individuals who make their saves versus Yuggilv Decay sustain no further damage, but do not rid themselves of the disease, thus Heal skill checks may only prolong the life of an infected individual but cannot cure them of the ailment. The bodies of victims who die of Yuggilv decay must be burned within 24 hours, or a new Spawn of Yuggilv burst forth from the corpse.

The Firstborn of Yuggilv

Large Outsider (chaotic, native, evil)

Hit Dice: 4d8+12 (29 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+11

Attack: Bite +8 melee (1d6+4), or sting +2 melee (1d2+poison)

Full Attack: Bite +8 Melee (1d6+4), 2 claws +6 Melee (1d4+1) and sting Melee (1d2+poison)

Space/Reach: 10ft./10ft.

Special Attacks: Yuggilvs Decay, Poison, Spell-like abilities, Spells

Special Qualities: Damage reduction 10/law or good, darkvision 60 ft., immune to cold disease and poison, resistance to fire 10, sonic 10, acid 10, spell resistance 15, chosen of Yuggilv.

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Skills: Balance +10, Climb +10, Hide +10, Jump+10, Move Silent +10, Spot +8, Listen +8, Search +8, Survival +8.

Feats: Weapon Focus (Bite), multi-attack

Environment: Any

Organization: Solitary, pair, or gang (3-6)

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic Evil

Advancement: 5-10 Hd (Large) 11-15 Hd (Huge).

The Firstborn of Yuggilv were the first chaotic creation of the Demoneess Yuggilv. They have an upper torso and thorax that appears to be some bazaar combination of humanoid and insect with a recognizable head and arms ending in pincer claws. The head is affixed with antennae and large multifaceted eyes. A large mouth has a pair of spider like fangs protruding from either side of it. Their lower half is like that of a millipede with dozens of legs and straw yellow to grey chitinous plates that guard their backs from blows.

The firstborn are natural climbers and unlike the other spawns of Yuggilv they possess a keen intellect and use this intellect to develop tactics and complicated ambushes.

Combat

The firstborn of Yuggilv prefer to ambush foes with magic before closing to attack with claw bite and sting. Typically they summon swarms of roaches or centipedes and other biting stinging insects, and attempt to cast hold person and other spells that disrupt and immobilize opponents.

Yuggilv Decay (Su): The bite from one of the Firstborn of Yuggilv is so noxious and foul that it may instantly cause the flesh of its victim to become rotten and decay. This is a supernatural disease and requires the victim to make a successful Fortitude save DC 14, incubation period 1 minute, damage 1d4 Constitution and 1d4 Charisma. This disease was

The Temple of Kubla Khan

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Chosen of Yuggilv (Su): The Firstborn of Yuggilv are in constant contact with their creator, she sees what they see and they see what she sees. As the chosen of Yuggilv they are ignored by swarms and are immune to disease.

Poison (Ex): The sting of a Chosen of Yuggilv forces a victim to make a Fort save DC 13 or fall into a catatonic slumber lasting 1d4 minutes.

Spells: Firstborn of Yuggilv cast spells as a 4th level cleric with the domains of evil and chaos. The DC for saves is 11+ the spell level.

Typical Spells: Oth etect Magic, Guidance, Inflict Minor Wounds, Resistance, Virtue. 1st ane, Command, Cause Fear, Deathwatch. 2nd eath Knell, Hold Person

Domain Spells: 1st rotection From Good. 2nd hatter.

Spell Like Abilities(Su): Once per day as a spell like ability a Firstborn of Yuggilv may Cast Insect Plague as a 7th level Cleric.

Yuggilv, The Crawling Queen

Huge Outsider (Chaotic, Extraplaner, Evil, Demon)

Hit Dice 10d8+70 (115 hp)

Initiative: +4

Speed: 50ft. (10 squares)

AC: 22 (-2 size, +4 Dex, +10 natural) touch 12, flat-footed 20

Base Attack/Grapple: +10/+19

Attack: Bite +14 melee (2d8+5)

Full Attack: Bite +14 melee (2d8+7) and 2 claws +12 melee (1d8+3)

Space/Reach: 10ft./10ft.

Special Attacks: Spell-like abilities, Kiss of

Yuggilv, Improved Grab, Touch of Madness

Special Qualities: Damage Reduction 10/good or law. Darkvision 60 ft. Immune to Cold, electricity, disease and poison, resistance to acid 10, and fire 10, spell resistance 19, telepathy 100 ft. Summon Brood (1d6 Spawn of Yuggilv, or 1d2 Firstborn of Yuggilv), Brood Prescience.

Saves: Fort +14, Ref +11, Will +10

Abilities: Str 20, Dex 18, Con 24, Int 16, Wis 16, Cha 16

Skills: Balance +14, Climb +15, Concentration +20, Hide +14, Intimidate +16, Knowledge(the planes) +16, Knowledge (Arcana) +16, Move Silently +14, Spellcraft +11.

Feats: Power Attack, Cleave, Combat Reflexes, Multi-attack.

Environment: Any

Organization: Unique

Challenge Rating: 11

Treasure: Standard and Maldering Crown

Alignment: Chaotic Evil

With a lower half that stretches on like a great bloated caterpillar with a back covered in horned plates. The upper half of her body is that of a comely, long limbed female whose face is fitted with a pair of multifaceted eyes, great antennae protrude from her forehead.

Yuggilv was once a greater power in the Abyss and held the title Demon Queen of decay, until she was defeated in an epic battle and imprisoned in a specially designed cell deep below the The Temple of Kubla Khan. Yuggilv seeks to fill the Abyss and material planes with her spoor, fell and despicable creatures that breed quickly and spread her decay from plane to plane like a great plague of misery and death. Yuggilv serves as a patron to evil creatures that have been abandoned by their deity such as driders and some naga as well as lesser demons and her own brood of creatures created to fulfill Yuggilv's self appointed destiny as the bringer of the apocalypse.

Combat

Yuggilv softens foes with her supernatural spell-like abilities. Foes who manage to close with her in combat must face her viscous claws and deadly bite attacks. Yuggilv prefers to grapple foes that are

Appendixes

physically weaker than her, placing her horrid kiss upon them.

Spell-Like Abilities: At will eathwatch, protection from good, death knell (DC 15), chaos hammer (DC 17), summon swarm. Once Per Day nholy blight, inflict critical wounds (4d8+10, DC 17). Once Per Week ispel good or dispel law, insect plague. DC for Yuggilv spell-like abilities are Charisma Based.

Summon Brood: Once per day Yuggilv may summon up to 10 HD of any of the servant species she created with 100% chance of success.

Kiss of Yuggilv(Su): If Yuggilv makes a grapple check against an opponent of size large or smaller, she automatically inflicts Yuggilv Decay on her foe, dealing 1d4 Points of Constitution, and 1d4 Points of Charisma damage per round until the grapple is broken. Foes who die from the Kiss of Yuggilv are transformed in 2d4 rounds to a firstborn of Yuggilv.

Brood Prescience: Yuggilv knows the exact location and situation of any individual in her brood within 50 miles of her. She can furthermore control and command any of her brood within this distance automatically.

Eel, Giant Electric Cavern

Large Magical Beast (Aquatic)

Hit Dice: 5d10+5 (32 hp)

Initiative: +3

Speed: 5 ft. (1 square), swim 20 ft.

Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +5/+9

Attack: Bite +7 melee (1d8) or tail lash +7 melee (1d4)

Full Attack: Bite +7 melee (1d8) or tail lash +7 melee (1d4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Electricity, improved grab

Special Qualities: Darkvision 60 ft., immunity to fear effects, immunity to electricity, low-light vision, water dependent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 2

Skills: Hide +0, Listen +9, Spot +9, Swim +11

Feats: Alertness, Weapon Finesse

Environment: Warm aquatic

Organization: Solitary or school (4-8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Level Adjustment: This creature looks like an 8-foot long eel with purple and yellow splotches on its back. Giant electric cavern eels make their lairs in underwater caves or hollows. A typical lair consists of two adults and up to 6 young.

Combat

The giant electric cavern eels are attracted to movement in their cold subterranean pools and move to attack almost instantly

Electricity (Ex): The giant electric cavern eel may produce a jolt of electricity once per hour that deals 3d8 points of electric damage to all within 5 feet of it. Those within 10 feet take 2d8 points of damage. A Fort save (DC 11) halves the damage. Eels are immune to electricity.

Improved Grab (Ex): To use this ability, a giant moray eel must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Water Dependent (Ex): Giant moray eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the drowning rules in the DMG).

Skills: Giant electric cavern eels have a +4 racial bonus on Hide, Listen, and Spot checks.

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

Based on original materials by Scott Greene from the Tome of Horrors by Necromancer Games, based on original material by Gary Gygax dont ha just love Open Gaming!!!

The Temple of Kubla Khan

Cavern Mouth

Huge Aberration

Hit Dice: 6d8+21

Initiative: -5

Speed: 5 ft.

Armor Class: 15 (-2 size, -5 Dex, +15 Natural, touch +5, flat-footed +13)

Base Attack/Grapple: +4/+13

Attack: Bite +10 (2d6+7 +1d6 acid)

Full Attack: Bite +10 (2d6+7 +1d6 acid)

Space/ Reach: 10 ft./5ft.

Special Attacks: Swallow Whole, Acid

Special Qualities: Tremor Sense, Camouflage

Saves: Fort +5, Ref -3, Will +3

Abilities: Str 20, Dex 1, Con 18, Int 3, Wis 8, Cha 7

Skills: Hide +1

Feats: Weapon Focus (Bite), Improved Grapple, Toughness

Environment: Underground

Organization: Solitary

Challenge Rating: 4

Treasure: 1/2 Standard

Alignment: Usually Neutral Evil

Advancement: 7-12 HD (Huge), 13-18 HD (Gargantuan), 19-24 Gargantuan (Colossal)

This dangerous denizen of the deep is often mistaken for a natural underground chimney or jagged cavern mouth, which suits it just fine. When drawn from its lair, the cavern mouth has the appearance of a stony skinned, bulbous worm with a mouth full of rocky teeth.

The cavern mouth tends to feast on dire rats, vermin, subterranean lizards, and semi-sentient fungi.

They are large, lazy creatures that prefer to squeeze their girth into a natural opening and wait for food to come to them. They seldom leave their lair, even when threatened as crawling free from their fissure or chasm generally results in the exposure of their relatively soft hide. Dwarves despise Cavern Mouths, as the unnatural creatures have a predilection for eating young dwarf children who stray from the guarded halls of stone.

Combat

Cavern Mouths prefer to wait for prey to come to them. They retaliate if attacked with their wicked bite attack. Prey not to their tastes (mostly subterranean travelers who tend to hurt their tender innards) are generally passed quickly through the cavern mouths system and deposited in the silt pile that rests directly beneath or behind their lair in 1d4 rounds per size category beyond huge.

Camouflage(Ex): The Mouth gains a +20 racial bonus to hide checks.

Swallow Whole(Ex): Creatures bitten by the cavern mouth must make a strength check versus the cavern mouth or be swallowed whole. The cavern mouth usually defecates anything that it eats in 1d4 rounds. Creatures caught in a cavern mouth suffer 2d6+7 points of damage per round for the duration of their stay. Swallowed creatures cannot cut their way out of the gizzard of a Cavern Mouth as they would a purple worm or other such creature, as the body of a cavern mouth is firmly glued by external secretions to the sides of a natural cave or shaft wall.

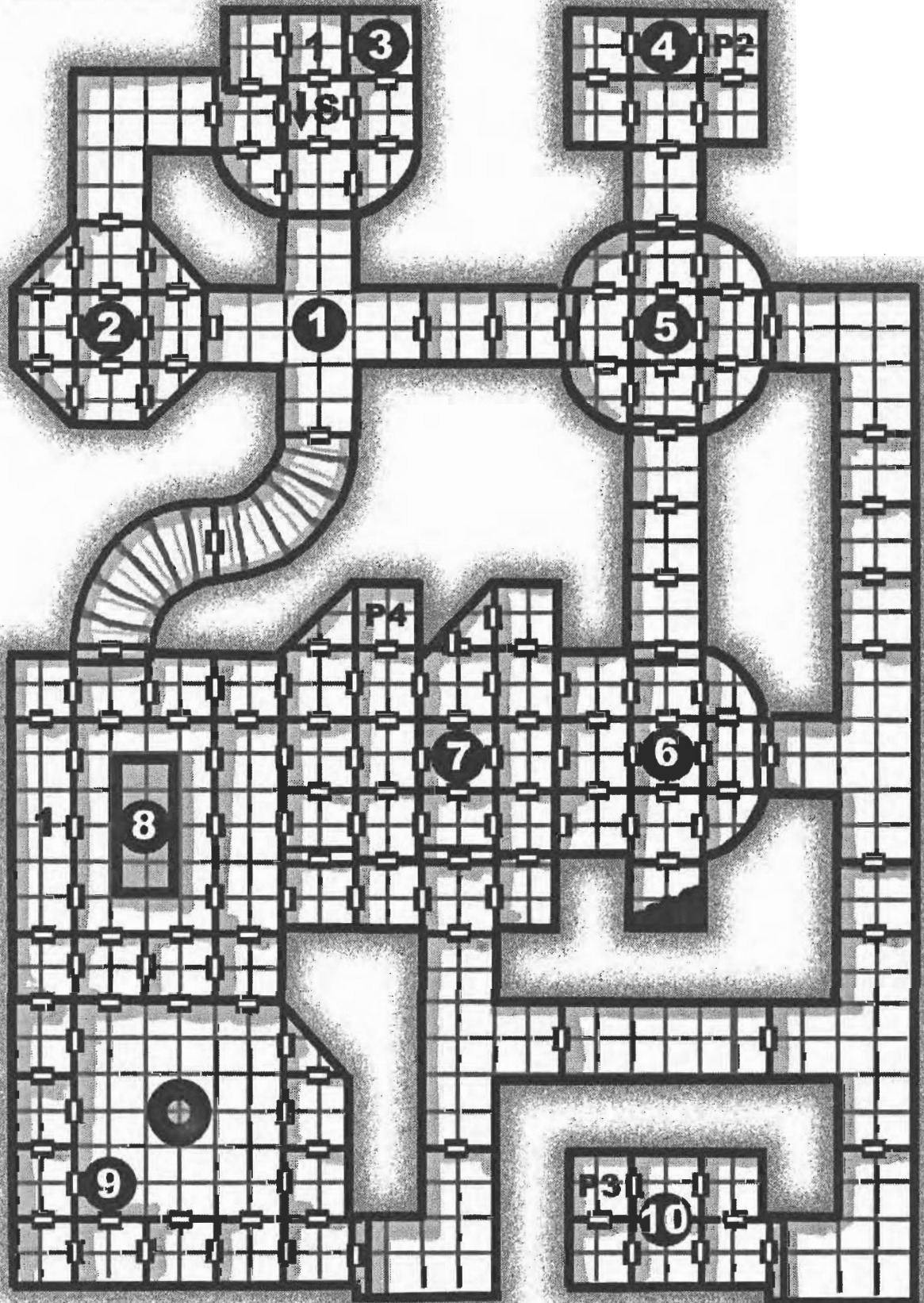
Acid(Ex): The cavern mouths gastric excretions deal 1d6 points of acid damage per round to those caught in its innards.

Notes

Game Master Notes

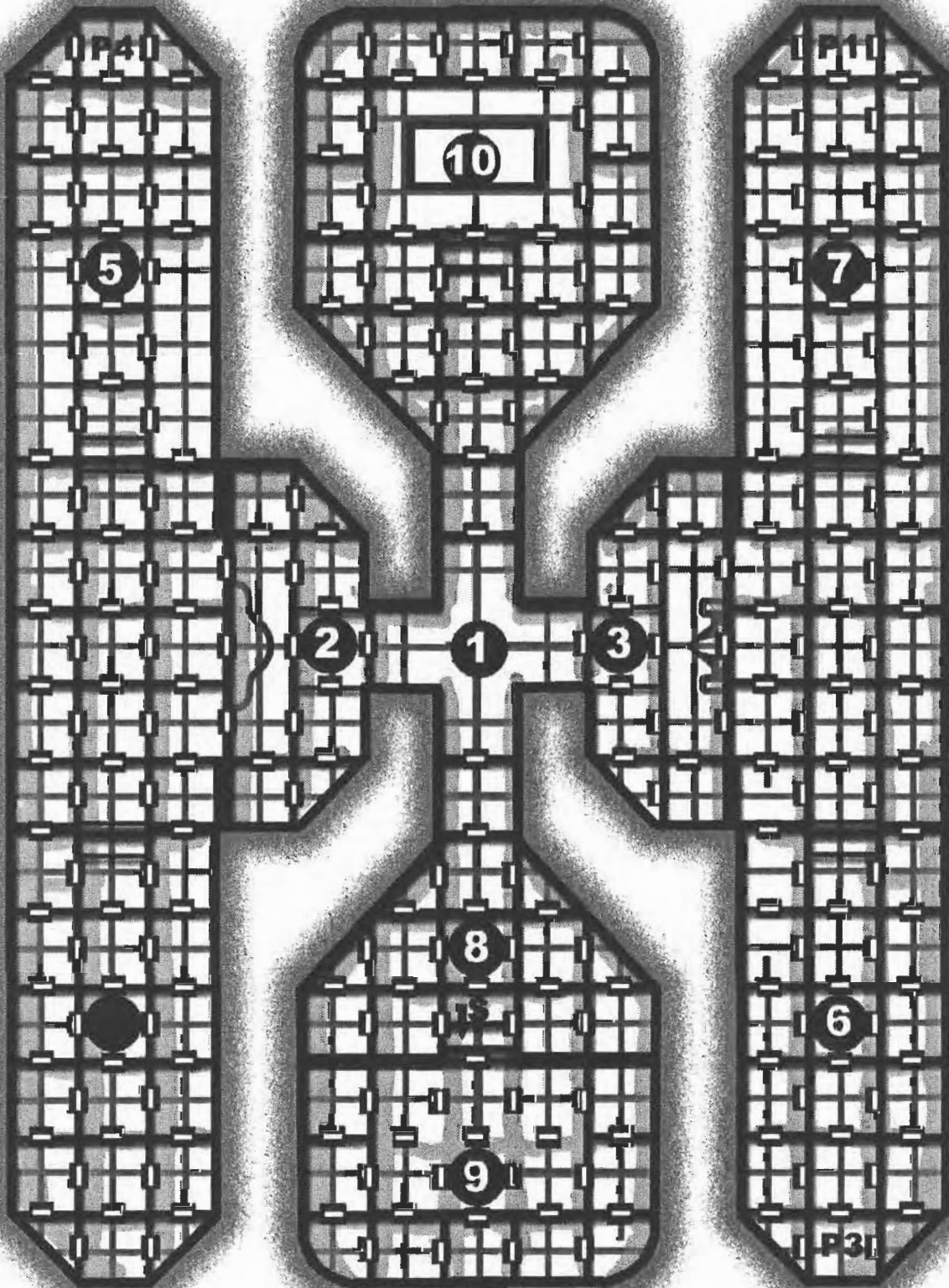
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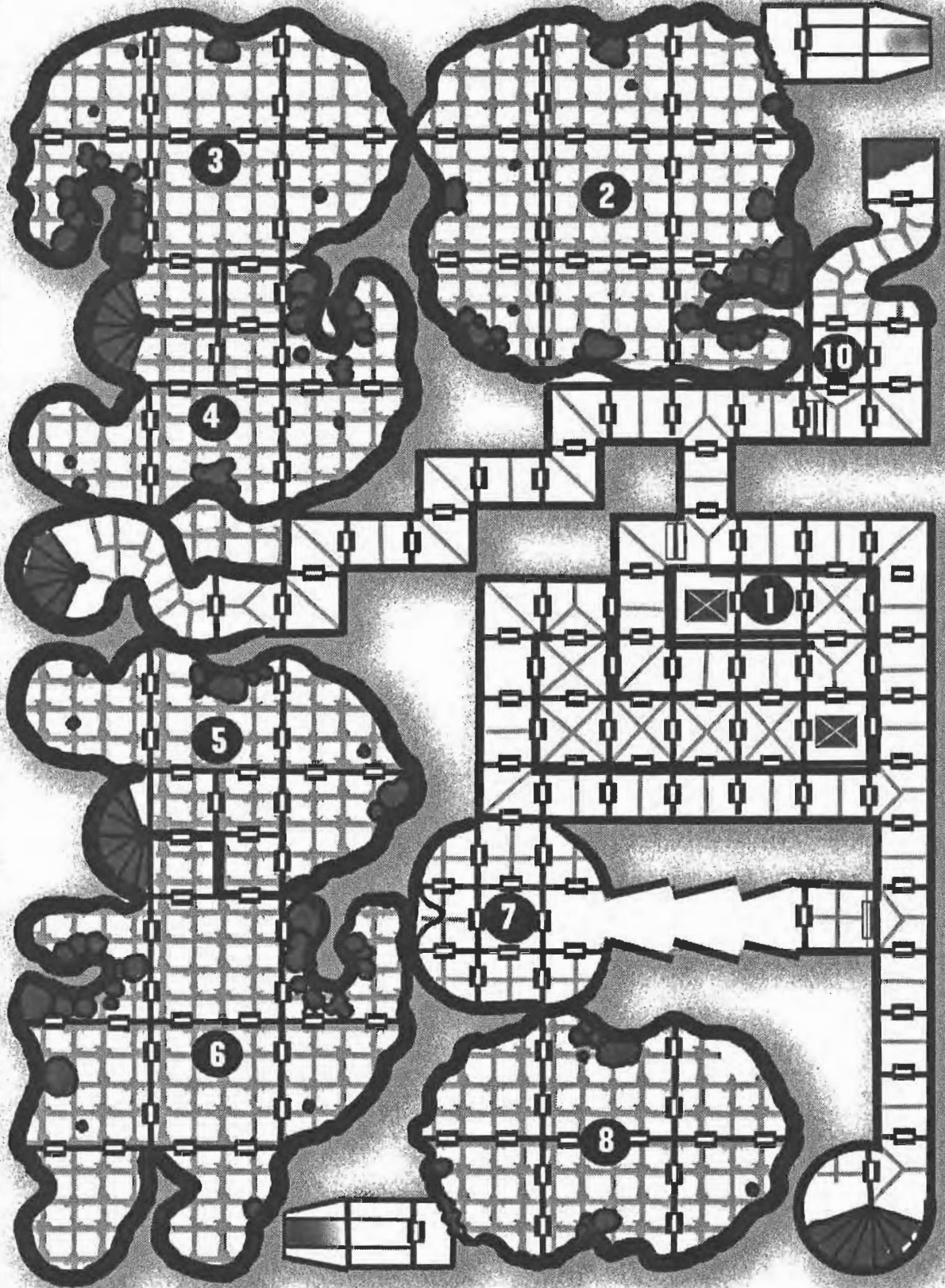
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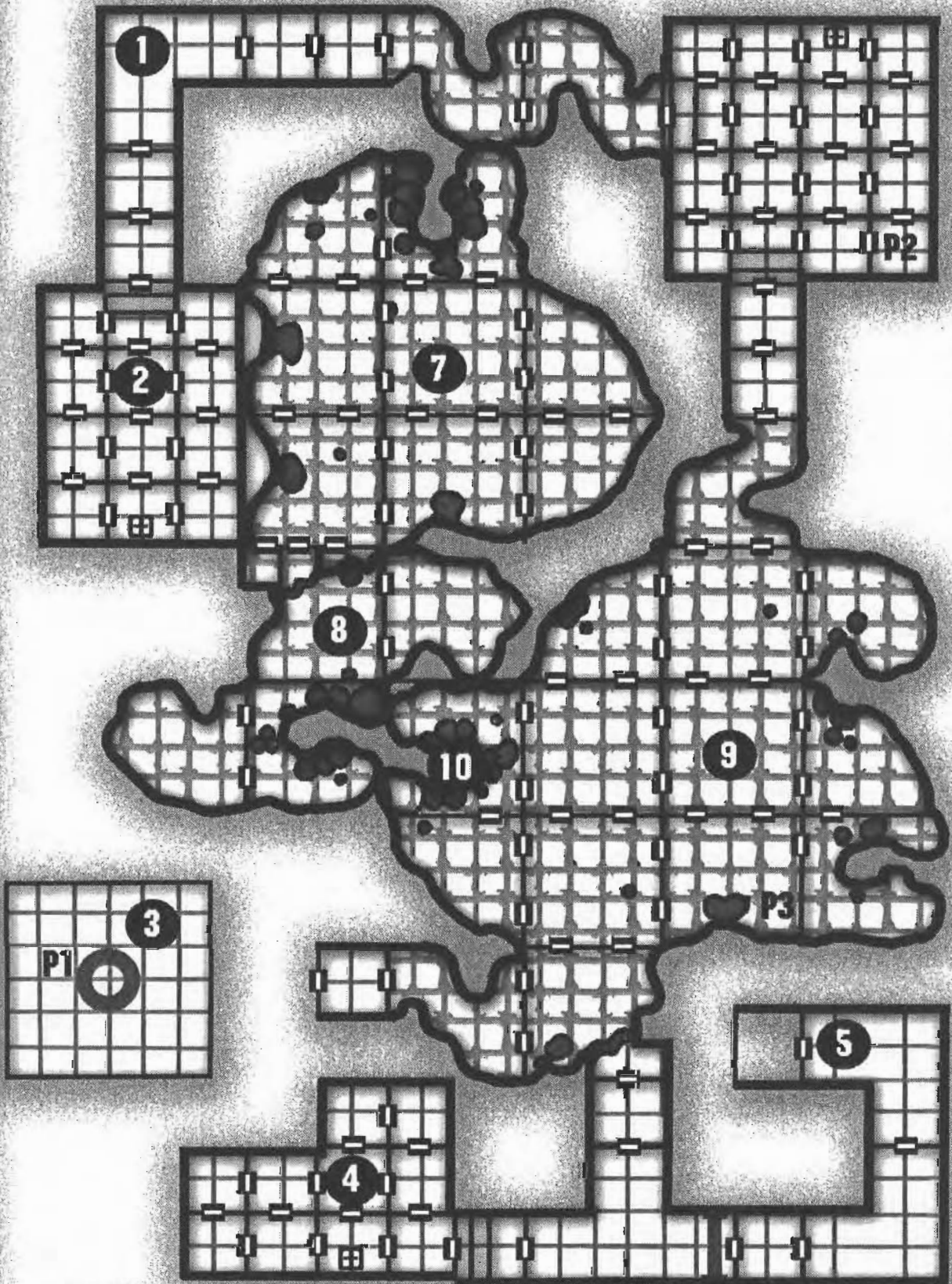
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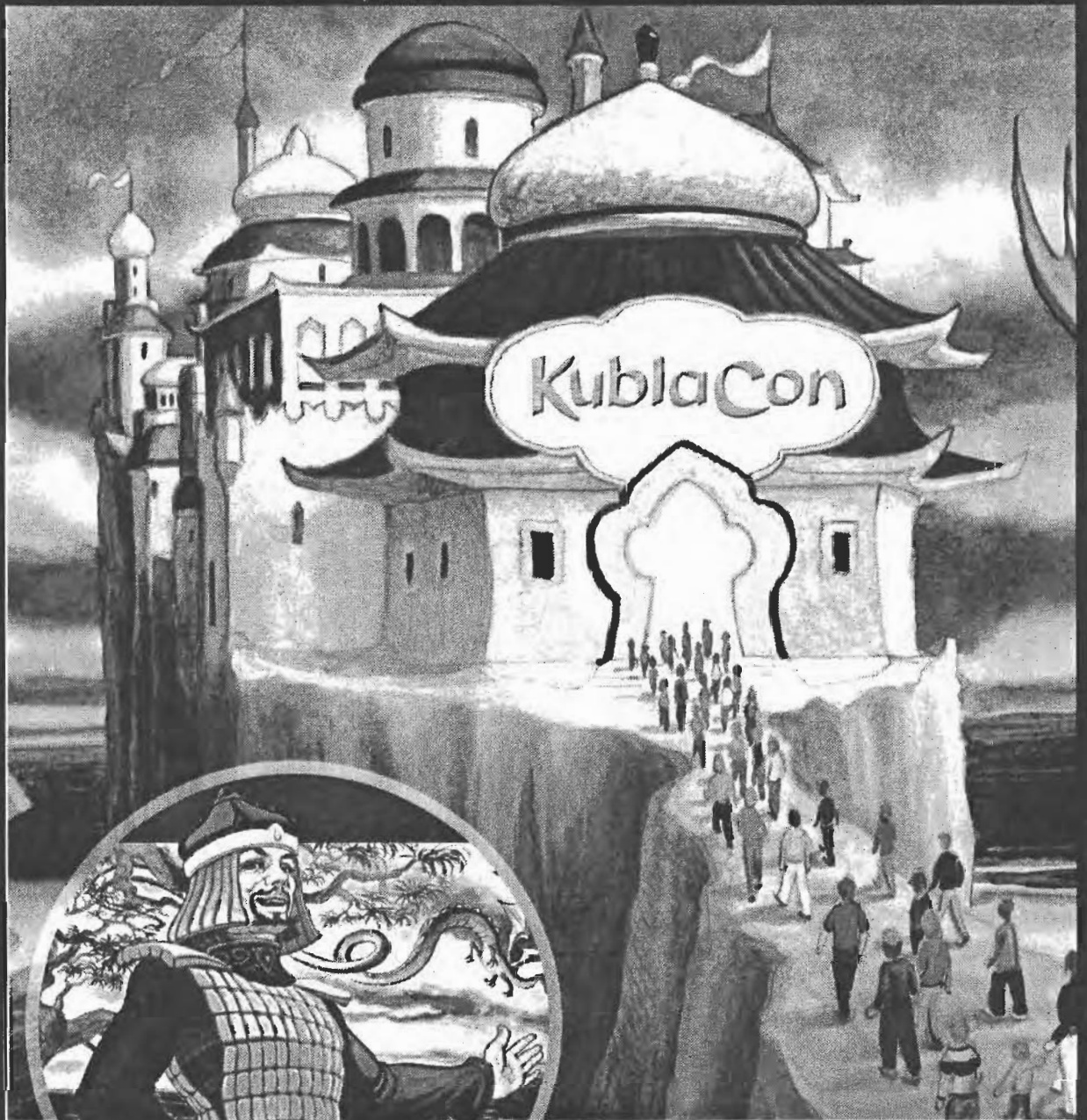


DROW MAP

Level 4



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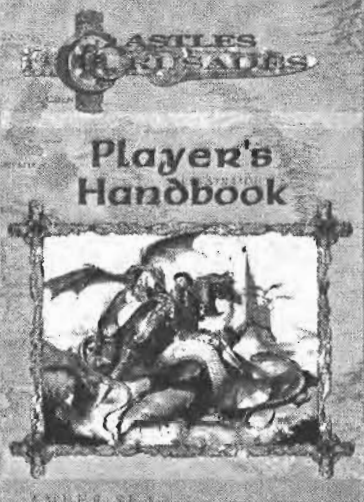
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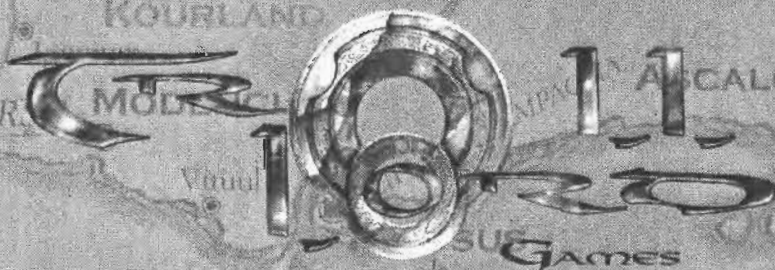


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