

d20™ System Conversion of:

A1 Slave Pits of the Undercity

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Wall Encounter Table

Ghoul Medium-Size Undead; CR 1; HD 2d12 (13 hp);

Init +2 (Dex); Spd 30 ft.;

AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee; 2 claws +0 melee; Dmg Bite 1d6+1 and paralysis; claw 1d3 and paralysis;

SA Paralysis, create spawn; SQ Undead, +2 turn resistance;

AL CE; SV Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7

Feats: Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes.

Even elves are vulnerable to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghosts. Ghouls and ghosts may vary depending on their original race or kind.) Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghast Medium-Size Undead; CR 3; HD 4d12 (26 hp);

Init +2 (Dex); Spd 30 ft.;

AC 16 (+2 Dex, +4 natural); Atks Bite +4 melee; 2 claws +1 melee; Dmg Bite 1d8+1 and paralysis; claw 1d4 and paralysis;
SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance;
AL CE; SV Fort +1, Ref +3, Will +6

Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8

Feats: Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghosts. Ghouls and ghosts may vary depending on their original race or kind.) Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Zombie, Medium Medium Undead; CR -1; HD 2d12+3 (16 hp);

Init -1 (Dex); Spd 30 ft.;

AC 11 (-1 Dex, +2 natural); Atks Slam +2 melee; Dmg Slam 1d6+1;

SQ Undead, partial actions only; AL ; SV Fort +0, Ref -1, Will +3

Str 13, Dex 8, Con 0, Int 0, Wis 10, Cha 1

Feats: Toughness

Skeleton, Medium-Size Medium-Size Undead; CR ; HD 1d12 (6 hp);

Init +5; Spd 30 ft.;

AC 13 (+1 Dex, +2 natural); Atks 2 claws +0 melee; Dmg Claw 1d4;

SQ Undead, immunities; AL ; SV Fort +0, Ref +1, Will +2

Str 10, Dex 12, Con 0, Int 0, Wis 10, Cha 11

Feats: Improved Initiative

Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 f;

AC 14 (+4 scale mail); Atks +3 melee(shortsword 1d6+2,19-20) or +3 melee (Halberd 1d10+3,x3) or +1 ranged (light crossbow 1d8,19-20)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Banblam, male orc Ftr4: CR 4; Size M (5 ft., 11 in. tall); HD 4d10; hp 22;

Init +4; Spd 20 ft.; AC 13 (+3 armor);

Attack +7 melee (heavy flail 1d10+4,19-20) or +9 melee (+1 quarterstaff 1d6+5) or +7 melee (light mace 1d6+3), or +4 ranged (short bow 1d6,x3);

SV Fort +4, Ref +1, Will -1; AL NE;

Str 17, Dex 10, Con 11, Int 7, Wis 6, Cha 8.

Languages Spoken: Orc.

Skill points: Ftr 7

Skills: Craft +5, Hide +0, Listen -2, Move silently -3, Spot -2;

Feats: Combat reflexes, Improved initiative, Power attack, Two-weapon fighting, Weapon focus (quarterstaff).

Equipment: Tower Shield; Masterwork Hide Armor; Heavy Flail; Shortbow; 1 Arrows; **Quarterstaff +1**; Light Mace; **Potion of Endurance**; **Potion of Bull's Strength**; 154 gp

K'saawar, female orc Ftr5: CR 5; Size M (4 ft., 10 in. tall); HD 5d10+10; hp 39;

Init +5; Spd 20 ft.; AC 19 (+1 Dex, +8 armor);

Attack +9 melee (mw longspear 1d10+4,x3, reach10), +9 melee (mw greataxe 1d12+4,x3) or +6 ranged (composite shortbow 1d6,x3) or +6 ranged (dart 1d4,x2,20 ft);

SV Fort +6, Ref +4, Will -2; AL NE;

Str 17, Dex 12, Con 14, Int 10, Wis 5, Cha 9.

Languages Spoken: Orc.

Skills: Climb +2, Hide -5, Listen -3, Move silently -6, Ride +6, Sense motive -2, Spot -3, Swim +10

Feats: Blind-fight, Improved initiative, Improved unarmed strike, Lightning reflexes, Skill focus (climb).

Equipment: Full Plate; Composite Shortbow; Masterwork Longspear; 2 Darts; Masterwork Great Axe; 8 Silver Arrows; **Potion of Jump**; **Potion of Cure Light Wounds (x3)**; 2 Vials of Antitoxin; **Dust of Tracelessness**; 1535 gp

Zhenya female Half-Orc Clr3/Rog2/Assassin2 CR 7; Size M, HD 3d8+4d6+14; HP 44;

Init +1, Spd 20 ft; AC 19 (+1 Dex, +8 armor, DR 5/+5 – vestements of faith)

SA Sneak Attack +2d6, death attack, Smite 1/day (+4 hit, +3 damage); SQ rebuke undead, Evasion, poison use, +1 sv vs. poison, Uncanny dodge (dex bonus to AC)

Attack +8 melee (mw shortspear 1d8+3,x3) or +7 melee (shortsword 1d6+2,19-20) or +8 ranged (mw composite shortbow 1d6,x3)

SV Fort +5, Ref +8, Will +4; AL LE

Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 11

Skills: Hide +9, Move Silently +9, Heal +7, Intimidate +7, Listen +7, Forgery +5.5, Disguise +4, Spellcraft +5, Craft (Calligraphy) +2, Innuendo +2, Use Magic Device +1

Feats: Blind-Fight, Enlarge Spell, Scribe Scroll

Equipment: Full Plate; Masterwork Shortspear; Masterwork Composite Shortbow; 8 Masterwork Arrows; Short Sword; **Potion of Cure Light Wounds**; **Potion of Vision**; **Potion of Sneaking**; **Scroll of Protection from Chaos** (Divine magic; lvl 3); **Scroll of Owl's Wisdom and Shield Other** (Divine magic; lvl 3); Iron Aspergillum; **Wand of Cure Light Wounds** (33 charges); **Vestements of Faith**; 1396 gp

Spells (domain air & Destruction) 0: 4

1st (3+1): Obscuring Mist*, Detect Chaos(x2), Detect Law

2nd (1+1): Shatter*, Undetectable Alignment

Zozzk, male orc Ftr3: CR 3; Size M (6 ft., 1 in. tall); HD 3d10+6; hp 26;

Init +4; Spd 20 ft.; AC 16 (+6 armor);

Attack +8 melee (Halberd 1d10+7,x3) , or +3 ranged (1d6+5,x3,20 ft);

SV Fort +5, Ref +1, Will +2; AL CE;

Str 20, Dex 10, Con 15, Int 9, Wis 13, Cha 8.

Languages Spoken: Orc.

Skills: Hide -6, Jump +5, Listen +1, Move silently -6, Spot +1;

Feats: Blind-fight, Improved initiative, Power attack, Quick draw

Equipment: Banded Mail; Masterwork Halfspear; Masterwork Gauntlets; Halberd; **Potion of Swimming; Potion of Cure Light Wounds (x2); Potion of Jump;** 1324 gp

D'caagr, male orc Rog1/Ftr2: CR 3; Size M(5 ft., 6 in. tall); HD 1d6+1+2d10+2; hp 29; Init +7; Spd 30 ft.; AC 14 (+3 Dex, +1 armor);

SA sneak attack +1d6; Attack +5 melee (heavy flail 1d10+4,19-20) or +6 melee (MW Shortsword 1d6+3,19-20), or +5 ranged* (mighty composite longbow 1d8+3,x3);

SV Fort +4, Ref +5, Will +0; AL CE;

Str 17, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

Languages Spoken: Abyssal, Giant, Orc.

Skills: Alchemy +4, Appraise +6, Bluff +4, Concentration +1.5, Disable device +6, Disguise +4, Hide +3, Jump +8, Listen +0, Move silently +3, Perform +4, Pick pocket +3.5, Read lips +6, Search +6, Spot +4, Swim +8;

Feats: Combat reflexes, Improved initiative, Improved unarmed strike, *Point blank shot

Equipment: Masterwork Padded Leather Armor; Heavy Flail; 2 Arrows; Mighty (+3) Composite Longbow; Masterwork Short Sword; Handaxe; **Potion of Hiding; Potion of Swimming (x2);** 1163 gp

D'bangrah, male orc Clr3/Ftr2: CR 5; Size M(5 ft., 5 in. tall); HD 3d8+2d10+5; hp 42; Init +2; Spd 20 ft.; AC 19 (+2 Dex, +7 armor, +Dodge);

SQ protection domain – standard action to grant +3 resistance bonus for one save for 1 hr

Attack +8 melee (light hammer 1d4+4,x2), or +6 ranged (mighty composite shortbow 1d6+2,x3);

SV Fort +7, Ref +5, Will +4; AL NE;

Str 18, Dex 15, Con 13, Int 6, Wis 12, Cha 11.

Languages Spoken: Orc.

Skills: Hide -1, Listen +1, Move silently -1, Profession +2, Scry +3, Spot +1, Swim +6;

Feats: Combat reflexes, Dodge, Lightning reflexes, Point blank shot.

Equipment: **Scale Mail +1; Small Steel Shield +1;** Mighty (+2) Composite Shortbow; 2 Arrows; Light Hammer; **Potion of Bull's Strength (x2); Potion of Cure Light Wounds; Potion of Clairvoyance; Scroll of Hold Person and Delay Poison** (Divine magic; lvl 3); Iron Aspergillum; **Wand of Detect Magic** (21 charges); 77 gp

Cleric Domains: Magic, Protection.

Cleric Spells Per Day: 4/3+1/1+1

1st (3+1): Sanctuary*, Detect Chaos, Detect Law, Detect Good

2nd (I+1): Shield Other*, Inflict Moderate Wounds

Stirge Tiny Beast; CR 1/2; HD 1d10 (5 hp);
Init +4 (Dex); Spd 10 ft., fly 40 ft. (average); Face/Reach 2 1/2 ft. by 2 1/2 f;
AC 16 (+2 size, +4 Dex); Atks Touch +6; Dmg Touch 1d3-4;
AL N; SV Fort +2, Ref +6, Will +1
Str 3, Dex 19, Con 10, Int 1, Wis 0, Cha 6
Skills: Hide +14

Feats: Weapon Finesse (touch)

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest the meal.

Harpy Medium-Size Monstrous Humanoid; CR 4; HD 7d8 (31 hp);
Init +2 (Dex); Spd 20 ft., fly 80 ft. (average);
AC 13 (+2 Dex, +1 natural); Atks Club +7/+2 melee; or 2 claws +2 melee; Dmg Club 1d4; or claw 1d3;
SA Captivating song; AL CE; SV Fort +2, Ref +7, Will +5
Str 10, Dex 15, Con 10, Int 7, Wis 0, Cha 15
Skills: Bluff +8, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9,
Feats: Dodge, Flyby Attack

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for one day. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Ruin Encounter Table

Human Slaver Muktar, male Ftr6: CR 6; Size M (6 ft., 0 in. tall); HD 6d10+12; hp 55; Init +1; Spd 20 ft.; AC 19 (+1 Dex, +8 amor);

Attack +9/+4 melee (+1 Sap 1d6+3s) or +9/+4 melee (light mace 1d6+2) or +10/+5 melee (heavy flail 1d10+3,19-20) or +8/+3 ranged (mw Shortspear 1d8+3,x3,20 ft);

SV Fort +7, Ref +3, Will +1; AL NE;

Str 15, Dex 12, Con 14, Int 14, Wis 9, Cha 11.

Languages Spoken: Common, Draconic, Infernal.

Skills: Appraise +4, Climb +6, Concentration +5, Craft +11, Hide -4, Intimidate +3, Jump +2, Listen -1, Move silently -4, Ride +10, Spot -1;

Feats: Cleave, Combat reflexes, Expertise, Improved disarm, Improved unarmed strike, Point blank shot, Power attack, Weapon focus (Heavy Flail).

Equipment: Full Plate; Masterwork Shortspear; **Sap +1**; Masterwork Light Mace; Masterwork Heavy Flail; **Potion of Endurance**; **Potion of Cure Light Wounds**; 346 gp

Ogre Giant; CR 2; HD 4d8+8 (26 hp);

Init -1 (Dex); Spd 30 ft.; Face/Reach 5 ft. by 5 ft./10 ft;

AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks Huge greatclub +8 melee; or Huge longspear +1 ranged; Dmg Huge greatclub 2d6+7; or Huge longspear 2d6+5;

AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2

Feats: Weapon Focus (greatclub)

Rezrk, female half-orc Clr5/Ftr2: CR 7; Size M (5 ft, 8 in); HD 5d8+2d10-7; hp 28; Init -1; Spd 20 ft.; AC 16 (-1 Dex, +6 armor, +1 shield);

Attack +7 melee(light mace 1d6+2), or +6 ranged(MW Composite Shortbow 1d6,x3);

SV Fort +6, Ref +0, Will +7; AL LE;

Str 14, Dex 9, Con 9, Int 9, Wis 16, Cha 7.

Languages Spoken: Common, Orc.

Skills: Concentration +3.5, Hide -9, Knowledge (nature) +0, Listen +3, Move silently -9, Scry +5, Spot +3;

Feats: Cleave, Heighten spell, Power attack, Skill focus (screy), Two-weapon fighting.

Equipment: Small Wooden Shield; Splint Mail; 4 Masterwork Arrows; Masterwork Composite Shortbow; Light Mace; **Potion of Endurance**; **Potion of Bull's Strength**; **Potion of Cure Light Wounds (x2)**; **Potion of Jump**; **Scroll of Blessed Aim and Comprehend Languages** (Divine magic; lvl 5); **Scroll of Knife Spray and Dispel Magic** (Divine magic; lvl 5); **Scroll of Magic Stone and Bless** (Divine magic; lvl 5); 2185 gp

Cleric Domains: Protection, Luck.

Cleric Spells Per Day: 5/4+1/3+1/2+1

1st (4+1): Entropic Shield*, Doom, Inflict Light Wounds, Cure Light Wounds, Detect Law

2nd (3+1): Shield Other*, Hold Person, Undetectable Alignment, Spiritual Weapon

3rd (2+1): Protection From Elements(Fire)*, Water Walk, Magic Circle against Law

Basilisk Medium-Size Magical Beast (Reptilian); CR 5; HD 6d10+12 (45 hp);

Init -1 (Dex); Spd 20 ft.;

AC 16 (-1 Dex, +7 natural); Atks Bite +8 melee; Dmg Bite 1d8+3;

SA Petrifying gaze; AL N; SV Fort +9, Ref +4, Will +3

Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 0

Skills: Hide +0*, Listen +7, Spot +7

Feats: Alertness, Great Fortitude

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13. Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

Wight Medium-Size Undead; CR 3; HD 4d12 (26 hp);

Init +1 (Dex); Spd 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks Slam +3 melee; Dmg Slam 1d4+1 and energy drain;

SA Energy drain, create spawn; SQ Undead; AL ; SV Fort +1, Ref +2, Will +5

Str 12, Dex 12, Con 0, Int 11, Wis 13, Cha 15

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16,

Feats: Blind-Fight

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. 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. Skills: Wights receive a +8 racial bonus to Move Silently checks.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Human Slaver Margarita, female Ftr8: CR 8; Size M (5 ft, 7 in); HD 8d10+8; hp 46; Init +4; Spd 20 ft.; AC 17 (+7 armor);

Attack +14/+9 melee(halberd 1d10+6,x3), or +10/+5 ranged(MW mighty composite shortbow 1d6+2,x3);

SV Fort +7, Ref +2, Will +2; AL CE;

Str 18, Dex 10, Con 13, Int 9, Wis 11, Cha 10.

Languages Spoken: Common.

Skills: Balance -1, Craft +7, Hide -5, Listen +0, Move silently -5, Spot +0, Swim +13;

Feats: Blind-fight, Combat reflexes, Improved initiative, Point blank shot, Power attack, Quick draw, Two-weapon fighting, Weapon focus (halberd), Weapon focus (shortbow, composite).

Equipment: **Banded Mail +1**; 17 Arrows; Masterwork Sap; Club; Masterwork Halberd; Masterwork Mighty (+2) Composite Shortbow; **1 Arrows +1**; **Potion of Cure Light Wounds**; **Quall's Feather Token (anchor)**; **Horn of Fog**; **Golembane Scarab (clay)**; **Bag of Holding (I)**; 883 gp

Human Slaver female Ftr1: CR 1; Size M (5 ft., 1 in. tall); HD 1d10+1; hp 11;

Init +7; Spd 20 ft.; AC 16 (+6 armor, +50% cover);

Attack +4 melee(light flail 1d8+2), or +4 ranged(throwing axe 1d6+2,10 ft);

SV Fort +3, Ref +3, Will -1; AL LE;

Str 14, Dex 16, Con 13, Int 10, Wis 9, Cha 13.

Languages Spoken: Common.

Skills: Climb +0, Craft +4, Hide -3, Jump +0, Listen -1, Move silently -3, Spot -1;

Feats: Improved initiative, Improved unarmed strike, Weapon focus (light flail)

Equipment: Masterwork Splint Mail; Masterwork Tower Shield; Dagger; Light Flail; 8 Throwing Axes; Masterwork Sap; 43 gp

Slaver Ulf, male human Clr6: CR 6; Size M (5 ft., 3 in. tall); HD 6d8; hp 39;

Init -1; Spd 20 ft.; AC 20 (-1 Dex, +8 armor, +3 shield);

Attack +7 melee(dagger 1d4+1,19-20), or +3 ranged(dart 1d4+1);

SV Fort +5, Ref +1, Will +7; AL LE;

Str 13, Dex 8, Con 11, Int 10, Wis 15, Cha 11.

Languages Spoken: Common.

Skills: Concentration +4, Heal +11, Hide -7, Innuendo +3, Knowledge (arcana) +2, Listen +2, Move silently -5, Profession(slaver) +10, Spot +2;

Feats: Brew potion, Endurance, Extra turning, Skill focus (profession), Weapon Focus (Dagger) – War domain.

Equipment: **Large Steel Shield +1**; Masterwork Full Plate; 7 Darts; Masterwork Dagger; **Scroll of Sound Burst, Magic Stone and Command** (Divine magic; lvl 6); Iron Aspergillum; **Quall's Feather Token (tree)**; 2 Vials of Antitoxin; Disappearing Ink; **Heward's Handy Haversack**; 47 gp

Cleric Domains: War, Air.

Cleric Spells Per Day: 5/4+1/4+1/2+1

1st (4+1): Magic Weapon*, Inflict Light Wounds(x2), Detect Chaos, Invisibility to Undead

2nd (4+1): Spiritual Weapon*, Spiritual Weapon, Delay Poison, Aid, Augury

3rd (2+1): Magic Vestment*, Locate Object, Water Walk

Slaver Svatt, male human Sor5: CR 5; Size M (5 ft., 5 in. tall); HD 5d4+10; hp 25;

Init +2; Spd 30 ft.; AC 12 (+2 Dex);

Attack +3 melee(MW Dagger 1d4,19-20), or +4 ranged(Javelin 1d6,30 ft);

SV Fort +3, Ref +3, Will +4; AL NE;

Str 11, Dex 15, Con 15, Int 12, Wis 11, Cha 16.

Languages Spoken: Common.

Skills: Alchemy +9, Craft +11, Hide +4, Knowledge (arcana) +2, Knowledge (religion) +5, Listen +0, Move silently +2, Spot +0;

Feats: Maximize spell, Skill focus (craft), Spell focus (necromancy).

Equipment: Masterwork Dagger; 4 Javelins; **Potion of Vision; Potion of Cure Light Wounds (x2); Potion of Love; Scroll of Repair Moderate Damage and Scare** (Arcane magic; lvl 5); **Scroll of Fireball** (Arcane magic; lvl 5); **Wand of Burning Hands** (29 charges); **Golembane Scarab (iron)**; 396 gp

Sorcerer Spells Known (6/7/5): *0th(6):* Dancing Lights, Light, Mage Hand, Prestidigitation, Ray of Frost, Read Magic.

1st(7): Change Self, Charm Person, Magic Missile, Nystul's Undetectable Aura.

2nd(5): Blur, Invisibility

Interpreter Rezah, male half-orc Rog3/Ftr4: CR 7; Size M (5 ft, 8 in); HD 3d6+9+4d10+21; hp 57;

Init +2; Spd 30 ft.; AC 12 (+2 Dex);

Attack +10/+5 melee (MW Longsword 1d8+4,19-20), or +10/+5 ranged(MW mighty composite longbow w/ magic arrows 1d8+2,x3,100 ft);

SV Fort +8, Ref +6, Will +3; AL LE;

Str 17, Dex 14, Con 17, Int 14, Wis 13, Cha 5.

Languages Spoken: Abyssal, Common, Orc, Undercommon.

Skills: Appraise +6, Balance +3, Climb +9, Concentration +5, Craft +4, Decipher script +8, Disable device +8, Disguise +2, Escape artist +8, Gather information +2, Hide +2, Innuendo +3, Jump +10, Knowledge (arcana) +4.5, Listen +1, Move silently +5, Read lips +9.5, Sense motive +2.5, Spot +1, Tumble +7;

Feats: Blind-fight, Cleave, Power attack, Skill focus (read lips), Weapon focus (Composite Longbow), Weapon focus (Longsword)

Equipment: Battle Axe; 24 Arrows; Masterwork Longsword; Masterwork Mighty (+1) Composite Longbow; **19 Arrows +1; Potion of Hiding**; 5463 gp

KEY TO THE TEMPLE LEVEL

1. SECRET DOOR AND SPIKE TRAP

From outside Trap (CR1, Disable DC 15, Find DC 15, +5 to hit for 3d6 damage)

From inside Trap (CR1, Disable DC 5, Find DC 0, +5 to hit for 3d6 damage)

3. COLLAPSED GUARD ROOM: EL 8.2

Ghoul Medium-Size Undead; CR 1; HD 2d12 (13 hp);

Init +2 (Dex); Spd 30 ft.;

AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee; 2 claws +0 melee; Dmg Bite 1d6+1 and paralysis; claw 1d3 and paralysis;

SA Paralysis, create spawn; SQ Undead, +2 turn resistance;

AL CE; SV Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7

Feats: Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a gha'st's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes.

Even elves are vulnerable to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a

Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.) Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghast Medium-Size Undead; CR 3; HD 4d12 (26 hp);

Init +2 (Dex); Spd 30 ft.;

AC 16 (+2 Dex, +4 natural); Atks Bite +4 melee; 2 claws +1 melee; Dmg Bite 1d8+1 and paralysis; claw 1d4 and paralysis;

SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance;

AL CE; SV Fort +1, Ref +3, Will +6

Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8

Feats: Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.) Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Treasure: 6 gems(500gp each), **Potion of Protection from Elements(Fire)**

4. TREACHEROUS FLOOR: EL 2

CR 2 for crossing the floor

Left Ledge – Balance check DC 20 to avoid falling in when it collapses. Search DC 10 to detect.

Center Beam – Balance check DC 5 to avoid falling in

Right Ledge – Balance check DC 25 to avoid falling in when the wall collapses. Search DC 20 to detect.

5.b. SUNDEW'S LAIR: EL 4

Giant Sundew Medium-Size Plant; CR 4; HD 8d8+8, hp 44;

Init +0; Spd 0 ft.;

AC 12 (-1 Dex, +3 natural); Atks 6 tentacles +7 melee(1d3+1 and poison);

SA Poison, improved grab, special critical, numerous tentacles; SQ Plant, tremorsense 5 ft, fire resistance 12, missile DR 10/+1;

AL N; SV Fort +9, Ref +1, Will +1

Str 13, Dex 8, Con 16, Int 1, Wis 8, Cha 9

Poison (Ex): Tentacle, Fortitude save DC 15, initial and secondary damage 1 temporary strength.

Improved Grab (Ex): Upon a successful hit it starts a grapple as a free action. In addition to these attacks, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken.

Special Critical (Ex): Upon a successful critical the creature's tentacle has struck across the victim's mouth and nose, clogging these with sap. See Drowning in the DMG. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only nonmagical way to prevent suffocation.

Numerous Tentacles (Ex): Because the creature has so many tentacles it can continue to make 6 attacks even if it is grappling several creatures.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to flanking or criticals hits.

Plants are blind with the blindsight special quality or they have lowlight vision. They are immune to mind influencing effects.

Tremorsense (Ex): The giant sundew is able to detect moving creatures by vibrations and when anything moves within 5' of it, it will lash out with its tendrils.

Missile Damage Reduction 10/+1 (Ex): Due to the plant's sticky exterior it has a damage reduction of 10/+1 against missile attacks.

6. STABLE: EL 5 (orcs only), 6.2 with doppelganger

Suleiman, Gilli, Bruurn (female), Oor-bruurk

4 half-orc War1: CR 1; Size M (5 ft., 5 in. tall); HD 1d8; hp 8;

Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor);

Attack +4 melee(short sword 1d6+3,19-20)

SV Fort +2, Ref +3, Will -2; AL CE;

Str 16, Dex 16, Con 11, Int 12, Wis 7, Cha 9.

Languages Spoken: Abyssal, Common, Orc.

Skills: Gather information +0, Handle animal +1, Hide +3, Intimidate +3, Listen -2, Move silently +3, Perform +1, Spot -2;

Feats: Improved initiative.

Equipment: Studded Leather, Short Sword, one horn, total 80 gp

Doppelganger Medium-Size Shapechanger; CR 3; HD 4d8+4 (22 hp);

Init +1 (Dex); Spd 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks 2 slams +4 melee; Dmg Slam 1d6+1;

SA Detect thoughts; SQ Alter self, immunities; AL ; SV Fort +5, Ref +5, Will +6

Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 0

Skills: Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8

Feats: Alertness, Dodge

Immunities (Ex): Doppelgangers are immune to sleep and charm effects. *Skills:* A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

7. STONECUTTER'S SHED: EL 4.2

6 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft;

AC 14 (+4 scale mail); Atks +3 melee (Halberd 1d10+3,x3)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Treasure: 30 gp and 6 silver holy symbols(40 gp each)

8. CEMETERY:

1. Branches blocking way – treat as Entangle cast by a 1st level Druid save DC 11, CR ½.

2. Tree branch strikes once, Attack +2, 1d6 damage. CR ½

3. Pickpocket +10

4. **2-8 Ant, Giant Worker** Medium-Size Vermin; CR 1; HD 2d8; HP 9;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +1 melee; Dmg Bite 1d6;

SA Improved grab; SQ Immune to mind-influencing effects;

AL N; SV Fort +3, Ref +0, Will +0

Str 10, Dex 10, Con 10, Int 0, Wis 11, Cha 9

Skills: Climb +8, Listen +5, Spot +5

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

5. Weeds entangle – as Entangle save DC 15, CR ½

6. **2-5 Ghoul** Medium-Size Undead; CR 1; HD 2d12 (13 hp);

Init +2 (Dex); Spd 30 ft.;

AC 14 (+2 Dex, +2 natural); Atks Bite +3 melee; 2 claws +0 melee; Dmg Bite 1d6+1 and paralysis; claw 1d3 and paralysis;

SA Paralysis, create spawn; SQ Undead, +2 turn resistance;

AL CE; SV Fort +0, Ref +2, Will +5

Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7

Feats: Multiattack, Weapon Finesse (bite)

Paralysis (Ex): Those hit by a gha'st's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes.

Even elves are vulnerable to this paralysis.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the

transformation. (The statistics above are for human ghouls and ghosts. Ghouls and ghosts may vary depending on their original race or kind.) Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

7. Weeds block progress – as Entangle save DC 15, CR ½

8. Tree falling, Attack +8, Damage 4d6, CR 2

Animated Trees Huge Plant; CR 6; HD 7d8+35 (66 hp);

Init -1 (Dex); Spd 10 ft.; Face/Reach 10 ft. by 10 ft. 15;

AC 20 (-2 size, -1 Dex, +13 natural); Atks 2 slams +12 melee; Dmg Slam 2d6+9;

SA trample, double damage against objects; SQ Plant, fire vulnerability, half damage from piercing;

AL N; SV Fort +10, Ref +1, Will +6

Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12

Skills: Hide -9*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9,

Feats: Iron Will, Power Attack

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage. Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A treant or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to treants, with a minimum of 1 point of damage. Skills:

Treants receive skills as though they were fey*. They have a +16 racial bonus to Hide checks made in forested areas.

Trample (Ex): A treant or animated tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the treant or animated tree can attempt a Reflex save (DC 20) to halve the damage.

9. INNER COURTYARD: EL 3

Wight Medium-Size Undead; CR 3; HD 4d12 (26 hp);

Init +1 (Dex); Spd 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks Slam +3 melee; Dmg Slam 1d4+1 and energy drain;

SA Energy drain, create spawn; SQ Undead; AL ; SV Fort +1, Ref +2, Will +5

Str 12, Dex 12, Con 0, Int 11, Wis 13, Cha 15

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16,

Feats: Blind-Fight

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. **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. **Skills:** Wights receive a +8 racial bonus to Move Silently checks.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Treasure: 2000 cp, 1000 pp, **Gloves of Dexterity +2**

10. BASILISKS' DEN: EL 7

2 Basilisk Medium-Size Magical Beast (Reptilian); CR 5; HD 6d10+12 (45 hp);

Init -1 (Dex); Spd 20 ft.;

AC 16 (-1 Dex, +7 natural); Atks Bite +8 melee; Dmg Bite 1d8+3;

SA Petrifying gaze; AL N; SV Fort +9, Ref +4, Will +3

Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 0

Skills: Hide +0*, Listen +7, Spot +7

Feats: Alertness, Great Fortitude

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13. **Skills:** *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

12. FALSE SLAVERS' LAIR: EL 11.2

17 male half-orc War1: CR 1; Size M (5 ft., 8 in. tall); HD 1d8+1; hp 9;

Init +1; Spd 30 ft.; AC 11;

Attack +5 melee (shortsword 1d6+3, 19-20), or +2 ranged;

SV Fort +3, Ref +1, Will -3; AL CE;

Str 17, Dex 13, Con 12, Int 4, Wis 5, Cha 8.

Languages Spoken: Common, Orc.

Skills: Climb +7, Hide +1, Listen -3, Move silently +1, Spot -3;

Feats: Weapon focus (shortsword).

2 male half-orc Rog5: CR 5; Size M (5 ft., 8 in. tall); HD 5d6+12; hp 33;

Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor);
Attack +6 melee (+1 shortsword 1d6+3,19-20)
SA sneak attack +3d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC);
SV Fort +3, Ref +6, Will +2; AL CE;
Str 14, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Languages Spoken: Common, Orc.

Skills: Appraise +10, Balance +10, Decipher Script +10, Hide +10, Move Silently +10, Swim +10, Disguise +5, Knowledge (nature) +6, Concentration +5, Forgery +5, Ride +4, Alchemy +3, Craft (sculpture) +3, Heal +2, Innuendo +2, Knowledge (monsters) +3,

Feats: Iron Will, Quick Draw

Equipment: leather armor, **+1 shortsword**

Katrin, female half-orc Clr4/Ftr3: CR 7; Size M (4 ft, 10 in); HD 4d8+3d10+21; hp 55; Init +1; Spd 30 ft.; AC 11;

Attack +12/+6 melee (+1 shortsword 1d6+5,19-20), or +7/+2 ranged;

SV Fort +10, Ref +3, Will +9; AL LE;

Str 18, Dex 12, Con 16, Int 9, Wis 18, Cha 11.

Languages Spoken: Common, Orc.

Skills: Appraise +1, Craft +4, Hide +1, Knowledge +0, Listen +4, Move silently +1, Spot +4;

Feats: Point blank shot, Quick draw, Quicken spell, Silent spell, Weapon focus (shortsword).

Equipment: **+1 shortsword**

Cleric Domains: Destruction, Air.

Cleric Spells Per Day: 5/4+1/3+1

1st (4+1): Obscuring Mist*, Bless, Command (x2), Cure Light Wounds

2nd (3+1): Shatter*, Hold Person, Silence, Darkness

Treasure: 60 gp, ring (500 gp), and magic shortswords

b. 3 Orcs Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft; AC 14 (+4 scale mail);

Atks +3 melee(shortsword 1d6+2,19-20) or +1 ranged (light crossbow 1d8,19-20)

SQ Darkvision 60 ft., light sensitivity; AL ; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

14. CLOISTER GARDEN: EL 8

4 Harpy Medium-Size Monstrous Humanoid; CR 4; HD 7d8 (31 hp);

Init +2 (Dex); Spd 20 ft., fly 80 ft. (average);

AC 13 (+2 Dex, +1 natural); Atks Club +7/+2 melee; or 2 claws +2 melee; Dmg Club 1d4; or claw 1d3;

SA Captivating song; AL CE; SV Fort +2, Ref +7, Will +5

Str 10, Dex 15, Con 10, Int 7, Wis 0, Cha 15

Skills: Bluff +8, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +9,

Feats: Dodge, Flyby Attack

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed at a Will save (DC 15) or become utterly captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that harpy's song for one day. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings. A bard's countersong ability allows the captivated creature to attempt a new Will save.

15. WATER-FILLED PASSAGEWAY:

The water is rough water, DC 15 Swim checks.

16. MAIN COURTYARD:

a. EL 5.3

3 Orcs Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft; AC 14 (+4 scale mail);

Atks +3 melee(longspear 1d10+3,x3,reach 10) or +1 ranged (light crossbow 1d8,19-20)

SQ Darkvision 60 ft., light sensitivity; AL ; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

3 male half-orc War1: CR 1; Size M (6 ft., 0 in. tall); HD 1d8; hp 8;

Init +2; Spd 20 ft. (scale mail); AC 16 (+2 Dex, +4 Scale Mail);

Attack +3 melee(longspear 1d10+3,x3,reach 10) or +3 ranged(light crossbow 1d8,19-20);

SV Fort +2, Ref +2, Will -2; AL NE;

Str 14, Dex 14, Con 10, Int 11, Wis 7, Cha 15.

Languages Spoken: Common, Orc.

Skills: Climb +0, Handle animal +4, Hide -2, Listen -2, Move silently -2, Ride +6, Spot -2;

Feats: Power attack.

Flame Throwing Cart – Requires 1 person to move it 5 ft per round. Requires 2 people to aim and fire it 1 time per round. It is a ranged touch attack(at +3 for the Half-Orcs) doing fire damage for 4d6, reflex save DC 13 for ½ damage. It can only be fired 3 times before the oil is used up.

b. OUTER PORTCULLIS WINCH EL 4

Argrah, male half-orc Ftr4: CR 4; Size M (6 ft., 4 in. tall); HD 4d10+8; hp 40;

Init +5; Spd 20 ft.; AC 16 (+1 Dex, +5 chain mail, +1 deflection);

Attack +7 melee(longsword 1d8+4,19-20), or +5 ranged(dagger 1d4+3,19-20,10 ft);

SV Fort +6, Ref +2, Will +1; AL LE;

Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 4.

Languages Spoken: Common, Orc.

Skills: Handle animal +6, Hide +1, Listen +0, Move silently +1, Spot +0;

Feats: Blind-fight, Combat reflexes, Improved initiative, Skill focus (handle animal), Two-weapon fighting.

Equipment: chain mail, longsword, dagger, +1 **ring of protection**, key, gem(1000gp)

c. INNER PORTCULLIS WINCH: EL 4.2

Finn, male half-orc War1: CR 1; Size M (5 ft., 6 in. tall); HD 1d8-1; hp 7;

Init +1; Spd 30 ft.; AC 11 (+1 Dex, +4 armor);

Attack +3 melee(longsword 1d8+3,19-20), or +2 ranged;

SV Fort +3, Ref +1, Will -2; AL LE;
Str 14, Dex 12, Con 9, Int 6, Wis 6, Cha 7.
Languages Spoken: Common, Orc.
Skills: Hide +1, Listen +0, Move silently +1, Spot -2;
Feats: Great fortitude.
Equipment: Chain shirt, longsword

Doppelganger Medium-Size Shapechanger; CR 3; HD 4d8+4 (22 hp);

Init +1 (Dex); Spd 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks 2 slams +4 melee; Dmg Slam 1d6+1;

SA Detect thoughts; SQ Alter self, immunities; AL ; SV Fort +5, Ref +5, Will +6

Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 0

Skills: Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8

Feats: Alertness, Dodge

Immunities (Ex): Doppelgangers are immune to sleep and charm effects. *Skills:* A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

17. TEMPLE DOORS:

CR 1 Glyph of Warding – search DC 28, Disable DC 28. The glyph will not actually damage any characters. If the glyph goes off the blast is at the base of two statues which will cause them to fall and anyone standing in the path of the falling statues will take 16 points of damage, ½ if they make a successful Reflex save DC 13.

18. TEMPLE CHAMBER: EL 9.4

Bergljot, female human Clr6: CR 6; Size M (5 ft., 8 in. tall); HD 6d8+6; hp 41;

Init +1; Spd 20 ft.; AC 19 (+1 Dex, +8 armor);

Attack +6 melee(+1 light mace 1d6+2), or +5 ranged;
SV Fort +6, Ref +3, Will +9; AL CE;
Str 13, Dex 12, Con 13, Int 11, Wis 18, Cha 15.

Languages Spoken: Common.

Skills: Balance -3, Concentration +9, Heal +11, Hide -5, Listen +6, Move silently -3, Profession(slaver) +8, Spot +6;

Feats: Alertness, Combat casting, Craft magic arms and armor, Empower spell.

Equipment: Full Plate, +1 **light mace**, **potion of haste**

Cleric Domains: War, Strength.

Cleric Spells Per Day: 5/4+1/4+1/3+1.

1st (4+1): Endure Elements Cold*, Command, Cure light wounds(x2), protection from good

2nd (4+1): Spiritual Weapon*, Hold Person(x2), Resist Elements Fire, Silence

3rd (3+1): Magic Vestment*, Bestow Curse, Prayer

3 male half-orc Ftr3: CR 3; Size M (6 ft., 1 in. tall); HD 3d10+6; hp 32;

Init +5; Spd 30 ft.; AC 19 (+1 Dex, +1 armor);

Attack +6 melee(halberd 1d10+3,x3), or +4 ranged;

SV Fort +5, Ref +2, Will +2; AL CE;

Str 15, Dex 12, Con 14, Int 6, Wis 12, Cha 9.

Languages Spoken: Common, Orc.

Skills: Disguise +1, Hide -5, Knowledge (nature) -1, Listen +1, Move silently -5, Sense motive +1.5, Spot +1;

Feats: Improved initiative, Point blank shot, Power attack, Weapon focus (halberd).

Equipment: full plate, halberd

Troll Large Giant; CR 5; HD 6d8+36 (63 hp);

Init +2 (Dex); Spd 30 ft.; Face/Reach 5 ft. by 5 ft./10 ft;

AC 18 (-1 size, +2 Dex, +7 natural); Atks 2 claws +9 melee, bite +4 melee; Dmg Claw 1d6+6, bite 1d6+3;

SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.;

AL CE; SV Fort +11, Ref +4, Will +3

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills: Listen +5, Spot +5

Feats: Alertness, Iron Will

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Stone of Reduce (as Reduce cast by at the 5th level of ability, 1-6 charges)

Human Rog4: CR 4; Size M (6 ft., 1 in. tall); HD 4d6+4; hp 20;

Init; Spd 30 ft.; AC 16 (+3 Dex, +3 armor);

Attack +5 melee (MW Heavy Mace 1d8+1)

SA sneak attack +3d6; SQ evasion, uncanny dodge(dex bonus to AC);

SV Fort +2, Ref +7, Will +2; AL CE;

Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 11.

Languages Spoken: Common, Orc.

Skills: Disable Device +7, Disguise +7, Hide +9, Move Silently +9, Tumble +9, Concentration +4.5, Knowledge (code of martial honor) +3.5, Spellcraft +3.5, Wilderness Lore +3.5, Balance +4

Feats:

Equipment: studded leather, Masterwork Heavy Mace

Trap CR 1, Search DC 17, Disable Device DC 17, +7 to hit for 6d6 damage

KEY TO THE SEWER LEVEL

SEWER ENCOUNTER TABLE

Aspis Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 24 (+3 Dex, +7 natural, +4 shield); Atks longsword +4 melee (1d8+2,19-20) and shortsword +4 melee (1d6+1,19-20);

SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12;

AL N; SV Fort +3, Ref +5, Will +5

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8

Feats: Multidexterity, Multiweapon Fighting

Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 f;

AC 14 (+4 scale mail); Atks +3 melee(shortsword 1d6+2,19-20) or +3 melee (Battleaxe 1d8+3,x3) or +1 ranged (light crossbow 1d8,19-20)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Ogre Giant; CR 2; HD 4d8+8 (26 hp);

Init -1 (Dex); Spd 30 ft.; Face/Reach 5 ft. by 5 ft./10 ft;

AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks Huge greatclub +8 melee; or Huge longspear +1 ranged; Dmg Huge greatclub 2d6+7; or Huge longspear 2d6+5;

AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2

Feats: Weapon Focus (greatclub)

Dire Rat Small Animal; CR 1/3; HD 1d8+1 (5 hp);

Init +3 (Dex); Spd 40 ft., climb 20 ft.;

AC 15 (+1 size, +3 Dex, +1 natural); Atks Bite +4 melee; Dmg Bite 1d4;

SA Disease; SQ Scent; AL N; SV Fort +3, Ref +5, Will +3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +11, Hide +9, Move Silently +6

Feats: Weapon Finesse (bite)

Disease (Ex): Filth fever, - bite Fort (DC12)

Dire Weasel Medium-Size Animal; CR 2; HD 3d8 (13 hp);

Init +4 (Dex); Spd 40 ft.;

AC 16 (+4 Dex, +2 natural); Atks Bite +6 melee; Dmg Bite 1d6+3;

SA Attach, blood drain; SQ Scent; AL N; SV Fort +3, Ref +7, Will +4

Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11

Skills: Move Silently +10, Spot +5

Feats: Weapon Finesse (bite)

Attach (Ex): a successful bite means the weasel has attached and loses Dex bonus to AC and is AC 12.

Blood Drain (Ex): drains 2d4 temporary Con damage each round it remains attached.

Green Slime: CR 4; contact deals 1d6 temporary Con damage. See DMG p. 117

Doppelganger Medium-Size Shapechanger; CR 3; HD 4d8+4 (22 hp);

Init +1 (Dex); Spd 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks 2 slams +4 melee; Dmg Slam 1d6+1;

SA Detect thoughts; SQ Alter self, immunities; AL ; SV Fort +5, Ref +5, Will +6

Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 0

Skills: Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8

Feats: Alertness, Dodge

Immunities (Ex): Doppelgangers are immune to sleep and charm effects. *Skills:* A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Crocodile Medium-Size Animal (Aquatic); CR 2; HD 3d8+9 (22 hp);

Init +1 (Dex); Spd 20 ft., swim 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks Bite +6 melee; or tail slap +6 melee; Dmg Bite 1d8+6; tail slap 1d12+6;

SA Improved grab; SQ -; AL N; SV Fort +6, Ref +4, Will +2

Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 2

Skills: Hide +7*, Listen +5, Spot +5

Improved Grab (Ex): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

2. GRUB HATCHERY EL 3.3

1 tiny, 2 small, 1 medium Aspis Larvae

Aspis Larvae Tiny Vermin; CR 1/4; HD 2d8+2; HP 11;

Init -1; Spd 5 ft., swim 15 ft.; AC 15 (+2 size, -1 Dex, +4 natural);

Atks bite +2 melee(1d4-1);

SQ Vermin, acid immunity, Scent, Tremorsense 5 ft; AL N; SV Fort +4, Ref -1, Will -5;

Str 8, Dex 8, Con 12, Int -, Wis 1, Cha 1

Skills: Climb +4

Aspis Larvae Small Vermin; CR 1/2; HD 3d8+3; HP 16;

Init -2; Spd 5 ft., swim 15 ft.; AC 13 (+1 size, -2 Dex, +4 natural);

Atks bite +4 melee(1d6+1);

SQ Vermin, acid immunity, Scent, Tremorsense 5 ft; AL N; SV Fort +4, Ref -1, Will -5;

Str 12, Dex 6, Con 12, Int -, Wis 1, Cha 1

Skills: Climb +6

Aspis Larvae Medium Vermin; CR 1; HD 4d8+8; HP 26;

Init -3; Spd 5 ft., swim 15 ft.; AC 11(-3 Dex, +4 natural);

Atks bite +6 melee(1d8+3);

SQ Vermin, acid immunity, Scent, Tremorsense 5 ft; AL N; SV Fort +4, Ref -1, Will -5;

Str 16, Dex 4, Con 14, Int -, Wis 1, Cha 1

Skills: Climb +8

3. EGG CHAMBER EL 7.2

3 Aspis Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 20 (+3 Dex, +7 natural); Atks Greataxe +4 melee (1d12+3,x3) and Greataxe +4 melee (1d6+2,19-20); SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12; AL N; SV Fort +3, Ref +5, Will +5
Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8
Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8
Feats: Multidexterity, Multiweapon Fighting

4. FOOD STORAGE EL 6.4

Ooze, Gray Medium-Size Ooze; CR 4; HD 3d10+10 (26 hp);

Init -5 (Dex); Spd 10 ft.;

AC 5 (-5 Dex); Atks Slam +3 melee; Dmg Slam 1d6+1 and 1d6 acid;

SA Improved grab, acid, corrosion constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +1, Ref -4, Will -4

Str 12, Dex 1, Con 11, Int 0, Wis 1, Cha 1

15 Rot Grub Fine Vermin; CR 1/4; HD 1/4d8; HP 1;

Init +0; Spd 10 ft.; Face/Reach: 1/2 ft by 1/2 ft/0 ft;

AC 18 (+8 Size); Atks Slam +0 melee; Dmg Slam 0;

SA Burrow; SQ Vermin, tremorsense 20 ft; AL N; SV Fort +2, Ref +0, Will +0

Str 2, Dex 10, Con 10, Int 0, Wis 10, Cha 1

Skills: Jump +3, Hide +19

Burrow (Ex): A rot grub secretes an anesthetic when it bites. A burrowing grub can be noticed if the victim succeeds at a Wisdom check (DC 15). If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the grubs.

A burrowing grub deals 2d6 points of temporary Constitution damage each round. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the grubs. After the second round, only a *remove disease* can kill the grubs as they burrow to the victim's heart and devour it (still dealing 2d6 points of temporary Constitution damage each round).

5. ASPIS CHAMBER: EL 9.2

Net Trap: CR1; Search DC 20; Disable without springing DC 20; Tumble 1 to avoid (assuming you know about it); Anyone standing in the area when the trap is triggered will be the target of a +10 touch attack by the sticky net. If hit the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 25) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

Note: I set the DCs at 20 because the Asp Drone who set this up has Craft(Trapmaking +10)

5 Ant, Giant Worker Medium-Size Vermin; CR 1; HD 2d8; HP 9;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +1 melee; Dmg Bite 1d6;

SA Improved grab; SQ Immune to mind-influencing effects; AL N;

SV Fort +3, Ref +0, Will +0

Str 10, Dex 10, Con 10, Int 0, Wis 11, Cha 9

Skills: Climb +8, Listen +5, Spot +5

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

4 Asp Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 24 (+3 Dex, +7 natural, +4 shield); Atks longsword +4 melee (1d8+2,19-20) and shortsword +4 melee (1d6+1,19-20);

SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12;

AL N; SV Fort +3, Ref +5, Will +5

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8

Feats: Multidexterity, Multiweapon Fighting

6. BREEDING CHAMBER: EL 10.9

Aspis Cow Large Vermin; CR 5; HD 10d8+40 (85);

Init -4; Spd 10 ft.;

AC 11 (-1 size, -4 Dex, +6 natural); Atks bite +13/+8 melee (2d6+6);

SQ Acidic Slime, Bless Aspis Drone;

AL N; SV Fort +11, Ref -1, Will +3

Str 24, Dex 2, Con 18, Int 1, Wis 10, Cha 1

Acidic Slime (Ex): Skin exudes a milky acidic slime that eats through metal or wood in one round and will burn exposed flesh for 1d8 acid damage. After striking an aspis cow a weapon will take 1d8 acid damage (note objects take ½ damage from acid).

Weapons will continue to take damage until the acid is washed off (full round action).

Aspis Cow: Unlike other larvae who harden their skins and metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10' to 15' in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 graneries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4' high and will be well defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only one cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Bless Aspis Drone (Ex): When an Aspis Cow is in peril it sends out scent which causes all Aspis Drones within 50 ft to receive a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws vs fear effects. This is a automatic response from the Cow and is a free action.

6 Aspis Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 20 (+3 Dex, +7 natural); Atks halberd +2 melee (1d10+3,x3) and +2 melee (halberd 1d10+2,x3)

SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12;

AL N; SV Fort +3, Ref +5, Will +5

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8

Feats: Multidexterity, Multiweapon Fighting

10 Ant, Giant Worker Medium-Size Vermin; CR 1; HD 2d8; HP 9;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +1 melee; Dmg Bite 1d6;

SA Improved grab; SQ Immune to mind-influencing effects; AL N;

SV Fort +3, Ref +0, Will +0

Str 10, Dex 10, Con 10, Int 0, Wis 11, Cha 9

Skills: Climb +8, Listen +5, Spot +5

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Treasure: +1 **Cloak of Resistance**, **Potion of Cure Serious Wounds** (caster level 5), **Scroll of Spell Resistance** (Divine, L9), 300 pp

7. SPARE FOOD CHAMBER:

Normal Lock, DC 20 to pick.

8. GIANT ANT LAIR

a. NESTS:

Ant, Giant Worker Medium-Size Vermin; CR 1; HD 2d8; HP 9;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +1 melee; Dmg Bite 1d6;

SA Improved grab; SQ Immune to mind-influencing effects; AL N;

SV Fort +3, Ref +0, Will +0

Str 10, Dex 10, Con 10, Int 0, Wis 11, Cha 9

Skills: Climb +8, Listen +5, Spot +5

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Ant, Giant Soldier Medium-Size Vermin; CR 2; HD 2d8+2; HP 11;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +3 melee; Dmg Bite 2d4+3;

SA Improved grab, acid sting; SQ Immune to mind-influencing effects; AL ; SV Fort +4, Ref +0, Will +1

Str 14, Dex 10, Con 13, Int 0, Wis 13, Cha 11

Skills: Climb +10, Listen +6, Spot +6

Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland and in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

b. QUEEN'S CHAMBER: EL 10.4

10 Ant, Giant Worker Medium-Size Vermin; CR 1; HD 2d8; HP 9;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +1 melee; Dmg Bite 1d6;

SA Improved grab; SQ Immune to mind-influencing effects; AL N;

SV Fort +3, Ref +0, Will +0

Str 10, Dex 10, Con 10, Int 0, Wis 11, Cha 9

Skills: Climb +8, Listen +5, Spot +5

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

10 Ant, Giant Soldier Medium-Size Vermin; CR 2; HD 2d8+2; HP 11;

Init +0; Spd 50 ft., climb 20 ft.;

AC 17 (+7 natural); Atks Bite +3 melee; Dmg Bite 2d4+3;

SA Improved grab, acid sting; SQ Immune to mind-influencing effects; AL ; SV Fort +4, Ref +0, Will +1

Str 14, Dex 10, Con 13, Int 0, Wis 13, Cha 11

Skills: Climb +10, Listen +6, Spot +6

Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland and in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

Ant, Giant Queen Large Vermin; CR 2; HD 4d8+4; HP 22;

Init -1 (Dex); Spd 40 ft.; Face/Reach 5 ft. by 10 ft./5 ft.;

AC 17 (-1 size, -1 Dex, +9 natural); Atks Bite +5 melee; Dmg Bite 2d6+4;

SA Improved grab; SQ Immune to mind-influencing effects.; AL ; SV Fort +5, Ref +0, Will +2

Str 16, Dex 9, Con 13, Int 0, Wis 13, Cha 11

Skills: Listen +7, Spot +7

Treasure: 7 gems (10 gp, two 50 gp, three 200 gp, 1000 gp); **Oil of Slipperiness**

9. LEDGE TRAP:

CR 2, Search DC 20, Disable DC 20, Reflex DC 20 to avoid falling in.
Swim DC 20 to avoid being pulled under.
Strength DC 18 to pull a character out with a rope.

10. a. FALSE DRUM:

Concealed Door Search DC 15

b. SECRET DOOR:

Search DC 20

11. SMALL SEWER CHANNELS:

Movement is hampered by a moderate obstruction (the water) x3/4 movement penalty.

12. ORC AND OGRE OUTPOST: EL 8.5

18 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 f;

AC 14 (+4 scale mail); Atks +3 melee(handaxe 1d6+2,x3) or +1 ranged (light crossbow 1d8,19-20)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

3 Ogre Giant; CR 2; HD 4d8+8 (26 hp);

Init -1 (Dex); Spd 30 ft.; Face/Reach 5 ft. by 5 ft./10 ft;

AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks Huge greatclub +8 melee; or rock +1 ranged; Dmg Huge greatclub 2d6+7; or Rock 1d8+5;

AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2

Feats: Weapon Focus (greatclub)

Treasure: 180 cp, 360 gp, 3gems (500 gp), +1 **Dagger of Spell Storing** (currently empty)

13. SEWER COLLAPSE:

Strength check DC 16 to hold up the beam.

14. ORC GUARD POST: EL 4.2

6 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 f;

AC 14 (+4 scale mail); Atks +3 melee(shortsword 1d6+2,19-20) or +1 ranged (shortspear 1d8+2,x3,20 ft)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

15. ORC CHAMBERS:

a. MAIN CHAMBER: EL 8.2

24 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 f;

AC 14 (+4 scale mail); Atks +3 melee(handaxe 1d6+2,x3) or +3 melee(shortsword 1d6+2,19-20) or +1 ranged (shortspear 1d8+2,x3,20 ft)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

b. CHIEF'S DEN: EL 9.8

Chief male orc Ftr3: CR 3; Size M (5 ft., 6 in. tall); HD 3d10; hp 27;

Init +1; Spd 20 ft.; AC 17 (+1 Dex, +5 chain mail);

Attack +8 melee(longsword 1d8+7,19-20), or +8 melee(light flail 1d8+7);

SV Fort +3, Ref +2, Will +0; AL CE;

Str 20, Dex 14, Con 11, Int 14, Wis 9, Cha 12.

Languages Spoken: Gnoll, Infernal, Orc.

Skills: Concentration +2, Hide -4, Jump +1, Listen -1, Move silently -3, Ride +7, Spot -1, Swim +10, Use rope +3;

Feats: Mounted combat, Power attack, Toughness, Improved Bull Rush.

8 bodyguards male orc War3: CR 2; Size M (5 ft., 8 in. tall); HD 3d8+9; hp 26;

Init -2; Spd 20 ft.; AC 13 (-2 Dex, +5 chain mail);

Attack +7 melee(longsword 1d8+6,19-20), or +7 melee(light flail 1d8+6);

SV Fort +6, Ref -1, Will -2; AL CE;

Str 19, Dex 7, Con 16, Int 4, Wis 4, Cha 12.

Languages Spoken: Orc.

Skills: Climb +2, Hide -7, Intimidate +2, Listen -3, Move silently -7, Spot -2;

Feats: Blind-fight, Improved Bull Rush.

2 Ogre Giant; CR 2; HD 4d8+8 (26 hp);

Init -1 (Dex); Spd 30 ft.; Face/Reach 5 ft. by 5 ft./10 ft;

AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks Huge greatclub +8 melee; or Huge longspear +1 ranged; Dmg Huge greatclub 2d6+7; or Huge longspear 2d6+5;

AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2

Feats: Weapon Focus (greatclub)

Treasure: Chest Search DC 28 to detect the Glyph, Disable Device DC 28, Glyph causes a Ghoul Touch spell to be targeted on the person triggering the glyph Fort DC 13 or paralyzed for 1d6+2 rounds plus stench. 1200 cp, 4 gems (50 gp, 5 gp, 5000 gp, 2000 gp), 3 daggers (25 gp, 40 gp, 60 gp) coated with Medium size Spider venom poison (DC 14, initial 1d4 Str, secondary 2d6 Str)

16. WITCH-DOCTOR'S CAMP: EL 7.6

a.

8 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft;

AC 14 (+4 scale mail); Atks +3 melee(shortsword 1d6+2,19-20) or +1 ranged (shortspear 1d8+2,x3,20 ft)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell

Treasure: 1000 gp, **Scroll of Invisibility** (arcane, caster lvl 3)

b.

6 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft;

AC 14 (+4 scale mail); Atks +1 ranged (light crossbow 1d8,19-20,80 ft)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell

Pots of Sewage: treat throwing them as grenade like weapon, sewage is Fort sv DC 17 or be Stunned (1 round for splash, 2 rounds for direct hit), secondary damage is stunned for another round.

Nywar, male orc Wiz3/Clr1: CR 4; Size M (6 ft., 6 in. tall); HD 3d4 + 1d8; hp 17;

Init +0; Spd 30 ft.; AC 10;

Attack +3 melee(light mace 1d6+2), or +1 ranged(sling 1d4, 50 ft);

SV Fort +3, Ref +1, Will +6; AL CE;

Str 15, Dex 11, Con 10, Int 15, Wis 13, Cha 8.

Languages Spoken: Infernal, Orc, Undercommon.

Skills: Craft +6, Gather information +0, Hide +2, Innuendo +3, Knowledge (arcana) +4, Knowledge (nature) +7.5, Listen +1, Move silently +0, Perform +0, Spellcraft +7, Spot +1;

Feats: Brew potion, Combat casting, [Scribe scroll].

Wizard (4/3/2): 1st(3): Shield, Protection from Good, Animate Rope

2nd(2): Darkness, Scare

Cleric Domains: Knowledge, Strength.

Cleric Spells Per Day: 3/2+1 1st(2+1): Cure light wounds, Endure Elements(Fire)*, Bless

Tactics: Cats Bless, then Shield, then Darkness, then Scare, then Endure Elements, then Protection from Good

Treasure: 500 gp, 2 gems(100gp, 1000gp).

17. GAS FILLED ROOM:

Explosion: CR 2, 4d6 and blindness for 1d4+1 rounds, Ref DC 17 for ½ damage and no blindness.

18. a. THE SLAVE PITS: EL 6

2 Aspis Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 24 (+3 Dex, +7 natural, +4 shield); Atks +4 melee (longsword 1d8+2,19-20) and +4 melee (shortsword 1d6+1,19-20) or +7 ranged (dart 1d4,20 ft)

SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12;

AL N; SV Fort +3, Ref +5, Will +5

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8

Feats: Multidexterity, Multiweapon Fighting

Fighting on the beams. Any hit results in a balance check with DC equal to damage taken. ½ movement is a DC 5, normal movement is a DC 10, double movement is DC 20, and running is DC 40 balance checks.

b. TRAP DOOR CONTROL BOOTH: EL 4

Aspis Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 24 (+3 Dex, +7 natural, +4 shield); Atks +4 melee (longsword 1d8+2,19-20) and +4 melee (shortsword 1d6+1,19-20)
SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12;
AL N; SV Fort +3, Ref +5, Will +5
Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8
Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8
Feats: Multidexterity, Multiweapon Fighting

Treasure: **Periapt of Wisdom +2**

19. a. MAIN SLAVE CHAMBER: EL 9.2

Merchant Sigurd, male human Exp1: CR 1; Size M (5 ft., 9 in. tall); HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 13(+3 Dex);
Attack -3 melee(dagger 1d4-3,19-20), or +3 ranged(dagger 1d4-3,19-20,10 ft);
SV Fort +2, Ref +3, Will +2; AL NE;
Str 5, Dex 17, Con 15, Int 11, Wis 10, Cha 10.

Languages Spoken: Common.

Skills: Disguise +2, Hide +3, Intuit direction +2, Jump -1, Listen +0, Move silently +7, Pick pocket +7, Search +4, Spot +2, Swim +1,
Wilderness lore +2;

Feats: Improved unarmed strike, Skill focus (search).

Gwenevere, female human Ftr7: CR 7; Size M (5 ft., 11 in. tall); HD 7d10+7; hp 51; Init +5; Spd 30 ft.; AC 16(+1 Dex, +5 chain mail);

Attack +10/+5 melee(battleaxe 1d8+3,x3), or +8/+3 ranged;

SV Fort +7, Ref +4, Will +3; AL CE;

Str 14, Dex 13, Con 13, Int 10, Wis 11, Cha 8.

Languages Spoken: Common.

Skills: Balance -1, Climb +8, Hide -3, Jump +6, Knowledge (nature) +5.5, Listen +1, Move silently -3, Spot +1;

Feats: Cleave, Combat reflexes, Great cleave, Improved initiative, Leadership, Power attack, Two-weapon fighting, Weapon focus (battleaxe).

Equipment: **Stone of good luck(Luckstone)** – bonuses included in the above stats

Rognvald, male human Wiz6: CR 6; Size M (5 ft., 10 in. tall); HD 6d4; hp 17;

Init +1; Spd 30 ft.; AC 15(+1 Dex, +4 armor);
Attack +2 melee(staff 1d6-1), or +4 ranged(dagger 1d4-1,19-20);
SV Fort +2, Ref +3, Will +4; AL NE;
Str 8, Dex 12, Con 10, Int 15, Wis 9, Cha 8.

Languages Spoken: Abyssal, Common, Goblin.

Skills: Bluff +1, Diplomacy +2, Escape artist +2, Hide +1, Knowledge (arcana) +10, Knowledge (religion) +6, Listen -1, Move silently +1, Perform +3, Profession +5, Scry +11, Spot -1, Tumble +1.5;

Feats: Craft wondrous item, Empower spell, Enlarge spell, Maximize spell, Quicken spell, [Scribe scroll].

Equipment: **Bracers of Armor +4, Ring of Shooting Stars**

Spells (4/4/4/2): 1st(4)(DC 13): Burning hands, Charm Person, Magic Missile, Spider Climb

2nd(4)(DC 14): Invisibility, Web, *Enlarged* Burning Hands, *Enlarged* Charm Person

3rd(2)(DC 15): Monster Summoning III, Slow

5 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft;

AC 14 (+4 scale mail); Atks +3 melee(halfspear 1d6+3,x3) or +1 ranged (light crossbow 1d8,19-20,80 ft)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell

Slave Kolya, male human Ftr4: CR 4; Size M (6 ft., 3 in. tall); HD 4d10+12; hp 36;

Init +3; Spd 30 ft.; AC 9;

Attack +7 melee, or +3 ranged;

SV Fort +7, Ref +0, Will -1; AL LN;

Str 17, Dex 8, Con 16, Int 14, Wis 6, Cha 13.

Languages Spoken: Common, Gnoll, Infernal.

Skills: Handle animal +7, Hide -1, Innuendo +0.5, Jump +9, Listen -1, Move silently -1, Ride +6, Search +5, Spot -2, Swim +9;

Feats: Cleave, Great cleave, Improved initiative, Improved unarmed strike, Mounted combat, Power attack.

Slave Doppelganger Medium-Size Shapechanger; CR 3; HD 4d8+4 (22 hp);

Init +1 (Dex); Spd 30 ft.;

AC 15 (+1 Dex, +4 natural); Atks 2 slams +4 melee; Dmg Slam 1d6+1;

SA Detect thoughts; SQ Alter self, immunities; AL ; SV Fort +5, Ref +5, Will +6

Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 0

Skills: Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8

Feats: Alertness, Dodge

Immunities (Ex): Doppelgangers are immune to sleep and charm effects. *Skills:* A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Treasure: 9 gems(500 gp each), map to A2, 25 gp

c. MACHINE ROOM

Aspis Drone Medium-Size Aberration; CR 4; HD 6d8+6 (33);

Init +3 (Dex); Spd 40 ft.;

AC 24 (+3 Dex, +7 natural, +2 shield); Atks +4 melee (longsword 1d8+2,19-20) and +4 melee (shortsword 1d6+1,19-20)

SA Dual Shield Bonus; SQ cold immunity, electrical immunity, fire resistance 12;

AL N; SV Fort +3, Ref +5, Will +5

Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Skills: Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8

Feats: Multidexterity, Multiweapon Fighting

5 Slaves male human Com1: CR 1; Size M (5 ft., 1 in. tall); HD 1d4-1; hp 3;

Init +6; Spd 30 ft.; AC 12 (+2 Dex);

Attack +0 melee, or +2 ranged;

SV Fort -1, Ref +2, Will +0; AL NG;
Str 11, Dex 15, Con 8, Int 7, Wis 10, Cha 7.

Languages Spoken: Common.

Skills: Handle animal +2, Hide +2, Jump +2, Listen +0, Move silently +2, Profession +2, Spot +0;

Feats: Improved initiative, Simple weapon proficiency (gauntlet).

20. TRICK STAIRS:

Trap, CR 1, Detect slide (Search DC 25), Secret catch (Search DC 25), Balance DC 25 to avoid sliding down and being prone.

21. SLAVE LORD'S DEN: EL 9.7

Kerik, male human Rog7: CR 7; Size M (5 ft., 6 in. tall); HD 7d6; hp 31;

Init +8; Spd 30 ft.; AC 18 (+4 Dex, +2 armor, +2 Deflection, +**Dodge**);

Attack +7 melee(longsword 1d8+3,19-20), or +9 ranged(sling 1d4,50 ft);

SA sneak attack +4d6; SQ uncanny dodge(can't be flanked), evasion;

SV Fort +2, Ref +9, Will +7; AL NE;

Str 14, Dex 19, Con 11, Int 13, Wis 16, Cha 9.

Languages Spoken: Common, Gnome.

Skills: Appraise +11, Decipher script +11, Disguise +8, Escape artist +14, Hide +13, Intimidate +6, Jump +12, Listen +13, Move silently +14, Pick pocket +12, Spot +3, Swim +9;

Feats: **Dodge**, Improved initiative, Combat Reflexes, Iron Will

Equipment: +2 **Ring of Protection**, 8 **Potions of Invisibility** (caster level 3)

5 Dire Weasel Medium-Size Animal; CR 2; HD 3d8 (13 hp);

Init +4 (Dex); Spd 40 ft.;

AC 16 (+4 Dex, +2 natural); Atks Bite +6 melee; Dmg Bite 1d6+3;

SA Attach, blood drain; SQ Scent; AL N; SV Fort +3, Ref +7, Will +4

Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11

Skills: Move Silently +10, Spot +5

Feats: Weapon Finesse (bite)

Attach(Ex): a successful bite allows a weasel to attach. Weasel loses Dex bonus to AC being AC 12.

Blood Drain(Ex): A dire weasel drains blood for 2d4 points of Con each round it is attached.

10 Orc Medium-Size Humanoid (Orc); CR 1/2; HD 1d8 (4 hp);

Init +0; Spd 20 ft. (scale mail); base 30 ft;

AC 14 (+4 scale mail); Atks +3 melee(shortsword 1d6+2,19-20) or +1 ranged (light crossbow 1d8,19-20,80 ft)

SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell

Treasure: 5000 gp, jewelry x3 (1000 gp each)

MONSTERS

ASPIS

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	Drone Medium-Size Aberration	Larvae Tiny Vermin	Cow Large Vermin
Frequency	Rare	Rare	Very rare
Hit Dice	6d8+6 (33)	2d8+2(11)	10d8+40 (85)
Initiative	+3	-1	-4
Speed	40 ft	5 ft/swim 15 ft	10 ft
AC	24 (+3 Dex, +7 natural, +4 shield)	15 (+2 size, -1 Dex, +4 natural)	11 (-1 size, -4 Dex, +6 natural)
Attacks	longsword +4 melee and	bite +2	bite +13/+8 melee

	shortsword +4 melee	melee	
Damage	longsword (1d8+2,19-20), shortsword(1d6+1,19-20)	1d4-1	bite 2d6+6
Face/Reach	5 ft by 5 ft/5 ft	5 ft by 5 ft/5 ft	5 ft by 10 ft/5 ft
Special Attacks	Dual Shield Bonus	none	none
Special Qualities	cold immunity, electrical immunity, fire resistance 12	Vermin, acid immunity, Scent, Tremorsense 5 ft	Acidic Slime, Bless Aspis Drone
Saves	Fort +3, Ref +5, Will +5	Fort +4, Ref -1, Will -5	Fort +11, Ref -1, Will +3
Abilities	Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 8	Str 8, Dex 8, Con 12, Int -1, Wis 1, Cha 1	Str 24, Dex 2, Con 18, Int 1, Wis 10, Cha 1
Skills	Craft (any) +10, Climb +11, Intuit Direction +6, Listen +5, Balance +8	Climb +4	none
Feats	Multidexterity, Multiweapon Fighting	none	none
Climate/Terrain	Any Underground	Any Underground	Any Underground
Organization	Pair(2), small group (3-10), hive (11-20)	hatchery(3-30)	solitary plus hive (1 cow plus hive with drones)
Challenge Rating	4	¼	5

Treasure	Standard	None	None
Alignment	Always Neutral	Always Neutral	Always Neutral
Advancement	by character class	3-4 HD (Small), 5 HD (Medium)	none

Considered unfathomable by humans, aspis are seldom encountered in populated lands unless raiding for food. They commonly live in small groups, tending to their own business and only occasionally dealing with outsiders. Few people can report of ever meeting one of these creatures, and the existence of larva and cows is only a subject of rumor. These do exist, however, as they are necessary for the survival of the race.

Aspis Drone

Duel Shield Bonus (Ex) Aspis Drones can effectively use two shields at once and gain the AC bonus of both shields.

Cold Immunity (Ex): Drones are immune to cold based attacks.

Electrical Immunity (Ex): Drones are immune to electrical attacks.

Fire Resistance (Ex): Drones have a fire resistance of 12.

Aspis drone are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows, and can fashion items they need with skill. Although they prefer to travel on all six legs, in combat they will stand on their hind legs, using the other four to wield two weapons and two shields.

They are fanatically loyal to a single cow and will defend her to the death. They do not have a written language perse, but may communicate in a similar manner by using subtle scents and perfumes.

Description: Drones are 6' long and appear to be giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

Aspis Larvae

Acid Immunity (Ex): The larvae are immune to acid.

Aspis larvae are the offspring of the nest. Ranging anywhere from 1' to 3' in length, they resemble fat, white grubs. They are blind and deaf but can locate and identify other creatures through vibrations and scent. They have voracious appetites and require an almost constant supply of food. They are most commonly found in hatcheries maintained by the drones - usually pits of rotting materials in

which the larvae swim or burrow and feed. Occasionally the drones will select one larva and feed and treat it in such a way that it will not develop along normal lines, but will instead become an aspis cow.

Aspis Cow

Acidic Slime (Ex): Skin exudes a milky acidic slime that eats through metal or wood in one round and will burn exposed flesh for 1d8 acid damage. After striking an aspis cow a weapon will take 1d8 acid damage (note objects take ½ damage from acid).

Weapons will continue to take damage until the acid is washed off (full round action).

Aspis Cow: Unlike other larvae who harden their skins and metamorphose into drones, the cows retain their larval form, becoming huge and bloated females, 10' to 15' in length. Their sole purpose in life is to lay eggs for the nest. They are sluggish creatures, but their large size makes their bite dangerous.

Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 graneries, 1-6 grub hatcheries, and a central chamber. The tunnels are commonly about 4' high and will be well defended by traps and guards. The grub hatcheries will contain 1-10 larvae each. Only one cow will be found in any nest. There is a 10% chance that 10-100 giant ants will share the nest with the aspis.

Bless Aspis Drone (Ex): When an Aspis Cow is in peril it sends out scent which causes all Aspis Drones within 50 ft to receive a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws vs fear effects. This is a automatic response from the Cow and is a free action.

GIANT SUNDEW

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Medium-Size Plant

Frequency: Uncommon

Hit Dice: 8d8+8 (44 hp)

Initiative: +0

Speed: 0 ft.

AC: 12 (-1 Dex, +3 natural)

Attacks: 6 tentacles +7 melee

Damage: Tentacle 1d3+1 and poison

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

Special Attacks: Poison, improved grab, special critical, numerous tentacles

Special Qualities: Plant, tremorsense 5 ft, fire resistance 12, missile DR 10/+1

Saves: Fort +9, Ref +1, Will +1

Abilities: Str 13, Dex 8, Con 16, Int 1, Wis 8, Cha 9

Skills: --

Feats: --

Climate/Terrain: Any land

Organization: Solitary, or Cluster (1-4)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 9-16 HD (Medium-size); 17-24 HD (Large)

Unlike its smaller cousin, this plant is almost sentient, being slightly aware of its surroundings. Preferring shaded, cool places to grow, the giant sundew grows only hairlike roots to lightly anchor it in place. Furthermore, it may at will withdraw these roots and pull itself along the ground with its sticky tendrils. It primarily derives its sustenance from the prey it catches.

Poison (Ex): Tentacle, Fortitude save DC 15, initial and secondary damage 1 temporary strength.

Improved Grab (Ex): Upon a successful hit it starts a grapple as a free action. In addition to these attacks, the sap is composed of a mild enzyme acid that will cause 1 point of damage per tendril each round until the tendril is broken.

Special Critical (Ex): Upon a successful critical the creatures tentacle has struck across the victims mouth and nose, clogging these with sap. See Drowning in the DMG. The sap will dissolve and become harmless if soaked with vinegar or alcohol (such as wine), and this is the only nonmagical way to prevent suffocation.

Numerous Tentacles (Ex): Because the creature has so many tentacles it can continue to make 6 attacks even if it is grappling several creatures.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to flanking or criticals hits.

Plants are blind with the blindsight special quality or they have lowlight vision. They are immune to mind influencing effects .

Tremorsense (Ex): The giant sundew is able to detect moving creatures by vibrations and when anything moves within 5' of it, it will lash out with its tendrils.

Missile Damage Reduction 10/+1 (Ex): Due to the plant's sticky exterior it has a damage reduction of 10/+1 against missile attacks.

Description: Giant sundews appear as 3 to 4' large mounds of gray-green tarry ropes or rags. Areas where they are found are often heavily fly-infested. If found in a closed area,

the air will often have a thick odor like sweet syrup.

ROT GRUB

d20™ System Conversion ©2001 Scott Greene

Fine Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +1 (Dex)

Speed: 5 ft

Armor Class: 18 (+8 size)

Attacks: Slam +4 melee

Damage: Slam 0

Face/Reach: 1/2 ft by 1/2 ft/0 ft

Special Attacks: Burrow

Special Qualities: Vermin, tremorsense

Saves: Fort +2, Ref +0, Will +0

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

Skills: Jump +3, Hide +19

Climate/Terrain: Any land and underground

Organization: Swarm (5-20)

Challenge Rating: 1/10

Treasure: None

Alignment: Always neutral

Advancement Range: 1 HD (Fine)

Rot grubs are 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Their skin color is white or brown.

COMBAT

When a living creature contacts an area (dung heap, offal, etc) infested with rot grubs, a successful Spot check (DC 15) can be made to notice and completely avoid the grubs. If failed, the grubs contact the victim's skin and burrow into the flesh.

Burrow (Ex): A rot grub secretes an anesthetic when it bites. A burrowing grub can be noticed if the victim succeeds at a Wisdom check (DC 15). If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the grubs.

A burrowing grub deals 2d6 points of temporary Constitution damage each round. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the grubs. After the second round, only a *remove disease* can kill the grubs as they burrow to the victim's heart and devour it (still dealing 2d6 points of temporary Constitution damage each round).

Tremorsense (Ex): Rot grubs can automatically sense the location of anything within 20 feet that is in contact with the ground.

Vermin: Immune to all mind-influencing effects.

The Rot Grub first appeared in the 1e MM (Gary Gygax, 1977).

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