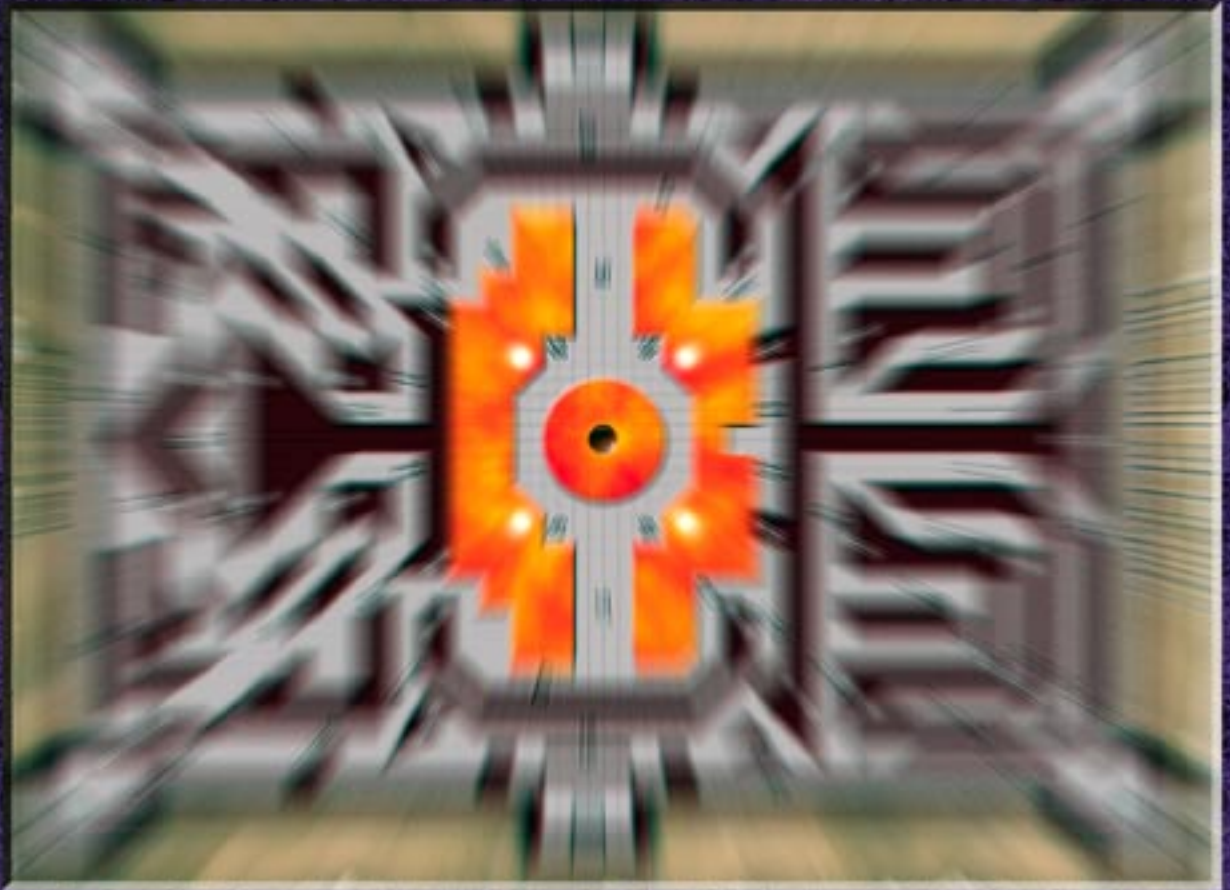


# DEADLY GAMES



by Brian Patterson

Requires the use of the Dungeons & Dragons® Player's Handbook,  
Third Edition, published by Wizards of the Coast, Inc.





# DEADLY GAMES

by **Brian Patterson**

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Brian Patterson would like to thank the following people Coolie, Dave, Karl, Roxann, and Trey for inspiring the need for this project. Rob Lee for doing the incredible maps (thanks buddy!) and acting as my sounding board when I hit writers' block. To Ryan and the guys from E.N. Publishing I send special thanks for taking a good idea and working to make it (in my opinion) a great D20 supplement.

Finally, I would like to send a special thanks to Roger Moore (writer not Bond) for showing me during a GenCon seminar several years ago that you can never punish or challenge your players too much.



**E.N.PUBLISHING**  
1646 Ridge Road  
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ISBN 0-9732819-1-X

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# Introduction

The games people play. A casual game of cards, a spirited contest of checkers, or a rigorous battle on the chessboard, for many, games are simple forms of entertainment that help to pass the time or bring families together in times of happiness and relaxation. Fathers and sons come together around the hearth to match wits and discuss the happenings of the day, unaware of sinister games played elsewhere. These are games meant to bring enjoyment in its safest and most secure form. These games embody all that is good and right with the world, filling players with a feeling of security and content.

For others however, the simplicity of a common game has lost all of its appeal. Powerful and secretive societies gather resources to create elaborate arenas of combat and sport. These arenas are fueled by gold, magic, and engineering genius, built for the exploitation of death and competition. Sealed away in remote mountain ranges and on isolated islands, these arenas are filled with competitors who place their very lives on the game board, struggling to survive, no matter the cost. The audience is filled with bored nobles and eccentric sages who gather in these secret locales to place staggering wagers on the brutal games not meant for public observation. These are games of sport and survival in its purest and most exciting form. In short, these are games, deadly games.

What compels a soul to enter a game of death with such dire consequences? Why would one risk everything to play within a game so foul and in many cases, so unfair? Is it merely for the amusement of rich, pompous fools and shady nobles with a fetish for brutality? For many contestants the choice is not theirs to make, but rather the choice of the sinister society who captures and delivers them to the arenas against their will. Even still, a small number of the contestants are more daring (or foolhardy) souls, seeking out the Master of Ceremonies and entering into the contests willingly, either for the wealth and fame to be gained, or for the sheer thrill of the life and death struggle.



## The Games Within

This accessory serves two purposes. The first is as a stand-alone resource for game masters and players who are in need of a “one-night adventure.” Situations arise in gaming groups where some players are unable to attend a scheduled session, while others are able to play. If the game master cancels the game, the fun can be spoiled for everyone involved, but it can sometimes be difficult to carry on a large campaign with some of the key players missing. *Deadly Games* provides four pre-generated arenas of sinister sport, complete with descriptions, encounters, and the rewards to be gained within each arena. Little-to-no preparation is required on the part of the game master, since we even provide characters for players to run, and we include advice on how to scale each arena for competitors of different power levels if you want to use your own characters. Using *Deadly Games* in this manner provides players and game masters with quick and entertaining games to fill any single gaming session, or several nights worth of excitement.





The second focus of this accessory is to supply the game master with information pertaining to the Society of Sinister Sport, the group responsible for the creation of these deadly arenas. Ranging from motivations and logistics, to combat statistics and sample adventures, you'll find all the material that you'd need to insert the Society of Sinister Sport (or a similar organization) into your own game setting.

Finally, even if you don't find a way to use all the arenas as presented in this book, their maps can easily be adapted to dungeons of your own design. Likewise, you might decide to make use of one of the traps the Society created, and you can always grab some of the pre-generated contestants in this book if you need statistics for an NPC you haven't prepared.

## Chapter Outline

To help you, the game master, control your games as easily as the Society manages their cruel sports, we provide a quick synopsis of this book's layout. Sadly, this is not really a book for players, and unless your game master has assured you she won't be using the material in this book, you should probably not read it. If you do, however, you might gain some insights into how cruel dungeons are designed, which might save your character's life.

- ☛ **Chapter One: The Society of Sinister Sport** contains all that is known about the organization that hosts these games, and provides the game master with suggestions for roleplaying the noteworthy members of the Society. Also provided are sample adventure hooks for how you can include the Society into your campaign.
- ☛ **Chapter Two: Running the Games** will help game masters actually run their players through one of these arenas, detailing key new rules and options to make the games more intense. This chapter also explains the various formats of specific games run in the different arenas, and introduces several quick games that contestants can choose to volunteer for if they want to make extra money.
- ☛ **Chapter Three: Motivations** answers the question: "Why would anyone willingly compete in these games?" In this chapter you will find tips to keep characters coming back for

more as you master the artform of giving out rewards.

- ☛ **Chapter Four: The Great Hall** details the first dungeon the Society created, an old Dwarvish temple converted into a sturdy death trap.
- ☛ **Chapter Five: The Dungeon of Darkest Shadow** reveals the most atmospheric arena of the Society. The Dungeon of Darkest Shadow is a maze built to resemble winding caverns, and specialized magic inhibits all light that could reveal its dangerous secrets.
- ☛ **Chapter Six: The Island of Sport** presents the Society's outdoor arena, a volcanic island home to cannibals and many savage animals.
- ☛ **Chapter Seven: The Well of Fiends** contains the most dangerous arena, an infernal pit of lava and dark magic, all focused on a huge demon chained in the center of the dungeon.
- ☛ **Appendix One: Traps** contains information of standard traps that recur multiple times.
- ☛ **Appendix Two: Opponents** contains stats for various common monsters and foes.
- ☛ **Appendix Three: Sample Contestants** gives you sixteen characters, four suited for a quick game in each arena.





# Chapter One: The Society of Sinister Sport

Like the true names of devils and the canons of lost religions, the origins, agendas, and goals of the Society of Sinister Sport are well-guarded secrets. On the surface, the society is active in elite social circles and fills the ranks of wizardry, religion, and nobility. Rumors tell of dangerous arenas constructed in exotic locales, filled with traps, strange creatures, and hostile hazards designed for one objective, death. Contestants are lured or forced into games of death held to the delight of wealthy onlookers. Those who grow too interested in the Society often die mysteriously. But some would dare to question, "What lies beneath the surface?" Who are the members of the society? Are the games the only endeavor the society is concerned with or is there more?

For you as game master, the society is a tool for your fantasy campaign. While the members of the society are described here, feel free to do with them as you wish by changing stats, motivations, and whatever else you don't need. Several options are presented with each society member, both of the inner circle and outer circle, to help you decide how high a level you want of intrigue or cruelty. If you simply want to use the dungeons, the motivation of the society may be of minimal interest, but if you plan to give your players a chance to go up against the society, you will need to decide how much you want to play up the rivalries within the society. Smart and well-informed adventurers can take advantage of these rivalries, destroying the society from within; or avaricious society members might call upon the party to help them kill or disgrace a rival.

Of equal importance to the level of intrigue, you'll need to determine how dark you want your game to be. The members of this society are supremely vile because of their willingness to torture and endanger contestants' lives for pleasure and money. Depending on the maturity level of your game, the society members could simply be callous and greedy, or you could present them as corrupted and demented madmen, whose twisted delights go far deeper than the Society of Sinister Sport.

## WHAT IS THE SOCIETY?

The Society of Sinister Sport is quite simply a medium in which several influential individuals

work toward the common goal of making money off of the death of others. The arenas they use for this goal require a considerable amount of expense, maintenance, and safety precautions (for the creatures kept within them). The arena locales must both meet the society's needs for dangerous and interesting settings, as well as be easily guarded from authorities and nosy heroes. Lawful governments and agents of good would like nothing more than to locate and destroy the arenas, along with the society itself. Almost all its members have histories of crime and villainy even before they join the society, so it would seem easy to simply find one of the various members of the society, and thus track down the rest. However, the society goes to great lengths to maintain the secrets of its membership, which only strengthens the ominous threat it presents.

## FAME, INFAMY, WEALTH, AND POWER

Because of the nature of the society itself, fame would be the last motive for joining. Society members rarely ever hint at their association with the sinister sports, because doing so would endanger their very position of power.

Infamy, however, is quite another matter, for though few know the actual identities of the members of the society, everyone knows that those who control the society must be extremely powerful. More importantly, because almost none know the identities of all the members of the society, few risk the wrath of the society by turning against it. Those who join with the society or its agents know that to betray their masters is to make their lives forfeit.

Within the criminal pecking order found in every town, city, and nation, agents of the society always stand near the top, and those who align themselves with the society command a great level of fear, envy, and respect. The Society of Sinister Sport must cast its net widely to find enough competitors for its games, and so it digs its greedy fingers into every possible criminal organization.

## The Society's Origin

The exact origin of the society is a mystery left to the speculation of educated sages and scholars, as most of the original members are apparently



dead, and most of the documentation pertaining to the society history and organizational structure has been lost or actively destroyed. This fact itself is thought to be the direct influence of Vinson Bromo, the society's current chairman. On several occasions since his first days within the society he has spoken adamantly on the preservation of the society's secrets and activities. Vinson is known for searching out old documentation and former agents of the society to silence potential threats to the society's secretive and exclusive existence.

For the game master, described below is the rumored history of the society. As with all of the material presented in this accessory, you should use what you like and modify whatever you see fit to make the society properly suit the needs of your game.

#### **CRUEL VENGEANCE SPARKS AN IDEA**

The history of the Society of Sinister Sport begins with the Sapphire Mage, an enigmatic villain whose criminal activities were first documented nearly two hundred years ago. He was known to be a handsome man of some foreign race, with blonde hair and a fondness for rich silk robes of sapphire blue. A talented wizard and trickster, the Sapphire Mage fell in league with a group of brigands and mercenaries who referred to themselves as The Sinister Circle. After several years of successful and prosperous villainous endeavors, the group became incredibly rich, powerful, and bored. Each member had become a master of his craft, and the group began to feel that no new challenges awaited the group, only the slow march to old age and death. Only by the unexpected treachery of one of their own was the Sinister Circle saved from fading away.

Calison Ember, a spiteful man who was a master assassin, was discovered to be responsible for the death of the Sapphire Mage's consort, having killed her over some petty argument. Without warning, Calison was ambushed and taken into the dark bowels of a Dwarven temple deep within a forgotten mountain range, which The Sinister Circle had pillaged some decades earlier. While Calison was unconscious, the Sapphire Mage placed a strange collar around his neck, and then they locked him in, magically barred the exits, and retired to a suite in a nearby city.

Eager to make Calison suffer for his betrayal, the Sapphire Mage alerted leaders of the assassin's guild, who wanted Calison for carrying out assassinations without the guild's sanction. After

opening the gates of the temple long enough to let agents of the guild in, the Sapphire Mage summoned the uneasy spirits of the Dwarves slaughtered in the defense of their temple years earlier, and commanded them to tear Calison to pieces. Because of the magical collar affixed to his neck, all of Calison's actions were viewable by the rest of The Sinister Circle, who watched with cruel glee as their former companion evaded death from the hands of assassins, spirits, and an unrelenting barrage of traps still active in the old temple.

In the end, Calison was slain brutally by the head of the assassin's guild, to the cheers of The Sinister Circle, who had watched without rest for the entire eight hour ordeal. In the celebration afterwards, the villains discussed the exciting performance and how it had sparked their collective imaginations. By week's end, the Society of Sinister Sport was born.

#### **YEARS OF SUCCESS**

With their combined skills, the society saw to the construction of the first arena, the newly modified Dwarven temple, which they named The Great Hall. The Sapphire Mage oversaw such modifications as the implementation of multiple entrances, new and ingenious cycling traps, a complicated bilge system that could pump water from underground rivers into the dungeon, and the inclusion of the Sapphire Mage's primary contribution to the sinister sports, reward closets, meant to encourage competitors to keep playing despite the risk to their lives.

After the modifications were complete, the society slowly and secretly contacted various individuals of wealth to invite as spectators to the first games. This retched underworld of rich nobles and crime lords flocked to the first games with a child's enthusiasm, and paid gladly to see every brutal moment of the savage competition. The contestants ranged from ruthless mercenaries looking for wealth and infamy to slaves recruited from the stock of society member Ulio the Shadow. While the first games lacked much of the finesse that is displayed today, the savage brilliance of the games were all too clear.

After several successful months, the society established an organizational structure and elected the Sapphire Mage as the first acting chairman of the society. During the Sapphire Mage's term as chairman, the society expanded its operations and continued to establish a large clientele of wealthy spectators, while successfully avoiding



the heroic forces that opposed them. This success would become jeopardized after the Sapphire Mage completed his term and passed the mantle of chairman to his successor and aspiring slave lord, Ulio the Shadow.

### **FROM TREACHERY TO NOW**

Though speculations vary on the actual course of events, the society suffered greatly under the leadership of Ulio the Shadow. His tyrannical behavior and overbearing nature led to resentment, a lack of organization, and eventually treachery. Frustrated by the lack of progress, the Sapphire Mage confronted Ulio with the pretext of discussing some revisions to the Great Hall. The ensuing struggle supposedly led to both men's deaths, a rumor which is lent credence by a huge charred area in the central chamber of the Great Hall. After the tragic loss of the Sapphire Mage, the society's goals and operations were refocused under the new leadership of the wizard Carcarian Mifranzell, who was next in the line of succession for the chairman's position.

Today, the society has grown to nine active members, consisting of four members within the society's ruling inner circle and four members acting as the society's outer circle. Over the years the success of the society and the arena games has seen a steady increase, promoting expansion through the construction of new arenas and games, and an increased amount of security. As with any group of powerful and influential individuals, conflicts do arise occasionally between society members, but the bylaws of the society guarantee that such conflict never endangers the profits of the rest of the society members. Secret power plays are attempted, underhanded deals are made, and dark secrets are slowly revealed, but skillful leadership has guaranteed that the society has not strayed from its goals.

## **Organization**

The society thrives on an organizational system created by the Sapphire Mage. This system allows for the role of the society leadership to shift between every active circle member at one point or another (assuming he or she survives long enough) while maintaining a democratic-vote system to manage day-to-day activities. Though the system can be manipulated through careful planning and political maneuvering, it has proven to be the best

way of maintaining order, as well as allowing the society to expand an already lofty power base.

### **WEALTH AND OPPORTUNITY**

The society is involved primarily with the business of operating the arenas and hosting the monthly games. This is a very lucrative business, the benefits of which far outweigh the dangers, as far as the society is concerned. Each of the society's arenas generates an incredible amount of income each year, but due to the efforts of current society leader Vinson Bromo, the exact amount is unknown.

The society currently operates four different arenas: The Great Hall, The Dungeon of Darkest Shadow, The Island of Sport, and the Well of Fiends. Arena games are held monthly in each arena, resulting in four sessions per month. The games are always held on the last day of the week, and generally four games are held during each day, though most spectators are only allowed to stay for one game at a time. With an average of five people dying in each of these games, the yearly death toll rests somewhere around one thousand people, and a similar number of monsters. As such, the society is one of the greatest non-military sources of violent death in the world.

Each game is created and monitored by a Master of Ceremonies, who determines the rules and specific situations to be used during a game. The Master of Ceremonies chosen for each game is determined by the circular cycle according to their place within the society circles. Additionally, the Master of Ceremonies may elect to pass to the next society member if she would prefer not to host a game in a particular venue. For example, Xavia Jordannus harbors a particular disliking for The Great Hall and refuses to act as the Master of Ceremonies for any games held within that arena, citing that she finds its aesthetics "tediously Dwarven."

Finally, no society member other than the Master of Ceremonies and the current Society Chairman may interject or modify the rules of an active game. The Master of Ceremonies can change whatever attributes she deems are appropriate, while the Society Chairman has the option of vetoing a change if a majority of those present watching a particular game object to the change.

More information on the role of the Master of Ceremonies is provided in *Chapter Two: Running the Games*.



## Being a Spectator

When a potential spectator expresses an interest in attending a session, he must contact one of the societies "brokers." These brokers are individuals who mingle among the social elite and criminal organizations as silent spokesmen for the society. Each society member employs exactly one broker to ensure a fair and discreet amount of circulation. These brokers are usually either former hired enforcers of the society who showed good business acumen, or hangers-on hoping for the opportunity to ascend to the society proper if they serve well enough. Such an honor is rarely given to a broker, but a few society members have managed such an ascendance in the past, including current chairman Vinson Bromo.

Brokers are the most trusted (and most carefully observed) agents of the society, and each is very skilled in his field. Once a potential spectator contacts a broker, the broker conducts a thorough investigation into the validity of the interested spectator. Once this investigation is complete the broker will arrange for the spectator to meet with one of the society's outer circle members for a personal interview, in a locale specified by the society member. During this meeting, the spectator pays a non-refundable fee of ten thousand trade gold pieces, plus an additional five thousand if the potential spectator desires to bring a guest. Only one guest is allowed for each spectator. Upon final clearance from the outer circle member, the spectator will be given a formal invitation to the next scheduled session. By paying all of the necessary deposits and fees, the spectator will receive the following:

- ☛ *Invitation:* This piece of finely crafted parchment is magically scribed with pure gold. At the scheduled time, the invitation will activate a *teleport without error* spell placed upon it. This invitation is intended for the spectator (and one guest only if the additional seating fee was paid). Numerous guards are present at the arrival point in the event of treachery.
- ☛ *Dinner:* Before the session begins, a five-course gourmet dinner is served in a lavishly-designed dining hall constructed at one of the society's holdings, giving all the guests a chance to socialize with whatever society members are present.

- ☛ *Transportation home:* Spectators are also provided with a means to return home once the session has concluded. The invitation used to transport the spectator to the session is used once more to transport the spectator home.

The actual spectating area is rarely actually nearby the arena, since scrying allows the society to watch the games from nearly any location. The site of the dinner and spectating is always luxurious, but is usually miles away from the arena. Twice in the history of the games, spectators were allowed to ethereally travel into the arena to watch events from the center of the action, but most spectators prefer the safety of a fine mansion to the intimidating darkness of the Dungeon of Darkest Shadow, or the creeping heat of the Well of Fiends.

Bodyguards at these events are the finest that can be hired. A typical assortment of bodyguards would include:

- ☛ Eight ogre brutes (Ftr7), four watchmages (Wiz9 (diviner)), and thirty elite soldiers (Ftr6) in the arrival area.
- ☛ Twelve beautiful assassins (Rog5/Asn3) hired from the assassins guild, who double as waiters and waitresses in the dining hall.
- ☛ Ten dark Elf warriors in the viewing room (Ftr10).
- ☛ Four stone golem guards and six gamekeepers (Drd7) in the animal pens if the guests want a tour.
- ☛ An additional two hundred guards (Ftr4) stationed around the mansion, in hallways, outside changing rooms, and patrolling the grounds and walls outside the mansion, complex, castle, *etc.*

As with any sporting event or gathering for entertainment, there are rules enforced to ensure the safety and enjoyment of a session held with the arenas. While attending a session, all spectators must observe and obey the following rules. Failure to do so could lead to expensive fines, expulsion from the games, or death.

- ☛ No spellcasting or psionic abilities may be used to affect the outcome of a game, though of course casual use for personal comfort is allowed.
- ☛ No fighting is tolerated. Offenders will be returned home for minor infractions, or subdued and teleported to a random unpleasant locale for more serious offenses. Anyone



responsible for killing another spectator or a society member is almost always instantly killed.

- ✿ All weapons must be peace-bonded while within the spectator area. Similarly, wands, staves, and similar items must be stowed in a safe place.
- ✿ A cut of 5% of the earnings of all personal wagers must be donated to the society, for arena maintenance purposes.

In most cases, the master of ceremonies for the evening will determine the punishment to be dealt for violations of these rules. If a situation is presented in which an extreme violation occurs, the society chairman may elect to assign the violating spectators punishment.

## Society Membership

The Society of Sinister Sport rewards its members with direct funds, in addition to the various perks associated with being a member of perhaps the most infamous business in the world. The society is organized into an Inner Circle, consisting of six members, and an Outer Circle, consisting of four. Inner Circle members generally get greater benefits than those of the Outer Circle.

In votes, outer circle members each have a half-vote, while inner circle members have one vote each. For actual profits, each Inner Circle member gets 9% of the society's profits from the games, and each Outer Circle member receives a 5% cut. Above this, the master of ceremonies for any given games receives an additional 10% cut of that game's profit, and the society chairman receives an additional 25% of all profits from every game.

Whenever an Inner Circle member dies, after an investigation is carried out to determine if there was treachery involved, the remaining Inner Circle members vote on which Outer Circle member will ascend to fill the vacant seat. If an Outer Circle member dies, each remaining Outer Circle member can endorse one candidate, among whom the Inner Circle must choose a new member.

The members of each circle have a precise order, and who serves as master of ceremonies and society chairman cycles along the two circles.

An elected society chairman serves a two-year term, and then the role is passed to the person to his left in the appropriate circle of the society. After every two inner circle chairman, an outer

circle chairman is selected, which results in the position of chairman cycling every eighteen years in the inner circle, and every twenty-four years in the outer circle. This system has of course created tension between the inner and outer circle, but it encourages members to focus on political maneuvering to gain power, rather than relying on murdering the person who is in your way to being in control.

For example, Vinson Bromo is the current chairman of the society and is in the second year of his term. He is the second of two consecutive inner circle members to hold the chairman position. Once his term ends, Xaxivarious "The Lord of the Shifting Eye" of the outer circle will assume the role of chairman. Once his term is complete, the next inner circle member will assume the position.

The cycle of master of ceremonies proceeds much the same, except that it cycles every month instead of every year.

## Society Laws and Customs

After the failure of Ulio the Shadow, the society became greatly more focused under the leadership of the wizard Carcician Mifranzell. It was determined that the careless actions of a failing chairman should not result in the bloodshed witnessed during the intervention of the Sapphire Mage against Ulio the Shadow. This sort of violence could threaten the security and very existence of the society itself, as well as hinder the potential for growth. This newfound organization led to the creation of bylaws and customs that the society still follows today. Described below are the bylaws and customs observed by the society and the punishments for society members found guilty of such actions.

- ✿ While political maneuvering is acceptable, physical hostilities or magical violation between society members is forbidden. If only one side in the conflict desired the fight, that society member is placed into a half hour trial in one of the society's arenas, following the rules of the Running the Gauntlet game. The member who was assaulted chooses which arena, and the reigning society chairman will act as master of ceremonies. If the member on trial survives, the inner circle of the society chooses whether to keep him as a member or exile him. This procedure will also be the case if a society



member is killed in the original conflict, before the rest of the society can determine who started the conflict.

- ✦ If both sides desired the conflict, they both will be placed into a private session in one of the society's arenas, with the chairman acting as the master of ceremonies, with the only acceptable endings being the death of one or both members. Traps will be active, but no monsters will be introduced. The inner circle will vote on whether to allow back surviving society members.
- ✦ If the society chairman starts a conflict with another member, he will be removed from his position, and the next in line will take up the role of chairman. If a member of the society is dissatisfied with the current society chairman, he can call for a vote of impeachment, requiring a two-thirds majority (outer circle members' votes count as one-half vote). Aside from this, however, no society member can challenge the society chairman to combat.
- ✦ Vacant chairs will be filled with the top two candidates for membership and the society leadership cycle will shift accordingly. The promise of a high chance of death is enough to deter most society members from trying to start hostilities.
- ✦ Thievery from the society coffers is forbidden, as is attempting to rig a game or influence a game. Only the master of ceremonies is allowed to alter the conditions in a given game, and he can be vetoed by the chairman. Society members found stealing, cheating, or refusing to follow a veto by the chairman will suffer one of five fates, to be determined by the chairman: maiming (the loss of a limb or eye) and a probationary period of one year; placement into a public session and a probationary period of one year (if the offender survives); exile; mind-death, the erasure of all her memories and knowledge; or death.

### **SOCIETY CHAIRMAN**

The role of the society chairman is not an easy one to fulfill. The chairman is the master of all game masters; he may veto any changes in rules during an active game, and is responsible for handling any accusations of treachery within the society. Aside from the rigors of her day-to-day responsibilities, the chairman must also act as the deciding and

final vote on any matters that reach a split decision within the group. This task itself may be the hardest the chairman has to face, for he can easily generate rivalries and vendettas that threaten his life.

Because of the high level of stress involved with the position, the role of the chairman is not without rewards. In addition to receiving a quarter of the profits of every game (above his normal cut), he also can make use of a private manor, hidden in an undisclosed location, which the Sapphire Mage constructed and originally used for society meetings. During his term, a chairman may make use this palatial manor as his residence if he so chooses.

Additionally, in the past one hundred and fifty years, the society has acquired a vast collection of art objects, weapons, books, and magic items. A large vault located within the bowels of the chairman manor stores these items. At the end of each year, the chairman may select any three of these items from the vault to keep as his own. Then each inner circle member may select two items, and outer circle members may then select any one.

## **Current Society Members**

This section provides a detailed look into the members of the society. An important thing to remember is that the society members are in many ways untouchable for low- to mid-level characters. Most of the society members use henchmen and underlings to deal with daily business that they feel is unworthy of their time, so if you want to give your lower-level party a chance to strike a blow against the society, you should develop some underlings for them to deal with. Even if your party isn't actively associating with the society proper, you might want to consider which society member the underlings work for, to help give them a unique style.

Additionally, bear in mind that all the society members have riches from their position in the society far beyond even what they acquired through their own various endeavors. However, though most society members have much greater wealth than would be expected for characters of their levels, most of the wealth is in land holdings, investments, and various extravagances, not simply in magical gear. The amount of gear they have is appropriate for their challenge ratings.



## The Inner Circle

*"If we are to survive and prosper in this age, we must strive to rise above the methods of the just and righteous. Our prosperity, our freedoms, and our very lives depend upon it."*—Vinson Bromo

The Inner Circle is comprised of the most seasoned and deadliest of the society members. Each member of the Inner Circle has served as the chairman for at least one term. In the case of Carcarian Mifranzell, the long lived lich-wizard has served for several terms as the society chairman and may be the most respected and feared member of the society to date. Each Inner Circle society member in some form or fashion casts a cautious or fearful eye toward the Outer Circle members. After many years of bitter, yet silent rivalries the Inner Circle members have become hardened to the point of near paranoia.



### SOCIETY SPELL LISTS

Several members of the society are experienced spellcasters with huge lists of spells available to them. The occurrences of a society member actively participating in an arena session are incredibly rare, and even if heroes attempt to fight one of the society members, combat is not likely to last long enough for them to use all their spells. For ease and customization purposes, the entire spell lists for the society members are not included. Instead, every member of the Inner Circle has several rounds worth of standard tactics denoted, indicating what his or her typical actions are in combat.

### VINSON BROMO *Chairman*

Vinson Bromo is a handsome Tiefling of advancing years. His trim build is still athletic despite his older appearance. This is greatly due to the rigorous rituals he subjects himself to, in hopes of prolonging death and remaining physically sharp. Vinson wears his dark, fiery-red hair short and groomed back. A well-groomed goatee accents Vinson's sharp, facial features that he keeps trimmed short and cut to a point. In ways of fashion, Vinson still favors the styles he wore from his younger traveling days. He typically wears an outfit consisting of leather breeches, high boots, fine silk shirts, and short coats. Granted, over the years his tastes in fabrics and darker colors have matured, but he still favors a comfortable style.

The origin of Vinson is a mystery to the society. His tiefling racial qualities add an additional level of depth to the mystery of his life prior to becoming the broker for Carcarian Mifranzell. What is known to be true is that he spent most of his younger life wandering the world and beyond. In rare private discussions Vinson has made reference to a mother and a lost brother, but their true names are unknown (possibly even to Vinson as well). Another mystery is the hatred he harbors for the devil Oozivax, his captive for the Saving the Seals game in the Well of Fiends arena. What events spawned this intense hatred is also unknown.



Despite his handsome and fiery appearance, Vinson is an extremely cold man. He is sometimes very standoffish or even rude. For many years Vinson also suffered from bouts of depression and isolation, but these episodes have subsided in recent years (possibly due to his age or through magical treatment). Regardless of his social graces, as the current chairman of the society, Vinson is a stern leader and shows no fear in expressing his opinions. He knows the doctrine of the society's laws intimately as well as his constant studies in the arcane arts and ancient religion (though he appears to worship no patron deity himself).

#### THE CHAIRMAN'S SCEPTER

The Sapphire Mage created the chairman's scepter shortly after he was elected into the role of the first active chairman for the society. The chairman's scepter functions exactly as a rod of lordly might, with the extra ability that it can cast a specialized form of scrying three times per day, creating a viewing portal into any of the society's arenas. The scepter is made of steel and is thicker than most rods of similar construction. The typical flanged ball placed at one end of a rod of lordly might is replaced with a small ornate crown, and the six stud-like buttons along its length are replaced with small gems. Pushing any of the scepter's gem-buttons is equivalent to drawing a weapon. The scepter weighs 12 pounds.

**Vinson Bromo, Tiedling Wizard 18:** Male Tiedling; CR 18; Medium-size Outsider; HD 18d4+36; hp 89; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 (+2 Dex, +3 *ring of protection*, +6 *bracers of armor*); Atk +13/+8 melee (1d6+3, *chairman's scepter*), or +11/+6 ranged (varies, ray spells); SA spells, *darkness* 1/day; AL LE; SV Fort +8, Ref +8, Will +12; Str 12, Dex 14, Con 14, Int 20, Wis 12, Cha 9.

*Skills and Feats:* Alchemy +25, Bluff +1, Concentration +22, Hide +4, Knowledge (arcana) +26, Knowledge (religion) +23, Listen +1, Move silently +2, Profession (scholar) +22, Spellcraft +23, Spot +1; Combat Casting, Craft Rod, Empower Spell, Extend Spell, Improved Initiative, Scribe Scroll, Silent Spell, Skill Focus (Knowledge (religion)), Spell Focus (enchantment), Still Spell, Toughness.

Languages Spoken: Celestial, Common, Dwarven, Elven, Ignan, Infernal, Orc.

Signature Equipment: *Chairman's scepter*, +3 *ring of protection*, +6 *bracers of armor*, *ring of counterspells (disintegrate)*, *amulet of proof against detection and location*, *glove of storing (wand of lightning*, 8th level, 40 charges), *ioun stone (vibrant purple)*, *ioun stone (clear)*, *scroll of chain lightning* (16th level), *scroll of eyebite*, *scroll of horrid wilting*, spellbooks.

Spells Per Day: 4 6 5 5 5 4 3 3 2

**Tactics Round-by-Round:** Vinson Bromo has survived for a very long time by knowing what his limitations are and when it is best to strike an opponent. At a young age Vinson picked up a talent for moving silently and hiding from dangers out of necessity. Vinson prefers to study an opponent defensively and stealthily for a several combat rounds before launching a tactical assault, though when he does strike, he uses his most damaging spells as quickly as possible. Most importantly, Vinson knows when to run and will not play foolish games of pride or ego and he knows that his life is more precious than such petty emotions.

- ☛ **Pre-combat:** Vinson can always afford to cast *stoneskin* every few hours whenever he's not comfortable he has enough bodyguards around. He also has *mind blank* on at all times, as well as *protection from elements* for all five common elements (stops 204 points of elemental damage).
- ☛ **Round Zero:** He casts a still and silent *fly*, then casts a quickened *improved invisibility* (lasts 18 minutes). A pre-cast *contingency* activates *true seeing*.
- ☛ **Round One:** If he notices anyone can still see him, such as through *see invisibility* or *true seeing*, he targets them with silent and stilled *greater dispelling*. Otherwise, he casts a silent and stilled *greater shadow conjuration* to conjure 1d4+1 fiendish wolves to see what tactics the group uses. From here until round five, if he's detected by anyone, he'll immediately cast *greater dispelling* instead of his normal action that round. He flies up to the ceiling, or to some area out of reach of melee spellcasters.
- ☛ **Round Two:** Assuming he's still undetected, he'll cast *power word, stun*, targeting magic-users, then a quickened *fireball*. He changes position again by flying, and will continue to do so each turn.



- ☛ **Round Three:** Casts *horrid wilting*, targeting spellcasters.
- ☛ **Round Four:** Casts *chain lightning*, trying to hit as many targets as possible.
- ☛ **Round Five:** If there are any offensive spells in place, or if he's been having trouble thwarting enemy spellcasters, he'll cast *Mord's disjunction*. Otherwise, he'll cast a quickened *magic missile*, then either a *hold monster* on a dangerous warrior or *banishment* on summoned creatures.
- ☛ **Round Six:** From here on, Vinson cycles through a barrage of offensive spells, including up to two *fireballs*, four *magic missiles*, and one *cone of cold*. Additionally, he's ready to cast *dismissal* on various summoned creatures. If he is injured more than a little, he will *teleport without error* to his home and have a waiting cleric *heal* him, and then he'll return with a *scroll of teleport without error* to continue the

fight, using a *wand of lightning bolt* he keeps in his *glove of storing* on his left hand.

**Current Agendas and Intrigues:** As of the current year, Vinson has remained very active with both society business and personal endeavors. Currently, he is active in location surveys for a new arena and still pursues his arcane studies with passion, always seeking to discover more powerful offensive magic. In regards to personal business, Vinson has become very interested in the activities of Xaxivarious, The Lord of the Shifting Eye from the Outer Circle. Whether this newfound interest is out of genuine concern for the young society member's future or merely a guise to protect his threatened position is known only to Vinson himself.

#### XAVIA JORDANNUS

The vampire Xavia Jordannus appears as a beautiful young woman with long, dark hair that she wears up in a small bun on top of her head. Xavia's skin is milky white and her vampire eyes glow with a deep red, yet hollow color. In fashion, Xavia favors long gowns and extravagant dresses when she is not active for the society or dealing with personal business. Most of these dresses are made with exotic materials and finely crafted accessories. When she is on assignment, Xavia favors dark, tight-fitting clothing to aid her in stealthy movements and accent her rogue skills. This is as much for practicality as it is for her own vanity, as Xavia loves to display her athletic and timeless body.

Xavia Jordannus was a spoilt little girl raised in the lap of luxury. The daughter of a wealthy merchant, Xavia wanted for nothing and developed a talent for getting what she wanted early in life through convincing words and seductive actions. As Xavia approached adulthood, she found herself bored with the life she was living. Like so many other spoiled children before her, Xavia rebelled, looking for excitement wherever she could find it. In Xavia's case, she discovered thievery. She did not steal for the wealth of the items she took, but rather for the excitement that the act itself created. As she honed her skills, fate stepped in and her life was changed forever.





On a night many decades ago, Xavia entered the home of a wealthy and reclusive merchant family to find herself trapped by the lord of the manor, Donivous Estrivaire. Helpless to stop his charms, Xavia gave herself to the handsome lord that night and took her new position as the reclusive vampire lord's consort, though he did not turn her into a vampire. For decades she served him and eventually came even to love him, but a halfling undead hunter, Waldo Willowtree, slew her lord. Xavia was able to wound Waldo and drive him off, and as Xavia held her fading lover in her arms, he bit her on her wrist and passed along his gift of undeath. Xavia became the new mistress of the manor, and using her newfound power she sought a way to help her take her revenge for the death of her lover. She soon found the society, and they were more than willing to help her capture Willowtree and place him into the games.

**Xavia Jordannus, human vampire Rogue**

**15:** female human vampire; CR 17; Medium-size Undead; HD 15d12; hp 115; Init +9 (+5 Dex, +4 Improved Initiative); Spd 60 ft; AC 28 (+7 Dex, +5 *bracers of armor*, +6 natural armor); Atk +13/+8/+3 melee (1d6+3, unarmed), or +14/+9/+4 melee (1d4+3 plus 1/day *poison* spell (DC 14), +1 *dagger of venom*), or +18/+13/+8 (1d6+1, +1 *shortbow*); SA domination, energy drain, blood drain, children of the night, create spawn; SQ DR 15/+1, turn resistance +4, cold and electricity 20, gaseous form, alternate form, fast healing 5, spell resistance 15; AL CE; SV Fort +5, Ref +16, Will +6; Str 15, Dex 24, Con–, Int 19, Wis 12, Cha 18.

*Skills and Feats:* Appraise +18, Climb +19, Concentration +10, Diplomacy +9, Disguise +23, Forgery +19, Gather Information +17, Hide +35, Intuit Direction +4, Jump +54, Listen +25, Move Silently +33, Pick Pocket +22, Read Lips +21, Search +27, Spot +11, Swim +6, Tumble +18; Alertness, Combat Reflexes, Dodge, Evasion, Improved Critical (light flail), Improved Critical (shortbow), Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (light flail), Quick Draw, and Skill Focus (hide).

Languages Spoken: Auran, Common, Dwarven, and Undercommon.

*SA—Domination (Su):* A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the

vampire targets must succeed at a Will save (DC 22) or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th-level sorcerer. The ability has a range of 30 feet.

*SA—Energy Drain (Su):* Living creatures hit by a vampire's slam attack suffer 2 negative levels.

*SA—Blood Drain (Ex):* A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

*SA—Children of the Night (Su):* Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

*SA—Create Spawn (Su):* A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

*SA—Crippling Strike:* When Xavia damages an opponent with a sneak attack, the target also suffers 1 point of Strength damage.

*SQ—Damage Reduction (Su):* A vampire's undead body is tough, giving the creature damage reduction 15/+1.

*SQ—Turn Resistance (Ex):* A vampire has +4 turn resistance.

*SQ—Resistance (Ex):* A vampire has cold and electricity resistance 20.

*SQ—Gaseous Form (Su):* As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a *fly* speed of 20 feet with perfect maneuverability.

*SQ—Spider Climb (Ex):* A vampire can climb sheer surfaces as though with a *spider climb* spell.

*SQ—Alternate Form (Su):* A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.



*SQ—Fast Healing (Ex):* A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

*SQ—Undead:* Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

*SQ—Spell Resistance 15:* Xavia Jordannus has a Spell Resistance score of 15 created by the *scarab of protection* she wears at all times.

Signature Equipment: +1 *dagger of venom*, +1 *shortbow*, *potion of hiding*, *amulet of proof against detection and location*, *ring of jumping*, *quiver of Ehlonna*, *boots of striding and springing*, *bracers of archery*, *bracers of armor* +6, masterwork thieves tools.

**Tactics Round-by-Round:** Xavia Jordannus is old (though she does not appear so), and very powerful. Her skills in stealth and deception were exceptional even before she became a vampire. Now, her skills are only accented by the touch of powerful undeath. In combat, Xavia prefers stealth and carefully chosen attacks rather than brute force. She will hide during combat and wait for the perfect opportunity. If it does not appear, she will attempt to *dominate* a single opponent for an easier kill, or to set him against fellow heroes. If pressed, Xavia will use her vampire abilities to kill one opponent at a time, dominating individuals, luring them off, and draining them.

- ☛ **Precombat:** If Xavia knows she'll be getting into a fight, she prefers to have the fight take place in a room with a ceiling 15 to 20 ft up, with numerous pillars from floor to ceiling in the middle of the room and along the walls. In her own mansion, she hangs many dark diaphanous veils from the ceiling, light enough to move through without hindrance, while simultaneously providing concealment as she fights from the ceiling.
- ☛ **Round Zero:** Moves to get within 30 ft, which is optimal range for her attacks. If already in range, *dominates* a dumb-looking warrior (DC 22), and tells him to run away.
- ☛ **Round One:** *Dominates* another opponent, and

tells him to run away, pointing in a different direction, then runs and jumps to the ceiling or a high wall. She has a +54 jump check and can spiderclimb at will, so she should be able to jump at least 15 ft into the air, tumbling in mid-air to grab onto the ceiling.

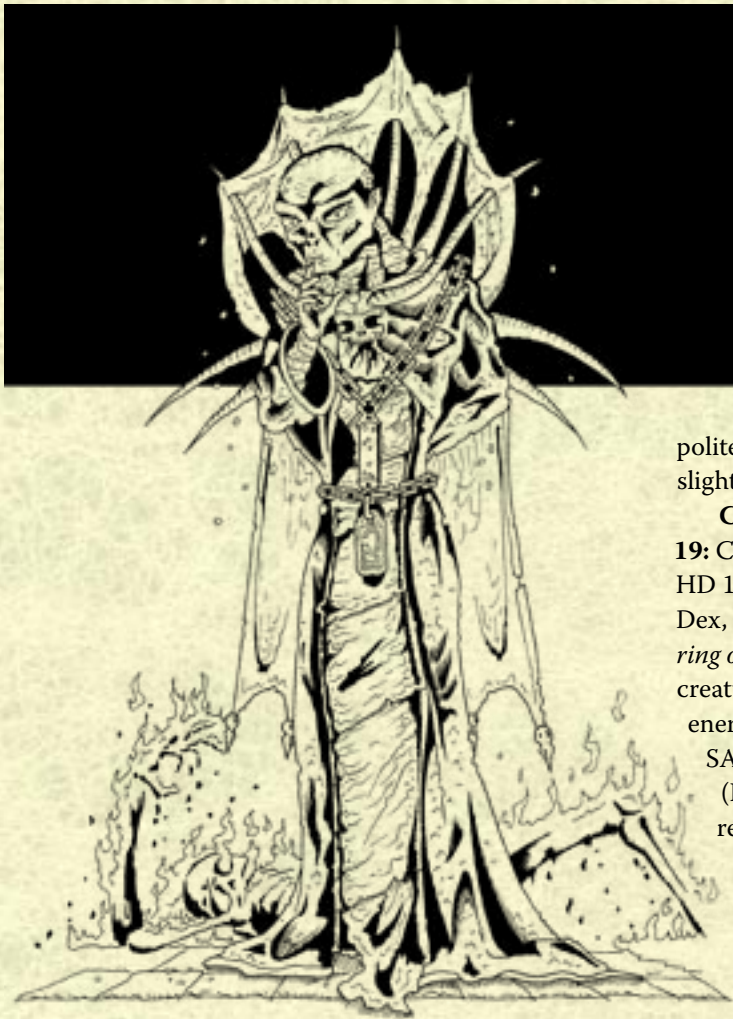
- ☛ **Round Two:** She moves to whatever cover she can find along the ceiling, moving up to 30 ft and making a hide check, with a +35 bonus.
- ☛ **Round Three:** Quickdraws her bow and fires three shots at a target who looks like he doesn't spot her, gaining +8d6 bonus damage from the sneak attack for each hit.
- ☛ **Round Four:** Runs after one of the opponents she told to flee earlier in the combat, hopefully outdistancing the rest of the combatants.
- ☛ **Round Five:** Catches up with her prey. If she has a few rounds to spare before her opponents catch up, she'll use the domination ability to tell him to turn around, and then she'll grapple him from behind and bite him and start to drain. If she does not have that much time, she'll simply draw her dagger or venom and stab the dominated person, using its *poison* ability, then run off.
- ☛ **Round Six:** Repeat from round two.

**Current Agendas and Intrigues:** Xavia is searching for love. The long decades of loneliness have weighed heavy on her mind and she feels compelled to find a new mate. Rumors circulate through the society that this new lover may be none other than Tristram of the Whispers, as the two have been spending a great deal of time together. As for other business, Xavia has expressed a particular disliking for the dark Elf mistress Illia Daybane. Perhaps it is a matter of jealousy, vanity, or simple racism. Despite her reasons, Xavia has diverted much of her efforts into tracking the activities of the Drow dignitary.

#### CARCICARIAN MIFRANZELL

Carcicarian is a lich with a flare for exotic fashions. In his living days he acquired a taste for long robes covered in unusual patterns and bright colors. This taste in fashion remains with him today, despite his pronounced lich features. In appearance, Carcicarian is a slim man with no body hair of any sort and a pale gray skin tone. Carcicarian's once bright eyes have become cloudy white orbs with no remaining any sort of pupil. His gray skin clings to fragile-looking bones and he walks with a slow, deliberate pace.





Once the son of a farmer, Carcarian Mifranzell was stolen away late one summer evening by the henchmen of the Sapphire Mage. During this time, the Sapphire Mage scoured the countryside searching for a child with the potential to become his first apprentice. Carcarian was such a child and soon became the student of the eccentric mage. In time, Carcarian came to love the Sapphire Mage as a father and took to his teachings with a supernatural level of passion and comprehension. As his surrogate father aged, Carcarian strove to follow in his footsteps and as a young man became a member of the original society. After the Sapphire Mage died fighting Ulio the Shadow, Carcarian vowed to lead the society into a new age and refused to see his father's legacy fall into ruin.

Carcarian Mifranzell has been a member of the Society of Sinister Sport for over one hundred years, once thwarting an attempted assassination by becoming a lich a week before he would have been poisoned by an assassin.

After moving on to lichdom, Carcarian developed a glorified temper and flare for the dramatic, realizing that his near invulnerability gave him a greater ability to let down his inhibitions. He has a talent for reading people and discerning their true intent towards him, and once he has such a read on a potential foe, he'll make clear that he knows, after which his history for sadism usually fends off any future attacks. When not angered, however, he is surprisingly friendly,

politely complimenting those around him with a slightly rasping voice.

**Carcarian Mifranzell, human lich Wizard 19:** CR 21; Medium-size Undead (5 ft, 10 in. tall); HD 19d12; hp 140; Init +1; Spd 30 ft; AC 24 (+1 Dex, +5 natural armor, +6 *bracers of armor*, +2 *ring of protection*); Atk +9 melee (1d8+5 vs. living creatures, Will DC 20 for half damage, negative energy touch) +9/+4 melee, or +10/+5 ranged; SA—fear aura (Will DC 20), paralyzing touch (Fort DC 20); SQ turn resistance +4, damage reduction 15/+1, immunity to cold, electricity, polymorph, and mind-affecting spells; AL NE; SV Fort +6, Ref +7, Will +13; Str 10, Dex 12, Con —, Int 22, Wis 15, Cha 12.

*Skills and Feats:* Alchemy +26, Concentration +23, Forgery +15, Hide +9, Knowledge (arcana) +27, Knowledge (nobility and royalty) +17, Listen +28, Move Silently +9, Profession (Scribe)+21, Scry +27, Search +14, Sense Motive +18.5, Spot +29; Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Extend Spell, Great Fortitude, Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (innuendo), Spell Penetration, Still Spell.

Languages Spoken: Common, Draconic, Elven, Giant, Goblin, Infernal, Ignan, Sylvan.

*SA—Damage:* Carcarian uses a negative energy touch to deal 1d8+5 points of damage to living creatures; a successful Will save (DC 20) reduces the damage by half.

*SA—Fear Aura (Su):* Carcarian is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at him must succeed at a Will save (DC 20) or be affected as though by *fear* as cast by a 19th level sorcerer.

*SA—Paralyzing Touch (Su):* Any living creatures Carcarian touches must succeed at Fortitude save (DC 20) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can



free the victim (see *bestow curse*). The effect cannot be *dispelled*. Anyone paralyzed by Carcarian seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. This power works in conjunction with the Carcarian's damaging touch (see above).

**SQ—Turn Resistance (Ex):** Carcarian has +4 turn resistance.

**SQ—Damage Reduction (Su):** Carcarian's undead body is tough, giving him a damage reduction of 15/+1.

**SQ—Immunities (Ex):** Carcarian is immune to cold, electricity, polymorph, and mind affecting attacks.

**SQ—Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Signature Equipment:** *rod of cancellation, robe of scintillating colors, +6 bracers of armor, ring of telekinesis, ring of protection +2, wand of fireball (6th level), bag of holding (type 1), potion of blur, potion of detect thoughts, potion of glibness, potion of tongues, potion of fly, potion of haste, scroll of protection from good, scroll of mirror image, scroll of control undead, spellbooks.*

Spells per Day: 4 6 5 5 5 4 4 3 3

**Tactics Round-by-Round:** Carcarian's skills with magic are extraordinary. This talent is displayed in his methods of combat as he follows a very strict tactical plan. When confronted, Carcarian will always begin with spells to confuse and disorient his opponent. Once he has established a comfort zone with his defensive and illusion based spells, Carcarian will utilize his battalion of undead minions to weaken and distract his opponent while he launches a spellcasting assault. When pressing the attack, Carcarian will not waste time; he will use his most destructive spells or abilities available to him first, preferring magic that harms only the living.

Carcarian is always accompanied by two loyal bodyguards, twin half-white dragon warriors (Ftr 12) named Kriss and Skale. The twins are also both deafened, making them immune to Carcarian's *wail of the banshee* spell. In his own manor, he keeps an unnerving swarm of loyal undead in every room, usually hidden by curtains and veils whenever visitors are expected. Each room usually has two dozen or more skeletons, packed tight and waiting to spring into action.

- ☛ **Precombat:** One common tactic the lich uses he developed after one of his libraries was ruined by spell-flinging wizards who had attacked him. To deter enemy mages from using fire magic against him and his property, he uses *permanent image* to make his skeletal warriors appear to be on fire, or to even be fire elementals. Since both skeletons and lichs are immune to cold damage, this usually either keeps enemy spellcasters from casting a majority of their (fire-based) spells, or completely wasting cold-based spells before they realize their ineffectiveness. Similarly, when expecting combat, Carcarian precasts *change self* to make himself look like a flaming demon.
- ☛ **Round Zero:** Casts a quickened *mirror image*, then casts *mislead*.
- ☛ **Round One:** Casts a quickened *fly*, fly to a good position, then *wail of the banshee*.
- ☛ **Round Two:** Quickened *dimension door* to be in the position to get as many enemies as possible with a *cone of cold*. Cast *cone of cold*, then fly elsewhere.
- ☛ **Round Three:** Cast *horrid wilting*, then a quickened *magic missile* to deliver a coup de grace to any fallen foes.
- ☛ **Round Four:** For style's sake, cast a quickened *silent image* of himself flying next to a foe to caress his face with the back of his hand. Then casts *power word, kill* on that foe.
- ☛ **Round Five:** Casts *weird*, then casts either a quickened *dispel magic* on a foe who's proving difficult to kill, or a quickened *lightning bolt* to strike a foe who has some form of cold resistance.
- ☛ **Round Six:** If foes do not look close to defeat, cast a quickened *magic missile* at one target for spite, then teleport away. If foes look nearly dead, finish off all but one of them with another *cone of cold*, then cast a quickened *hold person* on a surviving foe.

Thereafter, use *ring of telekinesis* to disarm the surviving held foe, then cast *insanity* on him. Cast a *major image* of his fallen friends animating as undead trying to attack him, then hover away, cancel the hold spell, and watch the man go mad. Once the novelty wears off, kill him.

**Current Agendas and Intrigues:** Times have been busy for the lich of late. With society business prospering and his social standing on the rise, Carcarian has been very happy, except for one



large detail. In the last two years, his phylactery (an ornate jeweled necklace given to him by The Sapphire Mage as a graduation gift) has been stolen six times for a period of one week and then mysteriously returned. He has changed the necklace's holding location several times during this period and has increased the level of security guarding it, but it is still stolen and then returned with no word. For the first time in decades, the ancient lich is scared and unsure of what action to take.

### **THE EMERALD MAGE**

With a small frame and otherwise sickly complexion, the Emerald Mage is a moderately attractive half-Elf. He wears his long brown hair in braids and favors shimmering greens in fashion selections, as his namesake suggests. Aside from his emerald robes, the Emerald Mage often wears light and comfortable clothing, such as breeches and loose shirts, with minimal accessories. However, it is truly an oddity to see the Emerald Mage without a staff of some kind, magical or non-magical. Other members of the society jest often about his lack of strength to support his own frame. Whenever possible the Emerald Mage favors his *staff of fire*, which stays at his side.

As with the society chairman Vinson Bromo, the origin of the Emerald Mage origins is a mystery to the other society members. This air of mystery did not hinder his application for membership into the society, as he is more than capable of performing for the society's interests. His attitude towards the ideals of the society are nothing short of perfect, as he understands the workings of the society and would die for its continued success. He has served one term as the society chairman and his ideas were well received by all.

What all but one of the other society members do not realize is that the Emerald Mage is a clone of the Sapphire Mage, of sorts. After Calison Ember slew the Sapphire Mage's consort, the bitter mage started experimenting with biomantic magic, hoping to revivify his lost love with his own power, since no temple or church would provide the resurrection he desired. He made some minimal progress by infusing his own life-force into his creations, but could never recapture the spirit of his love, so he eventually abandoned the experiments.

During the dark period of Ulio the Shadow, the Sapphire Mage took a new lover, who was also magically talented. At the time of his death, the

Sapphire Mage's unnamed lover took one of the surviving experiments that had been kept in stasis, and using what little could be discerned from the Sapphire Mage's notes, managed to instill some of the Sapphire Mage's life into the clone. Because the clone was originally born to be a replacement for the Sapphire Mage's first lover, the new person is in a way their child, a magically unusual mix of his two parents. What influence the Sapphire Mage's later consort had on the clone's development is uncertain.

Carcarian, who was the Sapphire Mage's apprentice at the time of his death, knew of the man's experiments with biomancy, and the Emerald Mage is certain that the lich knows of his identity.

The Emerald Mage, despite being weaker in body than his 'father,' is just as charismatic as the Sapphire Mage, though his fascination with young ladies is uniquely his own. Just as with his staves, he is rarely seen without the company of lovely woman. Though the Emerald Mage is genuinely delighted to be accompanied by beautiful women, he is also not above using them as screens to protect him, and so usually his feminine companions are hired bodyguards, chosen for both their attractiveness and their skills as warriors or spellcasters. The Emerald Mage even once hosted a beauty pageant among a city's worth of adventurers, using the contest to pick his consort for the next year.

Whereas his love for women uses beauty to hide a practical purpose, his shield guardian, a looming metal giant named Gericus, often serves a role more aesthetic than combative. The metal giant remains close to the Emerald Mage at all times, but is more than just a bodyguard. The Emerald Mage has trained it to inform him whenever his clothes or hair are not in prime condition, and the construct itself is of masterfully beautiful craftsmanship.

#### **The Emerald Mage, half-Elf Sorcerer 17:**

Male half-Elf; CR 17; Medium-size Humanoid; HD 17d4+34; hp 78; Init +1; Spd 30ft; AC 13 (+1 Dex, +2 *ring of protection*); Atk +10/+5 melee (1d6+2, +3 *defending shortsword*), or +9/+4 ranged; SQ shield guardian; AL NE; SV Fort +7, Ref +6, Will +9; Str 8, Dex 12, Con 14, Int 14, Wis 9, Cha 18.

*Skills and Feats:* Alchemy +19, Concentration +22, Hide +1, Knowledge (arcana) +6, Listen +2, Move Silently +1, Profession +19, Scry +11, Search +3, Spot +2; Alertness, Craft Staff, Craft Wondrous Item, Forge Ring, Silent Spell, Weapon Proficiency (shortsword).



Languages Spoken: Common, Draconic, Elven.

Equipment: +2 *ring of protection*, *staff of fire*, *boots (winged)*, *cape of the mountebank*, +3 *defending shortsword*, *ring of wizardry II*, *potion of cure serious wounds*, *potion of protection from elements (fire)*, *potion of protection from elements (cold)*, *potion of cat's grace*, *shield guardian amulet*.

**Spells Known:** *Cantrips*; *mage armor*, *magic missile*, *obscuring mist*, *shield*, *summon monster I*; *daylight*, *darkness*, *M's acid arrow*, *mirror image*, *web*; *fly*, *halt undead*, *lightning bolt*, *sleet storm*; *dimension door*, *improved invisibility*, *solid fog*, *wall of fire*; *mind fog*, *mirage arcana*, *stone shape*, *wall of stone*; *chain lightning*, *greater dispelling*, *T's transformation*; *delayed blast fireball*, *reverse gravity*, *summon monster VII*; *mass charm*, *prismatic wall*

Spells per Day: 6 7 7 7 6 6 6 4

**Tactics Round-by-Round:** When engaged in combat, the Emerald Mage relies heavily on Gericus, as he is well aware of his physical limitations. The Emerald Mage prefers magic that confuses or disrupts his opponents' battle plans, altering the battle field or providing distractions that force his foes to divert their attacks away from him. Toward this end, when the Emerald Mage constructed Gericus, he infused it with some additional abilities that mesh well with his own magical powers: Gericus has blindsight 60, and has the benefits of a perpetual *freedom of movement* spell, which lets him ignore almost all of the Emerald Mage's disruption spells, such as *solid fog*, *web*, *mirage arcana*, or *sleet storm*.

If he has his female bodyguards with him, he will devote most of his disruptive spells toward enemy spellcasters, so as not to risk hindering his allies as well. The bodyguards will fight enemy warriors, while the Emerald Mage and Gericus distract and disrupt opposing spellcasters.

☛ **Precombat:** If the Emerald Mage knows that combat is coming, he'll prepare by casting *mage armor* and *improved invisibility*, and then *mind fog* at the entrance he expects his foes to come through. If he has enough time, he'll cast *improved invisibility* on Gericus too. If the local terrain doesn't offer many obstructions or hiding places, he'll cast *mirage arcana* to create a labyrinth in the shape reminiscent of Celtic knots. He can ignore it because he knows its an illusion, and Gericus has blindsight, so it will not harm them at all. Finally, if he still has time, he'll cast a *delayed blast fireball* in the entry

way, with a delay of as long as he thinks it'll take his foes to arrive.

If he has time to create the illusory labyrinth, he'll instruct Gericus to hide behind an illusory wall, so that he can come through the wall behind the attackers and surprise them once combat starts.

- ☛ **Round Zero:** If facing a group of foes, readies an action to cast *prismatic wall* to hopefully cut the group in half, warriors in front, spellcasters stuck behind the wall near to where he left the *delayed blast fireball*, preferably in a hallway so they can't easily come around. Even if the hall is only illusory (from *mirage arcana*), few foes think to try to run through a solid wall. If he cannot effectively make use of a *prismatic wall*, he'll simply start with *mass charm*, targeting foes who have passed through the *mind fog*.
- ☛ **Round One:** If he cast a wall before, he follows up with a *solid fog* to keep his opponents from trying to maneuver around it. If he cast a charm spell, instead he shouts "There's no need for violence, friends," while flying to a new position, and then casts the *solid fog*. Charmed opponents will probably not want to attack Gericus either.
- ☛ **Round Two:** If the majority of his opponents have succumbed to *mass charm*, the Emerald Mage tells them, "Go to your friends. Don't worry about the glowing wall; it's just an illusion." He hopes he can convince some of them to walk through the *prismatic wall*. If combat is still active, however, he'll shoot a *fireball* from his *staff of fire*, trying not to hit those who look charmed.
- ☛ **Round Three:** Unless the attackers have made special considerations to disable the *delayed blast fireball*, it goes off at the beginning of this round. Gericus moves in to attack those caught in the blast, preferably wizards. The Emerald Mage abandons all pretext of not being hostile, and uses his staff to create a *wall of fire* to break up the opposition into yet smaller groups.
- ☛ **Round Four:** If the Emerald Mage has been turned visible or if his *fly* spell has been dispelled, Gericus will move to get within 5 ft of his master. Otherwise, the shield guardian continues to fight enemy mages. The Emerald Mage uses *wall of stone* to try to trap a threatening opponent under a dome of rock.
- ☛ **Round Five:** The Emerald Mage casts *reverse gravity*. He can affect eight 10-foot cubes, and



so he creates an area of effect in the shape of a ring, with a circle approximately 30-foot wide in the middle unaffected. Gericus will attempt to bull rush an opponent into a wall that the Emerald Mage has cast.

- ✦ **Round Six:** The Emerald Mage casts another wall spell, usually *prismatic* or *fire* from his staff, or use simple spells like *web* or *darkness* to isolate single foes. Hereafter, he will continue to keep his opponents separate, while constantly moving to be hard to catch. If he feels he cannot win, both he and Gericus will *dimension door* to try to get to a crowded location, like a city street, or preferably a barracks of soldiers he can *mass charm*. Gericus has *dimension door* as the spell stored in him, so he can teleport with his master. Unlike most other spellcasters in the Society, the Emerald Mage does not have access to full teleportation spells, so he simply tries to slow any opponents that give chase.

**Current Agendas and Intrigues:** The Emerald Mage is a man with many operations and long-running agendas. Most of these never directly affect the Society itself, but in recent months The Emerald Mage has developed a strong disliking for Tristram of the Whispers, a fellow Society member whose whispering god actively dislikes Elves. Despite being a half-breed (and an unusual one at that), the Emerald Mage is very loyal to his Elven heritage, and so the two often oppose each other's plans simply out of personal vendetta.

Carcarian Mifranzell has mentioned in passing the staggering similarities between the Emerald Mage and the deceased Sapphire Mage, Carcarian's former mentor and father figure. This has led some society members to speculate that the Emerald Mage may be a distant relation to the society's founding father, hence the similarities. Carcarian has not revealed the full truth yet, but the Emerald Mage has taken this as a threat that Carcarian will reveal the history of his birth if he does not play along with the lich's agenda. Also, Tristram of the Whispers lives for dark secrets, and he may yet discover the truth behind the Emerald Mage.

### TRISTRAM OF THE WHISPERS

Tristram is a handsome man with an athletic build, pale skin, and short-cropped black hair, appearing to be around forty years old. At formal occasions, Tristram wears a rich black cloak that seems to reflect faint images that are not actually present to be reflected, a disturbing magical blessing granted by his deity, the Whispering God. During more dangerous situations where he expects combat, Tristram wears chainmail and a similarly oddly-reflective breastplate, with his heavy cloak over it. At his hip, Tristram keeps holstered a simple black dagger with few decorations, which flashes briefly when it tastes blood.

Tristram led a troubled life for many years, wandering from one cesspool to the next, acting as a cancer upon those less powerful than him. He stole from the poor, murdered innocents, and raped authority with every opportunity. Then the whispers came in his dreams, followed by offers of power from men in dark robes who appeared in his dreams, and urging, riddling voices speaking in his mind in his waking hours. As his sanity dissolved,





he followed the men to a hidden temple, where he was welcomed into the church of the Whispering God. He was told cruel secrets he could not have imagined, and these secrets only whet his taste for more forbidden knowledge. Now, he associates with the Society in search of new followers for his dark god, and because of the secrets he can extract from those that die in the arenas.

In personality, Tristram is a very even-tempered person, but when angered, Tristram delights in cerebral torture and far-sighted torment. He holds no one as a true friend or confidant, as he feels only the Whispering God is his true ally.

**Tristram of the Whispers, human Cleric 17:**

Male human; CR 17; Medium-size Humanoid; HD 17d8+34; hp 103; Init +1; Spd 30ft; AC 21 (+1 Dex, +2 +2 *ring of protection*, +8 +3 *breastplate*); Atk +17/+12/+7 melee (1d4+5, +2 *dagger of wounding*, crit 17-20/x2), or +15/+10/+5 ranged (1d4+5, +2 *dagger of wounding*, crit 17-20/x2); AL NE; SV Fort +12, Ref +6, Will +17; Str 16, Dex 12, Con 15, Int 12, Wis 21, Cha 15.

*Skills and Feats:* Concentration +12, Gather Information +20, Knowledge (arcana) +16, Knowledge (religion) +11, Scry +24, Spellcraft +11; Extend Spell, Iron Will, Silent Spell, Skill Focus (Gather Information), Skill Focus (Scry), Still Spell, Weapon Focus (dagger).

Languages Spoken: Common, Gnoll.

Equipment: +2 *wounding returning dagger*, +2 *ring of protection*, +3 *breastplate*, *darkskull*, *eyes of doom*, *scabbard of keen edges* (for +2 *dagger of wounding*), *potion of sneaking*, *potion of spider climb*, *potion of gaseous form*, *potion of detect thoughts*, *potion of darkvision*, *scroll of detect good*, *scroll of command*, *scroll of blade barrier*, *scroll of hold person*, *scroll of spell immunity*, holy symbol.

Domains: Evil, Knowledge. Tristram casts evil spells and divinations at +1 caster level.

Spells per Day: 6 8 7 7 7 6 5 4 3 2

**Tactics Round-by-Round:** Tristram is a master of secrets, and so he understands the value of knowledge in combat. Always cautious, Tristram prefers to not even start a fight unless he knows what he's facing. When he does get into a fight, he believes in resolving physical conflicts quickly, and only indulges in his love of torture if he has already defeated his opponents.

☛ **Precombat:** The following list of tactics assumes that Tristram knows his opponents are coming. If he is caught off guard, Tristram will simply use a still and silent *word of recall* to

flee to his sanctuary, where he can prepare for returning to the fight later.

By making use of several *divination* spells each day, Tristram always knows approximately when he may face any dangerous combat, and so he only ever has to fear opponents who have gone to great lengths to hide themselves from the eyes of even the gods. Usually, Tristram is protected by *foresight*, an extended *death ward*, and an extended *true seeing*, the duration of each is easily long enough that he can cast them and still have them available when opponents attack. He also uses an extended *spell immunity* to protect against any spells he knows his rivals are fond of.

- ☛ **Round Zero:** Casts *summon monster IX* to call an elder elemental, usually an earth elemental unless his foes are flying, or if he knows his foes might be weak against another type.
- ☛ **Round One:** Casts *destruction* to kill the foe he thinks is most dangerous, and has the elemental attack opposing warriors. He is fond of sending earth elementals underground to burrow up from underneath an opponent. He has used this technique several times to overcome antimagic fields of opposing spellcasters.
- ☛ **Round Two:** Tristram casts *unholy aura* to improve his defenses, then moves to find cover, using his elemental to slow foes down.
- ☛ **Round Three:** Tristram throws his *returning wounding dagger* at an injured opponent, and keeps moving.
- ☛ **Round Four:** After the dagger returns to him, he finds a defensible location and casts *repulsion*, warding away opponents.
- ☛ **Round Five:** If one or two opponents have moved in through the *repulsion* effect, Tristram approaches and casts *harm*, hoping that his opponent's allies won't be able to come to his aid through the *repulsion* field. Otherwise, he'll stay in his safe area and cast a *fire storm*.
- ☛ **Round Six:** Finishes off a *harmed* foe with a stab from his *dagger of wounding*, or summons a large elemental with *summon monster VII*. From here on, he attempts to single-handedly finish off any opponents who come through his *repulsion* field, or summoning more monsters each round if he's not being attacked.

**Current Agendas and Intrigues:** Tristram has considered the idea of a relationship with Xavia Jordannus of the inner circle. He feels that she may join his beliefs in the Whispering God, but also



considers the risk of treachery. His curiosity for the Emerald Mage has nearly become an obsession, as he must know the truth behind the sorcerer's origin. He has tracked the movements of the Emerald Mage for years, and is confident that he will discover the secrets the half-Elf holds in the name of his dark god.

## The Outer Circle

*"Look deep within yourselves and you will find the conviction to rise above the just. There are some that would call us criminals for our actions. I would call them cowards for lacking the courage to show their true desires. As a people we crave sport and violence, we do not fear what we desire, and therefore we are better."*—Xaxivarious, The Lord of the Shifting Eye

While the members of the Outer Circle do not carry as much authority within the Society as the older Inner Circle, this makes them no less imposing. The younger generation of the Outer Circle is considered to be intelligent, devious, and most importantly dangerous. Described below are statistics for each of the Outer Circle members.

### JARKUS STORMFORGE

Jarkus is a battle scarred and weathered old dwarf who keeps his head clean-shaven and his long white beard well trimmed. Aside from a eyepatch that hides a hideous hollow socket, while attending a session of an arena game, Jarkus only wears his armor. During his mercenary travels, Jarkus was hired by Xavia Jordannus, who realized that Jarkus was the perfect man to lead the maintenance crew for the Society and fill the empty chair of the outer circle.

An expert in engineering and structural design, Jarkus is a stern egomaniac that commands the other workers in the maintenance squad with a vicious temper and violent bursts of vulgar language.

#### **Jarkus Stormforge, dwarf Fighter 6/Expert**

**4:** Male dwarf; CR 9; Medium-size Humanoid; HD 6d10+4d6+50; hp 101; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft; AC 19 (+3 Dex, +5 chainmail, +2 *amulet of natural armor*); Atk +15/+10 melee (1d10+6+1d6 frost, +2 *frost dwarven war-axe*); AL LE; SV Fort +11, Ref +6, Will +7; Str 18, Dex 16, Con 21, Int 10, Wis 9, Cha 10.

*Skills and Feats:* Climb +8, Craft (blacksmith) +5, Handle Animal +6, Hide +3, Intimidate +11,

Knowledge (engineering) +11, Listen +10, Search +8, Swim +13; Cleave, Combat Reflexes, Dodge, Improved Initiative, Power attack, Skill Focus (Knowledge (engineering)), Skill Focus (Intimidate), Weapon Focus (dwarven war-axe).

Languages Spoken: Common, Dwarven, Giant, Orc.

Equipment: +2 *frost dwarven war-axe* "Ice Whore", *horn of fog*, *boots of the winterlands*, +2 *amulet of natural armor*, chainmail armor, masterwork artisan's tools, 50 ft rope, 3 vials of acid, large bag.

**Combat:** Jarkus will avoid direct combat at all costs, as he fears any opponent that he is not confident he can defeat, and his history as a mercenary is more a fabrication of his skills as a braggart. If engaged in combat, Jarkus will use his *horn of fog* to distract and confuse his opponents so that he may use guerilla tactics and cheap shots to weaken his opponent, or simply flee. If defeated, Jarkus will plead for his life as a small child might beg to avoid a spanking. He will weep, offer bribes and do anything to avoid death.

**Current Agendas and Intrigues:** Jarkus has convinced himself that he could defeat Vinson Bromo whenever he chooses to. The band of educated (yet miserable) maintenance workers he leads gives him a false sense of power and authority. His current goal is to wait until his first term as Chairman and then vote to expel Vinson from the society. To aid him, he has currently started to associate more frequently with fellow outer circle member, Xaxivarious, who is a noted rival to the current chairman.

### GILDA GEARKNOB

Gilda is an ugly woman, particularly by Gnomish standards. She wears her long, receding hair in an unkempt ponytail, which only accents her large nose and dirty face, which is scarred from an old acid accident, probably from a misfired trap, though she always blames her scarred appearance on being tortured by goodly clerics, or her pudgy figure on giving birth to children she cannot prove, and so on. No one in the society cares to know the horrid and certainly unimportant origin of Gilda Gearknob, however, since she is still a skilled trapsmith.

#### **Gilda Gearknob, Gnome Wizard 6/Expert**

**3:** CR 8; Small Humanoid; HD 6d4+3d6+18; hp 47; Init +8 (+4 Dex, +4 Improved initiative); Spd 20 ft; AC 15 (+4 Dex, +1 size); Atk +3 melee (1d4-2,



dagger), or +9 ranged (1d6-2, shortbow); AL NE; SV Fort +5, Ref +7, Will +9; Str 6, Dex 19, Con 14, Int 19, Wis 13, Cha 12.

**Skills and Feats:** Alchemy +15, Appraise +6, Concentration +9, Craft (trapsmithing) +17, Disguise +7, Hide +8, Knowledge (nature) +11, Knowledge (engineering) +12, Listen +3, Move Dilettly +6, Open Lock +9, Pick Pocket +7, Scry +9, Search +10, Spellcraft +13, Spot +1; Enlarge Spell, Extend Spell, Improved Initiative, Scribe scroll, Silent Spell, Skill Focus (Craft (trapsmithing)).

**Languages Spoken:** Common, Dwarven, Elvne, Gnome, Goblin, Orc.

**Equipment:** *Ring of feather falling*, *wand of color spray*, *goggles of minute seeing*, masterwork artisan's tools, masterwork thieves tools, dagger, shortbow, 20 arrows, backpack.

**Spells per Day:** 4 4 4 3

**Combat:** Much like Jarkus, Gilda hates direct confrontation. She is the type of person who would prefer to push a rival into an active trap within one of the arenas and claim it was an accident. If confronted directly by more than one opponent, Gilda will try to flee. She relies heavily on her spells and her *wand of color spray* to hinder opponents, then turning *invisible* to escape. If faced with only a weak threat, however, she'll use *sleep* and then deliver a coup de grace, or cast *major image* to guide an opponent into a trap, where Gilda will sneak up from behind.

**Current Agendas and Intrigues:** Gilda runs the Gearheads, those architects and technicians responsible for retrofitting the arenas and installing new traps, and rarely actually gets involved with society politics. However, recently Ilia Daybane, another Outer Circle member, asked Gilda to concoct some traps that would be lethal to vampires. Whether this is simply for a newly planned group of contestants, or if Ilia is planning to move against Inner Circle member Xavia Jordannus, is unknown.

### XAXIVARIOUS

Everyone in the inner circle knows that Xaxivarious is not truly a human, but some form of powerful magic hides his true shape even from *true seeing* and the divine prying of Tristram of the Whispers. When in his Society guise, Xaxivarious appears as a young human man in his late twenties with a slim build and short blonde hair. Oddly, his eyes have 5 distinct colors each, cycling like a prism through his iris. Xaxivarious favors breeches and loose

fitting shirts, and wears over them a cloak covered with dozens of eyes. He carries no weapons or spellbooks.

Xaxivarious refers to himself as The Lord of the Shifting Eye, and though his cloak might be a simple enough excuse for the name, members of the Inner Circle are relatively confident he has some other form, perhaps extraplanar or simply a strange aberration. However, he has shown little interest in killing any of his fellow society members, and in his time as a broker for a former Inner Circle member, he served loyally, so the enigma that is his true form is accepted as nothing worse than an excuse for Tristram to complain.

Unfortunately, legal reasons prevent us from presenting the stats of Xaxivarious's true form.

**Xaxivarious:** CR 13; Medium-size Aberration; HD 11d8+11; hp 60; Init +4 (+4 Improved Initiative); Spd 30 ft; AC 13 (+3 *amulet of protection*); Atk +5 melee (1d3, unarmed); AL NE; Fort +4, Ref +3, Will +11; Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15.

**Skills and Feats:** Hide +7, Knowledge (arcana) +10, Listen +15, Search +18, Spot +20; Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run.

**Languages Spoken:** Common, Elven, Draconic, and his native species language.

**Signature Equipment:** +3 *amulet of protection* (*functions as a ring of protection*), *ring of shifting forms*, and a *robe of eyes*. The *ring of shifting eyes* lets Xaxivarious change forms as with the *polymorph self* spell, but it hides his true form from divinations.

**Combat:** Xaxivarious tries to avoid combat, because he does not like to reveal his true form. If truly threatened, however, he will abandon his disguise and use his various eye rays to kill his foes as quickly as possible, so he can return to his human form.

**Current Agendas and Intrigues:** Though Xaxivarious has numerous interests in the Society itself, his ultimate goal is to gain enough followers to return to his home and overthrow the current hive mother. In the short term however, he must be careful about arousing his fellow Society members' interests about his true form. He does not try to find allies in the Society itself, but rather has taken to giving his favor to successful warriors who participate in multiple arena games. Of all the Society members, Xaxivarious is the only one actually liked by contestants.



## ILLIA DAYBANE

Illia Daybane is a beautiful dark Elven woman, her body trim and athletic, displayed extravagantly with clinging silk clothing and magical enhancement. She wears her long white hair in a variety of styles from event to event, holding a particular liking for exotic hair barrettes. No matter the occasion, as long as she's wearing anything, she is never without her *cloak of the arachnida*.

Illia lived the typical life of a dark Elf noblewoman, growing up jaded and cold. More out of boredom than rebellion, Illia fled her homeland and went to the surface as soon as her sorcerous powers began to awaken, but on the surface she had little success, eventually ending up captured and forced to compete in arena games staged by the Society. To date, she is one of the most successful contenders to ever have played in the games, a success earned through incredible cunning and resilience. These traits even allowed her to become the only person to ever move from arena competitions to being an actual member of the Society itself.

Illia is as cold and narcissistic as most other dark Elf women, but her natural poise and brilliance leads many to gladly follow her even if she shows no active concern for them. Illia has many such followers who hope to simply avoid her ire and ride her wake on the path to success.

**Illia Daybane, dark elf Sorcerer 8/Rogue 5:** CR 14; Medium-size Humanoid; HD 8d4+5d6+13; hp 54; Init +6; Spd 30 ft; AC 21 (+6 Dex, +3 *shadow leather armor*, +2 *ring of protection*); Atk +14/+9 melee (1d6+1, *sword of subtlety* (rapier), crit 18-20/x2), or +18/+13 melee (4d6+5, sneak attack with *sword of subtlety* (rapier), crit 18-20/x2); or +13 ranged (1d8, light crossbow); SA Sneak Attack +3d6; SQ Darkvision 90, Uncanny Dodge, Evasion, Light Blindness; AL CE; Fort +4, Ref +12, Will +10; Str 10, Dex 22, Con 12, Int 18, Wis 15, Cha 20.

**Skills and Feats:** Balance +14, Bluff +17, Concentration +13, Disguise +13, Hide +32, Knowledge (arcana) +16, Listen +17, Move Silently +22, Search +14, Sense Motive +6, Spellcraft +16, Spot +11; Combat Casting, Dodge, Expertise, Silent Spell, Weapon Finesse (rapier).

Languages Spoken: Common, Draconic, Elven, Gnome, Orc, and Undercommon.

Signature Equipment: *Sword of subtlety*, +1 *shadow leather armor*, +2 *ring of protection*, *scroll of invisibility*, *scroll of web*, *cloak of the arachnida*.

Spells Known: *Cantrips*; *alarm*, *change self*,

*message*, *true strike*; *ventriloquism*; *alter self*, *bull's strength*, *invisibility*; *displacement*, *magic circle against law*; *arcane eye*

Spells per Day: 6 7 7 6 4

**Combat:** Illia has learned to combine her spellcasting abilities and rogue abilities to devastating effect. She prefers to fight in enclosed areas with numerous side passageways where she can lure opponents with *ventriloquism*, and which she can scout with *arcane eye* and ward with *alarm* to know where her foes are. Then, using *displacement* and her own uncanny skill at sneaking, she will try to pick off foes one at a time with sneak attacks, using *true strike* with her crossbow if she is outnumbered. When stalking her foe, she usually casts her spells silently.

She also sometimes uses *alter self* to take the form of an opponent's friend to seduce him or her (using her Bluff skill to represent seduction), preferably once she has killed the person she's impersonating.

**Current Agendas and Intrigues:** Illia has developed a serious hatred for Inner Circle member Xavia Jordannus, and Gilda Gearknob has bragged to members of her workers that Illia has been confiding to her. Tellingly, Illia recently commissioned Gilda to start designing traps capable of killing vampires.

## The Loyalists and the Employed

The society members hold a great deal of power and influence, but of course the responsibility for operating the games and maintaining the arenas must be shared. For menial tasks like repairs, retrofits, cleaning, and recruitment, the society has hired a small battalion of workers and experts in engineering, maintenance, trapsmithing, and strongarming, usually recruited from the ranks of thieves' guilds.

### THE MAINTENANCE CREW

It is a grizzly task, but someone has to enter the arena after each session and clean up what is left of the losing contestants. Also, the issues with regular maintenance on the foundation work for several of the arenas makes the maintenance crew absolutely necessary.

Jarkus Stormforge of the outer circle is the foreman in charge for the maintenance crew and leads the excavation teams to new sites considered



for arena locations. At any given time, Jarkus is usually in the company of at least six well-trained experts, surveying the arenas and preparing for any major modifications that may be required for the next scheduled session.

The maintenance crew is a tightly knit group whose loyalty to one another runs deep, with the exception of Jarkus himself, who controls the group mostly through threats of getting rid of those who don't follow his commands. Unsurprisingly, the Society does not value any of its workers enough to show mercy if that worker could potentially share their secrets, so anyone 'retiring' from these positions never gets a chance to have another job.

### **THE GEARHEADS**

The tinkering of traps and clockwork mechanisms is not a job for novices. For this task, the Society utilizes a group of elite Gnome experts led by Gilda Gearknob of the outer circle. These workers deal with the regular maintenance and design of every mechanical trap placed into the arenas. The



Gearheads are a well-educated group with a severe mean streak and a flare for the sadistic. The group delights in the design of new and vicious traps to impress Gilda, and more importantly to impress the other society members, since many members of the Gearheads would prefer to replace Gilda. All of the Gearheads are female.

To date, there has been no attempt at treachery or wrongdoing within the Gearheads. As a result, no laws or punishment customs have been established. Gilda is always mindful of the Gearheads, but is aware that 'treachery' for them usually only amounts to upstaging.

### **THE SORCEROUS STUDENTS**

Because of the amount of magical traps and items that are used for the arenas, the society members would not have time to cast all of the necessary spells and create the necessary potions for a session. For this purpose, the society has enlisted the aid of over a dozen spellcasters, both divine and arcane.

The Sorcerous Students are led by both Carcarian Mifranzell and Tristram of the Whispers, though Carcarian is generally recognized as the more knowledgeable magically. These students never see their way into the games themselves except in cases of treasons, or in the one unfortunate incident where a student took too long to finish the spells he had been assigned, and he ended up being caught in the arena as the games began.

### **THE GATEKEEPERS**

Created five years ago by the Emerald Mage and his apprentices, the Gatekeepers are the elite band of iron golems that the society uses to keep the peace and contain hostile contestants. The Gatekeepers appear as large humanoid knights dressed in full plate armor, carrying swords and shields. Positioned at every exit of an arena, these golems immediately attack any contestants who attempt to escape from the arena before the game has ended. The Gatekeepers will never move any further than 15 feet away from an exit unless ordered to by the master of ceremonies for the session. There are no Gatekeepers on the Island of Sport because there are no specific exits to guard. In the other arenas, the exits are also usually warded with *antipathy* spells and explosive wards, with the Gatekeepers acting as the last line of deterrence.



## Chapter Two: Running the Games

This chapter provides you with the material necessary to successfully run a group of PCs through any of the four different arenas currently active under the society's control. This chapter also provides several alternative uses for the arenas themselves in terms of campaign insertion and scaling each arena to operate under differing levels of play.

### Master of Ceremonies

The position of Master of Ceremonies is shared by the various society members, cycling each month, allowing each society member to run a game in each of the society's four arenas in one month. The Master of Ceremonies chooses which of the dozens of different types of game to run in the arena, and has final say on choosing what contestants, monsters, and creatures will be used in the game. Additionally, it is the responsibility of the Master of Ceremonies to make sure the guests get their money's worth in the games, sometimes manipulating the rules or layout of the game in the middle of its course to make sure neither side dies too quickly.

#### THE MASTER DOCUMENT

The Master Document is the detailed description of how the Master of Ceremonies plans to run a game. Before any game, the Master of Ceremonies must present the Master Document to her fellow society members for suggestions, though only the Chairman has the power to actually force changes. Then, after possibly making changes, the Master of Ceremonies brings the Master Document to the location of the game, and reads it off to the guests before dinner begins. The Master Document includes information about the number of games for the evening, the anticipated duration, each game's format, specialized changes that have been made to the arena, and a full list of all the contestants, including any notable magic items they possess.

After the session concludes, the Master Document is updated with information regarding attendance and how the game went, plus accounts of money received from wagers. The document is then sealed away in the Society's vaults for future reference.

### Acquiring Contestants

In the earliest days of the arena games, contestants were rarely willing to step into the dangers of the arena. As such, many were slaves or kidnapped heroes forced to play against their will. Though this was highly entertaining to the cutthroats and sadists who first watched the games, the competitions lacked a truly competitive edge, and some kidnapped players either surrendered to death out of fear, or simply refused to perform for an audience. To overcome this, the Society began to offer great rewards to survivors of the arenas, encouraging warriors to join the competitions freely.

- ✦ **Sponsoring:** The Society prefers to use willing contestants. They require less risk to acquire, and generally fight more vigorously. Also, repeat contestants can be quite a draw for regular guests, and the intensity of games with famous gladiators are much greater. To encourage these warriors, society members often sponsor contestants that they have been impressed by, providing them comfortable homes, powerful magic items, and various sundry benefits. However, of the dozens of warriors brought on for each game, usually no more than one or two actually survive to enjoy sponsorship.
- ✦ **Kidnapping and Slavery:** Despite the overall benefits of sponsoring, sometimes the Master of Ceremonies desires something special for a game that is too exotic or specialized to be able to rely on volunteers. When a game demands decadent noblemen, virgin pacifist priestesses, halfling children, or a group of blind kobolds, the Society's connections with organized crime become very useful. With the aid of thugs, assassins, or simply trickery, the Society rarely has trouble acquiring the contestants it wants. Additionally, for when simple fodder is needed to increase the body count, the Society keeps stables of hundreds of slaves of various species and skills. These slaves usually have no duties, and except for the few with combat training, they can simply wait with dread for when they will be sent to die in an arena.



## Volunteering for the Games

Most volunteers for the games are fatalistic or greedy, and very few could be described as noble or goodly, since good individuals typically balk at the prospect of entertaining those with reputations as cruel and vile as the Society. However, should a player character decide to volunteer for a game, he will find the experience fairly pleasant. Much like those desiring to be spectators, the volunteer must first track down a contact of the Society, then attend a casual dinner with a broker or an actual member of the Society, at which he must demonstrate some of his skills that would make him a desirable contestant. Also, a mage is usually present to help discern the sincerity of the volunteer, so as to avoid infiltration or betrayal. The volunteer must only pay 50 gp to cover the cost of this interview dinner, and he can typically expect at least 200 gp as rewards for competing if he is accepted.

If the volunteer is accepted, he is invited to attend the dinner before the games themselves, getting a chance to mingle with those who have come to watch his death. This time can be very important for his survival, however, since a contestant who makes a good impression might earn the sympathy of guests, who could call for mercy if he is about to die in the arena. Similarly, a rude contestant usually finds himself facing unfairly difficult challenges. Even before going into the arena, some contestants might earn boons of an extra magical item, or information of where to find hidden treasure closets within the arena. A typical dinner usually consists of between four to ten contestants, about ten guests, and at least three members of the Society, plus various bodyguards, waiters, and attendants. Volunteers are only allowed to enter the dining room after the Master Document has been read, so they will not know exactly what they're expecting, though a charming contestant may be able to convince those present to share some of the information with him.

**Impressing Your Audience:** During the dinner, potential contestants may make either a Diplomacy or a Perform check (DC 20) for each guest or society member present. Depending on the relationship between the contestant and that person, and on how well the contestant comports himself, he may receive a modifier ranging from -4 to +4.

If successful, the contestant gains some sort of small favor, a small piece of information, or a

brief intercession. This might be a masterwork dagger slipped to the contestant as he heads to the arena, a potion of some sort, or a hint at where a particularly nasty trap is located. In the form of an intervention, a guest might tell the Master of Ceremonies something along the lines of, "Wait, give him a chance to catch his breath. He's done well so far, and it's no fun to kick a man while he's down."

If the check beats DC 25, the benefit is more substantial, perhaps a minor magic item, an actual map of the arena, or a request to spare the contestant's life if he has been knocked out but not killed. If the check beats DC 30, a contestant can expect monsters to simply not find him (perhaps blocked off by sliding walls), traps to not trigger as fast (+5 bonus to one Reflex save during the course of the game), or even monsters to be compelled to aid the contestant. On a phenomenal result of beating DC 40, the contestant may actually be asked to stay and watch with the other guests, or he might be given a two minute head start in a race, or be allowed to wait an extra few minutes before entering a grand melee.

A particularly poor result, or simple rude behavior, can lead to walls closing to lead the contestant into the most dangerous area of the arena, or to that contestant receiving cursed gear as he heads into the game. However, guests usually like to watch an offensive contestant suffer, and so the Master of Ceremonies knows enough to not outright kill a despised player.

**Encounters at Dinner:** The guests who come to view these games are of course not the most well-liked people in the world, and often trouble follows them even to the civility of the pre-game dinner. If you want to liven up an evening's dinner, consider some of the following possible encounters.

1. A vengeance-minded contestant bursts up and threatens the life of a society member in attendance for the death of her brother, who was sponsored by the society member.
2. A sponsored contestant is faced with ridicule and spite from non-sponsored contestants. A fight breaks out before the games even begin.
3. A maintenance crewmember bursts in to announce that one of the more dangerous creatures scheduled for use in the first game of the night has escaped into the arena and is loose in the building.
4. A spectator suddenly collapses dead during the meal, and his food is found poisoned.



5. A guest calls for a sparring match between two warriors, using padded weapons.
6. The society members invoke a ruling that the guests must each take one close-fisted blow from any contestant they want to wager on, leading to possible ill will.
7. The contestants are forced to participate in one of the mini-games detailed below, such as Three Vials.
8. A guest who was late with his payment, or suspected of treachery, is forced into the arena, having to fight off monsters while everyone else watches over dinner.
9. The hosts leave in a mysterious hurry, and a few minutes later, law enforcement or noble heroes burst into the room to disrupt the vile games.
10. One of the guests turns out to be an old rival or friend of a PC.

## Rules of the Games

There are well over five hundred different formats of games included in the rosters of the Society, the result of over a century of cruel imaginations working to delight the blood-thirsty. However, their games tend to nine primary formats, detailed below.

### LAST MAN STANDING

**Arenas:** The Great Hall, The Dungeon of Darkest Shadow, and The Well of Fiends.

**Contestants:** 4 to 10.

**Success:** The last contestant capable of still fighting is the winner.

**Failure:** Though it is not required, most of those who fall are slain, either by other contestants, or by the Society's clean-up crew. Guests can intercede and ask for a contestant to be spared.

**Opponents:** Fellow contestants, random monsters.

**Hazards:** Standard.

**Variants:** Jarkus Stormforge has spent the past few years refitting the Great Hall so that it can be flooded by pipes pumping water from underground rivers. This variant, called Stone River Rampage, is presented in greater detail in Chapter Four: The Great Hall.

The simplest of all the Society's games, Last Man Standing requires the least overhead in monsters and traps. Usually, contestants are simply allowed to fight each other, without intervention from the Master of Ceremonies. The Master of Ceremonies simply chooses when and where each contestant enters the arena, and possibly what

equipment each contestant will be allowed. Any tactics are allowed for victory, though invisible contestants are usually threatened through their restraint collars if they simply hide without fighting.

### LETHAL RACE

**Arenas:** Any.

**Contestants:** 4 to 10.

**Success:** The first contestant to reach the goal area wins.

**Failure:** There is no punishment for failure.

**Opponents:** Fellow contestants.

**Hazards:** Standard.

**Variants:** Carcarian Mifranzell coined a variant called Flight from Hell, in which the Dungeon of Darkest Shadow is filled with zombies and other undead, and the entire arena is *desecrated*. Another variant is similar to Stone River Rampage above, except that contestants must race instead of specifically try to kill each other. In this variant, called Stone River Rapids, anyone who escapes before the arena floods is a winner.

The lethal race is one of the more popular formats the Society hosts, since it usually guarantees a fast-paced competition. Each competitor starts at a point equidistant from the goal. This goal can either be an exit, or a particular location in the arena. Anyone using teleportation magic is instantly killed through his restraining collar, but otherwise, any action is allowed. Contestants must usually choose whether to focus on outrunning their foes or killing the competition.

### CAPTURE THE FLAG

**Arenas:** The Great Hall, The Island of Sport.

**Contestants:** 12 (6 members on each team).

**Success:** Capture the enemy teams flag and return it to your "home base."

**Failure:** There is no punishment for failure.

**Opponents:** Members of the opposing team.

**Hazards:** Each team's flag is in a heavily trapped area; the team is made aware of what traps are in its own area.

**Variants:** The Emerald Mage created False Flag, a game that plays off of his appreciation for changing people's expectations in any given conflict. Illusions around the arena create false home bases, with flags that appear to have been left abandoned, or even bases that are guarded by illusory contestants. These false flags are trapped with *bestow curse*, *explosive runes*, or other similar spells to harm anyone who attempts to take it.



### CREATING A FALSE FLAG

The Emerald Mage has become somewhat infamous for his use of this item during his sanctioned False Flag battles. Creating a *false flag* requires the Craft Wondrous Item feat, but otherwise costs the same amount in resources, time, and XP as to create a scroll of the appropriate spell.

Once the flag is activated by its creator, the next time someone touches the flag, the spell stored in it is cast upon the person touching it.

Popular types of false flags are *confusion*, *bestow curse*, *explosive runes*, and *lightning bolt*.

The third format of game created by the Society, Capture the Flag was the first team format. Though less vicious usually than Every Man for Himself, this format does showcase more tactics and cunning. Of course, violence is allowed, and many spectators love to watch large groups fight against each other in massive melees.

The current *capture the flag* champions are a group of cruel Dwarves, led by Willickus Shadowstone (Ftr 4/Rog 2), who simply destroy the opposing team, then casually walk in and take the flag to their camp. Though effective, this strategy is not as exciting as the Society would like, so Illia Daybane is currently recruiting dark Elves skilled as sneaking and assassination to give the Dwarves a fresh challenge.

### TEAM BATTLE

**Arenas:** Any.

**Contestants:** Up to four teams, with a maximum of 20 total contestants.

**Success:** Eliminate the opposing team.

**Failure:** The usual death, unless mercy is granted.

**Opponents:** Members of the opposing team.

**Hazards:** Standard.

**Variants:** Illia Daybane loves to sanction a team battle format called Shadowstalking, held in the Dungeon of Darkest Shadow with large human teams against a much smaller team from a race with Darkvision.





This game followed soon after the creation of Capture the Flag, as team battles were becoming popular. The current Team Battle champions are a group of gnomish bandits and cutthroats called the Riverwood Reavers, led by Icklia Shaeer (Rog 4/Sor 2). Rumors say that she and her men worship a goddess of poison and death, which has earned them the favor of Inner Circle member, Tristram of the Whispers.

#### MONSTER HUNT

**Arenas:** Any.

**Contestants:** 3 to 7.

**Success:** Eliminate the monstrous opponent and survive.

**Failure:** The usual death, unless mercy is granted.

**Opponents:** One large monster.

**Hazards:** Standard.

**Popular Variants:** The cruel Xaxivarious created the variant called Savage Unleashed, where a humanoid contestant is *polymorphed* into a great monster, and must kill the other contestants.

As the Society expanded its power base, it gained the means of acquiring monsters to use in its games, and this format was born. A group of humanoids, usually five, must kill a huge beast, or be killed in turn. The Master of Ceremonies is able to control the monster enough that usually he can keep it from killing any competitors for whom the spectators request mercy. Usually, the monster wins.

The current monster champion is a cunning and boastful aberration known as Millixaxian, a strange floating creature with multiple eyes that each have a powerful magical ability. He has competed on six different occasions, each time defeating all opponents. Notably bloodthirsty, Millixaxian once killed half the maintenance crew after the game itself proved too short to entertain him.

This contest is presented in greater detail in *Chapter Six: The Island of Sport*.

#### THE BATTALION

**Arenas:** The Great Hall, The Dungeon of Darkest Shadow, The Well of Fiends.

**Contestants:** 4 to 12.

**Success:** Defeat opposing horde, or reach the safe zone.

**Failure:** The usual death, unless mercy is granted.

**Opponents:** Army of 30+ undead soldiers, or small goblinoids, or minor demons.

**Hazards:** Most traps are disabled for this game, to keep the army from killing itself.

**Popular Variants:** Tristram of the Whispers created Grand Melee, in which 30 or more warriors all fight to the death. A wide array of skill levels are preferred for this game, and most of the warriors are mere fodder.

It is rumored that before he died, the lich Carcarian Mifranzell once laid waste to an entire battalion sent to kill him. Rather than leaving the bodies for collection and burial, the lich collected them for use in the arena games. Though of course all their corpses have long since been hacked to pieces by other contestants, Carcarian never wants for a fresh supply of undead. In the years since the first Battalion game, other groups of soldiers have been used, all of them weak fodder, both for the sake of a bloody fight, and because of the difficulties in wrangling armies of powerful monsters.

In The Battalion, a team of contestants start at one end of the arena, and must either defeat the opposing army, or outmaneuver them and reach a safe zone on the opposite side of the arena. Once every member of the team is in the safe zone, all the collars of the army are activated simultaneously, resulting in a gloriously gory end to the conflict.

#### RACE AGAINST TIME

**Arenas:** The Great Hall, The Dungeon of Darkest Shadow.

**Contestants:** 4 to 8.

**Success:** Contestants must find the antidote to the lethal poison in their veins before they die and before the other poisoned contestants find it.

**Failure:** Death. Mercy is not allowed.

**Opponents:** Rival contestants.

**Hazard:** Standard, plus debilitating poison.

**Variants:** One of Xavia Jordannus's numerous variants for this game, called Vampire's Kiss, hides a dose of the antidote in each contestant's collar. When a contestant dies, the collar injects the antidote into that person's neck, and if another person bites the corpse's neck and drinks its blood, he gains a +4 bonus to all saves against the poison for half an hour.

In this game, designed originally by Xavia Jordannus to kill a former lover, the contestants are injected with a slow-acting, debilitating poison called Ashfang Blood. Over the course of about five minutes, this poison transforms the victim's own blood into an ashy substance that clogs his veins and arteries, eventually leaving him numb and paralyzed for a few minutes before he dies.



Once injected, the victim takes 3 points of damage to each of his ability scores every minute. Each minute, the victim makes three Fortitude saves (DC 20), one for Strength and Dexterity, one for Constitution and Wisdom, and one for Intelligence and Charisma. If successful, the victim takes only 2 points of damage to that ability for that minute.

The unique power of Ashfang Blood is that it will not reduce a victim's ability scores to below 1 at first. Only once all of the victim's ability scores are at 1 will the poison finally kill the subject. Thus, deaths are drawn out, with victims struggling for a minute or two with only one or two active stats before passing out and dying.

A single vial of antidote is hidden in the arena, usually in a dangerous location. Clues are scattered around the arena to guide contestants to where the antidote is. Contestants are expected to fight for their survival, and only one is allowed to survive.

### THE HUNT

**Arena:** The Island of Sport, The Dungeon of Darkest Shadow.

**Contestants:** 4 to 10.

**Success:** Avoid the hunting creatures and reach the safe-zone alive.

**Failure:** The usual death, unless mercy is granted.

**Opponents:** Predators.

**Hazards:** Standard.

**Variants:** Gilda Gearknob's love of cats led her to develop Cat and Mouse, in which all the monsters are cats of at least large size, including at least one dire tiger. She then litters the arena with dozens of debilitary traps that only affect creatures of Medium-size or smaller, like small bear traps, narrow pits, and isolated deadfalls. Though any given trap will rarely kill a contestant, the continuous barrage is usually enough to weaken a person, which gives the cats times to play with their food before killing it. Another variant, the Labyrinth, uses the Dungeon of Darkest Shadow as a maze of shifting walls with disorienting teleportation effects, while a nest of giant spiders capture and feast upon the contestants.

Taken to a remote island, stripped of weapons and armor, and deposited in the wild, contestants are instructed to find the path that leads them to the safe zone, located at the top of the arena's small volcano area. Meanwhile, vicious predators are released to chase them. Forced to rely on what they can scavenge or create from the island's local terrain and plant-life, contestants must try

to survive. Only rarely has the prey managed to hunt the predators, but on those occasions where contestants manage to defeat the beasts stalking them, the spectators are usually ecstatic.

The Labyrinth format is presented in greater detail in Chapter Five: The Dungeon of Darkest Shadow.

### SAVING THE SEALS

**Arena:** The Well of Fiends.

**Contestants:** 4 to 10.

**Success:** Prevent the outsiders from breaking the seals that hold a pit fiend in stasis, or manage to defeat the released pit fiend.

**Failure:** Death is almost certain unless the contestants can outrun the pit fiend.

**Opponents:** Summoned outsiders.

**Hazards:** The lava pits churn and pit globs of molten rock, and as each seal is broken, the entire arena shakes with mild simulated cave-ins.

**Variants:** Vinson Bromo's appreciation for irony led him to create Judgment, in which the contestants are all viciously evil murderers and villains, and the summoned outsiders are celestials who would desire to kill the contestants. The contestants must attempt to release the devil Oozivax to aid them before the celestials kill them.

This game is feared by even the most hardened contestants, and indeed even some spectators are wary watching a game that flirts so closely with disaster. Held over a well of fire in a state of stasis is the devil known as Oozivax, trapped over a decade ago by Vinsom Bromo specifically for this game. The devil has an intense hatred for Bromo and all those who are involved in the games, particularly because it knows even if it is released, it will never truly be free. In this game, the contestants have to guard the bound devil, to prevent dozens of summoned demons from breaking the seals that keep it trapped. If the contestants cannot keep away the demons, then their only chance is to defeat Oozivax, because once they enter, they are not allowed to leave without a victory.

## Mini Games

*"What? I have to drink one of those? How hard could that be?"—unknown contestant, deceased.*

Not every game the Society hosts is a grand affair with huge amounts of bloodshed. While guests wait for the proper festivities to begin, the Society



often entertains them with various mini-games, which require much less preparation, but that can be just as entertaining and life-threatening. Actual arena contestants do not typically compete in these games; instead, the Society uses simple maintenance workers or slaves. To some, these games are nothing more than slow torture with little chance of success, but nevertheless, many spectators enjoy gambling on their outcomes.



### THREE VIALS

**Contestants:** 3.

**Success:** Choose the vial that does not contain lethal poison.

**Failure:** Choose the wrong vial and die!

Illia Daybane takes great pleasure in this mini-game, and she regularly provides the poisons needed for it. Three contestants are led into the spectator's area and sit around a small table, upon which is a rack containing three non-labeled vials. Two of the vials contain a lethal poison, while the third contains simple harmless water. Little more than random chance, this disgusting game garners as much gambling as a game of dice.

### CHOOSE YOUR FATE

**Contestants:** Any.

**Success:** Defeat the Master of Ceremonies in a simple game.

**Failure:** Loss of weapons, armor, or magic items.

In this game, each contestant is given the option of gambling to improve his chances during the upcoming arena session. The contestant chooses some item he possesses—a weapon, a magic item, or even shoes—and wagers that item. If he can beat

the Master of Ceremonies in a game, he wins an item whose value is relatively powerful to the item he wagered. The games played vary widely among different Masters of Ceremonies, and include chess, cards, or a bout of Conjuraction Combat. For other game ideas, see *Tournaments, Fairs, & Taverns*.

If the contestant loses, he loses the item wagered, and cannot even replace it, so if a character wagers and loses his chainmail armor, he will not still be able to wear his leather armor.

### THE LONGEST BREATH

**Contestants:** 10.

**Success:** The contestant who holds his breath the longest is allowed to exit the drowning chamber.

**Failure:** Death by drowning.

A 20-ft square, 10-ft deep glass chamber is housed in one of the viewing venues' back rooms, usually used to house an aquarium of exotic fish. Sometimes, however, the Master of Ceremonies will bring in slaves and force them into the aquarium, sealing them in. Any contestant

who runs out of breath dies, while the last person to pass out is extracted and given a few coins for his trouble. The game has been known to turn violent as desperate contestants struggle to knock out other opponents' breath.

### CLIMBING FOR FREEDOM

**Contestants:** 4.

**Success:** Be the first to climb out of the pit.

**Failure:** Possibly death if a contestant falls from a great height into the spiked pit.

**Variants:** Gilda Gearknob enjoys the use of more vicious traps for this mini-game, such as *Vesher's Vicious Grinder* (see *Traps and Treachery 2*, by Fantasy Flight Games) or filling the pit with acid.

Four contestants are lowered 90 ft down a 100-foot deep pit. A retractable landing is 10 ft above the bottom of the pit, which is usually filled with acid, spikes, or poisonous animals. Contestants are given a few seconds to get hand-holds, and then the landing is retracted, the signal for the contestants to start climbing. Use normal initiative and climbing rules from the *Player's Handbook*, or use the climbing race rules from *Tournaments, Fairs, & Taverns*.



# Chapter Three: Motivations and Items of Note

This chapter provides descriptions of several items used by the Society for viewing the games safely while keeping the contestants motivated and the spectators entertained. The Sapphire Mage created many of these innovations, even before the first game was held by the Society of Sinister Sport.

Also detailed in this chapter are suggestions to help you keep the games moving and exciting. A good run through an arena should seem more intense than a normal dungeon crawl, and this chapter will help you make it so.

## Money and Prizes

Contestants who compete willingly receive substantial compensation for each game they participate in. Generally, the danger level of the arena determines the pay-out. The more lethal the dungeon, the greater the payment, though of course lethality is a relative term, considering that the Society always matches its contestants evenly with the challenges they'll face.

For the Great Hall, payment is typically 200 gp per session. The Dungeon of Darkest Shadow typically pays 400 gp, the Island of Sport 600 gp, and the Well of Fiends a full 1,000 gp per event. These are simply the base payments, since contestants are allowed to wager on themselves, and are generally allowed to keep anything they find in the arena. Particularly in events with multiple experienced competitors, the bounty in magic items can be well worth the risk.

For gambling, odds rarely get steeper than 3 to 1, except in cases where the Society has purposely made the competitors unbalanced. Other wagers might be the chance that everyone on a team will survive, or how many kills a given contestant might get. Veteran competitors know not to bet too steeply in their own favor, because the Master of Ceremonies can easily make a wager impossible to win.

☛ **Reward Idols:** In addition to flat payments, speculative wagers, and the spoils of victory, contestants in the games can also search for reward idols scattered through each arena. The specific appearance of these idols vary to fit the theme of each arena, but their purpose is always to provide extra prizes, in exchange for slightly greater risk. Generally standing six

feet tall and made of reinforced stone, each reward idol has a pair of small, locked doors (Open Lock DC 35) which are fairly impervious to damage (hardness 15, 20 hp; break DC 30). An idol can be easily opened, however, with a *collar of vengeful motivation*, detailed below. Each collar has a *knock* spell stored in it, which activates to open any one reward idol.

Inside each reward idol, contestants may find weapons, armor, gold, jewels, valuable artwork, scrolls, or magic items. Effectively, they are each simply a roll on a treasure table, the level of which should be based on the difficulty of the arena game. You should determine what treasure is in each reward idol before the game begins, and you shouldn't hesitate alter the treasure slightly to make it useful in the events of the game.

Arena	Suitable Treasure Level
The Great Hall	1 <sup>st</sup> –5 <sup>th</sup>
Dungeon of Shadow	4 <sup>th</sup> –9 <sup>th</sup>
Island of Sport	8 <sup>th</sup> –13 <sup>th</sup>
Well of Fiends	12 <sup>th</sup> –17 <sup>th</sup>

## The Collars

Calison Ember, the first ever contestant of the games, awoke in a dark chamber with a strange golden collar around his, only vaguely remembering being ambushed by his former allies. Through the collar he heard the voice of the Sapphire Mage, instructing him on how he was now restrained. If he took off the collar, it would activate a dormant spell to kill him, in addition to releasing blades to impale his neck, possibly decapitating him. Through the collar, the Sapphire Mage and the others would be able to watch him try to survive against all the forces they had gathered to strike him down. Calison was far too self-serving to consider spite, so the audience watching the first ever deadly game knew they would be witness to a remarkable show.

The *collar of vengeful motivation* was the invention of the Sapphire Mage to keep troublesome underlings in line or to punish his



enemies, and he only later adapted it for the games. Made of pure gold, the collar could almost pass for a lavish piece of jewelry, but its real purpose is quite sinister. Every contestant that competes in the arenas must wear a collar, willingly or not.

During the session, only the Master of Ceremonies or the Chairman may remove a collar from a living contestant. A living contestant who attempts to remove his own collar, or whose collar is forcibly removed by another contestant is struck with a *finger of death* (Fort DC 20), and spring-loaded blades on the interior of the collar cut deeply into the contestant's neck, dealing 10d6 points of damage. If the collar is removed from a dead body, however, these do not trigger, and instead the collar's magical resonance can be used to open reward idols throughout the arena.

Removing the collar requires either an Intelligence check (DC 15), or a Strength check (DC 22). To perform either, the person wearing the collar must be relatively immobile, such as if he's willing or if he is pinned. It is rarely possible to forcibly pry off a collar, and anyone touching the collar when it opens must make a Reflex save (DC 15) or take 3d6 points of damage from the blades slashing out into his hands. This of course only happens if the bearer is actually alive.

Additionally, anyone bearing the *Chairman's Scepter* can *scry* upon the wearer of one of these collars at will, opening a viewing portal that anyone can see. This is in addition to the *scepter's* ability to *scry* anywhere in an arena three times per day.

Creating a *collar of vengeful motivation* requires Craft Wondrous Item, *knock*, *scrying*, and *finger of death*, and the collar has a market price of 30,000 gp.

## Keeping the Game Moving

The Master of Ceremonies must keep the games active and exciting or the spectators quickly lose interest. With each contestant being forced to wear a collar, in most cases the Master of Ceremonies needs only to remind the contestants of the penalty for non-participation, ranging from outright death if the contestant completely refuses to participate, to slightly less serious penalties of reduced prizes or post-game beating.

However, sometimes the games simply slow down because contestants accidentally end up traveling through completely different sections of an arena, or because multiple contestants have both decided to lay an ambush. To help increase the pace

of a game that has entered a lull, the Society has developed the quadrant system.

✿ **Quadrant Activation:** The society divides each arena into four quadrants. Each of these quadrants is riddled with small magic-enhancing stones, which act as foci for quadrant-wide spells. Similar to the ability to bind a spell to an *unhallow*, each quadrant can manifest a magical effect, usually used to encourage contestants to get moving. The Master of Ceremonies can activate any quadrant in the time it takes to cast a spell, and usually she will keep several scrolls of useful spells handy for different circumstances that may arise in a game.

Common spells used in quadrant effects include *desecrate*, *acid fog*, *doom*, and *confusion*.

Additionally, spells that don't normally have area of effects can be activated to affect everyone in the quadrant, such as *blindness/deafness*, *contagion*, or *power word, stun*. Most contestants realize that if they are afflicted with such a spell, they should start moving.

✿ **Shifting Walls:** Each of the interior arenas also usually has numerous shifting walls that can close off hallways or create barricades. After characters evacuate from a quadrant, these walls can close off that area for as long as needed. Also, when a contestant is having too easy a time in a race, a wall might slam shut in his face. This is a particularly loved trick when the character is being chased by a dangerous monster.

✿ **Archpoints:** One of the more elaborate methods of motivation the Society uses is the archpoint system. Before a game begins, contestants are informed that certain specially carved archways located throughout each arena are linked to certain timed events. At a particular archpoint in the Well of Fiends, for example, if a contestant does not reach it within one minute of the start of the game, a pair of powerful demons will appear at that archpoint. On the Island of Sport, if a contestant reaches one archpoint (in the shape of a carved stone pillar) in less than five minutes, he'll be imbued with an *anti-life shell* to help ward off predators.

The specifics of archpoints vary greatly, depending on the type of game being played. In normal melee games, monsters usually appear or quadrant spells activate unless archpoints are reached, whereas in races archpoints might



simply serve as markers of where contestants have to reach, setting the course of the race. In the Labyrinth variant of the game format The Hunt, numerous archpoints in the Dungeon of Darkest Shadow act as *teleportation circles*, sending contestants to different areas of the arena.

- ☛ **New Forces:** For most games, the wranglers of the Society keep extra monsters on hand, to introduce to the game if the current pace is too slow, or if the contestants have had too easy a time with the original monsters. These monsters are kept in 'holding areas,' hidden rooms that usually only open when the Master of Ceremonies activates them, but some game formats utilize 'holding triggers,' such as pressure plates or trip wires, which can be activated by the contestants. Holding areas are usually hidden in the floor, ceiling, or walls of an arena, and require a Search check (DC 30) to locate, and a Disable Device check (DC 30) to open, though doing so is usually foolish.

Additionally, some holding triggers simply activate *summon monster* spells, though these creatures have the same drawback as normal summoned creatures, namely that they can only remain for a minute or two before the summoning spell ends.

- ☛ **Escape:** Some characters may try to escape the arena during the course of a game. The most direct routes of exit for the underground arenas are guarded by at least two iron golem Gatekeepers each, while the Island of Sport cannot be escaped without hours of swimming, giving the Society ample time to deal with the unsportsmanlike conduct.

More resourceful escapees may use magic such as *phase door* or *passwall*, but the arenas are all deep underground, making such spells relatively futile. The one instance where a wall would have been narrow enough to breach was the original entryway of the Great Hall, but the Society carefully bricked over the entryway with alternating layers of stone and metal plating.

The primary concerns of contestants fleeing revolve around teleportation spells. Even the Society cannot possibly afford to fully proof their arenas against all planar travel (and to do so would render most conjuration spells ineffective, removing certain possibilities for entertainment), but they have developed

alternative methods of deterring teleportation. The Sapphire Mage developed a process to alchemically alter the semi-precious stone opalite into a teleportation beacon, which diverts teleportation spells cast nearby.

**Opalite Teleportation Beacon:** A simple piece of rounded and smoothed opalite, this magic item at casual glance appears to be nothing more than a glossy, dull white stone, with a slightly slick surface. Due to the alchemically altered nature of the stone, it reacts with teleportation magic, diverting the target of any teleportation spell cast nearby it. Each stone has an area of effect of approximately 500 ft, and any teleportation spell cast in that area of effect is redirected so that the subject appears within a few feet of the opalite beacon. When several opalite beacon's fields overlap, the teleportation goes to the one nearest the caster. Once an opalite beacon redirects a teleportation spell in this way, it glows for an hour, as if by a *light* spell. During this hour, the beacon cannot redirect any other teleportation spells.

Because the effect of an opalite beacon cannot be turned off, it is rarely useful as an offensive device to prevent opponents from fleeing, since most that would use such an item would also want to teleport themselves. However, the Society uses them defensively to cause foes who plan sneak attacks to arrive in trapped areas. Society members are always quite careful to stay at least several hundred feet from these locations, in case they need to hastily flee through teleportation.

Each arena has dozens of opalite beacons scattered throughout it, particularly in the Well of Fiends and the Island of Sport, where the Society prefers to host games with powerful characters. Whenever a character tries to teleport in an arena, roll 1d8 to determine a random direction, then d20 x 5 to determine how far away in feet the beacon is. Each of the interior arenas also always has one beacon at each corner.

Creating an opalite beacon requires an Alchemy check (DC 35) and two days of work. Opalite beacons have a market price of 500 gp.



## Setting the Challenges

Unlike a traditional adventurer's dungeon crawl, a game in one of the Society's arenas provides no chance for rest or retreat. All threats must be survived at one time, meaning that the entire arena should effectively count as one encounter. Indeed, it's unlikely that you'll ever stop being in combat mode, out of round-by-round initiative. Bear that in mind as you choose how many monsters and foes you wish to populate the arena. A good arena run should be an Encounter Level at least 4 higher than the party level for a party of four characters. Use the standard guidelines in the DMG to determine what the Encounter Level is based on the number and Challenge Ratings of the foes.

In each of the following chapters, the dungeons are provided with a set Encounter Level, as an example of what can be done with each location. You are of course free to add or remove dangers, but use the details in the following chapters as guidelines when deciding how to best challenge your party.

## The Arenas

The four arenas of the Society of Sinister Sport are presented in the following format.

**Introduction:** This section presents the overall mood and appearance of the mood, plus the history of the arena's construction. Use this section to help your players feel as if they are in the dungeon itself. Later on, individual locations within each arena will include specific descriptions to make the layout of the arena distinctive.

**Challenging Your Party:** Refer to this section to see whether the dungeon would be a suitable challenge for your party. Each arena is presented with a sample assortment of monsters to make it simple to just use the arena straight out of this book, and the challenge ratings and encounter levels listed in this section simply refer to how challenging the sample layout is. Though of course you may change whatever you want to make the arena a suitable challenge for your PCs, if you intend to have the PCs encounter more than one of the Society's arenas, you should probably have them encounter them in the same order as is presented in this book, as each arena is slightly more dramatic and impressive than the one before it.

**Layout and Construction:** This section details the specifics of entry points, the strength of walls and doors, and other attributes that are consistent throughout the entire arena. This section also describes what magical effects are usually linked to each quadrant in the sample game in that arena. Finally, any unusual hazards or mechanisms that recur throughout the arena will be detailed here, such as the revolving walls and *dancing darkness* spells of the Dungeon of Darkest Shadow.

**Room Descriptions:** Each location and room in the arena are detailed, each receiving its own entry. Sample monsters and traps are also included here, though these are easily changed. If a room contains any traps, refer to Appendix One: Traps to find out the specifics of the trap. Likewise, stats for common monsters are presented in Appendix Two: Opponents, though simple humanoids like orcs and kobolds are not included because of the simplicity of their stats.

If a room contains a monster or a trap, the challenge rating of the encounter in that room will be listed. If a room contains both a trap and monsters, the challenge rating reflects the combined challenge of both.

**Sample Game:** Each arena is first presented with a default layout, trap assortment, and monster assignment that are suitable for either a Last Man Standing or Team Battle game, and except where stated otherwise, assume all details in each of the following chapters apply to these default games.

However, in addition to this simple format, each arena is presented with one sample game that goes beyond a simple melee. These games require slightly greater attention to details, and some utilize unique rules. All necessary rules and advice for running these specific games are included toward the end of the chapter.

For the Great Hall, the sample game is Stone River Rapids, in which the hall is flooded, and contestants must race for the exit. The sample game of the Dungeon of Darkest Shadow is the Labyrinth, which makes the dark cavernous dungeon as disconcerting as possible to humanoid contestants, while giant spiders stalk them. On the Island of Sport, the sample game is the simple but exciting Monster Hunt. Finally, for the Well of Fiends, the horrifying Save the Seals game is presented, in which the contestants must fend off extraplanar horrors that are trying to free a bound devil in the center of the arena.



## Chapter Four: The Great Hall

*"I will never forget the sound: the grinding of iron against stone as the entry door raised for me to enter the arena. A few steps later, the door slammed shut behind me, its echo enduring for what seemed like hours, as if it would not let me forget that from that moment onward, my fate was beyond the reach of even the gods to help."*

— Marxus of the Singing Swords

Built deep within ancient mountain range, the Great Hall is the oldest of the Society's arenas, converted from the Dwarven temple fortress which the Society's founders sacked during their adventuring days. Sturdily built, the Great Hall has endured over a century and a half of changes, refitting the once honorable temple into a death trap. Its classically high ceilings and squarely-angled Dwarven construction belie the twisted depths of the minds that design the traps within.

Walking into the Great Hall, one can easily feel the ages of history it holds. Carved reliefs of Dwarven lore tell half-tales, marred by more recent bastardized construction of traps, or the implantation of new walls. Mythic statues of Dwarven heroes overlook chapels and studies whose carpets are stained with blood, their tapestries blackened beyond recognition from soot and flame of mage duels. It is hard to find even a few feet of the temple in which no one has died, and a few chance words may remind a doomed spirit of its former life, evoking a chill over an entire room. In some of the smaller rooms, contestants have hidden, terrified, carving messages of prayer or despair into the walls in a dozen languages, and in the corners of the halls, years of bone dust and broken weapons have collected, clinging to this place of death so that the Society long since gave up trying to clean them away. Even the floods that now sweep through this arena cannot wash away the years of murder and bloodshed.

This was the first of the Society's arenas, and by itself best signifies their morals and beliefs. Noble and mighty have been cast down, their memories marred with the callous need for ever greater death and suffering. For one hundred and fifty years, the Great Hall has proven that hope is merely denial of the doom that awaits all who cross the Society's path.

**Overview:** A sturdy stone dungeon, the Great Hall is the a very straightforward arena, with no particular theme behind the placement of monsters and traps. Characters with 5 or more ranks of any stone-based Craft skill gain a +2 synergy bonus to Reflex saves to avoid traps, and Dwarves gain a +2 racial bonus to their Reflex saves against traps because of their Stonecunning ability.

**Challenging Your Party:** This example of the Great Hall is an EL 8 encounter, intended for 3rd or 4th level characters. The Stone River Rapids format, detailed below, is an EL 10 encounter.

### Layout and Construction

The Great Hall was originally carved straight from the rock of a mountain low in a mountain range. Several underground rivers ran nearby, and the lower level (now sealed off and used for maintenance, trap storage, and monster holding areas) led into numerous tunnels that followed the riverways to other mountain strongholds miles away. The Society still uses some of these passageways to bring in equipment, but most are sealed off or diverted to assist the Stone River formats held in the Hall.

Within the Hall itself, evidence of a long history of retrofits is readily apparent. Very few rooms have not seen some sort of modification, and even the main hall itself, which originally provided the name of the location, has been divided by a sturdy wall, splitting the old entryway down the middle. The original entrance itself has been sealed with stone and metal plates to prevent magical passage out of the arena. Original stonework can be discerned by the smooth surface of the stone, whereas modifications by the Society are usually marked by patching brickwork. Because of this, characters with 5 or more ranks of any sort of Craft that deals with stone receive a +2 synergy bonus to Reflex saves to resist traps. Dwarves receive an additional +2 racial bonus to Reflex saves against traps in the Great Hall, because of their stonecunning racial ability.

Despite being periodically flooded for games, the Great Hall is kept clean of mold, giving the arena a dry, unlivid-in appearance. A few rooms have been specifically made water-tight, because the Society values the aesthetic value of some of the



Hall's original antiques, such as rugs and tapestries. Additionally, holding areas that have passages that lead to the lower level are likewise sealed against water, to protect the maintenance crews. The arena is usually left unlit, though all contestants are provided with three torches each. For the Stone River formats, however, torch sconces are installed every 10 ft, lit with *continual flame* spells, since conventional torches are of course rather useless.

**Walls:** Most walls are at least three feet thick. 3 ft thick; Hardness 8; hp 540; Break DC 50.

**Ceilings:** Unless otherwise noted, the ceilings are 20 ft high, made of undecorated stone.

**Doors:** The typical door in the Great Hall is made of iron, set flush into the walls with interior hinges. Many, but not all, are locked. These locks are intentionally not masterfully crafted, though the Society could afford it. The Society prefers to let contestants use their lockpicking skills for the sake of a good show. 1 in. thick; Hardness 10; hp 30; Break DC 23; Open Locks DC 19.

**Holding Areas:** On the map, rooms labeled by letters from A through R are holding areas. These rooms are only accessible through secret doors, which can be located with a Search check (DC 20). Aside from being hidden, they are otherwise identical to other doors in the arena. The doors to all holding areas are internally locked, and can only be opened by activating the trigger, or with an Open Lock check (DC 35).

Before a game of Last Man Standing or a Team Battle, these holding areas are loaded from below with monsters. When the appropriate holding area trigger is activated, the secret doors to these holding chambers, releasing the creatures inside. During the Stone River Rapids game, however, monsters are not placed in the holding areas, because maintaining water-tightness is of primary importance.

Holding Areas are opened by activating a Holding Area trigger, usually a pressure plate on the floor or a mechanism on a doorway. Regardless of their location, holding area triggers can be found with a Search check (DC 14) unless otherwise noted, and can be disabled with a Disable Device check (DC 14).

**Entrances:** There are four primary entry points, iron doorways that open to stairs leading down to the lower level. Located near each of the corners of the arena, these doors have masterful locks (Open Locks DC 35), and are guarded by two Gatekeepers each while games are in progress. Additionally,

any of the rooms labeled as holding areas have collapsing floors that lead to the lower level, and in some cases they are used as points of entry for competitors. These holding area trap doors are 5 in. thick; Hardness 10; hp 150; Break DC 38. A Strength check (DC 38) can pry one of these doors open, though the lower level has four Gatekeepers that can reach any holding area door within 4 rounds, plus numerous workers who could easily overbear a single fleeing a contestant.

**Quadrant Effects:** Assume as a default that no quadrant-wide spells are in effect during a game in the Great Hall, either a normal Last Man Standing or Stone River Rapids. However, if things slow down, the Master of Ceremonies will use *cause fear* (Will negates, DC 14), cast in tandem with a *ghost sound* (Will disbelieve, DC 14) to create the sound of huge stone gears grinding, as if the walls of the arena were closing in. This sound is focused along the exterior walls of the arena, so the *cause fear* drives contestants to flee toward the center.

Additionally, with a simple command, the Master of Ceremonies can drop iron barricades to seal off an entire quadrant. Anyone within 5 ft of one of these barricades can attempt a Reflex save (DC 15) to dive through before the barricade closes the area. Failure by 5 or more results in 5d6 points of damage as a 20-foot high iron plate crushes the character. The Master of Ceremonies will not use this option in the Stone River Rapids game.

**Archpoints:** For this sample game, none of the archpoints in the Great Hall have any special effect, and thus are not noted on the map. If you want to use them for a game of your own, each archpoint is an archway of polished white stone, only twelve feet high, carved to resemble piles of Dwarf bones. Most are located in the long hallways throughout the arena, but some are placed flush with walls inside rooms or holding areas.

## Arena Rooms

Unless otherwise noted, all hallways and rooms are fairly bare, with partial carvings of Dwarven religious symbolism on the walls. Rooms are specified by their number, as listed on the map, though if any trap or trigger is mentioned, it is located in the area on the map marked by the appropriate number. Most rooms are trapped, but characters are not expected to actually trip every trap in the dungeon. Unless otherwise noted, traps do not reset.



1. **Entry Hall One (CR 1).** Recent carvings along the wall depict the deaths of dozens of Dwarves to the original founders of the Society. A 20-foot pit trap along one wall can spell an early doom for a contestant. Remember to refer to Appendix One: Traps for details of all traps.
2. **Living Quarters Hall (CR 1).** Its original function is nearly impossible to discern, but this hallway once led to most of the temple living quarters. A line of off-color tiles spanning the hall opens Holding Area C across the hall, releasing four goblins, one of which wears a *collar of vengeful motivation*. Remember that holding area triggers can be noticed with a successful Search check (DC 14).
3. **Bedroom (CR 1).** This room is regularly refurbished to include several beds, two desks, and two stone drawers. Upon opening the door from Area 1, the drawer across the room shoots out a hail of needles. Remember to refer to Appendix One: Traps for details of all traps.
4. **Bedroom.** As Area 3 above, plus a reward idol in one corner can be opened to reveal a pearl bracelet (275 gp).
5. **Rack Room (CR 2).** Though directly beside a bedroom, this room has a rack torture device along one wall, and a bed of spikes on the floor in the corner. Beside this bed of spikes is a false reward idol. When a collar is placed on the idol to open it, it instead triggers Holding Area A, releasing a hungry leopard. This does not use the charge of the collar. Remember that holding area triggers can be noticed with a Search check (DC 14).
6. **Personal Shrine (CR 3).** Crouched beside an altar to a Dwarven god are a pair of ghoulish Dwarves, one of which wears a *collar of vengeful motivation*.
7. **Hall of Chiming Candles (CR 1).** Hundreds of candles line one side of the hallway on shelves cut into the wall, while tiny bells hang from the opposite wall. The room is well lit, requiring no extra light source, but it contains a unique arrow trap. Numerous holes along the ceiling fire down arrows at anyone who snuffs a candle or causes a bell to chime (this differs from normal arrow traps, which hit random targets).  
 Combat taking place in this room has a 1% chance per combatant per round of resulting in a candle or bell being disturbed, in which case the arrow strikes a random person in the room. This trap continually resets, and can fire up to 100 arrows. Triggering the trap more than once does not count as multiple encounters for the purpose of experience.
8. **Living Quarters Hall (CR 2).** As Area 2 above, anyone passing through the area marked 8 triggers a magical flame jet trap that shoots from the floor.
9. **Living Quarters Hall (CR 3).** As Area 2 above, the area marked 9 is a spiked pit trap that also releases a giant bee from Holding Area H.
10. **Bedroom.** As Area 3 above, plus a reward idol can be opened to reveal a silver comb (200 gp).
11. **Bedroom (CR 1).** As Area 3 above, three Dwarf skeletons stand beside the beds. One skeleton wears a *collar of vengeful motivation*.
12. **Hall of the Priests' Suite (CR 3).** This hall once led to the various rooms in which the head priests lived. A large net trap also acts as the trigger to Holding Area K, releasing four Dwarf zombies.
13. **Personal Shrine.** As Area 6 above, but there are no ghouls. The shrine is also a reward idol, holding a masterwork battleaxe and a masterwork buckler.
14. **Purification Room (CR 1).** A font of fresh water is in the far corner of the room. In front of the font is a 20-foot pit trap.
15. **Damaged Living Quarters Hall (CR 3).** Similar to Area 2 above, but great cracks along the wall have weakened the structure, so a heavy wooden truss supports the hallway. A pressure plate on the floor opens Holding Area I, releasing 6 dire rats.
16. **Damaged Living Quarters Hall (CR 1).** As Area 16 above. A pressure plate triggers a long steel needle that jams up into the victim's foot. This is a weak poison needle foot trap.
17. **Purification Room (CR 2).** As Area 14 above. A false reward idol activates Holding Area D, releasing one Ogre.
18. **Personal Shrine.** As Area 6 above, with a reward idol that holds a miniature, painted vase (100 gp).
19. **Bedroom (CR 1).** As Area 3 above, with a pair of hobgoblins waiting in frustration. One hobgoblin wears a *collar of vengeful motivation*.
20. **Sculpture Gallery (CR 5).** From floor to ceiling, shelves of busts of Dwarves stare down at the entryway. If anyone walks in, pressure plates cause the shelves to retract, dropping numerous heavy busts on anyone in the room, and simultaneously triggering Holding Areas E and



- F, releasing 6 zombies. This is a falling stone trap.
21. **Personal Shrine.** As Area 6 above, with a reward idol that holds a *ring of protection +1*.
  22. **Personal Shrine.** As Area 6 above, with a reward idol that holds three *potions of cure serious wounds*.
  23. **Entry Hall Two (CR 1).** As Area 1 above, including a 20-foot pit trap.
  24. **Living Quarters Hall (CR 2).** As Area 2 above, with a flame jet trap that shoots across the length of the hall.
  25. **Bedroom (CR 4).** As Area 3 above. Two orcs wait in this room, drumming a tribal chant on the walls with the butts of their axes. One orc wears a *collar of vengeful motivation*. When the door is opened, a nauseating gas trap affects everyone within 10 ft in the hallway. Simultaneously, Holding Area J is triggered, releasing 2 more orcs.
  26. **Bedroom (CR ½).** As Area 3 above. A pressure plate in the middle of the room activates a locking door trap, causing the doors to slam shut and lock. If the contestant cannot escape within one minute, he will be disqualified, but not killed. The doors are the same as all other doors in the arena.
  27. **Hall of the Priests' Suite (CR ½).** As Area 12 above. A series of eight hideous masks along the wall are each a *cause fear* trap, triggered if anyone touches them.
  28. **Hall of the Priests' Suite.** Same room as Area 27 above. The eighth mask along the wall does not trigger *cause fear*, but instead hides behind it a secret reward idol, which holds a *wand of knock* with 5 charges. Search (DC 18) locates the item.
  29. **Entry Hall Three (CR 1).** As Area 1 above, with a hail of needles trap.
  30. **Libram Gallery (CR 1).** A statue of a Dwarven scholar stands in the center of this cross-shaped room, and a faded and chipped mosaic of a god of knowledge lines the wall. A pressure plate activates Holding Area O, releasing six kobolds, one of whom is wearing a *collar of vengeful motivation*.
  31. **Library of Stonelore.** A small library, with all of its books cleared away. A reward idol on a desk holds a pair of *endurance* scrolls, one arcane, one divine.
  32. **Libram Gallery (CR 2).** The same room as Area 30 above. One of the paintings is fresh, and depicts a red dragon in flight. Anyone walking in front of it triggers a flame jet trap.
  33. **Library of Windlore (CR 2).** Similar to Area 31 above, a false reward idol can be opened without a collar. Inside is a piece of paper that says, "Look up." One round after the false reward idol is opened, a falling stone trap triggers.
  34. **High Priest's Chamber.** This richly adorned room is dominated by a sturdy stone bed with heavy lush covers. No traps await in this room; rather, the Society refers to this room as "the last hold," because it was the place of the last stand by the Dwarves who originally lived there. To encourage dramatic fights in this room, it is lined with numerous props. A small stairway in one corner leads up to a weapons rack with a dozen decorated weapons, providing high ground and weaponry, while a metal chandelier hangs over the bed, lit with numerous candles, and held up by a thin, easily-cut rope. A small shrine and a font filled with ten vials worth of holy water are in the corner opposite the weapon's rack, and a tower shield hangs on the wall beside the shrine.
  35. **Library Hallway (CR 3).** This hallway leads between the priest chambers and the library. A pressure plate triggers Holding Area N and L, releasing six kobolds from each room. These kobolds are from rival tribes, and will fight each other if no one interferes.
  36. **Library Hallway (CR 2).** At the end of the hallway is a statue holding a mirror. In front of the mirror is a 40-foot pit trap.
  37. **Empty Room.** This room is wholly empty. Along the back wall is a roughly carved phrase, in Elvish, "By the eight blades that bless all warriors, and the one that wields them, may I have the courage to fight another day." Beneath it is carved, in Dwarvish, "Sissy Elf."
  38. **Lesser Priests' Chamber (CR 1).** This room holds two beds, and is lit every so dimly by hundreds of burning sticks of incense, which hide the stench of the ghoul that lurks in the shadows, dressed in tattered priest robes.
  39. **Makeshift Hallway (CR 1).** Once part of the original main hallway, this area has been divided off by a high brick wall. A hail of needles trap is triggered by a tripwire.
  40. **Makeshift Hallway (CR 2).** The same as Area 39 above, here a pressure plate triggers a flame jet from the nearest wall.



**41. Gauntlet Entry (CR ½).** There is a sealing door trap here, but it only triggers once the door there is no weight on the side from which the door was opened, effectively allowing an entire party to pass through the door before it slams shut.

**42. Gauntlet (CR 7).** Originally part of the main entry hall, this room's ceiling boasts spectacular carvings of Dwarven divinities. Unfortunately, a trio of hellhounds wait in this room, distracting visitors from the scenery. Around the neck of one of the hounds is a pouch which holds a *ring of swimming*. Additionally, at every location marked 42, a burst of flame shoots from the wall if a pressure plate is triggered. The gauntlet is renowned for having particularly challenging encounters, and indeed, after surviving through any other part of the Great Hall, many weary contestants have met their ends here.

**42a. Gauntlet's End.** The large room at the end of the gauntlet is forty feet high, its ceiling supported by thick stone pillars. Though charred by old spell duels, and chill from haunting spirits, this room still contains a bit of the majesty of the old Dwarven hall. Unbeknownst to the Society, a benevolent spirit resides here, and anyone who has offered a prayer to any Dwarven god while in the Great Hall receives a blessing from this spirit if they reach this room. This blessing

grants a +2 bonus to attack rolls, damage rolls, saving throws, and skill checks, plus a +4 enhancement bonus to Constitution, for as long as the character remains in the Great Hall.

**43. Chapel (CR 1).** Once a small communal chapel in which meals and ale were blessed, this room now greets contestants with a 20-foot pit trap right beside either door.

**44. Chapel (CR 2).** The same room as 43, above, plus the 20-foot pit trap triggers Holding Area M, releasing a swarm of rats. The swarm travels at a speed of 30, and covers a 10-foot square. Anyone in the swarm takes 1d6 points of damage each round, minus 1 for each point of armor-based AC above 12. The swarm has an AC of 8, and once it takes 10 damage it disperses.

**45. Psalms Hall.** A reward idol sits in the center of this room. Its walls are carved with old Dwarven religious verses. The reward idol holds 4 thunderstones.

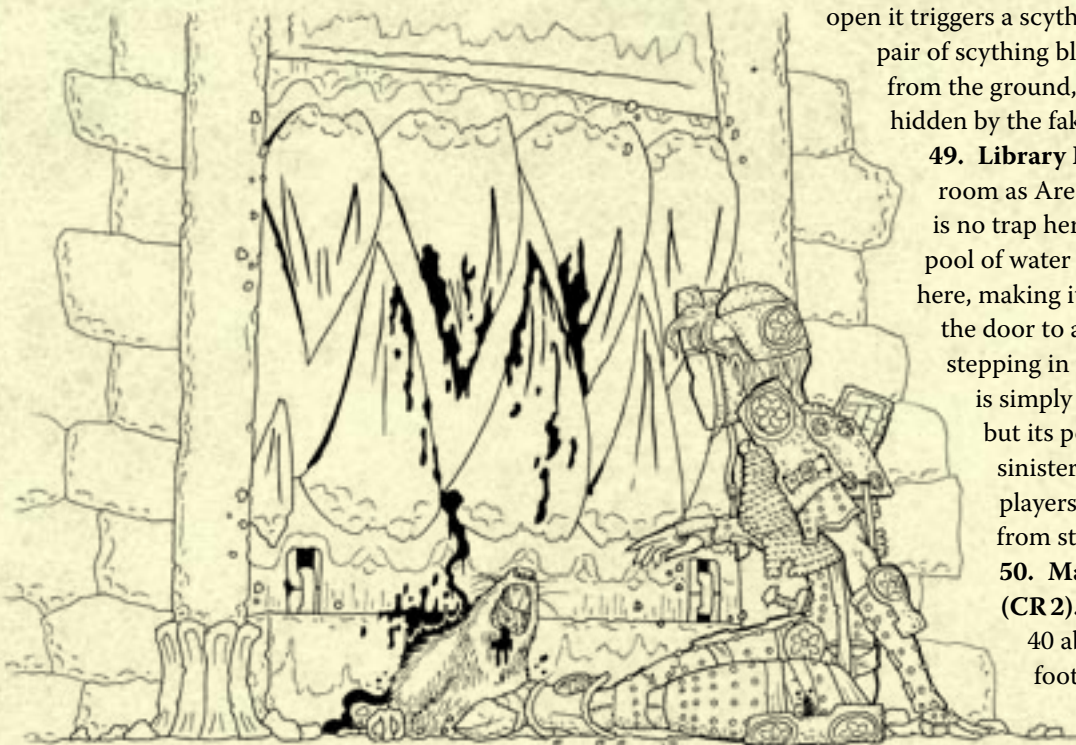
**46. Library Hallway (CR 1).** As Area 36 above, the pressure plate in front of this statue triggers Holding Area N, releasing 6 kobolds.

**47. Library Hallway (CR 1).** Same room as Area 46 above. A 20-foot pit trap is placed in front of the door.

**48. Hall of Treasures.** Thousands of wooden coins painted gold scatter the floor, surrounding a reward idol in the center of the room. The reward idol is a trap, and attempting to open it triggers a scythe trap, causing a pair of scything blades to lash up from the ground, where they were hidden by the fake coins.

**49. Library Hallway.** Same room as Area 46 above. There is no trap here, but a shallow pool of water crosses the hallway here, making it impossible to open the door to area 52 without stepping in the pool. The pool is simply harmless water, but its position may seem sinister enough to some players to discourage them from stepping into it.

**50. Makeshift Hallway (CR 2).** Identical to Area 40 above, there is a 20-foot deep spiked pit trap.





- 51. Libram Gallery (CR3).** As Area 30 above, this small hallway has a relief of the local mountains carved into the floor. At the mountain in which the Great Hall is located, a pressure plate triggers Holding Areas P, Q, and R, releasing a grimlock from each room. One wears a *collar of vengeful motivation*.
- 52. Libram Gallery (CR ½).** Same room as Area 51 above. A large net trap triggers.
- 53. Keg Room.** Bronze plaques in this room still list where different brands of ale were kept. Under one plaque that says “Holy Spirits” is a reward idol, holding a +1 *Dwarven war-axe*.
- 54. Entry Hall Four (CR 1).** As Area 1 above, including the 20-foot pit trap.
- 55. Hall of Horrors (CR6).** While the nearby Gauntlet (Area 42) mixes monsters and traps, the Hall of Horrors is simply a collection of as many fiendish traps as possible. Upon entering, the door locks as at Area 41, and then every round multiple traps trigger. For each character in the room, roll on the following table to determine what trap affects them.

d%	Result
01–10	Roll again twice
11–20	Falling stones
21–30	Hail of needles
31–40	Arrow trap
41–50	Scything blades
51–60	<i>Cause fear</i>
61–70	Weak poison needle
71–80	Large net
81–90	Flame jet
91–100	None

At the end of the hallway, the door leading to Area 42a is shrouded in illusory flame (Will save DC 14 to disbelieve). Though no specific prize is given for surviving the Hall of Horrors, the guests watching usually cheer for the survivor, and will provide boons after the game’s end.

#### GREAT HALL HOLDING AREAS

In case characters actively open a holding area’s secret door, refer to this list to determine what’s in each room.

**Holding Area A (CR2).** A hungry leopard.

**Holding Area B.** Empty.

**Holding Area C (CR1).** Four Goblins, one of which wears a *collar of vengeful motivation*.

**Holding Area D (CR2).** One ogre.

**Holding Area E (CR2).** Three zombie dwarves.

**Holding Area F (CR2).** Three zombie dwarves.

**Holding Area G.** Empty.

**Holding Area H (CR1).** One giant bee.

**Holding Area I (CR3).** Six dire rats.

**Holding Area J (CR1).** Two orcs.

**Holding Area K (CR3).** Four dwarf zombies.

**Holding Area L (CR1).** Six kobolds.

**Holding Area M (CR ½).** Swarm of rats.

**Holding Area N (CR1).** Six kobolds.

**Holding Area O (CR1).** Six kobolds, one of which wears a *collar of vengeful motivation*.

**Holding Area P (CR1).** One grimlock, wearing a *collar of vengeful motivation*.

**Holding Area Q (CR1).** One grimlock.

**Holding Area R (CR1).** One grimlock.

## Stone River Rapids

After several years of modifications, Jarkus Stormforge managed to make the Great Hall able to withstand the great pressures of flooding it with tons of water, pumped in from nearby underground rivers. Thus were born the Stone River games: Stone River Rampage and Stone River Rapids.

In Stone River Rampage, the Great Hall floods at a ‘reasonably slow’ rate, providing about 5 minutes before the hall is swamped chest deep, and 20 minutes before it fills completely. This gives enough time for some fighting to take place before things fully flood, but usually the game will end with desperate fights between warriors who have abandoned all their armor for a desperate swim to the exit.

All the desperation captured in the last few minutes of Stone River Rampage is forced into only a few minutes in the Stone River Rapids format. In this game, up to four contestants start in Area 23, and have to race to the exit at Area 54. To ensure the length of the game, Area 27 is completely blocked off, as is the door from Area 12 to Area 42a (the central hall). Thus, the course of the race must go around the edges of the map, passing through The Gauntlet and the Hall of Horrors. The total length of the race, if run with the shortest path possible, is about 600 ft, but in reality, most contestants end up taking wrong turns, or being slowed down by locked doors or traps, so it can take up to ten minutes to finish the race for an average contestant. Of course, the Society makes sure the Great Hall will flood entirely in eight minutes.





**Challenging Your Players:** If Last Man Standing or Team Battle is played in a Stone River Rampage format, raise the Encounter Level of the Great Hall to EL8. The Stone River Rapids race is an EL8 encounter itself, even with fewer monsters.

**Layout Changes:** In the Stone River formats, none of the holding areas actually hold monsters, since the risk of a holding area trap door opening and flooding the lower levels is too great. The holding areas still open if triggered, but some of the later holding areas are used to hold valuable treasure, and can only be opened by activating the proper, submerged, pressure plates.

Area 27 is entirely closed off, as is Area 34. The doorway between Area 12 and the central hall (Area 42a) is sealed as well. The only entrance is in Area 23, and the only exit in Area 54.

**Equipment Restrictions:** The Society likes to watch the frantic fears of contestants as they struggle to break down a door that is barring their way, while water begins to drown them. To make it harder to simply bypass these doors, the Society does not allow thieves' tools into the arena, instead equipping each contestant with a battle-axe in addition to whatever they normally would carry.

### TIME CUES

Once the four contestants are inside the arena, the entrance through Area 23 is sealed and locked, and water begins to burst through the walls in Areas 23 and 24 (specially designed to look like an accidental breach). From then on, each of these two breaches causes twenty-five 5-foot squares to flood to a depth of 5 ft each round, for a total of fifty squares flooding each round. Once an entire area is flooded to 5 ft, if there is no where for the water to flow to, further flooding raises that height to 10 ft, then to 15 ft, and finally to fill to the ceiling.

Since each quadrant is about 250 5-foot squares, it takes about 5 rounds for Quadrant Two to flood to a depth of 5 ft, and if the door between Quadrants One and Two isn't opened, the quadrant will flood entirely in two minutes (20 rounds). For ease of book-keeping, keep track of the flooding of each quadrant separately, starting from the moment the first character enters a new quadrant.

Use the following table to assist you. Each round, mark one round's worth of flooding. To begin with, only Quadrant Two will be open to flood (since the door to Quadrant One will still be sealed), so each round mark one extra round's worth of flooding in Quadrant Two. Then, once Quadrant One is opened, each round mark a round's worth of flooding in Quadrant One, until both Quadrants are equal, at which point you should start alternating between the two. Once Quadrant Three is opened, add to that column instead of the other Quadrants, until all three are equal, and so on.

If, when a new Quadrant is opened, the Quadrant nearest to it has 5 or more rounds of flooding, it loses 1 of those rounds, and the area just opened gains 1 round. This is referred to as a Surge, and will be mentioned later for how it relates to Swim checks. If the adjacent quadrant has 10 rounds, the surge is for 2, the surge is for 3 if the quadrant has 15 rounds, and for 4 if it has 20 rounds or more.

For example, on round 12, the contestants manage to get in Quadrant One. At this point, Quadrant Two has 12 rounds worth of flooding, but 2 rounds' worth of water surge into Quadrant One. Then, on round 20, they manage to get into Quadrant Three, at which point Quadrant Two has 12, and Quadrant One has 8, so the surge into Quadrant Three is only 1 round's worth. It takes until round 54 to get into Quadrant Four, and by this point, all the other three quadrants are at 18,



Rounds of Flooding	Quadrant Two	Quadrant One	Quadrant Three	Quadrant Four
20	20 ft deep	20 ft deep	20 ft deep	20 ft deep
19				
18				
17				
16				
15	15 ft deep	15 ft deep	15 ft deep	15 ft deep
14				
13				
12				
11				
10	10 ft deep	10 ft deep	10 ft deep	10 ft deep
9				
8				
7				
6				
5	5 ft deep	5 ft deep	5 ft deep	5 ft deep
4				
3				
2				
1				

almost entirely flooded. Three rounds' worth of flooding surge into Quadrant Four immediately.

To keep tensions high, the Society actually turns off the pumps in Quadrant Two once the contestants reach Quadrant One, instead activating pumps in the new quadrant so it seems like water is constantly pouring in from all directions, without actually increasing the speed of water flow.

If you're running the Stone River Rampage format, contestants start out in each of the four quadrants, and each quadrant floods one step on the above table every ten rounds. The exits can only be opened by inserting two *collars of vengeful motivation*, encouraging great amounts of vicious fighting.

## Environmental Hazards

You should familiarize yourself with the Drowning Rule in the DMG, first of all, and the rules for armor check penalties to Swim checks.

Additionally, as a simple default, characters move at half speed in water at least knee deep. Unless they make a successful Swim check (DC 15), they can only move 5 ft per round if the water is chest deep or higher. While underwater, you suffer a -2 penalty to attack and damage rolls with any sort of swinging weapon. Thrusting weapons,

specifically spears, daggers, and tridents, do not suffer this penalty. You also suffer this as a penalty to Strength checks if you do not have a firm anchor; otherwise, your force just pushes you away from whatever you're trying to knock down.

Whenever a door to a previously unavailable area is opened, if the local quadrant has 5 or more rounds worth of flooding (see above), a Surge occurs. Characters nearby the doorway must make a Swim check (DC 10 + 5 for each point of the surge) or be sucked into the new area, traveling 5 ft for every point of the surge. For each point of the surge, the range of this suction is 5 ft in all directions. So if an area is completely flooded when the door is opened, a Surge for 4 rounds worth of flooding takes place. Everyone within 20 ft of the door must succeed a Swim check (DC 30) or be sucked 20 ft toward the door and out into the next area. Characters who fail this check by 5 or more take 1d6 points of subdual damage for each point of the surge.

## Prizes

The greater risk of the race means greater prizes. Four key prizes are hidden throughout the arena, one in each quadrant, typically far from the main course of the race.



### DANCING DARKNESS

Evocation [Darkness]

**Level:** Clr 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** See text

**Effect:** Mobile field of darkness, emanating in a 20-foot radius

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a mobile field of darkness, with a radius of 10 feet, with a level of darkness the same as *deeper darkness*, and thus it can be dispelled the same ways. This field of darkness is initially centered on yourself, then drifts until the spell ends.

The field of darkness is effectively centered on an invisible, intangible point that floats a few feet above the ground. This point travels at a speed of up to 60 feet per round, even passing through solid objects, but not through force effects. Thus, it can penetrate most doors and windows, but not floors or walls. If the field is within your line of sight, you can concentrate to move it whatever direction you want, but otherwise, it drifts in a random direction each round. Normally, simply roll for its direction like a grenade-like weapon, and it travels 60 feet in that direction.

However, in the Dungeon of Darkest Shadow, multiple *dancing darkness* spells, it is far too complicated to track all of them through the arena at once. For arena games, for each character, each round, roll d10.

d10	Effect
1-7	Nothing.
8-9	A <i>dancing darkness</i> spell passes by for one round, only dropping that character's square into darkness.
10	A <i>dancing darkness</i> spell lingers on the character, so its effect is centered on him for 1d6 rounds.

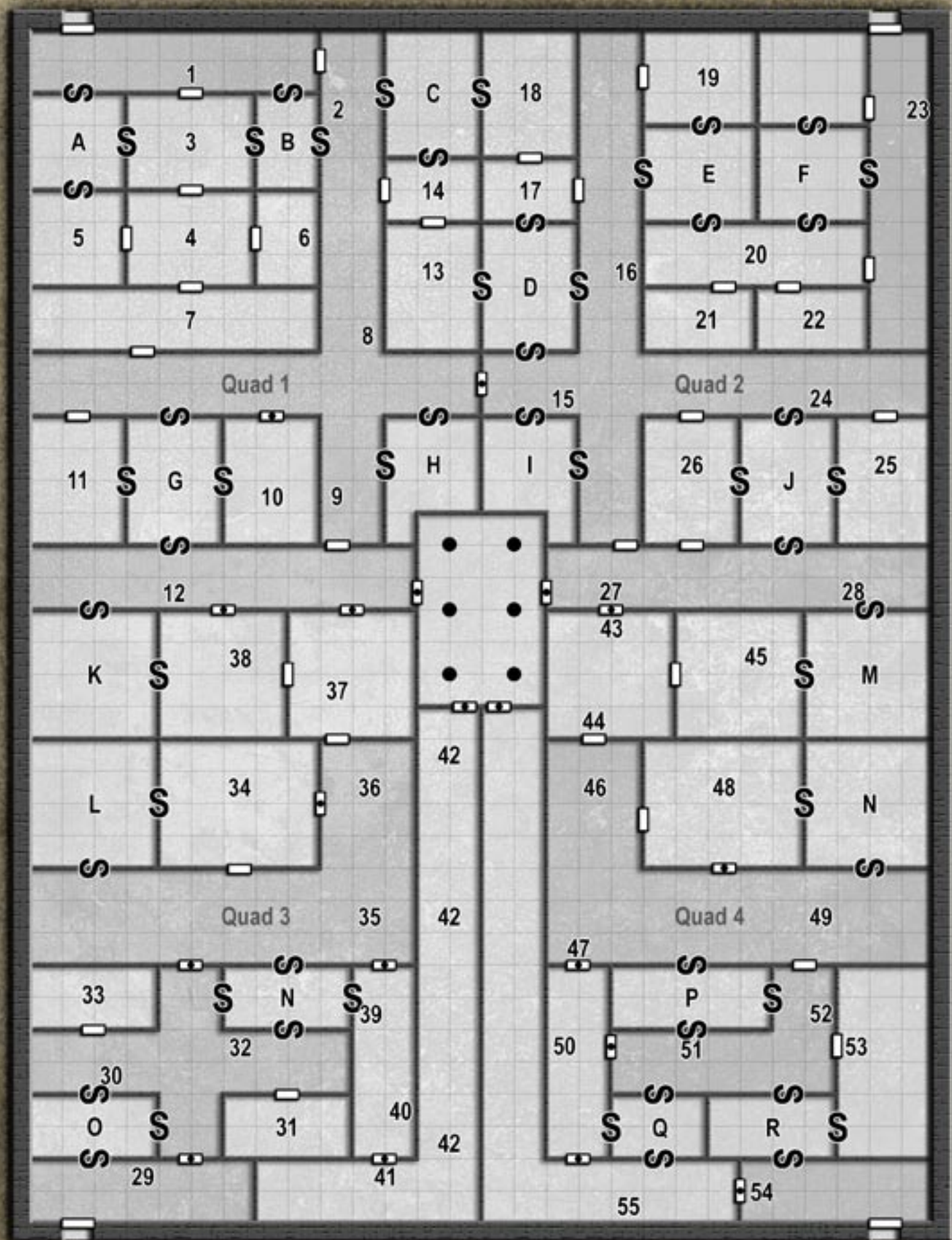
- ☛ **Quadrant One:** In Holding Area A is a *potion of water breathing*. It won't necessarily mean you'll win the race, but at least you won't die. Additionally, in the pit trap in Area 1 is a brilliant +2 *mithral shirt* and a *potion of supreme strength*, a one-use item that grants an enhancement bonus of +3d4+3 to the drinker's strength, lasting one hour.
- ☛ **Quadrant Two:** In Holding Area J, a sea elf's *oathbow*, wrapped in fine rayskin, rests on a mount. This special bow can be fired underwater with no penalty to attack or damage, in addition to all the abilities of a normal *oathbow*. Remember that Holding Area J can only be opened through the trigger at Area 25.
- ☛ **Quadrant Three:** Holding Area O holds a *dagger of venom*. Again, to be cute, Holding Area L has a *potion of polymorph self* (goldfish).
- ☛ **Quadrant Four:** In Area 51 is the truth about extra-terrestrials (and extraplanar beings). A water-proofed spellbook lies on the floor, containing every *summon monster*, *planar binding*, and *gate* spell.





1 Square = 5 feet

# The Great Hall





# Chapter Five: The Dungeon of Darkest Shadow

*“Silence. It was the silence that scared me the most. You stand there in the dark, waiting for a clue that the world still exists, and you cannot muster the strength to take a step forward. In my first game in the Dungeon of Shadows, I didn’t start moving until I heard the first screams and shrieking of beasts.”*

— Callea of the Valorous Lord

**H**idden in twisting caverns miles from any living aid, there exists a microcosm of all the horrors of the Land Below. Narrow tunnels turn around on themselves endlessly, dark elves and many-legged horrors skitter through webs of poison and trickery, and what little light that may be borne into these depths is as easily snuffed as the hopes of those who battle within. These tunnels are those of the Dungeon of Darkest Shadow, a terrifying shrine to the barren soul of the Underdark.

The Dungeon of Darkest Shadow was the second arena constructed by the Society, and unlike the Great Hall, it was originally designed specifically to be a battleground. Its shifting walls, narrow corridors, and twisting passages are designed to keep the contestants confused, while the masterful construction of the arena makes the walls and floors all appear to be true actual caverns, complete with stalagmites and stalactites that make the tunnels seem even narrower and more foreboding. The sturdy arena walls seem to absorb sound, isolating contestants and making it difficult to avoid dangers around the corner. A labyrinthine arena of artificial tunnels, the Dungeon of Darkest Shadow is a masterpiece of deception, for its seemingly endless passages span less than a five hundred feet.

A small conclave of dark Elves live in the wild caverns near the arena, and treaties with the Society pay the dark Elves highly for their continued involvement with the games, primarily to provide trained spiders as monsters to challenge contestants, but occasionally to enter the arena themselves. The arena has only one level, with an underlevel used for loading holding areas and housing monsters and supplies. The number of entry points is limited, though talks have begun for expansion, with the ultimate goal of making the Dungeon of Darkest Shadow even more convoluted and disorienting.

**Overview:** The complicated maze of the Dungeon of Darkest Shadow resembles wild caverns with no consistent layout. Most of its traps and monsters support a cavernous, cruel theme, evoking all the rumored horrors of the Underdark.

**Challenging Your Party:** This example of the Dungeon of Darkest Shadow is an EL 12 encounter, intended for 7th or 8th level characters. The Labyrinth format, detailed below, is an EL 14 encounter.

## Layout and Construction

Because it was designed from the beginning to be an arena, the Dungeon is more efficiently and stylishly designed. After initial carving was done with magic, dozens of artisans spent years perfecting its aesthetics, integrating the design of its traps into an authentic-looking wild Underdark cavern. Walls were designed to spin and shift, doors to appear or vanish, and tunnels to twist back on themselves deceptively. A second, lower level was created to facilitate loading and maintenance, much like in the Great Hall, with many clear markings to make it easy for the crews to find where they need to load monsters, even while the contestants above them are completely lost. Because of the careful design, however, characters get a -4 penalty to Intuit Direction checks while in the arena.

The only great innovation developed for the Dungeon of Darkest Shadow is the *dancing darkness* spell. Many dozens of these spells are cast into the arena before each game, each of them resembling a will-o-the-wisp made of shadow instead of light. These spells wander through the arena as mobile *deeper darkness* spells, making it dangerous to rely on light spells that could be extinguished in the middle of a battle. Even darkvision cannot be relied on, making the blind-seeing spiders that prowl the arena all the more deadly. Though sometimes these spells obscure the action from the spectators, they usually pass quickly enough, and their presence heightens tensions, thrilling those watching with a desire to know what dangers lurk unseen.

**Walls:** Most walls are three feet thick, made of carefully dressed stone that resembles unworked cavern walls. 3 ft thick; Hardness 8; hp 540; Break DC 50.



**Shifting Walls:** The arena contains numerous shifting walls, doors that when pushed spin around to allow a contestant access to secret rooms or passages on the other side, while returning to a closed position automatically. The shifting walls are well hidden, but unlike the doors on holding areas they are not locked.

Locating a shifting wall requires a Search check (DC 15), and opening one requires a Strength check (DC 13). Once a shifting wall is opened, mechanism in place will automatically return the wall to a normal position.

**Ceilings:** Unless otherwise noted, the ceilings are 10 ft high, and like the walls resemble wild caverns, including scattered stalactites.

**Doors:** The few non-secret doors in the Dungeon are made of stone, and very few are locked. Most are used only to keep monsters from roaming. In many cases, sinister or distorted images are carved into the stone or are painted on with dark, thick washes. 2 in. thick; Hardness 8; hp 30; Break DC 25; Open Locks DC 19.

**Holding Areas:** On the map, rooms labeled by letters from A through Q are holding areas. These rooms are only accessible through secret doors, which can be located with a Search check (DC 20). Aside from being hidden, they are otherwise identical to other doors in the arena.

Just like the Great Hall, these holding areas are opened by activating a Holding Area trigger, usually a pressure plate on the floor or a mechanism on a doorway. Regardless of their location, holding area triggers can be found with a Search check (DC 14) unless otherwise noted, and can be disabled with a Disable Device check (DC 14). The doors to all holding areas are internally locked, and can only be opened by activating the trigger, or with an Open Lock check (DC 35).

**Entrances:** In each quadrant, one spiral staircase rises up from the lower level. Once contestants enter the arena, these exits are sealed off with special doors that are practically indistinguishable from the rest of the arena floor, requiring a Search check (DC 35) to locate.

**Visibility:** The Dungeon of Darkest Shadow has no light sources. Those unable to provide their own light and who do not have darkvision are effectively blind.

**Quadrant Effects:** All quadrants usually have *dancing darkness* spells active.

Other popular quadrant effects are *silence* (especially when two allied contestants are in

an area of darkness, so the silent confusion might make them attack each other), *quench* (to extinguish torches), or even *daylight*. When *daylight* is activated in this arena, because people become so accustomed to the darkness, characters without blindsight must make a Fortitude save (DC 10) or be blinded for one round.

**Archpoints:** The purpose of most of the archpoints in the Dungeon of Darkest Shadow serve to lock down various holding areas. The locations marked on the map are all archpoints, easily identifiable by contestants by the color-stained carved stones that encircle the passage at that point. By passing through the archpoint, the associated holding areas become locked: the doors shut if they are open, and will not open for the rest of the game. It is a particularly impressive feat to trap one of your opponents in a holding area by finding the proper holding area.

Location 11 is an archpoint, identified by a large ring of mottled orange and yellow stone that goes around the floor, walls, and ceiling of the narrow hallway. Passing through this archpoint locks Holding Areas C and D.

Location 39 is marked by a colored blue ring of stones on the ground, with blue-tinged stalagmites and stalactites nearby. This archpoint locks Holding Area G and Q.

Location 54 is a glowing patch of phosphorescent green fungus on the wall. Touching the wall activates the archpoint, which locks Holding Areas J and K.

Location 78 is a ring of hatched black and white stalactites and stalagmites. Passing through the passage locks Holding Areas L, M, N, and O.

## Arena Rooms

Unless otherwise noted, all hallways and rooms are fairly bare, with partial carvings of Dwarven religious symbolism on the walls. Rooms are specified by their number, as listed on the map, though if any trap or trigger is mentioned, it is located in the area on the map marked by the appropriate number. Most rooms are trapped, but characters are not expected to actually trip every trap in the dungeon. Unless otherwise noted, traps do not reset.

**Quadrants One and Two:** Known as the Nest, these quadrants are prowled by dozens of giant spiders, trained by the dark Elves. Unless otherwise noted, all rooms in this area are laced with moist,



clinging spider-webbing, usually filled with the tattered remains of former contestants. This is the more straightforward half of the arena, used primarily for melee encounters, and less for its deceptive traits.

**Quadrants Three and Four:** Commonly called the Maze, this winding and convoluted half of the arena is prowled by four veteran minotaurs who work as a team, actively trying to take advantage of the numerous traps to provide gruesome spectacles for the audience. The various spiders don't often come to this part of the arena.

**Traps:** Since there are not many actual rooms in the Dungeon of Darkest Shadow, the numbers listed below refer to the locations of traps, archpoints, and reward idols.

1. **Nesthall (CR6).** This area is prowled by numerous giant spiders, which are quite familiar with all the traps in the area. Eight Small monstrous spiders and a 20-foot razor-filled pit trap are the main challenges in this

area. Remember to refer to Appendix One: Traps for details of all traps.

2. **Disposal Heap.** In this small room, the spiders deposit webbed victims who are no longer struggling, first injecting them with huge doses of venom, then leaving them to let the poison dissolve their internal organs. The room is filled with a few dozen husks of dead contestants, plus a reward idol in the shape of an Elf skull, which holds 220 platinum pieces. The door to the room is usually open, big enough for spiders of up to Medium-size to squeeze through, dragging victims. Once the door is closed, the spiders cannot open it on their own.
3. **Nesthall (CR5).** At this point is a falling block trap that affects a 10-foot square area, triggered by a floor pressure plate. The spiders distribute their weight enough on all eight legs that only large spiders can trigger this trap.
4. **Nesthall (CR5).** There are eight scything blade traps here that slash across the entire hallway, some from the floors, some the walls, some the ceiling. Each attacks a random target in the area.

5. **Grate Room (CR3).** This locked room is filled with numerous iron grates, some hanging from the ceiling to provide partial cover, others set up from floor to ceiling like prison bars. In one corner is a iron cage that contains a false reward idol in the shape of an eight-armed goddess. The cage is locked (Open Lock DC 20), and it can be opened with a Strength check (DC 18). When touched, Holding Area A opens, releasing a rust monster that is drawn to the intense scent of iron in the room. A bag hangs around the rust monster's neck, and in the bag is a *collar of vengeful motivation*.

6. **Lurking Hall (CR4).** This twisting hall is cloaked with thin spider webbing that does not hinder movement, though it does obscure provide 25% concealment for every 5 ft The webbing is particularly thick along the ceiling, where numerous monstrous spiders lurk. At this location, just in front of the spinning door that accesses this area, eight tiny monstrous spiders lurk overhead. Also,





the marked area is a 20-foot razor-filled pit trap. After the trap triggers, the spiders descend into the pit on strands of webbing to attack the victim.

7. **Statuary Room (CR4).** This room appears to simply be a natural cavern with a door leading into it. The various stalactites and stalagmites in the room are all carved to resemble humanoid warriors in various poses of terror. A false reward idol in the middle of the room emits *ghost sound* of snakes hissing, and is in the shape of a coiled snake. If touched, it opens Holding Area , releasing a displacer beast.
8. **Lurking Hall (CR6).** A floor plate triggers Holding Area B, releasing three cockatrices, one of which wears a *collar of vengeful motivation*.
9. **Lurking Hall (CR4).** Right in front of the spinning wall that leads to area 18 is a section of magically electrified floor. Additionally, once the trap is discharged, four tiny monstrous spiders emerge from nearby webs to attack.
10. **Stagnant Lake.** This room is slightly deeper than an average room, with dank-smelling water that is knee deep filling the middle of the room. In the room's center is a reward idol in the shape of an aboleth, containing a *wand of magic missiles* (20 charges) and four potions of *delay poison*.

#### AREAS 11 THROUGH 15

This is the Outer Nest. The halls here are filled with thick webs, requiring a Strength check or Escape Artist check (DC 10) to move each round. Any fires lit in this area that begin to burn the webs attract the attention of the spiders in the Inner Nest (Areas 20 through 34). Two large spiders arrive in 1d4+2 rounds.

11. **Outer Nest, Archpoint.** This wide cavern seems to be made of rolling slabs of stone that sloughed off the wall like dead skin, and is filled with thick webs that require a Strength check or Escape Artist check (DC 10) to move each round. Its darker areas are home to great spidery threats. At this location, a large ring of mottled orange and yellow stone that goes around the floor, walls, and ceiling of the narrow hallway. Passing through this archpoint locks Holding Areas C and D.
12. **Outer Nest (CR7).** A series of thin tripwires hidden in the webs triggers Holding Areas C and D, releasing a shadow mastiff and a pair of hellhounds. The shadow mastiff has a *collar of*

*vengeful motivation* around its neck. The fires from the hellhounds will attract the attention of the spiders in the Inner Nest.

13. **Dazzling Waterfall (CR1).** The light sound of sprinkling water echoes through this round cave, coming from a glistening waterfall on the far wall, which glows in the dark as brightly as a torch, revealing a vibrant array of stained stones along the wall. This glow has a hypnotic effect, and anyone coming within 20 ft of the waterfall must make a Will save (DC 14) or stand still as if affected by a *hypnotic pattern*, remaining so hypnotized until attacked. At the base of the waterfall is a mirrored statue reward idol, containing with a *potion of haste*, a *potion of fly*, and a *potion of fire breath*.
14. **Blank Cave.** This dull cave's only interesting feature is a single stalagmite pillar in its center, which is a reward idol holding two *javelins of lightning*.
15. **Outer Nest (CR3).** This location triggers a sinister cylinder. See Appendix One: Traps for details. Once the cylinder falls, numerous normal-sized spiders begin to crawl toward it, reaching it in 4 rounds. At this point, anyone in the cylinder begins to take 1d6 points of damage each round from multiple bites.

#### AREAS 16 THROUGH 18

This area is known as the batcaves, for obvious reasons.

16. **Central Batcave (CR6).** This high-ceilinged room is home to the lord of this area, a vampire spawn wearing a *collar of vengeful motivation*. The room also is filled with numerous harmless small bats and two dire bats. At the back of the room, glowing in a dim halo of blue light, is a reward idol that contains a *wand of daylight* (1 charge) and a *necklace of holiness*. The *necklace of holiness* grants the wearer a +1 bonus to attacks and +1d6 bonus to damage against undead. It has a market value of 3,000gp.
17. **Outer Batcaves (CR3).** The ceiling of this cave is covered with hundreds of sleeping bats. If startled, they will burst through the cave, dealing 1d6 points of damage to each creature each round (reduce this damage by 1 for each point of armor-based AC that creature has). The marked location is a false reward idol, that triggers a *fireball*, dealing 5d6 points of damage to all within 20 ft of the idol (Reflex DC 14 for half) and startling the bats.



- 18. Outer Batcaves (CR 4).** The marked location is a 40-foot pit trap, with the bottom 10 ft filled with water. Additionally, the walls are lined with numerous sleeping insects. When the trap is triggered, the insects fly up into the batcave, sending the bats into a frenzy for food. After 2 rounds, bats will begin to swarm at the bottom of the pit, making it difficult to climb out.
- 19. Cooking Pit.** The center of this wide cavern is lit by a small, magically-maintained cookfire, which illuminates to a radius of 10 ft. Amid the coals of the fire is a reward idol, which holds an *amulet of natural armor +1*. If the minotaurs in the maze catch and kill a foe, they'll bring the victim back here to cook and eat.

#### AREAS 20 TO 35

Except for Area 20, this entire area is filled with thick, sticky webs, which require a Strength check or Escape Artist check (DC 14) to move each round. Any fires in this area that burn any webs attract all the spiders in this area within 1d4 rounds. Not counting the spiders in holding areas, this includes one drider, two huge monstrous spiders, five large monstrous spiders, five medium-size monstrous spiders, thirteen small monstrous spiders, and eight tiny monstrous spiders. There is also a gargantuan spider, but it cannot leave the cave it is trapped in.

- 20. Inner Nest, Great Chasm (CR 5).** In the center of this otherwise drab room is the body of a beautiful woman, holding a glowing sword (the sword simply has a *light* spell cast on it, and has no other magic powers). The woman is unfortunately dead, and anyone coming within 10 ft triggers a huge pit trap that stretches 20-foot to a side, dropping 60-foot to a bottom filled with sharp stalagmites. When the body of the woman hits the bottom of the pit, a bound ghost fills her body, animating it as a wight which can use its energy drain through the sword. Five rounds after the pit trap is triggered, some of the spiders from the Inner Nest will arrive to investigate.
- 21. Inner Nest (CR 4).** Tripwires hidden in the webbing open Holding Area F, releasing two large monstrous spiders.
- 22. Inner Nest (CR 6).** A tense line of webbing (Spot DC 25) leads to the main web deeper in the nest. Stepping within 10 ft of this area alerts the spidery guards. One huge monstrous spider and two large monstrous spiders descend from high crevices in the ceiling to attack.

- 23. Inner Nest (CR 3).** The doorway to this cave-room is actually just thick webbing, and can be cut or burned easily. Four small monstrous spiders prowl in the ceiling webs of this room, and along the far wall is a earthtone mural of a half-man, half-spider creature. At the base of this wall is a reward idol holding a *+1 spiderbane shortsword*.
- 24. Inner Nest (CR 5).** A huge monstrous spider and eight tiny monstrous spiders rest in the webs here.
- 25. Inner Nest, Sanctum (CR 10).** The drider Jiana Tel'achn presides over her spidery minions in the closest thing she has to a throne room. A decorated chamber whose walls are covered with dark paintings of stunningly life-like dark Elves, all former allies of Jiana who transformed her into a drider. Jiana has constructed a throne of humanoid bones, surrounded with a great litter of treasures and prizes. Little of it is coinage, since Jiana has no need for coins and will gladly trade gold for magic items with anyone who does not attack on sight. This treasure horde includes a darkwood case filled with 200 platinum pieces, a fancy costume that resembles a phoenix (100 gp), a case of earthy paints and various brushes (50 gp), a suit of *+1 glamered full plate* designed for an Elf woman, a *potion of alter self*, a *potion of wisdom*, a *potion of spider climb*, a *scroll of minor image*, a *scroll of cat's grace*, and a *scroll of faerie fire*. Also, Jiana wears numerous jade and gold bracelets (350 gp), and several tattered layers of robes and clothing which she uses to try to salvage her former life.

The floor of the chamber is flooded ankle deep with years worth of venom, creating a deadly venom pool. Anyone whose exposed skin touches the pool is treated as if bitten with drider venom (Fort DC 16, initial and secondary damage 1d6 Strength). Each round of exposure counts as another dose. There are areas of the floor that are raised above the venom pool, but traveling on these narrow paths require a Balance check (DC 15).

In addition to Jiana, the throne room is guarded by two large monstrous spiders, four medium-size monstrous spiders, and eight small monstrous spiders. All of the creatures in the room are immune to the venom lake.

- 26. Inner Nest (CR 2).** A false reward idol here triggers Holding Area Q, releasing a six tiny monstrous spiders.



**27. Inner Nest (CR3).** This location triggers a sinister cylinder. See Appendix One: Traps for details. Once the cylinder falls, numerous normal-sized spiders begin to crawl toward it, reaching it in 4 rounds. At this point, anyone in the cylinder begins to take 1d6 points of damage each round from multiple bites.

**28. Inner Nest, Ranch (CR2).** A small stream drips from the ceiling and runs through this wide cavern, providing sustenance for numerous small rat-like creatures that are harmless, simply used as a food source for the spiders. At this location, one medium-size monstrous spider and one small monstrous spider are feeding on a few cocooned dead rats.

**29. Inner Nest, Ranch (CR3).** A large monstrous spider has taken up residence in a 20-foot pit trap. Peculiarly, this spider possesses a fraction of a mind, and is able to magically create the sounds of a young boy calling for help from the bottom of the pit. This voice can be heard from within 10 ft of the pit.

**30. Inner Nest, Ranch (CR5).** Holding Area Trigger H, releasing a cloaker, imbued with *freedom of movement* so the webs do not hinder it.

**31. Inner Nest, Ranch.** A reward idol sits among numerous dry webs (the room has not been

accessible to the spiders for a long while. The idol holds a *wand of web* (15 charges).

**32. Inner Nest, Boundary (CR7).** The webs do not extend any farther than this point. However, at this point is a gas cylinder trap.

**33. Inner Nest, Breeding Chamber (CR5).** A gargantuan, bloated, wheezing spider dangles from thick strands of webbing attached to the ceiling, dripping ichor and mindlessly scratching away at the floors and walls as thousands of normal-sized spiders crawl across its body, cleaning it and delivering its eggs safely to the floor of the breeding chamber. This single gargantuan monstrous spider is kept perpetually pregnant by the dark Elves who tend to the spider flock, and it is generally immobile. It cannot strike anyone who does not enter the room, nor in any way move from the back of the room. It cannot even use its web ability. Its only available actions are to bite intruders who attempt to get at the trove of monstrous spider eggs. No treasure is hidden in this room. The door to this room is open.

**34. Inner Nest, Husk Pit.** The door to this wretched-smelling room is open. Within are the dried husks of dead victims and dead spiders, all tossed into a wide, shallow pit.

**35. Maze, Outer Totems.** A long cavern stretches along the middle of the arena, with multiple entrances into the minotaur maze. Outside each entrance sit multiple carved stalagmite pillars, designed into stone totem poles meant to scare off intruders. At the marked location, one totem is a reward idol, holding 2 flasks of holy water, 2 thunderstones, and a masterwork sickle.

**36. Map Cave (CR5).** The walls to this cave are actually laced with hundreds of tiny holes, too small for characters to squeeze through. The 'door' on the map is just a wide entrance. The stalagmites inside the room have been broken and cleared out, and the floor has been carved with a rough map of Dungeon of Darkest Shadow. The map is inaccurate in many places, and its depiction of the Maze is completely wrong, but anyone in Quadrants One or Two who has spent at least a minute looking at the map gains a +2 bonus to Intuit Direction checks. Several thin beams of light fall strangely from the ceiling, lighting up the map, and passing through any of these beams triggers Holding Area G, releasing a wraith





which was bound to the holding area. In life, this wraith was a dark Elf sorceress, and in death her spirit is still covered with specters of the hundreds of spiders that killed her.

37. **The Chapel (CR 5).** Named for the vaulting ceiling and oddly echoing acoustics that sound like faint chants, this cavern is home to a phantom fungus. Also, the location marked on the map is a 20-foot razor-filled pit trap.
38. **The Choir (CR 5).** The source of the odd chant in the chapel is this small cave, in which resides a gibbering mouther, which is chained to the wall so it cannot leave the room (but can move freely within it). A *collar of vengeful motivation* is on the chain.
39. **The Chapel.** A colored blue ring of stones is easily visible on the ground, with blue-tinged stalagmites and stalactites nearby. This archpoint locks Holding Area G and Q.
40. **Lurking Hall (CR 5).** The same as area 6 above. Four medium-size spiders lurk in the webs.
41. **Lurking Hall, Maze Entrance (CR 4).** At the end of this narrow hallway are two secret entrances to the Maze. At the marked location is a 20-foot razor-filled pit trap. A choker hides in a small alcove carved into one of the sides of the pit, 10 ft up.
42. **Lurking Hall, Maze Entrance (CR 3).** At the marked location, two medium-size spiders wait overhead.

#### AREAS 43 THROUGH 45, 50 THROUGH 80

All of these locations are within the Maze, a twisting array of tunnels that are difficult to navigate. The tunnels are generally only eight feet high, weaving slowly up and down, so that it seems that you are always traveling downhill (Dwarves are able to know better, of course). The three minotaurs who live in the Maze know all of the triggers to the traps within, and never activate a trap unless they are somehow forced into the appropriate area. However, they do like bull rushing opponents into trap triggers.

43. **Maze (CR 5).** The marked location is a trigger for a falling block trap that fills a 10-foot square area.
44. **Maze (CR 2).** The marked location triggers a flame jet trap.
45. **Maze, Outer Totems (CR 2).** A pair of carved totems stand on either side of this entrance. In between them is a floorplate trigger for two scything blade traps and an arrow trap.

46. **Maze, Outer Totems (CR 6).** A floor plate is a trigger for Holding Area J, releasing a pair of ettercaps. One ettercap is wearing a *brooch of shielding*.
47. **Maze, Outer Totems (CR 3).** A sinister cylinder trap is located here.
48. **Maze, Outer Totems (CR 4).** Electrified floor trap.
49. **Maze, Outer Totems.** A reward idol in the shape of a jagged mound of metal holds twenty +1 *shurikens* and two *potions of cure moderate wounds*.
50. **Maze (CR 5).** Holding Area M Trigger, releasing four ghouls. Two ghouls head out through each door of the holding area, swinging around to block the victim's exit.
51. **Maze (CR 6).** At the end of this hall, a false reward idol sits temptingly. Made of solid gold worth at least 1,000 gp, the false reward idol triggers a 40-foot razor-filled pit trap.
52. **Maze (CR 5).** A minotaur lurks at area 53. Whenever someone passes through area 52, a large net trap triggers, and a bell chimes three times, which alerts the minotaur, who rushes to attack. If the minotaur cannot kill his opponent easily, he'll flee past area 53.
53. **Maze (CR 2).** This location has a tripwire that triggers a nauseating gas trap. Additionally, a minotaur lurks here, and if he gets into combat, he'll lure his opponent into the area of the trip wire. The minotaur knows to avoid the wire.
54. **Maze.** Here is a glowing patch of phosphorescent green fungus on the wall. Touching the wall activates the archpoint, which locks Holding Areas J and K.
55. **Maze (CR 6).** This location is a teleportation trap, teleporting anyone passing through here to the location marked 62. This effect can be resisted with a Will save (DC 17).
56. **Maze (CR 5).** A trigger activates Holding Area N, releasing a displacer beast, wearing a *collar of vengeful motivation*. Additionally, the emaciated feline is disguised with a *major image* to make it resemble a black dragon.
57. **Maze, Oozehall (CR 3).** Numerous oozes travel in this area, and are sometimes used to clean up the arena after a particularly bloody game. At this location, a gelatinous cube waits, filling the hallway.
58. **Maze, Oozehall (CR 3).** Another gelatinous cube waits here, filling the hallway.



59. **Maze, Oozehall (CR 6).** A stagnant pool of black water fills this wide cave ankle-deep. Amid the natural fungus and mold, two gray oozes slither and hunt.
60. **Maze (CR 3).** Sinister cylinder trap.
61. **Maze (CR 5).** This location is a teleportation trap, teleporting anyone passing through here to the location marked 73. This effect can be resisted with a Will save (DC 17).
62. **Maze, Bewildered Oozes (CR 5).** A pair of gelatinous cubes were teleported here through the trap in area 55. One cube is just north of the arrival point, the other to the south.
63. **Maze (CR 3).** 20-foot razor-filled pit trap.
64. **Maze, Outer Totems (CR 4).** Hail of needles trap, then *deeper darkness* cast on the victim if he was struck. This spell lasts for an entire day.
65. **Maze, Outer Totems (CR 1 or 5).** Sinister cylinder trap, and a bell chime to alert a minotaur at location 79. The sinister cylinder is lined on the inside with dozens of strips of iron. The minotaur comes out, activates Holding Area Trigger K, releasing a rust monster, that will be attracted to the strips of irons in the cylinder.
66. **Maze, Outer Totems (CR 5).** Holding Area Trigger K, releasing a rust monster.
67. **Minotaur Bedchamber.** During the games, the minotaurs do not enter this room, which is smoothly carved and covered with warm furs. Three huge straw beds fill the corners of this room, and along the wall hang three stone greataxes and the head of a dead goblin, which the minotaurs use as a kickball.
68. **Maze, Outer Totems (CR 2).** Flame jet trap.
69. **Maze (CR 3).** Sinister cylinder trap.
70. **Maze (CR 5).** Holding Area L Trigger, releasing three wights, one of which wears a *collar of vengeful motivation*.
71. **Maze (CR 5).** Falling block trap, affecting a 10-foot square area.
72. **Maze (CR 4).** A false reward idol in the shape of an eerie-looking female statue. It is actually a mimic.
73. **Maze (CR 5).** Holding Area P Trigger, holding two dozen cramped, angry kobolds. The teleportation trap in area 61 sends victims here.
74. **Maze (CR 7).** Gas cylinder trap.
75. **Maze (CR 5).** 20-foot razor-filled pit trap and Holding Area O trigger, releasing four orcs. The orcs have numerous heavy rocks they can throw down into the pit, and a long, knotted chain they can use to pull out victims who are willing to negotiate.
76. **Maze (CR 4).** A minotaur wearing a *collar of vengeful motivation* waits next to a reward idol that holds *lenses of detection* and a *potion of heroism*. If he's able to get a collar he can use to open the idol, he'll drink the potion and start hunting through the maze.
77. **Maze (CR 4).** A blatantly obvious trap is set into the wall: a giant stone spider looms out from the wall and ceiling, with a 5-foot radius silver ring beneath it. Anyone stepping into the ring is teleported into the middle of the Nest, to the location marked 24.
78. **Maze.** Here is a ring of hatched black and white stalactites and stalagmites. Passing through the passage locks Holding Areas L, M, N, and O.
79. **Maze (CR 4).** A minotaur stands here, waiting for someone to come by.
80. **Maze.** A reward idol here holds a pair of *bracers of armor +2*.

## Dungeon of Shadow Holding Areas

In case characters actively open a holding area's secret door, refer to this list to determine what's in each room.

**Holding Area A (CR 3).** A rust monster.

**Holding Area B (CR 6).** Three cockatrices, one of which wears a *collar of vengeful motivation*.

**Holding Area C (CR 5).** A shadow mastiff, which wears a *collar of vengeful motivation*.

**Holding Area D (CR 5).** A pair of hellhounds.

**Holding Area E.** Empty.

**Holding Area F (CR 4).** Two large monstrous spiders.

**Holding Area G (CR 5).** One wraith.

**Holding Area H (CR 1).** A cloaker.

**Holding Area I (CR 4).** A displacer beast.

**Holding Area J (CR 6).** A pair of ettercaps, one of which wears a *brooch of shielding*.

**Holding Area K (CR 3).** A rust monster.

**Holding Area L (CR 5).** Three wights, one of which wears a *collar of vengeful motivation*.

**Holding Area M (CR 5).** Four ghouls.

**Holding Area N (CR 5).** A displacer beast, wearing a *collar of vengeful motivation*. Additionally, the emaciated feline is disguised with a *major image* to make it resemble a black dragon.

**Holding Area O (CR 3).** Four orcs.

**Holding Area P (CR 5).** Two dozen cramped, cranky kobolds.

**Holding Area Q (CR 2).** Six tiny monstrous spiders.





## The Labyrinth

The Dungeon of Darkest Shadow is confusing and disorienting alone, even without magical aid, but the designers of the Labyrinth format increased this deception to almost maddening levels, sometimes even making contestants think they're losing their minds as they turn to leave a room and find themselves some place completely different.

The premise of the game is simple: every doorway and passage in the Dungeon of Darkest Shadow is set with a temporary teleportation gate trigger, and special monsters are put into the dungeon to stalk the contestants as they are driven mad by confusion. Additionally, *hallucinatory terrain* spells cast through the quadrant system disguise passages to give areas slightly different shapes, shadings, or dimensions, particularly in areas normally quite recognizable, like the Maze, Outer Totems.

**Challenging Your Players:** The Labyrinth is an EL 14 challenge.

**Layout Changes:** All of the holding areas are the same as in a normal Last Man Standing or Team Battle, but some additional roaming monsters have been added. The three minotaurs in the Maze receive *bracers of dimensional anchor*, which prevent them from teleportating

or being subject to any teleportation-related powers. Additionally, a dozen phase spiders are released into the arena, given instructions not to leave the arena or attack any of the monsters. The minotaurs can pursue prey through the arena without worrying about being teleported into a trap, while the phase spiders can bypass doorways if they do not want to teleport, or travel through the doorway normally if they want to chase a fleeing contestant who teleports away.

Finally, Jiana the drider has been given a *wand of dispel magic* with 50 charges, which she is to use on any contestants she sees. This is to make sure contestants aren't using *dimensional anchor* or *true seeing* spells to ruin the fun of the competition.

**Equipment Restrictions:** Contestants are actually encouraged to bring things like torches, rope, or bread crumbs to try to keep track of their trail. Because of the variety of predators and the *hallucinatory terrain* spells, such means are rarely good for more than a minute or two.

### TELEPORTATION TRAPS

Every doorway on the map is a teleportation trap, leading to a different room. These traps reset continually for the duration of the game, though they can be cancelled with a *dispel magic* against caster level 17. Though the destination of the traps cycle randomly, whenever the trap is triggered, the destination remains constant for three rounds thereafter, so it is possible for a group to travel together, if they voluntarily forgo their Will saves.

The doors to the following locations all are teleportation traps: 2, 4, 7, 10, 13, 14, 16, 20, 23, 31, 33, 34, 36, 38, 67. Area 25's door is the only door in the arena not so trapped, since Jiana needs to be able to travel on her own. Additionally, all the spinning walls are teleportation traps. Door traps lead to other doors, and spinning wall traps lead to other spinning walls.

Whenever a teleportation trap is triggered, roll on the following table to determine where it leads. The way the spell works, as you pass through a door of one room, you emerge through the door of a different room. More of a *gate* than a *teleportation circle*, the portal can be seen through normally, so limbs do not seem to just appear magically in thin air. If a creature or object stands on the threshold of a door for more than 3 rounds, it is ejected out in the direction it came, and the gate closes; when it reopens, it will lead to a new random direction.



d%	Door Trap	Spinning Wall Trap
01-05	Area 2	Wall near Area 1
06-10	Area 4	Wall near Area 6
11-25	Area 7	Wall near Area 9
16-20	Area 10	Wall near Area 12
21-25	Area 13	Wall near Area 17
26-30	Area 14	Wall near Area 24
31-35	Area 16	Wall near Area 28
36-40	Area 20	Wall near Area 30
41-45	Area 23	Wall near Area 37
46-50	Area 31	Wall near Area 42
51-55	Area 33	Wall near Area 48
56-60	Area 34	Wall near Area 53
61-65	Area 36	Wall near Area 56
66-70	Area 38	Wall above Area 61
71-75	Area 67	Wall below Area 61
76-80	Roll on	Wall near Area 66
81-85	Spinning	Wall near Area 68
86-90	Wall Trap	Wall near Area 71
91-95	Table	Wall near Area 73
96-100	No effect	No effect

### HALLUCINATORY TERRAIN

The magically shifting illusory terrain incurs a -6 penalty to Intuit Direction checks. Whenever a room remains unoccupied for more than five rounds, the terrain within it magical shifts. The illusions in each room can be individually disbelieved with a successful Will save (DC 19).

### WANDERING MONSTERS

The minotaurs and phase spiders can wander across the arena freely, without having to worry about teleportation or traps (the minotaurs know the locations of traps, and the phase spiders travel ethereally). Every minute, for each character roll d%, then consult the following table. For each phase spider or minotaur that has been killed, reduce the range of encounters with the appropriate monster by 2 percentage points.

d% each round	Encounter
01-24	Phase spider
25-30	Minotaur
31-100	None

## Prizes

The greater challenge of the Labyrinth means greater prizes. Four key prizes are hidden throughout the arena, one in each quadrant, in obscure locations.

**Quadrant One:** Amid the iron grates in area 5 is a *robe of blending*, which can be found with a Search check (DC 25).

**Quadrant Two:** One of the few landmarks, a thin stream, flows through area 37, coming from area 36. Its source is an overturned *decanter of endless water*.

**Quadrant Three:** Down the short dead-end hallway near area 61 is a package that holds a pair of boots and a cloak, which are *boots of* and *cloak of elvenkind*. Also included in the bag are *bracers of archery*.

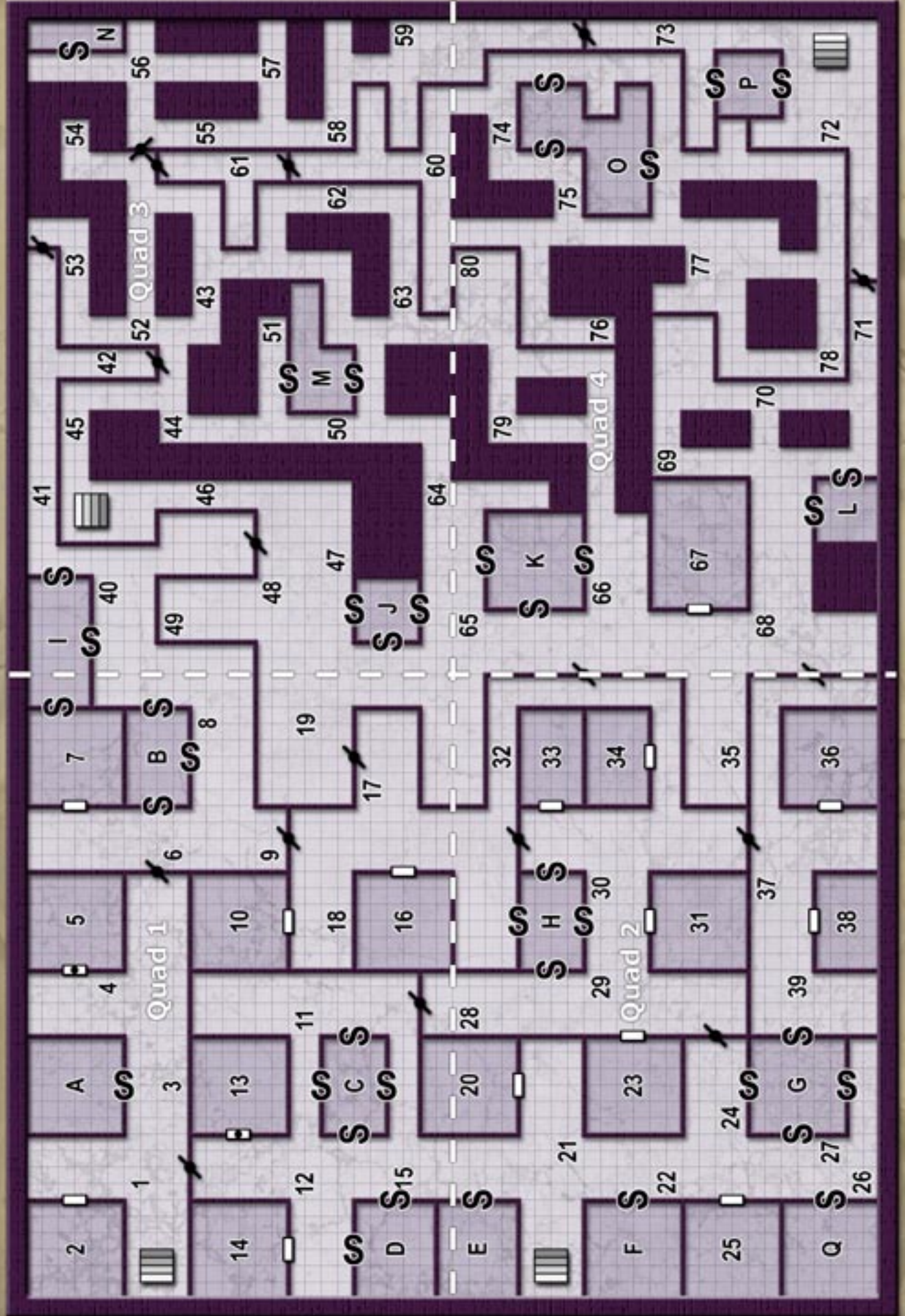
**Quadrant Four:** Holding Area O has a small chest, trapped with a poison needle (Search DC 25; Disable Device DC 20; Atk +10, dealing 3d6 points of initial and secondary Con damage). Inside the chest is a *gem of seeing*, though it can only be used three times per day.





# The Dungeon of Darkest Shadow

1 Square = 5 feet





## Chapter Six: The Island of Sport

*“Drums in the distance, cannibals howling with the volcano’s rumble, drums beating apace to my feet as I ran, my breath panting and calling for home, drums close behind. Cries of victory from my killers.”*

– Gleena, skull fetish totem, former contestant

Far from the communities of the civilized world, a small, remote island serves as the largest arena under the control of the society. The Island of Sport arena occupies most of the small tropical island, with the rest heavily defended and fortified, used as warehouses and menageries for the various beasts used in the games. But much space is still available for future expansion.

The island’s lush tropical jungles grow in the shadow of a small volcano, while a tribe of vicious cannibals claims the jungle as its own hunting grounds. Along one desolate stretch of coast, a crumbling stone temple pyramid contains a fearful presence, such that even the head hunters will only go there if forced. The temple existed since before the Society claimed the island as its playground, and it is somehow connected with the volcano, keeping it unnaturally active, erupting as if its heat can never die. Indeed, that is the true power of the temple, and the great draw of the Island of Sport, for on this island, wounds alone cannot kill. Creatures’s lives can only be permanently snuffed if they are dismembered and eaten; otherwise, wounds slowly heal, allowing contestants to survive hideous injuries multiple times, for the enjoyment of the spectators.

**Overview:** Unlike all the other Society arenas, the Island of Sport is entirely outdoors, and its games focus on the spirit of the hunt. Magical forces on the island prevent most wounds inflicted there from being fatal, and so characters may suffer multiple deaths and still be hunted.

**Challenging Your Party:** This example of the Island of Sport is an EL 16 encounter, intended for 11th- or 12th-level characters. The default game for the Island of Sport is the Monster Hunt.

### Layout and Climate

Most of the island remains as it originally was, except for the inclusion of underground holding areas, large pit traps dug into the soil of the island, rigged with trip-wire or pressure plate triggers,

and concealed to resemble the natural island ground. Also, the Society built a large, sturdy stone compound on the western edge of the island, where it houses animals and supplies, and where Society mages teleport contestants before the game. The ocean around the island is filled with jagged reefs, making it difficult to use ships to bring in contestants. Only when teleports are unsuitable (such as when transporting a huge monster) will the Society risk using boats to travel to the island.

The weather on the island is stereotypically tropical: humid, warm, and often struck with brief rainshowers. Because of the intense humidity in the central rainforests, penalties for Spot checks are –6 for every 10 ft, making line of sight beyond about 50 ft impossible except for along the coast.

Each quadrant contains a fair amount of jungle woodlands, with Quadrant One possessing the widest open spaces on its wide beaches. Quadrant Two’s most notable feature is a small, run-down temple, a step-pyramid that is somehow connected with the volcano in Quadrant Four. Quadrant Three is home to the local cannibal village, built along a road the Society constructed. The road leads from the the safest harbor on the shore to the main compounds on the western end of the island. The area of the island beyond that shown on the map is mostly empty except for several large buildings with thick stone walls lined with iron plates. Though it is possible for contestants to travel into this area, any contestants who attempts to enter Society compounds or to actively hide from the monsters hunting him will incur the wrath of the Master of Ceremonies, usually by using the *collar of vengeful motivation* to slash open the neck of the contestant.

**Starting Points:** Contestants usually start on the beach, 100 ft away from the nearest competitor. They are not allowed to take any offensive action against other players for one minute. Then, after that first minute, the main monsters for the hunt are released from the western edge of the island, so that fights usually break out within two or three minutes of the game starting.

**Regeneration:** While on the island, all living creatures gain the ability to magically heal almost any wound. Once injured, contestants heal 1 point of damage every minute. Keep track of hit point damage below 0 hp, since severe damage and dismemberment takes a long time to heal.



Characters below -10 hp are still dead, but as soon as they heal up to -10, their life functions begin again, and when they reach 0 hp, they regain consciousness. By the time a creature reaches 0 hp, all of its limbs and appendages will be fully reattached, regardless of what state it may have been in before it began to heal, though a creature cannot heal wounds it gained before coming onto the island.

However, if any part of a creature has been swallowed, it cannot be regenerated in this way, meaning that the only way to keep someone dead is to eat his flesh, or at least to eat something that he can't live without, like his heart or brain. The cannibals on the island prefer to eat the hearts of their victims first, though they have a traditional feast that involves slowly eating the extremities of several creatures, taking turns on each one, so that each has time to heal back to life before the next round of feasting begins. Thus, the meat is always warm and fresh.

## Running the Island

Because the Island of Sport is not as clearly delineated into small areas like the other arenas, it is not feasible to rely on full to scale battle maps for round by round movements. To help you manage events on the Island of Sport, we present the location in a modular format. First are the wandering monster tables, which handle various local creatures and monster placed on the island by the Society. Second, for each of the main locations of the island, below are listed a few events that might happen if certain conditions are met. Of the four arenas presented in this book, the Island of Sport is perhaps the most difficult to run on little preparation. You should take enough time to feel comfortable with the different locations, since there are dozens of different ways a game on the island may play out.

**Victory Conditions:** Because of the sheer number of beasts roaming the huge island, a game does not simply go on until only one creature is left alive. Rather, contestants have a victory condition that, once they collect five

*collars of vengeful motivation*, if they can make it to the safe zone, they win. The safe zone is usually either in the abandoned temple in Quadrant Two, or the entrance to the Society compounds on the western edge of Quadrant Three. Contestants can still use collars to open reward idols; they simply need to make it to the safe zone with five collars to win. Usually only the first to escape wins a prize (typically 20,000gp), but latecomers are allowed to leave the arena once they fulfill the victory condition. Contestants who cannot fulfill the victory condition will be left to die.

**Running Away:** Characters may very well try to run away from monsters that attack them, especially those that are not wearing collars and thus are of no value. To handle escapes easily, have predator and prey make racing checks using the Degree of Success rules initially introduced in *Tournaments, Fairs, & Taverns*. The prey gains a +1 bonus to his DS for every 10 ft of initial distance, and each round the two make Strength checks, adding +1 for every 10 ft of speed above 100 ft for instance, a human who can run at 120 ft per round





is being chased by a troll that can run at 160 ft If the predator's DS ever equals or exceeds the prey's, it catches up, and may make a single attack as if it were charging. If the prey continues to try to run, the predator can continue to make attacks each round, unless the prey manages to outrun its pursuer.

Though the human has a 60 ft head start (DS 6), on average the troll will gain by at least +4 each round, probably more, because it is stronger. The human has little chance of escape.

**Fatigue:** If contestants continually try to run away from encounters, they will quickly tire. Since encounters are detailed below to ensure characters do not have time to loiter and recover from extended running, you'll want to use the fatigue rules, to represent that characters must always be on the move, since they are constantly being hunted. For simplicity's sake, every time a character has to run from an encounter or spend more than five rounds in a single combat encounter, he gains 1 point of fatigue. This fatigue does not fade away, because the climate is too intense for even rest to relieve the hunted, at least not when rest only comes in brief moments.

If a character has more fatigue points than his Constitution, he is fatigued. He suffers an effective penalty of -2 to Strength and Dexterity, and cannot run or charge. If a character has four times as many fatigue points as his Constitution, he is exhausted, moving at half normal speed, and suffering an effective -6 penalty to Strength and Dexterity.

Every minute of running also adds one point of fatigue. This is in addition to the normal fatigue that comes from running for more than minute or two, though the fatigue from short spurts of running fades away quickly. However, over a long period of time, this fatigue builds up.

Every die of magical healing removes one point of fatigue. For example, *cure serious wounds* heals 3d8 + level points of damage, plus removes three points of fatigue.

## Random Encounters

Every minute, roll on the following table appropriate to the character's location on the island. If the character is traveling, any of the encounters are appropriate, but if a character decides to hole up and wait for danger to come to him, ignore encounters that are static, like traps or reward idols. Thus, staying put is usually safer than roaming

through trap-infested terrain, but monsters will still track you down, and you have less of a chance to find treasure.

### BEACH ENCOUNTERS

d20	Encounter
1-2	Wandering dragon turtle, CR 9
3-4	Two wandering hill giants, CR 9
5-6	Flooded pit trap (100 ft.), CR 6
7-8	Holding area, releases an invisible stalker, CR 7
9-10	Greater earth elemental comes up from sand, CR 9.
11-19	No encounter.
20	Reward idol.

### JUNGLE ENCOUNTERS

d20	Encounter
1	Spiked pit trap (20 ft), CR 2
2	Spiked log slam, ramming victim into a pool of quicksand, CR 9
3	Two spiked log slams from opposite directions, catching victim in the middle, CR 10
4	Holding area, releases a pair of megaraptors, CR 8
5	Snare trap, and holding area, releases a pack of six deinonychus, CR 9
6	Wire snare trap, then a pair of spiked log slams (victim has -4 to Reflex saves while dangling), CR 11
7	Bear trap, and holding area releases three dire apes, CR 7
8	Bola trap, and holding area releases thirty dire rats, CR 7
9	Huge bear trap, and holding area releases three dire boars, CR 8
10	Quicksand, with an otyugh lurking at the bottom, CR 7
11-19	No encounter.
20	Reward idol.

### TEMPLE ENCOUNTERS

d20	Encounter
1	Field of dozens of bear traps; being hit by one requires a Reflex save (DC 15) to keep from falling into another 3 bear traps, CR 7
2	Holding area, releases a gray render, CR 8



3	Two wandering dire lions, CR 7
4	A stone golem statue of a couatl attacks, CR 10
5	Snare trap, and holding area, releases a pack of six deinonychus, CR 9
6	Two trolls, CR 7
7	Bear trap, and holding area releases six dire apes, CR 9
8–9	Eight dire apes, CR 9
10	Pit trap (100 ft.), filled with four giant constrictor snakes, CR 10
11–19	No encounter.
20	Reward idol.

### VOLCANO ENCOUNTERS

d20	Encounter
1–2	Spiked pit trap (20 ft.), and then the pit begins to fill with lava, 1 ft per round, CR 5
3–4	Harassing elder arrowhawk, CR 8
5–6	Lava burst, CR 8
7–8	Greater fire elemental, CR 9
9–19	No encounter.
20	Reward idol.

### OCEAN ENCOUNTERS

d20	Encounter
1	Wire snare trap. When caught, waves still slam the character into coral, CR 5
2	Wandering dire shark, CR 8
3	Wandering elder tojanda, CR 9
4	Two wandering scraggs (sea trolls), CR 7
5	Ten large sharks, CR 8
6	Giant squid, CR 9
7	A huge water elemental, CR 7
8–20	No encounter.

### RANDOM REWARD IDOL CONTENTS

d20	Encounter
1	False reward idol, roll again on the location table to see if a trap or monster occurs
2	Four black pearls (500 gp each)
3	Emerald ring of Charisma (+2 Cha) (7000 gp)
4	200 platinum pieces
5	+1 holy net
6	Rhino hide armor

7	Four <i>potions of fire breath</i>
8	<i>Wand of dispel magic</i> (50 charges)
9	<i>Wand of charm person or animal</i> (50 charges)
10	<i>Boots of speed</i>
11	<i>Decanter of Endless Water</i>
12	<i>Bag of holding</i> (bag 1)
13	<i>Wind fan</i>
14	+1 <i>flaming whip</i>
15	Three <i>scrolls of charm monster</i>
16	<i>Bracers of armor +3</i>
17	<i>Figurine of wondrous power</i> (marble elephant)
18	<i>Cloak of the manta ray</i>
19	Two <i>collars of vengeful motivation</i>
20	Rope of climbing

## Keyed Encounters

Each of the following locations has particular keyed encounters. Encounters are divided into ‘loitering,’ ‘hunting,’ and ‘moving.’ Loitering encounters occur if a character lingers in an area for more than five minutes, while hunting and moving encounters occur if a character is looking for prey or simply traveling through an area. For hunting encounters, characters can attempt the Wilderness Lore check once every minute until successful.

Each of these encounters should only happen once, except for those labeled ‘general.’

**Beach, Loitering (CR 9):** A dragon turtle rushes onto the beach from the tide, attacking.

**Beach, Hunting (CR 8):** With a successful Wilderness Lore check (DC 15), character finds a pod of sea lions basking on the rocky edges of the shore. If approached, four aggressive bull sea lions attack.

**Beach, Moving (CR 9):** A huge earth elemental emerges from the sand, trying to drive victims to the sea, where a huge water elemental waits to catch them in a pincer.

**Ocean, General (CR 3):** If more than 50 ft into the water, must make a Swim check (DC 15) each round or take 1d6 points of damage from waves knocking the character into the coral reefs.

**Ocean, Loitering (CR 12):** A kraken attacks from deeper water, using its magic to push the character away from shore, then striking and pulling the victim underwater.

**Ocean, Hunting (CR 9):** With a successful Wilderness Lore check (DC 20), character finds



an elder tojanda hunting small fish in the reef. Its belly still holds a *collar of vengeful motivation* it swallowed after killing a former contestant.

**Ocean, Moving (CR 11):** Sharks attack. First a dire shark attacks, and starting two rounds later, each round two of the following sharks join the feeding frenzy. Six large sharks and eight medium-size sharks.

**Jungle, General (CR 3):** Every five hundred feet a character travels, he must make a Wilderness Lore check (DC 10) or Spot check (DC 20) or stumble into quicksand. Staying afloat in quicksand only requires a Swim check (DC 5), but attempting to leave quicksand unaided requires a Swim check (DC 20). Failure by less than 5 increases the DC of all future checks by 5. Failure by 5 or more means the victim starts to drown. If another character pulls a stranded person in quicksand out, such as with a rope or branch, this only requires a Strength check (DC 10).

**Jungle, Loitering (CR 10):** A cannibal hunting party from the village tracks down the character, unless he has made pains to hide his tracks. The party consists of a hunt leader (Ftr 8), a shaman (Drd 5), and four warriors (Ftr 4). The hunt leader wears a *collar of vengeful motivation*.

**Jungle, Loitering (CR 8):** A dire tiger stalks the character, attacking with a vicious pounce.

**Jungle, Hunting (CR 7):** With a successful Wilderness Lore check (DC 17), the character finds a digester, seemingly resting. In truth, it works in tandem with a pair of assassin vines to ambush hunters.

**Jungle, Hunting (CR 8):** With a successful Wilderness Lore check (DC 17), the character finds a trail of a large humanoid. When he reaches the end of the trail, however, he sees a pack of six deinonychus, which have slain a hill giant. The hill giant wears a *collar of vengeful motivation*.

**Jungle, Moving (CR 9):** A trio of shambling mounds ambush the character.

**Jungle, Moving (CR 10):** Two trolls chase the character toward a field of quicksand, where a tendriculous waits.

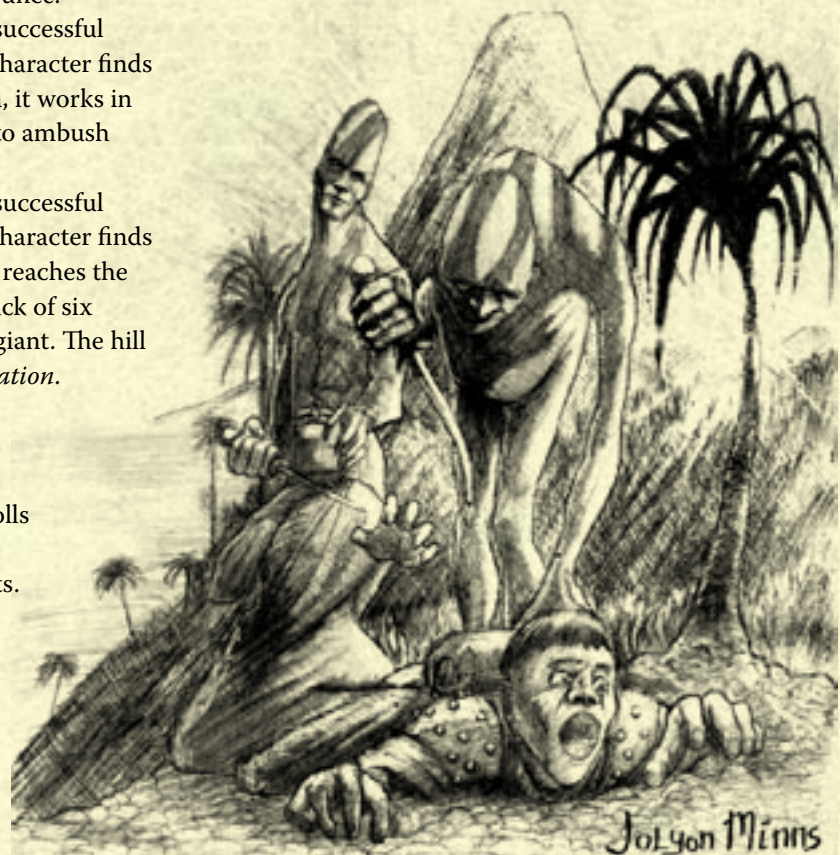
**Cannibal Village (CR 17):** Though a hunting party is out looking for contestants, the village is still home to thirty-two experienced warriors. Since they cannot die unless eaten, the head hunters train regularly

and viciously. The village contains a Ftr 10 chieftan, two Ftr 8 hunting leaders, four Ftr 6 family heads, twenty Ftr 4 warriors, Drd 9 shaman, three Drd 5 apprentices, and a Brb 10 'mascot' who wears lizard-hide armor covered with dozens of skulls.

The village itself is made up of huts of wood and straw, decorated with hundreds of skulls and bones. The entire place smells of charred flesh.

**Temple, General:** Hundreds of small monkeys roam the grounds of the temple. They do not attack characters, but instead scurry up and down the sides of the temple's step pyramid, as if they are drawn to the top of the pyramid, but afraid to go inside. The step pyramid itself has a one hundred ft square base, with each step about two feet high. The center of the pyramid is forty feet high, and twenty ft wide, with a small room on top. Inside this top is a reward idol holding a *ring of greater elemental resistance, fire*.

The compound surrounding the step pyramid is about two hundred feet square, with a crumbling wall surrounding it, though it keeps out nothing that wants to get in. Along the walls are ancient inscriptions in a forgotten language, which detail a ritual prayer song that was sung to appease the volcano.





**Temple, Loitering (CR 12):** A fiendish couatl appears in a magical burst of sunrays, then swoops down and attacks. If a character has translated the ritual song on the walls and sings it (Perform check, DC 20), the couatl will break off combat and instead drop four *collars of vengeful motivation* on the ground, which it has taken from previous, less pious contestants.

**Temple, Hunting (CR 13):** With a successful Wilderness Lore check (DC 12), the character finds several charred monkeys that leave a trail toward a twelve-headed pyrohydra. Four heads are asleep when the character arrives, and so it suffers a -4 penalty to Spot checks until it wakes up.

**Temple, Moving (CR 11):** A pride of eight female dire lions keep watch on the terrain around the temple. If anyone goes inside the walls of the temple grounds, three lions will try to block entrances while the other five attack their prey.

**Volcano, General (CR 11):** The small volcano is about five hundred feet high, so the grade on the climb up is less than 45-degrees. However, every 100ft, the character must succeed a Wilderness Lore check (DC 12) or risk falling into a deadfall of hollow, cooled lava. This is the equivalent of a 20-foot pit with lava at the bottom, though the cooled lava only does one quarter as much damage.

**Volcano, General (CR 10):** If the volcano erupts (see below), lava flows down the side of the mountain very quickly. Each round, mark the distance between characters and lava with Degrees of Success, first introduced in *Tournaments, Fairs, & Taverns*. Characters start with a DS of +1 for every 10ft they are from the top of the volcano, and each round, characters fleeing the lava make Strength checks, adding +1 for every 10ft of running speed above 100ft. Add this result to that character's DS. The volcano gains +20 DS each round. If the volcano's DS equals or exceeds the character's DS, the lava overtakes him, dealing 20d6 points of damage each round.

The lava flows head down the mountain on all sides fairly evenly, but characters can choose to just wait it out on a rocky outcropping. If they do so, however, they take 1d6 points of heat damage every round due to proximity to the lava.

At the top of the volcano is a reward idol that contains a *staff of fire* with 50 charges. After the staff is taken, the mountain begins to rumble, and the eruption begins two rounds later.

**Volcano, Loitering (CR 2):** A successful Spot check (DC 14) locates a small cave on the side of

the volcano. It is big enough to hold eight medium-size creatures, but too small for large creatures to enter. However, if a character loiters there, each minute a medium-size fire elemental emerges from the back wall of the cave, cursing in Ignan.

**Volcano, Loitering (CR 9):** An elder air elemental swoops down and attacks, especially if the character is near lava.

**Volcano, Hunting:** There is very little to hunt on the mountainsides of the volcano.

**Volcano, Moving (CR 11):** A swarm of thirty Medium-size fire elementals emerge from the mountainside, attempting to surround the character, but they only attack if attacked back. If the eight elementals manage to fully surround the character and hold their position for one round, the volcano starts to rumble, and two rounds later it erupts. However, the character gains 200 points of fire resistance if he did not attack the elementals.

## Monster Hunt

This special game is rather simple. Rather than rooting for the humanoid contestants, the guests want to see them torn to pieces. The Society releases four gargantuan tyrannosaurs into the arena, and just wait for the dinosaurs to do their job. Unlike a normal hunt, the contestants start on the western edge of the map, and have a one minute head start. The cannibal tribe is evacuated before the game begins, since it is unnecessary for them to die.

If a contestant manages to kill one of the tyrannosaurs permanently (meaning he must either himself devour a piece of its heart or brain, or must have some other creature do that), the contestant is allowed to leave the arena, if he is able to make it to the western edge of Quadrant Three.

Assuming four contestants, every minute, one tyrannosaur and one contestant make opposed Wilderness Lore checks, keeping track of Degree of Success. The character starts with DS 20, and once the tyrannosaur equals the contestant's DS, it catches up and attacks. If the character has higher DS by 30 points or more, he can attempt to ambush the tyrannosaur.

**Gargantuan Tyrannosaurus:** CR 15; Gargantuan Animal; HD 36d10+216; hp 414; Init +1; Spd 40 ft; AC 16; Atk Bite +38 melee (10d6+19, bite); SA Improved grab, swallow whole; SQ Scent; SV Fort +26, Ref +21, Will +14; Str 36, Dex 12, Con 23, Int 2, Wis 15, Cha 10; Wilderness Lore +20.



# Island of Sport



Quad 2  
Abandoned Temple

Quad 1  
Beach & Jungle

Quad 3  
Cannibal Village

Quad 4  
Volcano





## Chapter Seven: The Well of Fiends

*“Running through corridors stained red and abyssal, you find yourself questioning your place in life and asking your god what you have done to deserve such as destiny. It is only until you see the well, then you renounce her for putting you there.”*

— Ingrin the Swift, speaking of his harrowing visit to the Well of Fiends

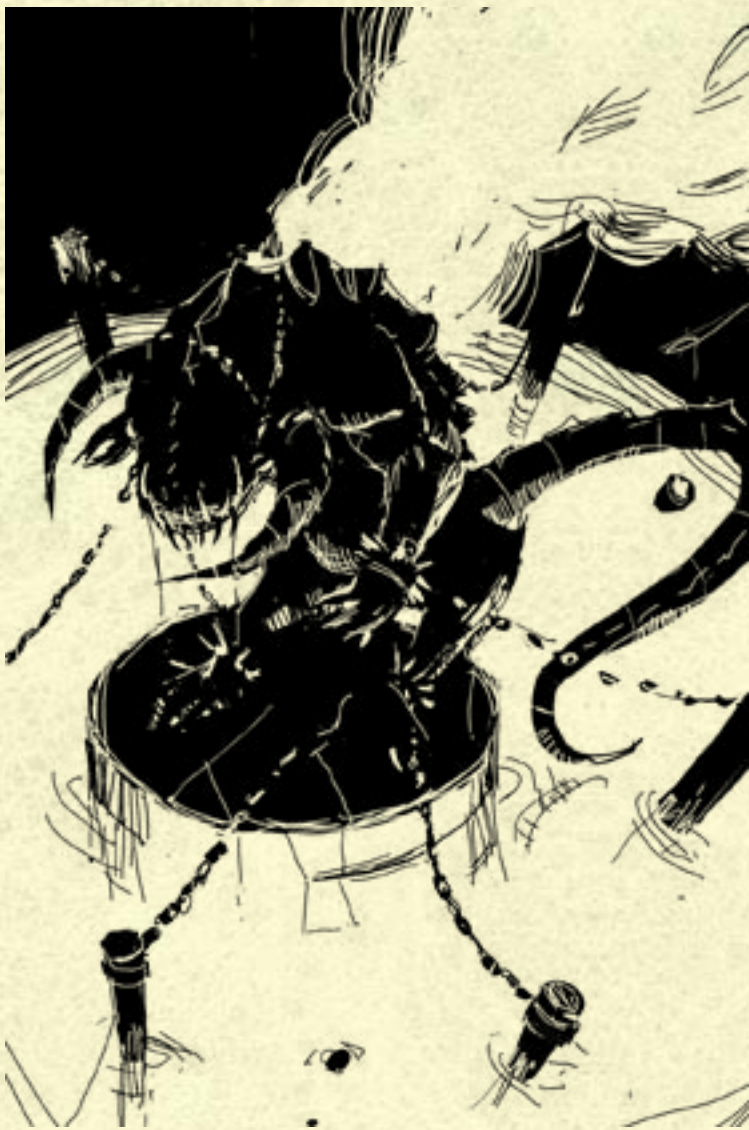
The sinister brainchild of current society chairman Vinson Bromo, the Well of Fiends is the newest arena to be constructed for the society’s games. Located in the dark recesses of a large volcano, the Well of Fiends location was selected for two key reasons. First, the volcano’s harsh conditions deter the curious and half-hearted

heroes. Secondly, the volcano is a supernatural nexus for summoning the most-foul creatures in existence, fiends. Demons and devils are drawn to the location, which serves the master of ceremonies well for games held in the arena.

Vinson led the society to the location five years ago when the talk of new arena construction began. Though many members of the society were made uneasy by the idea of using a location so rich with fiends, Vinson assured his colleagues that the situation would be well in hand and swayed the uncertain society votes to his favor. The construction of the Well of Fiends took one full year and Vinson Bromo and then society chairman, Xavia Jordannus, personally oversaw every step of the construction process.

Dark red stone, sharp corridors and black cast iron are prominent features for the arena and the entire locale radiates a feeling of abyssal. However the most distinctive feature of this arena is the namesake itself, the Well of Fiends. This stone shaft is 100 ft deep and 55 ft wide in its widest area. The well plunges into the heart of the active volcano and generates an intense amount of heat throughout the arena. Stretching across the well is a stone walkway that leads to a stone island accented by four glowing white orbs. In the center of the island is the devil Oozivax (a pit fiend), held in a state of stasis. Many contestants have fallen into the well and discovered the true meaning of terror, as the well serves as a gateway leading into the first layer of Hell. Contestants that fall into the well never return (or at least none have to date) to taste the sweetness of victory.

The Well of Fiends is one level and there are six different entry points used for sessions held in the arena. By comparison, the Well of Fiends is very similar in size to the Great Hall arena. With the resources of the society, this arena could have been extremely larger than what it is, but Vinson Bromo stressed the excitement generated by the smaller Great Hall arena and dedicated the Well of Fiends as a tribute to the





beginnings of the society (a notion received well by many). Attached to the upper level of the arena are a luxury spectator's area, dining hall, and contestant holding area. The contestant holding area is the most secure to date and features the use of powerful spells (*wall of force*, *silence*, *antimagic*, etc.) to keep powerful (but less willing) contestants at bay until summoned to compete. Unlike other arenas, there is now a games area designed specifically for more intimate deadly games (mini-games) and is used only for this purpose. 20 private suites are available for spectators willing to spend the extra 10,000 gp needed to reserve such a suite. But much like the suites in the Dungeon of Darkest Shadow arena, these suites are heavily sought after despite the elevated cost.

Today, the Well of Fiends generates an incredible amount of income and intrigue from spectators. With the success of the new arena, Vinson Bromo's term as the society chairman will be remembered as one of the most successful since the initial roster of the society was formed. The Well of Fiends is not only popular with spectators, but with the other society members themselves. Dozens of new games and variations of such have been created and new innovations are developed each month.

**Overview:** The complicated maze of the Dungeon of Darkest Shadow resembles wild caverns with no consistent layout. Most of its traps and monsters support a cavernous, cruel theme, evoking all the rumored horrors of the Underdark.

**Challenging Your Party:** This example of the Dungeon of Darkest Shadow is an EL 20 encounter, intended for 15th or 16th level characters. The Saving the Seals format, detailed below, is an EL 22 encounter.

## Entry Points

There are six entry points used in the Well of Fiends arena. These entry points are stone staircases that lead down from the contestant holding area into the arena. Once the contestants enter the arena, *wall of force* spells are activated to block the stairwells and to prevent escape attempts. In addition to the *walls of force*, two Gatekeepers are stationed near the stairwells to prevent a contestant's escape. The Gatekeepers will not interfere in a game unless commanded too by the master of ceremonies.

✿ **Wall of Force**, as a 17th level caster.

## WALLS

As previously mentioned, the walls of the Well of Fiends arena are constructed from a carved and stained stone. The ceilings in all cases (unless noted otherwise) are 20 feet high. The walls of the arena and contestant holding area have been magically treated to prevent the use of spells that would allow more powerful (and less willing) contestants to escape. The spectator's area, private suites, intimate games area and the dining hall however are not treated this way and such magic is allowed. The exception to this effect is the summoning globes used to bring creatures into the arena. These items have been created to bypass the existing spell effects as the creatures are pulled from individual holding areas located beneath the arena. The interior of the volcano that houses the Well of Fiends has also been treated magically to prevent spells such as *scry*, *prying eyes*, and other types of divinations that would reveal the location of the arena to curious heroes and local heads of state.

✿ **Walls, Floors, and Ceilings** (Magically treated, Reinforced Masonry): 3 ft thick; Hardness 16; hp 180 (per 10 ft by 10 ft Section); Break DC 65; Climb DC 15. These walls deny all types of magical means of passage and detection from outside of the volcano that houses the Well of Fiends arena. Such examples include; *discern location*, *ethereal jaunt*, *gate*, *passwall*, *phase door*, *prying eyes*, *teleport*, and similar spells.

## VISIBILITY

Visibility within the Well of Fiends is fairly poor. This is a design characteristic for the arena, as Vinson Bromo has aided in creating an environment similar to the conditions present in the deep red glow of the hells. Contestants without a light source or natural sight abilities such as low-light vision and dark vision will be at a distinct disadvantage. Without such resources, a contestant can see no farther than 20 feet at a time and suffers a 15% miss chance while in combat situations.

## QUADRANT EFFECTS

Unlike any of the other arenas under the society's control, the Well of Fiends does not use separate quadrants. Instead, the arena is one large quadrant that may be activated if the master of ceremonies so chooses. When activated, the molten lava that boils at the bottom of the arenas namesake begins to rise to the arena level. This process takes one minute and afterwards will fill the arena with molten lava



in five minutes. This scenario is rarely used, as the damage caused to the arena itself is extensive and the process of removing all of the residual lava is time consuming.

## Special Features

As mentioned, there are no holding areas within the Well of Fiends arena. Instead, contestants can activate magical triggers that summons creatures from holding areas beneath the arena. Each of the summoning globes is indicated on the map provided for the Game Master. The summoning globes are not numbered and are described individually in the numbered areas of the arena. To avoid the summoning globes, a contestant must first detect it (Search check DC 25) and make a successful Reflex save (DC 18) if he moves within 10 feet of the globe. If he fails to do so, the summoning trigger is activated.

Reward Idols are also placed differently within the Well of Fiends. Instead of being the freestanding idols found in the other arenas, Reward Idols in the Well of Fiends are inset into the walls of the arena. This feature allows for more freedom of movement in the arena corridors and also increases the level of difficulty when attempting to spot them.

**Constant Conditions:** The Well of Fiends generates an extreme amount of heat and subjects contestants to harsh conditions. With this in mind, the Well of Fiends arena is filled with abysmal heat.

## Arena Traps

As mentioned, the Well of Fiends is only one quadrant, the arena itself. To increase the level of danger within the arena, the master of ceremonies chooses a favored type of fiend to place within the arena. These fiends are under the control of the Game Master and wander freely around the arena. For this sample arena, the chosen fiends are barbazu. There are six barbazu who wander around the well of fiend's arena in search of contestants. If the barbazu are allowed to work together, they will. A favored tactic of the fiends is forcing contestants into the well of fiends and laughing as the poor soul is swallowed into Hell.

As with several of the existing arena quadrants, a great reward is granted to the contestant who braves to cross the well of fiends and defeat the prize's guardian, while the looming presence of the slumbering Oozivax watches on.

1. **Hell Portal Trap.**
2. **Falling Block Trap.**
3. **Spiked Pit Trap (60 ft.)**
4. **Summoning Trigger.** 1 Retriever. The retriever is wearing a *collar of vengeful motivation*.
5. **Hell Portal Trap.**
6. **Reward Idol: Helm of opposite alignment.**
7. **Sinister Cylinder Trap.**
8. **Summoning Trigger.** 1 Vrock.
9. **Hell Portal Trap.**
10. **Summoning Trigger.** 1 Bebelith. The bebelith is wearing a *collar of vengeful motivation*.
11. **False Reward Idol (Falling Block Trap).** A successful Search check (DC 17) is required to notice the trigger mechanism on the empty idol. Opening this false reward idol does not expend the charge of a collar.
12. **Hell Portal Trap.**
13. **Summoning Trigger.** 1 Beholder.
14. **Gas Cylinder Trap.**
15. **Sinister Cylinder Trap.**
16. **Reward Idol: Pearl of power (8th level).**
17. **Summoning Trigger.** 2 Flesh golems. One flesh golem is wearing a *collar of vengeful motivation*.
18. **Hell Portal Trap.**
19. **False Reward Idol (Hell Portal Trap).** A successful Search check (DC 17) is required to notice the trigger mechanism on the empty idol. Opening this false reward idol does not expend the charge of a collar.
20. **Reward Idol: Iron bands of Bilarro.**
21. **Sinister Cylinder Trap.**
22. **Summoning Trigger.** 1 Slaad, death.
23. **Summoning Trigger.** 2 Flesh golems. One flesh golem is wearing a *collar of vengeful motivation*.
24. **Reward Idol: Ring of wizardry II.**
25. **Reward Idol: Staff of Frost (20 charges).**
26. **Sinister Cylinder Trap.**
27. **Summoning Trigger.** 1 Clay golem.
28. **Hell Portal Trap.**
29. **False Reward Idol (Electrified Floor Trap).** A successful Search check (DC 17) is required to notice the trigger mechanism on the empty idol. Opening this false reward idol does not expend the charge of a collar.
30. **Hell Portal Trap.**
31. **Reward Idol: Flask of Curses.**
32. **Summoning Trigger.** 1 Black pudding.
33. **Gas Cylinder Trap.**
34. **Pit Trap (60 ft.)/1 Gelatinous Cube.** A gelatinous cube is placed at the bottom of the pit trap.



- 35. False Reward Idol (Hell Portal Trap).** A successful Search check (DC 17) is required to notice the trigger mechanism on the empty idol. Opening this false reward idol does not expend the charge of a collar.
- 36. Reward Idol: *Lion shield.***
- 37. Summoning Trigger. 2 Night hags.** One night hag is wearing a *collar of vengeful motivation.*
- 38. Summoning Trigger.** 1 Retriever.
- 39. Sinister Cylinder Trap.**
- 40. False Reward Idol (Falling Block Trap).** A successful Search check (DC 17) is required to notice the trigger mechanism on the empty idol. Opening this false reward idol does not expend the charge of a collar.
- 41. Hell Portal Trap.**
- 42. Hell Portal Trap.**
- 43. Reward Idol: +4 longbow.**
- 44. Summoning Trigger.** 1 beholder.
- 45. Gas Cylinder Trap.**
- 46. Hell Portal Trap.**
- 47. Summoning Trigger. 1 half fiend/half medusa.** The half fiend/half medusa is wearing a *collar of vengeful motivation.*
- 48. False Reward Idol (Hail of Needles Trap).** A successful Search check (DC 17) is required to notice the trigger mechanism on the empty idol. Opening this false reward idol does not expend the charge of a collar.
- 49. Gas Cylinder Trap.**
- 50. Hell Portal Trap.**
- 51. Reward Idol: *Ring of chameleon power.***
- 52. Spiked Pit Trap (60 ft.)**
- 53. Falling Block Trap.**
- 54. Summoning Trigger.** 1 Vrock.
- 55. Hell Portal Trap.**
- 56. Hell Portal Trap.**
- 57. Hell Portal Trap.**
- 58. Reward Idol: *Ring of spell storing.***
- 59. 1 Glabrezu.** The glabrezu is wearing a special *collar of vengeful motivation* that opens the Reward Idol in area 61.
- 60. 1 Glabrezu.** The glabrezu is wearing a special *collar of vengeful motivation* that opens the Reward Idol in area 58.
- 61. Reward Idol: *Rod of lordly might.***

## Saving the Seals Game

This section details a second sample game for the Well of Fiends arena, the Saving the Seals game. Contestants enter the arena and are led to the stone island that stretches over the well of fiends where the

four seals hold Oozivax in his slumber (who is also present). As the game begins, servants of Oozivax are allowed to enter the arena and converge on the island to destroy the four seals that hold the devil in place. The contestants must prevent the devil minions from destroying the seals or face the wrath of the awakened pit fiend.

Over the course of the Save the Seals game, multiple devils are released into the arena, in order of increasing power levels. The following monsters are all that will be allowed into the arena; they cannot use their powers to summon more devils. Once all of them are killed, the survivors win the game.

- ✦ Sixty lemures (CR 11)
- ✦ Six osyluth (CR 11)
- ✦ Two erinyes (CR 9)
- ✦ Two barbazu (CR 9)
- ✦ Ten hellcats (CR 13)
- ✦ Four Cornugon (CR 14)
- ✦ Two Gelugon (CR 15)
- ✦ The Pit Fiend Oozivax (CR 19)

For the purposes of this game the well of fiends allows a maximum of Hit Dice worth of devils into the arena to attack the seals on the behalf of Oozivax. Every four rounds the well allows up to six HD of devils to pass through into the arena. This however may be held back and used to release more powerful devils into the arena. For example, during the first round of play the Game Master send two imps into the arena first. On the fifth round, the Game Master sends in nothing, and then on the ninth round the Game Master releases a hamatula (a nine HD devil) into the arena with the saved six HD from the fifth round. The game does not end until the devils are defeated or until the seals are broken.

### THE SEALS AND HOW TO BREAK THEM...

For the Saving the Seals game held in the Well of Fiends arena there are four seals used to keep the devil Oozivax in his state of slumber. For the purposes of game play, each of the seals generates a modified *temporal stasis* spell effect that holds Oozivax in his slumber. If the four seals are broken, the spell effect ends and the devil is released. The seals are large orbs crafted from a heavy red glass that closely resembles ruby quartz. Each of the orbs is 5 feet in diameter and rest upon individual stone pillars. Described below are the statistics for the seals. *Seals*: 5 ft thick; Hardness 20; hp 100; Break DC 33.



# The Well of Fiends



1 Square = 5 feet



# Appendix One: Traps

Many traps recur multiple times throughout the arenas. To save space in the text, all the statistics for non-unique traps are presented here. If you are printing this book out, you might want to print and bind this and the other appendices separately from the main book, for ease of reference. Traps are divided into five main categories: pit traps, attacking traps, room traps, area hazards, and magical traps.

The most mechanically-simple traps, all pit traps involve falls into pits. Slightly more complicated are attacking traps, which make a physical attack against whoever triggers the trap, such as by shooting an arrow or stabbing a knife up through their foot. Room traps involve sealing the victim in a room; more complicated versions also make the room hazardous, such as with crushing walls. Area hazards are traps that affect anyone who pass through the area, such as noxious gasses or deadly slimes. Magical traps are the most diverse, and are hard to categorize.

## Pit Traps

Don't you agree that falling damage is too low? Though the traps in *Deadly Games* are designed to be consistent with core rules, you can easily reduce the distance of the pit traps to be a bit more realistic. We suggest you use one of the following changes.

**Accelerated Falls:** Every 10 ft fallen deals a cumulative 1d6 points of damage. Thus a 20-foot fall deals 3d6, 30-foot falls deal 6d6 damage, and so on up to a maximum of 55d6 points of damage from 100-foot or greater falls. If you use this optional rule, convert pits with the following distances. 20-foot becomes 15-foot (2d6). 40-foot becomes 30-foot (4d6). 60-foot becomes 40-foot (6d6). 80-foot becomes 50-foot (8d6). 100-foot becomes 60-foot (10d6).

**Constitution Damage Falls:** For every die of falling damage a character takes, he also takes 1 point of Constitution damage. The Reflex save that normally reduces falling damage by 1d6 instead reduces it by half, making it at least slightly possible to survive a 200-foot fall. If you use this optional rule, convert pits with the following distances. 20-foot becomes 10-foot (1d6 + 1 Con). 40-foot becomes 20-foot (2d6 + 2 Con). 60-foot becomes

30-foot (3d6 + 3 Con). 80-foot becomes 40-foot (4d6 + 4 Con). 100-foot becomes 50-foot (5d6 + 5 Con).

**Enhancement: Acidic.** CR7. The last 10 ft of the pit are filled with acid, dealing 10d6 points of damage each round, and requiring a Swim check (DC 10) every round to keep from sinking. Additionally, the fumes are a poison, with 1 point of initial Constitution damage, and 1d4 points of secondary Constitution damage (Fort DC 13 negates each). Climb checks to escape the pit suffer a -2 circumstance penalty from the wetness.

**Enhancement: Flooded.** CR1. The last 10 ft of the pit are flooded with water, requiring a Swim check (DC 10) every round to keep from sinking. Climb checks to escape the pit suffer a -2 circumstance penalty from the wetness. This is particularly deadly for armored opponents and those who have no allies.

**Enhancement: Molten.** CR15. The last 10 ft of the pit are filled with lava, dealing 20d6 points of damage each round, and requiring a Swim check (DC7) every round to keep from sinking. Even after getting out of the lava, the molten rock clings to the victim for 1d3 rounds, dealing 10d6 damage each round.

**Hell Portal.** CR17. This is just a flavorful name for a 100-foot razor-filled pit trap with lava at the bottom. Used frequently in the Well of Fiends, this pit trap drops the victim through a bladed pit that ends in a chest deep sewer of lava. If somehow the character can survive the fall and the lava, the sewers lead out to the central well, under the base upon which the devil Oozivax is chained.

**Pit Trap (20-foot).** CR1; 2d6 damage; Reflex save (DC 20) negates; Search (DC 20); Disable Device (DC 20).

**Pit Trap (40-foot).** CR2; 4d6 damage; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Pit Trap (60-foot).** CR3; 6d6 damage; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Pit Trap (80-foot).** CR4; 8d6 damage; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Pit Trap (100-foot).** CR5; 10d6 damage; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).



**Razor-filled Pit Trap (20-foot).** CR 3; 2d6 damage, also +10 melee (1d6 blades for 1d6+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). The walls of this pit trap are lined with blades of various sizes mounted so that they slash falling victims then retract to the wall.

**Razor-filled Pit Trap (40-foot).** CR 6; 4d6 damage, also +10 melee (2d6 blades for 1d6+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). The walls of this pit trap are lined with blades of various sizes mounted so that they slash falling victims then retract to the wall.

**Razor-filled Pit Trap (60-foot).** CR 9; 6d6 damage, also +12 melee (3d6 blades for 1d6+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). The walls of this pit trap are lined with blades of various sizes mounted so that they slash falling victims then retract to the wall.

**Razor-filled Pit Trap (80-foot).** CR 11; 8d6 damage, also +12 melee (4d6 blades for 1d6+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). The walls of this pit trap are lined with blades of various sizes mounted so that they slash falling victims then retract to the wall.

**Razor-filled Pit Trap (100-foot).** CR 13; 10d6 damage, also +14 melee (5d6 blades for 1d6+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). The walls of this pit trap are lined with blades of various sizes mounted so that they slash falling victims then retract to the wall.

**Spiked Pit Trap (20-foot).** CR 2; 2d6 damage, also +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Spiked Pit Trap (40-foot).** CR 3; 4d6 damage, also +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Spiked Pit Trap (60-foot).** CR 4; 6d6 damage, also +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Spiked Pit Trap (80-foot).** CR 5; 8d6 damage, also +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

**Spiked Pit Trap (100-foot).** CR 6; 10d6

damage, also +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

## Attacking Traps

**Arrow Trap.** CR 1; +10 ranged (1d6/×3 crit); Search (DC 20); Disable Device (DC 20). Maximum range of 200 ft Target determined randomly from those in its path.

**Bear Trap.** CR 3; +6 melee (1d12); Search (DC 20); Disable Device (DC 20). If struck, a creature of Medium-size or smaller is trapped. As a full-round action, a creature may attempt a Strength check (DC 20) to escape. Each failed attempt deals an additional 1d6 points of damage. While trapped, creatures lose their Dexterity bonus to AC.

**Bear Trap, Huge.** CR 5; +10 melee (3d12); Search (DC 20); Disable Device (DC 20). If struck, a Huge or smaller creature is trapped. As a full-round action, a creature may attempt a Strength check (DC 35) to escape. Each failed attempt deals an additional 3d6 points of damage. While trapped, creatures lose their Dexterity bonus to AC.

**Bola Snare Trap.** CR 1/2; +8 melee touch (1d4); Search (DC 20); Disable Device (DC 20). Medium-size or smaller creatures struck are tripped, and must make an Escape Artist or Strength check (DC 20) to be able to stand again.

**Falling Block Trap.** CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25). The area affected by the trap is described in each location.

**Falling Stones Trap.** CR 2; 1d4 attacks to each creature in the area, +10 melee (1d6); Search (DC 20); Disable Device (DC 25). The area affected by the trap is described in each location.

**Hail of Needles.** CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

**Large Net Trap.** CR 1 (but usually makes associated combats more difficult); +5 melee against all characters within 10 ft.; Search (DC 20); Disable Device (DC 25). Those struck are caught in a net and are grappled unless they succeed a Reflex save (DC 14). A Strength check or Escape Artist check (DC 14) is required to escape.

**Scything Blade Trap.** CR ½; +8 melee (1d8, ×3 critical); Search (DC 20); Disable Device (DC 20).

**Snare Trap.** CR 1/2; +4 melee touch attack; Search (DC 20); Disable Device (DC 5). If struck by the snare trap, a medium-size or smaller is pulled off his feet into the air, forced to dangle



ten feet above the ground. The snare is simply rope, and has a hardness of 0 and 2 hit points, or it can be escaped with an Escape Artist check (DC 20). While dangling, the character is denied his Dexterity bonus to AC and suffers a -4 penalty to Reflex saves. Once the rope is cut, the character must succeed a Climb check (DC 15) or fall 10 ft.

**Snare Trap, Wire.** CR 3; +4 melee touch attack; Search (DC 20); Disable Device (DC 15). If struck by the snare trap, a medium-size or smaller is pulled off his feet into the air, forced to dangle ten feet above the ground. The snare is iron wire, and has a hardness of 10 and 5 hit points, or it can be escaped with an Escape Artist check (DC 20). While dangling, the character is denied his Dexterity bonus to AC and suffers a -4 penalty to Reflex saves. Once the rope is cut, the character must succeed a Climb check (DC 15) or fall 10 ft.

**Spiked Log Slam.** CR 8; +15 melee (10d6); Search (DC 20); Disable Device (DC 20). The log slam doubles as a Bull Rush attempt. Roll d20+12 for the log's bull rush check.

**Weak Poison Needle Foot Trap.** CR ½; +5 melee (1 damage, plus poison); Search (DC 22); Disable Device (DC 20). Poison's initial and secondary damage are both 1 point of Dexterity damage (Fort DC 22 negates).

## Room Traps

**Crushing Wall Trap.** CR 10; 20d6; Search (DC 20); Disable Device (DC 20).

**Gas Cylinder Trap.** CR 7; a hollow stone cylinder falls around the victim, then fills with deadly gas; Reflex save (DC 17) avoids; can only trap Medium-size or smaller creatures; Large or larger creatures take 3d6 points of impact damage if hit; Search (DC 21), Disable Device (DC 21). Each round make a Fortitude save (DC 14) or take 3d6 points of acid damage. If you hold your breath, you gain a +2 circumstance bonus to your Fortitude save. Even if you survive the damage, however, the cylinder only holds enough air for a Medium-size creature to breathe for one minute, or for a Small creature to breathe for four minutes.

The cylinder can be lifted enough to get out with a Strength check (DC 22). While inside the cylinder, however, you are considered pinned, and suffer a -2 penalty to Strength checks.

**Sealing Door Trap.** CR ½; anyone within 5 ft of the door can make a Reflex save (DC 18) to make it through the door before it closes; Search (DC 20); Disable Device (DC 22). Usually the Society will

disqualify anyone who cannot make it out of a room that has been sealed within one minute.

**Sinister Cylinder Trap.** CR 3; a hollow stone cylinder falls from the ceiling, falling around and trapping the victim, though it can only trap creatures Medium-size or smaller; Reflex save (DC 17) avoids; Large or larger creatures take 3d6 points of impact damage if hit; Search (DC 21), Disable Device (DC 21).

The sinister cylinder has several two-inch-wide holes bored in it, to allow airflow and waterflow. The cylinder can be lifted enough to get out with a Strength check (DC 22). While inside the cylinder, however, you are considered pinned, and suffer a -2 penalty to Strength checks.

## Area Hazards

**Nauseating Gas Trap.** CR 2; everyone within 10 ft must make a Fort save (DC 14) or become nauseated for 1d6 rounds, able to take only a single move action each round; Search (DC 25), Disable Device (DC 14). Once triggered, the gas cloud lingers for one minute before dispersing.

**Quicksand.** CR 3; Wilderness Lore (DC 10) or Spot (DC 20) to notice. Staying afloat in quicksand only requires a Swim check (DC 5), but attempting to leave quicksand unaided requires a Swim check (DC 20). Failure by less than 5 increases the DC of all future checks by 5. Failure by 5 or more means the victim starts to drown. If another character pulls a stranded person in quicksand out, such as with a rope or branch, this only requires a Strength check (DC 10).

## Magical Traps

**Cause Fear Trap.** CR ½; whoever triggers the trap must make a Will save (DC 14) or be affected as if by the *cause fear* spell; Search (DC 22); Disable Device (DC 26).

**Electrified Floor Trap.** CR 4; section of floor (3d10); Reflex save (DC 14) for half damage; Search (DC 25); Disable Device (DC 25).

**Flame Jet.** CR 2; 1-foot wide, 50-foot-long stream of flame (3d6); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 26).

**Lava Burst.** CR 8; 10-foot high spray of lava; all caught in the burst take 20d6 damage (Reflex DC 15 for half), those within 10 ft take 3d6 damage (Reflex DC 15 negates); anyone caught in the burst continues to take 3d6 damage each round until the lava is scraped off; Search (DC 25); Disable Device (DC 29).



## Appendix Two: Opponents

Many types of monsters recur throughout the various arenas, and numerous types of villains are employed by the Society of Sinister Sport. Their combat stats are presented here.



### AIR ELEMENTAL—ELDER

CR 11; Huge Elemental; HD 24d8+96; hp 204; Init +15; Spd 0 ft; AC 27; Atk Slam +27/+22/+17/+12 melee; Dam Slam 2d8+9; SA Air mastery, whirlwind; SQ Elemental, damage reduction 15/+3; SV Fort 12, Ref 25, Will 8; Str 22, Dex 33, Con 18, Int 6, Wis 11, Cha 11

Listen +26, Spot +26; Flyby Attack, Improved Init, Weap Fin (slam), dodge, mobility

**Air Mastery (Ex):** Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental.

**Whirlwind (Su):** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD

it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (see the following table for details) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

### Whirlwind

Height: 40 ft

Weight: 12 lb.

Save DC: 27

Damage: 2d8

Height: 10–60 ft

Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.



### ARROWHAWK ELDER

CR 3; Small Outsider; HD 15d8+45; hp 112; Init +5; Spd 0ft; AC 22; Atk Electricity ray +9 ranged touch; bite +9 melee; Dam Electricity ray 2d6; bit 1d6+1; SA Electricity ray; SQ Immunities, fire and cold resistance 20; SV Fort +4, Ref +8, Will +4; Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13

Intuit Direction +2, Listen +7, Search +7, Sense Motive +7, Spot +7; Weapon finesse (bite)

**Electricity Ray (Su):** An arrowhawk can fire this ray once a round, with a range of 45 feet.

**Immunities (Ex):** Arrowhawks have acid, electricity, and poison immunity.

### ASSASSIN VINE

CR 3; Large Plant; HD 4d8+12; hp 30; Init 0; Spd 0ft; AC 15; Atk Slam +7 melee; Dam Slam 1d6+7; SA Entangle, improved grab, constrict 1d6+7; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int–, Wis 13, Cha 9

**Entangle (Su):** An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to entangle as cast by a 4th-level druid (save DC 13).

**Improved Grab (Ex):** To use this ability, the assassin vine must hit with its slam attack.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

### CHOKER

CR 2; Small Aberration; HD 3d8+3; hp 16; Init +4; Spd 20ft; AC 16; Atk 2 tentacle slaps +6 melee; Dam Tentacle slap 1d3+3; SA Haste, improved grab, constrict 1d3+3; SQ; SV Fort +2, Ref +1, Will +4; Str 16, Dex 10, Con 13, Int 4, Wis 13, Cha 7

Climb +16, Hide +7, Move Silently +4; Improved Initiative

**Haste (Su):** Although not particularly dexterous, a choker is supernaturally quick. It can take an extra

partial action each round, as if affected by a haste spell.

**Improved Grab (Ex):** To use this ability, the choker must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A choker deals 1d3+3 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

### CLOAKER

CR 5; Large Aberration; HD 6d8+18; hp 45; Init +7; Spd 10ft; AC 19; Atk Tail slap +8 melee, bite +3 melee; Dam Tail slap 1d6+5, bite 1d4+2; SA Moan, engulf; SQ Shadow shift; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15

+12, Listen +11, Move Silently +12, Spot +11; Alertness, Improved Initiative

**Moan (Ex):** A cloaker can emit a dangerous subsonic moan instead of biting. By changing the frequency, the cloaker may cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless noted otherwise, creatures who successfully save against these effects cannot be affected by the same moan effect from the same cloaker for one day.

- A. Unnerve: All within an 80-foot spread automatically suffer a –2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 15) or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, they must repeat the save in each round the moaning continues.
- B. Fear: All those within a 30-foot spread must succeed at a Will save (DC 15) or flee in terror for 2 rounds.
- C. Nausea: Everyone in a 30-foot cone must succeed at a Fortitude save (DC 15) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.
- D. Stupor: A single creature within 30 feet of the cloaker must succeed at a Fortitude save (DC 15) or be affected as though by a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Engulf (Ex):** A cloaker can try to wrap a



Medium-size or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it bites the engulfed victim with a +4 attack bonus. It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Shadow Shift (Su):** Cloakers can manipulate shadows. This ability is effective only in shadowy areas and has several possible effects.

- A. **Obscure Vision:** The cloaker gains onequarter concealment (10% miss chance) for 1d4 rounds.
- B. **Dancing Images:** This duplicates a mirror image spell cast by a 6th-level sorcerer.
- C. **Silent Image:** This duplicates a silent image spell cast by a 6th-level sorcerer.

### COCKATRICE

CR 3; Small Magical Beast; HD 5d10; hp 27; Init +3; Spd 20 ft; AC 14; Atk Bite +4 melee; Dam Bite 1d4-2; SA Petrification; SQ Petrification immunity; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9

**Petrification (Su):** A cockatrice can turn beings to stone with a touch. Creatures hit by a cockatrice must succeed at a Fortitude save (DC 15) or instantly turn to stone.

**Petrification Immunity (Ex):** Cockatrices are immune to the petrifying ability of other cockatrices, but other petrifying attacks affect them normally (a medusa's gaze, gorgon's breath, a flesh to stone spell, *etc.*).

### FIENDISH COUATL

CR 10; Large Outsider; HD 9d8+18; hp 58; Init +7; Spd 20 ft; AC 15; Atk Bite +12 melee; Dam Bite 1d3+6 and poison; SA Spells, psionics, poison, constrict 2d8+6; SQ Telepathy, ethereal jaunt; SV Fort +8, Ref +9, Will +10; Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17

Concentration +14, Knowledge (any three) +8, Listen +16, Search +15, Sense Motive +16, Spellcraft +15, Spot +16, Tumble +15; Dodge, Improved Initiative, Still Spell

**Spells:** A couatl casts spells as a 9th-level sorcerer, except that it does not need material components. It can also cast spells from the cleric list and from the Air, Chaos, and Evil domains as arcane spells.

**Psionics (Su):** At will: detect chaos, detect evil, detect good, detect law, detect thoughts, invisibility,

plane shift, and polymorph self. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

**Poison (Ex):** Bite, Fortitude save (DC 16); initial damage 2d4 temporary Strength, secondary damage 4d4 temporary Strength.

**Constrict (Ex):** A couatl deals 2d8+6 points of damage with a successful grapple check against Huge or smaller creatures. Often, a couatl uses a stilled and quickened spell against other opponents while constricting a foe.

**Telepathy (Su):** A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score of at least 1. The creature can respond to the couatl if it wishes—no common language is needed.

**Ethereal Jaunt (Su):** This works like the spell as cast by a 16th-level sorcerer.

### DEIONYCHUS

CR 3; Large Beast; HD 4d10+12; hp 34; Init +2; Spd 60 ft; AC 16; Atk Rake +6 melee, 2 claws +1 melee, bite +1 melee; Dam Rake 2d6+4, claw 1d3+2, bite 2d4+2; SA None; SQ Scent; SV Fort 7, Ref 6, Will 2; Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Hide +7, Jump +13, Listen +11, Spot +11, Wilderness Lore +9

### DIGESTER

CR 6; Medium Magical Beast; HD 8d10+24; hp 68; Init +6; Spd 60 ft; AC 17; Atk Rake +11 melee; Dam Rake 1d8+4; SA Attack: Acid spray; SQ Scent, acid immunity; SV Fort 9, Ref 8, Will 3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Hide +11, Listen +6, Jump +7, Spot +6; Alertness, Improved Initiative

**Acid Spray (Ex):** A digester can spray acid in a cone 20 feet long, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later. The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a successful Reflex save (DC 17) halves the damage.

The digester's coloration gives it a +4 racial bonus to Hide checks. It also has a +4 racial bonus to Jump checks.

### DIRE APE

CR 3; Large Animal; HD 5d8+10; hp 32; Init +2; Spd 30 ft; AC 15; Atk 2 claws +8 melee, bite +3 melee; Dam Claw 1d6+6, bite 1d8+3; SA Rend 2d6+12; SQ



Scent; SV Fort 6, Ref 6, Will 5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Climb +14, Move Silently +9, Spot +9

**Rend (Ex):** A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

#### DIRE BAT

CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft; AC 20; Atk Bite +5 melee; Dam Bite 1d8+4; SA—; SQ Blindsight; SV Fort 7, Ref 10, Will 6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Listen +11, Move Silently +11, Spot +11

#### DIRE BOAR

CR 4; Large Animal; HD 7d8+21; hp 52; Init 0; Spd 40 ft; AC 15; Atk Bite +12 melee; Dam Bite 1d8+12; SA Ferocity; SQ Scent; SV Fort 8, Ref 5, Will 6; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Listen +9, Spot +8

**Ferocity (Ex):** A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

#### DIRE LION

CR 5; Large Animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft; AC 15; Atk 2 claws +12 melee, bite +7 melee; Dam Claw 1d6+7, bite 1d8+3; SA Pounce, improved grab, rake 1d6+3; SQ Scent; SV Fort 9, Ref 8, Will 7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 17

Hide +5\*, Jump +10, Listen +4, Move Silently +9, Spot +4

**Pounce (Ex):** If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Dire lions receive a +4 racial bonus to Hide and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

#### DIRE RAT

CR ½; Small Animal; HD 1d8+1; Init +3; Spd 40 ft; AC 15; Atk Bite +4 melee; Dam Bite 1d4; SA Disease; SQ Scent; SV Fort 3, Ref 5, Will 3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

#### DIRE SHARK

CR 9; Huge Animal; HD 18d8+54; hp 135; Init +2; Spd 0 ft; AC 17; Atk Bite +17 melee; Dam Bite 2d6+9; SA Improved grab, swallow whole; SQ Keen scent; SV Fort 14, Ref 13, Will 12; Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 17; Listen +7, Spot +7

**Improved Grab (Ex):** To use this ability, the dire shark must hit with its bite attack. If it gets a hold, it can try to swallow the foe.

**Swallow Whole (Ex):** A dire shark can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using claws or a light slashing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The shark's gullet can hold two Large, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

**Keen Scent (Ex):** A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

#### DIRE TIGER

CR 8; Huge Animal; HD 16d8+48; hp 120; Init +2; Spd 40 ft; AC 16; Atk 2 claws +18 melee, bite +13 melee; Dam Claw 2d4+8, bite 2d6+4; SA Pounce, improved grab, rake 2d4+4; SQ Scent; SV Fort 13, Ref 12, Will 11; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Hide +0\*, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +11

**Pounce (Ex):** If a dire tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the dire tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A dire tiger can make two rake attacks (+18 melee) against a held creature with its hind legs for 2d4+4 damage each. If the dire tiger pounces on an opponent, it can also rake.

Dire tigers receive a +4 racial bonus to Hide and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

#### DISPLACER BEAST

CR 4; Large Magical Beast; HD 6d10+18; hp 51; Init +2; Spd 40 ft; AC 16; Atk 2 tentacles +9 melee, bite



+4 melee; Dam Tentacle 1d6+4, bite 1d8 +2; SA; SQ Displacement, resistance to ranged attacks; SV Fort 8, Ref 7, Will 3; Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8

**Displacement (Su):** A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

**Resistance to Ranged Attacks (Su):** A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

A displacer beast receives a +8 racial bonus to Hide checks, thanks to its displacement power.

#### DRAGON TURTLE

CR 9; Huge Dragon; HD 12d12+60; hp 138; Init 0; Spd 20 ft; AC 20; Atk Bite +18 melee, 2 claws +13 melee; Dam Bite 4d6+8, claw 2d8+4; SA Breath weapon, snatch, capsiz; SQ Scent, fire immunity; SV Fort 13, Ref 8, Will 9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12

Hide +7\*, Intimidate +16, Intuit Direction +10, Listen +18, Search +16, Spot +18

Alertness, Blind-fight, Cleave, Power Attack

**Breath Weapon (Su):** Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, every 1d4 rounds; damage 20d6, Reflex half DC 21; effective both on the surface and underwater.

**Snatch (Ex):** A dragon turtle that hits with a bite attack attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold on a creature three or more sizes smaller, it seizes the creature with its mouth and automatically deals bite damage each round. If it does not move and takes no other action in combat, it deals double bite damage to the snatched creature. A snatched creature gets no saving throw against the dragon turtle's breath weapon. The dragon turtle can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 60 feet and takes 6d6 points of damage.

**Capsiz (Ex):** A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsiz a vessel from 20 to 60 feet long and a 20% chance to capsiz one over 60 feet long.

\*Dragon turtles receive a +8 racial bonus to Hide checks when submerged.

#### EARTH ELEMENTAL—GREATER

CR 9; Huge Elemental; HD 21d8+105; hp 199; Init -1; Spd 20 ft; AC 20; Atk Slam +23/+18/+13 melee; Dam Slam 2d10+15; SA Earth mastery, push; SQ Elemental, damage reduction 10/+2; SV Fort 17, Ref 6, Will 7; Str 31, Dex 8, Con 21, Int 6, Wis 11, Cha 11

Listen +23, Spot +23; Power Attack, Cleave, Great Cleave, Sunder, Imp. Critical

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

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

#### ETTERCAP

CR 4; Medium Aberration; HD 5d8+5; hp 27; Init +3; Spd 30 ft; AC 14; Atk Bite +3 melee, 2 claws +1 melee; Dam Bite 1d8 and poison, claws 1d3; SA Web, poison; SQ Low-light vision; SV Fort 2, Ref 4, Will 6; Str 10, Dex 17, Con 13, Int 6, Wis 15, Cha 8

Climb +8, Craft (any one) +2, Hide +3\*, Listen +10, Spot +10\*; Multiattack

**Web (Ex):** An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium-size (see the *Player's Handbook* for details on net attacks). The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points and takes double damage from fire. An



ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

**Poison (Ex):** Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

\*Ettercaps in shadow receive a +4 racial bonus to Hide and Spot checks.

#### **FIRE ELEMENTAL—GREATER**

CR 9; Huge Elemental; HD 21d8+84; hp 178; Init +12; Spd 50 ft; AC 24; Atk Slam +21/+16/+11 melee; Dam Slam 2d8+7 and 2d8 fire; SA Burn; SQ Elemental, damage reduction 10/+2, fire subtype; SV Fort 11, Ref 20, Will 7; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11

Listen +23, Spot +23; Impr. Init., Weap. Fin. (Slam), Dodge, Mobility, Spring Attack

**Burn (Ex):** Those hit by a fire elemental's slam attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size. A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save.

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.

Burn Save DC: 24

Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

#### **FIRE ELEMENTAL—MEDIUM**

CR 3; Medium Elemental; HD 4d8+8; hp 26; Init +7; Spd 50 ft; AC 16; Atk Slam +6 melee; Dam Slam 1d6+1 and 1d6 fire; SA Burn; SQ Elemental, fire subtype; SV Fort 3, Ref 7, Will 1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11

Listen +7, Spot +7; Impr. Init., Weap. Fin. (Slam)

**Burn (Ex):** Those hit by a fire elemental's slam attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size. A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save.

Burn Save: DC 14

Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

#### **GARGANTUAN TYRANNOSAURUS**

CR 15; Gargantuan Animal; HD 36d10+216; hp 414; Init +1; Spd 40 ft; AC 16; Atk Bite +38 melee (10d6+19, bite); SA Improved grab, swallow whole; SQ Scent; SV Fort +26, Ref +21, Will +14; Str 36, Dex 12, Con 23, Int 2, Wis 15, Cha 10; Wilderness Lore +20.

#### **GELATINOUS CUBE**

CR 3; Huge Ooze; HD 4d10+36; hp 58; Init -5; Spd 15ft; AC 3; Atk Slam +1 melee; Dam Slam 1d6+4 and 1d6 acid; SA Engulf, paralysis, acid; SQ Blindsight, transparent, electricity immunity, ooze; SV Fort 1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int-, Wis 1, Cha 1

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

**Engulf (Ex):** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

**Paralysis (Ex):** Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

**Acid (Ex):** A gelatinous cube's acid does not harm metal or stone.

**Transparent (Ex):** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

#### **GHOUL**

CR 1; Medium Undead; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 14; Atk Bite +3 melee; 2 claws +0



melee; Dam Bite 1d6+1 and paralysis; claw 1d3 and paralysis; SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV Fort 0, Ref 2, Will 5; Str 13, Dex 15, Con-, Int 13, Wis 14, Cha 16

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

**Create Spawn (Su):** In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghosts. Ghouls and ghosts may vary depending on their original race or kind.)

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

#### **GIANT BEE**

CR ½; Medium Vermin; HD 3d8; hp 13; Init +2; Spd 20ft; AC 14; Atk Sting +2 melee; Dam Sting 1d4 and poison; SA Poison; SQ Vermin; SV Fort 3, Ref 3, Will 2; Str 11, Dex 12, Con 9, Int-, Wis 12, Cha 9

**Poison (Ex):** A bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies. Sting, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Constitution.

#### **GIANT CONSTRICTOR SNAKE**

CR 5; Huge Animal; HD 11d8+11; hp 60; Init +3; Spd 20ft; AC 15; Atk Bite +13 melee; Dam Bite 1d8+10; SA Improved grab, constrict 1d8+10; SQ Scent; SV Fort 8, Ref 10, Will 4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Balance +11, Climb +18, Hide +3, Listen +9, Spot +9

**Improved Grab (Ex):** To use this ability, the giant constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A giant constrictor snake deals 1d8+10 points of damage with each successful grapple check against a Large-size or smaller creatures.

#### **GIANT SQUID**

CR 9; Huge Animal; HD 12d8; hp 66; Init +3; Spd 0ft; AC 17; Atk 10 tentacle rakes +15 melee, bite +10 melee; Dam Tentacle rake 1d6+8, bite 2d8+4; SA

Improved grab, constrict 1d6+8; SQ Ink cloud, jet; SV Fort 9, Ref 11, Will 5; Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Listen +8, Spot +8

**Improved Grab (Ex):** To use this ability, the giant squid must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A giant squid deals automatic tentacle rake of damage with a successful grapple check against Medium-size or smaller creature.

**Ink Cloud (Ex):** A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 40 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

**Jet (Ex):** A giant octopus can jet backward once a round as a double move action, at a speed of 320 feet.

#### **GIBBERING MOUTHER**

CR 5; Medium Aberration; HD 4d8+4; hp 22; Init +1; Spd 10ft; AC 19; Atk 6 bites +4 melee; Dam Bite 1; SA Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation; SQ Amorphous; SV Fort 2, Ref 2, Will 5; Str 10, Dex 13, Con 12, Int 4, Wis 13, Cha 13

Listen +8, Spot +12

**Gibbering (Su):** As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures (other than moulder's) within a 60-foot spread must succeed at a Will save (DC 13) or be affected as though by a confusion spell for 1d2 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the same gibbering moulder's gibbering for one day.

**Spittle (Ex):** At the start of every combat, and every 2 rounds thereafter, a gibbering moulder looses a stream of spittle. This ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60 feet must succeed at a Fortitude save (DC 13) or be blinded for 1d3 rounds.

**Improved Grab (Ex):** To use this ability, the gibbering moulder must hit with a bite attack.

**Blood Drain (Ex):** On a second successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of temporary Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a successful Strength check (DC 12) or severed by a



normal attack that deals at least 2 points of damage (AC 18). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed and absorbed by the moulder, which gains 1 hp and adds another mouth and pair of eyes to its body.

**Engulf (Ex):** A gibbering moulder can try to engulf a Medium-size or smaller opponent grabbed by three or more mouths. The opponent must succeed at a Reflex save (DC 14) or fall and be engulfed. On the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others.

**Ground Manipulation (Su):** At will, as a standard action, a gibbering moulder can cause stone and earth within 5 feet of it to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move equivalent action to avoid becoming mired (treat as being pinned).

**Amorphous (Ex):** A gibbering moulder is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Thanks to their multiple eyes, gibbering moulders receive a +4 racial bonus to Spot checks.

### GOBLIN

CR ¼; Small Humanoid; HD 1d8; hp 4; Init +1; Spd 30 ft; AC 15; Atk +1 melee (1d8-1, morningstar); or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; SV Fort 2, Ref 1, Will 0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

### GRAY OOZE

CR 4; Medium Ooze; HD 3d10+10; hp 26; Init -5; Spd 10 ft; AC 5; Atk Slam +3 melee; Dam Slam 1d6+1 and 1d6 acid; SA Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; SV Fort 1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int-, Wis 1, Cha 1

**Blindsight (Ex):** An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

**Ooze:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

**Improved Grab (Ex):** To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

**Acid (Ex):** A gray ooze secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage. The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

**Constrict (Ex):** A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

**Camouflage (Ex):** It takes a successful Spot check (DC 15) to recognize a motionless gray ooze for what it really is.

### GRAY RENDER

CR 8; Large Beast; HD 10d10+70; hp 125; Init 0; Spd 30 ft; AC 19; Atk Bite +12 melee, 2 claws +7 melee; Dam Bite 2d6+6, claw 1d6+3; SA Improved grab, rend 3d6+9; SQ Scent; SV Fort 14, Ref 7, Will 4; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8  
Hide +7, Spot +8

**Improved Grab (Ex):** To use this ability, the gray render must hit with its bite attack.

**Rend (Ex):** A gray render that gets a hold latches onto the opponent's body and tears the flesh. This attack automatically deals 3d6+9 points of damage.

Gray renders receive a +4 racial bonus to Spot checks due to their six keen eyes.

### GRIMLOCK

CR 1; Medium Monstrous Humanoid; HD 2d8+2; Init +1; Spd 30 ft; AC 15; Atk Battleaxe +4 melee; Dam Battleaxe 1d8+3; SA Blindsight; SQ Immunities, scent; SV Fort 1, Ref 4, Will 2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

### HELL HOUND

CR 3; Medium Outsider; HD 4d8+4; Init +5; Spd 40 ft; AC 16; Atk Bite +5 melee; Dam Bite 1d8+1; SA Breath weapon; SQ Scent, fire subtype; SV Fort 5, Ref 5, Will 4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6

**Breath Weapon (Su):** Cone of fire, 30 feet, every 2d4 rounds; damage 1d4+1, Reflex half DC 13. The fiery breath also ignites any flammable materials within the cone. Hell hounds can use their breath weapon while biting.

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.



Hell hounds receive a +5 racial bonus to Hide and Move Silently checks. \*They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

### HILL GIANT

CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 40 ft; AC 20; Atk Huge greatclub +16/+11 melee; or rock +8/+3 ranged; Dam Huge greatclub 2d6+10; or rock 2d6+7; SA Rock throwing; SQ Rock catching; SV Fort 12, Ref 3, Will 4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17

Climb +9, Jump +9, Spot +4; Cleave, Power Attack, Weapon Focus (greatclub)

**Rock Throwing (Ex):** Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects).

**Rock Catching (Ex):** A giant of at least Large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

### INVISIBLE STALKER

CR 7; Large Elemental; HD 8d8+16; hp 52; Init +8; Spd 30 ft; AC 17; Atk Slam +10/+5; Dam Slam 2d6+6; SA; SQ Elemental, natural invisibility, improved tracking; SV Fort 4, Ref 10, Will 4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11

Listen +11, Move Silently +15, Search +11, Spot +13

**Elemental:** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

**Natural Invisibility (Su):** This ability is constant, allowing the stalker to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.

**Improved Tracking (Ex):** Invisible stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

### JIANA TEL'ACHN, DRIDER

CR 7; Large Aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft; AC 17; Atk 2 short swords +3 melee, bite +0 melee; or shortbow +5 ranged; Dam Short sword 1d6+2, short sword 1d6+1, bite 1d4+1; shortbow 1d6; SA Spells, spell-like abilities, poison; SQ SR 14; SV Fort 5, Ref 4, Will 8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16

Climb +14, Concentration +10, Hide +8, Listen +9, Move Silently +7, Spellcraft +10, Spot +9, Ambidexterity, Combat Casting, Two-Weapon Fighting

**Spells/Day:** 6 7 6 4

**Spells Known:** Cantrips; Charm Person, Mage Armor, Magic Missile, Shield; Protection from Arrows, Invisibility; Hold Person

**Spell-Like 1/day:** *dancing lights, darkness, detect chaos, detect evil, detect good, detect law, detect magic, faerie fire, and levitate.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level). Once per day a drider cleric can additionally use *clairaudience/clairvoyance, discern lies, dispel magic, and suggestion* as a 6th-level caster.

**Poison (Ex):** Bite, Fortitude save (DC 16), initial and secondary damage 1d6 temporary Strength.

A drider receives a +4 racial bonus to Hide and Move Silently checks.

### KRAKEN

CR 12; Gargantuan Magical Beast; HD 20d10+180; hp 290; Init +4; Spd 0 ft; AC 20; Atk 2 tentacle rakes +28 melee, 6 arms +23 melee, bite +23 melee; Dam Tentacle rake 2d8+12, arm 1d6+6, bite 4d6+6; SA Improved grab, constrict 2d8+12 or 1d6+6; SQ Jet, ink cloud, spell-like abilities; SV Fort 21, Ref 12, Will 13; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 10

Concentration +19, Knowledge (geography) +10, Knowledge (nature) +10, Listen +15, Search +15, Spot +15

**Improved Grab (Ex):** To use this ability, the kraken must hit an opponent of up to Huge size with an arm or tentacle attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A kraken deals automatic arm or tentacle damage with a successful grapple check against Huge or smaller creatures.

**Jet (Ex):** A kraken can jet backward once per round as a double move action, at a speed of 280 feet.

**Ink Cloud (Ex):** A kraken can emit a cloud of jet-black ink 80 feet high by 80 feet wide by 120 feet long once per minute as a free action. The cloud provides total concealment, which the kraken



normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

**Spell-Like 1/day:** *control weather, control winds, dominate animal, and resist elements*. These abilities are as the spells cast by a 9th-level druid (save DC 15 + spell level).

#### KOBOLD

CR 1/6; Small Humanoid; HD 1/2d8; Init +1; Spd 30 ft; AC 15; Atk Halfspear -1 melee; or light crossbow +2 ranged; Dam Halfspear 1d6-2; or light crossbow 1d8; SA; SQ Darkvision 60 ft, light sensitivity; SV Fort 0, Ref 1, Will 2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10

#### LEOPARD

CR 2; Medium Animal; HD 3d8+6; Init +4; Spd 40 ft; AC 15; Atk Bite +6 melee, 2 claws +1 melee; Dam Bite 1d6+3; claw 1d3+1; SA Pounce, improved grab, rake 1d3+1; SQ Scent; SV Fort 5, Ref 7, Will 2; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

#### MEGARAPTOR

CR 6; Huge Beast; HD 8d10+32; hp 76; Init +2; Spd 60 ft; AC 16; Atk Rake +9 melee, 2 claws +4 melee, bite +4 melee; Dam Rake 2d8+5, claw 1d4+2, bite 2d6+2; SA None; SQ Scent; SV Fort 10, Ref 8, Will 4; Str 21, Dex 15, Con 19, Int 2, Wis 15, Cha 10  
Hide +5, Jump +14, Listen +12, Spot +12, Wilderness Lore +10

#### MINOTAUR

CR 4; Large Monstrous Humanoid; HD 6d8+12; hp 39; Init 0; Spd 30 ft; AC 14; Atk Huge greataxe +9/+4 melee, gore +4 melee; Dam Huge greataxe 2d8+4, gore 1d8+2; SA Charge 4d6+6; SQ Scent, natural cunning; SV Fort 6, Ref 5, Will 5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8

Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8

**Charge (Ex):** A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

**Natural Cunning (Ex):** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

#### MONSTROUS SPIDERS—TINY

CR 1/4; Tiny Vermin; HD 1/2d8; Init +3 Dex; Spd 20 ft; AC 15; Atk Bite +5 melee; Dam Bite 1d3-4, poison; SA Poison, web; SQ Vermin; SV Fort 2, Ref 3, Will 0; Str 1, Dex 17, Con 10, Int-, Wis 10, Cha 2

**Poison (Ex):** Initial and Secondary, Fort DC 11, 1d2 Str.

#### MONSTROUS SPIDERS—SMALL

CR 1/2; Small Vermin; HD 1d8; Init +3; Spd 30 ft; AC 14; Atk Bite +4 melee; Dam Bite 1d4-2 and poison; SA Poison, web; SQ Vermin; SV Fort 2, Ref 3, Will 0; Str 7, Dex 17, Con 10, Int-, Wis 10, Cha 2

**Poison (Ex):** Initial and Secondary, Fort DC 11, 1d3 Str

#### MONSTROUS SPIDERS—MEDIUM-SIZE

CR 1; Medium Vermin; HD 2d8+2; Init +3; Spd 30 ft; AC 14; Atk Bite +4 melee; Dam Bite 1d6 and poison; SA Poison, web; SQ Vermin; SV Fort 4, Ref 3, Will 0; Str 11, Dex 17, Con 12, Int-, Wis 10, Cha 2

**Poison (Ex):** Initial and Secondary, Fort DC 14, 1d4 Str

#### MONSTROUS SPIDERS—LARGE

CR 2; Large Vermin; HD 4d8+4; Init +3; Spd 30 ft; AC 14; Atk Bite +4 melee; Dam Bite 1d8+3 and poison; SA Poison, web; SQ Vermin; SV Fort 5, Ref 4, Will 1; Str 15, Dex 17, Con 12, Int-, Wis 10, Cha 2

**Poison (Ex):** Initial and Secondary, Fort DC 16, 1d6 Str

#### MONSTROUS SPIDERS—HUGE

CR 4; Huge Vermin; HD 10d8+10; Init +3; Spd 30 ft; AC 16; Atk Bite +9 melee; Dam Bite 2d6+6 and poison; SA Poison, web; SQ Vermin; SV Fort 8, Ref 6, Will 3; Str 19, Dex 17, Con 12, Int-, Wis 10, Cha 2

**Poison (Ex):** Initial and Secondary, Fort DC 22, 1d8 Str

#### MONSTROUS SPIDERS—GARGANTUAN

CR 7; Gargantuan Vermin; HD 24d8+24; Init +3; Spd 30 ft; AC 18; Atk Bite +20 melee; Dam Bite 2d8+9 and poison; SA Poison, web; SQ Vermin; SV Fort 15, Ref 11, Will 8; Str 23, Dex 17, Con 12, Int-, Wis 10, Cha 2

**Poison (Ex):** Initial and Secondary, Fort DC 31, 2d6 Str



## OGRE

CR2; Large Giant; HD 4d8+8; Init -1; Spd 30 ft; AC 16; Atk Huge greatclub +8 melee; or Huge long-spear +1 ranged; Dam Huge greatclub 2d6+7; or Huge longspear 2d6+5; SA —; SQ —; SV Fort 6, Ref 0, Will 1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

## OOZIVAX, ADVANCED PIT FIEND

CR 19; Huge Outsider (evil, lawful); HD 36d8+288; hp 462; Init +7; Spd 40 ft, fly 60 ft (average); AC 34 (touch 11, flat-footed 31); BAB +36; Grap +58; Atk: 2 claws +48 melee (1d8+14), 2 wings +46 melee (1d6+7), bite +46 melee (3d6+7 and poison and disease), tail slap +46 melee (2d6+7); AL LE; SV Fort +21, Ref +16, Will +17; Str 38, Dex 16, Con 26, Int 20, Wis 20, Cha 16.

Bluff +27, Climb +47, Concentration +42, Diplomacy +24, Disguise +27, Hide +14, Intimidate +40, Jump +46, Knowledge (arcana) +40, Listen +41, Move Silently +36, Search +41, Spellcraft +41, Spot +41; Feats : Cleave, Dodge, Expertise, Great Cleave, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack, Whirlwind Attack.

SA – Spell-like abilities (Sp): As a 17th-level sorcerer, save DC 13 + spell level. At will – *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispe magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*; 1/day – *meteor swarm* (any) and *symbol* (any)

As a 20th-level sorcerer, 1/year – *wish*.

**Fear Aura (Su):** At will, 20 foot radius. As fear cast by level 15 sorcerer (save DC 19).

**Poison (Ex):** Bite, Fort save DC 21, initial damage 1d6 Con, secondary damage death.

**Disease (Su):** Bite, Fort save DC 14 vs Devil Chills

**Improved Grab (Ex):** Must hit a Large or smaller target with a tail slap attack. If it gets a hold, it can constrict.

**Constrict (Ex):** Deals 2d6+21 damage with a successful grapple check to a Large or smaller creature.

**Summon Baatezu (Sp):** Twice per day summon 2 lemures, osyluths or barbazu, or one erinyes, cornugon or gelugon.

**Regeneration (Ex):** 5 points/round. Normal damage from holy and blessed weapons of at least +3 enchantment.

**Damage Reduction (Su):** 25/+2

**Spell Resistance (Su):** 28

**Devil Qualities (Ex, Su):** Immunity to fire and poison; cold and acid resistance 20; see in darkness; 100-foot telepathy.

## ORC

CR ½; Medium Humanoid; HD 1d8; hp 4; Init 0; Spd 30 ft; AC 14; Atk Greataxe +3 melee; or javelin +1 ranged; Dam Greataxe 1d12+3; or javelin 1d6+2; SA; SQ Darkvision 60 ft, light sensitivity; SV Fort 2, Ref 0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; Listen +2, Spot +2

**Light Sensitivity (Ex):** Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

## OTYUGH

CR 4; Large Aberration; HD 6d8+6; hp 33; Init 0; Spd 20 ft; AC 17; Atk 2 tentacle rakes +3 melee, bite -2 melee; Dam Tentacle rake 1d6, bite 1d4; SA Improved grab, constrict 1d6, disease; SQ Scent; SV Fort 3, Ref 2, Will 6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6

Hide +5\*, Listen +6, Spot +9

**Improved Grab (Ex):** To use this ability, the otyugh must hit a Medium-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

**Constrict (Ex):** An otyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

**Disease (Ex):** Filth fever [bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.]

\*An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

## PHASE SPIDER

CR 5; Large Magical Beast; HD 5d10+15; hp 42; Init +7; Spd 40 ft; AC 15; Atk Bite +7 melee; Dam Bite 1d6+4 and poison; SA Ethereal jaunt, poison; SQ; SV Fort 7, Ref 7, Will 2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10

Climb +12, Move Silently +11, Spot +9

**Ethereal Jaunt (Su):** A phase spider can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.



**Poison (Ex):** Bite, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Constitution.

#### **PYROHYDRA—12-HEADED**

CR 13; Huge Magical Beast; HD 12d10+60; hp 126; Init +1; Spd 20ft; AC 15; Atk 12 bites +13 melee; Dam Bite 1d10+6; SA; SQ Scent; SV Fort 13, Ref 9, Will 4; Str 23, Dex 12, Con 20, Int 3, Wis 10, Cha 9 Listen +9, Spot +9

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hydra's original hit point total, divided by its original number of heads, in one blow. (The player says where the attack is aimed just before making the attack roll.) For example, if a five-headed hydra has 52 hp, a single blow dealing 10 or more points of damage severs a head ( $52/5 = 10.4$ , rounded down to 10). Any excess damage is lost. A severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The hydra can no longer attack with the severed head but suffers no other penalties. A severed head regrows in about a month.

Hydras receive a +2 racial bonus to Listen and Spot checks, thanks to their multiple heads.

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

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 damage per head. A successful Reflex save halves the damage. The save DC is  $10 + 1/2$  hydra's original number of heads + the hydra's Constitution modifier.

**Fire Subtype (Ex):** Fire immunity; double damage from cold except on a successful save.

#### **RUST MONSTER**

CR 3; Medium Aberration; HD 5d8+5; Init +3; Spd 40ft; AC 18; Atk Antennae touch +3 melee, bite -2 melee; Dam Antennae touch rust, bite 1d3; SA Rust; SQ Scent; SV Fort 2, Ref 4, Will 5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8

**Rust (Ex):** A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The size of the object is immaterial—a full suit of armor rusts away as quickly as a sword. Magic armor and weapons, and

other enchanted items made of metal, must succeed at a Reflex save (DC 20) or be dissolved. A metal weapon that deals damage to a rust monster also corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

#### **SEA LION**

CR 4; Large Beast; HD 6d10+18; hp 51; Init +1; Spd 0ft; AC 18; Atk 2 claws +7 melee, bite +2 melee; Dam Claw 1d6+4, bite 1d8+2; SA Rend 2d6+6; SQ Scent; SV Fort 8, Ref 6, Will 3; Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10

Listen +7, Spot +7

**Rend (Ex):** A sea lion that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+6 points of damage.

#### **SHADOW MASTIFF**

CR 5; Medium Outsider; HD 4d8+12; hp 30; Init +5; Spd 50ft; AC 14; Atk Bite +7 melee; Dam Bite 1d6+4; SA Bay, trip; SQ Shadow blend, scent; SV Fort 7, Ref 5, Will 5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed at a Will save (DC 13) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to that mastiff's bay for one day.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

**Shadow Blend (Su):** During any conditions other than full daylight, a shadow mastiff can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will.

A shadow mastiff receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

#### **SHAMBLING MOUND**

CR 6; Large Plant; HD 8d8+24; hp 60; Init 0; Spd 20ft; AC 20; Atk 2 slams +10 melee; Dam Slam 2d6+5; SA Improved grab, constrict 2d6+7; SQ Plant, electricity immunity, fire resistance 30; SV Fort 9, Ref 2, Will 2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9



Hide +0\*, Listen +4, Move Silently +4

**Improved Grab (Ex):** To use this ability, the shambler must hit an opponent of up to Large size with both arm attacks. If it gets a hold, it can constrict.

**Constrict (Ex):** A shambler deals 2d6+7 points of damage with a successful grapple check against Large or smaller creatures. The shambler can still move but cannot take any attack actions when constricting.

**Plant:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

**Electricity Immunity (Ex):** Shamblers take no damage from electricity. Instead, any electrical attack (such as shocking grasp or lightning bolt) used against a shambler grants it 1d4 points of temporary Constitution. The shambler loses these points at the rate of 1 per hour.

Shamblers receive a +4 racial bonus to Hide, Listen, and Move Silently checks. \*They receive a +12 bonus to Hide checks when in a swampy or forested area.

#### SHARK, MEDIUM

CR 1; Medium Animal; HD 3d8+3; hp 16; Init +2; Spd 0ft; AC 15; Atk Bite +4 melee; Dam Bite 1d6+1; SA; SQ Keen Scent; SV Fort 4, Ref 5, Will 2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Listen +7, Spot +7; Weapon Finesse (bite)

**Keen Scent (Ex):** a shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges up to a mile.

#### SHARK, LARGE

CR 2; Large Animal; HD 7d8+7; hp 38; Init +2; Spd 0ft; AC 15; Atk Bite +7 melee; Dam Bite 1d8+4; SA; SQ Keen Scent; SV Fort 6, Ref 7, Will 3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Listen +7, Spot +7

**Keen Scent (Ex):** a shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges up to a mile.

#### SKELETON

CR ½; Medium Undead; HD 1d12; Init +5; Spd 30ft; AC 13; Atk 2 claws +0 melee; Dam Claw 1d4; SA; SQ Undead, immunities; SV Fort 0, Ref 1, Will 2; Str 10, Dex 12, Con—, Int—, Wis 10, Cha 11

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Immunities (Ex):** Skeletons have cold immunity.

Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

#### STONE GOLEM

CR 11; Large Construct; HD 14d10; hp 77; Init -1; Spd 20ft; AC 26; Atk 2 slams +18 melee; Dam Slam 2d10+9; SA Slow; SQ Construct, magic immunity, damage reduction 30/+2; SV Fort 4, Ref 3, Will 4; Str 29, Dex 9, Con—, Int—, Wis 11, Cha 1

**Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunity (Ex):** Golems completely resist most magical and supernatural effects, except where otherwise noted below.

**Slow (Su):** A stone golem can use slow as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a successful Will save (DC 13) to negate. The ability is otherwise the same as the spell.

**Magic Immunity (Ex):** A stone golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

#### TOJANIDA—ELDER

CR 9; Large Outsider; HD 15d8+60; hp 127; Init +1; Spd 10ft; AC 24; Atk Bite +20 melee, 2 claws +15 melee; Dam Bite 4d6+6, claw 1d8+3; SA Improved grab, ink cloud; SQ All-around vision, acid and cold immunity, fire and electricity resistance 20; SV Fort 13, Ref 10, Will 10; Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9

Escape Artist +19, Hide +15, Intimidate +17, Intuit Direction +19, Knowledge (Plane of Water) +13, Listen +19, Search +6, Spot +20

**Improved Grab (Ex):** To use this ability, the tojanida must hit with a bite or claw attack. If it gets a hold, it automatically deals that weapon's damage each round the hold is maintained. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at top speed. A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

**All-Around Vision (Ex):** Tojanidas' multiple



apertures allow them to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

**Ink Cloud (Ex):** A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to fog cloud cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which the tojanida can squirt into an opponent's eyes. The affected creature must succeed at a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 19 against an elder.

#### TROLL

CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 18; Atk 2 claws +9 melee, bite +4 melee; Dam Claw 1d6+6, bite 1d6+3; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; SV Fort 11, Ref 4, Will 3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6  
Listen +5, Spot +5

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

#### VAMPIRE SPAWN

CR 4; Medium Undead; HD 4d12; hp 26; Init +6; Spd 30 ft; AC 15; Atk Slam +5 melee; Dam Slam 1d6+4 and energy drain; SA Charm, energy drain, blood drain; SQ Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2; SV Fort 1, Ref 5, Will 5; Str 16, Dex 14, Con—, Int 13, Wis 13, Cha 14  
Bluff +8, Climb +8, Craft (any one) or Profession (any one) +10, Hide +10, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11

**Charm (Su):** This is similar to the vampire's domination ability, but the save DC is 14, and the effect is similar to charm person as cast by a 5th-level sorcerer. A charmed subject allows the vampire spawn to drain his or her blood (see below).

**Energy Drain (Su):** Living creatures hit by a vampire spawn's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

**Blood Drain (Ex):** A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

**Gaseous Form (Su):** As a standard action, a vampire spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex):** A vampire spawn can climb sheer surfaces as though with a spider climb spell.

**Fast Healing (Ex):** A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

Vampire spawn are equally vulnerable to attacks that slay vampires.

#### WATER ELEMENTAL—HUGE

CR 7; Huge Elemental; HD 16d8+80; hp 152; Init +4; Spd 20 ft; AC 21; Atk Slam +17/+12/+7 melee; Dam Slam 2d10+10; SA Water mastery, drench, vortex; SQ Elemental, damage reduction 10/+2, fire immunity; SV Fort 15, Ref 9, Will 5; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11

Listen +18, Spot +18; Power Atk., Cleave, Great Cleave, Sunder

**Water Mastery (Ex):** A water elemental gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or elemental is landbound, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.) A water elemental can be a serious threat to a ship that crosses its path. The elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic cast by a sorcerer whose level equals the elemental's HD total.

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to



1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 ft wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

Creatures one or more sizes smaller than the elemental might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed at a Reflex save when it comes into contact with the vortex or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. A creature that can swim is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size.

An elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Water elementals speak Aquan but rarely choose to do so.

#### **WRAITH**

CR 5; Medium Undead; HD 5d12; hp 32; Init +7; Spd 30 ft; AC 15; Atk Incorporeal touch +5 melee; Dam Incorporeal touch 1d4 and 1d6 permanent Constitution drain; SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; SV Fort 1, Ref 4, Will 6; Str—, Dex 16, Con—, Int 14, Wis 14, Cha 15

Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12

**Constitution Drain (Su):** Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Constitution drain.

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

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

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

#### **ZOMBIE**

CR ½; Medium Undead; HD 2d12+3; Init -1; Spd 30 ft; AC 11; Atk Slam +2 melee; Dam Slam 1d6+1; SA; SQ Undead, partial actions only; SV Fort 0, Ref -1, Will 3; Str 13, Dex 8, Con—, Int—, Wis 10, Cha—





## Appendix Three: Sample Characters

For the purposes of one-night sessions, provided here are four pregenerated characters for each of the arenas. These characters can quickly be handed out for a one-shot game of Last Man Standing, the Labyrinth, Stone River Rapids, or Saving the Seals. Alternately, if you want to have your normal PCs participate in a game, these characters can function as an opposing team for a Team Battle. If your players choose a character, they can choose specifics of personality and alignment and such.

### The Great Hall

#### TILLY MEADOWLEAF, Halfling Bard 3

Female halfling; CR 3; Small Humanoid; HD 3d6; hp 13; Init +4; Spd 20 ft.; AC 18 (+4 Dex, +1 Size, +3 masterwork studded leather); Atk +8 melee (1d4-1, masterwork dagger), or +7 ranged (1d6-1, shortbow); SQ bardic music, Fort +2, Ref +8, Will +2; Str 8, Dex 18, Con 10, Int 12, Wis 7, Cha 15

*Skills and Feats:* Alchemy +3, Balance +10, Climb +5, Hide +10, Listen +4, Move Silently +12, Open Lock +8, Perform +4, Scry +3, Spellcraft +3; Alertness, Weapon Finesse (dagger)

Languages Spoken: Common, Halfling, and Orc

Equipment: Shortbow (w/20 arrows), masterwork dagger, masterwork studded leather armor, 3 torches, flint and steel, backpack, blanket, signal whistle, thieves' tools, lute, three *potion of cure moderate wounds*, *potion of spider climb*, *potion of glibness*

Spells Known: '0'-level—*dancing lights*, *detect magic*, *light*, *mage hand*, *open/close*, *prestidigitation*; 1st—*detect secret doors*, *expeditious retreat*, *silent image*

Spells per Day: 3 2

#### NIZROK, half-Orc Fighter 3

Male half-Orc; CR 3; Medium-size Humanoid; HD 3d10+9; hp 30; Init +0; Spd 20 ft.; AC 17 (+5 breastplate, +2 large shield); Atk +8 melee (1d8+4, masterwork battle-axe), or +3 ranged (1d8+4, mighty composite longbow); SQ Darkvision 60; Fort +6, Ref +1, Will +1; Str 18, Dex 10, Con 16, Int 6, Wis 11, Cha 8

*Skills and Feats:* Climb +4; Power Attack, Cleave, Improved Bull Rush

Languages Spoken: Common and Orc

Equipment: Mighty composite longbow (w/20 arrows), masterwork battle-axe, breastplate armor,

large shield, backpack, thunderstone, 1 flask of alchemist's fire, *potion of cure moderate wounds*

#### HELLENA THE ILL-FATED, Human Sorcerer 5

Female human; CR 5; Medium-size Humanoid; HD 5d4-5; hp 9; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 12 (+2 *bracers of armor*); Atk +0 (1d6-2, quarterstaff); Fort +0, Ref +1, Will +6; Str 7, Dex 11, Con 8, Int 14, Wis 14, Cha 16

*Skills and Feats:* Bluff +7, Concentration +7, Knowledge (arcana) +10, Sense Motive +7, Spellcraft +10; Combat Casting, Improved Initiative, Silent Spell

Languages Spoken: Common, Draconic, and Ignan

Equipment: Quarterstaff, *bracers of armor* +2, large pouch, 3 torches, *wand of magic missile* (20 charges)

Spells Known: '0'-level—*dancing lights*, *daze*, *ghost sound*, *light*, *mending*, *prestidigitation*; 1st—*charm person*, *magic missile*, *shield*, *summon monster I*; 2nd—*alter self*, *knock*

Spells per Day: 6 7 5

#### THERIC, half-Elf Cleric 3

Male half-Elf; CR 3; Medium-size Humanoid; HD 3d8+3; hp 20; Init +0; Spd 30 ft.; AC 16 (+4 chain shirt, +2 large shield); Atk +4 (1d8+2, heavy mace); SA Turn Undead, 4/day; SQ low-light vision; Fort +4, Ref +1, Will +4; Str 14, Dex 11, Con 13, Int 10, Wis 13, Cha 12

*Skills and Feats:* Bluff +7, Concentration +7, Knowledge (arcana) +10, Sense Motive +7, Spellcraft +10; Run, Weapon Proficiency (heavy mace); Domains: Strength and Travel

Languages Spoken: Common, Elf

Equipment: Heavy mace, large shield, chain shirt, *wand of cure light wounds* (20 charges), two *potion of bull's strength*, 2 flasks of holy water, 3 torches, holy symbol

Spells Prepared: '0'-level—*create water*, *detect magic*, *light*, *light*; 1st—*command*, *endure elements*, *expeditious retreat*, *shield of faith*; 2nd—*bull's strength*, *endurance*

### The Dungeon of Darkest Shadow

#### MIRANDA THE MISGUIDED, Human Ranger 7

Female human; CR 7; Medium-size Humanoid; HD 7d10+7; hp 50; Init +2; Spd 30 ft.; AC 16



(+2 Dex, +4 *studded leather*); Atk +8/+3 melee (1d6, masterwork hand-axe), or +10/+5 ranged (1d6, masterwork hand-axe), or +9/+4 melee (1d4, dagger); SQ favored enemies (magical beasts +2, aberrations +1); Fort +6, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 9

*Skills and Feats:* Hide +22, Intuit Direction +17, Listen +16, Move Silently +12, Wilderness Lore +14, Spot +21; Alertness, Ambidexterity, Point-Blank Shot, Rapid Shot, Skill Focus (Intuit Direction), Track, Two-Weapon Fighting

Languages Spoken: Common

Equipment: Six masterwork hand-axes, four daggers, +1 *studded leather armor*, *eyes of the eagle*, three *potions of cure light wounds*, *potion of hiding*, *cloak of elvenkind*, 3 torches, 100 ft silk rope

Spells Prepared: 1st—*delay poison*, *pass without trace*

### **SHELKIN, Human Monk 4/Druid 3**

Male Human; CR 7; Medium-size Humanoid; HD 7d8+7; hp 42; Init +3; Spd 40 ft.; AC 17 (+3 Dexterity, +2 Wisdom); Atk +6 melee (1d8+1, unarmed); SA Stunning Attack, Flurry of Blows, SQ Evasion, Still Mind, Slow Fall (20 ft.), Nature Sense, Animal Companion, Woodland Stride, Trackless Step; Fort +8, Ref +8, Will +9; Str 13, Dex 16, Con 12, Int 8, Wis 14, Cha 10

*Skills and Feats:* Animal Empathy +5, Balance +10, Climb +6, Concentration +6, Jump +41, Knowledge (nature) +4, Tumble +10; Blind-Fight, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Spring Attack

Languages Spoken: Common

Equipment: *Ring of protection +1*, *potion of cure moderate wounds*, *potion of cat's grace*, *ring of jumping*, *circlet of light* (headband that glows as the light spell on command)

Spells Prepared: '0'-level—*cure minor wounds*, *flare*, *know direction*, *resistance*; 1st—*cure light wounds*, *magic fang*, *obscuring mist*; 2nd—*barkskin*, *produce flame*

Animal Companions: Twelve bats, trained to search for other humanoids and guide him to them.

### **EBHILD MOONFORGE, Dwarf Wizard (Evoker) 7**

Female Dwarf; CR 7; Medium-size Humanoid; HD 7d4+14; hp 36; Init -1; Spd 20 ft.; AC 10 (+1 *bracers of armor*, -1 Dexterity); Atk +4 melee (1d12+1d6+1, +1 *flaming great-axe*) or +3 melee (1d4, dagger); SQ Dwarf traits, Darkvision 60; Fort +4, Ref +1, Will +6; Str 10, Dex 8, Con 15, Int 16, Wis 12, Cha 12

Skills and Feats: Bluff +7, Concentration +7, Knowledge (arcana) +10, Sense Motive +7, Spellcraft +10; Combat Casting, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Weapon Proficiency (great-axe)

Languages Spoken: Abyssal, Common, Dwarvish, Terran, and Undercommon

Equipment: +1 *great-axe*, two daggers, *bracers of armor +1*, *wand of flaming sphere* (20 charges), two *scrolls of hold person*, *scroll of lightning bolt*, two *potions of cure moderate wounds*

Spells Prepared: (Forbidden School: Transmutation); '0'-level—*flare*, *flare*, *ghost sound*, *light*, *resistance*; 1st—*detect secret doors*, *mage armor*, *magic missile*, *magic missile*, *shield*, *silent image*; 2nd—*daylight*, *flaming sphere*, *resist elements*, *see invisibility*, *shatter*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *fireball*, *fireball*; 4th—*ice storm*, *wall of fire*

Familiar: Raven, named 'Crookmoon'

### **RICKY POISONFINGERS**

#### **Gnome Rogue 5/Assassin 2**

Male Gnome; CR 7; Small Humanoid; HD 7d6; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+3 Dexterity, +1 Size, +4 *studded leather*); Atk +5 melee (1d6, +1 *shortsword*), or +8 ranged (1d4-1, dagger); SA Sneak Attack +4d6, Death Attack, Poison Use; SQ low-light vision, +1 save vs. poison, Uncanny Dodge, Evasion, Gnome Traits; Fort +1, Ref +12, Will -1; Str 8, Dex 17, Con 11, Int 10, Wis 7, Cha 15

Skills and Feats: Bluff +12, Diplomacy +10, Disguise +10, Escape Artist +13, Hide +15, Move Silently +13, Pick Pocket +11, Use Magic Device +12; Combat Reflexes, Improved Initiative, Lightning Reflexes

Languages Spoken: Common, Gnome

Equipment: Three daggers, +1 *shortsword*, +1 *studded leather armor*, *lenses of darkvision*

Spells Prepared: 1st—*spider climb*

## **The Island of Sport**

### **DRALIA MICHCHANDE**

#### **Elf Paladin 2/Cleric 5/Fighter 4**

Female Elf; CR 11; Medium-size Humanoid; HD 7d10+4d8; hp 50; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +7 *elven chain*); Atk +10/+10/+5/+5 melee (1d6+3, crit 12-20/x2, +1 *keen rapier*), or +10/+5 ranged (1d6, masterwork hand-axe), or +9/+4 melee (1d4, dagger); SA smite evil (+3 attack, +2 damage); SQ turn undead 6/day, lay on hands (6 hp), detect evil,



divine grace, divine health, aura of courage; Fort +15, Ref +7, Will +10; Str 10, Dex 16, Con 10, Int 10, Wis 14, Cha 17

*Skills and Feats:* Climb +12, Diplomacy +12, Knowledge (religion) +5; Ambidexterity, Improved Critical (rapier), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse (rapier), Weapon Focus (rapier), Weapon Specialization (rapier); Domains: Animal, Plant

Languages Spoken: Common, Elf

Equipment: +2 *elven chain*, two +1 *keen rapiers*, *wand of light* (20 charges), *wand of cure moderate wounds* (20 charges), holy symbol, compass, spyglass

Spells Prepared: '0'-level—*light, light, light, virtue, virtue*; 1st—*bane, divine favor, entangle, sanctuary, shield of faith*; 2nd—*barkskin, darkness, silence, sound burst*; 3rd—*dominate animal, summon monster III*

### **MARECLICK NOCHT, Human Rogue 11**

Male Human; CR 11; Medium-size Humanoid; HD 11d6+11; hp 52; Init +4; Spd 30 ft.; AC 20 (+5 Dexterity, +2 natural armor, +2 masterwork tiger hide armor, +1 *necklace of protection*); Atk +10/+5 melee (1d6+2, masterwork shortspear), or +14/+9 (1d6+3, +1 *composite shortbow*); SA Sneak Attack +6d6, SQ Evasion, Uncanny Dodge (+1 against traps), Skill Mastery (Bluff, Disable Device, Open Lock); Fort +4, Ref +11, Will +4; Str 14, Dex 20, Con 13, Int 10, Wis 12, Cha 8

*Skills and Feats:* Bluff +13, Disable Device +14, Hide +19, Listen +15, Move Silently +19, Open Lock +19, Pick Pocket +19, Search +14, Spot +15; Far Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite shortbow)

Languages Spoken: Common

Equipment: *Tiger pelt of Dexterity* +2, *tiger skull of natural armor* +2, *tiger claw necklace of protection* +1, +1 *composite shortbow*, four *potions of cure serious wounds*, 3 torches, 100 ft silk rope, hand mirror

### **LINUNUA, half-Elf Druid 11**

Female half-Elf; CR 11; Medium-size Humanoid; HD 11d8+11; hp 64; Init +2; Spd 30 ft.; AC 21 (+2 Dexterity, +1 *ring of protection*, +1 natural, +4 *hide armor*, +3 *large wooden shield*); Atk +9/+4 melee (1d6, masterwork scimitar), or +11 ranged (1d4, sling); SQ half-Elf traits, low-light vision, nature sense, trackless step, resist nature's lure, venom immunity, woodland stride, animal companions;

Fort +8, Ref +5, Will +11; Str 10, Dex 14, Con 13, Int 12, Wis 19, Cha 8

*Skills and Feats:* Animal Empathy +13, Concentration +15, Knowledge (nature) +15, Spellcraft +15, Wilderness Lore +18; Combat Casting, Dodge, Scribe Scroll, Track

Languages Spoken: Common, Druidic, Elven

Equipment: Masterwork scimitar, +1

*hide armor*, +1 *large wooden shield*, sling, 10 masterwork sling bullets, Scrolls (2 *reincarnate*, *antilife shell*, *healing circle*, *summon nature's ally VI*), 2 *feather tokens*—*tree*, *bag of tricks* (gray), *ring of protection* +1, *amulet of natural armor* +1, *pearl of wisdom* +2

Wild Shape: 4/day, from tiny to large animals

Spells Prepared: '0'-level—*cure minor wounds, cure minor wounds, cure minor wounds, cure minor wounds, know direction, know direction*; 1st—*animal friendship, cure light wounds, cure light wounds, entangle, invisibility to animals, pass without trace*; 2nd—*barkskin, charm person or animal, flame blade, hold animal, speak with animals*; 3rd—*cure moderate wounds, dominate animal, greater magic fang, neutralize poison, spike growth*; 4th—*cure serious wounds, flame strike, freedom of movement, rusting grasp*; 5th—*animal growth, insect plague*; 6th—*find the path*

Animal Companions: One dire lion, one cheetah

### **PEPE LUAPA, Halfling Sorcerer 11**

Male Halfling; CR 11; Small Humanoid; HD 11d4+22; hp 51; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+4 Dexterity, +1 Size, +1 natural armor, +2 *bracers of armor*); Atk +5 melee (1d4-2, masterwork dagger), or +11 ranged (1d4-2, masterwork dagger); SQ Halfling Traits; Fort +7, Ref +8, Will +9; Str 6, Dex 18, Con 14, Int 12, Wis 10, Cha 16

*Skills and Feats:* Bluff +10, Knowledge (arcana) +15, Spellcraft +15; Improved Initiative, Silent Spell, Spell Focus (Enchantment), Still Spell

Languages Spoken: Common, Halfling, and French

Equipment: Cigarettes, four masterwork daggers, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, *bracers of armor* +2, *wand of flame arrow*, *gloves of dexterity* +2

Spells Known: '0'-level—*cantrips*; 1st—*cause fear, charm person, expeditious retreat, sleep, summon monster I*; 2nd—*endurance, hideous laughter, invisibility, levitate, mirror image*; 3rd—



*dispel magic, hold person, major image, suggestion*;  
4th—*charm monster, shadow conjuration, summon  
monster IV*; 5th—*dominate person, mind fog*

Spells per Day: 6 7 7 7 6 4

## The Well of Fiends

### KRISS, half-White Dragon, Human Fighter 12

Male half-Dragon half-Human; CR 15; Medium-size Dragon; HD 12d12+36; hp 119; Init +1; Spd 20 ft.; AC 30 (+1 Dex, +4 natural, +10 *full plate*, +4 *shield*, +1 *ring of protection*); Atk +23/+18/+13 melee (1d10+1d6+10, crit 17-20/×2, +2 *frost bastard sword*), or +20/+15/+10 melee (1d4+8, unarmed), or +14/+9 ranged (1d6+8, masterwork javelin); SA breath weapon 1/day (3d6 cold damage, 30-foot cone, Ref DC 16 for half); SQ cold immunity; Fort +13, Ref +7, Will +8; Str 26, Dex 13, Con 16, Int 12, Wis 12, Cha 10

*Skills and Feats*: Climb +15, Diplomacy +7, Jump +15, Spellcraft +8, Tumble –6; Cleave, Dodge, Great Cleave, Improved Critical (*bastard sword*), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus, Proficiency, and Specialization (*bastard sword*), Whirlwind Attack

Languages Spoken: Common, Draconic

Equipment: +2 *full plate*, +2 *large metal shield*, +2 *frost bastard sword*, *potion of cure moderate wounds*, *potion of endurance*, *cloak of resistance* +2, *ring of protection* +1, *boots of speed*, *potion of heroism*, *minor ring of fire resistance*, 2 masterwork javelins

### QUILLATHE NAILO, Elf Fighter 15

Female Elf; CR 15; Medium-size Humanoid; HD 15d10+15; hp 92; Init +6; Spd 30 ft.; AC 24 (+6 Dexterity, +7 *mithral shirt*, +1 *ring of protection*); Atk +24/+19/+14 ranged (1d4+1d6+5, crit 17-20/×2, +1 *shocking whip-blade*), or +18/+13/+8 melee (1d6+2, +1 *rapier* in off-hand); SQ Elf traits, darkvision 60; Fort +4, Ref +11, Will +4; Str 13, Dex 22, Con 12, Int 14, Wis 8, Cha 10

Quillathe's preferred combat routine is to stay 10ft away, making four attacks each round with her whip (one of them a rapid shot). She performs attacks of opportunity with her rapier. Only rarely does she use both weapons simultaneously, such as when foes are at varying distances around her

*Skills and Feats*: Craft (whips) +10, Hide +9, Jump +47, Knowledge (arcana) +10, Move Silently +9, Spot +4; Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Spring Attack, Weapon

Finesse (rapier), Weapon Focus, Proficiency, Specialization, Improved Critical (*whip-blade*)

Languages Spoken: Abyssal, Common, Elven, Infernal

Equipment: +3 *mithral shirt*, +1 *rapier*, +1 *shocking whip-blade*, *lenses of darkvision*, *gloves of dexterity* +2, *boots of speed*, *ring of protection* +1, *ring of jumping*, three *potions of cure serious wounds*, *potion of haste*, *potion of fly*

\*Quillathe has a specialized weapon, a whip-blade, similar to a whip but tipped with a short dagger and lined with razors along its length. The whip-dagger is a small weapon that deals 1d4 points of damage, and has a critical threat range of 19-20/×2. Unlike a normal whip, it can damage opponents in armor. Note that since its maximum range is 15 ft, all attacks with it are point-blank shots.

### BHARAT VEIPAKKA, half-Orc Cleric 15

Male half-Orc; CR 15; Medium-size Humanoid; HD 15d8+45; hp 119; Init +0; Spd 20 ft.; AC 27 (+11 *full plate*, +4 *large shield*, +2 natural); Atk +15/+10/+5 melee (1d8+3, +1 *disrupting warhammer*), or +11/+6 ranged (1d8, light crossbow), or +9/+4 melee (1d4, dagger); SA Feat of Strength (1/day, +15 Str); SQ turn undead 3/day; Fort +14, Ref +7, Will +15; Str 15, Dex 10, Con 16, Int 6, Wis 18, Cha 10

*Skills and Feats*: Climb +12, Diplomacy +12, Knowledge (religion) +5; Cleave, Combat Casting, Power Attack, Spell Penetration, Toughness, Weapon Focus and Proficiency (*warhammer*); Domains: Strength, War

Languages Spoken: Common, Orc

Equipment: +3 *full plate*, +3 *large shield*, +1 *disrupting warhammer*, *amulet of natural armor* +2, *cloak of resistance* +2, *gauntlets of ogre power* +2, *belt of health* +2, *wand of cure light wounds*, *scroll of magic circle against evil*, light crossbow, 20 bolts

Spells Prepared: '0'-level—cantrips; 1st—*endure elements*, *bleed*, *command*, *detect evil*, *protection from evil*, *remove fear*, *shield of faith*; 2nd—*bull's strength*, *aid*, *hold person*, *remove paralysis*, *resist elements*, *sound burst*, *sound burst*; 3rd—*magical vestment*, *daylight*, *invisibility purge*, *negative energy protection*, *prayer*, *protection from elements*, *wind wall*; 4th—*divine power*, *air walk*, *dismissal*, *freedom of movement*, *restoration*, *tongues*; 5th—*righteous might*, *dispel evil*, *flame strike*, *true seeing*, *wall of stone*; 6th—*stoneskin*, *blade barrier*, *greater dispelling*, *banishment*; 7th—*power word stun*, *holy word*, *summon monster VII*; 8th—*power word blind*, *holy aura*



**AMENA BERYLLIS**  
**Human Sorcerer 15**

Female Human; CR 15; Medium-size Humanoid; HD 15d4; hp 39; Init +1; Spd 30 ft.; AC 17 (+1 Dexterity, +1 natural armor, +2 *ring of protection*, +3 *bracers of armor*); Atk +7 melee (1d6-1, masterwork quarterstaff), or +11 ranged (2d6+2, +2 *shortbow firing +1 shocking arrows*); Fort +5, Ref +6, Will +14; Str 8, Dex 12, Con 10, Int 14, Wis 17, Cha 24.

**Skills and Feats:** Bluff +16, Concentration +18, Craft (bows) +5, Craft (painting) +5, Knowledge (arcana) +17, Spellcraft +17; Craft Magic Arms & Armor, Iron Will, Silent Spell, Spell Focus (evocation), Spell Penetration, Still Spell, Weapon Proficiency (shortbow).

Languages Spoken: Common, Goblin.

Equipment: 50 +1 *shocking arrows*, +2 *shortbow*, *wand of maximized magic missiles* (9th level caster, 30 charges), *cloak of charisma* +4, *bracers of armor* +3, *wand of lightning bolt* (10th-level caster, 30 charges), *ring of protection* +2, *amulet of natural armor* +1, masterwork quarterstaff, dagger.

Spells Known: '0'-level—Cantrips; 1st—*magic missile*, *protection from law*, *shield*, *shocking grasp*, *true strike*; 2nd—*gust of wind*, *knock*, *mirror image*, *resist elements*, *web*; 3rd—*dispel magic*, *fly*, *lightning bolt*, *magic circle against law*; 4th—*improved invisibility*, *minor creation*, *minor globe of invulnerability*, *stoneskin*; 5th—*passwall*, *telekinesis*, *teleport*, *wall of stone*; 6th—*chain lightning*, *greater dispelling*, *shades*; 7th—*prismatic spray*, *spell turning*

Spells per Day: 6 8 8 8 7 7 7 7 4

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# Index

## INTRODUCTION

The Games Within	3
Chapter Outline	4

## CHAPTER ONE:

### THE SOCIETY OF SINISTER SPORT

What is the Society?	5
Fame, Infamy, Wealth, and Power	5
The Society's Origin	5
Cruel Vengeance Sparks an Idea	6
Years of Success	6
From Treachery To Now	7
Organization	7
Wealth and Opportunity	7
Being a Spectator	8
Society Membership	9
Society Laws and Customs	9
Society Chairman	10
Current Society Members	10
The Inner Circle	11
Vinson Bromo, Chairman	11
The Chairman's Scepter	12
Xavia Jordannus	13
Carcarian Mifranzell	15
The Emerald Mage	18
Tristram of the Whispers	20
The Outer Circle	22
Jarkus Stormforge	22
Gilda Gearknob	22
Xaxivarious	23
Illia Daybane	24
The Maintenance Crew	24
The Gearheads	25
The Sorcerous Students	25
The Gatekeepers	25

## CHAPTER TWO:

### RUNNING THE GAMES

Master of Ceremonies	26
The Master Document	26
Acquiring Contestants	26
Volunteering for the Games	27
Rules of the Games	28
Last Man Standing	28
Lethal Race	28
Capture the Flag	28
Creating a False Flag	29
Team Battle	29
Monster Hunt	30
The Battalion	30
Race against Time	30
The Hunt	31
Saving the Seals	31
Mini Games	31
Three Vials	32
Choose Your Fate	32
The Longest Breath	32
Climbing for Freedom	32

## CHAPTER THREE:

### MOTIVATIONS AND ITEMS OF NOTE

Money and Prizes	33
The Collars	33
Keeping the Game Moving	34
Setting the Challenges	36
The Arenas	36

## CHAPTER FOUR: THE GREAT HALL

Layout and Construction	37
Arena Rooms	38
Great Hall Holding Areas	42
Stone River Rapids	42
Time Cues	43
Environmental Hazards	44
Prizes	44
Dancing Darkness	45

## CHAPTER FIVE:

### THE DUNGEON OF DARKEST SHADOW

Layout and Construction	47
Arena Rooms	48
Holding Areas	54
The Labyrinth	55
Teleportation Traps	55
Hallucinatory Terrain	56
Wandering Monsters	56
Prizes	56

## CHAPTER SIX:

### THE ISLAND OF SPORT

Layout and Climate	58
Running the Island	59
Random Encounters	60
Beach Encounters	60
Jungle Encounters	60
Temple Encounters	60
Volcano Encounters	61
Ocean Encounters	61
Reward Idol Contents	61
Keyed Encounters	61
Monster Hunt	63

## CHAPTER SEVEN: THE WELL OF FIENDS

Entry Points	66
Walls	66
Visibility	66
Quadrant Effects	66
Special Features	67
Arena Traps	67
Saving the Seals Game	68
... and How to Break Them...	68

## APPENDIX ONE: TRAPS

Pit Traps	70
Attacking Traps	71
Room Traps	72
Area Hazards	72
Magical Traps	72

## APPENDIX TWO: OPPONENTS

Air Elemental—Elder	73
Arrowhawk Elder	74
Assassin Vine	74
Choker	74
Cloaker	74
Cockatrice	75
Fiendish Couatl	75

Deionychus	75
Digester	75
Dire Ape	75
Dire Bat	76
Dire Boar	76
Dire Lion	76
Dire Rat	76
Dire Shark	76
Dire Tiger	76
Displacer Beast	76
Dragon Turtle	77
Earth Elemental—Greater	77
Ettercap	77
Fire Elemental—Greater	78
Fire Elemental—Medium	78
Gargantuan Tyrannosaurus	78
Gelatinous Cube	78
Ghoul	78
Giant Bee	79
Giant Constrictor Snake	79
Giant Squid	79
Gibbering Mouther	79
Goblin	80
Gray Ooze	80
Gray Render	80
Grimlock	80
Hell Hound	80
Hill Giant	81
Invisible Stalker	81
Jiana Tel'achn, Drider	81
Kraken	81
Kobold	82
Leopard	82
Megaraptor	82
Minotaur	82
Monstrous Spiders	82
Small	82
Medium-size	82
Large	82
Huge	82
Gargantuan	82
Ogre	83
Oozivax, Advanced Pit Fiend	83
Orc	83
Otyugh	83
Phase Spider	83
Pyrohydra—12-Headed	84
Rust Monster	84
Sea Lion	84
Shadow Mastiff	84
Shambling Mound	84
Shark, Medium	85
Shark, Large	85
Skeleton	85
Stone Golem	85
Tojanida—Elder	85
Troll	86
Vampire Spawn	86
Water Elemental—Huge	86
Wraith	87
Zombie	87
<b>APPENDIX THREE:</b>	
<b>SAMPLE CHARACTERS</b>	
Great Hall	88
Dungeon of Darkest Shadow	88
Island of Sport	89
Well of Fiends	91





## DUNGEONS...

The classic test of an adventurer's skill. Bizarre traps and exotic monsters stand in the way of ancient treasures. Cruel villains often use them to hide their machinations from the prying of adventuring meddlers.

But some dungeons *want* to be found.

Rumors tell of these great death traps, where adventurers are lured or forced to compete for the entertainment of the Society of Sinister Sport, a secretive organization devoted to profiting from the injury and death of adventurers—for the rich and jaded will pay grandly for the chance to watch heroes fall.

The creators of *Tournaments, Fairs, & Taverns* present four devious death-traps, designed to be inserted into an existing campaign as a uniquely challenging encounter, or to be used individually as a one-night session for when you don't have a game planned. From the psychological horrors of the Dungeon of Darkest Shadow to the hellspawned hordes within the Well of Fiends, you will find many ways within to challenge your characters with these *Deadly Games*.

