JG2

Judges Guild

CITADEL OF FIRE

d20 system

BOB BLEDSAW, STEVE EDWARDS, STEVE STOTTRUP

An adventure for levels 12 to 14. For centuries, mighty wizards have dwelled within the Citadel of Fire, a menacing spire carved by demons from black stone. An artifact long sought has been found, and the wizards' diabolical plans are soon come to pass. Woe to the people of the land: the Citadel of Fire shall soon be unleashed!

CITADEL OF FIRE

From the classic original, the updated Citadel of Fire promises danger and discovery.

"We, too, share your desire to rid the world of the arrogance of the Pureblood wizards. But you are too late. The wizards have obtained the relic they long have sought. With it they will have power unimaginable to the fools who stride about in the shadow of their tower. We will send aid, but we expect payment. Do not think to challenge us. You know not what you deal with. Our messengers will contact you. Ensure that they are not delayed in their return..."

Just outside the rough-hewn timber hamlet of Aztlan lies the ancient and mysterious Citadel of Fire: an embodiment of evil and destruction since its stones were first laid. Inside the town of Aztlan, itself a nest of intrigue and danger, there lies an evil temple dedicated to an ancient god to which the masters of the Citadel pay homage. Together the denizens of the Temple and Citadel have made plans to overthrow their rival powers and subjugate the innocents of the land. Meanwhile, just outside of town, sits a not-so-quiet graveyard with a sinister and deadly secret. Are you brave enough to explore the secrets of Aztlan and put an end to the evil that is The Citadel of Fire?

Judges Guild

GOODMAN GAMES

d20 system

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CITADEL OF FIRE

Concept
Bob Bledsaw and Kara Geilman

Original Design
Marc Summerlott

Developers
Joseph Goodman, Greg Geilman,
and Kara Geilman

3.5 Authors and Design
Steve Edwards and Steve Stottrup

Producer and Publisher
Joseph Goodman

Layout
Robert Conley

Managing Editor
Greg Geilman

Proofreading
Kara Geilman, Alysson Wyatt,
Michael Reagin, and Richard J. Henson

Maps
Robert Conley

Art
Interior: William McAusland
Cover Art: Stefan Poag

Playtest
Robert Dodge, Ben Steele, Ray Quinn
Vickie Simmons, Joe Lackey, Jason Perry,
Michael Reagin, Richard Joseph Henson,
Marty Watts, Greg Geilman, Kara Geilman

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Email Contacts
Goodman Games: goodmangames@mindspring.com
Eostros Games: ggeilman@eostros.com

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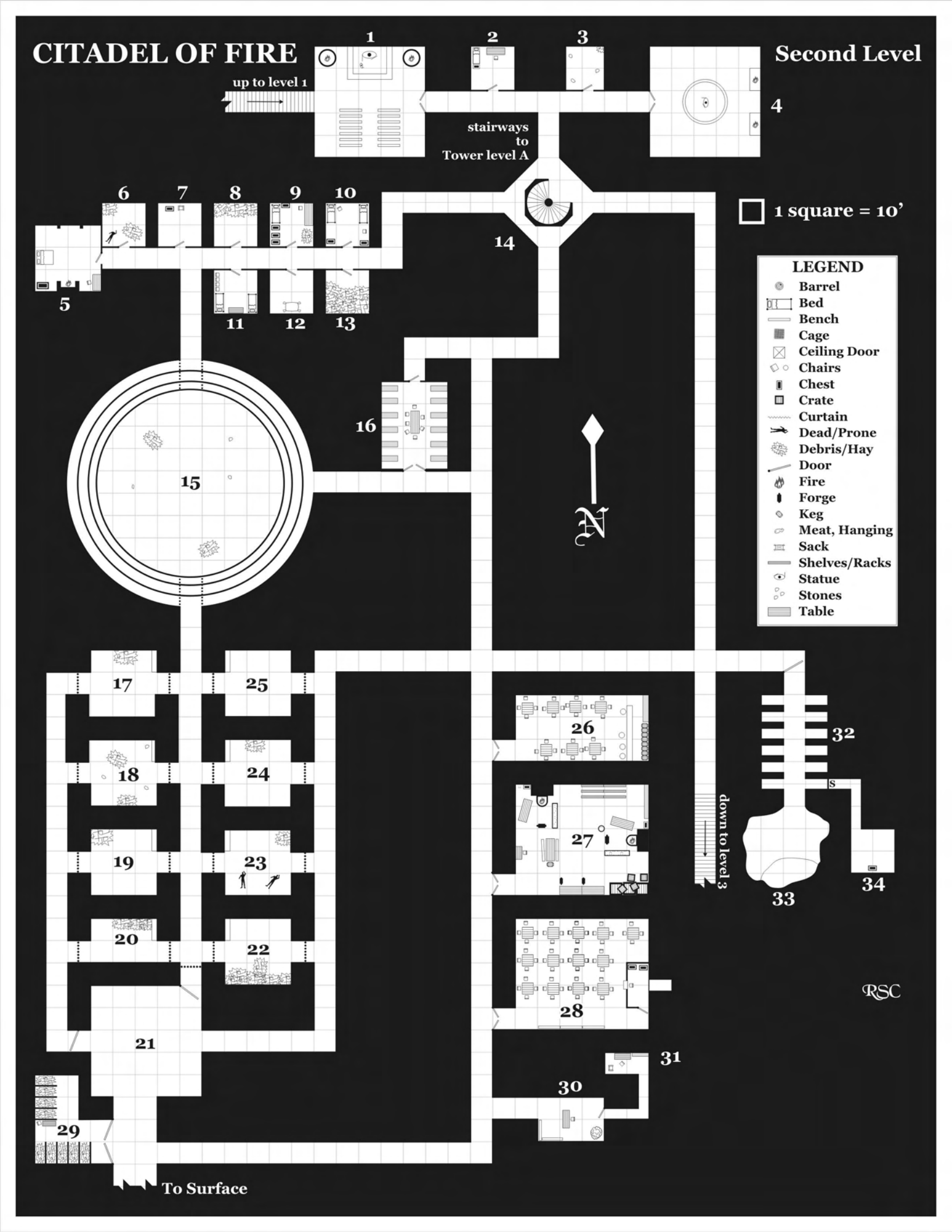

CITADEL OF FIRE
Second Level
up to level 1
stairways to Tower level A
1 square = 10'
LEGEND
Barrel
Bed
Bench
Cage
Ceiling Door
Chairs
Chest
Crate
Curtain
Dead/Prone
Debris/Hay
Door
Fire
Forge
Keg
Meat, Hanging
Sack
Shelves/Racks
Statue
Stones
Table
down to level 3
To Surface
RSC

Dungeon Level 2

1 – Temple of Matu

The Temple of Matu (Ares), God of Battle. An inanimate statue of the god is seated upon a barded warhorse carrying a shield and wearing full plate armor. The petrified body of an evil cleric lies near the mounted statue with a spear embedded deep in its side. Anyone seeing this monument must save against *Fear* (Will save DC17). The weaponry displayed is made only of stone and does not have any magical powers. Warriors frequently bring offerings of small animals to his temple, or treasure gained in battle. There is a 90% chance of finding 10d10 pieces of silver, a 70% chance of finding 1-10 gems worth 30-300 gp ea, and a 20% chance of finding 1-6 pieces of fine jewelry worth 100-600 gp ea. placed at Ares' altar. The room is guarded by 3 trolls.

Douk, Eatheap, and Eiggoat, Male Trolls (3)
Troll6/Ftr6: CR 11; Large Giant; HD 6d8+6d10+84; hp 153, 149, 151; Init +6; Spd 20 ft; AC 24 (Touch 10, FF 23); Base Atk/Grapple +10/+21; Atk +1 large greataxe +17 melee (3d6+11); Full Atk +1 large greataxe +17/+12 melee (3d6+11); SA Regeneration (Ex), Rend (Ex), Scent (Ex); SQ Darkvision 90', Low-Light Vision; SV Fort +17, Ref +6, Will +3; AL CE; Str 25, Dex 14, Con 24, Int 6, Wis 9, Cha 6.
Skills and Feats: Climb +3, Listen +3, Spot +4; Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).
Possessions: *+1 large greataxe, +1 full plate.*

2 – Temple Keeper's Quarters

In the room of the Temple Keeper of Matu is a blind old man who is the present Keeper. He will offer no resistance if attacked, insuring his place in the lower levels of the afterworld. Paramatsu is his name. He has hidden in the wrappings of his turban a small container with the riddle of Damaesu the Amazon, a greatly honored worshipper of Matu. The riddle will guide you to a hidden treasure if you can unravel its meaning.

Doomed to mortal agony
The realm of earthly fate,
Check the anguished battle cry
Of the one you've sworn to hate.

Be brave and victorious
Showing the warrior's pride.
Be glad you have freely killed
And the burial mound denied.

Mend thyself 0 Noble Breed,
Seek the out-most station.
Free thyself no more to bleed
By finding the Healing Potion.

Beyond your graves
The ghouls await.
The Celebrant saves
Your earthly fate.

Judge's Note: The Celebrant, Gargath, in Level 2, Room 33, will tell the party to proceed down the corridor to the next room to find the potion. Gargath will be found only after passing the graveyard of the ghouls.

Paramatsu, Male Human (Ghinorian) Com4: CR 3; Medium Humanoid; HD 4d4+4; hp 18; Init +1; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +2/+6; Atk/Full Atk *+1 spiked gauntlet* +7 melee (1d4+5); SV Fort +4, Ref +4, Will +1; AL N; Str 18, Dex 12, Con 13, Int 12, Wis 11, Cha 9.
Skills and Feats: Hide +1, Spot +3, Listen +2, Move Silently +1, Climb +7, Disguise +2, Handle Animal +4, Jump +8, Ride +9, Swim +5; Alertness, Great Fortitude, Lightning Reflexes.
Possessions: *+1 spiked gauntlet, potion of aid, potion of darkvision, elixir of love*, 79 gp.

3 – Empty Chamber

This chamber is open to be modified by the Judge.

4 – Temple of Calieh

This is the Temple of Calieh, Lesser God of Thieves, Liars, and Gamblers. The statue of the god stands in the center of the room, decorated with a diadem of olive branches and a sheer white robe. Although he will never actively assist any of his worshippers in their pursuits, he is susceptible to flattery and can be bribed to tell rumors of direction to existing wealth (70% probability of a lie). Long ago a fortunate thief was able to steal a deck of cards from Calieh, hiding them in the pen of the monitor lizard before being killed (Search DC 20). The *Cards of Calieh* have been charmed to always work to the advantage of their owner (+20 Luck bonus to gambling skill checks). There are mirrored walls on all sides of the room, intricately cut to reflect the statue a thousand times. Each mirror is worth 2 sp. Items of worship must be stolen to please Calieh. These items are turned to stone if placed before the statue. The now ancient monitor lizard remains locked in his pen in a corner of the room. There is one fighter who will attack if disturbed or a theft is attempted.

Monitor Lizard: CR 2; Medium Animal; HD: 3d8+9; hp 22; Init +2; Spd 30 ft, Swim 30 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +2/+5; Atk/Full Atk bite +5 melee (1d8+4); Space/Reach 5 ft/5 ft; SQ Low-Light Vision; SV Fort +8, Ref +5, Will +2; AL N; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.
Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

Bies, Male Human (Ghinoran) Ftr2: CR 2; Medium Humanoid; HD 2d10+6; hp 20; Init +2; Spd 20 ft; AC 19 (Touch 12, FF 17); Base Atk/Grapple +2/+5; Atk/Full Atk light flail +6 melee (1d8+3), or light pick +6 light (1d4+3) or composite shortbow +5 ranged (1d6+1); SV Fort +6, Ref +4, Will +2; AL LG; Str 17 Dex 15 Con 16 Int 13 Wis 15 Cha 13.
Skills and Feats: Spot +2, Listen +2, Craft (Gemcutter) +3, Disable Device +3, Forgery +4, Search +2; Blind-Fighting, Lightning Reflexes, Power Attack, Run.
Possessions: 18 arrow(s), MW light pick, MW light flail, MW *mighty composite shortbow* (+1 Str), MW chainmail, MW large steel shield, *potions of cure light wounds, jump*, and *spider climb* (2); *alchemist's fire* (3), *thunderstone*, 86 gp.

5 – Thurgard's Quarters

This room is home to Thurgard the Terrible, Champion Warrior of the Arena of Death. Thurgard is Gamatov's champion (see Room 28) and although he has amassed many victories in the arena, he fears coming to blows with the old man. Thurgard has two mistresses, Llewellyn and Meredith, identical twin sisters. They are chained to Thurgard's wall. Meredith will use any means of guile to betray and cheat her rescuers, even to the point of brutalizing her own sister. Both are anxious to escape captivity. The room contains an extra suit of full plate for Thurgard worth 2,000 gp and a large black cloak with golden detail and clasps worth 160 gp. There is a 25% chance that Thurgard will return to his quarters armed with a *+1 sword*.

Thurgard the Terrible, Male Human (Tharbrian) War7; CR 6; Medium Humanoid; HD 7d8+28; hp 73; Init +5; Spd 20 ft; AC 21 (Touch 11, FF 20); Base Atk/Grapple +7/+11; Atk *+1 glaive* +12 melee (1d10+7) or MW light pick +12 melee (1d4+4) or throwing axe +9 ranged (1d6+4); Full Atk *+1 glaive* +12/+7 melee (1d10+7) or light pick +12/+7 melee (1d4+4/x4) or throwing axe +9/+4 ranged (1d6+4); SV Fort +9, Ref +3, Will +4; AL LE; Str 18, Dex 13, Con 18, Int 7, Wis 10, Cha 7.
Skills and Feats: Hide +5, Move Silently +5, Balance +5, Climb +2, Escape Artist +5, Handle Animal +5, Jump +2, Ride+6; Blind-Fighting, Improved Initiative, Iron Will, Power Attack.
Posessions: MW light pick, *+1 glaive*, MW throwing axe, *+1 banded mail*, MW large steel shield, *+1 ring of protection*, *potion of aid*, *potion of bull's strength*, 19 gp.

Llewellyn and Meredith, Female Human (Ghinoran) Com4: CR 3; Medium Humanoid; HD 4d4+12; hp 26,23; Init +1; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +2/+5; Atk/ Full Atk *+1 dagger* +6 melee (1d4+4) or *+1 dagger* (thrown) +3 ranged (1d4+4); SV Fort +6, Ref +2, Will +0; AL CG; Str 17, Dex 12, Con 16, Int 13, Wis 8, Cha 7.
Skills and Feats: Hide +3, Move Silently +1, Appraise+3, Craft (Bookbinder) +2, Handle Animal +5, Ride +10, Swim +6; Great Fortitude, Improved Unarmed Strike, Run.
Possessions: *+1 dagger*, *potion of aid*, *potion of remove paralysis*, *elixir of love*, tanglefoot bag (2), 57 gp.

6 – The Asylum

Years of solitary confinement in the darkest, dankest, befouled parts of the dungeon has led the captives encountered herein to become insane and cannibalistic. Remnants of human and animal flesh and bone lie scattered and smeared about the dungeon's straw floor. Only the strongest and most agile of the Citadel's Keepers can safely enter this room without fear. Food is shoved under the iron grating. The band of cannibals is led by Grisslerot Ruptus. He has a stone dagger, rope woven from shredded clothing, and a whip made from pieces of rawhide. Three of the four members of his band have severed fingers, and one of the four has a missing eye. Grisslerot has in his possession a flute which pacifies their more primitive urges when played, worth 75 gp. One of the band has a *luckstone* hidden under some rocks (Search DC15).

Grisslerot Ruptus, Male Human (Common Avalonian) Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 32; Init +2; Spd 20 ft; AC 20 (Touch 12, FF 18); Base Atk/Grapple +3/+5; Atk/Full Atk longspear +7 melee (1d8+3), or handaxe +5 melee (1d6+2) or throwing axe +6 ranged (1d6+2); SV Fort +5, Ref +3, Will +2; AL CG; Str 15, Dex 15, Con 15, Int 13, Wis 13, Cha 11.
Skills and Feats: Spot +3, Listen +1, Craft (Blacksmith) +4, Heal+4, Slight of Hand +2, Jump +1, Perform+3, Ride+4; Combat Reflexes, Combat Expertise, Dodge, Point Blank Shot, Weapon Focus (long spear); +2 racial bonus on Ride checks.
Possessions: handaxe, MW longspear, MW throwing axe, *+1 breastplate*, MW large steel shield, *potion of cure light wounds*, 20 gp.

Cannibals (4), Male Human Com1: hp 5; AC 11; Atk spear +3 melee (1d8+3) Fort +1, Ref +1, Will +3; AL LN; Str 16, Dex 12, Con 12, Int 17, Wis 16, Cha 15.

7 – Throne Room

The chest of Gargonthol, former ruler of the Pleebas, a nearby tribe of primitive humans, appears to be booty taken in a recent raid. The room is dimly lit by non-harmful phosphorescent fungus growth. The floor of the room is made of highly polished wood. The party will soon discover that the throne is actually a mimic. It will demand an offering of flesh, speaking in the common tongue. If the party refuses this request, it will change itself to mimic the wooden floor, exuding a glue to hold the party fast (See MM for Adhesive Attack).

Mimic: CR 3; Large Aberration (Shapechanger); HD 7d8+21; hp 52; Init +1; Spd 10 ft; AC 15 (Touch 10, FF 15); Base Atk/Grapple +5/+13; Atk slam +9 melee (1d8+4); Full Atk 2 slams +9 melee (1d8+4); Space/Reach 10 ft/10 ft; SA Adhesive, Crush; SQ Darkvision 60 ft, Immunity to Acid, Mimic Shape; SV Fort +5, Ref +5, Will +6; AL N; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.
Skills and Feats: Climb +9, Disguise +13, Listen +8, Spot +8; Alertness, Lightning Reflexes, Weapon Focus (slam).

8 – Slave Quarters

3 young men and 5 young women in tattered garments are captive slaves taken from a recent battle by the wizard's minions. They are well fed, awaiting the Arena games. Anxious to escape, they will bind themselves to the service of any party giving them freedom until the next higher dungeon level is reached. One female insists that her child is a captive in the Choir Room (Level 2, Room 13), and will try to rescue him. The captives have a *decanter of endless water* and a *flask of curses*. They can't distinguish which flask is which, however.

Male Captives (3), Human Com1: hp 4; AC 11; AL LG; Str 16, Dex 12.

Female Captives (5), Human Com1: hp 6; AC 12; AL LG; Str 15, Dex 15.

9 – Carpenter Workroom

Carpenter AshCraft is experienced in the art of temple building. He is a master of his trade, though little else. He was thrown into the dungeon for heresy after building a local temple (he was not burned because the holy men liked his work). Some of the warriors have supplied him with wood and tools in return for his services. Having much spare time lately, AshCraft has devised many small boxes and chests with intricate locks and traps worth between 10-25 gp each. Currently in his possession is an oaken chest containing 10 gp, having a trap of one thousand and one stings (Open Lock DC30). The trap can only be disarmed while submerged in water.

One Thousand and One Stings Trap: CR 12; mechanical; touch trigger; manual reset; lock bypass Open Lock DC35; 1,001 spring-loaded poison needles Atk +20 ranged (6d4 +Poison, needles); Poison (large monstrous scorpion venom, DC14 Fortitude save resists, 1d4 Con/1d4 Con) Search DC30; Disable Device DC30.

AshCraft: Male Human (Alryan) Exp5: CR 4; Medium Humanoid; HD 5d6+23; hp 45; Init +4; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +3/+4; MW dagger +5 melee (1d4+1) or MW dagger (thrown) +8 ranged (1d4); SV Fort +5, Ref +7, Will +5; AL CG; Str 12, Dex 18, Con 18, Int 18, Wis 13, Cha 12.
Skills and Feats: Balance +12, Craft (Carpentry) +12, Craft (Masonry) +12, Craft (Trapmaking) +15, Diplomacy +9, Hide +12, Jump +9, Listen +5, Perform (Comedy) +9, Spot +12; Lightning Reflexes, Skill Focus (Craft (Trapmaking)), Toughness.
Possessions: MW dagger, 900 gp worth of traps.

10 – Amazon Quarters

Four Amazon warriors are quartered here, wishing to be near the Arena of Death. Battle-ready at all times, a fight will ensue should the party disturb their battle practice. Each Amazon will be wearing a dagger and will have a sword nearby. There is a 20% chance that shouting words of praise for the dead Amazon warrior Damaesu will be heard by the Amazons and will cause them to cease hostilities.

Amazon Warriors (4), Female Human (Amazon) Ftr5: CR 5; Medium Humanoid; HD 5d10+15; hp 37; Init +2; Spd 30 ft; AC 17 (Touch 13, FF 15); Base Atk/Grapple +5/+9; Atk/Full Atk *+1 bastard sword* +11 melee (1d10+7) or longbow +7 ranged (1d8); SQ Armor Aversion, Combat Precognition (+1 AC), Gender Interaction; SV Fort +7, Ref +3, Will +4; AL LN; Str 18, Dex 14, Con 16, Int 18, Wis 12, Cha 16.
Skills and Feats: Climb +12, Craft +11, Handle Animal +11, Hide +2, Intimidate +4, Jump +12, Listen +3, Move Silently +2, Ride +10, Search +7, Spot +5, Survival +5, Swim +11; Dodge, Iron Will, Mounted Combat, Point Blank Shot, Power Attack, Weapon Focus (bastard sword).
Possessions: *+1 bastard sword*, long bow, 20 arrows,

11 – Halfling Pen

Halfling captives have been placed here due to the fact that they insulted the evil wizard by refusing to pay tribute and work the surrounding lands. They are forced to weave rope or be locked in with the monitor lizard in the adjacent pen. These captives have a fairly complete knowledge of all the rooms on this level and are not afraid to fight their way out. An ogre guard has been stationed with them to prevent their escape. The ogre is armed with a large greatsword.

Halfling Captives (6), Halfling Com1: CR 1; Small Humanoid; HD 1d4+1; hp 5; Init +4; Spd 20 ft; AC 15 (Touch 14, FF 11); Atk +4 melee or +5 ranged; SV Fort +0, Ref +5, Will +1; AL LG; Str 16, Dex 19, Con 12, Int 13, Wis 12, Cha 13.
Skills and Feats: Climb +4, Hide +7, Jump +8, Listen +7, Move Silently +5, Spot +5; Run.

Gyrah, Male Ogre Ftr3: CR 5; Large Giant; HD 4d8+16+3d10+12; hp 61; Init +0; Spd 30 ft; AC 14 (Touch 9, FF 14); Base Atk/Grapple +6/+22; Atk *+1 greatsword* +15 melee (2d6+11); Full Atk *+1 greatsword* +15/+10 melee (2d6+11); SV Fort +11, Ref +2, Will +4; AL CN; Str 25, Dex 10, Con 19, Int 7, Wis 14, Cha 8.
Skills and Feats: Climb +10, Diplomacy +1, Listen +7, Ride +2, Spot +7; Alertness, Blind-Fighting, Combat Reflexes, Weapon Focus (greatsword).
Possessions: *+1 greatsword, +1 chainmail*, 5 gp.

Monitor Lizard: CR 2; Medium Animal; HD 3d8+9; hp 22; Init +2, Spd 30 ft, Swim 30 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +2/+5; Atk/Full Atk bite +5 melee (1d8+4); Space/Reach 5 ft/5 ft; SQ Low-Light Vision; SV Fort +8, Ref +4, Will +2; AL N; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.
Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11, Survival +2; Alertness, Great Fortitude.

12 – Clouds of Shabast

Clouds hover about this small room, exuding the aroma of strong perfume in the air. The clouds are warm and pulsate with intelligent energy. They part, allowing the party to enter the room. A blue crystal glows in a candelabra next to a plush blue pillow on which Shabast the Splendid is seated, emitting a *Continual Flame* spell. When in humanoid form, Shabast appears similar to a medium sized female storm giant with purple skin. If the humanoid form of Shabast is touched, she defends herself by emitting a painful *Arc of Electricity* at the entire party (as the spell *Chain Lightning*, doing 10d6 points of damage to the first target and 5d6 to up to 10 additional targets). She then becomes fatigued and will return to her former vapor form to sleep. If the crystal is taken out of the candelabra, it disintegrates.

Shabast, Female Storm Elemental: CR10; Medium Elemental (Air, Water, Electricity, Extraplanar); HD 10d8+20; hp 65; Init +10; Spd 30 ft, Fly 60 ft (perfect), Swim 20 ft; AC 25 (Touch 16, FF 19); Base Atk/Grapple +7/+11; Atk *+3 spear* +14 melee (1d8+7 +1d6 electricity) or *+3 spear* +16 ranged (1d8+7 +1d6 electricity) or slam +13 melee (1d4+4 +1d8 electricity); Full Atk *+3 spear* +14/+9 melee (1d8+7 +1d6 electricity) or *+3 spear* +16/+11 ranged (1d8+7 +1d6 electricity) or 2 slams +13 melee (2d4+4 +1d8 electricity); Space/Reach 5 ft/5 ft; SA Electrical Arc, Spell-Like Abilities; SQ DR 5/magic, Darkvision 60', Elemental Traits, Freedom of Movement, Immune to electricity, Vapor Form; SV Fort +9, Ref +13, Will +5; AL N; Str 18, Dex 22, Con 14, Int 10, Wis 15, Cha 18.

Skills and Feats: Concentration +10, Diplomacy +6, Escape Artist +7, Listen +4, Perform (Sing) +6, Perform (Harp) +6, Spellcraft +6, Spot +5; Combat Reflexes, Improved Initiative, Weapon Finesse, Ability Focus (Spell-Like Abilities).
Possessions: *+2 mithril chain shirt, +3 spear of thundering shock, rod of thunder and lightning.*
Spell-Like Abilities: (CL10, DC16+spell level); 1/day – Call Lightning (DC19), Chain Lightning (DC22), Cone of Cold (DC22); 2/day – Create Water, Obscuring Mist, Fog Cloud, Control Water, Control Winds, Ice Storm, Levitate, Lightning Bolt, Wind Wall, Air Walk.
Electrical Arc (Su): at will - Storm Elementals are in part made of electricity, water and air; therefore any creature directly touching a storm elemental in solid humanoid form will receive a discharge of energy equivalent to a *Chain Lightning* at CL10; Ref save for half dmg DC20; this does not count towards daily use of spells, however, it causes fatigue in the storm elemental when used.
Freedom of Movement (Su): Storm Elementals have a continuous *Freedom of Movement* ability as a spell (CL10). The effect can be dispelled, but the Storm Elemental can create it again on its next turn as a free action.
Vapor Form (Su): at will - a Storm Elemental may change shape from humanoid into a floating amorphous cloud as per the spell *Gaseous Form*. If attacked in this form, the cloud can produce the effect of a *Call Lightning* spell (CL10 Ref save DC17). This form is dismissible. Storm Elementals often sleep in this form among the clouds.
Environment: plane of air or water, or any land.
Advancement: 10-12 medium; 13-20 large.
Author: Kara Geilman.

13 – Choir Room.

The room is inhabited by small male children and their music master. During large tournaments the choir performs in the arena. A huge organ has 100 ivory keys worth 2 gp ea. The music master has in his possession 40 choir books, a small silver whistle (2 sp), a director's baton, a metronome (5 gp), and two jugs of whisky to soothe his raw throat. There are 2 guards to protect the choir boys and keep them from escaping. The floor of the room is strewn with straw and rags. Lakagutts, the choir master, is harsh to the children, but afraid to fight anyone of his size.

Judges Note: If threatened, the first thing Lakagutts does is drink his potion of mage armor.

Lakagutts, Male Human (Alryan) Exp4: CR 3; Medium Humanoid; HD 4d6+4; hp 21; Init +2; Spd 30 ft; AC 12 (16) (Touch 12, FF 14); Base Atk/Grp +3/+3; Atk/Full Atk MW walking stick/rapier (club) +3 melee (1d6)/(rapier) +3 melee (1d6) or MW light crossbow +4 ranged (1d8); SV Fort +2, Ref +3, Will +5; AL LG; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 11.
Skills and Feats: Appraise +6, Bluff +9, Diplomacy +8, Intimidate +11, Knowledge (History) +10, Knowledge (Nobility and Royalty) +10, Perform (Oratory) +7, Perform (Percussion Instruments) +7, Perform (Sing) +7, Profession (Siege Engineer) +8; Martial Weapon Proficiency (rapier), Persuasive, Skill Focus (Diplomacy).
Possessions: 20 MW bolts, MW walking stick (w/hidden rapier), MW baton (1d3), MW light crossbow, *potion of mage armor*, *potion of eagle's splendor*, alchemist's fire, antitoxin (vial), noble's outfit (suit w/tailcoat), 71 gp.
Languages: Common, Elven, Giant, Draconic, Goblin.

Aedo, Male Human (Ghinoran) Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 32; Init +2; Spd 20 ft; AC 20 (Touch 12, FF 18); Base Atk/Grapple +3/+5; Atk/Full Atk MW spiked chain +6 2hnd melee (2d4+3) or light hammer +6 melee (1d4+2) or throwing axe +6 ranged (1d6+2); SV Fort +5, Ref +3, Will +5; AL CN; Str 15 Dex 15 Con 15 Int 14 Wis 14 Cha 12.
Skills and Feats: Climb +2, Handle Animal +3, Jump+1, Listen +3, Spot +3; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Unarmed Strike, Iron Will, Quick Draw.
Possessions: MW light hammer, MW spiked chain, MW throwing axe, *+1 chainmail*, MW large steel shield, 5 gp.

Smuh, Male Human (Ghinoran) Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 36; Init +7; Spd 20 ft; AC 21 (Touch 13, FF 18); Base Atk/Grapple +3/+6; Atk/Full Atk scythe +8 melee (2d4+4) or light pick +6 melee (1d4+3) or composite longbow +7 ranged (1d8+2); SV Fort +6, Ref +4, Will +3; AL CN; Str 17 Dex 16 Con 17 Int 15 Wis 15 Cha 13.
Skills and Feats: Climb +3, Craft (Basket Weaving) +5, Intimidate +7, Listen+5, Spot+4; Dodge, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (scythe).
Possessions: 7 arrow(s), light pick, MW scythe, MW mighty composite longbow (+2 Str), *+1 breastplate*, large steel shield, 41 gp.

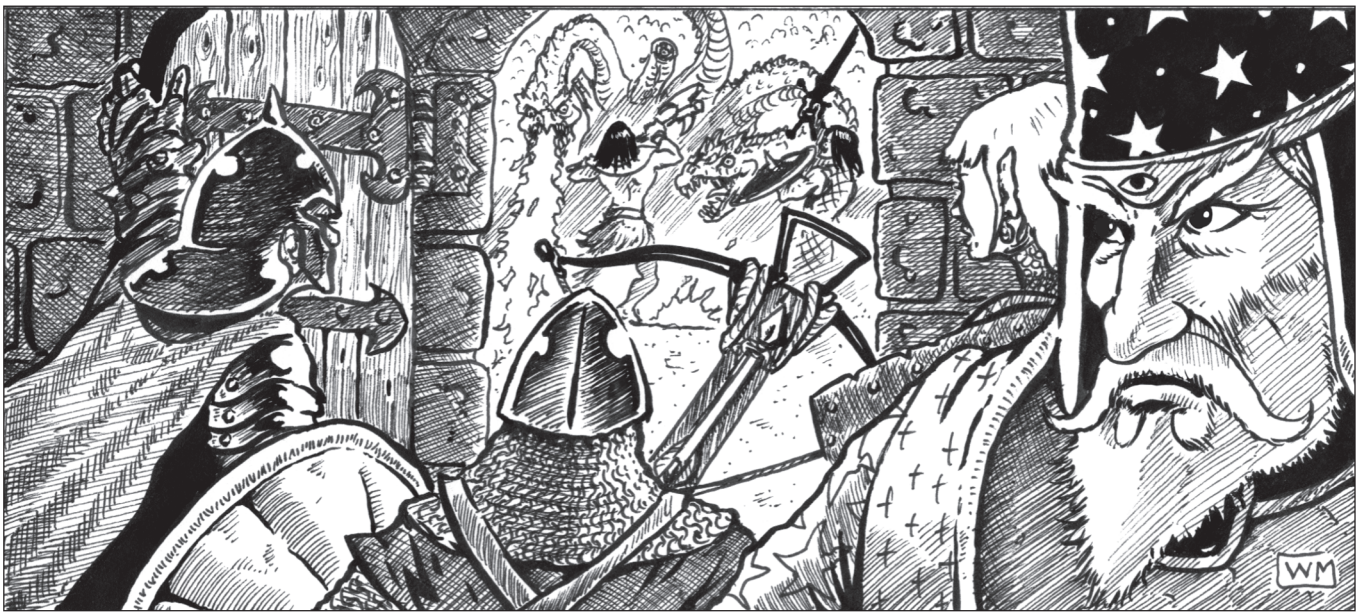
14 – Staircase Courtyard

This is the Courtyard of Atonement. The floor is made of cobblestone. The walls are covered with thick green moss. A cement fountain is in the center filled with water and scum, occasionally spurting forth a foul mixture into the air. Surrounding the fountain is a winding staircase up to the next dungeon level. Anyone attempting to mount the staircase will be surprised by two water trolls. These water trolls know no fear and attack unceasingly. They only venture as far as the top of the staircase where a torch is kept blazing. The water trolls return to their watery home after the party has passed the staircase.

Water Trolls (2): CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft, Swim 60 ft; AC 16 (Touch 11, FF 14); Base Atk/Grapple +4/+14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d4+4); Space/Reach 10 ft/10 ft; SA Rend (2d6+9); SQ Darkvision 90', Low-Light Vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 23, Int 6, Wis 14, Cha 6.
Skills and Feats: Listen +5, Spot +4, Swim +11; Alertness, Iron Will, Track.

15 – The Arena of Death

When any entranceway to the Arena of Death is opened, an illusion of four barbarians fighting an eight-headed pyrohydra appears. Spectators appear to be betting on the outcome. The vision fades if the Arena itself is entered. The Arena is circular in nature, rounded by three rows of seats



and a wall 3' thick. Captives for the Arena are continually sought to fight the warriors or dreaded monsters penned nearby. The ground is somewhat damp from the blood of unsuccessful combatants.

Corridor leading to the Arena

The passageway slants downward. Near the bottom is a pool of red liquid appearing thick in nature. The blood of Burach, a wizard, will slow the party to half speed for 2 rounds if walked through or touched. Should the party reach the door to the arena from the entrance connecting it to Level 2, Room 16, the illusion remains for 2 rounds.

16 –Wine Storage Room

Choice bottles of well-aged wine are stacked carefully on the wooden shelves around the room. There is a large oak table in the center of the room surrounded by six oak chairs. Two thieves are seated in the chilled damp air, gulping down the choice wines. Several candles illuminate the room. The thieves are pleasantly drunk but will become alert if any of the fighters venture in, (Listen DC 15). A platter of fruit and rare meats permanently hovers magically around the room as per the *Tensors Floating Disk* spell. Empty bottles lie strewn about the floor; behind one cowers a small black dog.

Thieves (2), Male Deep Halfling Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 21; Init +4; Spd 20 ft; AC 19, (Touch 15, FF 15); Base Atk/Grapple +2/-2; Atk/Full Atk MW short sword +8 melee (1d4), or MW dagger +8 melee (1d3) or MW dagger +9 ranged or +1 shortbow +8 ranged (1d4); SA Sneak Attack +2d6, +1 Thrown Attack; SQ +2 Save vs. Fear, Darkvision 60', Evasion, Uncanny Dodge, Stonecunning, Trapfinding, Trap Sense +1; SV Fort +4, Ref +8, Will +5; AL N; Str 11, Dex 19, Con 14, Int 15, Wis 16, Cha 11.
Skills and Feats: Hide+13, Spot+7, Listen+12, Move Silently+9, Balance+5, Climb+4, Concentration+3, Decipher Script+4, Diplomacy+1, Disguise+1, Escape Artist+7, Intimidate+4, Jump+6, Open Lock+8, Perform+3, Tumble+10, Survival +4, Use Rope+8; Alertness, Weapon Finesse.
Possessions: *+1 shortbow*, 11 MW arrows, MW dagger, MW short sword, chain shirt, 49 gp.

17 – Pseudo Dragon Pen

This pen holds a pseudo dragon that got separated from his previous "owner" who was one of the mages being trained in the tower some years back. The main reason he is down here is because of all the problems he caused the current pupils under Yrammag's tutelage; however, he still manages to wander out of his pen whenever nobody is looking, 60% chance.

Pseudo Dragon: CR 1; Tiny Dragon; HD 2d12+2; hp 15; Init +2; Spd 15 ft, Fly 60 ft (good); AC 18 (Touch 14, FF 16); Base Atk/Grapple +2/-8; Atk sting +4 melee (1d3-2 +Poison); Full Atk sting +4 melee (1d3-2 +Poison) and bite -1 melee (1); Space/Reach 2 1/2 ft/0 ft (5 ft with tail); SA Poison; SQ Blindsense 60', Darkvision 60', Immunity to Sleep and Paralysis, Low-Light Vision, SR 19, Telepathy 60'; SV Fort +4, Ref +5, Will +6; AL NG; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.
Skills and Feats: Diplomacy +2, Hide +20, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse.

18 – Empty Holding Pen

An apparently empty holding pen with bone fragments and other miscellaneous items strewn about; in actuality, there is a good sized black pudding laying in wait for its next meal. The black pudding acts as a "garbage disposal" for anyone or anything killed in the arena. There are 2d20 gp scattered around the floor of the pen.

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init - 5; Spd 20 ft, Climb 20 ft; AC 3 (Touch 3, FF 3); Base Atk/Grapple +7/+18; Atk/Full Atk slam +8 melee (2d6+4 +2d6 Acid); Space/Reach 15 ft/10 ft; SA Acid, Constrict (2d6+4 +2d6 Acid), Improved Grab; SQ Blindsight 60', Split, Ooze Traits; SV Fort +9, Ref –2, Will –2; AL N; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.
Skills and Feats: Climb +11.

19 – Pen of the Lammasu

This pen contains the dungeon's newest arrival, a young lammasu. It is being groomed for the evil wizard's future pleasure. It is chained with a *collar of antimagic field*, which negates all magical abilities of the wearer (*Arcane Locked*,

Open Lock DC35). The lammasu really doesn't want to leave the security of its pen and the good company of its keeper. 3 guards are stationed outside of the pen.

Lammasu: CR 8; Large Magical Beast; HD 7d10+21; hp 59; Init +1; Spd 30 ft, Fly 60 ft (average); AC 20 (Touch 11, FF 19); Base Atk/Grapple +7/+17; Atk claw +12 melee (1d6+6); Full Atk 2 claws +11 melee (1d6+6); Space/Reach 10 ft/5 ft; SA Pounce, Rake (1d6+3), Spells; SQ Darkvision 60', Low-Light Vision, Magic Circle Against Evil, Spell-Like Abilities; SV Fort +8, Ref +8, Will +7; AL LG; Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14.
Skills and Feats: Concentration +13, Diplomacy +4, Knowledge (Arcana) +13 Listen +13, Sense Motive +13, Spot +15; Blind-Fight, Iron Will, Lightning Reflexes.

Oapier, Keeper, Male Halfling Com1: CR 1; Small Humanoid; HD 1d4+3; hp 7; Init +1; Spd 20 ft; AC 12 (Touch 12, FF 11); Base Atk/Grapple +0/-2; Atk/Full Atk MW club +4 melee 2hnd (1d6+3); SA +1 Thrown Attack; SQ +2 Save vs. Fear; SV Fort +4, Ref +4, Will +1; AL N; Str 14, Dex 13, Con 16, Int 12, Wis 11, Cha 10.
Skills and Feats: Hide +5, Listen +2, Move Silently +3, Appraise +2, Climb +8, Diplomacy +1, Jump +4, Sense Motive +1, Tumble +2; Lightning Reflexes.
Possessions: MW club, *potion of cure light wounds*, *elixir of love*, *potion of vision*, alchemist's fire, antitoxin (vial), tanglefoot bag, 84 gp.
Languages: Halfling, Common, Dwarf.

Guards (3), Goblin War2: hp 14; AC 20; small warhammer +6 melee (1d6+3) or small spiked gauntlet +6 light (1d3+2) or composite small shortbow +5 ranged (1d4+1); Str 14; *potion of aid*, 36 gp

20 – Skippy's Pen

This is the pen of the giant slug Skippy. Skippy always is inaccurate on his first attack. He has a tendency to slither out of his pen toward the water to Room 21, Level 2 (20% chance).

Skippy, Giant Slug: CR 8; Huge Vermin; HD 12d8+48; hp 102; Init +0; Spd 20 ft; AC 16 (Touch 8, FF 16); Base Atk/Grapple +9/+25; Atk bite +15 melee (2d6+8 +1d8 acid) or acid spit +7 ranged (4d8 acid); Full Atk bite +15 melee (2d6+8 +1d8 acid) or acid spit +7 ranged (4d8 acid); Space/Reach 15 ft/10 ft; SA Acid, spit acid; SQ Blindsight 60', DR 10/slashing and piercing, Rubbery Hide, Malleable, Vermin Traits, Vulnerability to salt; SV Fort +12, Ref +4, Will +4; AL N; Str 27, Dex 10, Con 18, Int -, Wis 10, Cha 2.
(From the Tome of Horrors Revised, Necromancer Games, p. 323.)

21 – Damp Room

The floor is very damp. There is a 50% chance that the wizard will cause the doors to open while he is in the Arena (check Wizard Random Location Table).

22 – Bloodthirsty Orcs Pen

A band of wild blood-thirsty orcs are kept penned in this dark lair. The room is fouled by their presence. These orcs have been recently captured from the Forked Blade tribe by the Amazon warriors. The five orcs are armed with a sword and club for combat in the Arena when games are held. One has a glowing re *ring of fire resistance 5*.

Orcs (6): CR 3; Medium Humanoid; HD 4d8+11; hp 29; Init -1; Spd 20 ft; AC 13 (Touch 10, FF 13); Base Atk/Grapple +3/+12; Atk great club +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Full Atk great club +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Space/Reach 10 ft/10 ft; SQ Darkvision 60', Low-Light Vision; SV Fort +6, Ref +0, Will +1; AL CE; Str 21, Dex 11, Con 15, Int 6, Wis 10, Cha 7.
Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (great club).
Possessions: great club, hide armor.

23 – Pen of the Dire Apes

These dire apes lumber about the area "cleaning up" remains of human flesh. Semiphoe, their leader, lies in wait behind the door. An empty chest sits at the far side of the room.

Dire Apes (5): CR 3; Large Animal; HD 5d10+13; hp 35; Init +2; Spd 30 ft, Climb 15 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +3/+13; Atk claw +8 melee (1d6+6); Full Atk 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); Space/Reach 10 ft/10 ft; SA Rend (2d6+9); SQ Low-Light Vision, Scent; SV Fort +6, Ref +6, Will +5; AL N; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.
Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

24 – Empty Pen

This room is empty, but food has been placed in the stall for the arrival of a new creature. There is a 20% chance that within 5 rounds the Amazon warriors in Level 2, Room 10, bring an elephant (Asiatic) inside the corridor in complete submission. There is a 5% chance that the elephant escapes the Amazons and charges, entering the room should the door be open. Giving praise to Damaesu causes all hostilities to cease, should the Amazons be encountered.

Elephant: CR 7; Huge Animal; HD 11d8+55; hp 104; Init +0; Spd 40 ft; AC 15 (Touch 8, FF 15); Base Atk/Grapple +8/+26; Atk gore +16 melee (2d8+15); Full Atk slam +16 melee (2d6+10) and 2 stomps +11 melee (2d6+5) or gore +16 melee (2d8+15); Space/Reach 15 ft/10 ft; SA Trample (2d8+15); SQ Low-Light Vision, Scent; SV Fort +12, Ref +7, Will +6; AL N; Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7.
Skills and Feats: Listen +12, Spot +10; Alertness, Endurance, Iron Will, Skill Focus (Listen).

25 – The Happy Hydra

Contained within this pen is a five-headed hydra named Happy. Inside a sealed jug sitting in the hydra's watering trough is a *manual of quickeness of action*.

Happy the Hydra: CR 4; Huge Magical Beast; HD 5d10+28; hp 55; Init +1; Spd 20 ft, Swim 20 ft; AC 15 (Touch 9, FF 14); Base Atk/Grapple +5/+16; Atk/Full Atk 5 bites +6 melee (1d10+3); Space/Reach 15 ft/10 ft; SQ Darkvision 60', Fast Healing 15, Low-Light Vision, Scent; AL N; SV Fort +9, Ref +5, Will +3; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.
Skills and Feats: Listen +6, Spot +6, Swim +11; Combat Reflexes, Iron Will, Toughness.

26 – The Buxom Barmaid Tavern

Food, women and entertainment are offered here for a moderate price. The owner of the tavern, Quidley the Quiet, wandered off years ago to get away from the noise, and hasn't been seen since. His bereaved wife, Tasha, seeks the solace of handsome young customers nightly. Five other comely wenches serve the hungry warriors and tired travelers with aged wine and meats. Tasha tends the bar, armed with a dagger. Luring customers into the stable, the women steal their purses and leave them poisoned. Tasha has a policy forbidding the use of poison in her establishment, but expects a share from the gold her barmaids obtain. Customers appearing in the tavern at present are 2 fighters and an Amazon. The serving maids are accomplished cutpurses, with 75% chance of one of them attempting to pick each character's pocket if the tavern is entered.

Tasha, Female Human (Common Avalonian) Exp5: CR 4; Medium Humanoid; HD 5d6+5; hp 21; Init +4; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +3/+4; Atk/Full Atk MW dagger +5 melee (1d4+1) or short sword +4 melee (1d6+1) or MW dagger (thrown) +8 ranged (1d4+1); SV Fort +2, Ref +7, Will +8; AL NE; Str 12, Dex 19, Con 13, Int 17, Wis 18, Cha 17.
Skills and Feats: Appraise +13, Balance +11, Craft +11, Decipher Script +5, Diplomacy +4, Disguise +5, Escape Artist +5, Gather Information +4, Heal +7, Hide +4, Intimidate +9, Knowledge (Arcana) +11, Listen +6, Move Silently +4, Open Lock +6, Profession +6, Search +9, Speak Language +5, Spot +6, Use Rope +12; Alertness, Dodge, Lightning Reflexes, Run, Skill Focus (Appraise).
Possessions: MW dagger, short sword.

Barmaids (5), Female Human (Ghinoran) Exp2: CR 1; Medium Humanoid; HD 2d6+8; hp 15; Init +4; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +1/+3; Atk/Full Atk dagger +4 melee or dagger (thrown) +5 ranged; SV Fort +4, Ref +4, Will +4; AL CN; Str 17, Dex 18, Con 18, Int 15, Wis 12, Cha 19.
Skills and Feats: Bluff +9, Diplomacy +9, Escape Artist +6, Hide +9, Knowledge (Local) +7, Listen +6, Slight of Hand +12, Search +7, Sense Motive +7, Spot +6; Power Attack, Skill Focus (Slight of Hand).
Possessions: dagger.
Languages Spoken: Abyssal, Common, Giant, Gnoll, Orc, Sylvan.

Fighters (2), Human Ftr3: CR 3; Medium Humanoid; hp 28; Init +4; Spd 30 ft; AC 13; light mace +6 melee (1d6 + 2); SV Fort +3, Ref +1, Will +2; AL N; Power Attack, Quick Draw.

Alya, Female Human (Amazon) Ftr4: CR 4; Medium Humanoid; HD 4d10+8; hp 38; Init +3; Spd 20 ft; AC 17 (Touch 14, FF 14); Base Atk/Grapple +4/+8; Atk/Full Atk *+1 scimitar* +10 melee (1d6+5); SQ Armor Aversion, Combat Precognition (+1 AC), Gender Interaction, Shield Proficiency; SV Fort +6, Ref +4, Will +2; AL N; Str 16 Dex 16 Con 14 Int 10 Wis 13 Chr 16.
Skills and Feats: Handle Animal +6, Ride +8, Survival +7; Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Weapon Focus (scimitar).
Possessions: *+1 scimitar*, studded leather.

27 – Armorer's Shop

Armorer Eboeriah has several items for sale at reasonable prices. His shop is always filled with 2d6 warriors. There is a 25% chance that Eboeriah will be temporarily out of stock on any desired item due to the amount of business prevailing. Some of his armaments are intricately fashioned or jewel encrusted. Eboeriah can fashion items to specifications in 1d6 weeks, but cannot make magical weapons. He dislikes customers who attempt to sit in his chair or hover too near the brazier at the back of the shop, thus disturbing him or his work. His possessions include a *bag of holding (Type I)* wherein he keeps the shop's change of 300 gp, 90 sp, and 10 cp. He used to be a fighter in years past.

Eboeriah, Male Human (Terran) Ftr2/Exp3: CR 4; Medium Humanoid; HD 2d10+3d6+10; hp 42; Init +5; Spd 20 ft; AC 20 (Touch 11, FF 19), Base Atk/Grapple +4/+7; Atk/Full Atk *+1 longsword* +9 melee (1d8+4) or composite longbow +5 ranged (1d8); SV Fort +6, Ref +2, Will +3; AL NG; Str 17, Dex 13, Con 14, Int 11, Wis 10, Cha 13.
Skills and Feats: Climb +1, Craft (Armorsmithing) +8, Craft (Weaponsmithing) +7, Intimidate +4, Jump +4, Knowledge (Arcana) +2, Profession (Hunter) +5, Ride +3, Swim +-6, Use Magic Device +8; Improved Initiative, Magical Aptitude, Power Attack, Skill Focus, Craft (Armorsmithing), Weapon Focus (longsword).
Possessions: *+2 chainmail*, heavy shield, *+1 longsword*, composite longbow, *bag of holding*.

Fighters (2d6), Human Ftr3: CR 3; Medium Humanoid; hp 28; Init +4; Spd 30 ft; AC 13; light mace +6 melee (1d6 + 2); SV Fort +3, Ref +1, Will +2; AL N; Power Attack, Quick Draw.
Languages Spoken: Abyssal, Common, Orc.

Corridor leading between Room 27 and Room 28

Lakrum the rust monster is often found around the armorer's. Occasionally the armorer tosses the rust monster a few rusty trade-ins to appease its appetite for his more valued items, which appears to be just wishful thinking on Eboeriah's part. Lakrum will certainly attack anyone leaving the armorer's shop by this exit.

Lakrum, Rust Monster: CR 3; Medium Aberration; HD 5d8+5; hp 27; Init +3; Spd 40 ft; AC 18 (Touch 13, FF 15); Base Atk/Grapple +3/+3; Atk/Full Atk antennae touch +3 melee (rust) and bite –2 melee (1d3); Space/Reach 5 ft/5 ft; SA Rust; SQ Darkvision, Scent; SV Fort +2, Ref +4, Will +5; AL N; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.
Skills and Feats: Listen +7, Spot +7; Alertness, Track.

28 – Gamatov's Gaming Parlor

There is currently a Knucklebones tournament with house odds (HO) 20%, Arm Wrestling HO 30%, and Cup & Pea HO 45% going on. The word in the parlor is, do not shirk on a bet, for the 6 bouncers are armed with swords and are well paid - 15 gp each tonight. The parlor is lavishly decorated in red and silver, supplied with beautiful women for good luck! The customers are 6 halfling apprentices with slings, 5 gnome thieves with daggers, and 2 human fighters with swords. This

area is one of the wizard's favorites. There is a 5% chance that the Wizard Yrammag is present.

This place, as well as this dungeon level, is run by Gamatov the Stout, former champion of the Arena, who was awarded his freedom by his former master and proceeded to celebrate by severing the man's head and flinging it into the center of the ring (to the great delight of the crowd). Gamatov is the strong-arm who sets up the contests in the Arena and takes in the exotic creatures that will do battle with them. He spends much time going about this level of the dungeon coordinating the tournaments and seeing to the creatures.

He sometimes ventures to Level 1 to negotiate with the Goblin King Vasargh III about contestants for the Arena (although he despises goblins). He also ventures up to the Citadel occasionally at the behest of the younger wizards who can, on very rare occasion, be found down here wagering and watching the contests (although Yrammag might flay them alive if he knew about it). Gamatov is beginning to go gray with age, and he is getting round in the gut. He is a very large man (6'4", 250 lbs) and very ill-tempered, but he's a businessman and will try to keep things civil and keep people in here so that he can keep taking their money. Anyone who cries "Cheat!" in here is liable to get some personal 'treatment' from Gamatov and his bouncers. The greataxe he carries has many notches in the handle for vanquished foes. A well known story around here tells of a thief who tried to pick Gamatov's pocket while he was napping one night... only to have his head split clean in two by Gamatov's mighty axe. No one has tried to pick his pocket since that night.

Whenever Gamatov is out, his assistant Cutaan runs the gambling parlor. Cutaan is a bumbling old man, pudgy and a little frayed around the edges. He is presently wishing he had a tankard of ale to ease his arthritic condition. In his prime he was an "adequate" thief, he says, but now drink has changed all of that. He insists that he chooses to make this dungeon level his home, being tired of the adventurous life. Cutaan has often dreamed of slipping away with the house monies of 371 gp, 273 sp, and 489 cp, but feels safer in not so doing. He has a pet black cat, Klaw, that can shape-change upon his command only. Klaw becomes a black tiger:

Tiger: CR 4; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 40 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +4/+14; Atk claw +9 melee (1d8+6); Full Atk 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3); Space/Reach 10 ft/5 ft; SA Improved Grab, Pounce, Rake (1d8+3); SQ Low-Light Vision, Scent; SV Fort +8, Ref +7, Will +3; AL N; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.
Skills and Feats: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11; Natural Attack (claw).

Judges Note: Gamatov would like nothing better than to persuade player characters to fight in the Arena. Thurgard the Terrible (Level 2, Room 7) is Gamatov's champion, but Gamatov is all for himself and will back whichever contestant he feels is clearly superior. When he is unable to bribe or persuade individuals to fight in the Arena, he has been known to organize an ambush to take prisoners, which he then forces to fight in the Arena.

Bouncers (6), Orc Bbn3: CR 3; Medium Humanoid HD 3d10+6; hp 34, 32, 40, 29, 35, 37; Init +2; Spd 30 ft; AC 16 (Touch 12, FF 14); Base Atk/Grapple +3/+7; Atk/Full Atk greataxe +8 melee (1d12+6); SQ Darkvision 60', Light Sensitivity; SV Fort +5, Ref +3, Will +1; AL CE; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.
Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus.
Possessions: greataxe, scale mail.

Halfling Apprentices (6), Male Halfling (Tallfellow) Exp2: CR 1, Small Humanoid; HD 2d6+6; hp 12; Init +5; AC 13 (Touch 12, FF 11); Base Atk/Grapple +1/-1; Atk/Full Atk dagger +4 melee (1d3); SV Fort +3, Ref +1, Will +0; AL CE; Str 14, Dex 13, Con 16, Int 12, Wis 11, Cha 10.
Skills and Feats: Decipher Script +4, Forgery +9, Hide +14, Intimidate +6, Jump +4, Knowledge +8, Listen +10, Move Silently +5, Open Lock +9, Perform +2, Profession (Alchemist) +7, Sense Motive +6, Search +10, Spot +5, Use Magic Device +5; Skill Focus (Search).
Possessions: dagger.

Thieves (5), Male Gnome (Forest) Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 23, 25, 22, 26, 19, 24; Init +8; Spd 20 ft; AC 17 (Touch 14, FF 13); Base Atk/Grapple +1/-1; Atk/Full Atk small short sword +6 melee (1d4+2) or small shortbow +6 (1d4); SV Fort +3, Ref +7, Will +2; AL CN; Str 16, Dex 18, Con 14, Int 15, Wis 12, Cha 14.
Skills and Feats: Appraise +8, Balance +9, Craft +9, Diplomacy +5, Disable Device +8, Escape Artist +8, Gather Information +6, Hide +16, Jump +7, Listen +1, Hide Silently +4, Perform +6, Pick Pocket +10,Spot +10, Sense Motive +9, Spot +8, Use Rope +9; Ambidexterity, Dodge, Improved Initiative, Point Blank Shot.
Possessions: small short sword, small shortbow, leather armor.

Fighters(2), Male Human (Tharbrian) War4: CR 4; Medium Humanoid; HD 4d8+28; hp 51, 55; Init +9, Spd 30 ft, Climb 15 ft; AC 19 (Touch 15, FF 14); Base Atk/Grapple +4/+8; Atk bite +3 melee (1d3+2) or scimitar +8 melee (1d6+4); Full Atk 2 claws +8/+8 melee (1d4+4) and bite +3 (1d3+2) or scimitar +8 melee (1d6+4); SA Save +2 vs. Poison and Disease; SQ Darkvision 60'; SV Fort +11, Ref +6, Will +5; AL CE; Str 18, Dex 20, Con 24, Int 13, Wis 18, Cha 12.
Skills and Feats: Climb +13, Escape Artist +9, Hide +11, Intimidate +6, Jump +10, Swim +4; Improved Initiative, Weapon Finesse.
Possessions: leather armor, scimitar, small shield.

Cutaan, Male Human (Common Avalonian) Exp5: CR 4; Medium Humanoid; HD 5d6+10; hp 31; Init +8; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +3/+4; Atk/Full Atk short sword +4 melee (1d6+1) or dagger +4 melee (1d4+1) or dagger (thrown) +7 ranged (1d4+1); SV Fort +3, Ref +5, Will +6; AL N; Str 13, Dex 19, Con 15, Int 18, Wis 15, Cha 14.

Skills and Feats: Appraise +10, Balance +8, Bluff +9, Climb +8, Concentration +8, Craft +12, Decipher Script +14, Diplomacy +9, Disable Device +12, Disguise +8, Escape Artist +6, Hide +5, Jump +1, Knowledge +6, Listen +4, Move Silently +4, Pick Pocket +12, Spot +2, Tumble +11; Alertness, Expertise, Improved Initiative, Skill Focus (Balance), Skill Focus (Decipher Script), Skill Focus (Hide).
Possessions: short sword, dagger, 112 gp, 89 sp, 302 cp.

Gamatov the Stout, Male Human (Ghinoran) Ftr8: CR 8; Medium Humanoid; HD 8d10+24; hp 54; Init +6; Spd 30 ft; AC 15 (Touch 12, FF 13), Base Attack/Grapple +8/+12; Atk *+2 greataxe* +15 melee (1d12+10); Full Atk *+2 greataxe* +15/+10 melee (1d12+10); SV Fort +9, Ref +4, Will +2; AL CE; Str 18, Dex 15, Con 16, Int 13, Wis 15, Cha 14.
Skills and Feats: Climb +11, Hide +2, Intimidate +14, Jump +15, Listen +7, Move Silently +2, Profession (Gladiator) +3, Ride +2, Spot +2, Swim +5; Blind-Fight, Combat Expertise, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).
Possessions: *+2 greataxe*, hide armor, dagger, golden bracers (250 gp), gold and topaz ring (800 gp), *potion of neutralize poison*, 421 gp, 377 sp, 134.

29 – Paddy's Stable and Gable

The lower level stable contains stalls for horses and mules only. Sacks of grain are kept to the far wall, well away from the watering trough. Paddy is wearing *+4 bracers of armor* under long sleeves. Accommodations cost 3 gp per night, feed and grooming for animals 2 gp per night. A cart is also kept on the bottom level to haul away the less victorious from the Arena. A good horse or pack mule may be purchased here for 25 gp each, 2 being presently available. Saddle bags are 10 gp, saddle and blanket are 15 gp. Blankets for guests are 7 gp ea. One reaches the top level by a wooden ladder. Only straw is stored upstairs. There is a 50% chance that the body of a poisoned tavern customer may be hidden in the straw. Paddy's cashbox contains 150 gp, 75 sp, and 20 gp. There are 5 warriors guarding the stable. Regardless of their racial differences, Paddy and Eboeriah are adoptive brothers and share an oath bond between each other. Both are trained in the fighting arts.

Paddy, Male Hill Dwarf Ftr3/Exp2; CR 4; Medium Humanoid; HD 3d10+2d6+25; hp 55; Init +7; Spd 20 ft; AC 17 (Touch 13, FF 14); Base Atk/Grapple +4/+8; Atk/Full Atk MW dwarven waraxe +10 melee (1d10+4); AL LE; SV Fort +10, Ref +4, Will +6; Str 18, Dex 16, Con 20, Int 12, Wis 14, Cha 11.
Skills and Feats: Craft (Blacksmithing) +10, Diplomacy +2, Handle Animal +10, Intimidate +3, Listen +7, Ride +7, Spot +7, Survival (Underground) +4; Animal Affinity, Great Fortitude, Improved Initiative, Weapon Focus (dwarven waraxe).
Possessions: artisan's tools (Blacksmithing); *+4 bracers of armor*; MW dwarven waraxe.

Guards (5), Male Human War1: hp 11; AC 14, Atk spear +2 melee (1d6).

30 – Waiting Room

This is the dentist's waiting room. Inside is a rather sturdy receptionist/dental assistant. She has a *whip of submission* which causes any creature struck to make a Will save (DC23) or surrender to the wielder of the whip as per the spell *Dominate Monster*. Submission lasts from 3d4 rounds. Within this room are a satyr, a gnoll, and a troll. A rather unusual office plant maintains a dominant presence in one corner of the waiting room. A careful peace is being enforced.

Madame Farbrissa runs a very strict office and maintains total discipline in the waiting room. All rules will be obeyed to the letter; otherwise those causing problems are likely to be fed to the carnivorous plant that occupies one corner of the room. She is very proficient with both whips and riding crops and is likely to use either to maintain order.

Secretly, she has a deep seated desire to make Kylt Skotborg her own and has dropped many a less-than-subtle hints over the past few weeks as to her intentions. Alas, all this effort has been to no avail, so she has decided to focus her attention to other means of obtaining his obedience, including studying the Kama Sutra while consulting other more learned women as to the proper training of males. After all the studying she has done, she is eager to practice some of what she has learned. There is a 15% chance that she finds a male character visiting the office of suitable proportions for use in practicing what she has learned, and tries to take him aside into the storage room.

Audrey II (Madame Farbrissa's office plant) has been in Madame Farbrissa's care since she was a little girl, having been nurtured from a seedling taken from her grandmother's garden where the original Audrey resides. Since Farbrissa's young childhood, she has lived the solitary life of an only child to parents who were uncaring at best, and this plant proved to be the young woman's only companion and source of solace on many a lonely night. Sometime during the woman's youth, Audrey II ate Farbrissa's parents one day while they were working in the garden. Ever since then, they have looked out for each other.

Madame Farbrissa, Receptionist/Dental Assistant, Female Human (Amazon) Adp3/Exp2: CR 3; Medium Humanoid; HD 3d6+3+2d6+2; hp 24; Init +4; Spd 30 ft; AC 22 (Touch 15, FF 18); Base Atk/Grapple +2/+4; Atk/Full Atk *+1 whip of Submission* +5 melee (1d6+1); SQ Armor Aversion, Combat Precognition (+1 AC), Gender Interaction, Shield Proficiency; SV Fort +2, Ref +5, Will +10; AL CN; Str 15, Dex 18, Con 16, Int 14, Wis 18, Cha 18.
Skills and Feats: Alchemy +9, Craft +6, Decipher Script +3, Disable Device +4, Heal +9, Hide +4, Jump +4, Knowledge (Sadism) +8, Knowledge (Arcana) +8, Listen +4, Move Silently +4, Pick Pocket +5, Scry +4, Sense Motive +5, Spot +4, Survival +10; Alertness, Dodge, Lightning Reflexes, Scribe Scroll, Spell Focus (Evocation).
Possessions: *+3 bone corset (AC +4, Max Dex +5), +1 whip of submission (Dominate Monster; Will save DC23)*
Adept Spells per Day: 3/3 DC14 +spell level 0*: Detect Magic, Read Magic, Touch of Fatigue; 1: Cause Light Wounds, Command, Sleep.*
Languages: Auran, Common, Gnoll, Sylvan.
Primary Motivation: The character is a sadist and enjoys harming others and inflicting pain and misery.

Secondary Motivation: Revenge against the religious and pious. The character feels an overwhelming need to exact revenge.
Recent Past: The character has been visiting a friend in Folkvangir Forest.

Cobra Flower: CR 4; Large Plant; HD 6d8+18; hp 49; Init +1; Spd 5 ft; AC 14 (Touch 11, FF 13); Base Atk/Grapple +4/+11; Atk/Full Atk bite +6 melee (1d8+4 +1d6 Acid); Space/Reach 10 ft/10 ft; SA Acid, Constrict (1d6+4 +1d6 Acid), Improved Grab; SQ Blindsight 30', Plant Traits; SV Fort +8, Ref +3, Will +3; AL N; Str 17, Dex 13, Con 16, Int -, Wis 13, Cha 9.
(From *Tome of Horrors, Necromancer Games, p. 68.*)

Satyr: CR 3; Medium Fey; HD 5d6+5; hp 22; Init +1, Spd 40 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +2/+2; Atk/Full Atk head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20) or shortbow +3 ranged (1d6/x3); Space/Reach 5 ft/5 ft; SA Pipes; SQ DR 5/cold iron, Low-Light Vision; SV Fort +2, Ref +5, Will +5; AL CN; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.
Skills and Feats: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (Nature) +9, Listen +15, Move Silently +13, Perform (Wind Instruments) +9, Spot +15, Survival +1 (+3 above ground); Alertness, Dodge, Mobility.

K'gyrachk, Male Gnoll War3: CR 3; Medium Humanoid; HD 2d8+8+3d8+12; hp 47; Init +8; Spd 30 ft; AC 16 (Touch 14, FF 12); Base Atk/Grapple +4/+10; Atk/Full Atk battleaxe +11 melee (1d8+6); SV Fort +10, Ref +5, Will +2; AL CN; Str 22, Dex 18, Con 18, Int 14, Wis 13, Cha 10.
Skills and Feats: Alchemy +2, Hide +4, Intimidate +6, Jump +9, Listen +4, Move Silently +4, Spot +4; Improved Initiative, Power Attack, Weapon Focus (battleaxe).
Possessions: leather armor, battleaxe.

Gorbrah, Male Steppe Troll War4: CR 8; Large Giant; HD 8d8+64+4d8+32; hp 149; Init +0; Spd 40 ft; AC 18 (Touch 12, FF 16); Base Atk/Grapple +7/+17; Atk claw +17 melee (1d6+6); Full Atk 2 claws +17 melee (1d6+6) and bite +12 melee (1d6+3); SV Fort +18, Ref +3, Will +3; AL CE; Str 23, Dex 16, Con 26, Int 14, Wis 12, Cha 13.
Skills and Feats: Animal Empathy +17, Craft +9, Intimidate +3, Listen +11, Move Silently +3, Ride +23, Spot +16, Survival +11; Blind Fighting, Rideby Attack, Spirited Charge, Toughness, Track, TwoWeapon Fighting.

31 – Dentist's Office

This is the dentist office. The only dentist, a troll, is attending to the toothache of a giant skunk. In a second chair nearby sits a disgruntled hill giant, holding his jaw in pain. On the shelves are seven pairs of dentures for various creatures worth 5 gp. A pair of golden vampire fangs has just been finished for a customer on one of the top levels worth 100 gp.

All Orin ever wanted to be was a simple dentist... to help heal people and give them a more perfect smile. Alas, while traveling through Aztlan, he wound up assisting the wrong group of people from the local Temple of Kutalabold and fell victim to their nefarious plans. Duped to their coercion, he was "placed" in his current office as their spy and secretly passes information back to the temple in Aztlan whenever one of their other spies (a thief) comes in for a "routine checkup."

Orin Screamyello, Dentist, Male Troll Exp5/Adp4: CR 12; Large Giant; HD 6d8+42+5d6+35+4d6+28; hp 166; Init +6; Spd 30 ft; AC 22 (Touch 16, FF 16); Base Atk/Grapple +9/+20; Atk claw +16 melee (1d6+6); Full Atk 2 claws +16 melee (1d6+6) and bite +12 melee (1d6+3); SV Fort +14, Ref +10, Will +15; AL CN; Str 24, Dex 23, Con 24, Int 15, Wis 17, Cha 9.
Skills and Feats: Animal Empathy +2, Bluff +6, Decipher Script +5, Diplomacy +7, Heal +12, Hide +2, Handle Animal +4, Knowledge (Nature) +9, Listen +9, Move Silently +6, Profession (Dentistry) +11, Scry +8, Sense Motive +6, Spellcraft +7, Spot +9; Alertness, Ambidexterity, Empower Spell, Endurance, Iron Will, Silent Spell.
Adept Spells per Day: 3/3/1 DC13 +spell level *0: Create Water, Light, Mending; 1: Cause Fear, Cause Light Wounds, Obscuring Mist; 2: Web.*
Primary Motivation: The character is being coerced by the evil. The character would not normally act this way, but is being blackmailed/forced/etc.
Secondary Motivation: A deep hatred of inhabitants of Aztlan. The character's hate runs deep, and dominates his personality.
Recent Past: Attempted to enroll unsuccessfully in dental school in Damkina.

D'caasz, Male Hill Giant War6: CR 12; Large Giant; HD 12d8+96+6d8+48; hp 222; Init +9; Spd 30 ft; AC 27 (Touch 14, FF 21); Base Atk/Grapple +15/+31; Atk MW greatsword +25 melee (3d6+16), or rocks +13 ranged (2d6+12); Full Atk MW greatsword +25/+20/+15 melee (3d6+16) or rocks +13/+8/+3 ranged (2d6+12); SV Fort +21, Ref +7, Will +8; AL NE; Str 33, Dex 21, Con 26, Int 11, Wis 14, Cha 20.
Skills and Feats: Climb +15, Handle Animal +16, Intimidate +14, Jump +21, Listen +4, Move Silently +2, Spot +8, Swim +19; Alertness, Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).
Possessions: MW great sword, *+1 scale shirt*, 230 gp.
Languages: Common, Giant.

32 – Graveyard

A foul mist appears to cover the entire graveyard and an eerie glow prevails. A cart with bodies is unhitched at the far side of the yard. A party entering this graveyard will get a chill up there back and must make a Fortitude save (DC15) or the characters will be sickened for 1d6+4 minutes as this is unhallowed ground. As the party enters this area, 6 ghouls spring from holes to defend their grounds. They will never pursue beyond the graveyard.

Ghouls (6): CR 1; Medium Undead; HD 2d12; hp 13 Init +2, Spd 30 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +1/+2; Atk bite +2 melee (1d6+1 +Paralysis); Full Atk bite +2 melee (1d6+1 +Paralysis) and 2 claws +0 melee (1d3 +Paralysis); Space/Reach 5 ft/5 ft; SA Ghoul Fever, Paralysis; SQ Darkvision 60', Undead Traits, Turn Resistance+2; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con :, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +5, Spot +7; Multiattack.

33 – Funeral Procession

A funeral procession of 13 mourners moves slowly to the burial mound. Incense fills the air. The sound of wailing pours from the sky. A vision of thunder and lightning drastically increase as the procession nears the mound. As the funeral pyre is gently laid on the mound, lightning strikes the body and consumes it in a burst of flame. The wailing ceases and a bizarre celebration ensue with dancing, music from trumpets and tambourines, laughing, drinking, and carrying on with wild abandon. Gargath the Gruesome will freely discuss the Riddle of Damaesu, and will help the party on its way. If need be, Gargath will accompany the party down the proper corridor. Should anyone question the strange activities of the funeral procession, the gaiety suddenly stops. The entire assembly turns blankly towards the party, and fanatically attacks. Gargath then considers himself and his religion insulted, and joins the attack.

Gargath the Gruesome, Male Human (Tharbrian) War4: CR 3; Medium Humanoid; HD 4d8+16; hp 38; Init +2; Spd 30 ft; AC 18 (Touch 13, FF 15); Base Atk/Grapple +4/+8; Atk/Full Atk MW greatsword +10 melee (2d6+6); SV Fort +8, Ref +5, Will +2; AL LE; Str 19, Dex 16, Con 18, Int 13, Wis 14, Cha 16.
Skills and Feats: Climb +10, Hide +2, Intimidate +8, Jump +11, Knowledge (Arcana) +4, Listen +1, Move Silently +2, Ride +6, Spot +1; Lightning Reflexes, Power Attack, Weapon Focus (greatsword).
Possessions: MW greatsword, *+1 chain shirt*, 109 gp.
Languages: Abyssal, Common.

Mourners/Fighters (13), Human War1: hp 12; Medium Humanoid; AC 13; Atk bastard sword +5 melee (1d10+4) or shortbow +4 ranged (1d6); Str 18, Dex 16, Con 18, Int 16, Wis 12, Cha 12.

Judges Note: The floor of the corridor between Room 33 and Room 34 has been freshly raked over. A single piece of gold is half buried in the earth.

34 – Riddle's Answer

If you have interpreted the Riddle of Damaesu correctly, you should be in this room. Contained within are the *manual of puissant skill at arms*, a *cure serious wounds potion*, and 2 *figurines of wondrous powers (golden lion)*, which when tossed into melee become real lions and are loyal to their possessor until slain. If they remain alive, they will return to their statuette shape and may be picked up. The Lions are useable once per week.

Manual of Puissant Skill at Arms: This is a scholarly study containing the expert advice and instruction regarding the use of weapons and various attack and defense modes. Any Bard, Fighter, Paladin, Ranger, or Rogue who reads the manual and practices the skills described therein for one month goes up to the midpoint of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months. The character gains the benefit of the Martial Weapon Proficiency and Exotic Weapon Proficiency with one weapon during this time as bonus feats and must gain at least one level before the knowledge expires to keep the feat. A character can never benefit from more than one of these books. Priest and Druids cannot understand the manual and if a Sorcerer or Wizard even scans a few of its letters, he or she is stunned for 1d6 rounds and loses 1d6 x 1000 experience points.

Lions (2): CR 3; Large Animal; HD 5d8+10; hp 32; Init +3; Spd 40 ft; AC 15 (Touch 12, FF 12); Base Atk/Grapple +3/+12; Atk claw+7 melee (1d4+5); Full Atk 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2); Space/Reach 10 ft/5 ft; SA Pounce, Improved Grab, Rake 1d4+2; SQ Low-Light Vision, Scent; SV Fort +6, Ref +7, Will +2; AL N; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5, Alertness, Run.

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