

d20
system

IAN LIVINGSTONE'S

DEATHTRAP DUNGEON



By Jamie Wallis

MYRIADOR

A d20 Fighting Fantasy™ adventure for a single 8th level character
or a small adventuring group of 6th level characters

Requires the use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast, Inc.



DEATHTRAP DUNGEON

Based on the Fighting Fantasy™ book by
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INTRODUCTION

Deathtrap Dungeon was the sixth book of the Fighting Fantasy™ series and was originally released in 1984. This revolutionary new idea, part book part game, gave the reader a unique experience - a fantasy adventure where you are the hero.

The Fighting Fantasy™ series has 59 titles to date and has sold over 15 million copies worldwide and has been translated into over 20 languages. The Warlock of Firetop Mountain alone sold over 2 million copies. Now the Fighting Fantasy™ books are being re-released allowing a new generation of players to explore the Citadel of Chaos, confront the Warlock of Firetop Mountain or get lost in the Forest of Doom.

This book is a conversion of Deathtrap Dungeon into a d20 role-playing game scenario. The original book was a solo experience; this scenario has been written to allow players to challenge the Dungeon on their own or as part of a group of adventurers. The inclusion of the new Luck rules give the single player a good chance of success without making groups of players too powerful.

The Fighting Fantasy™ books could be picked up and played with a minimum of preparation, this scenario has been written to reflect this including pre-generated characters, full colour maps and other play aids to get you started quickly. For more information about Roleplay games, Fighting Fantasy™ and Deathtrap Dungeon visit the Myriador website: www.myriador.com

Adventure Summary

Every year, on the first day of May, Baron Sukumvit orders the doors of his Deathtrap Dungeon to be opened. Over the years hundreds of intrepid adventurers have entered the dungeon pitting their skill and wits against the fearsome monsters and deadly traps within, none have ever been seen again. This year another group of brave heroes are again vying to be the first to succeed and claim the 25,000gp prize - will you be the one who triumphs where so many others have failed? Will you emerge to be hailed as the victor in the Trial of Champions?

Preparation

In addition to the books required (as stated on the cover of this product), which are referred to as the DMG, PHB and MM, a set of polyhedral dice (D4, D6, D8, D10, D12 and D20) is also needed to play. Pull out Character sheets of the four pre-generated characters can be found in **Appendix 4 - Characters**

Full colour maps and pre-generated character sheets can be downloaded free from www.myriador.com

Quick Play

One of the great attractions of the Fighting Fantasy™ series of books is that it is very easy to pick up a book and start playing, everything you need is provided in the books, you just need to grab a pencil to get straight into the action. We have tried to write this scenario in the same way, providing you with everything we can

so that you can get on and play the game without having to spend ages preparing. Simply hand out the pre-generated characters, get your dice ready and start playing.

Detailed dungeon floor plan maps, pre-generated character sheets with rules summaries and character and monster tokens are available free to owners of this book and can be downloaded from www.myriador.com

Notes are included in the back of this book to help you integrate this scenario into an ongoing campaign, or visit our website: www.myriador.com where more information can be found about Titan, the Fighting Fantasy™ world.

Campaign Integration

This scenario is designed to be played as a stand-alone adventure using one of the pre-generated 8th level characters provided or a mini-party of newly created 6th level characters. However, guidelines and advice are included in the appendices to help you integrate this scenario into an on-going campaign and suggestions are included about adjusting difficulty levels (see **Appendix 3 - Campaign Play**).

How to use this Book

The first pages of this scenario contain background information for the DM. Later pages contain the rules for the new (optional) Luck ability, these rules should be studied by the DM and the players. Towards the rear of the book you will find summaries of new monsters, spells and magic items as well as advice about integrating this adventure into your campaigns.

The bulk of the book contains the scenario information divided by location. Each location entry in the scenario is shown on the main map provided, a full colour 1" = 5 feet map of each location can be obtained free from: www.myriador.com. A description of each location is provided for the DM detailing its contents and any monsters present. The shaded text boxes contain information that the DM can either read out or paraphrase to the players. Other information should be kept secret from the players until they discover it. Descriptions of how each monster is likely to react are included in the room descriptions. The DM controls all the creatures within Firetop Mountain except the player characters and is free to change their behaviour as he / she sees fit.

The DM is advised to read through the scenario at least once before you play.

Using Maps & Miniatures

Using maps and miniature figures adds a whole new dimension to playing this game, they help the DM to 'set the scene' and players to see where characters are monsters, what the dungeon looks like and make combat more exciting and realistic.

Full colour maps, pre-generated character sheets and character and monster tokens are all available free to owners of this book from: www.myriador.com (make sure you have your copy of this book available when downloading these free extras).





LUCK

Luck was a major factor in the Fighting Fantasy™ series of books. The d20 system includes a range of skills that are used where Luck was in the original books. However, we wanted to keep the overall tone & feel of the Fighting Fantasy™ books so we have included Luck as a new Ability score.

This scenario is aimed at small parties of players (mini-groups). The inclusion of Luck gives them an edge that makes up for their lack of numbers. Players should be encouraged to use Luck as often as possible . it may make the difference between success and failure!

To reflect this, it is easier for characters to recover Luck than it is for other Ability scores, methods of restoring Luck are given under the heading: Restoring Luck.

New Ability Score

Luck is determined in the same way as other Ability scores. There are several options available (see DMG Chapter 2, Ability Scores Generation). The maximum possible starting Luck score is 18 regardless of race.

A character's starting Luck score can only be increased by magical means or by spending attribute points gained as the character becomes more experienced.

Luck will be treated as an Ability score in every respect i.e. lost Ability scores are regained at the rate of one per day (see DMG Chapter 3, Running the Game, Ability Score Loss).

Standard Point Buy Method

Because there are now 7 Ability scores instead of the normal 6, the amount of starting points is increased to 30 rather than 25 (See DMG Chapter 2, Ability Scores Generation, Standard Point Buy)

Using Luck

A character may use Luck to change or influence events, reducing the damage taken from an enemies attack for instance, or increasing their chance of picking a lock. Luck can be used to modify a characters skill checks, saving throws, attack rolls, and melee / ranged damage dealt. You can also use your Luck to reduce the damage you take from an enemies attack.

Luck checks must be resolved BEFORE the action that they are affecting is undertaken (exception: reducing damage taken in melee / ranged). The result of the Luck check is applied as a modifier to the action. You may only check Luck once per action undertaken and the result only affects that action.

A characters Luck score is temporarily reduced by 1 every time Luck is checked.

Luck cannot be used to give a character feats or special abilities that she would not normally have. i.e. a fighter cannot use Luck to allow her to turn / rebuke undead.

Luck Difficulty Class

Luck is checked against a Difficulty Class (DC). (See PHB Chapter 4, Skills, Using Skills, Difficulty Class) The base DC for Luck is 10.

Ability Luck check = D20 + Ability Modifier (Luck) against DC10

A total roll of 10 will give you a +1 bonus. For every 2 points over 10 that you roll you gain +1 to the outcome that Luck was used to affect (i.e. 10 = +1; 12 = +2; 18 = +5 etc...).

If the Character fails her Luck check by up to 5, there is no penalty. However, if the character fails by 6 or more, she will suffer a -2 penalty to the outcome that Luck was used to affect.

Example: Ellion G'arak decides to test her Luck to help her fight 2 Orcs by giving a modifier to hit them. She rolls a D20 and adds her Luck ability modifier getting a total of 13, success! Ellion now adds +2 to her next attack roll against the Orcs and her Luck is temporarily reduced by 1.

Later in the same fight Ellion decides to test her Luck to add to her attack roll again, this time she rolls a total of 4. Ellion has failed to make the required DC10 by 6. Ellion now suffers a -2 penalty to her attack roll and her Luck is temporarily reduced by 1. If she had rolled a total of 7, she would still have failed in her Luck check but not suffered a penalty. However, her Luck would still have been temporarily reduced by 1.

Minimum Luck Score

When a character's Luck score reaches 0 they can no longer choose to test their Luck. Luck cannot be lowered further than 0, and cannot be used again until it is raised to at least 1.

Saving Throws & Luck

Luck can be used to modify the result of saving throw using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their saving throw.

Skills & Luck

Luck can be used to modify the result of skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their skill check.

e.g. Rhana Quinn has fallen off a rickety bridge into a fast flowing river. The DM determines that a skill (Swim) check (DC15) is required for Rhana to safely swim to the nearby riverbank. Rhana is not a good swimmer having only a skill of 1, which is reduced by -7 because of her equipment (-1 per 5lbs carried). This means that the best she can hope to do is 20 + 1 - 7 = 14 meaning she can't succeed! She decides to use her Luck to help her reach the riverbank safely. Rhana rolls a D20 getting 15 and adds her Luck ability modifier (+2 from an Ability score of 14) for a total of 17. She has succeeded by 7 so she may add +4 to her Swim check. She now makes her Swim skill check D20 + 1 (Swim skill) -7 (equipment carried) +4 (Luck). She rolls





a 17 giving her a final result of 15. Rhana just manages to scramble to the riverbank. Rhana reduces her Luck temporarily by 1.

If Rhana had failed her Luck check, for instance rolling a 3 on her D20 (+2 Ability modifier) = 5, her Swim check would then have been D20 +1 (Swim skill) -7 (equipment carried) +0 (Luck check result) giving her a maximum possible result of only 14. She would start to drown. Of course she could use Luck again in the next round to help her survive.

Opposed Skill Checks & Luck

Luck can be used to modify the result of opposed skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their opposed skill check, which is then compared to their opponents check as normal.

Checks Without Rolls & Luck

You cannot 'take 10' or 'take 20' when testing your Luck.

Combat & Luck

Luck can be used in combat in three ways. To increase your chance of hitting an opponent, to increase the damage you deal to an opponent, or to reduce the damage taken from an opponent's blow.

Using Luck to Hit an Opponent

A character may make a Luck check (as described under the heading: Luck Difficulty Class) the result of which is then added or subtracted to her next attack roll to hit an opponent.

Using Luck to Increase Damage Dealt

When a character has successfully hit an opponent, he may make a Luck check (as described under the heading: Luck Difficulty Class) and add or subtract the result to the damage dealt by his attack. The Luck check must be made before damage is rolled. Luck damage is never multiplied by a critical success.

Using Luck to Reduce Damage Taken

When a character has been hit by an opponent's attack, she may make a Luck check (described under the heading: Luck Difficulty Class) and apply the result to reduce or increase the damage dealt by the attack. Damage reduced by a Luck check can never be reduced to less than 0. She can decide to make the Luck check before or after damage has been rolled.

Luck and Magic

Luck cannot be used to increase or decrease the effectiveness of a spell or magical effect.

Luck can be used to increase the chance of hitting with a magical attack, such as a ray, by modifying the to-hit roll or it could be used to modify the result of a Spellcraft check to help identify a spell being cast. Similarly it could be used to increase the chance of making a successful saving throw to counter a spells effect.

Luck and Turn / Rebuke Undead

Luck can be used to increase the chance of turning / rebuking undead but cannot increase the effectiveness i.e. Luck may be applied to the Turning Check Result, but cannot be used to increase the maximum hit dice affected, or the number of HD affected.

e.g. Ellion G'arak, a 4th level Cleric, enters a room containing 4 zombies, she decides to attempt to turn them and to use Luck in her attempt. Ellion makes a Luck check, the result of which is added to her Turning check result which may make her more likely to succeed.

Stand alone Luck Checks

There will be situations within the adventure when Luck can be used to determine the outcome. Depending on the situation the DM may appoint a higher or lower Luck DC. The DM must never use Luck to replace a saving throw or Skill check that already exists. In the example below an unsuccessful Luck check would then require a Reflex save to avoid falling in the water.

An example of a stand-alone Luck check: If the characters are walking over a rickety old wooden bridge, does a rotten plank break under the weight of one of the players? The DM decides that the characters will have to be particularly Lucky to avoid all the rotten planks and gives this situation a Luck DC of 15. As with all Luck checks, once a stand-alone Luck check has been made (whether successful or not) the character must temporarily reduce his Luck score by 1.

Opposed Luck Checks

Two characters are sitting at the table playing cards. Who will win? The simple solution to this is for the characters to make an opposed Luck check. Both characters roll a D20 and add their Luck modifier. The character with the highest Luck result wins. Each character that made the opposed Luck check must temporarily reduce his Luck score by 1.

Optional Luck Rule

If a character rolls a natural 1 on the Luck roll the DM may rule that that character has been so unlucky that he automatically fails whatever he was attempting to use Luck with: If he was using Luck to modify his attack roll then the attack automatically misses; if he was using Luck to modify his chance to Pick a lock the attempt automatically fails; if he was using Luck to modify his melee damage roll, he scores no damage at all; If he was using Luck to modify his opponent's melee damage roll, his opponent does full damage etc.

Restoring Luck

Luck can be restored in a number of ways. Luck cannot be increased past its starting value except by magical means (see Appendix 2 - New Magic, New Spells). Any excess Luck points that would take a characters Luck score above the original value are lost.

Normal Regeneration of Ability Points

(see DMG Chapter 3, Ability Score Loss)





Magical means - Spells and Potions

Any spell that restores Ability points can be used to restore Luck points. Examples include: Lesser Restoration, Restoration and Fortune (see **Appendix 2 - New Magic, New Spells**)

Any potion that restores Ability points can be used to restore Luck points.

Discretionary Awards by the DM.

DMs can choose to award Luck points to characters for particular acts of daring or heroism. It should be remembered that Luck is an extremely powerful ability that can allow characters to succeed at tasks that they normally wouldn't be able to achieve. Care should be taken when awarding Luck points, don't give the characters too much or you could make any scenario too easy, but don't be too stingy with your Luck awards or the characters will probably fail.

Scenario Awards

At various points in this adventure Luck points are awarded to characters. These Luck awards can be increased / decreased at the DM's discretion. Luck awards are to the party as a whole, it is up to the DM to determine how they are divided amongst the characters. E.g. if a party of 3 characters are awarded 2 Luck points the DM can either give 1 point each to 2 of the players or 2 points to one of them. At the DM's discretion - award the points to the characters who played the most significant role in gaining them.

Monsters and Luck

Luck is a player character specific Ability score. Monsters and NPCs do not gain the Luck ability score.

DEATHTRAP DUNGEON

For the DM

Fang, a large city in the northern province of Chiang-Mai, sits on the banks of the river Kok. A pleasant enough place if one could avoid incurring the wrath of the notoriously unstable rulers of the province, Fang seemed destined to be nothing more than a convenient stopping point for traders and a source of supplies for passing adventurers. All this changed when the current ruler, Baron Sukumvit, gained the throne 30 years ago and created the Trial of Champions. Now, once a year, the river is packed with boats, the city crammed with people who have come from hundreds of miles around hoping to witness a victor emerge from the Deathtrap Dungeon.

On the 1st of May each year, Fighters, Sorcerers and heroes come to Fang to enter the test of their lives. Survival is unlikely (no-one ever has survived) yet many take the risk for the prize is great - a purse of 25,000gp and the freedom of Chiang-Mai for the rest of their lives. The entrance to Sukumvit's creation, a labyrinth filled with fearsome monsters and deadly traps, lies inside the city itself. Designed in every malicious detail to test the bravery, skill and wits of those

that enter it, the Deathtrap Dungeon has claimed the lives of every contestant who has ever entered it.

When the labyrinth was first completed, Sukumvit sent 10 of his personal guards into the dungeon, a test of their loyalty and skill, none of them were seen again. News of the ill-fated guards spread throughout all the lands of Allansia, swiftly followed by messengers carrying news of the Barons challenge and prize. Seventeen challengers arrived the first year to take 'the walk' as the cities inhabitants now know it. Not one of the seventeen emerged alive. Every year since then challengers and spectators have flocked to Fang. The city spends months preparing for the spectacle it hosts each May; streets and houses are decorated, tents erected, dining halls built, musicians, dancers, fire-eaters, illusionists and every sort of entertainer imaginable are hired. The last two weeks of April finds the inhabitants and visitors to Fang immersed in the wildest of celebrations ending with the population gathering to watch the challengers enter the Trial of Champions and waiting to see if any emerge again. So popular has the Trial become that contestants have to register months in advance to gain one of the coveted places and the right to enter the Deathtrap Dungeon.

For the Characters

Read this aloud to the players:

The city of Fang on the Kok river is home to the notorious Trial of Champions. Once a year adventurers and heroes enter Baron Sukumvit's Deathtrap Dungeon competing for the 25,000gp prize, none have ever emerged again. This year, you hope, will be different for you have entered the challenge! As a contestant you are treated like a king; spending your nights in a magnificent apartment, fed with the best of foods and wines you spend the night before the Trial in luxury. But even such comforts don't prevent your dreams being filled with images of flaming pits and huge, monstrous spiders.

You are woken from your dreams at dawn by a trumpet call and minutes later there is a knock at your door. A man's voice rings out, "Your challenge begins soon. Please be ready to leave in 10 minutes". You quickly dress and check your equipment remembering the words of the Dungeon official last night at the briefing. You are only allowed to take your own equipment into the dungeon but it is limited to: Any weapons and armour; magic items are permitted (but contestants are limited to four potions); food and drink is allowed; no sundry items such as a compass, rope or pitons, with the exception of an empty backpack, thieves tools and holy symbols are allowed to be taken into the Dungeon. The use of magic spells is also prohibited until you have entered the Dungeon.

Leaving the apartment you follow a guide through back alleys and narrow streets. You have to walk fast to keep up with him. Soon you come to a wide road lined with cheering crowds. Ahead you can see the dark mouth of a tunnel disappearing into the





hillside with two huge stone pillars on either side. As you approach you can see Baron Sukumvit ready to greet the contenders in the Trial of Champions. Five other contestants are already waiting for the trials to begin: two Barbarians, a female Elf, a Knight in full plate armour and a Ninja warrior. A steward passes amongst you handing you all a single key. "A little aid", he says as he passes the key to you.

"Now that you are all here" says Baron Sukumvit, "Let the Trials begin!" The Knight is first to enter the Dungeon, shortly followed by the Elf then one of the Barbarians, the Ninja, the other Barbarian and finally... you.

Go to encounter 1

The Dungeon

All rooms and corridors have 12ft. ceilings. Corridors are rough-cut stonework either 5ft. or 10ft. wide (Please refer to the overlay map for details). Doors are wooden (good), unless otherwise stated in the text. All doors are unlocked unless otherwise stated. Any locked doors have average locks unless otherwise stated. The dungeon is lit at 100ft. intervals by Crystals which radiate soft light in a 40ft. radius unless otherwise stated. These crystals are called Light Crystals (see Appendix 2 - New Magic).

Doors: Good Wooden; 1½ inches thick; Hardness 5; hp 15; Break DC18

Locks: Average lock; Open lock DC25

Listen checks: All Listen check DC are calculated for the characters standing in the adjacent square to the door (2½ ft. away) unless stated in the text. If the characters actively listen at a door (presses his ear to the door) then reduce the Listen DC by 2.

Encounter stats: All encounter statistics have been calculated presuming that the creature is using a one-handed weapon with one hand. If the DM decides that the creature will use its one-handed weapon with two hands it will gain 1½ times its Strength bonus to damage (provided it has a bonus).

DM's note: There is a permanent Dimensional Anchor effect that will prevent any magical travel from within the Dungeon to outside of it. The door in room 57 represents the furthest point of the spell effect.

1. The Walk (EL1)

The noise of the excited spectators gradually fades behind you as you venture deep into the gloom of the cavern tunnel.

Large crystals hang from the ceiling at about 100ft. intervals, radiating a soft light; just enough for you too see your way. The air in the Dungeon is cold, moist and dank. After walking slowly down the tunnel for about 5 minutes, you arrive at a stone table standing against the wall to your left. On the table are six boxes, each with keyholes. One of the boxes has your name painted on the lid.

Trap: If someone attempts to open a box with the wrong key or attempts to pick the lock without first disabling the trap, a poison dart will fire from the lock.

Poison Dart Trap: CR 8, +10 ranged (1D4 Damage + Poison), Search (DC25) Disable device (DC25).

Deathblade Poison: Injury; Fortitude save (DC20); Initial damage 1D6 Con; Secondary damage 2D6 Con.

The key that was given to the characters at the start will only open the box with his or her name on it. If a character wants to pick the lock of another box she will need to make a successful skill (Open Locks) check (DC35). The boxes have a hardness 10 and hit points 10.

If the character opens the box with her name on it, using the key she has been given, she will find 2gp and a note which reads:

'Well done, at least you have the sense to stop and take advantage of the token aid offered to you. I can advise you that you will need to find and use several items if you wish to pass through my Deathtrap Dungeon successfully.

This final clue is the only way out - GET NO MESS

Signed Sukumvit.

DM's note: GET NO MESS is an anagram of GEM STONES of which 3 specific gem stones are required to open the door to freedom in room 57; the sapphire from encounter 23, the diamond from encounter 54 and the emerald from encounter 11.

2. Pointing the Way?(EL0)

When the characters reach the junction, read them the following:

On the wall ahead you can see a white painted arrow pointing west.

Damp air from outside penetrates the dungeon to this point making it possible for characters to see if other contestants have passed this way. A close examination of the floor will reveal that four people have passed this way, three turned west at the junction (the direction indicated by the arrow), the fourth turned right.

3. Gas Spore (EL1)

If the characters travel east from the junction, read the following:

Blocking your advance along the passage is a large brown mass. The 'object' stands 4ft. tall and spans the entire width of the corridor.

The object is in fact a rare plant that can only be found growing on Fire Island called a Syranix fungus (see Appendix 1 - New Monsters).

If the characters attempt to climb over the fungus they must make a skill (Climb) check (DC12). Although the fungus is soft it will hold the characters weight comfortably.

4. Room with a ...Pit (EL1)

When the characters arrive at the door they will notice that there is a small, sliding metal panel on it. If they slide the panel aside and look into the room, Read the following:





You can see that directly beyond the door is a pit. Hanging on the far wall are two hooks. A rope hangs on one of the hooks.

The pit is 8ft. across. If the characters want to jump the pit, they will have to do a standing jump since there is not enough room to make a running jump. If the characters decide to jump the pit they must make a successful skill (Jump) check (DC20). If they fail they will fall into the 30ft. deep pit and take 3D6 damage.

If the characters enter the room without checking, they must make a Reflex save (DC15) to avoid falling into the pit. Characters that do fall down the pit will have to make a successful skill (Climb) check (DC10) to climb out.

The rope hanging on the far side of the pit is 50ft. long and weighs 10lbs.

5. Orcs (EL5)

When the characters are within 15ft. of the east passage ask them to make a skill (Listen) check (DC7). If they are successful they can hear talking coming from around the corner. The voices are low, but the characters will easily recognise the language as Orc if they speak that language, although they cannot make out what is being said.

If the two Orcs have heard the characters approaching they will wait around the corner and attack the characters at the most opportune moment

Orcs, Medium humanoid (2) Ftr3 (both): CR 3 each; Size M (6 ft., 0 in. tall); HD 3D10+3; hp 23, 28; Init +7 (+3 Dex, +4 Improved initiative); Spd 20 ft. (Splint mail) base 30ft.; AC 16 (Splint mail); Attack +7 melee (Morningstar 1D8 +3); SV Fort +4, Ref +6, Will +0; AL CE; Str 16, Dex 16, Con 12, Int 3, Wis 9, Cha 9. Languages Spoken: Orc. Skills and feats: Hide -4, Listen +2, Move silently -4, Spot +5; Alertness, Dodge, Improved initiative, Weapon focus (Morningstar). Equipment: Morningstar and Splint mail each. One of the Orcs has 1gp (see MM for more information on Orcs).

6. One Down...(EL2)

If the characters open the door, read the following:

The door opens to reveal a gruesome sight. A wooden frame with long spikes has sprung up from the floor impaling one of the Barbarians that entered the dungeon before the characters. A recess in the far wall holds a small wooden table, standing on the table is a silver goblet.

The Barbarian is dead. He has no equipment except his Battleaxe, which is laying on the floor and a potion of Cure Light Wounds tucked into his loincloth. The Battleaxe is a magical Battleaxe +2 and the Potion of Cure Light Wounds will heal 1D8+1 hit points.

If the characters approach the goblet, read them the following:

As you near the silver goblet, you can see that it is full of a red liquid.

Trap: If anyone picks up the goblet they will release a switch that will fire a poison dart from within one of the table legs.



Poison Dart Trap: CR 5; Ranged +10 (Dart 1D3 + Poison); Search (DC24); Disable device (DC20).

Doom Seed Poison: Injury; Fortification save (DC17); Initial damage 3D6 hit points; Secondary damage 3D6 hit points

The red liquid is coloured water and has no effect on the character if drunk. The silver goblet weighs 2lb and is worth 30gp.

7. A Neanderthal (EL1)

If the characters look along this corridor, read them the following:

Standing in the corridor is a large humanoid wearing hide armour and carrying a club.

The Neanderthal is facing north when first encountered. If he spots the characters he will attack.

Tactic: The Neanderthal will charge along the corridor at the nearest character.

Neanderthal, medium humanoid: CR ½; Size M (5 ft., 11 in. tall); HD 2D8 +4; hp 16; Init +0; Spd 20 ft. (Hide Armour) 30ft. base; AC 14 (+1 Natural and Hide Armour); Attack +5 melee (Club 1D6 +4); SV Fort +5, Ref +0, Will +0; AL CN; Str 18, Dex 10, Con 15, Int 6, Wis 11, Cha 8. Languages Spoken: None. Skills and feats: Climb +4 and jump +3; Power attack. Equipment: Hide Armour, a Club. (see **Appendix 1 - New Monsters**)

The Neanderthal is wearing a leather wristband with four rat skulls hanging from it. The wristband is cursed. If any character wears the cursed wristband they will lose 4 temporary points of Dexterity. This ability loss can be regained by a lesser restoration spell or natural rest.



8. The Bell of Quaking! (EL2)

As the characters approach, read the following:

Hanging from the ceiling in the centre of the corridor is a bell.

Trap: The bell is the magical Bell of Quaking (see Appendix 2 - New magic). If a character rings the bell it makes the dull clanking sound of a death toll and will send out high powered shock waves that cause 2D6 damage each round, Fort save (DC16) for half damage, to anyone stood within 20ft. Any glass within the area of effect will shatter without a save (potion bottles etc.). The bell must be covered with something soft to stop the effect or it will continue to ring for 1D4 hours.

Bell Trap: CR 4; no attack roll (Shock waves 2D6 damage per round); Fortification save (DC16) for half damage; Search (DC35); Disable device (DC35).

The bell is secured to the ceiling by a solid metal ring that is set into the stone. Any character who attempts to remove the bell must make an ability (Strength) check (DC35) to succeed.

9. Fighting Hobgoblins (EL5)

Any character that comes within 20ft. of the fighting Hobgoblins must make a skill (Listen) check (DC8). If they are successful, they can hear punching, grunting and shouting coming from the corridor ahead.

DM's note: If the characters rang the Bell of Quaking, the Hobgoblins will wait until the sound subsides (they know what the bell is) and then come and investigate, leaving the leather bag on the floor. If the Hobgoblins spot the characters they will attack at the most opportune moment.

As the characters approach, read them the following:

Ahead, in the dim light, you can see two humanoid creatures fighting, punching and kicking each other furiously.

If the characters make a skill (Spot) check (DC10) they will see a leather bag lying against the west wall of the corridor.

The Hobgoblins are arguing over whom should have the leather bag and its contents.

Because the Hobgoblins are too busy with their own business they are at -4 to Spot and Listen checks. If the Hobgoblins spot the characters they will draw their Short Swords and attack.

If the characters stop to watch the fight and are not spotted by the Hobgoblins read the following:

The fight seems quite even with both creatures exchanging blow for blow. One of the Hobgoblins holds up his hands in defeat. The victorious creature goes to the bag and picks it up. Both creatures then shake hands and start talking.

Both creatures will have suffered 15 points of subdual damage each.

Hobgoblins, medium humanoid's (2) Ftr 3 (both): CR 3; Size M (7 ft., 0 in. tall); HD 3D10+12; hp 28, 35; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +6 melee (Shortsword 1D6 +2); SV Fort +7, Ref +4, Will +2; AL CE; Str 14, Dex 17, Con 18, Int 13, Wis 12, Cha 13.

Languages Spoken: Common, Goblin. Skills and feats: Hide +5, Listen +1, Move silently +7, Spot +1; Alertness, Dodge, Power attack and Weapon focus (Shortsword). Equipment: Shortsword (each)

In the leather bag is a corked earthenware jug containing a pint of strong acid. If a character drinks some of the acid he will suffer 1D6 damage.

10. Pole Trap (EL3)

If the characters walk down this corridor, read them the following:

Ahead you can see a strange obstruction: a line of twelve wooden poles across the tunnel. The poles are set into the walls at 3ft. intervals and stand about 1ft. off the floor.

Trap: Set into the walls between the first and twelfth poles are 200 darts. A pressure plate runs along the floor from the third pole, to the twelfth pole. If any weight is applied to the pressure plate, the darts will fire. Any character stood on the pressure plate between the first and twelfth poles will be hit by 3D6 of the darts.

The first, second, fourth, fifth, seventh, eighth, tenth, eleventh and twelfth poles are very strong and are able to support 300lbs in weight. The third, sixth and ninth poles are painted wax and will break if any weight is applied. A character must make a skill (Balance) check (DC8) to step from pole to pole.

Pole Trap: CR 3; Ranged +11 (Dart 1D4 each); Search (DC25); Disable device (DC20).

11. Emerald Eyes (EL6)

This cavern is 30ft. high. If the characters enter the cavern, read them the following:

The passage opens into a high ceiling cavern. There is a large Idol in the centre of the cavern, standing approximately 18ft. tall. In its eye sockets are gems that look about the size of a man's clenched fist.

Standing either side of the Idol are two statues of bird-like creatures. These creatures stand about 9ft. tall and have large beaks.

The statues are Winged Guardians. Unless the right eye is removed these creatures will remain as rock statues (see below).

The Idol is in the shape of a fat human sitting in the Lotus position. The Idol is made of metal and is polished to high sheen making it difficult to climb.

If any character attempts to climb the Idol to get to the eyes, they must make a successful skill (Climb) check (DC15).

Trap: The right eye looks like a fist sized emerald but is in fact made of coloured sugar glass and is very delicate. Any attempt to remove the 'gem' and it will shatter and release a poisonous gas. If a character falls unconscious due to the Demon Breath Poison, she will fall from the Idol and take 1D6 damage.

Fake Gem Trap: CR 6; no attack roll (Poison cloud 5ft. radius); Search (DC25), Disable (DC25).

Demon Breath Poison: Inhaled; Fortification save (DC18); Initial Unconscious (1D3 hours); Secondary 2D6 hit points damage.





If the left gemstone is removed the Winged Guardians will come to life and will fly up to attack the characters on the Idol. If any characters fight the creatures while still on the Idol, they will lose their Dexterity bonus to AC due to their lack of manoeuvrability.

Winged Guardians (2): hp 27, 30 (see Appendix 1 - New Monsters)

The left eye is a large emerald that is worth 5000gp. The emerald is used to open the door in encounter 57 and is vital to the success of the adventure.

12. Take the Test (EL6)

The door to this room is open (the door opens inwards). The room is empty but several small holes can be seen on the west wall.

Trap: DM's note: If the door is blocked in some way nothing will happen.

As soon as the first character steps into the room the door will slam shut behind them, ability (Strength) check (DC15) to stop the door from closing, (The door is magical and has damage reduction 30 / +3). A voice will speak to the character (or possibly characters) caught inside the room, "Welcome to the Deathtrap Dungeon, the ingenious killer labyrinth that was devised by my master. I trust you will pay your respects to my master by shouting out his name?"

If the characters shout out the name 'Sukumvit' or praise to Sukumvit in some way the voice will answer, but this time its tone is full of contempt and derision, "So, we have a snivelling weed in our midst do we? My master has a special gift for such a loathsome creep". Water starts to pour into the room from the holes in the wall. The characters have just 2 minutes before the room is filled with water and they start to

drown (please refer to DMG Chapter 3, Water Dangers for more information).

If the characters shout an insult to Sukumvit the voice will answer, but this time in a far less threatening tone, "Good, my master likes those who show spirit. Take this gift; it is a magical ring that will protect you". The ring will appear from out of thin air at the characters feet and the door will open. The ring is a Ring of Protection +3

This trap will reset in 24 hours.

Flooded Room Trap: CR 10; no attack roll (Drown); no save; Search (DC30); Disable device (DC30).

13. Fly's Nest (EL2)

If the characters open the door they will see that it leads into a high cavern (30ft. high). If the characters enter the cavern, read them the following:

As your eyes adjust to the dim light, you can see that the walls are covered in a green algae and running with moisture. The floor is strewn with straw. The atmosphere is warm, damp and fetid.

If the characters make a successful skill (Listen) check (DC10) they can hear a low buzzing noise emanating from somewhere high up in the cavern. The noise is being made by a Giant Fly which lives in a cave near the cavern roof: the cave is 15ft. deep and is empty.

If the characters make a successful skill (Spot) check (DC14) they can see a shallow pit towards the rear of the cavern, the contents of which appears to be moving. If the characters investigate the pit, read them the following:

The pit is full of writhing worm like creatures. Some of the creatures are 3ft. long. The undulating mass of worm-like beings is swarming around a dagger that is point down and held fast in a crack in the floor.

The worm-like creatures are in fact Giant Fly larvae. Any character can reach in and pull out the dagger without a skill or ability check. If the characters retrieve the Dagger, read them the following:

The hilt of the dagger is cased in black leather and studded with opals. The blade is fashioned from a reddish-black metal that you have never seen before and is emblazoned with runes.

The Dagger is a magical Dagger +3.

As soon as the Dagger is removed, the larvae start to make a high-pitched whining sound which is too high-pitched to be detected by the characters. The sound will alert the Giant Fly, it will then fly down and attack the characters

Giant Fly: hp 18 (see Appendix 1 - New Monsters)

Tactic: The Giant Fly will attempt to grab one of the smaller characters and fly them up to the roof where it will drop them (3D6 damage for the 30ft. drop). It will then continue its attack as normal.

14. Rock Grubs (EL4)

When the characters reach location 14a (marked on the map) ask them to make a skill (Listen) check (DC7) if they are successful they can hear a rumbling noise





coming from behind the wall. The noise gets louder by the second.

The noise is being made by an approaching Rock Grub that is about to burst through the wall.

If any of the characters are stood in the two squares immediately adjacent to where the Rock Grub will emerge they will be showered by collapsing rock causing 4D6 damage, Reflex save (DC14) for half damage.

The Rock Grub will attack the characters.

Rock Grub: hp 35 (see **Appendix 1 - New Monsters**)

If the characters kill the Rock Grub they are free to explore the borehole it has created. The borehole is not lit and is very dark. Characters without Darkvision will require a light source to see.

The borehole is very long and only wide enough to walk in single file. When the characters get within 20ft. of location 14b (marked on the map) ask them to make a skill (Listen) check (DC8) if they are successful they can hear something large moving along the borehole towards them. The noise is another Rock Grub (the first Rock Grub's mate). It has heard the characters and will charge down the borehole to attack.

Rock Grub: hp 29 (see **Appendix 1 - New Monsters**)

Just beyond location 14b there has been a cave-in that blocks any further advance along the borehole.

If the characters do not venture into the borehole the second Rock Grub will not advance beyond location 14b.

15. The Cursed Mirror (EL5)

As the characters approach, read them the following:

A large mirror reaching from the floor to the ceiling hangs on the end wall. In the dim light you just about make out your own reflection.

The mirror is in fact a Mirror of Ill Reflection (see **Appendix 2 - New Magic**). If the characters move closer to the mirror to get a better look at their own reflection they will see that it is distorted: their heads will look big and round like a pumpkin and their body malformed. Characters looking at their distorted reflection will all of a sudden, without warning, feel a terrible pain in their heads and bodies. The mirror is attempting to distort the characters bodies to match their reflections! Characters viewing their reflection must make a Fortitude save (DC15). If they are successful, the pain will subside. If they are unsuccessful they will suffer 3D6 Constitution damage (permanent) and fall unconscious. The effected character will wake 1 hour later and look like their reflection did earlier (with additional loses of 1D6 Dex and 2D6 Chr both permanent). These effects are only reversible with a Break Enchantment spell.

16. Another Pit (EL2)

As the characters approach the pit, read the following:

Ahead of you, a pit spans the width of the corridor. The pit is about 12ft wide. Hanging from the ceiling (located approximately in the centre of the pit) is a rope.

Trap: The rope hanging from the ceiling has been cut almost in two just a couple of feet from the top. Any

character that makes a successful skill (Spot) check (DC18) will notice the rope has been severed. Any weight applied to the rope will snap it. If a character jumps to grab the rope they must make a successful skill (Jump) check (DC11 for a running jump or DC16 for a standing jump). If the character grabs the rope, it will snap and send them plummeting to the bottom of the pit which is 30ft. deep.

Severed Rope Trap: CR 1; no attack (3D6 Falling damage); no save; Search (DC18).

If the characters either fall to the bottom of the pit or lower themselves they will find the floor littered with humanoid bones. If the characters make a successful skill (Search) check (DC12) they will find an Orb made of blood red ruby (The Orb has no use in this adventure; it is worth 400gp)

Climbing out of the pit requires a skill (Climb) check (DC15)

17. The First Trialmaster (EL10)

If the characters open the door, read the following:

The room is lit by 100's of candles and full of the most finely crafted and life-like statues that you have ever seen.

This room belongs to Horath the Trialmaster. Horath is Invisible and standing behind one of the statues at the back of the room. Horath will wait until the first character enters the room, he will then cast a Wall of Force across the doorway preventing any other characters from entering. Horath will then jump out from behind the statues, read the following:





"Oh good", the old man says. "Another statue for my collection? Have you come to join your friends? Now, I am a reasonable man and so I'll ask you a question. If you answer correctly you will be rewarded. If you answer incorrectly, you will remain here as one of my statues".

If the character attempts to attack Horath, he has readied a Wall of Force spell with the trigger being any character that comes within 10ft. of him. If they persist in their attack, read them the following:

Attacking me is not wise. I am one of the Dungeon's Trialmasters and a powerful Sorcerer. Answering my question is your only chance of survival.

If the character waits for the Trialmaster to ask his question, read them the following:

The old man points at one of the statues. You recognize it immediately. It is the Knight who started the Trial of Champions. The old man smiles and says, "This man weighs 100lbs plus half his weight. How much does he weigh? 100lbs, 150lbs or 200lbs?"

The answer to this question is 200lbs; The Knight's initial weight is 200lbs. Half of 200lbs = 100lbs. The question says 'This man weighs 100lbs +half his weight' (100lbs +100lbs = 200lbs).

If the character answers correctly the old man says, "Well done stranger. Here is your reward". He will hand the character a ring and wish them good luck. Horath will dispel the Wall of Force, turn invisible again and hide behind the statues. He will not ask this question again until the next Trial of Champions. The ring is a Ring of Dexterity (+4).

If the character answers the question incorrectly (the Trialmaster will take the characters first answer only), Horath stares at the character through the Eyes of Petrification (see DMG Chapter 8, Wondrous Items). The character must make a Fortitude save (DC19) or be turned to stone. If the characters save, Horath will continue in his attempts to turn them to stone until they leave or he is killed.

Horath, The Trialmaster, male human Sor10: CR 10; Size M (5 ft., 9 in. tall); HD 10D4; hp 37; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 18 (+1 Dex, Ring of Protection +3, Mage Armour spell +4); Attack +5 melee (Unarmed strike 1D3 +0 subdual); SV Fort +5, Ref +4, Will +6; AL N; Str 10, Dex 12, Con 10, Int 16, Wis 9, Cha 16. Languages Spoken: Common, Draconic, Gnoll. Skills and feats: Concentration +15, Hide +7, Listen +5, Move silently +5, Scry +12, Spot +3; Craft rod, Enlarge spell, Great fortitude, Improved initiative, Spell penetration. Equipment: Ring of Protection +4, Eyes of Petrification

Sorcerer Spells Known (6 / 7 / 7 / 7 / 5 / 3): 0th -- Dancing Lights, Detect Magic, Flare, Ghost Sound, Light, Mage Hand, Mending, Prestidigitation, Read Magic. 1st -- Charm Person, Magic Missile, Mage Armour, Shield, Spider Climb. 2nd -- Acid Arrow, Blur, Invisibility, Whispering Wind. 3rd -- Fireball, Sepia Snake Sigil, Summon Monster III. 4th -- Dimension Door, Minor Globe of Invulnerability. 5th - Wall of Force (cast once already)

18. Skeleton Warrior (EL4)

If the characters open the door, read the following:

Directly opposite, in the west wall, is an ornately decorated alcove. Stairs can be seen leading down through the alcove.

Positioned against the north wall, is a skeletal warrior sitting in a stone chair. The dead warrior is clad in Scale mail Armour with his Sword still in his left hand. Clenched in his right hand is a parchment.

If a character touches the parchment, the stone chair or the Skeleton, the Skeleton will attack:

Skeleton Warrior: hp 40 (see Appendix 1 - New Monsters)

If the characters defeat the Skeleton Warrior, they are free to take the parchment.

On the parchment is a poem, which reads:

Should you meet the Manticore, of its tail beware, Shield yourself against the spikes, Flying through the air.

The stairs (marked stairs 1 on the map) lead to room 20. Award the party 2 Luck points for finding the warning.

19. Rolling Ball Trap (EL5)

If the characters walk up this passage, read them the following:

The passageway leading north starts to climb up hill. It seems to continue north for some distance with no sign of a door.

Trap: There is a pressure plate located at position 19a on the map. If a character steps on the pressure plate it will release a huge 5ft. diameter steel ball from location 19b on the map. The ball is located in an alcove in the top of the north wall and will roll down at 45 degrees on metal runners until it reaches the floor. The passage way slopes to the south and the steel ball will roll down it gathering speed very quickly. If the players do not outrun the steel ball it will run over them causing 8D6 damage. If the characters run, they must make a Reflex save (DC18) in order to reach the first door before the steel ball. The steel ball will come to rest at the end of the corridor next to the pit.

Steel Ball Trap: CR 4; no attack roll (8D6 damage); Reflex save (DC18) avoids; Search (DC18); Disable device (DC20).

20. Mushrooms (EL2)

The stairs leading down from room 18 end at an unlocked door. If the characters open the door, read them the following:

The door opens to reveal a room. Rotting foodstuffs and old debris are strewn about the floor. The smell in here is nauseating.

If the characters make a successful skill (Search) check (DC12) they will find some large mushrooms growing amongst the rotting vegetation by the north wall.

The mushrooms are poisonous.

Poisonous Mushrooms: Ingested; Fortitude save (DC15); Initial 2D6 hit points; Secondary 2D6 hit points.



The door in the west wall leads to another set of stairs, which lead up for about 10ft. At the top of the stairs is a corridor with a low (4ft.) ceiling. There is a trapdoor in the ceiling that opens into room 21

21. Goblins (EL1)

While stood under the trapdoor, ask the characters to make a skill (Listen) check (DC7). If they are successful they can hear talking in the Goblin tongue (If the characters talk Goblin).

If the players open the trapdoor, read the following:

In the room are two Goblins sharpening their Short Swords on a whetstone. There are doors in the north and west walls. A cupboard stands against the south wall

If the Goblins spot the characters, they will attack **Goblins (2):** hp 7, 6; Both have Short Swords (1D6 -1) and wear Chainmail shirts (see MM for more information on Goblins)

If the characters look in the cupboard they will find a wooden mallet and 10 iron spikes.

22. A Prison Cell (EL0)

As the characters approach the door, read them the following:

Pinned to the front of the door is a decaying human hand.

The door is locked. If the characters open the door, read them the following:

Chained to the wall by his left hand is a man in tattered clothing. His right hand is missing. "Mercy, please do not kill me I beg of you", the man stammers. He covers away from you as far as his chains will allow.

If the players free the man, either by cutting the metal chain (hardness 5; hp 5) or opening the lock (DC20) he drops to his knees and thanks them. He tells them his brief story:

The man is Lian of Gilford. He was a contender in the Trial of Champions 4 years ago, but fell into a pit and had to be rescued by a Trialmaster. The Trialmaster gave him the option of either a quick death or a lifetime's service to him within the Deathtrap Dungeon. Lian chose the latter. His life here has been miserable. 1 year ago he tried to escape but was captured. As punishment his right hand was cut off and pinned to his prison door.

Lian offers the Characters this advice, which he has learned from the Trialmasters over the years: In order to escape this Dungeon you must collect 3 precious stones. Without them, it is impossible to get out. Lian does not know why the precious stones are important.

Once he has told his story and offered his advice he will leave the prison and turn left, thanking the characters as he goes. Lian will take the quickest route back to the start of the Dungeon.

Lian, male human Ftr1: CR 1; Size M (5 ft., 10 in. tall); HD 1D10-2; hp 4; Init -3; Spd 30 ft.; AC 7 (-3 Dex); Attack +1 melee (unarmed strike 1D3 subdual); SV Fort +0, Ref -3, Will -2; AL N; Str 10, Dex 5, Con 7, Int 12, Wis 7, Cha 13. Languages Spoken: Common,

Draconic. Skills and feats: Balance -2, Hide +0, Listen -2, Move silently -2, Spot -2; No feats

Award the party 3 Luck points if they learn the clue about needing the gemstones.

23. An Old Sewer Pipe (EL2)

As the characters approach, read them the following:

Just ahead in the west wall you can see an open sewer pipe that is about 3ft. in diameter.

If the characters crawl into the pipe they will find it wet, slimy and very dark. A character without Darkvision will need a light source to see. The pipe seems to continue on for quite some distance.

If a character ventures into the sewer pipe, he will find a small box (6 in. high by 1ft. wide). The box contains an iron key (the key is important and is used to open the door in encounter 49) and a large sapphire (the sapphire is used to open the door in encounter 57 and is vital to the success of the adventure). The sapphire is worth 3000gp.

10ft. beyond where the box is found, the sewer pipe bends 90° downward. A character without a light source or Darkvision must make a Reflex save (DC14) or fall down the sewer pipe to their death 1000ft. below.

24. Skull Trap (EL5)

If the characters open the door to this room, read them the following:

This room is empty except for an ornately carved table that is set into the centre of the north wall. The table has been carved to look like a serpent-demon and stands 3ft. tall. On top of the table is a human skull with amethyst gemstones set into the eye sockets. Lying on the floor by the table are two balls; one appears to be made of metal and is approximately 5 inches in diameter, the other appears to be wooden and is approximately 10 inches in diameter.

Trap: If any character picks up the skull they will trigger a switch which will fire 8 crossbows hidden within the east and west walls. The balls on the floor are a trick to lead the characters into thinking that they can replace the skull with one of the balls that weighs the same as the Skull. Any attempt to replace the skull with one of the balls will set off the trap.

Crossbow Trap: CR 7; Ranged +8 (8x Heavy Crossbows 1D10 each); Search (DC20); Disable device (DC25)

The amethysts have no use in this adventure and are worth 200gp each.

25. The Mirror Demon (EL5)

As the characters turn the corner, read the following:

As you turn the corner you behold a strange sight. The passageway is lined on both sides with mirrors for some 30ft. A human skeleton appears to be pulled halfway through the mirror along the right-hand wall.

If the characters proceed along this corridor, read them the following:

Suddenly a grotesque creature with 4 arms and 4 screaming faces emerges from the mirror barring





your way. The creature walks slowly towards you with its arms outstretched.

This creature is a Mirror Demon it will attack any characters between the mirrors. The creature will not advance beyond the mirrors.

The Mirror Demon has a weakness. If the characters manage to smash one of the mirrors on either side of the passage way the Demon will also smash and die (see **Appendix 1 - New Monsters**).

The mirrors are magical and have AC 12; 5 hp and damage reduction 15 / +1

Mirror Demon: hp 40 (see **Appendix 1 - New Monsters**)

26. Double Staircase (EL2)

As the characters approach the staircase, read them the following:

In front of you are two flights of stairs leading to an upper level. A banister made of rat skulls separates the stairs.

Trap: The fourth step on the right-hand staircase is made of very thin wood. If any weight is applied to the step it will break. Under the step are several rats that will attack the character who broke the step. The rats are diseased.

Rat Trap: CR 2; attack (Rats - see below + disease); Reflex save (DC15) avoids; Search (DC15); Disable device (DC15)

Rats (6): hp 1 each; damage 1D3 -4 (1 + disease). (see MM, Appendix 1 for more information on Rats)

Rats Disease: Injury; Fortification save (DC15); Incubation 1 day; 1D6 Con



27. Throm the Barbarian (EL4)

As the characters approach 27a (located on the map) read them the following:

Lying on the floor are the bodies of two Orc guards.

If the characters search the bodies they will find that one of the Orcs wears a necklace of teeth. The necklace of teeth is magical. Any character that wears the necklace will receive a +2 enhancement to their Strength (while wearing it).

Standing at the T-junction at location 27b is one of the Barbarians who started the Trial of Champions just before the characters did. The Barbarian's name is Throm. He is deciding which way to go. If the characters speak to Throm, he gives gruff, one word answers. He tells the characters that he is heading west and if they want to accompany him they may.

If the characters are threatening towards Throm or attack him, he will fight to the death.

Throm, male human Ftr5: CR 5; Size M (6 ft., 0 in. tall); HD 5D10+10; hp 45; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+4 Dex); Attack +11 melee (Battleaxe 1D8 +7); SV Fort +6, Ref +5, Will +3; AL N; Str 19, Dex 18, Con 15, Int 10, Wis 11, Cha 9. Languages Spoken: Common and Orc. Skills and feats: Hide +4, Listen +2, Move silently +10, Search +3, Spot +3, Swim +10; Dodge, Improved initiative, Iron will, Quick draw, Weapon focus (Battleaxe), Weapon specialization (Battleaxe). Equipment: Battleaxe +1, fur boots and loincloth, 50ft. of rope (found in the dungeon).

28. A Note (EL0)

As the characters approach the dead end, read them the following:

Pinned to the west wall is an old brown piece of parchment

If any of the characters read the parchment it says: 'Beware the Trialmasters'. The warning has been written in blood.

29. Pit Shaft (EL1)

DM's note: If Throm the Barbarian is still alive and whether or not the characters have decided to accompany him, he will be stood at the edge of the pit looking down (map location 29a).

The passageway ends at a large pit. The cavity spans the entire width of the passageway and there appears to be no way onwards (except downwards).

The pit is 50ft. deep. Any character that falls into the pit will suffer 5D6 Falling damage. Any character who attempts to climb down the pit without the aid of a rope must make a successful skill (Climb) check (DC15). At the bottom of the pit there is a passageway that leads north (map location 29b). There is nothing else at the bottom of the pit.

If Throm is still alive he will offer to lower a rope into the pit and hold his end until the characters have climbed down to investigate (Throm's stats can be found in encounter 27). Whether the characters want his help or not Throm will climb down after the characters.





30. Books! (EL0)

On a dusty stone shelf on the right hand side of the passageway are two leather-bound books; one is black the other is red.

If Throm is with the characters he will grunt his contempt for the written word and urge the characters not to touch them.

If the characters open the red book, read them the following:

The book is very old and decayed. The only passages that you can decipher are the following:

***Blood Beast:** It is a horrific, bloated creature with tough, spiny skin and facial blisters which burst open to become 'mock eyes', evolved to hide the Blood Beast's only weakness - its real eyes. Blood Beast's usually dwell in pools of fetid slime which give off a poisonous gas. This gas is so strong that it can easily render a man unconscious. The Blood Beast, although too large to haul itself out of its slime pool, has a long and vicious tongue which it wraps around its victims before it drags them into its pool. As the victims decompose in the vile slime, the Blood Beast will feed from it.*

If the characters open the black book, read them the following:

The pages of the book have been sealed together and a small hole cut out to hide a small vial of liquid.

The bottle is a potion of Find traps and is labelled in the common tongue.

31. Cavetrolls (EL3)

Before the characters turn the right-hand bend, ask them to make a skill (Listen) check (DC8). If they are successful, they can hear talking and footsteps coming in their direction. The language spoken is Giant.

There are two Cavetrolls coming down the passageway. If they spot the characters, they will attack **Titan Cavetrolls (2):** hp 22, 25 (see **Appendix 1 - New Monsters**)

One of the Cavetrolls has a ring made of bone on a chain around his neck. The ring is magical and is called Szordrin's Ring of Life Force with 15 hit points in it (see **Appendix 2 - New Magic**)

32. A Beautiful Cavern (EL3)

If the characters look into the cavern, read them the following:

The passageway leads into a damp, high-ceilinged (25ft. high) cavern with a rock-strewn floor. Long, dripping teeth-like stalactites hang threateningly, their constant dripping creating milky pools on the floor. The passageway carries on through a demonic shaped archway in the northeast corner of the cavern.

If the characters make a successful skill (Search) check (DC15) they will find a backpack sticking out from under a large rock.

Trap: If a character attempts to move the rock, ability (Strength) check (DC15), it will trigger a switch that

will cause several stalactites, located in the roof above the backpack, to drop.

Stalactite Trap: CR 4; Ranged +10 (5x Stalactites 1D10+4 each); Reflex save (DC18) avoids; Search (DC18); Disable device (DC20)

The backpack has stones in it.

33. The Dwarven Trialmaster (EL10)

The passageway ends at an ornately decorated oak door. If the characters open the oak door, read them the following:

The door opens to reveal a torch-lit chamber. Sitting alone on an elaborate chair is a Dwarf. The Dwarf is dressed in full Plate mail armour and has a Dwarven Waraxe in his hands.

If the characters are visible to the Dwarf he bids them to enter. If they do, the door shuts behind them. Read the characters the following:

"My name is Torgrim. I am one of Baron Sukumvit's Trialmasters. You have done well to get this far. I am here to test you, as indeed are all of the Dungeons Trialmasters. Please, do not attempt to engage me in combat as I am a worthy opponent".

If the characters attack Torgrim he will fight to the death. If the characters decide to do as the Trialmaster asks, read them the following:

"Your test is a simple one. It is that of your fighting skills. The Dwarf points to the southeast wall where a secret door opens to reveal another room. Please enter the arena".

If the characters do not enter the arena or refuse to take part in the test, Torgrim will attack them.





If the characters enter the arena (location 33a on the overlay map), read them the following:

As soon as the last person enters the arena the secret door closes. The floor of this room is covered in sawdust. Torgrim's voice can be heard echoing through the room.

"On the floor in the centre of the arena are two pieces of paper. Pick them up".

Each piece of paper has a strange word written on it; one reads 'NO CROP IS' and the other reads 'RUIN MOAT'. These words are anagrams of SCORPION and MINOTAUR. Read the characters the following:

"If you rearrange the letters on the paper you will be able to identify and choose your opponent in my Arena of Death. Now choose!"

If the characters cannot decipher the anagrams, Torgrim will release both creatures to attack them. If the characters do decipher the anagrams and choose one, Torgrim will open the secret door within the arena to release the creature (the Minotaur is at location 33b and the Large Scorpion is at location 33c on the overlay map).

Minotaur: hp 35 (see MM for more information on Minotaur's)

Monstrous Scorpion, Large: HD 8; hp 50 (see MM Appendix 2 for more information on Monstrous Scorpion, Large)

Monstrous Scorpion, Large, Poison: Injury; Fortification save (DC18); Initial 1D6 Str; Secondary 1D6 Str

If the characters defeat their opponent in the Arena, Torgrim congratulates them and opens the secret door in northeast corner of room 33 allowing the characters to continue deeper into the dungeon.

Torgrim, male Dwarf Ftr8: CR 8; Size M (4 ft., 1 in. tall); HD 8D10+16; hp 92; Init +5 (+1 Dex, +4 Improved initiative); Spd 15ft. (Plate mail armour), base 20 ft.; AC 21 (+1 Dex, Full Plate mail +2); Attack +16 /+11 melee (Dwarven Waraxe 1D10 +9); SV Fort +8, Ref +3, Will +2; AL LE; Str 18, Dex 12, Con 15, Int 14, Wis 10, Cha 11. Languages Spoken: Common, Dwarven, Gnome, Goblin. Skills and feats: Hide -4, Listen +4, Move silently -4, Spot +0; Cleave, Dodge, Improved initiative, Great Cleave, Power attack, Weapon focus (Dwarven Waraxe), Weapon specialization (Dwarven Waraxe). Equipment: Dwarven Waraxe +3, Full Plate mail +2

34. Mimic (EL4)

If the characters open the door to this room, read them the following:

The door opens to reveal a room. In the north wall are two doors. In the centre of the room is a small wooden casket.

If the characters open the casket they will find a pearl worth 800gp.

The door on the right opens into a corridor heading north. The door on the left is really a Mimic awaiting its prey. The Mimic will wait until one of the characters attempts to the door and will then attack. If none

of the characters approach the Mimic will attack at the most opportune moment.

Mimic: hp 50 (see MM for more information on Mimics)

35. One-way Secret Door (EL0)

The one-way secret door is very skilfully made and cannot be found or opened when approached from east to west. To locate the secret door when approaching from west to east the characters must make a successful skill (Search) check (DC10).

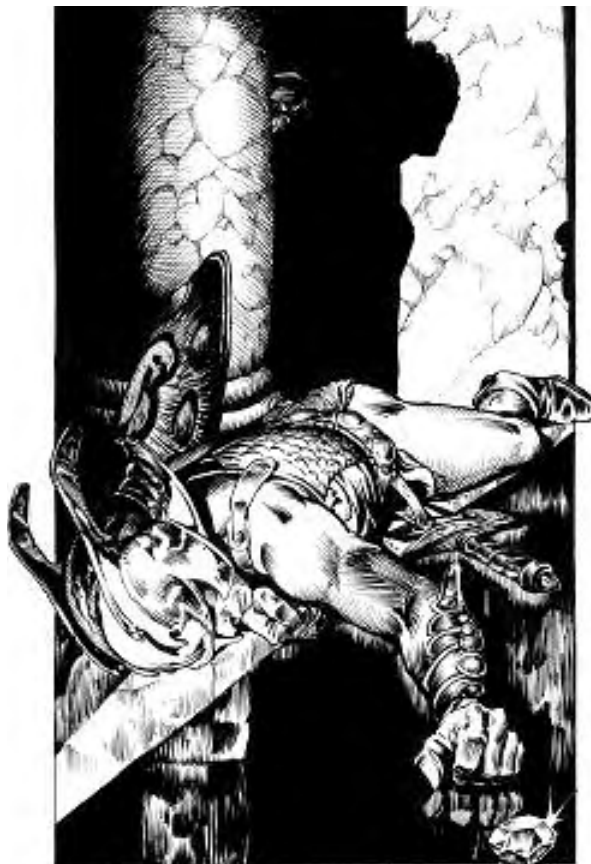
36. Its just an Illusion (EL5)

If the characters open the door, read the following:

The door opens to reveal a circular room with a low 8ft. high ceiling and smooth walls. Laying face down on the floor, just beyond the centre of the room, is an armour clad human warrior. A large diamond lies on the floor by the warrior.

Trap: The warrior and the diamond on the floor are an illusion. If the illusion is interacted with, the character can make a Will save (DC19) to disbelieve it. As soon as a character enters the room the door will slam shut behind them: Strong wooden door; hardness 5; hp 20; ability (Strength) check (DC25) to open. Once the door shuts the ceiling will start to lower. It will take the ceiling 48 seconds (8 attack rounds) to crush the characters caught in the room to death. The characters have just 6 attack rounds (36 seconds) until there is no longer enough room to wield weapons or break the door.

Crushing Ceiling Trap: CR5; no attack (Death by crushing after 8 attack rounds); no save; Search (DC26); Disable device (DC26)





37. Chute 1 (EL1)

As the characters approach the chute, read them the following:

Protruding from the west wall is the mouth of a chute. The chute is approximately 4ft. in diameter. Getting into the chute appears to be the only way to continue in this direction.

The chute is coated in a strange green slime that acts like an Oil of Slipperiness. Any character that climbs into the chute and begins to slide will find it very difficult to stop.

If a character wants to stop themselves from sliding they must make an ability (Strength) check (DC30).

The chute leads to chute 1 in room 56.

38. Swarm (EL3)

As the characters approach, read them the following:

In the south wall is a large panel of glass. Through the glass you can see a bright, torch-lit room teeming with Giant Insects of every possible description. Bees, wasps, beetles, ticks - even the mites are over 3 inches long! In the middle of the room, a jewelled Crown lies on top of a small table. What looks like a large diamond is set in the middle of the Crown.

The glass is shatterproof; a hole can be smashed in it large enough for a character to climb through but the rest of the window will not shatter.

The swarm of Giant Insects will attack any character that enters the room.

The Crown is in fact a worthless but well painted tin replica and the gem is just glass.

The Giant Insects are not treated like normal monsters. The Giant Insects form a swarm as they attack (size / reach 5ft by 5ft / 5ft.) and can move at great speed (Speed 30ft). The hundreds of diminutive insects will attack any creature within their reach (characters being attacked by the swarm of Giant Insects take 1D4+1 points of damage every round they spend within reach). In addition to the hundreds of bites and stings, the combined attacks of the insects are poisonous. A character with a large, naked flame (such as a torch) can keep the insects at bay and reduces damage taken to 1D2+1.

The Giant Insects will not follow a character out of the room.

Combined Giant Insect Poison: Injury; Fortitude save (DC12); Initial and Secondary damage 1D3 Dex.

39. The Medusa (EL7)

As the characters near the door ask them to make a skill (Listen) check (DC8). If they are successful they can hear a woman on the other side shouting for help. If the characters open the door, read the following:

The floor of this room is covered with straw. At the back of the room stands a large, drape-covered cage. The cage is about 8ft. square. There is a cord fixed to the top of the drape that runs up through an iron ring in the ceiling and hangs down to the floor. The shouts for help are coming from inside the cage.

The woman's voice belongs to a Medusa who has been put there to lure male characters in to save her.

She will attempt to persuade the characters to release her from the cage telling them to raise the drapes first. However, a character that stands within 10ft. and makes a skill (Listen) check (DC12) will hear the snakes on her head hissing. If a character raises the drapes (either by lifting it or pulling the rope) he / she will be subject to the Medusa's Petrifying Gaze attack, Fortitude save (DC15) or turn to stone.

Medusa: hp 35 (see MM for more information on Medusas)

There is nothing else in this room.

40. The Winged Helmet (EL5)

If the characters open the door, read the following:

This room is divided in two by a large 20ft.wide chasm running widthways through its centre. A sturdy looking piece of rope spans the void between two wooden stakes that have been driven into the floor on either side. On the far side there is a magnificent Winged Helmet resting on top of a short pole.

There are a couple of ways the characters could get across the chasm; tightrope walk across the rope or go hand over hand using the rope.

Tightrope walk: The character must make two successful skill (Balance) checks (DC15)

Hand over hand: The character must make two successful skill (Climb) checks (DC12)

If a character is either tightrope walking or going hand over hand and fails a roll, they must make a Reflex save (DC12) to catch hold of the rope again. If the save is failed, the character will fall the 400ft. to the bottom of the rocky chasm (20D6 Falling damage), bouncing off the rocks as he falls for 10D6 extra damage.

The Winged Helmet grants a +2 Enhancement bonus to Strength while worn.

41. Chute 3 (EL1)

As the characters approach the chute, read them the following:

Protruding from the east wall is the mouth of a chute. The chute is approximately 4ft. in diameter. Getting into the chute appears to be the only way to continue in this direction.

The chute is coated in a strange green slime that acts like an Oil of Slipperiness. Any character that climbs into the chute and begins to slide will find it very difficult to stop.

If a character wants to stop themselves from sliding they must make an ability (Strength) check (DC30).

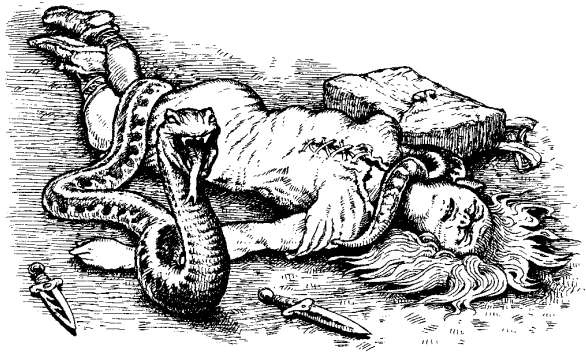
The chute leads to chute 3 in room 56.

42. Leprechauns! (EL6)

As the characters walk down this corridor, ask them to make a skill (Listen) check (DC10). If they are successful they can hear childish sniggering coming from further ahead. If the characters continue along the corridor, read them the following:

Standing in the middle of the corridor, giggling and pointing in your direction are two small, 3ft tall men. Both of these creatures have little wizened,





grey-bearded faces with twinkling eyes and pointed noses. They wear green jackets with silver buttons, green breeches, brown waistcoats, black silver-buckled shoes and high crowned hats.

The little men are Leprechauns. As soon as the characters spot them they run north up the corridor and duck into one of the secret doors.

There are eight Leprechauns in this corridor. They use the secret doors to sneak up on characters and steal objects (mainly gems and money) from their pouches and backpacks while the characters are being taunted and aggravated by the other Leprechauns as a distraction.

Secret Doors: A character must make a successful skill (Search) check (DC30) to locate the secret doors. Any character that has seen the secret doors used by the Leprechauns gains a +5 Insight bonus to find them.

Leprechauns (8): hp 25, 23, 21, 22, 25, 18, 28 and 16 (see Appendix 1 - New Monsters)

43. Chute 2 (EL1)

As the characters approach the chute, read them the following:

Protruding from the east wall is the mouth of a chute. The chute is approximately 4ft. in diameter. Getting into the chute appears to be the only way to continue in this direction.

The chute is coated in a strange green slime that acts like an Oil of Slipperiness. Any character that climbs into the chute and begins to slide will find it very difficult to stop.

If a character wants to stop themselves from sliding they must make an ability (Strength) check (DC30).

The chute leads to chute 2 in room 56.

44. Underwater Tunnel (EL3)

As the characters approach the pool of water, read them the following:

The corridor ends at a pool of water. The pool is approximately 8ft. wide and 5ft. long and it appears to be quite deep.

The pool is actually a water filled tunnel. The tunnel is 15ft. deep and 20ft. long. Any character that attempts to swim to the other side must make a skill (Swim) check (DC5).

45. Another Rival (EL3)

As the characters emerge from the water filled corridor in encounter 44 ask them to make a skill (Listen) check (DC18). If they are successful they can hear quiet, desperate calls for help coming from behind the first door on the left. If the characters open the door, read them the following:

Lying on the floor you is an awful sight. The Elf who started the trial just before you is in the crushing grip of a huge snake. The Elf's body is limp and lifeless.

The characters are too late to save the Elf she is dead. If left alone, the constrictor snake will not attack the characters just eat its meal. However, if harassed the snake will attack.

Lying on the floor are the Elf's possessions: 2 magical +2 Daggers; a backpack with a 4 inch high bone charm in the shape of a monkey (this object can be used against the Pit Fiend in encounter 53), a small silver mirror, some unleavened bread and a note which the Elf found earlier in the dungeon. If the characters look at the note, read them the following:

Important: find gems that unlock door to exit. 1st -, 2nd -, 3rd Diamond.

The creature in the pit eats bone. Charming.

Snake, Giant Constrictor, Huge animal: hp 50 (see MM Appendix 1, Animals for more information)

Award the party 2 Luck for finding the note.

46. Iron Grille (EL0)

As the characters walk down the corridor they will notice a large metal grille in the floor. The grille is stuck and requires a successful ability (Strength) check (DC20) to open. Under the grille is a small recess full of mud. If any character puts their hands in the mud and makes a successful skill (Search) check (DC14) they will find a grappling hook (which can be used to climb the wall in encounter 53) and a leather bag with a small brass bell in it (the bell has no use in this adventure).

47. Footprints in the Dust (EL4)

If the characters open the door, read the following:

This room is empty apart from a sturdy wooden chest lying on a shelf by the far wall. The floor is thick with dust and you can clearly see footprints leading to and from the chest.

The footprints were made by the last of the characters' rivals - The Ninja. He has already been in here and taken the Diamond from the chest but he has reset the trap behind him.

Trap: The chest is unlocked. As soon as the lid is opened poison gas is released.

Poison Gas Trap: CR4; no attack (see poison); Reflex save (DC20) avoids; Search (DC18); Disable device (DC20)

Burnt Othur Fumes: Inhaled; Fortitude save (DC18); Initial 1 Constitution (permanent); Secondary 3D6 Constitution



48. Titan Troglodytes (EL4)

As the characters approach this cavern, read them the following:

The corridor starts to widen and ahead you can see it opens into a huge cavern. The sound of many high-pitched voices can be heard emanating from within.

If the characters look into the cavern they can see 20 small creatures (about 3ft. tall) with long noses and ears dancing around a large golden effigy. These creatures are Titan Troglodytes. If they spot the characters they will attack.

Titan Troglodytes (20): hp 4 each (see Appendix 1 - New Monsters)

Running east to west through the Titan Troglodytes cavern is a fast flowing Underground River. The river is 10ft. wide and 15ft. deep. There is a very sturdy wooden bridge spanning the river. If any character jumps into the fast flowing river they must make a skill (Swim) check (DC15) or start to drown. Any character that attempts to swim into the mountain will drown.

49. The Door to Freedom? (EL0)

The corridor ends at a large, sturdy looking wooden door. The door is locked but not trapped. The door can be opened by the iron key found in encounter 23 or it can be forced open or the lock picked.

Door: Strong Wooden; Hardness 5; hp 20; ability (Strength) check (DC25) to force open; skill (Open Lock) check (DC30) to pick the lock.

50. To the Next Level (EL1)

As the characters walk around the corner, read them the following:

The tunnel bends sharply to the right, and around the corner you see a little old man with a long beard cowering behind a wicker basket. The basket is tied to a rope, the other end of which disappears into a large hole in the ceiling. "Do not attack me. I pose no threat to you. I am simply here to help", says the old man in a worried voice.

If the characters don't attack the man he continues:

"If you would be so kind as to offer me some remuneration I will gladly have you hauled up in the basket to the upper level, and believe me that is where you want to be".

The old man is Thomas of Anvil. He has worked in the Dungeon for over 12 years now since failing one of the Trial Masters tests and being enslaved for life. Thomas's idea of remuneration is absolutely anything that he is offered. It could be the small bell that might have been found in encounter 46 or a few coins or some food. Thomas is grateful for anything. Once he has been paid, Thomas will shout up to someone called 'Ivy' and the basket will start to rise. The basket can take 4 people at a time and will transport the characters to location 51.

If the characters refuse to pay Thomas, he will not shout for Ivy the Hilltroll (in encounter 51) to pull the characters up. Thomas is quite cowardly and will cave in to the characters demands if threatened. However,



he is also vindictive (and scared of the Trialmasters) and will shout a warning to Ivy if he feels it is safe to do so.

Thomas of Anvil, male human (aged 60): CR 1; Size M (6 ft., 0 in. tall); HD 1D10-3; hp 3; Init -2 (-2 Dex); Spd 30 ft.; AC 8 (-2 Dex); Attack -1 melee (unarmed attack 1D3 -2); SV Fort -1, Ref -2, Will +1; AL NG; Str 7, Dex 7, Con 5, Int 12, Wis 12, Cha 12. Languages Spoken: Common, Troll. Skills and feats: Hide -1, Listen +1, Move silently -2, Spot -2; no feats. Equipment: 4gp

51. Ivy's Room (EL4)

If the players are being pulled up by Ivy the Hilltroll, read them the following:

The rope goes taut and the basket begins to make jerky movements upwards. Once the basket has cleared the hole you can see the creature that is pulling you up - a huge female Hilltroll. She grabs the basket with one hand and pulls it away from the hole, "Get out", orders the Hilltroll grabbing her huge Greataxe. "I want paying too".

Ivy will only accept money (minimum of 10gp per character) or gems as payment. If the characters refuse to pay the Hilltroll she will attack. If the characters pay Ivy she will escort them past the dogs in encounter 52.





Ivy the Hilltroll: hp 50 (see Appendix 1 - New Monsters)

There is nothing in Ivy's room

52. Guard Dogs (EL2)

When the characters leave Ivy's room ask them to make a skill (Listen) check (DC7). If they are successful they can hear snarling coming from further up the passage. The snarling is coming from two guard dogs that will attack anyone not accompanied by Ivy.

Dogs (2): hp 8, 10 (see MM Appendix 1, Animals for more information)

53. The Pit Fiend (EL8)

DM's note: The passageway ceiling is becoming higher, and higher. Once it reaches the wall it is around 40ft. high

As the characters approach the wall read them the following:

The passage veers to the north and comes to an end at a high man-made wall with a door. From the other side you can hear a terrifying roar.

If a character makes a successful skill (Spot) check (DC15) they will see that the man-made wall does not go all the way to the ceiling. There is a 5ft gap at the top. The surface of the wall has been created very smooth. Any character who attempts to climb the wall without a rope and grappling iron must make a skill (Climb) check (DC25)

If the characters have found the rope and grappling iron (from encounters: 4 and 46 respectively) they may try to use these to climb up to the gap at the top of the man-made wall. In order for a character to successfully throw the grappling iron into the gap, he must make an ability (Dexterity) check (DC18). If the grappling hook and rope is used a character must make a successful skill (Climb) check (DC5) to scale the wall.

If the characters climb the wall read the following:

On the other side of the wall is a huge 40ft. high cavern. Thrashing around in a large sand-covered pit in the centre of the cavern is a huge, bipedal, dinosaur-like monster. Its tough hide is a mottled green colour and it stands over 15ft. tall. Rows and rows of razor sharp teeth line its gigantic jaws, which open and close with bone-snapping power. A large pair of double doors can be seen at the far end of the cavern.

The creature in the cavern is a legendary Pit Fiend. These creatures are descendents of the Dinosaur and acquired their name from the gladiatorial arenas where convicted prisoners were sent to the pits to fight these ferocious, carnivorous monsters.

If the characters enter the cavern and are spotted by the creature, it will attack.

If the characters have found the bone monkey charm and the clue of what to do with it (encounter 45), they may attempt to throw the charm into the Pit Fiend's mouth. To do this a character must make a ranged touch attack against the Pit Fiend with a -5 penalty to hit. If the character is successful, read the following:



The Pit Fiend's jaws snap around the bone monkey charm and then instantly spring open again. The bone charm has expanded to fill the creature's entire mouth. The Pit Fiend begins thrashing around the pit in an attempt to dislodge the item stuck within its jaws.

While the creature is trying to remove the stuck bone monkey charm, the characters can move past it (giving it a wide berth) without being attacked. If they attack the Pit Fiend it will fight to the best of its ability but it will not be able to use its bite attack. The Pit Fiend will free the bone monkey charm from its jaws in 3D6 minutes. If the characters are still in the cavern when it dislodges the bone monkey, it will attack.

Pit Fiend (Dinosaur, Tyrannosaurus Rex): hp 105 (see MM, Dinosaurs, Tyrannosaurus Rex for more information)

If the characters kill the Pit Fiend and look around, ask them to make a skill (Spot) check (DC15). If they are successful they will find a metal pull ring sticking out of the sand. The pull ring is attached to a trap door. The trap door leads to a small 10ft. x 10ft. room containing the following; a magical +3 Large Metal Shield and 3 potions of Cure Moderate Wounds (which heal 2D8 +3 hit points each).



54. No Weapons... (EL8)

As soon as the characters open the double doors leading from encounter 53, read them the following:

On the floor you can see a painted red line that spans the width of the corridor. A sign on the wall reads - No Weapons Beyond This Point.

You can see that the passage way continues north and opens into a large room.

The sign is a trick. Nothing untoward will happen to the characters if they do not leave their weapons behind.

The corridor continues on and opens in a marble floored room with large pillars rising up to the ceiling.

Hidden in this room (behind the first pillar on the right hand side) is the last of the characters' rivals - The Ninja. The characters need to make an opposed skill (Hide / Spot) check (DC30) to see Chien-tai the Ninja. If they pass without spotting him he will attempt to throw a poisoned dart at the rearmost character (ranged +9; 1D4 +5 +poison*). He will then attack at the most opportune moment.



Chien-tai the Ninja, male human Rog6: CR 6; Size M (5 ft., 7 in. tall); HD 6D6+6; hp 35; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+3 Dex, Leather Armour +1); Attack +9 melee (Shortsword 1D6 +4), or +9 ranged (Dart 1D4 +4 + poison*); SV Fort +3, Ref +8, Will +3; AL CE; Str 16, Dex 16, Con 12, Int 16, Wis 13, Cha 10. Languages Spoken: Common, Sylvan. Skills and feats: Balance +9, Disable device +10, Hide +12, Listen +8, Move silently +12, Spot +10, Swim +8, Tumble +12, Use Magic Device +8; Dodge, Improved unarmed strike, Weapon focus (Shortsword), Weapon

focus (Dart). Equipment: Leather Armour +1, Shortsword +1, 3x Darts +1 (poisoned*), Ninja gi (black Ninja uniform), Potion of Cure Serious Wounds (heals 3D8 +5 hit points), belt pouch with a diamond in - value 6000gp (the diamond is used to open the door in encounter 57 and is vital to the success of the adventure).

***Large Scorpion Venom Poison:** Injury; Fortitude save (DC18); Initial and Secondary 1D6 Str

55. Chute 4 (EL1)

As the characters approach the chute, read them the following:

Protruding from the east wall is the mouth of a chute. The chute is approximately 4ft. in diameter. Getting into the chute appears to be the only way to continue in this direction.

The chute is coated in a strange green slime that acts like an Oil of Slipperiness. Any character that climbs into the chute and begins to slide will find it very difficult to stop.

If a character wants to stop themselves from sliding they must make an ability (Strength) check (DC30).

The chute leads to chute 4 in room 56.

56. The Blood Beast (EL10)

The ceiling in this room is 25ft. high

The only way to reach this room is by sliding down one of the four chutes located at encounters: 37, 41, 43 and 55. When the characters arrive at this room, read them the following:

Your journey down the chute ends abruptly as you drop 10ft. to the floor in a large room. Looking around, you are met with the most hideous sight. Wallowing in a circular pool of fetid slime is a bulbous creature too horrible to believe. Its body is green and covered all over with fearsome-looking spikes. Its face is a mass of crimson blisters, one of which bursts to reveal yet another of its sinister, all-seeing eyes. A narrow 5ft. wide path leads around the edge of the pool to a tunnel in the far wall.

The four chutes that lead into this room end 10ft. up the walls. The characters will take 1D6 Falling damage when they drop out of the chute. Due to the chutes being coated in a green slime that acts like Oil of Slipperiness, it is impossible to climb back up them.

The Blood Beast cannot move out of its pool, but it will attack at the most opportune moment.

Poison Gas: The poisonous fumes spread out 10ft. beyond the edge of the pool.

Blood Beast Fumes (poison gas): Inhaled; Fortitude save (DC18); Initial Unconscious (1D3 hours); Secondary 1D6 Str + 1D6 Con.

Blood Beast: hp 70 (see Appendix 1 - New Monsters)

57. The Way Out (EL13)

DM's note: This room has a 30ft. high ceiling. This room looks similar to encounter 54. It has large pillars rising to the ceiling. A strange looking, ornate door can be seen at the far end of the room. A Manticore inhabits this room. It will attack the characters at the most opportune moment.





Manticore: hp 60 (See MM for more information on Manticore)

If the characters kill the Manticore, read following:

Out from behind one of the pillars by the strange door at the far end of the room there appears a small man. He is dressed in a tight-fitting green tunic and holds in his hand a small transparent glass ball with a shimmering green light in it. "Greetings", he says cheerfully, "I am Igbut your Trialmaster for the final test. Needless to say I am a powerful Sorcerer and my magical powers are great. Do not attempt to attack me".

If there is more than one character (both PC and NPC) present in this room, read the following:

"What is this I see?" says the Trialmaster, "Teamwork? There can only be one winner in the Trial of Champions. I suggest you sort this out before coming to see me again. You must fight to the death until one victor remains alive."

The remaining characters must now fight to the death. If they refuse to do so, Igbut will throw the glass ball at their feet where it smashes and omits a poisonous gas. Any character within a 10ft. radius of the smashed ball, except Igbut who is immune to the effects, must make a Fortitude save (DC20) or fall unconscious for 1 hour. Any characters that are out of the effective range of the gas, or pass the saving throw, will be attacked by Igbut. He will fight to the death. Any unconscious characters



will have their throats slit by Igbut after he has dealt with any survivors.

If only one character is left, read the following:

You may have learned during your quest that gems play an essential role in the Trial of Champions. The iron door in front of you is the victory exit, but there is only one way to open it. Three gems have to be put into the lock mechanism in a specific order, for the door to open. Each radiates a unique energy which will trigger the mechanism - if you do this correctly that is. I am allowed to help you to a degree, but first do you have the correct gems? Do you have an emerald?

If the character does not possess the emerald from the Idol in encounter 11 Igbut will throw a glass ball at the character's feet where it smashes and omits a poisonous gas (see above).

If the character has the emerald from the Idol in encounter 11, read the following:

"Well done", says the Trialmaster. "The next gem is a sapphire. Do you have a sapphire?"

If the character does not possess the sapphire from the sewer pipe in encounter 23 Igbut will throw a glass ball at the character's feet where it smashes and omits a poisonous gas (see above). If the character has the sapphire from the sewer pipe in encounter 23, read the following:

"Two out of three, so far so good. The last gem is a diamond. Do you possess a diamond?"

If the character does not possess the diamond which was in the Ninja's possession in encounter 54, Igbut will throw a glass ball at the character's feet where it smashes and omits a poisonous gas (see above).

If the character has the diamond which was in the Ninja's possession in encounter 54, read the following:

Igbut jumps in the air yelling, "Well done, well done. No one has ever found all three gems before! Now get ready for the final test which I will explain once and once only. As you can see the lock on this door has three slots, labelled A, B and C, each of which are of the same size and built to accept a specific gem. You have to put one of your three gems in each of the slots in the correct order. If you manage this at the first attempt, fine. However, if you put the gems in the wrong slots you will be blasted by a bolt of energy from the lock, causing you injury. As I said, I am allowed to help you a little. If you place one gem in its correct slot and the other two wrong, I will shout one crown and two skulls. If you place all three gems incorrectly I will shout three skulls. You will be allowed to try again and again until you either succeed or die. Are you ready?"

Trap: The correct sequence of the gems to open the door is: sapphire, emerald, diamond. If the gems are placed in any other sequence a bolt of energy from the lock mechanism will hit the character.

Gem Lock Trap: CR4; no attack roll (6D6+5 Electrical damage); Reflex save (DC20) for half damage; Search (DC50); Disable device (DC50)

Magical Gem Lock Door: Hardness 15; hp 100, Damage reduction 20 / +4. The door has a permanent Dimensional Anchor (see PHB Chapter 11, Spells for more information on Dimensional Anchor) spell cast on it.

Igbut, male human Sor10: CR 10; Size M (5 ft., 7 in. tall); HD 10D4; hp 27; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 melee (Unarmed attack 1D3 subdual damage), or +9 ranged (glass, gas balls - no damage); SV Fort +3, Ref +7, Will +7; AL CN; Str 10, Dex 19, Con 11, Int 18, Wis 10, Cha 15. Languages Spoken: Common, Ignan, Orc, Manticore. Skills and feats: Concentrate +15, Hide +7, Listen +6, Move silently +7, Search +9, Spellcraft +17, Spot +5, Use rope +5; Craft wand, Maximize spell, Silent spell, Scribe scroll, Skill focus (Concentrate)

Sorcerer Spells Known (6/7/7/6/5/3): 0th -- Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Prestidigitation, Ray of Frost, Read Magic. 1st -- Endure Elements, Magic Missile, Magic Aura, Shocking Grasp, Sleep. 2nd -- Blur, Invisibility, Mirror Image, Summon Monster II. 3rd -- Hold Person, Invisibility Sphere, Slow. 4th -- Arcane Eye, Dimension Door. 5th -- Summon Monster V.

If the character puts the gems in the correct sequence, read the following:

You have just enough time to hear Igbut shout, "Three crowns!", before the locks click and the heavy metal door swings open. Igbut pushes his way past you and runs for the exit in a bid for his own freedom only to fall foul of the final trap. A poison dart fired from a hidden location in the wall lodges in Igbut's head and kills him instantly.

As soon as you appear at the tunnel exit, a large crowd begins to cheer and shout. You walk down a path lined with jubilant people towards a small rostrum, and there, sitting under a colourful umbrella, is Baron Sukumvit. He looks astonished, as he never expected anyone to come through his Deathtrap Dungeon alive. Now the secret of Fang is known. As the baron rises from his chair, you climb the steps to the rostrum, bow before him and watch as his cold eyes stare at you in utter disbelief. You smile grimly as he offers you his outstretched hand. To the deafening noise of the people of Fang, Baron Sukumvit opens the chest containing your prize of 25,000gp. He then places a laurel crown on your head and proclaims you the Champion of Deathtrap Dungeon.

If Igbut is dead before the characters open the door to freedom he will not set off the final trap

Trap: A pressure plate in the floor (width of corridor and 15ft. long) will trigger a poison dart to be fired from a hidden location in the wall.

Poison Dart Trap: CR6; +15 ranged (1D4 + poison); Search (DC20); Disable device (DC30)

Black Rose Poison: Injury, Fortification save DC20: Initial 2D6 Constitution; secondary 3D6 Constitution.



APPENDIX 1- NEW MONSTERS

Blood Beast

Large Magical Beast

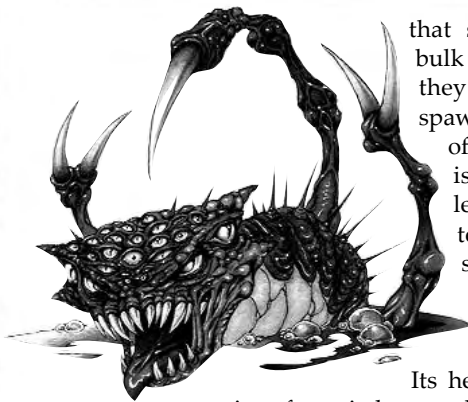
Hit Dice: 9D10+21 (hp 70)
 Initiative: -2 (Dex)
 Speed: 5 ft
 AC: 22 (-1 size, -2 Dex, +15 natural)
 Attacks: Tongue +14 melee or Bite +14 melee
 Damage: Tongue none, Bite 2D6+7
 Face / Reach: 5 ft. by 10 ft./ 5ft. or 10 ft. with tongue
 SA: Improved Grab, Acidic Slime
 SQ: Acid Immunity, Vulnerable Eyes
 Saves: Fort +8, Ref +4, Will +3
 Abilities: Str 21, Dex 6, Con 15, Int 4, Wis 11, Cha 4
 Skills: Listen +7, Spot +13
 Feats: Alertness, Toughness

Climate / Terrain: Acidic pool
 Organisation: Solitary
 Challenge Rating: 7
 Treasure: None
 Alignment: Always chaotic evil
 Advancement: 10-15 HD (Huge)

There are a number of beasts that recur again and again in the bestiaries of sages and the cautionary talks of nursemaids; their powers become more and more exaggerated through the years. Some creatures, however, turn out to be just as black as they have been painted: one such is the Blood Beast.

These monstrosities are large, at least 4 metres long, and so bloated they cannot leave the pool of foul slime





that supports their bulk from the point they were spawned. The hide of a Blood Beast is tough and leathery, protected by thin spines and coloured a disgusting grey-green. Its head appears to

consist of myriad eyes above a vacant, toothy maw. The Blood Beast's one major weakness is its eyes, although finding the two real eyes amid the vast number of false eyes on its head is often tricky - especially when one has to make the decision whilst being dragged towards the monster's maw!

Combat

The Blood Beast lies in a pool of acidic slime, and is unable to leave it although it can slowly shift itself around within the slime at its listed speed. It will try to capture prey with its tongue and drag them into its pool where it can devour them at its leisure.

Acid Immunity (Ex):

BloodBeasts takes no damage from acid-based attacks.

Acidic Slime (Ex):

The slime-pool it lives in is extremely acidic, and deals 1D6 points of Acid damage each round to anything in contact with it. This includes any creature grappling with the Blood Beast.

Improved Grab (Ex):

The Blood Beast must strike with it's tongue to use this ability. Anything grappled by the Blood Beast is then bitten automatically each round.

Vulnerable Eyes (Ex):

If an opponent wishes to strike at the creature's eyes, they must roll to hit as normal but with a -4 Circumstance penalty. Should they succeed, they inflict damage as normal. There is a 1 in 10 chance that one of the Blood Beast's real eyes is hit, which will prompt the creature to release anyone currently grappling with it and retreat into its slime, hissing in pain. The creature will then remain inactive, wallowing in misery, for at least 2D4 hours before it grows a new eye. If the blow to its real eye is delivered with a piercing weapon, and the hit is a critical hit the Blood Beast dies immediately as its brain is pierced.

Giant Fly

Medium Vermin

Hit Dice: 4D8-4 (hp 14)
 Initiative: +4 (Dex)
 Speed: 20 ft. or Fly 90 ft. (good)
 AC: 15 (+4 Dex, +1 natural)
 Attacks: Proboscis +5 melee
 Damage: Proboscis 1D6+2
 Face / Reach: 5 ft. by 5 ft./ 5ft..
 SA: None

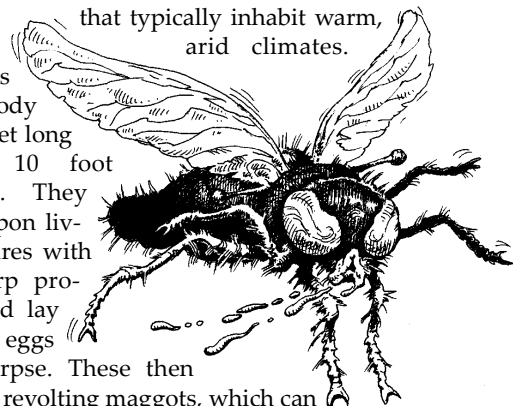
SQ: Power Lift, Vermin
 Saves: Fort +3, Ref +5, Will +1
 Abilities: Str 14, Dex 19, Con 8, Int -, Wis 11, Cha 4
 Skills: Hide +5, Listen +5, Spot +5
 Feats: None

Climate / Terrain: Warm lands and deserts
 Organisation: Solitary or group (1-3)
 Challenge Rating: 2
 Treasure: None
 Alignment: Always neutral
 Advancement: 5-6 HD (Large)

Giant Flies are loathsome carnivorous insects that typically inhabit warm, arid climates.

Giant Flies

have a body about 5 feet long with a 10 foot wingspan. They will set upon living creatures with their sharp proboscis, and lay dozens of eggs in the corpse. These then hatch into revolting maggots, which can grow to be nearly two feet long before developing into flies themselves. The parent fly will then remain in the area to protect its brood.



Combat

Giant Flies are unintelligent combatants, they will usually begin an attack by scooping an unsuspecting creature up and dropping them onto a hard surface. Thereafter they will repeatedly attack with their sharp proboscis.

Power Lift [Ex]:

Giant Flies can beat their wings furiously to enable them to lift a creature of up to medium-size into the air. They can maintain this for only 1 round.

Vermin:

The Giant Fly is vermin and is not subject to mind-affecting spells or abilities.

Leprechauns

Small Fey

Hit Dice: 6D6 (hp 21)
 Initiative: +9 (+5 Dex, +4 improved initiative)
 Speed: 20 ft. or Fly 50 ft. (perfect)
 AC: 15 (+5 Dex)
 Attacks: Leprechaun Dust +8 touch
 Damage: None
 Face / Reach: 5 ft. by 5 ft./ 5ft.
 SS: Leprechaun Dust
 SQ: Invisibility, Spell-like Abilities
 Saves: Fort +2, Ref +10, Will +5
 Abilities: Str 6, Dex 21, Con 10, Int 11, Wis 10, Cha 15





Skills: Bluff +9, Listen +5, Move Silently +10, Pick Pocket +15, Sense Motive +8, Spot +8

Feats: Improved initiative, Weapon finesse (Leprechaun Dust)

Climate / Terrain: Any land

Organisation: Solitary or Band (2-3)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: None

Many an adventurer has come to grief at the hands of a group of mischievous Leprechauns. They are small magical beings, at most a metre tall, which delight in playing tricks on unsuspecting people. They will appear out of nowhere, dressed in baggy clothes (usually coloured a dazzling spring green) and chuckling merrily. They may throw a rotten tomato, or just beckon for their victim to follow them, laughing all the time in their squeaky little voices. They will lead their new acquaintance to where their fellows lie in wait, ready to play more tricks and hopefully steal some treasure or food.

On the rare occasion that their victim shows a good sense of humour at being humiliated and robbed, the Leprechauns may become friendly and help them on their way - although they will not return what they have stolen.

Combat

Leprechauns faced with violence will throw some Leprechaun Dust in their enemies face, or failing that fly away invisibly. Paralysed foes will be looted for all they are worth. Leprechauns do not kill their victims, unless some of them have been killed first.

Invisibility (Su)

Leprechauns can make themselves invisible as a standard action. They may do this as often as they like!

Leprechaun Dust (Su)

Leprechauns can throw a handful of dust as a standard action. This is a melee touch attack. The dust is an inhaled poison, Fortitude save DC 18, primary effect paralysis for 1 minute, secondary effect paralysis for 2D4 minutes. The Leprechaun magically produces this dust, and it loses potency after one round of the Leprechaun throwing it or putting it down.



Spell-like Abilities (Sp)

Leprechauns may use the following spell-like abilities, once per round, as a sorcerer of 6th level. All saving throws are against a DC of 13 + the spell level. Daze, Ghost Sound, Silent Image, Dancing Lights, Random Action, Light, Mage Hand, Open / Close.

Mirror Demon

Medium Outsider (Chaos, Evil)

Hit Dice: 7D8+7 (hp 38)

Initiative: +4 (Improved initiative)

Speed: 30 ft

AC: 15 (+5 natural)

Attacks: 4 claws +13 melee

Damage: Claw 1D4+5

Face / Reach: 5 ft. by 5 ft./5ft.

SA: Disrupting Scream, Improved Grab

SQ: Immunities, Mirror Gate, Mirror Vulnerability, Resistances, Telepathy

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

Abilities: Str 20, Dex 11, Con 12, Int 11, Wis 10, Cha 11

Skills: Listen +7, Sense Motive +7, Spot +73

Feats: Improved initiative, Multi-Dexterity, Weapon focus (Claw)

Climate / Terrain: Demonic planes and mirrors

Organisation: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually chaotic evil

Advancement: 8-9 HD (Medium), 10-12 HD (Large)



In the lower Demonic Planes all natural laws are suspended and bizarre beings dwell in several dimensions at once. Sometimes they will slip between gaps in space and time, and materialise on the Earthly Plane to trap

some choice mortals to torment. Mirror Demons are horrific humanoid beings with four arms and four faces that scream wildly. On the Earthly Plane they are always encountered close to a large mirror, which is their doorway back to their own dimension. The Demon will try to grab hold of its victim with its clawed hands and pull them into the mirror. Should it succeed in dragging a foe through, they will find themselves trapped in the Demon's dimension and will never escape. Smashing the mirror requires a strong, steady blow which is not easy when a screaming monstrosity is clawing at you! If the mirror is smashed however, the Mirror Demon's lifeline to the Demonic Planes is severed and cracks will race across it's face and body before it shatters with an ear-splitting crash into a small pile of shattered glass.



Combat

Mirror Demons typically lunge out of their mirror and try to grab the closest creature, then draw them back to the Demonic Planes. They are loathe to move away from their mirror and leave it unprotected.

Disrupting Scream (Ex)

The constant wailing of the Mirror Demon is very disrupting to spell casters, requiring them to make a Concentration 10 check to use any spell within 30 feet of the Demon.

Immunities (Ex)

The Mirror Demon is immune to damage from poison and electricity.

Improved Grab (Ex)

If the Demon hits with a claw attack, it may immediately attempt to grapple as a free action.

Mirror Gate (Su)

The Mirror Demon can pass through its mirror into the Demonic Planes as a full-round action. Anyone it is currently grappling with is also drawn through. It can emerge from the Demonic Planes to the Earthly Plane as a standard action.

Mirror Vulnerability (Su)

The mirror is the Demon's life-line to the Demonic Planes while it inhabits the Earthly Plane. If the mirror is broken while the Demon is on the Earthly Plane, the Demon is killed. It is difficult to attack the mirror whilst combating the Demon; as long as the Demon is within reach of its mirror or the attacker, all attacks against the mirror are at a -8 Circumstance penalty. The mirror is otherwise AC 10 with a hardness of 2 and 4 hit points.

Resistances (Ex)

The Mirror Demon has cold, fire and acid resistance of 20.

Telepathy (Su)

The Mirror Demon can communicate using telepathy with any intelligent creature within 100 feet - however, they very rarely use this ability.

Neanderthal (caveman)

Medium Humanoid

Hit Dice: 2D8+4 (hp 13)
Initiative: +0 (Dex)
Speed: 20 ft. (Hide Armour); base 30 ft.
AC: 14 (+1 natural, Hide Armour)
Attacks: Club +2 melee or Short spear +2 melee
Damage: Club 1D6+1 or Short spear 1D8+1
Face / Reach: 5ft. by 5ft./ 5ft.
SA: None
SpQ: None
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 15, Int 6, Wis 11, Cha 8
Skills: Climb +4, Jump +3
Feats: Power attack

Climate / Terrain: Cold plains and mountains, underground

Organisation: Solitary, Pair, Hunting group (3-10), tribe (11-60)
Challenge Rating: ½
Treasure: None
Alignment: Always chaotic neutral



The brutish semi-humans known as Neanderthals are a primitive and violent race to be found in many areas. They will usually be encountered as a hunting-party or in a settlement - typically a crude circle of huts around a religious totem or statue. They look like thin, filthy humans, with wild hair and untrimmed claw-like nails on their hands and toes. They

will be carrying crude spears and knives, and may be decorated with poorly made pendants, bracelets, and studs in their ears and noses. They are unintelligent beings and will sometimes be found in the service of a clever leader - an Orc, Goblin, or maybe even an evil human. Neanderthals have a whole pantheon of primitive Gods, for they worship everything they don't understand from the sun to a mountain. One member of a tribe may be a Shaman, dressed up with bones, feathers and rattles and covered in bizarrely painted designs. They have no special powers except a great sense of theatre and ritual - anyone demonstrating real magic to a Neanderthal tribe can expect to be treated as nothing less than a God!

There are even more primitive tribes of Neanderthals who dwell primarily in caverns and underground, these primitives are often referred to as Cavemen. They rarely wear armour and more often make use of simple clubs rather than spears.

Neanderthal Characters

Neanderthals are a brutish bunch, and typically those who excel within their primitive culture are Barbarians.

Combat

Neanderthals are uninspired when it comes to battle-tactics; they tend to run towards the enemy yelling and screaming incomprehensible war cries. Occasionally, when hungry, they may try to creep up on an unawares enemy and then proceed to rush from concealment, attacking in their usual fashion. They favour crude spears and improvised blunt weapons, as they lack the ability to make iron weapons.

Rock Grub

Large Vermin

Hit Dice: 7D8 (hp 31)
Initiative: +1 (Dex)
Speed: 30 ft. or Burrow 20 ft.





AC: 14 (-1 size, +1 Dex, +4 natural)
 Attacks: Bite +8 melee
 Damage: Bite 2D8+4
 Face / Reach: 5 ft. by 10 ft./ 5ft.
 SA: None
 SQ: Blind Sight, Vermin
 Saves: Fort +5, Ref +3, Will +2
 Abilities: Str 16, Dex 13, Con 10, Int -, Wis 11, Cha 10
 Skills: Hide +5, Listen +5, Spot +5
 Feats: None

Climate / Terrain: Any underground
 Organisation: Solitary or Group (1-3)
 Challenge Rating: 3
 Treasure: None
 Alignment: Always neutral
 Advancement: 8-9 HD (Large), 10-14 HD (Huge)



Deep below the surface, monstrous insects chew their way through rock and stone. Rock Grubs are enormous creatures, looking like beetle-headed worms. They bore vast tunnels, eating everything in their path with enormously powerful mandibles, leaving only a sticky trail of slime behind them. They are completely blind but they seem to be able to sense the heat given off by living creatures. They are attracted to warmth, and will attempt to eat any living things they encounter. Dwarfs sometimes follow Rock Grubs as they burrow through the ground, for they know that the creatures can uncover seams of precious metals, ready to be mined.

Combat

The Rock Grub will partially emerge from its burrow and attack any living thing it finds. If it is not lured out into the open, it will receive a Cover bonus to its AC of at least +4.

Blind Sight (Ex)

The Rock Grub can ascertain creatures by body heat within 30 feet.

Vermin

Immune to mind-influencing effects.

Skeleton Warrior

Medium Undead

Hit Dice: 4D12 (hp 26)
 Initiative: +6 (+2 Dex, +4 Improved initiative)

Speed: 20ft. (base 30 ft.)
 AC: 18 (+2 Dex, +2 Natural, +4 Scale Armour)
 Attacks: Bastard Sword +5 melee
 Damage: Bastard Sword 1D10+3
 Face / Reach: 5 ft. by 5 ft./ 5ft.
 SA: None
 SQ: Undead
 Saves: Fort +1, Ref +3, Will +4
 Abilities: Str 14, Dex 15, Con -, Int -, Wis 10, Cha 1
 Skills: None
 Feats: Improved initiative, Weapon focus (Bastard Sword)

Climate / Terrain: Any land and underground
 Organisation: Any
 Challenge Rating: 1
 Treasure: None
 Alignment: Usually neutral
 Advancement: 5-6 HD (Large)

Some necromancers have managed to instil a greater fighting skill into their skeletons, to create Skeleton Warriors.

These will usually be clad in strong armour and carrying a hefty sword or axe. Like normal animated skeletons, they need short and simple commands - they are usually used for guard duty over a particular area, patrolling unceasingly until they encounter an intruder.

Combat

Skeleton Warriors use no particular



tactics when attacking other than striking at the nearest threat.

Immunities (Ex)

Skeleton Warriors have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

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.

Creation

The process for creating a Skeleton Warrior is more difficult than that for a simple animated skeleton. The creator must cast an animate dead spell on only one target. The caster then sacrifices 100xp to empower the skeleton's fighting ability, and the target becomes a Skeleton Warrior.





Fungus, Syranix

Large Plant

Hit Dice: 3D8 (hp 13)
 Initiative: +0 (Dex)
 Speed: 0
 AC: 11 (-1 size, +2 natural) (the fungus counts as a helpless defender)

Attacks: None
 Damage: None
 Face / Reach: 5 ft. by 5 ft./ 0ft.
 SA: Spore Cloud
 SQ: Immunities, Plant, Vulnerable to Slashing and Piercing Weapons

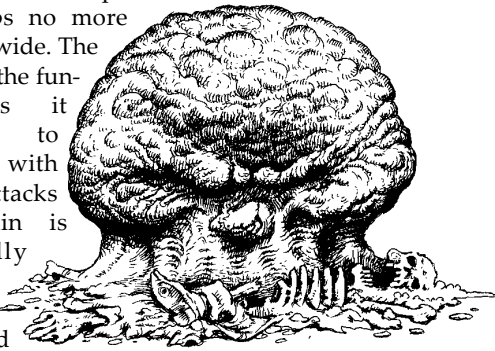
Saves: Fort +4, Ref +0, Will -4
 Abilities: Str -, Dex -, Con 10, Int 1, Wis 2, Cha 1
 Skills: None
 Feats: None

Climate / Terrain: Any arid, temperate or tropical land
 Organisation: Solitary or cluster (2-4)
 Challenge Rating: ¼
 Treasure: None
 Alignment: Always neutral
 Advancement: 4-5 HD (Large)

The Syranix Fungus resembles a large brown boulder-like object about 8 feet across, although it is soft and spongy in texture. The outer skin of the fungus is very elastic, and it can squeeze

through gaps no more than a hand wide. The flexibility of the fungus makes it impossible to damage with crushing attacks but its skin is exceptionally vulnerable to being punctured

with a sharp implement. Should this happen, the entire fungus will deflate, spewing a thick cloud of spores into the air around it. These spores will stick to any creatures nearby, which will cause great discomfort! If a creature is killed by these spores, and the body is left, another Syranix Fungus will grow from the corpse in 2D4 days.



Combat

A Syranix Fungus makes no attempt to defend itself in combat. It is therefore considered to be a helpless defender.

Immunities (Ex)

The Syranix Fungus is immune to bludgeoning attacks.

Plant

Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Spore Cloud (Ex)

If killed or punctured, the Syranix Fungus deflates spewing a thick brown cloud of spores in a 10 ft. spread. The spores are considered to be a contact poison: Fortitude DC 16, primary effect is 1D4 Dexterity damage, secondary effect is 1D8 hit points damage. The spores lose potency within one minute of they are released into the air.

Vulnerable to Slashing and Piercing Weapons (Ex)

If the Syranix Fungus is damaged by a slashing or piercing attack, it must make a Fortitude save of DC10 + damage dealt or it is punctured and immediately killed. It then releases its spore cloud as above.

Titan trolls

Trolls are large, ugly humanoids related to Ogres, Orcs, Goblins, and a variety of lesser crossbreeds. They may be found in many lands, but always doing what they most enjoy - being thoroughly evil! From the civilised Troll mercenaries of Port Blacks and to the savage Hilltrolls of the Moonstone Hills and beyond, these creatures delight in torture, death and worse. There are a number of different types of Troll, found in different areas of the world.

Titan Cavetroll

Medium Humanoid

Hit Dice: 3D8+6 (hp 19)
 Initiative: +1 (Dex)
 Speed: 30 ft.
 AC: 15 (+1 Dex, +4 natural)
 Attacks: +5 Melee (2 Claws) and +0 (Bite) or +5 melee (Great Club)

Damage: Claw 1D4+3, Bite 1D4+1, Great Club 1D10+4

Face / Reach: 5ft. by 5ft./ 5ft.
 SA: None
 SQ: None
 Saves: Fort +5, Ref +2, Will +1
 Abilities: Str 17, Dex 12, Con 15, Int 6, Wis 11, Cha 6

Skills: Climb +6, Jump +6
 Feats: Power attack

Climate / Terrain: Underground
 Organisation: Solitary
 Challenge Rating: 1
 Treasure: Standard
 Alignment: Always chaotic evil
 Advancement: 4 HD (Medium), 5-6 HD (Large)

Trolls are large, ugly humanoids related to Ogres, Orcs, Goblins, and a variety of lesser crossbreeds. They may be found in many lands, but always doing what they most enjoy - being thoroughly evil! From the civilised Troll mercenaries of Port Blacks and to the savage Hilltrolls of the Moonstone Hills and beyond, these creatures delight in torture, death and worse. There are a number of different types of Troll, found in different areas of the world.



Violent, stupid, and thus very dangerous, Cavetrolls are the most primitive of all Troll races. They tend to be leaner than other Trolls, their bodies lithe and muscular with long arms that end in sharpened claws. They are uglier, if that is possible, than common Trolls, and their teeth are far larger, sticking out more like tusks from their drooling mouths. They are solitary, unsociable creatures, usually found hiding

from daylight in a dark cave or passage deep underground. They are exclusively carnivorous and delight in the tender flesh of humans, but more often have to settle for stringy rat meat. Their favourite weapons are clubs and long knives, though their claws are just as effective. They hoard shiny items, attracted by their glitter, and their lairs maybe crammed with all manner of glinting things - some valuable.

Combat

Trolls enter combat with gleeful abandon, hewing and clawing at foes left right and centre. Of all Trolls, only Seatrolls tend to bother with ambush tactics, pouncing on unsuspecting victims who stray too close to the water's edge and dragging them to their doom.

Titan Hilltroll

Large Humanoid

Hit Dice: 6D8+18 (hp 46)
 Initiative: +0 (Dex)
 Speed: 30 ft
 AC: 18 (-1 size, +5 natural, Leather Armour and Shield)
 Attacks: Short spear +9 melee; or Greataxe +9 melee; or Slam +9 melee
 Damage: Short spear 1d8+5, Greataxe 1d12+5, Slam 1d4+5
 Face / Reach: 5 ft. by 5 ft./ 10ft..
 SA: None
 SQ: None
 Saves: Fort +8, Ref +2, Will +2
 Abilities: Str 21, Dex 10, Con 17, Int 8, Wis 11, Cha 8
 Skills: Climb +10, Jump +7, Wilderness lore +3
 Feats: Cleave, Power attack
 Climate / Terrain: Temperate hills, mountains
 Organisation: Solitary, pair, war band (3-8) or tribe (10-30)
 Challenge Rating: 3
 Treasure: Standard
 Alignment: Usually chaotic evil
 Advancement: By character class

The interminable wars between the Dwarfs and the Hilltrolls have continued since before history was recorded, for the two races loathe each other. Hilltrolls are warlike beings, who provide endless hazards to travellers and settlers in the higher regions. They are the largest of all Trolls, usually dressed in furs and leathers, their long hair braided with bones and jewellery. Their favourite weapons are spears and axes, and they also use shields and odd scraps of armour to protect themselves. They dwell in tribal villages high in the hills, from where they can sweep down into the valleys to attack the settlements of Dwarfs and Humans alike.

Troll Characters

Those Trolls that rise above the general thuggish rabble of their fellows usually aspire to become Fighters.



Titan Troglodytes

Large Humanoid

Hit Dice: 1D8 (hp 4)
 Initiative: +2 (Dex)
 Speed: 20 ft
 AC: 13 (+1 size, +2 Dex)
 Attacks: Hand axe +0 melee or Shortbow +4 ranged
 Damage: Hand axe 1D6-1 or Shortbow 1D6
 Face / Reach: 5 ft. by 5 ft./ 5ft..
 SA: None
 SQ: Darkvision, Light Sensitivity
 Saves: Fort +2, Ref +2, Will +0
 Abilities: Str 8, Dex 15, Con 10, Int 9, Wis 10, Cha 9
 Skills: Listen +5, Spot +2
 Feats: Weapon focus (Shortbow)
 Climate / Terrain: Any underground
 Organisation: Hunting group (3-8), band (10-30) or tribe (50-200)
 Challenge Rating: ¼
 Treasure: Standard
 Alignment: Usually chaotic evil
 Advancement: By character class

Troglodytes are a race of small, misshapen humanoids that dwell far beneath the surface in caverns and chambers hewn from the solid rock itself. They stand about a metre high, with large ears and noses which help them move about in the darkness of their subterranean domain. Troglodytes are renowned for their





skill with their bows. They also use axes, daggers and tools made from sharpened flint.

Troglodytes worship a vast and complex pantheon of deities and demons, and they have erected huge golden statues in many places underground. It is not unusual for a larger being, wandering the lightless depths, to stumble upon a huge candle-lit cave, in which hundreds of tiny forms clad only in loincloths dance excitedly around a glowing pile of gold, chanting and wailing to their inhuman gods. Troglodytes fear surface-dwelling creatures like men, and will not hesitate to attack them. When their prey has been overpowered, they may decide to have some sport with him by putting him through the 'run of the arrow'. One of the Troglodytes will fire an arrow into the distance, and the captive will be allowed to walk to the spot where it landed. Once there, the Troglodytes will start to shoot at him as he tries to escape. He will rarely escape the Troglodytes' arrows.



Darkvision (Ex)

Titan Troglodytes can see up to 90 feet in total darkness, although they cannot see through magical darkness. Darkvision is in black and white only.

Light Sensitivity (Ex)

Titan Troglodytes suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills

Titan Troglodytes gain a +2 Racial bonus to listen checks. This is included in the statistic block above.

Winged Guardians

Large Construct

Hit Dice: 5D10 (hp 27)
 Initiative: +0 (Dex)
 Speed: 20 ft. or Fly 50 ft. (poor)
 AC: 15 (-1 size, +6 natural)
 Attacks: Beak +7 melee, 2 Claws +2 melee
 Damage: Beak 1D6+4, claw 1D4+2
 Face / Reach: 5 ft. by 5 ft./ 10ft..
 SA: None
 SQ: Construct
 Saves: Fort +1, Ref +1, Will +1
 Abilities: Str 18, Dex 11, Con -, Int -, Wis 10, Cha 1
 Skills: None
 Feats: None

Climate / Terrain: Any
 Organisation: Solitary, Pair, or Flock (3-6)
 Challenge Rating: 2

Treasure: None
 Alignment: Always neutral
 Advancement: 6-8 HD (Large)

Some very peculiar beings have been left to stand guard over sacred places. In the northern province of Chiang Mai, it is traditional to leave a pair of flying guardians to watch over a tomb or temple. They appear, to all intents and purposes, to be statues in the form of large, ostrich-like birds with hooked beaks, stubby wings and wide, clawed feet. They will remain perfectly rigid, keeping their silent vigil until the treasure or crypt is disturbed by a would-be thief or grave-robber. Then the guardians will come to life, take to the air with strangely stilted, jerky movements, and attack with beaks and claws. They may also warn other denizens of the tomb, as they emit a loud croaking akin to the noise made by a crow. When they have killed or driven off the defilers of their sacred home, they will return to their positions and stiffen into statues to continue their silent watch.



Construction

The flying guardian costs 6,000 gp to create, which includes 250 gp for the body. The creator must be 10th level and able to cast arcane spells. Completing the ritual drains 900 XP from the creator and requires alarm, fly, lesser planar binding, and stone shape.

APPENDIX 2- NEW MAGIC

Bell of Quaking

The Bell of Quaking resembles an ordinary brass bell approximately 1ft. tall. These bells were made to ward off unwanted creatures. They can be positioned hanging in doorways etc..

If a character rings the bell it makes the dull clanking sound of a death toll and will send out high powered shock waves that cause 2D6 damage each round, Fort save (DC16) for half damage, to anyone stood within 20ft. Any glass within the area of effect will shatter without a save (potion bottles etc.) but the shock waves have no effect on rock or stone. The bell must be covered with something soft to stop the effect or it will continue to ring for 1D4 hours.

Caster Level: 16th; Prerequisites: Craft Wondrous Item, alarm, shatter, sound burst ; Market price 5000gp

Light Crystals

The Light Crystal was added by Baron Sukumvit much later in the creation of the Dungeon so that the people entering could hold a weapon and shield without having to worry about carrying a light source.

The Light Crystals are simple in design in that they are just a continual flame cast into a large crystal.



Caster Level: 2nd; Prerequisites: Craft Wondrous Item, continual flame; Market price 90gp

Potion of Fortune

When the contents of this bottle have been imbued, the recipient may restore 1D4+3 Luck points.

Caster Level: 4th; Prerequisites: Brew Potion, Restore Luck; Market price 300 gp.

Szordrin's Mirror of Ill Reflection

The Mirror of Ill Reflection was invented by the great White Sorcerer Szordrin especially for Baron Sukumvit's Deathtrap Dungeon and is believed to be the only one in existence.

Any character who looks upon his or own mirror image will see a disgustingly, miss-shaped reflection staring back. The mirror then attempts to make the viewer look like its reflection with the use of magic. Characters viewing their reflection must make a Fortitude save (DC15). If they are successful, the pain will subside. If they are unsuccessful they will suffer 3D6 Constitution damage (permanent) and fall unconscious. The effected character will wake 1 hour later and look like their reflection did earlier (with additional loses of 1D6 Dex and 2D6 Chr both permanent). These effects are reversible with a Break enchantment spell.

Caster Level: 16th; Prerequisites: Craft Wondrous Item, bestow curse, polymorph other ; Market price 50,000gp

Szordrin's Ring of Life Force

When the Great White Sorcerer Szordrin's only nephew was old enough to begin his adventuring career his wise and powerful uncle was worried for his safety. As a present to his nephew he gave him a little bit of himself.

The Ring of Life Force must be created from one of the Sorcerer's own bones. Into the bone ring he puts some of own life force (1 hit point minimum, up to a maximum number of hit points equal to the Sorcerer's level) which are then permanently lost to the creator. Any character wearing the ring gains the temporary hit points stored in the ring as a bonus to his own hit points. If the character wearing the ring suffers any physical damage the hit points within the ring are lost first. If all of the hit points stored within the ring are lost, the character will lose his own hit points as normal. The hit points stored within the ring can be healed by Clerical Cure spells.

Caster Level: 15th; Prerequisites: Forge Ring, animate dead, Limited wish ; Market price 120,000gp



APPENDIX 3 - CAMPAIGN PLAY

This section has been added to Deathtrap Dungeon for those DMs amongst you that wish to incorporate this scenario into your ongoing campaign, rather than play the 'quick version'.

Character Level

This adventure is designed to be played by a single character of 8th level or a mini-party of 1 - 4 6th level characters. Four pre-rolled 8th level characters are provided in **Appendix 4 - Characters** with 4 pre-rolled 6th level characters available for download from www.myriador.com.

Scaling the Adventure

As mentioned before, Deathtrap Dungeon is designed to be played with a single pre-rolled 8th level character or a mini-party of 1 - 4 6th level characters. However, it can be adjusted for lower or higher level characters with a few modifications. Some examples are given below.

Party Levels 3-5

Consider allowing the PCs to find some extra healing, maybe potions or scrolls, and make sure they have plenty of opportunities to rest and fully recuperate between encounters. Encounters of EL5 or greater should be tweaked to increase the parties chance of survival and the DM may even consider removing poisons altogether for 3rd level adventurers:

Encounter 12 - Reduce the damage reduction on the door to 15 / +1 to increase the characters chance to escape; Encounter 15 - Reduce the Fort save of the Mirror to DC10; Encounter 17 - Reduce the Trialmaster to a Sorcerer level 6; Encounter 19 - Reduce the rolling ball damage to 4D6; Encounter 24 - Replace the 6 Heavy Crossbows with 4 Light Crossbows; Encounter 25 - Reduce Mirror Demon to 5HD; Encounter 33 - Replace the Minotaur with a Bugbear and reduce the Trialmaster to a 6th level Fighter; Encounter 36 - Replace the strong wooden door with a standard wooden door; Encounter 40 - Replace the chasm with 40ft. pit; Encounter 42 - Reduce the amount of Leprechauns from 8 to 4; Encounter 53 - Replace the Tyrannosaurus Rex with an Otugh; Encounter 54 - Reduce Chien-tai's level to 6; Encounter 56 - Reduce the Blood Beast's to 6HD and lower the Blood Beast's gas Fortitude save to DC10; Encounter 57 - Replace the Manticore with a Displacer Beast and lower the Trialmaster to a Sorcerer level 6.

Party Levels 7-9

In order to challenge characters of these levels, you will need to increase the number and / or strength of the foes:

Encounter 5 - Increase the amount of Orcs to 4 and make them 6th level Fighters; Encounter 7 - Increase the amount of Neanderthals to 3 and make them 5th level Barbarians; Encounter 8 - Increase the damage of the Bell to 5D6; Encounter 9 - Increase the amount of





Hobgoblins to 4 and make then 5th level Fighters; Encounter 11 - Increase the Winged Guardians to 8HD (Large); Encounter 13 - Increase the amount of Giant Flies to 4 and increase them to 6HD (Large); Encounter 14 - Increase the Rock Grubs to 12HD (Large); Encounter 18 - Increase the Skeleton Warrior to 6HD (Large) and give him a magical weapon and a suit of magical armour; Encounter 21 - Increase the amount of Goblins here to 5 and make then 6th level Fighters; Encounter 25 - Increase the Mirror Demon to 10HD (Large); Encounter 31 - Increase the Titan Cavetrolls to 6HD (Large) and increase their numbers to 4; Encounter 34 - Increase the Mimic to 10HD (Large); Encounter 39 - Increase the Medusa to a 6th level Sorcerer; Encounter 45 - Increase the Snake to 12HD (Huge); Encounter 48 - Give the Titan Troglodytes 3 Fighter levels each.

In either case the DM should consider that the Baron only expects one character to survive the dungeon, you may wish to change the wording of the trial to allow a party to claim the prize.

The City of Fang - Capital City of Chiang-Mai

Fang (Metropolis):

Conventional; AL CN; 100,000gp limit; Assets 775,000,000gp; Population 155,000; Mixed (60% Human, 20% Dwarves, 20% Elves).

Authority figures: Baron Sukumvit Charavask, male Human Ftr10; Aronkhon Charavask, male Human (16 yrs old) Ftr2

Important Characters: Lord Varn Chavesk (Army General), male Human Ftr9; Captain Aris Aelbornn (Captain of the Golden Archer Regiment), male Wood Elf Ftr8; Zaragan (court Sorcerer), male Human Sor8; Wayoon Barnock (Merchant Captain), male Half-elf Rog9; Hubba Thangfane (Merchant District Dock Master), male Human Ftr4; Plegaan Hymeran (Naval Captain), male Human Ftr6; Mea'lissia the Righteous (High Priestess of the Temple of Libra), female Human Clr10; The Fortuitous Aarion Gorbain (High Overpriest of the Temple of Sindla), male Human Clr10; Ophelia (High Priestess of the Temple of Titan), female Human C10.

Others: Ethan Amashar (Leader of the Thieves Guild - Old Town District), male Human Rog7; Wendle Yorisar (Merchant Chief, Merchants Guild - Market District), male Dwarf Ftr5; Szordrin (High Sorcerer - School of Magic) male Human, Sor18 (Sorcery Tower - Military District)

Fang Army/ Militia/ Navy

Fang has an army of 11,800 soldiers led by Lord Varn Chavesk. Attached to this army are 250 Elven archers known as the Golden Archer Regiment led by Captain Aris Aelbornn.

Fang boasts a naval force of 5 warships each equipped with heavy ballistae and a 40 strong crew. The warships are capable of carrying over 50 army soldiers each in addition to their crew compliment.

The City of Fang - map key

A. Market District

- A1. East Gate
- A2. Open Air Market
- A3. Entrance to Deathtrap Dungeon
- A4. Harbour - Market District

B. Temple District

- B1. Temple of Titan (House Almighty)
- B2. Temple of Sindla (Church of Fortunate Gatherings)
- B3. Temple of Libra (Halls of Justice)
- B4. West Gate

C. Military District

- C1. Sorcery Tower - School of Magic
- C2. Naval Harbour - 5 Warships
- C3. Baron Sukumvit's Personal Harbour
- C4. South Gate Bridge

D. Palace District

- D1. Baron Sukumvit's Palace
- D2. Military and Militia Training Grounds

E. Old Town District

Fang's City History

Fang is a vast metropolis standing on the north bank of the river Kok at the base of the Icefinger Mountains and is the capital of the province of Chiang-Mai. Stretching east from the town of Claw on the north edge of the Charavask Mountains to the Kalong Marsh where the river Kok flows into the Western Ocean, Chiang-Mai is one of the more important provinces on the continent of Allansia.

Originally a small baronial holding in the ancient kingdom of Carsepolis, Fang has now grown into one of the largest, most important and richest cities in Allansia. Fang's growth began in the dark years following the War of the Wizards when the first fortified settlement was established at the narrowest point of the river Kok, dominating trade and travel for miles around. Since then the history of Fang has been one of almost ceaseless growth, it's fortifications providing a secure refuge against incursions from the monsters in the Icefinger Mountains and its strategic riverside location ensuring that all trade on the river passes through its jurisdiction.

Hundreds of barges, galleys and ships pass through Fang traveling from Zengis, 300km to the East, down the river Kok to the Kalong Marsh and the Western Ocean. Divided into five districts; the Military, Temple, Market, Palace and Old Town areas are all separated by tall stone walls. Additional barracks and guard posts are located throughout the city and along the walls. The streets are regularly patrolled, especially the areas around the numerous inns and taverns. Inside the walls, Fang is a hive of activity, hundreds of merchants, adventurers and travelers can be found rubbing shoulders with local farmers and the city dwellers, all entering or leaving by the great West and East Gates. The city boasts dozens of inns and taverns and hundreds of other businesses, many catering to the adventurers who come for the Trail of Champions. Most buildings are two or three stories tall and are



THE CITY OF FANG

CAPITAL OF CHIANG-MAI

SOUTHERN PEAKS OF THE CHARAVASK MOUNTAINS

A3



RIVER KOK



dominated by the larger palaces and temples within the city. The largest, most remarkable buildings are Baron Sukumvit's Place, three huge temples and the Tower of Sorcery.

A. Market District

The Market District is the largest and most heavily populated of Fang's five Districts. The huge open air market (A2 on the overlay map) runs on a daily basis. Just about any item imaginable can be found within this market including the less desirable items like poisons. The Thieves Guild, run by Ethan Amashar, and the Merchants Guild, run by Wendle Yorisar, have long since resolved their disputes in this area of the city. The Thieves Guild used to send regular pickpockets, cat burglars and muggers to the Market District and trade began to drop off because of it. Now the Thieves Guild receives a regular payment from the Merchants Guild to stay away, which suits both parties.

The Market District is also home to most of the inns and taverns of the city as well as several bathhouses.

The Market District harbour (A4 on the overlay map) is always a busy place but thanks to the Harbour Master, Hubba Thangfane, it always runs smoothly. Merchant ships from the city of Zengis are a regular sight as are passenger ships and ocean going vessels using Fang as a stopping point before venturing into the Western Ocean via the Ekaad Delta at the far western side of Chiang-Mai. The harbour has its own patrol of Militia both on land and water. During times of threat or war the city can close the South Gate Bridge (a magnificent steel structure that spans the river between the Old Town and Military Districts - C4 on the overlay map) or despatch its five warships (or both). Regular checks are made on merchant vessels entering the city for contraband materials. Any one caught smuggling is dealt with swiftly.

Fang is busiest during the week leading up to the Trial of Champions (week of Sowing on the Chiang-Mai calendar). All of the inns, taverns and guest houses are full of travellers and adventurers wanting to catch a glimpse of the entrants entering the Deathtrap Dungeon (A3 on the overlay map) and possibly witness one of them emerge at the other end.

B. Temple District

The Temple District is home to countless small churches and prayer houses dedicated to just about every God and Goddess on the world of Titan. Three of the largest buildings in Fang are also located here. The Halls of Justice (B1 on the overlay map) - Temple of Sindla, is the largest Temple, which is presided over by the High Priestess Mea'lissia the Righteous. Mea'lissia has over 60 Clerics in her faith who live within the Temple. The Halls of Justice is the largest Temple dedicated to Libra on Allansia. The largest Temple to Libra is within the Crystal City of Femphey (On the Old World Continent). The House Almighty (B2 on the overlay map) is a Temple Dedicated to Titan, The Father of the World. The High Priestess Ophelia is in charge of this Temple. She has 30 priests and 15 Priestesses residing within the

Temple. The Church of Fortunate Gatherings (B3 on the overlay map) is the smallest of the three temples (but still a huge building). The Fortuitous Aarion Gorbain is the Temples High Overpriest. Aarion has 35 Clerics under his supervision although there is only room for 30 of them to reside at the Temple.

C. Military District

Only Military and Naval personnel are allowed within this District. The two Tower Gates, located in the 14ft high wall by the West Gate, have their portcullises closed at all times, except to allow access to authorised personnel. The South Gate Bridge has a small garrison positioned on the west side.

The various buildings within this District are mainly barracks and stores. No shops, inns, taverns or bathhouses are present here.

Within this District is a large harbour area that is divided into two sections; The Naval harbour (C2 on the overlay map), which holds Fang's five warships docked within it and Baron Sukumvit's personal harbour (C3 on the overlay map) where his own ship (The Ebony Sovereign) is docked.

Sorcery Tower - School of Magic

The Sorcery Tower (C1 on the overlay map) is the tallest and grandest looking building within the city. Several smaller towers reach towards the skies but none as impressive as the central tower, which stands almost 300ft. high. The school's High Sorcerer is an aging Mountain Elf by the name of Szordrin the Grand. The tower is home to many Sorcerers and Wizards of varying degrees of expertise. The lower levels of the schools house the apprentices and the study rooms, while the higher levels (not often trodden by students) are said to hold dimensional portals to other worlds. Whether this is true or not cannot be said, the only man who knows the tower inside out is Szordrin and he is always reluctant to expose the towers secrets.

At any given time, there are at least 50-75 apprentice Wizards and Sorcerers within the school. Not all of these (in fact hardly any) will go on to become fully fledged magic users due to the high standards of the school and the nature of the examinations.

Patrols

There are regular patrols that walk the walls lining the city. A typical patrol will consist of 4 guards and there are two sets of patrols per guard tower. The guard towers have sleeping quarters for off duty guards and ammunition stores holding dozens of arrows and throwing spears.

The West and East Gates (A1 and B4 on the overlay map) both have two pairs of huge sturdy double, metal lined wooden doors almost a foot thick (Hardness 7, Hit points 80 each) which are only opened to allow large quantities of soldiers in or out. A smaller section of one of the doors opens enough to allow a horse and cart through and a single door for foot visitors. There are always 25 foot soldiers at each of the Main City Gates and 10 members of Captain Aris Aelbornn's Golden Archer Regiment.





The Army and Militia

The Fang army is the Strongest in all of Chiang-Mai boasting almost 12,000 strong. The army is split into several different regiments: 8000 Foot Soldiers; 1000 Archers; 250 Elite Archers (Golden Archer Regiment); Mounted Horsemen 400; Heavy Horsemen (The knights of Fang) 150; City Militia 2000.

The army foot soldiers wear Chain shirt armour, an open faced helmet, black leather boots and a pure white tabard with the crest of Fang covering the chest area. The foot soldiers carry either a Longsword, Longbow and Small Wooden Shield or a Ransaur and Longsword. The only difference between the foot soldier and the city militia is that the city militia wear a blue tabard with the crest of Fang on it.

Typical Foot Soldier/ City Militia, male and female human Ftr1: CR 1; Size M (various heights); HD 1D10; hp 8; Init +0; Spd 30 ft.; AC 15/14 (Chain shirt and Small Wooden Shield); Attack +3 melee (Longsword 1D8+1), or +3 melee (Ransaur 2D4+1), or +1 ranged (Longbow 1D8); SV Fort +2, Ref +0, Will +2; AL N; Str 13, Dex 11, Con 11, Int 11, Wis 15, Cha 10. Languages Spoken: Common. Skills and feats: Climb +6, Hide +2, Listen +3, Move silently +0, Spot +2; Point blank shot, Weapon focus (Longsword), Weapon focus (Ransaur).

The archers wear lighter leather armour with a white tabard over it baring the crest of Fang on the chest and carry a longbow, a quiver of 20 arrows and a dagger.

Typical Archer, male human Ftr1: CR 1; Size M (various heights); HD 1D10; hp 7; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+3 Dex and Leather Armour); Attack +2 melee (Dagger 1D4+1), or +5 ranged (Longbow 1D8) or +4 ranged (Dagger 1D4+1); SV Fort +2, Ref +3, Will +0; AL N; Str 13, Dex 16, Con 11, Int 10, Wis 10, Cha 10. Languages Spoken: Common. Skills and feats: Climb +4, Hide +2, Listen +2, Move silently +2, Spot +2; Far shot, Point blank shot, Weapon focus (Longbow)

The Golden Archer Regiment, under the personal command of Aris Aelbornn, wear magical +1, tanned leather armour and boots (which is where they get the name the Golden Archers). The crest of Fang is embroidered on to the breast pocket of the leather tunic. All of the Golden Archers are Wood Elves and they carry a magical +1 Longbow, a quiver with 20 arrows in and a Rapier Sword.

Typical Golden Archer, Male Elf (Wood) Ftr3: CR 3; Size M (Various heights); HD 3D10+6; hp 30; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, Leather Armour +1); Attack +7 melee (Rapier 1D6+2), or +9 ranged (Longbow 1D8+1); SV Fort +5, Ref +5, Will +1; AL N; Str 15, Dex 18, Con 14, Int 11, Wis 11, Cha 12. Languages Spoken: Common, Elven. Skills and feats: Climb +6, Hide +3, Listen +3, Move silently +3, Search +2, Spot +4; Far shot, Point blank shot, Weapon focus (Longbow), Weapon finesse (Rapier).

The Mounted Horsemen wear heavier Breastplate armour, an open faced helmet and wear the white tabard with the crest of Fang on the chest. The Mounted Horsemen carry a Longsword, a Shortbow with a quiver of 20 arrows and a buckler. The horse

ridden by these soldiers is a Light War Horse (see MM, Appendix 1, Animals for more information)

Typical Mounted Horseman, male human Ftr1: CR 1; Size M; HD 1D10+2; hp 10; Init +0; Spd 20 ft. (base 30ft.); AC 16 (Breastplate Armour and Buckler); Attack +5 melee (Longsword 1D8+3), or +3 ranged (Shortbow 1D6); SV Fort +4, Ref +2, Will +1; AL N; Str 16, Dex 14, Con 15, Int 13, Wis 12, Cha 10. Languages Spoken: Common, Dwarven. Skills and feats: Jump +4, Hide +1, Listen +2, Move silently +0, Ride +6, Spot +1; Mounted Combat, Mounted Archery, Weapon focus (Longsword)

The Heavy Horsemen (The Knights of Fang) are amongst the most feared in the Fang army, being capable of riding through and mowing down foot soldiers. The Heavy Horsemen are the most heavily armoured regiment within the army wearing Full Plate mail armour (with the crest of Fang etched on to the chest), a large steel shield bearing the crest of Fang and wielding a Heavy Lance. The Knights have a Longsword as a backup weapon. The Knights of Fang ride Heavy War Horses (see MM, Appendix 1, Animals for more information).

Typical Knight of Fang, male human Ftr4: CR 4; Size M; HD 4D10+8; hp 38; Init +0; Spd 20 ft. (30ft. base); AC 21 (+1 Dex, Full Plate mail, Large Steel Shield); Attack +8 melee (Lance, Heavy 1D8+5), or +8 melee (Longsword 1D8+5); SV Fort +6, Ref +1, Will +0; AL N; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 12. Languages Spoken: Common, Elven. Skills and feats: Climb -5, Hide -8, Listen +2, Move silently -8, Ride +8, Spot +2; Mounted combat, Trample, Weapon focus (Lance, Heavy), Weapon focus (Longsword), Weapon specialisation (Lance, Heavy), Weapon specialisation (Longsword).

D. Palace District

The Palace District is the smallest of the City Districts'. The Fortified Palace of Baron Sukumvit Charavask is located within this area (D1 on the overlay map) and has restricted access to its grounds. The following people reside within the Palace: Baron Sukumvit Charavask - Ruler of Fang and Chiang-Mai; Aronkhon Charavask - Sukumvit's 16 year old son and heir to the City and Kingdom; Lord Varn Chavesk - Army General and Zaragan the court Sorcerer.

The large open spaces of land surrounding the palace have been utilised as training grounds for the troops (D2 on the overlay map). Jousting fences, archery ranges and wooden dummies are just some of the apparatus used by Lord Chavesk to train his troops to the high standard he requires.

Fang is ruled by Baron Sukumvit Charavask, eldest son of Arkat Charavask who died over 30 years ago. Known for his violent rages and outbursts of vile temper, especially when his judgment is questioned, Sukumvit rules the city with an iron hand. Despite his tendencies to overreact when opposed and his unpredictable temper, the Baron has gained the grudging respect of the populous, though few can be said to love him. He is clearly an intelligent and capable ruler,





trade and business has flourished under his rule and few dare oppose the well trained army he has created.

A well built man of advancing years, Sukumvit still retains the vitality of a man decades younger. He is well muscled and sports an unruly white beard matching his long hair. Icy dark eyes frown from his formidable face, his glare is known to intimidate even the most hardened veteran soldiers. The many battle scars on his body speak of a man who has seen battle dozens of times without flinching. The Baron's wild, warlike appearance hides a shrewd mind, many of his enemies have discovered too late just how intelligent he really is. His early years were spent under the sharp eye of his father who trained the Baron in the arts of war and diplomacy, trade and negotiation. Sukumvit was often sent to neighbouring countries to negotiate and learn, and occasionally to fight. He has always been a quick learner and is now adept in all these disciplines. Recently he has applied all of these skills to end the long-running war between Chiang-Mai and Kaypong, bringing to an end 15 years of violence and bloodshed.

On official occasions, Baron Sukumvit wears the traditional robes of state and a large silver helm surmounted by the skull of a small dragon, with four sharp blades arranged in a star shape on the forehead. The rest of the time he prefers simple unadorned clothes, although they are always of the highest quality.

The Baron's family has always had a history of mental instability, which manifests in his frequent rages. The madness that destroyed the Baron's brother Carnuss, is also apparent in the Baron's son Aronkhon who schemes to gain the Baron's throne. The Baron is well aware of his son's burning ambition to supplant him as ruler of Chiang-Mai and to dominate the whole of Allansia. The Baron looks upon Aronkhon schemes with a proud paternal eye, confident that he can thwart any attempt on his life.

The most obvious indication of the Baron's chaotic nature is the Trial of Champions, an enormous dungeon stocked with traps and monsters, its sole purpose to provide grisly entertainment for the Baron. A 25,000 gold piece prize is a tempting lure that brings floods of adventurers every year, for years the Baron has delighted in the demise of all those who have entered his labyrinth of death. The fact that the Trial of Champions also brings large numbers of merchants, adventurers and travelers (and their money) to the city is an added bonus!

The stats below are given for the Baron without his battle dress on.

Baron Sukumvit Charavask, male human Ftr10: CR 10; Size M (5 ft., 11 in. tall); HD 10D10+30; hp 100; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 22 (+3 Dex, +5 Ring of Protection, +4 Amulet of Natural Armour); Attack +18/+13 melee (Longsword 1D8+9); SV Fort +10, Ref +6, Will +6; AL CN; Str 16, Dex 16, Con 16, Int 16, Wis 16, Cha 13. Languages Spoken: Common, Elven and Dwarven. Skills and feats: Climb +11, Hide +6, Listen +6, Move silently +6, Ride +15,

Spot +6, Swim +5; Improved Initiative, Improved critical (Longsword), Leadership, Mounted Combat, Ride-by attack, Skill focus (Ride), Spirited Charge, Weapon focus (Lance, heavy), Weapon focus (Longsword), Weapon specialisation (Lance, Heavy), Weapon specialisation (Longsword). Equipment: Ring of Protection +5, Amulet of Natural Armour +4, Longsword +4.

The stats below are given for Aronkhon without his battle dress on.

Aronkhon Charavask, male human (16 yrs old) Ftr2: CR 2; Size M (6 ft., 0 in. tall); HD 2D10+2; hp 22; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+4 Dex, Ring of Protection +4); Attack +6 melee (Longsword 1D8+4), or +10 ranged (Longbow 1D8+4); SV Fort +4, Ref +4, Will +2; AL NE; Str 15, Dex 18, Con 13, Int 10, Wis 14, Cha 15. Languages Spoken: Common. Skills and feats: Climb +5, Hide +1, Listen +1, Move silently +1, Ride +9, Spot +1, Swim +4; Mounted Archery, Mounted Combat, Point blank shot, Weapon focus (Longbow). Equipment: Longsword +2, Longbow +2, 20 +2 arrows, Ring of Protection +4

Lord Varn Chavesk (Army General), male human Ftr9: CR 9; Size M (6 ft., 3 in. tall); HD 9D10+18; hp 94; Init +6 (+2 Dex, +4 Improved initiative); Spd 20 ft. (30ft. base); AC 26 (Half Plate +4, Large Steel Shield +3); Attack +16/+11 melee (Bastard sword 1D10+8); SV Fort +8, Ref +5, Will +2; AL CN; Str 17, Dex 15, Con 15, Int 14, Wis 9, Cha 12. Languages Spoken: Abyssal, Common, Elven. Skills and feats: Climb +10, Hide +4, Listen +6, Move silently +4, Ride +14, Spot +6, Swim +5. Exotic weapon proficiency: (Bastard Sword), Improved Initiative, Improved critical (Bastard Sword), Leadership, Mounted Combat, Ride-by attack, Spirited Charge, Weapon focus (Lance, heavy), Weapon focus (Bastard Sword), Weapon specialisation (Bastard sword). Equipment: Half Plate +4, Large Steel Shield +3, Bastard Sword +3

E. Old Town District

Old Town incorporates some of the oldest and more rundown buildings of the city. This district has been nicknamed Slum town by some of the wealthier members of the community (and Fang certainly has its fair share of them). The streets here are cramped and narrow, litter, rotting food and excrement are common place in the gutters and roads. The taverns are full of violent, drunk would-be adventurers and bar room brawls are a familiar occurrence.

The Fang Thieves Guild (known as the Talons of Fang) operates from within the aging sewer complex beneath the Old Town District. The Talons are led by Ethan Amashar, a young scoundrel who excels at picking pockets.



RHANA QUINN

Combat:

In order for Rhana to hit her opponent, she must do the following; Roll a D20 and add her combat modifier for the weapon she is using (+6 for her Quarterstaff). If the result is equal to or greater than her opponents Armour Class (AC), then she has hit. Rhana then rolls her damage for the weapon she is using (1D6 +2 for her Quarterstaff).

If a monster's roll to hit is equal to or greater than Rhana's AC, then the monster has scored a hit and Rhana loses hit points (hp).

When Rhana's hp reaches 0, she is unconscious. If they reach -10, she is dead.

Skills:

Rhana has a number of skills that she can use during the course of this adventure. In order for Rhana to succeed at a skill, she must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Rhana is listening at a door. In order to hear the conversation on the other side she must make a skill (Listen) check (DC15). She rolls a D20 and adds the listen modifier (+5).

Rhana's Swim skill, which is separated by the slash, (+1 / -1) is her modifier to swim with all of her equipment on (-1 to Swim checks for every 5lbs carried).

Balance- Use this skill when you need to keep your balance on a ledge etc.

Climb- Use this skill to climb the tallest mountain or descend the deepest pit.

Concentrate- Use this skill when you need to focus your mind or cast a spell in combat.

Hide- Use this skill to sink into the shadows and remain unseen.

Jump- Use this skill to leap over pits, vault low fences or leap onto tables.

Listen- Use this skill to hear approaching enemies or to listen at doors.

Move silently- You can sneak up on an enemy, or slink away without being heard.

Search- You can find simple traps, hidden doors, and other details not readily apparent.

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Swim- You can swim.

Feats:

These are features that either give Rhana special capabilities or improve ones that she already has. Listed below are Rhana's feats and a brief description of each one:

Dodge - Allocate an enemy and gain a +1 AC bonus against that person.

Silent spell- You can cast a spell without the verbal component. The spell is cast as if it were one level higher.

Weapon finesse (Dagger) - You may use your Dex bonus for melee attacks with this weapon.

Racial Abilities:

Low light vision- half elves can see twice as far as humans in starlight, moonlight and similar conditions

Immune to magical sleep- half elves are immune to magical induced sleep

+2 save against enchantment- half elves gain a +2 bonus against enchantment spells or effects

Milano, Rhana's Familiar:

Familiar- Rhana has a magically summoned creature called a Familiar. His name is Milano and he is a rat. Milano and Rhana can communicate empathically up to a range of one mile or they can talk to each other.

While Milano is within arms reach, Rhana gains the feat Alertness (+2 to Listen and Spot checks).

At Rhana's discretion, any spell that she casts on herself (Mage Armour for example) can affect Milano if he is within 5ft.

Milano can deliver Rhana's Touch effect spells.

Milano has the feat improved evasion. This means that any attack that would cause Milano to make a reflex save for half damage, he takes no damage on a successful save and half damage on a failed save.

Potions:

The Potion of Fortune will restore 1D4+3 Luck points. The Potions of Cure Moderate Wounds will heal 2D8 +3 hit points each.

ELLION G'ARAK

Combat:

In order for Ellion to hit her opponent, she must do the following: Roll a D20 and add her combat modifier for the weapon she is using (+13 / +8 for her Heavy Mace). If the result is equal to or greater than her opponents Armour Class (AC), then she has hit. Ellion then rolls her damage for the weapon she is using (1D8+6 Heavy Mace).

If a monster's roll to hit is equal to or greater than Ellion's AC, then the monster has scored a hit and Ellion loses hit points (hp).

When Ellion's hp's reach 0, she is unconscious. If they reach -10, she is dead.

Skills:

Ellion has a number of skills that she can use during the course of this adventure. In order for Ellion to succeed at a skill, she must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Ellion is listening at a door. In order to hear the conversation on the other side she must make a skill (Listen) check (DC15). She rolls a D20 and adds her listen modifier (+5).

Note that some of Ellion's skills have a slash separating two figures (i.e. Climb +6 / +0). The first number given is Ellion's modifier without her Armour penalty (-2 for her shield and -4 for her Breastplate). Ellion's Swim skill, which is separated by the slash, (+7 / -3) is her modifier to swim with all of her equipment on (-1 to Swim checks for every 5lbs carried).

Balance- Use this skill when you need to keep your balance on a ledge etc.

Climb- Use this skill to climb the tallest mountain or descend the deepest pit.

Concentrate- Use this skill if you need to focus your mind or cast a spell in combat.

Hide- Use this skill to sink into the shadows and remain unseen.

Jump- Use this skill to leap over pits, vault low fences or leap onto tables.

Listen- Use this skill to hear approaching enemies or to listen at doors.

Move silently- You can sneak up on an enemy, or slink away without being heard.

Search- You can find simple traps, hidden doors, and other details not readily apparent

Spellcraft- you can identify a spell being cast or a spell effect.

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Swim- You can swim.

Feats:

These are features that give Ellion special capabilities, or improve ones that she already has.

Listed below are Ellion's feats and a brief description of each one.

Alertness- +2 bonus on Listen and Spot checks (incorporated in the stats).

Lightning Reflexes - +2 to Reflex checks.

Weapon focus (Heavy Mace)- You are especially good with the Heavy Mace. You add +1 to your attack roll with this weapon.

Turn undead - You can turn undead as a supernatural ability.

Spells:

Ellion worships the Deity Sindla. Her God grants her the use of spells.

Spells per day are: 0 level- 6; 1st level- 5 +1; 2nd level- 4 +1; 3rd level 4 +1 and 4th level 2 +1. Her domains are: Good (all good spells are cast at +1 level) and Luck (use good fortune once a day and re-roll a dice roll you just made) - see PHB Chapter 11 for a list of Clerical Domain spells

Spells: Ellion will typically revise the following spells per day: 0 level - Create Water, Detect

Magic, Detect Poison x2 and Light X2. 1st level - Protection from Evil (Good domain spell),

Command X2, Cure Light Wounds x2 and Doom. 2nd level - Aid (Luck domain spell), Cure

Moderate Wounds x2, Delay Poison and Lesser Restoration. 3rd level - Protection from

Elements-Sonic (Luck domain spell), Dispel Magic X2 and Summon Monster III X2. 4th level -

Holy Smite (Good domain spell), Cure Critical Wounds, Neutralise Poison.

Spontaneous casting- Ellion can channel any spell revised into a cure spell (not Domain spells).

Potions:

Potions: The Potion of Fortune will restore 1D4+3 Luck points. The Potions of Cure Moderate Wounds will heal 2D8 +3 hit points each.

ELLION G'ARRAK

HIT POINTS **50**

LUCK **16**

Size: Medium (6ft. 5 in)
Race/Sex: Half-Orc / female
Class/Level: Cleric / 8
Hit Dice: 8D8+0 (hp 50)
Initiative: +0
Speed: 20ft. while wearing Breastplate armour (4 squares), base 30ft.

Armour Class: 20 (Breastplate armour +1 and large wooden shield +2) touch 10, flat-footed 20

Attacks (Damage): +13 / +8 melee (Heavy Mace 1D8+6) or +6 ranged (Light Crossbow 1D8)

Special Qualities: Dark Vision 60 ft.

Saves: Fort +6, Reflex +4, Will +9

Abilities: Str 20 (+5), Dex 10 (+0), Con 11 (+0), Int 12 (+1), Wis 16 (+3), Chr 9 (-1) Luck 16 (+3)

Skills: Balance +0 / -6, Climb +6 / +0, Concentrate +9, Heal +8, Hide +1 / -5, Jump +6 / +0, Listen +5, Move silently +0 / -6, Search +2, Spellcraft +7, Spot +5, Swim +7 / -3

Feats: Alertness, Lightning reflexes and Weapon focus (Heavy Mace)

Bonus Feats: Turn undead, Spells, Spontaneous casting

Spells: Spells per day: (6 /5 +1/4 +1/3 +1/2 +1)

Equipment: Heavy Mace +1 (12 lbs), Light Crossbow (6 lbs) 10 bolts (11lb total) Breastplate Armour +1 (20 lbs), Large Wooden Shield +2 (10lbs), Backpack (2lbs): Rations for four days (2lbs total), Holy Symbol, Potion of Good Fortune and 2 x Potions of Cure Moderate Wounds..

Encumbrance: Light load carried (weight carried 53 lbs)

Languages: Common, Goblin, Orc

Deity: Sindla (Titan Goddess of Luck)

Domains: Luck and Good

RHANA QUINN

HIT POINTS **48**

LUCK **14**

Size: Medium (5ft. 3 in)
Race/Sex: Half-elf / female
Class/Level: Sorcerer / 8
Hit Dice: 8D4+24 (hp 48)
Initiative: +2 (+2 Dex)
Speed: 30ft. (6 squares)

Armour Class: 15 (+2 Dex, Amulet of natural armour +3) touch 12, flat-footed 13

Attacks (Damage): +6 melee (Quarterstaff 1D6 +2) or +8 melee (Dagger 1D4 +3) or +8 ranged (Dagger 1D4 +3)

Special Qualities: Low light vision, Immune to magical sleep, +2 saves against enchantment spells and effects

Saves: Fort +5, Reflex +4, Will +8

Abilities: Str 13 (+1), Dex 14 (+2), Con 16 (+3), Int 14 (+2), Wis 14 (+2), Chr 19 (+4) Luck 14 (+2)

Skills: Balance +5, Climb +2, Concentration +13, Hide +3, Jump +3, Listen +5, Move silently +4, Search +2, Spellcraft +12, Spot +2, Swim +1 / -1

Feats: Dodge, Silent spell and Weapon finesse (Dagger)

Spells: Spells castable per day (6/7/7/6/4); base DC = 14+ spell level): 0 level- Daze, Detect Magic, Detect Poison, Disrupt Undead, Ghost Sound, Mage Hand, Open / Close, Ray of Frost; 1st level- Charm Person, Detect Secret Doors, Mage Armour and Spider Climb, True Strike; 2nd level- Acid Arrow and Alter Self, Invisibility; 3rd level: Displacement, Lightning Bolt; 4th level - Minor Globe of Invulnerability.

Equipment: Wand of Magic Missiles (5th level, 30 charges), Quarterstaff +1 (4lb), Dagger +2 in Belt Scabbard (2lb), Sorcerer's Robes (2lbs) Amulet of Natural Armour +3, Backpack (2lbs), Rations for four days (2lbs total), Potion of Good Fortune and 2 x Potions of Cure Moderate Wounds

Encumbrance: Light load carried (weight carried 37.5lbs)

Languages: Common, Elven, Orc



NOTES



MILANO - RHANA'S FAMILIAR

HIT POINTS **24**

Race: Rat (tiny animal)
HD: 8 (24 hit points)
AC: 18 (+2 size, +2 Dex, +4 Natural)
Atk: Bite +4 melee (Bite 1D3 -4)
Saves: Fort +2, Reflex +4, Will +1
Abilities: Str 2, Dex 15, Con 10, Int 9, Wis 12, Chr 6
SQ: Scent
Special: Alertness, Improved evasion, Share spells, Empathic link, Speak with master and Touch.
Skills: Balance +10, Climb +12, Hide +18, Listen +1, Move silently +10, Spot +1
Feats: Weapon finesse (bite)

DEKION STROM

Combat:

In order for Dekion to hit his opponent, he must do the following: Roll a D20 and add his combat modifier for the weapon he is using (+15 / +10 for his Scimitar). If the result is equal to or greater than his opponent's Armour Class (AC), then he has hit. Dekion then rolls his damage for the weapon he is using (1D6 +8 for his Scimitar).

If a monster's roll to hit is equal to or greater than Dekion's AC, then the monster has scored a hit and Dekion loses hit points (hp).

When Dekion's hp reaches 0, he is unconscious. If they reach -10, he is dead..

Skills:

Dekion has a number of skills that he can use during the course of this adventure. In order for Dekion to succeed at a skill, he must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Dekion is listening at a door. In order to hear the conversation on the other side he must make a skill (Listen) check (DC15). He rolls a D20 and adds the listen modifier (+2).

Note that some of Dekion's skills have a slash separating two figures (i.e. Climb +10 / +6). The first number given is Dekion's modifier without his Armour penalty (-2 for his Chainmail shirt and -2 for his Large Steel Shield). Dekion's Swim skill, which is separated by the slash, (+8 / -3) is his modifier to swim with all of his equipment on (-1 to Swim checks for every 5lbs carried).

Balance- Use this skill when you need to keep your balance on a ledge etc.

Climb- Use this skill to climb the tallest mountain or descend the deepest pit.

Hide- Use this skill to sink into the shadows and remain unseen.

Jump- Use this skill to leap over pits, vault low fences or leap onto tables.

Listen- Use this skill to hear approaching enemies or to listen at doors.

Move silently- You can sneak up on an enemy, or slink away without being heard.

Search- You can find simple traps, hidden doors, and other details not readily apparent.

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Swim- You can swim.

Feats:

Are features that give Dekion special capabilities, or improve ones that he already has. Listed below are Dekion's feats and a brief description of each one:

Blind-fight - In melee, every time a character misses because of concealment, the character can re-roll the miss chance percentile roll one time to see if the character actually hit.

Cleave - If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Dodge - During the character's action, the character designates an opponent and receives a +1

Dodge bonus to Armour Class against attacks from that opponent.

Great Cleve - As Cleave, except that the character has no limit to the number of times the character can use it per round.

Power attack - On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base Attack bonus.

Weapon focus (Scimitar)- You are especially good with the scimitar. You add +1 to your attack roll with this weapon.

Weapon specialisation (Scimitar)- Your extra training allows you to gain +2 damage with this weapon.

Potions:

The Potion of Fortune will restore 1D4+3 Luck points. The Potions of Cure Moderate Wounds will heal 2D8 +3 hit points each.

SARIAN JAX

Combat:

In order for Sarion to hit his opponent, he must do the following: Roll a D20 and add his combat modifier for the weapon he is using (+9 / +4 for his Shortsword). If the result is equal to or greater than his opponent's Armour Class (AC), then he has hit.

Sarion then rolls his damage for the weapon he is using (Shortsword 1D6 +3).

If a monster's roll to hit is equal to or greater than Sarion's AC, then the monster has scored a hit and Sarion loses hit points (hp).

When Sarion's hp reaches 0, he is unconscious. If it reaches -10, he is dead.

Skills:

Sarion has a number of skills that he can use during the course of this adventure. In order for Sarion to succeed at a skill, he must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Sarion is listening at a door. In order to hear the conversation on the other side he must make a skill (listen) check (DC15). He rolls a D20 and adds his listen modifier (+10).

Sarion's Swim skill, which is separated by the slash, (+6 / +1) is his modifier to swim with all of his equipment on (-1 to Swim checks for every 5lbs carried).

Appraise- Use this skill to determine the approximate value of an item.

Balance- Use this skill when you need to keep your balance on a rocking boat etc.

Climb- Use this skill to climb the tallest mountain or descend the deepest pit.

Disable device- Use this skill to disable traps both mechanical and magical.

Hide- Use this skill to sink into the shadows and remain unseen.

Jump- Use this skill to leap over pits, vault low fences or leap onto tables.

Listen- Use this skill to hear approaching enemies or to listen at doors.

Move silently- You can sneak up on an enemy, or slink away without being heard.

Open lock- Sarion can open locks with the aid of lock picks.

Pick pockets- Sarion can steal from people without them knowing.

Search- You can find traps, hidden doors, and other details not readily apparent.

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster.

Tumble- Sarion can use his acrobatics to avoid combat.

Swim- You can swim.

Feats:

Are features that give Sarion special capabilities, or improve ones that he already has. Listed below are Sarion's feats and a brief description of each one.

Alertness- Due to your keen senses you gain a +2 bonus to Listen and Spot checks.

Dodge- You are adept at dodging blows. Designate an opponent and receive a +1 bonus to AC against attacks from that opponent.

Improved initiative- +4 to initiative roll.

Point blank shot- You gain a +1 to hit and damage with ranged weapons up to 30ft.

Sneak attack- If Sarion catches his opponents flatfooted he gains additional damage (+4D6)

Evasion- Any attack that would require a save for half damage deals no damage (if the save was successful).

Uncanny dodge- You can never be caught flatfooted, nor can you be outflanked.

Potions:

The Potion of Fortune will restore 1D4+3 Luck points. The Potions of Cure Moderate Wounds will heal 2D8 +3 hit points each. Potion of Spider Climb (see DMG Chapter

SARIAN JAX

HIT POINTS	48	LUCK	16
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Size: Medium (5ft. 10 in)
Race/Sex: Human / male
Class/Level: Rogue / 8
Hit Dice: 8d6+8 (hp 48)
Initiative: +9 (+5 Dex, Improved initiative)
Speed:30ft. (6 squares)

AC: 19 (+5 Dex, Leather Armour +2); Touch 15, Flatfooted 14
Attacks: +9 / +4 melee (Shortsword 1D6 +3) or +12 / +7 ranged (Shortbow 1D6 +1) or +9 / +4 melee (Dagger 1D4 +3) or ranged +12 / +7 (Dagger 1D4 +3)

Special Attacks: Sneak Attack +4D6

Saves: Fort +3, Ref +11, Will +5

Abilities: Str 14 (+2), Dex 20 (+5), Con 13 (+1), Int 15(+2), Wis 17 (+3), Cha 14 (+2), Luck 16 (+3)

Skills: Balance +8, Climb +13, Disable device +12, Hide +16, Jump +8, Listen +12, Move silently +16, Open lock +16, Pick pockets +12, Search +12, Spot +11, Tumble +16, Swim +6 / +1

Feats: Alertness, Dodge, Point blank shot and improved initiative

Bonus Feats: Evasion, Uncanny dodge, Sneak Attack

Equipment: Shortsword +1(3lbs), Shortbow +1 (2lbs), 20 Arrows in Quiver (3lbs), Dagger +1(1lb), and Leather Armour +2 (15), Backpack (2lbs): Thieves' Tools (1lb), Potion of Good Fortune and 2x Potions of Cure Serious Wounds (neg), Potion of Spider Climb (neg).

Encumbrance: Total weight 29lbs (light encumbrance)

Languages: Common



NOTES

DEKION STROM

HIT POINTS	90	LUCK	13
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Race/Sex: Human / male
Size: Medium (6ft. 2in)
Class/Level: Fighter / 8
Hit Dice: 8D10+24 (hp 90)
Initiative: +3 (+3 Dex)
Speed: 20ft. (4 squares) base 30ft.

Armour Class: 22 (+3 Dex, Chainmail shirt +2 and Large Steel Shield +1)
Touch 13, Flat-footed 19

Attacks: +15 / +10 melee (Scimitar 1D6 +8) or +14 / +9 melee (Dagger 1D4 +6) or +13 / +8 ranged (Dagger 1D4 +6) or +8 ranged (Light Crossbow 1D8)

Saves: Fort +9, Reflex +5, Will +3

Abilities: Str 18 (+4), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 12 (+1), Chr 11 (+0) Luck 13 (+1)

Skills: Balance +7 / +3, Climb +15 / +11, Hide +7 / +3, Jump +15 / +11, Listen +3, Move silently +4 / +0, Search +2, Spot +2, Swim +8 / -3

Feats: Blind fighting, Cleave, Dodge, Great Cleave, Power attack, Sunder, Weapon focus (Scimitar), Weapon specialisation (Scimitar).

Equipment: Scimitar +2 (4lbs), Light Crossbow (6lbs), 10 Bolts (1lb total), Chainmail Shirt +2 (25lbs), Large Steel Shield +1(15lbs), Dagger +2 in Belt Scabbard (2lb), Backpack (2lbs): Rations for four days (2lbs total), Potion of Good Fortune and 2x Potions of Cure Moderate Wounds

Encumbrance: Light load carried (weight carried 57 lbs)

Languages: Common, Elven, Goblin



NOTES

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presents

DEATHTRAP DUNGEON

Every year, on the first day of May, Baron Sukumvit orders the doors of his Deathtrap Dungeon to be opened.

Over the years hundreds of intrepid adventurers have entered the dungeon, pitting their skill and wits against the fearsome monsters and deadly traps within. None have ever been seen again...

This year another group of brave heroes are again vying to be the first to succeed and claim the prize of 25,000 gold pieces.



Will you be the one who triumphs where so many others have failed? Will you emerge to be hailed as the victor in the Trial of Champions?

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