

GM Packet

BATTLE FOR MENZOBERRANZAN
KUBLACON 2011

Intro

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House Q'altaz

Your house needs you. Enemies from without and within have declared war on the drow, Lloth and Menzoberranzan. The next few days will be vital to the survival of Menzoberranzan and our house. There will be missions that you will be asked to partake, and you will receive points for doing so. These points can be put into Victory Points or Resource Points. You will need Victory Points to win or to heal, and you will need Resource points to fend off the hordes of enemies threatening Menzoberranzan. However, once you allocate your points, you can not re-allocate them. To win, your house must survive, Menzoberranzan must survive, and your house must have more VP than any other house.

During the course of events, should it pass that House Zuerste falls, it would reap much glory for our house to eliminate any remaining nobles of that house. If you do so, their VP will become yours.

When each mission starts, you will be healed and your spells restored. However, any permanent conditions, such as death or ability loss, must be paid for in VP to be removed.

(GM note: True Resurrection – 5000VP, 10000VP for cleric; Greater Restoration – 2000VP)

House Vok'Shan

Your house needs you. Enemies from without and within have declared war on the drow, Lloth and Menzoberranzan. The next few days will be vital to the survival of Menzoberranzan and our house. There will be missions that you will be asked to partake, and you will receive points for doing so. These points can be put into Victory Points or Resource Points. You will need Victory Points to win or to heal, and you will need Resource points to fend off the hordes of enemies threatening Menzoberranzan. However, once you allocate your points, you can not re-allocate them. To win, your house must survive, Menzoberranzan must survive, and your house must have more VP than any other house.

During the course of events, should it pass that House Xellonir falls, it would reap much glory for our house to eliminate any remaining nobles of that house. If you do so, their VP will become yours.

When each mission starts, you will be healed and your spells restored. However, any permanent conditions, such as death or ability loss, must be paid for in VP to be removed.

(GM note: True Resurrection – 5000VP, 10000VP for cleric; Greater Restoration – 2000VP)

House Xellonir

Your house needs you. Enemies from without and within have declared war on the drow, Lloth and Menzoberranzan. The next few days will be vital to the survival of Menzoberranzan and our house. There will be missions that you will be asked to partake, and you will receive points for doing so. These points can be put into Victory Points or Resource Points. You will need Victory Points to win or to heal, and you will need Resource points to fend off the hordes of enemies threatening Menzoberranzan. However, once you allocate your points, you can not re-allocate them. To win, your house must survive, Menzoberranzan must survive, and your house must have more VP than any other house.

During the course of events, should it pass that House Vok'Shan falls, it would reap much glory for our house to eliminate any remaining nobles of that house. If you do so, their VP will become yours.

When each mission starts, you will be healed and your spells restored. However, any permanent conditions, such as death or ability loss, must be paid for in VP to be removed.

(GM note: True Resurrection – 5000VP, 10000VP for cleric; Greater Restoration – 2000VP)

House Zuerste

Your house needs you. Enemies from without and within have declared war on the drow, Lloth and Menzoberranzan. The next few days will be vital to the survival of Menzoberranzan and our house. There will be missions that you will be asked to partake, and you will receive points for doing so. These points can be put into Victory Points or Resource Points. You will need Victory Points to win or to heal, and you will need Resource points to fend off the hordes of enemies threatening Menzoberranzan. However, once you allocate your points, you can not re-allocate them. To win, your house must survive, Menzoberranzan must survive, and your house must have more VP than any other house.

During the course of events, should it pass that House Q'altaz falls, it would reap much glory for our house to eliminate any remaining nobles of that house. If you do so, their VP will become yours.

When each mission starts, you will be healed and your spells restored. However, any permanent conditions, such as death or ability loss, must be paid for in VP to be removed.

(GM note: True Resurrection – 5000VP, 10000VP for cleric; Greater Restoration – 2000VP)

1. Sorcere

Our house mages were preparing to summon some help to bolster our defenses and something has gone awry. Go to Sorcere and check on their status.

VP – 5800

1. Melee-Magthere

Some of our melee students that were summoned to join us to bolster our house defenses have not reported. Report to Melee-Magthere and bring those students here!

VP – 5800

1. Bazaar

There seems to be some sort of unrest in the slave and lower populations. Rumor has it that there is trouble brewing in the bazaar. Go and see if you can discover anything.

VP – 4800

1. Outpost

One of our advance scout positions in the Underdark has stopped reporting in. Quickly go there and see if you can be of assistance.

VP – 4800

1. Caves

The location of *purple fungus* close by in the tunnels of the Underdark has been divined. Go and collect samples so we can use it to power some of our defenses.

VP - 5300

1. Arach-Tinilith

Go and fetch two of our priestesses from Arach-Tinilith so they can help prepare our house defenses.

VP – 6900

1. Townhouse

The recent riots have destroyed one of our townhouses near the Bazaar. Go and retrieve the *bag of gems* and *bag of gold* that we had stored there.

VP – 6400

1. Narbondel

The time seems to be off on Narbondel and the Council is worried that someone/thing is sabotaging it. Go find the entrance and make sure everything is ok.

VP – 6400

1. Pool

The flow of water from one of our extra-Menzoberranzan supply pools has diminished. Go find out what is happening.

VP – 19200

1. Lava Caves

We have intelligence that suggests that a kobold contingent is on their way to meet with the leader of the revolt to lend their support. Dissuade them from joining.

VP – 4800

1. Crypt

Male drow loyal to Vhaerun are feeding supplies and intel to our slaves here to help the rebellion to destabilize the city for takeover. We have found their forward spy post. Deal with them!

VP - 19200

2. Sorcere

It seems we have even more incompetence from our males. Another student is not answering his summons and we need him to direct the southern defenses. Go get him.

VP – 10600

2. Melee-Magthere

Our practice area in Melee-Magther has met with an “accident” and some of the training pets have escaped, and have killed a student or two. Go take care of this, we don’t have time for this nonsense right now.

VP – 11,100

2. Bazaar

Our slaves are ready. Go pay for them and bring them here.

VP – 9600

2. Outpost

Some meddlesome human traders are helping our enemies. Kill them.

VP – 6900

2. Caves

Several slaves have escaped and are fleeing into the Underdark. Go get them or kill them.

VP – 6700

2. Arach-Tinilith

The matron mother of House Cellat has gone mad. The eldest daughter has pledged their help to our house if we take care of the problem. Go and take care of it.

VP – 13800

2. Townhouse

Slaves have ransacked our townhouse near the bazaar and have taken hostages, including one of the house nobles. Go rescue them.

VP – 13800

2. Lava Caves

High quality weapons are being forged for our enemies. Disrupt the supply.

VP – 9600

2. Crypt

A cult has sprung up with a powerful leader-as-god and is claiming slaves as followers. Go deal with this upstart.

VP - 19200

3. Sorcere

Our suite of apartments in Sorcere has been attacked from within. Render assistance!

VP – 21200

3. Melee-Magthere

Our defenses in our training area at Melee-Magthere have broken down. Go and fix this.

VP – 20200

3. Bazaar

With the slaves' rebellion, we've had to put down a lot of slaves. We need more. Go and purchase some slaves.

VP – 19200

2. Narbondel

The last patrol we sent to check on Narbondel did not come back. Go and see if something happened.

VP – 12800

2. Pool

We have found the source of the uprisings and invasion. If we cut off the head, we can win the war!

VP – 38400

3. Outpost

More drow loyal to Vhareun have overrun one of our forward posts. Kill them and recapture it.

VP – 13300

3. Caves

Some of our magical defenses are failing in the onslaught. We need more *silver sand* to power them.

VP - 12800

Lake Donigarten

A duergar expeditionary force has broken through near Lake Donigarten. We've been ordered to deploy troops to repel the invasion.

Resource Points – 2000

Expeditionary Force

One of our scouting forces has been defeated and needs help to retreat back to Menzoberranzan

Resource Points - 2000

Supply Caravan

A supply caravan is being harrassed by a force of orcs and goblins. They need reinforcements to get back to Menzoberranzan.

Resource Points - 3000

Forward Scout Post

One of our forward defensive scout posts has reported a large force of duergar on the move. They will pass through a zone that is perfect for an ambush.

Resource Points - 3000

Rothe Island

Slaves are destroying our rothe herds!

Resource Points – 3000

Mushrooms

A small goblin force is destroying mushrooms!

Resource Points - 3000

Kobolds ate my Baby!

Kobold slaves have revolted and are threatening a drow school. Kill them.

Resource Points - 4000

The best defense is a good offense

We are sending out a strike force against a duergar mine.

Resource Points - 4000

West Wall

A force of hobgoblins has driven the western defenses back to the West Wall. They need reinforcements.

Resource Points - 5000

Reinforce the Council

A call is out to double the guard around the Chamber of the Ruling Council.

Resource Points - 6000

Tier Breche Assault - Sorcere

Vhaerun mages are assaulting Sorcere.

Resource Points – 3000

Tier Breche Assault – Melee-Magthere

A force of Vhaerun drow are assaulting Melee-Magthere.

Resource Points - 3000

Counter Assault near Ched Nasaad

A strike force is being sent out to intercept an invading force of Vhaerun drow near Ched Nasaad.

Resource Points - 4000

House Vok'Shan Under Attack!

Slave forces are attacking House Vok'Shan. It is in danger of falling.

Resource Points - 5000

House Xellonir is Under Attack!

Duergar have launched a surprise assault on House Xellonir. It is in danger of falling.

Resource Points - 5000

Tier Breche Assault – Arach Tinilith

A high priest of Gruumsh and his followers are attacking Arach-Tinilith

Resource Points – 5000

Slave Revolt – The Bazaar

Slaves have overrun the eastern section of the Bazaar.

Resource Points - 5000

Surface Strike - Elves

The favor of Lloth is needed.

Resource Points - 5000

House Zuerste Under Attack!

Slave forces are attacking House Zuerste. It is in danger of falling.

Resource Points - 5000

House Q'altaz is Under Attack!

Vhaerun drow have launched a surprise assault on House Q'altaz. It is in danger of falling.

Resource Points - 5000

Intercept a Duergar Army

A duergar army is marching towards Menzoberranzan.

Resource Points – 10000

Sleeper Cell

Traders in the Bazaar have launched an attack to try to pull defenders away from the perimeter.

Resource Points - 10000

Illithids attack

Our forward push has been stalled by Illithids and their damn psionics.

Resource Points - 20000

House Baerne under attack!

Elves are attacking House Baerne. It is in danger of falling.

Resource Points - 20000

Menzoberranzan Assault

A major force is attacking the western entrances.

Resource Points - 25000

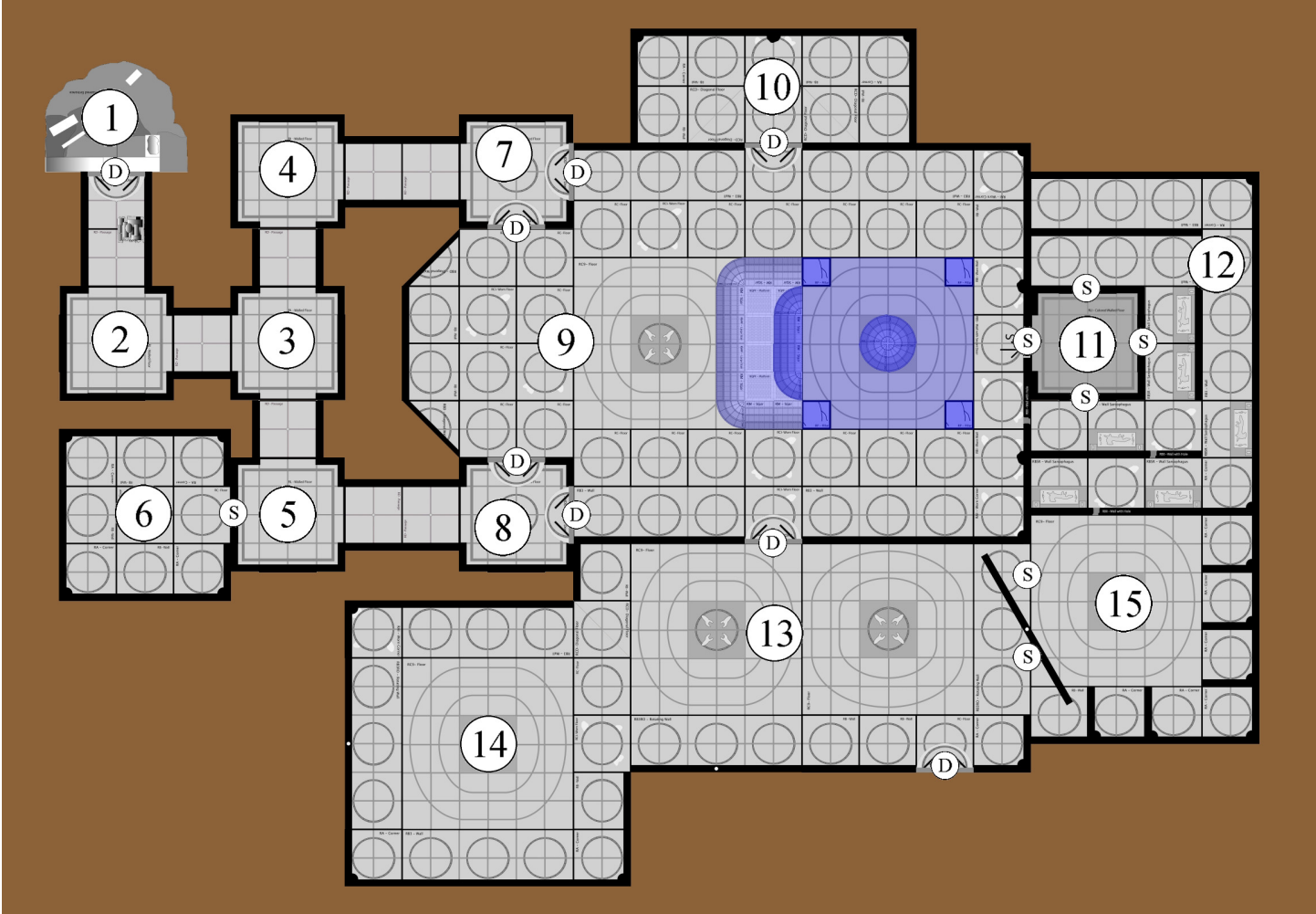
Menzoberranzan Last Defense

All entrances to Menzoberranzan have been overrun. The fighting is house to house.

Resource Points - 40000

Sorcere

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1. Ruined Entrance

The entrance to this outlying building in Sorcere has been destroyed, but it still looks passable.

A DC 25 **Perception** or **Knowledge Dungeoneering** check will reveal that the entrance was destroyed from the inside out.

2. Collapsing entrance trap

A **Perception** or **Knowledge Dungeoneering** check reveals:

DC 25 - The entrance is extremely unstable and is likely to collapse if anyone passes.

A **Knowledge Dungeoneering** check reveals:

DC 28 – Some of the debris can be moved around to support the entrance so that it doesn't collapse.

Collapsing Entrance Trap

Type: mechanical; **Perception:** DC 25;

Disable: DC 28 Knowledge Dungeoneering

Trigger: location*; **Reset:** none

Effect: Falling debris. Attack +20 melee, 3d8+3 damage (all targets in room 1)

Notes:

* Roll d8. When the d8th person enters the room, the trap is triggered.

2. Entrance Chamber

It looks like someone or something ransacked the building. Shards of pottery and glass are strewn about, knocked down from their display stands. The trail of destruction leads back into the interior of the building.

1. Wall of Fire trap

A **Perception** check reveals:

DC 25 - there are slight scorch marks along the floor leading to room 3.

DC 29 - there is a small glyph on the east wall, near the opening to room 3.

Disable Device check:

DC 29 - disables the *wall of fire* trap. A failed check is not detected as failed by the character.

The glyph triggers a *wall of fire* (CR: 365) that fills the space between room 2 and 3. If not disarmed, it will trigger once a character reaches the midway point between 2 and 3.

3. Symbol of Death trap

A **Perception** check reveals:

DC 33 - there is a small glyph on the east wall, near the opening to room 3.

Disable Device check:

DC 33 – disables the *symbol of death* trap. A failed check is not detected as failed by the character.

The glyph triggers a *symbol of death* DC 18 (CR:355).

Notes:

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3. Sorcere Chamber

All of these chambers are very similar, with mosaic floors and ornate walls. The only real difference is the placement of the openings.

1. Wall of Thorns trap

A **Perception** check reveals:

DC 25 - There are small scratch marks on the walls leading to rooms 4 and 5.

DC 30 - There are small glyphs on the wall next to the entrance to rooms 4 and 5.

Disable Device check:

DC 30 - disables the *wall of thorns* trap. A failed check is not detected as failed by the character.

The glyph triggers a *wall of thorns* (CR: 367) that fills the space between rooms 3 and 4 or rooms 3 and 5. If not disarmed, it will trigger once a character reaches the midway point between 3 and 4, or 3 and 5.

Note: there are 2 traps that need to be disabled separately, and are triggered separately.

2. Black Tentacles Trap

A **Perception** check reveals:

DC 29 - There are small glyphs on the wall next to the entrance to rooms 4 and 5.

Disable Device check:

DC 29 - disables the *black tentacles* trap. A failed check is not detected as failed by the character.

The glyph triggers *black tentacles* CL7 (CR: 248) once anyone leaves the room towards 4 or 5. The tentacles fill the entire area of room 3.

Notes:

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4. Sorcerer Chamber

All of these chambers are very similar, with mosaic floors and ornate walls. The only real difference is the placement of the openings.

1. Symbol of Pain trap

A **Perception** check reveals:

DC 30 - There is a small glyph on the wall near the entrance to room 7.

Disable Device check:

DC 30 - disables the *symbol of pain* trap. A failed check is not detected as failed by the character.

The glyph triggers a *symbol of pain* DC 15 (CR:356) trap at the entrance to the hallway to room 7.

Notes:

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5. Sorcere Chamber

All of these chambers are very similar, with mosaic floors and ornate walls. The only real difference is the placement of the openings.

1. Call Lightning trap

A **Perception** check reveals:

DC 25: There are small scorch marks on the floor leading to room 8

DC 28: There is a small glyph on the wall near the entrance to the hall leading to room 8.

Disable Device check:

DC 28: disables the *call lightning* trap. A failed check is not detected as failed by the character.

The glyph triggers a *call lightning* DC 13 (CR:251) trap. The trap is triggered once a character reaches the midpoint of the hallway between room 5 and 8. The trap will fire 5 bolts, once per round at CL 5.

Notes:

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6. Ritual Storage

This room is full of boxes, several of which, by their markings, seem to have come from far away, even from the surface.

Notes:

7. Sorcere Chamber

This chamber has two sets of ornate double doors that lead to the interior of the building.

The doors are locked, but not trapped. They require a DC 20 **Disable Device** check to open.

Notes:

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8. Sorcere Chamber

This chamber has two sets of ornate double doors that lead to the interior of the building.

The doors are locked, but not trapped. They require a DC 20 Disable Device check to open.

Notes:

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9. Summoning Chamber

Stairs lead up to a large raised platform that dominates the center of the room. Several candles, pieces of chalk, and other ritual instruments are stored in cabinets decorated with inlaid mother of pearl and other semi-precious materials.

The secret doors to area 11 can be found with a DC 25 **Perception** check.

1. A large efreet is standing in the middle of the platform. Near the back of the chamber, in front of the closed secret door leading to room 11, lies a dead drow. The drow is one of the house mages that the party was sent to find.

GENIE, EFREETI CR 8

Male Genie, Efreeti

LE Large Outsider (Extraplanar, Fire)

Init +7; Senses Darkvision (60 feet); Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, -1 size, +8 natural, +1 dodge)

hp 95 (10d10+40)

Fort +7, Ref +10, Will +9

Immune fire

Weakness Vulnerability to Cold

OFFENSE

Spd 20 ft., Flight (40 feet, Perfect)

Melee Masterwork Falchion +16/+11 (2d6+9/18-20/x2) and

Slam x2 (Genie, Efreeti) +10 x2 (1d8+3/20/x2) and

Unarmed Strike +15/+10 (1d4+6/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Change Size (DC 17), Heat

Spell-Like Abilities Change Size (DC 17), Detect Magic (Constant), Gaseous

Form (1/day), Invisibility (3/day), Permanent Image (1/day), Plane Shift

(willing targets to elemental planes, , Produce Flame (At will),

Pyrotechnics (At will), Quicken Spell-Like Ability (Scorching Ray)

(3/day), Scorching Ray (At will), Wall of Fire (3/day), Wish (to nongenies

only) (3/day)

STATISTICS

Str 23, Dex 17, Con 18, Int 12, Wis 14, Cha 15

Base Atk +10; CMB +17; CMD 31

Feats Combat Casting, Combat Reflexes (4 AoO/round), Deceitful, Dodge,

Improved Initiative, Quicken Spell-Like Ability: Scorching Ray (3/day)

Skills Bluff +19, Craft: Enter Choice +12, Disguise +10, Fly +13,

Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth

+8

SPECIAL ABILITIES

Change Shape (humanoid or giant, alter self or giant form I) (Su) You can change your form.

Change Size (DC 17) (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person

spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates
Combat Casting +4 to Concentration checks to cast while on the defensive.
Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (40 feet, Perfect) You can fly!

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples. The efreet (singular efreeti) are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Immunity to Fire You are immune to fire damage.

Quicken Spell-Like Ability: Scorching Ray (3/day) Spell-like ability is cast as a swift action up to 3/day.

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage

Notes:

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10. Library

Arcane tomes and scrolls line the floor to ceiling bookshelves along the back wall of this room.

Notes:

11. Portal

A 5-foot diameter circle has been permanently inscribed into the center of the floor.

A DC 30 **Knowledge Arcana** or **Spellcraft** check will reveal that the circle is a teleporter. Activating it will teleport a single person just outside of Narbondel.

Notes:

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12. Crypt

There are several sarcophagi along the walls of this maze-like area.

Some of the sarcophagi contain the remains of former House mages.

Notes:

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13. Arcanium

This looks like a magical or alchemical laboratory of some sort. Workbenches are filled with books, scrolls, devices and components.

Notes:

14. Bedroom

Dressers and armoires, made from the finest woods are along the walls, while an ornate, hardwood chest sits at the foot of a four-poster bed that is curtained off with thick red velvet. All of it sits atop a thick carpet.

3. Lying atop the bed is a lich. Once the party is in the room, if they haven't already done so, the curtains around the bed part and the lich attacks.

Once fine robes hang in tatters from this withered corpse's frame. A pale blue light shines from where its eyes should be.

LICH CR 12

Male Human Wizard 11

NE Medium Undead (Augmented Humanoid, Human)

Init +2; Senses Darkvision (60 feet); Perception +21

DEFENSE

AC 23, touch 18, flat-footed 21 (+2 Dex, +5 natural, +2 deflection)

hp 111 (11d6+44)

Fort +6, Ref +7, Will +11

Defensive Abilities Channel Resistance +4; DR 15/bludgeoning, 15/magic;
Immune cold, electricity, mind-affecting, polymorph, Undead Traits

OFFENSE

Spd 30 ft.

Melee Unarmed Strike +5 (1d3/20/x2)

Special Attacks Negative Energy Touch Attack 1d8+5 (DC 18)

Wizard Spells Known (CL 11, 5 melee touch, 7 ranged touch):

6 (2/day) Globe of Invulnerability, Circle of Death (DC 22), Fireball,
Maxim (DC 22)

5 (3/day) Cloudkill (DC 21), Waves of Fatigue, Cone of Cold (DC 21), Magic
Missile, Quick

4 (4/day) Dimension Door, Enervation, Fire Shield, Wall of Ice (DC 20),
Wall of Ice (DC 20)

3 (5/day) Suggestion (DC 19), Fireball (DC 19), Vampiric Touch, Vampiric
Touch, Dispel Magic, Dispel Magic

2 (6/day) False Life, Spectral Hand, Scorching Ray, Scorching Ray, See
Invisibility, Darkness, Mage Armor, Extend

1 (6/day) Magic Missile, Magic Missile, Magic Missile, Shield, Shield, Ray
of Enfeeblement (DC 17), Ray of Enfeeblement (DC 17)

0 (at will) Bleed (DC 16), Read Magic, Detect Magic, Ray of Frost

STATISTICS

Str 10, Dex 14, Con -, Int 20/22, Wis 14, Cha 16

Base Atk +5; CMB +5; CMD 29

Feats Command Undead (DC 18), Craft Wondrous Item, Defensive Combat
Training, Extend Spell, Improved Lightning Reflexes (1/day), Iron Will,
Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll,
Toughness +11, Wizard Weapon Proficiencies

Skills Craft: Alchemy +20, Intimidate +14, Knowledge: Arcana +20,
Knowledge: The Planes +20, Linguistics +20, Perception +21, Sense Motive
+21, Spellcraft +20, Stealth +21

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Terran, Undercommon

SQ Bonded Object: Ring of Protection, +2 (1/day) (Sp), Fear Aura (DC 18), Grave Touch (9/day) (Sp), Illusion, Life Sight (11 rounds/day) (Su), Necromancy, Rejuvenation (Su), Transmutation

Other Gear Boots of Levitation, Headband of Vast Intelligence, +2: Perception, Potion of Invisibility, Ring of Protection, +2, Scroll: Dominate Person, Scroll: Teleport

SPECIAL ABILITIES

Bonded Object: Ring of Protection, +2 (1/day) (Sp) DC 20 + spell level to cast spells without the bonded object. Once per day, you can cast any spell in your spellbook for free.

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Command Undead (DC 18) Channel energy can take control of undead.

Damage Reduction (15/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Damage Reduction (15/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Extend Spell Spell duration lasts twice as normal. +1 Level.

Fear Aura (DC 18) Creatures within 60 feet that look must pass Will save.

Grave Touch (9/day) (Sp) Melee touch attack, shakes then frightens target.

Illusion You must spend 2 slots to cast spells from the Illusion school.

Immunity to Cold You are immune to cold damage.

Immunity to Electricity You are immune to electricity damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Polymorph You are immune to Polymorph effects.

Improved Lightning Reflexes (1/day) 1/day, re-roll a Ref save.

Life Sight (11 rounds/day) (Su) Blindsight 10'+ to detect living and undead for wizard level rounds / day.

Maximize Spell All variable effects of a spell are maximized. +3 Levels.

Necromancy The dread and feared necromancer commands undead and uses the foul power of unlife against his enemies.

Negative Energy Touch Attack 1d8+5 (DC 18) 1d8+5 damage, plus Fort save or be paralyzed.

Quicken Spell Cast another spell in the same round you cast this one. +4 Levels.

Rejuvenation (Su) Liches can return after a few days.

Transmutation You must spend 2 slots to cast spells from the Transmutation school.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Notes:

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15. Secret Laboratory

In the middle of the room is a large iron table. A dead drow lies on top of the table. Jars full of unidentified animal and other parts are stacked in the alcoves all along the sides of the room.

2. The dead drow appears to be one of the former House mages, and is now a bodak. Once the bodak attacks, several of the jars open, as 1 giant crawling hand, accompanied by 16 crawling hands, swarm the party.

Bodak

CE Medium Undead (Extraplanar)

Init +6; Senses Darkvision (60 feet); Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +8 natural, +1 dodge)

hp 85 (10d8+40)

Fort +6, Ref +5, Will +8

DR 10/cold iron; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, electricity, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits; Resist acid 10, fire 10

Weakness Vulnerability to Sunlight

OFFENSE

Spd 20 ft.

Melee Slam x2 (Bodak) +9 x2 (1d8+1/20/x2) and

Unarmed Strike +8/+3 (1d3+1/20/x2)

Special Attacks Death Gaze (DC 18)

STATISTICS

Str 13, Dex 15, Con -, Int 6, Wis 13, Cha 16

Base Atk +7; CMB +8; CMD 21

Feats Dodge, Improved Initiative, Mobility, Toughness +10, Weapon Focus: Slam

Skills Intimidate +11, Perception +14, Stealth +10

Languages Common

SPECIAL ABILITIES

Damage Reduction (10/cold iron) You have Damage Reduction against all except Cold Iron attacks.

Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Death Gaze (DC 18) (Su) 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.
 Immune to Energy Drain Immune to energy drain
 Immune to Exhausted You are immune to the exhausted condition.
 Immune to Fatigue You are immune to the fatigued condition.
 Immune to Physical Ability Damage Immune to ability damage to your physical abilities.
 Immunity to Disease You are immune to diseases.
 Immunity to Electricity You are immune to electricity damage.
 Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.
 Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Mobility +4 to AC against some attacks of opportunity.
 Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects
 Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

Crawling Hand, Giant

NE Medium Undead

Init +2; Senses Blindsight (30 feet), Darkvision (60 feet); Perception +7

 DEFENSE

 AC 19, touch 13, flat-footed 16 (+2 Dex, +6 natural, +1 dodge)

hp 66 (7d8+21)

Fort +4, Ref +6, Will +6

Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits

 OFFENSE

 Spd 30 ft.

Melee Claw (Crawling Hand, Giant) +11 (1d6+7/20/x2) and
 Unarmed Strike +10 (1d3+5/20/x2)

Special Attacks Grab, Mark Quarry, Pus Burst (DC 15)

 STATISTICS

 Str 21, Dex 15, Con -, Int 2, Wis 13, Cha 14

Base Atk +5; CMB +10 (+14 Grappling); CMD 23

Feats Dodge, Lightning Reflexes, Toughness +7, Weapon Focus: Claw

Skills Acrobatics +3, Perception +7, Stealth +12

Languages Common

 SPECIAL ABILITIES

 Blindsight (30 feet) (Ex) Sense things and creatures without seeing them.
 Darkvision (60 feet) You can see in the dark (black and white vision only).

Grab (Small) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of

Pus Burst (DC 15) (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become n

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Crawling Hand

NE Diminutive Undead

Init +0; Senses Blindsight (30 feet), Darkvision (60 feet); Perception +4

DEFENSE

AC 14, touch 14, flat-footed 14 (+4 size)

hp 11 (1d8+5)

Fort +2, Ref +0, Will +2

Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits

OFFENSE

Spd 40 ft., Climbing (40 feet)

Melee Unarmed Strike +5 (-+1/20/x2)

Space 1 ft.; Reach 0 ft.

Special Attacks Mark Quarry, Strangle

STATISTICS

Str 13, Dex 11, Con -, Int 2, Wis 11, Cha 14

Base Atk +0; CMB -4; CMD 7

Feats Toughness +3

Skills Climb +9, Fly +6, Perception +4, Stealth +12, Survival +4

Languages Common
SQ Grab (Ex)

SPECIAL ABILITIES

Blindsense (30 feet) (Ex) Sense things and creatures without seeing them.

Climbing (40 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of

Strangle (Ex) An opponent grappled by the creature cannot speak or cast spells with verbal components.

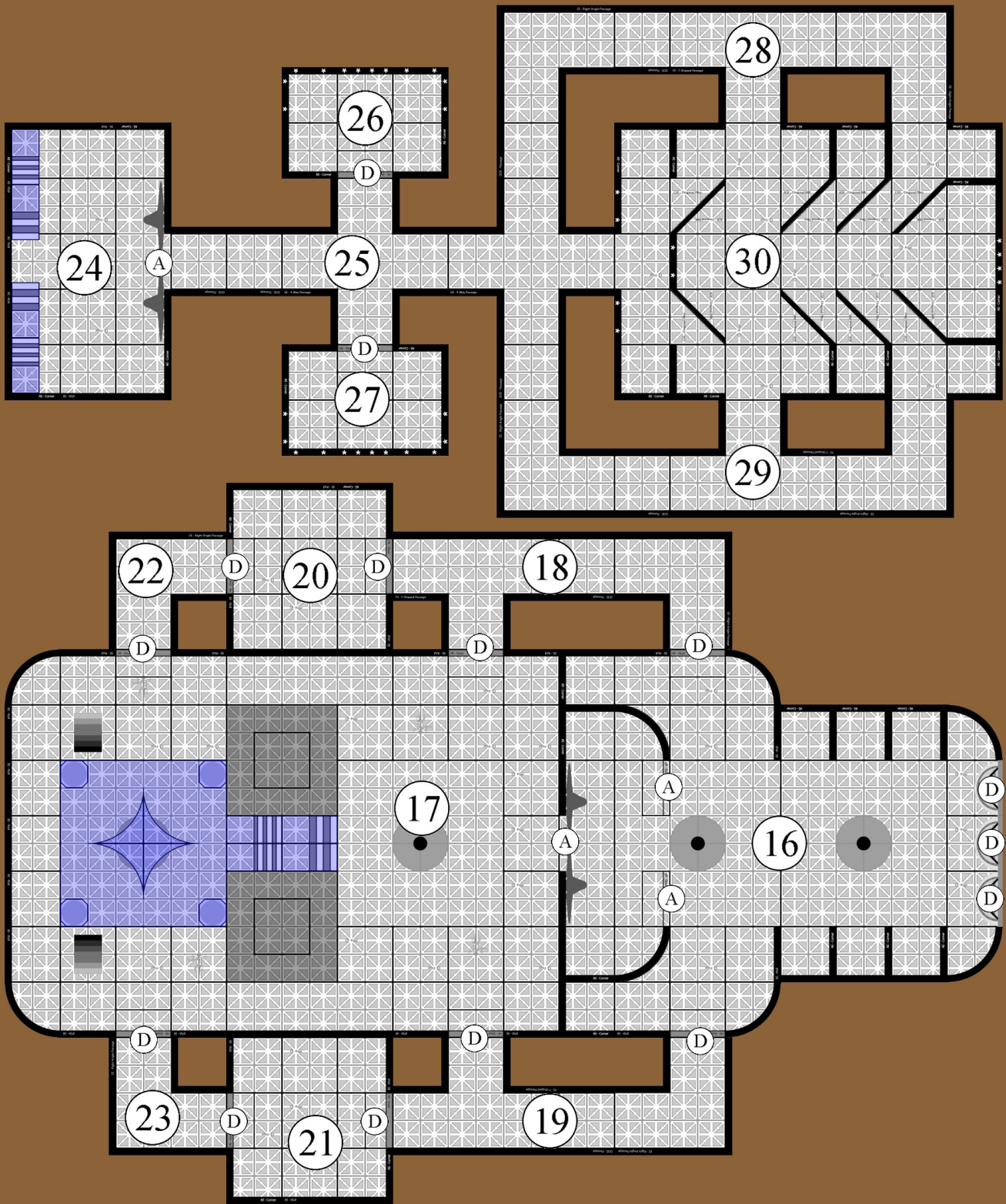
Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Notes:

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Arach-Tinilith

BATTLE FOR MENZOBERRANZAN
KUBLACON 2011



16. Confessional

Several curtained-off confessionals are along the sidewalls. An ornate arch leads further into the temple.

1. Repentance Trap

Once the party enters the room, a small ghostlike drider, each with the face of a party member, appears next to each character. While the drider is following the character, they suffer the following:

- 2 to all Wisdom based skills and checks
- 10 to any Stealth based checks or abilities
- 2 to all attack “to hit” rolls

A DC 25 **Knowledge Religion** check will reveal this as a *Cursed Mark of Lloth*. Generally, in order to remove the curse, one must become cleansed and then confess their transgressions to Lloth.

Notes:

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17. Cathedral

A huge ornamental platform dominates this large, high ceilinged room. Everywhere one looks, whether at the walls or ceiling, there seems to be some sort of spider related décor, from icons and frescoes, to carved, bas-relief images. In the middle of the platform seems to be a swirling cloud of dust.

1. A DC 25 **Knowledge Religion** check reveals that the dust would be the first part of a cleansing ritual. A character must step into the dust and get coated; the drider will be coated, too. Once inside the dust, the character must make a DC 18 **Wisdom** save or take 1 point of Wisdom damage.
2. Dust Cloud Trap
Type magic; **Perception** DC 28; **Disable Device** DC 28
Effects
Trigger proximity (alarm); **Reset** none
Effect Drain one spell chosen at random from random spell caster within 60 ft, DC 17 **Will** save negates.

Notes:

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18-19. Hallway

These side hallways lead from the confessional and the cathedral to other rooms in the temple. The walls are decorated with images of Lloth, and a carpet that looks like spider webs runs the length of the hallway down the center of the corridor. Sconces in the form of spiders

2. Carpet and Sconce Trap

Type magic; **Perception** DC 27; **Disable Device** DC 27

Effects

Trigger location; **Reset** none

Effect When a character steps on the carpet, it rolls itself up, trapping the character inside and dealing 1d6 damage (DC 18 **Reflex** save negates). Once the carpet has rolled up, the entire corridor is treated as a web spell has been cast. (DC 12) The rolled up character can escape with a DC 20 **Escape Artist** or **Combat Maneuver** check. Once the character is free, the sconces fall into the web, setting the entire corridor alight, dealing 2d4 damage to all characters within the web. After burning, the webs are destroyed.

Notes:

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20-21. Presbytery

These rooms are stocked with items to help in the worship of Lloth – daggers, chalices, robes, books, scrolls, etc.

1. A DC 20 **Search** check will reveal an *aspergil* in room 20, and in room 21, a small vial of *unholy water*. The aspergil must be filled with the water, and then administered to cleanse the dust from 17, and then the sins can be confessed in 16 to remove the ghost drider and its effects.

A DC 20 **Knowledge Religion** check reveals that the water must be administered with the aspergil to cleanse the characters.

In order to administer the cleansing, the wielder of the aspergil must make a DC 25 **Knowledge Religion** check to perform the ritual correctly. If it is not done correctly, when the cleansed character confesses, he will suffer 1d4 Wisdom damage.

Notes:

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22-23. Hallway

These rather plain (by relative standards) hallways end in a door at each end.

Notes:

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24. Receiving Room

The stairs almost seem to be alive as you descend into a place that you would normally be forbidden to enter, as only females in high standing may enter the nadir of a temple. Two washbasins flank an ornate archway that opens into a hallway that leads to a private summoning chamber.

A DC 25 **Knowledge Religion** reveals that water from the basins should be sprinkled over oneself before entering 25. If someone doesn't sprinkle the water, suffer a -2 penalty to the checks from rooms 25, 28 and 29.

Notes:

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25. Path of the Cunning

The floor has been engraved with what looks like a flowing spider web pattern.

Once the characters enter the corridor, an invisible force holds them back. In order to pass the room, each character must pass a test. They must follow the webbed path. Each character must succeed on 3 out of 5 DC 15 **Will** saves or **Knowledge Religion** checks. Failure pushes them back to the archway near 24 and deals 1 point of Wisdom damage. Anyone trained in **Knowledge Religion** can assist someone who is untrained for his or her **Will** save.

Notes:

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26. Preparatory Room

From the tools on the wall, this room looks to be where sacrifices to Lloth are prepared.

1. Lying on the table is a dead vile hag, cut open with intestines hanging down to the floor. On the floor are two dead female drow clerics, each of which have been burned severely. The *witchfire* in this room is hiding (**Stealth** +19) and will attempt to surprise and attack the party.

Bathed in sickly green flames, this insubstantial specter of a beautiful young woman floats just off the ground.

WITCHFIRE CR 9

Male Witchfire

CE Medium Undead (Incorporeal)

Init +10; Senses Darkvision (60 feet); Perception +16

DEFENSE

AC 24, touch 24, flat-footed 17 (+6 Dex, +7 deflection, +1 dodge)

hp 115 (10d8+70)

Fort +10, Ref +11, Will +10

Defensive Abilities Incorporeal; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, Undead Traits

OFFENSE

Spd 0 ft., Flight (50 feet, Perfect)

Melee Unarmed Strike +13/+8 (1d3+6/20/x2)

Special Attacks Witchflame (8d6 fire) (DC 22)

Spell-Like Abilities Dancing Lights (At will), Disguise Self (At will), Ghost Sound (At will), Invisibility (At will), Pyrotechnics (At will), Ray of Enfeeblement (At will), Summon (level 4, 2 will-o'-wisps 50%)

STATISTICS

Str -, Dex 22, Con -, Int 17, Wis 16, Cha 25

Base Atk +7; CMB +13; CMD 37

Feats Combat Reflexes (7 AoO/round), Dodge, Improved Initiative, Lightning Reflexes, Mobility

Skills Bluff +17, Fly +22, Intimidate +20, Know: Enter Choice +13, Know: Enter Choice +13, Perception +16, Sense Motive +11, Stealth +19

Languages Auran, Common, Giant

SQ Sound Mimicry (animal noises) (Ex)

ECOLOGY

Environment Any swamps or woodlands

Organization Solitary or coven (3 witchfires and hags - see below)

Treasure Standard

SPECIAL ABILITIES

Combat Reflexes (7 AoO/round) You may make up to 7 attacks of opportunity per round, and may make them while flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (50 feet, Perfect) You can fly!

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Incorporeal (Ex) You aren't quite here.

Mobility +4 to AC against some attacks of opportunity.

Sound Mimicry (animal noises) (Ex) You can perfectly imitate certain sounds.

Summon (level 4, 2 will-o'-wisps 50%) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no cr

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Witchflame (8d6 fire) (DC 22) (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per fa

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Notes:

27. Ritual Storage

The shelves next to the walls are filled with bottles, statues, holy symbols and other items used in rituals of worship to Lloth.

Notes:

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28. Path of Survival

The floor has been engraved with what looks like a flowing spider web pattern.

Once the characters enter the corridor, an invisible force holds them back. In order to pass the room, each character must pass a test. They must follow the webbed path. Each character must succeed on 3 out of 5 DC 15 **Fortitude** saves or **Survival** checks. Failure pushes them back to the archway near 24 and deals 1 point of Constitution damage. Anyone trained in **Survival** can assist someone who is untrained for his or her **Fortitude** save.

Notes:

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29. Path of Reaction

The floor has been engraved with what looks like a flowing spider web pattern.

Once the characters enter the corridor, an invisible force holds them back. In order to pass the room, each character must pass a test. They must follow the webbed path. Each character must succeed on 3 out of 5 DC 15 **Reflex** saves or **Acrobatics** checks. Failure pushes them back to the archway near 24 and deals 1 point of Wisdom damage. Anyone trained in **Acrobatics** can assist someone who is untrained for his or her **Reflex** save.

Notes:

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30. Summoning Chamber

A light, purple mist makes it difficult to discern details about this area. However, the carved spiders on the wall seem to be moving. At the very end, in a small alcove there appears to be some kind of magical circle carved into the floor.

3. A *matron mother* from a minor house has attempted a summoning and gone mad. She attacks on sight.

Zenobia
Female Drow Noble; Medium Humanoid (Elf)
Cleric13

Hit Dice: (13d8)+39
Hit Points: 123
Initiative: +8
Speed: Walk 20 ft.
AC: 26 (touch 13, flatfooted 23)
Attacks: *Battle Aspergillum +4 +13/+8;
Damage: *Battle Aspergillum +4 1d6+4;
Vision: Darkvision (120 ft.), Low-light
Face / Reach: 5 ft. / 5 ft.
Special Attacks: Channel Negative Energy, Touch of Chaos, Touch of Evil
Special Qualities: Spell Resistance 24, Aura of Chaos, Aura of Evil, Chaos Blade, Drow Immunities, Keen Senses, Light Blindness, Orisons, Poison Use, Scythe of Evil, Spontaneous Casting, Weapon Familiarity
Saves: Fortitude: +10, Reflex: +8, Will: +13
Abilities: STR 10 (+0), DEX 18 (+4), CON 14 (+2), INT 18 (+4), WIS 20 (+5), CHA 19 (+4)
Skills: Bluff: 17; Diplomacy: 20; Heal: 21; Intimidate: 17; Perception: 20; Sense Motive: 21;
Feats: Armor Proficiency, Light, Armor Proficiency, Medium, Combat Casting, Extra Channel, Greater Spell Focus (Necromancy), Greater Spell Penetration, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Necromancy), Spell Penetration
Challenge Rating: 13
Alignment: Chaotic Evil

Possessions: Agile Breastplate +4; Amulet of Natural Armor +3; Battle Aspergillum +4; Belt of Mighty Constitution +2; Boots of Friendly Terrain (Underground); Ring of Delayed Doom; Ring of Fire Energy Resistance, Major;

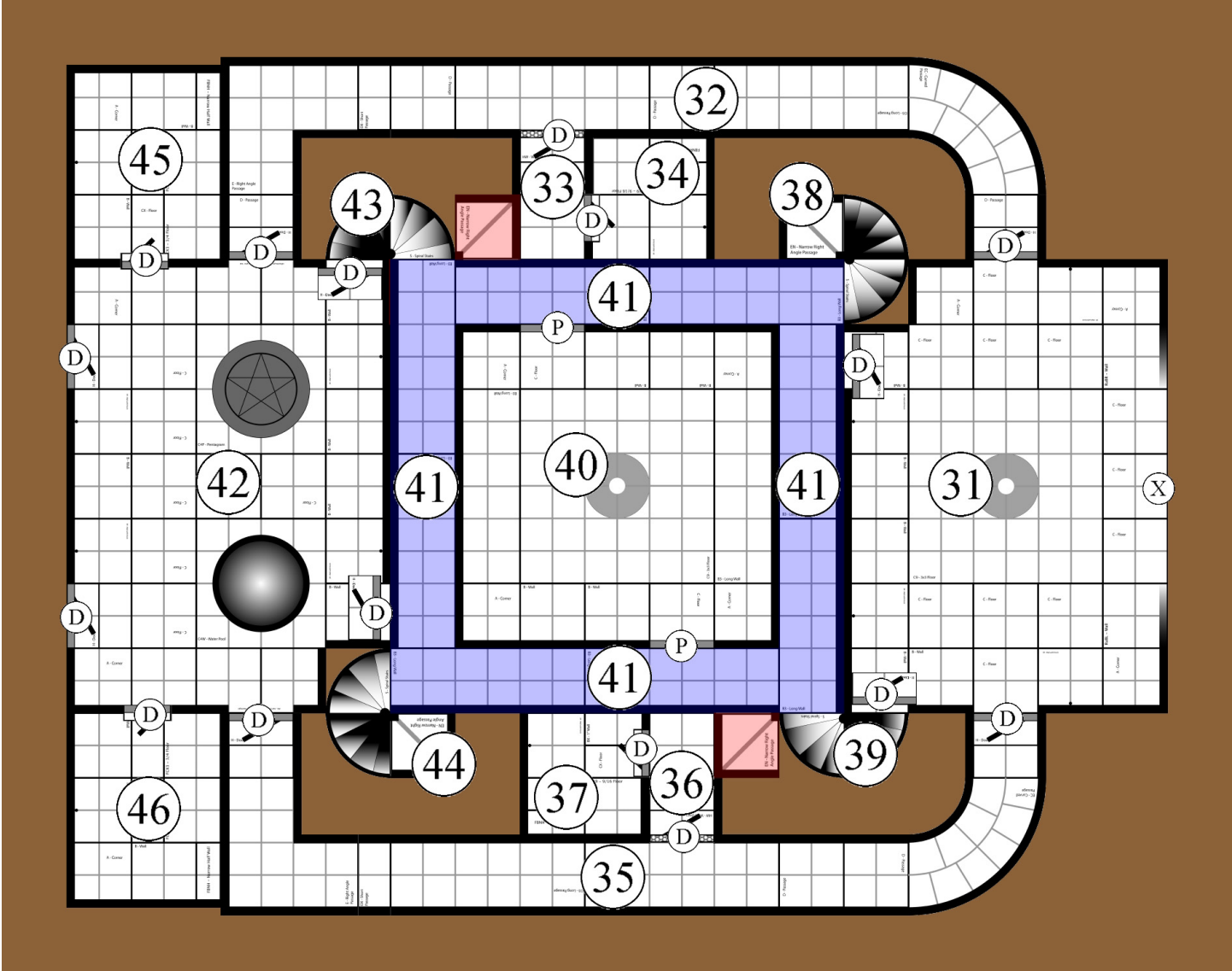
Deity: Lamashtu **Domains:** Chaos () Evil ()

Prepared Spells Prepared Spell List: Cleric (CL 13): 0th - *bleed* (DC 17), *detect magic*, *read magic* (DC), *resistance* (DC 15) 1st - *bane* (DC 16), *command* (2) (DC 16), *doom* (DC 18), *inflict light wounds* (2) (DC 18), *protection from good* (DC 16) 2nd - *align weapon (evil only)* (DC 17), *blessing of courage and life* (DC 17), *death knell* (DC 19), *inflict moderate wounds* (2) (DC 19), *owl's wisdom* (DC 17) 3rd - *bestow curse* (DC 20), *blindness/deafness* (DC 20), *inflict serious wounds* (DC 20), *magic circle against good* (DC 18), *remove curse* (DC 18), *searing light* 4th - *inflict critical wounds* (2) (DC 21), *neutralize poison* (DC 19), *planar ally (lesser)*, *restoration* (DC 19) 5th - *unholy blight* (DC 19) 5th - *dispel law* (DC 20), *inflict light wounds (mass)* (DC 22), *insect plague*, *slay living* (DC 22), *spell resistance* (DC 20) 6th - *blade barrier* (DC 21), *create undead*, *inflict moderate wounds (mass)* (DC 23) 7th - *repulsion* (DC 22), *word of chaos*
Innate Spell-like Abilities: Dancing Lights, Darkness, Faerie Fire, Divine Favor, Dispel Magic, Suggestion

She will have the following spells already cast: Blessing of Courage and Life (+2 fear/death saves); Owl's Wisdom (+4 Wisdom, add +2 to Wisdom based); Blade Barrier (); Spell Resistance(SR 25)

Melee-Magthere

BATTLE FOR MENZOBERRANZAN
KUBLACON 2011



31. Foyer

This is the grand entrance to one of the fighting academy's training areas. The walls are lined with large statues of warriors, some in battle ready stances.

2. Guardian Challenge

There are 8 guardians here. A single character must strike each guardian in melee combat once, in order. Each guardian will present itself for combat, and after a single successful melee hit, will retreat and the next guardian will come out.

Guardian – (AC $25+n$, Attk: melee +18, d10+6, immune to all but melee attacks) n – Number of guardian, 1-8

Notes:

--

32. Access Corridor

This plain corridor reaches into the back of the building.

Notes:

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33. Arena Entrance

This hallway ends in a portcullis.

Notes:

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34. Armory

Several sets of armor and weapons are neatly arranged along the walls of this room.

Notes:

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35. Access Corridor

This plain corridor reaches into the back of the building.

Notes:

--

36. Arena Entrance

This hallway ends in a portcullis.

Notes:

--

37. Instructor's Office

Behind the expensive desk is a single suit of chainmail and two short swords on a rack. A large mirror is hung on the back wall.

Notes:

--

38-39. Stairs

These spiral staircases lead up to the second story. They appear well-worn.

1,2,3. Once somebody hits the top stair, the barrel trap goes off.

Barrel Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger proximity (alarm); **Reset** none

Effect A barrel drops down from the ceiling to the top of the staircase, doing 2d6 damage to the person at the top of the stairs. (DC 18 **Reflex** for half damage) The barrel then rolls down the stairs, doing 1d6 damage to anyone on the staircase. (DC 18 **Reflex** for half damage) When the barrel reaches the bottom, a fuse on the outside lights. After one round, the barrel explodes, doing 4d6 damage to anyone within 60 feet. (DC 18 **Reflex** for half damage). The fuse can be extinguished with a DC 25 **Disable Device** check. If someone tries to put out the fuse who is untrained in **Disable Device**, the barrel will immediately explode; furthermore, the would-be disarmer is affected by poison on the fuse. (1d4 Con damage, DC 14 **Fortitude** save negates)

Notes:

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40. Arena

A gallery above looks down on this flat, well-worn stone floor.

The gallery is 20' above the floor, and the ceiling is 30'.

2. The escaped pets are here, once you enter the arena, the portcullises shut. Once combat starts, the **Illusionary Drider Archer Trap** is sprung.

Illusionary Drider Archer Trap

Type magical; **Perception** DC 30; **Disable Device** DC 30

Effects

Trigger proximity (alarm); **Reset** none

Effect Once combat starts, several drider archers appear on the balcony above the arena. Once per round, an arrow shoots each character. (1d8+1 damage and the character is *Entangled*, DC 17 **Will** save negates both effects. Once *Entangled*, the character must make a DC 17 **Will** or **Escape Artist** check to remove the condition) Once the trap is sprung, it can only be dismissed by a character who physically strikes one of the driders.

The “pets” are 2 *dire tigers*.

3. A DC 25 **Perception** check shows that there are spikes and hooks on the ceiling.

The tiles on the floor are placed atop explosives that are activated by impact. Anyone who falls normally more than 10' and lands on a tile will cause it to explode and will send the character into the spiked and hooked ceiling. Note that the character takes the standard 2d6 damage if landing from the balcony above.

Impact Tile Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 10

Effects

Trigger location; **Reset** none

Effect When impacted, the tile explodes (1d6 damage, DC 15 **Reflex** for half damage) causing the character to fly into the spikes and hooks in the ceiling (+15 melee attack vs. flat-footed AC, 1d6 damage). If the hooks' attack hits, the character is stuck, hanging from the ceiling. Otherwise, the character falls 30 feet to the floor. (taking 3d6 damage) When striking the floor, there is a 25% chance that they will land on an unexploded tile, repeating the process.

Tiger, Dire

NN Large Animal

Init +6; Senses Low-Light Vision, Scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, -1 size, +6 natural)

hp 105 (14d8+42)

Fort +12, Ref +11, Will +5

OFFENSE

Spd 40 ft.

Melee Bite (Tiger, Dire) +18 (2d6+8/19-20/x2) and

Claw x2 (Tiger, Dire) +18 x2 (2d4+8/20/x2) and

Rake x2 (Tiger, Dire) +17 x2 (2d4+8/20/x2) and

Unarmed Strike +17/+12 (1d4+8/20/x2)

Space 10 ft.; Reach 5 ft.

Special Attacks Grab, Pounce

STATISTICS

Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Base Atk +10; CMB +19 (+23 Grappling); CMD 31 (35 vs. Trip)

Feats Improved Critical: Bite, Improved Initiative, Run, Skill Focus:

Perception, Skill Focus: Stealth, Weapon Focus: Bite, Weapon Focus: Claw

Skills Acrobatics +6, Fly +0, Perception +12, Stealth +15, Swim +13

Modifiers +6 Stealth in tall grass

SPECIAL ABILITIES

+6 Stealth in tall grass (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Grab (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Pounce (Ex) You can make a full attack as part of a charge.

Run You run faster than normal.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Notes:

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41. Gallery

The spiral staircases lead up to this gallery, offering an excellent view of the arena floor below.

The gallery is 20' above the floor, and the ceiling is 30'.

3. A DC 23 **Perception** check reveals that there are hooks and spikes on the ceiling.

1d4 rounds after a character has entered the balcony via a set of stairs, the **Force Field Trap** will be activated.

Force Field Trap

Type magical; **Perception** DC 30; **Disable Device** DC 30

Effect

Trigger proximity (alarm); **Reset** none

Effect A wall of force slowly pushes out from the walls towards the arena. It will push anyone off the balcony into area 40 after one round. If any character is near a door, he can attempt to go down the stairs (DC 17

Reflex check) However, area 40's floor is trapped (see area 40)

Notes:

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42. Honorarium

This is where House awards from Melee-Magthere are displayed around the ceremonial pool and pentagram. Two large stone statues appear to watch over everything.

1. A DC 25 **Perception** check reveals:
There are tiny mirrors and prisms installed on the walls, near the ceiling.

Once somebody gets with 10 feet of the door to room 45, it will set off the Awesome Super-Spy Statue Radiation Frost Beam Trap™

Awesome Super-Spy Statue Frost Beam Trap™

Type magic; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger location; **Reset** none

Effect Once activated, each statue fires a *ray of frost* into the nearest prism.

Each prism splits the ray, and the mirrors direct it to more prisms. Each character in the room gets hit by 2d6 rays, each ray dealing 1d3 damage. (no save)

3. The two statues are clay golems whose control has been lost. They attack the party on sight.

2 clay golem

GOLEM, CLAY CR 10

Male Golem, Clay

NN Large Construct

Init -1; **Senses** Darkvision (60 feet), Low-Light Vision; **Perception** +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, -1 size, +16 natural)

hp 101 (13d10)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine, 10/bludgeoning; **Immune** Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Slam x2 (Golem, Clay) +19 x2 (2d10+7/20/x2) and

Unarmed Strike +19/+14/+9 (1d4+7/20/x2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Berserk, Cursed Wound, Haste

STATISTICS

Str 24, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

Feats

Skills Fly -3, Stealth -5

Languages

ECOLOGY

Environment Any

Organization Solitary or gang (2-4)

Treasure None

SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature

Construct Traits (+30 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is spell-like or the golem is immune to it)

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injury

Damage Reduction (10/adamantine) You have Damage Reduction against all except Adamantine attacks.

Damage Reduction (10/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. â€¢ A move earth spell drives the golem back 120 feet and deals

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Notes:

--

43-44. Stairs

These spiral staircases lead up to the second story. They appear to have been recently renovated.

At the top of each of these stairs is a small stack of barrels, shoved to one side. They don't do anything and are empty.

45. Changing Room

The presence of shelves, mirrors and pegs on the wall suggest that this is a place for the students to change into their practice gear. The practice weapons stacked in a corner confirm this.

1. A **Perception** check from outside the room reveals:

DC 20 - The sounds of combat can be heard behind the door

- A **Perception** check from inside the room reveals:

DC 22- There are 2 *shadows* fighting the 2 drow in this room

DC 34 - There is a *greater shadow* in here also fighting the drow

In the room, you see two male drow, students of Melee-Magthere in combat.

These are the students the characters were sent to retrieve. However, the other 2 have been killed and turned into *shadows*.

Shadow

CE Medium Undead (Incorporeal)

Init +2; Senses Darkvision (60 feet); Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +2 deflection, +1 dodge)

hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

Defensive Abilities Channel Resistance +2, Incorporeal; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, Undead Traits

OFFENSE

Spd 0 ft., Flight (40 feet, Good)

Melee Unarmed Strike +4 (1d3+2/20/x2)

STATISTICS

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 19

Feats Dodge, Skill Focus: Perception

Skills Fly +11, Perception +8, Stealth +8 Modifiers +4 Stealth in dim light, -4 in bright light

SPECIAL ABILITIES

+4 Stealth in dim light, -4 in bright light (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Channel Resistance +2 +2 bonus to save vs. Channel Energy.

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (40 feet, Good) You can fly!

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain
 Immune to Exhausted You are immune to the exhausted condition.
 Immune to Fatigue You are immune to the fatigued condition.
 Immune to Physical Ability Damage Immune to ability damage to your physical abilities.
 Immunity to Critical Hits You are immune to Critical Hits
 Immunity to Disease You are immune to diseases.
 Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.
 Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Precision Damage You are immune to Precision Damage
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Incorporeal (Ex) You aren't quite here.
 Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.
 Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Shadow, Greater

CE Medium Undead (Incorporeal)

Init +5; Senses Darkvision (60 feet); Perception +13

 DEFENSE

 AC 18, touch 18, flat-footed 12 (+5 Dex, +2 deflection, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities Channel Resistance +2, Incorporeal; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, Undead Traits

 OFFENSE

 Spd 0 ft., Flight (40 feet, Good)

Melee Unarmed Strike +11/+6 (1d3+5/20/x2)

 STATISTICS

 Str -, Dex 20, Con -, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 29

Feats Dodge, Flyby Attack, Mobility, Skill Focus: Perception, Skill Focus: Stealth

Skills Fly +15, Perception +13, Stealth +20 Modifiers +4 Stealth in dim light, -4 in bright light

Languages

SQ Create Spawn (Su), Strength Damage (Su)

 SPECIAL ABILITIES

+4 Stealth in dim light, -4 in bright light (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Channel Resistance +2 +2 bonus to save vs. Channel Energy.

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (40 feet, Good) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Incorporeal (Ex) You aren't quite here.

Mobility +4 to AC against some attacks of opportunity.

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

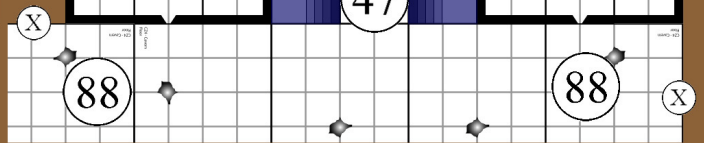
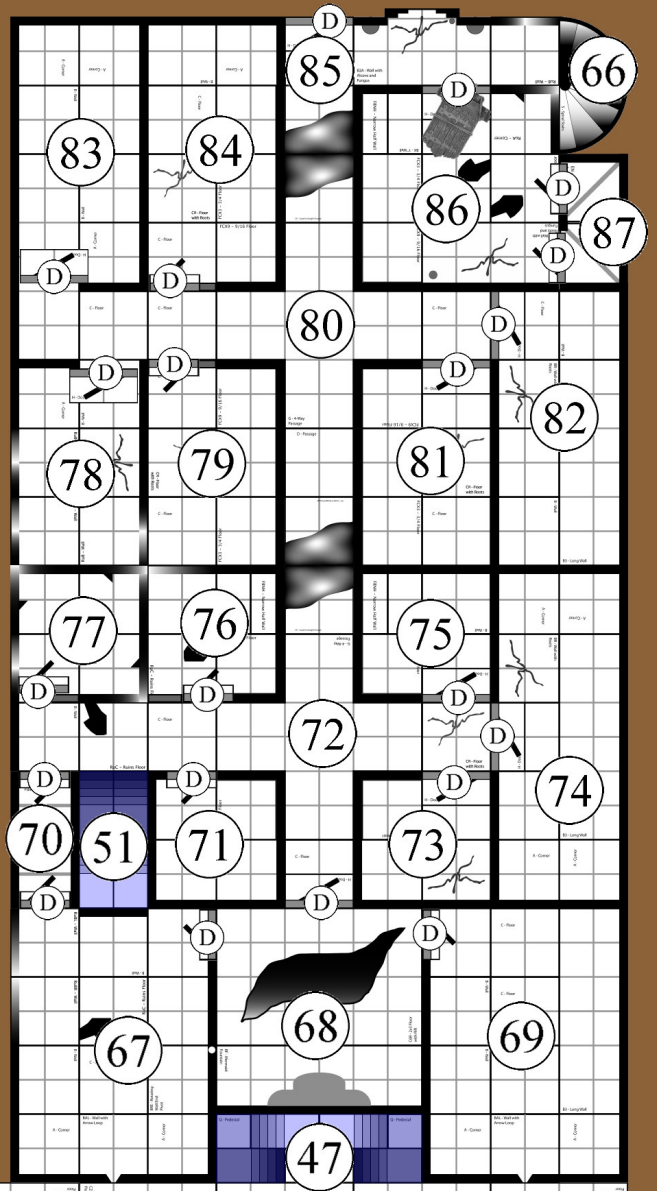
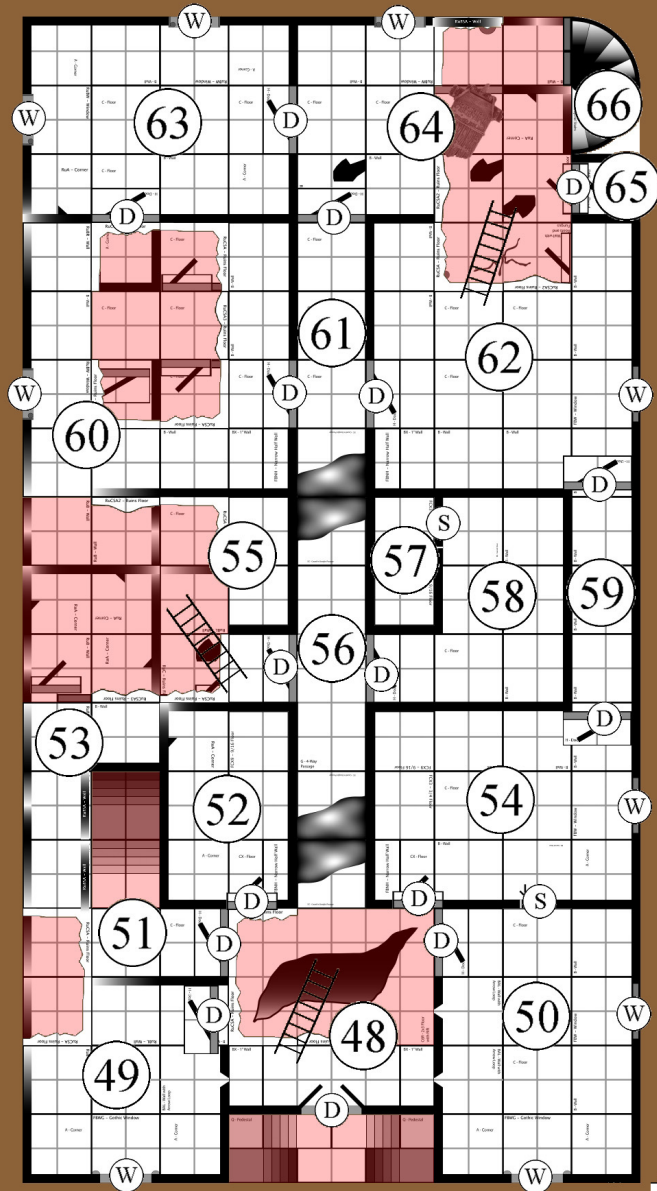
Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

46. Private Training Room

Several practice weapons lie atop the padded floor in here.

Townhouse

BATTLE FOR MENZOBERRANZAN
KUBLACON 2011



47. Entrance

Stairs, littered with debris, lead up to the main entrance of this townhouse, where the double doors are ajar.

Notes:

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48. Foyer

This was probably a very nice foyer, given the decorations, furniture and flooring. However, most of it has been deposited down a gaping hole in the floor to the first story. The hallway across the hole looks blocked, and some doors are on the sides, but look difficult to get to. Luckily, someone has left a ladder here to go down, although there is an ominous black rift down there...

1. There are 4 *ogres* and an unlimited number of *orcs* in here, although there will never be more than 24 *orcs* active at any time. Whenever characters enter a room, there will be 1 *orc* at every entrance/exit to the room. For example, in this room there will be 5 *orcs*, one at each door that the characters do not occupy. Whenever an *orc* is killed, it will be replaced next time the characters enter another room in the new room's entrances/exits. Existing *orcs*, if not killed, will continue to harass the party. Once all 4 *ogres* are killed, no more new *orcs* will appear. Stats at end.
2. Anytime the characters are in room 48, the Dart Trap, which is located in the arrow slits from room 50, will be active until disabled.

Dart Trap

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effects

Trigger proximity (alarm); **Reset** none

Effect Once characters enter room 48, darts will fire off, 2 per round at a random character in the room. (Ranged atk +14 vs. AC, 1d8+1 dmg)

Notes:

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49. Parlor

From the quality of the ruined furniture and torn wallpaper, this must have been a nice parlor, as it even sports a good view of the bazaar right across the street. Part of the side wall and floor have been destroyed.

Notes:

50. Guard Room

Two windows offer excellent visibility to the street, and three arrow slits afford good shooting into the foyer. This room is still mostly intact, but also mostly empty.

See room 48 for **Dart Trap**. It can be disabled from this side, but does not fire into this side. The secret door can be found with a DC 25 **Perception** check.

Notes:

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51. Stairs

The stairs here are doublewide, and appear to be mostly intact.

Notes:

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52. Closet

This looked like it once was a linen closet, as there are still a few stray towels and blankets around.

Notes:

53. Landing

The outside and other rooms can be seen through the walls in places.

Notes:

--

54. Office

By the wreckage in this room, it looks like this could have been an office. The wallpaper, although torn and faded, shows what looks like a siege of a castle.

2. When someone tries to open the door to 59, the **Wallpaper Siege Trap** will be triggered.

Wallpaper Siege Trap

Type magical; **Perception** DC 30; **Disable Device** DC 30

Effects

Trigger location; **Reset** none

Effect Once the trap is activated, the siege equipment in the wallpaper will fire once per round at a random character in the room. (Ranged Atk +20 vs. AC, 4d10 damage, Secondary Attack, 20 ft radius from target, 2d10 damage, DC 17

Reflex for half damage) The wallpaper can also be destroyed by doing 20 points of damage to the wall.

Notes:

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55. No Telling

There is no telling what this room was. Now it is mostly a hole in the floor, exposing what were probably bedrooms. A ladder leads down.

2. If anyone goes down the ladder, it will activate the **Ladder Trap**.

Ladder Trap

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effects

Trigger location; **Reset** none

Effects The ladder rests against an unstable portion of the floor that breaks if weight is applied to it, and falls to the first floor. (2d6 dmg, DC 17 **Reflex** save negates and the character does not fall to the first floor)

A DC 20 **Perception** check or DC 15 **Dungeoneering** check can enable the character to find a stable spot to place the ladder.

Notes:

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56. Blocked Hallway

Both ends of this hallway are blocked where the roof caved in.

2. If either of the doors is opened from the hallway side, the **Collapsing Ceiling Trap** will be activated.

Collapsing Ceiling Trap

Type mechanical; **Perception** DC 20; **Disable Device** or **Dungeoneering** DC 20

Effects

Trigger location; **Reset** none

Effects Once the door is opened, the entire ceiling over room 56 collapses. (2d6 dmg, characters are *Entangled* and *Dazed* for 1 round, DC 17 **Reflex** for half damage and negates conditions.)

Notes:

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57. Treasury

Valuables were probably stored here once upon a time, but now there are only 2 open, empty chests.

Notes:

--

58. Study

A few tattered tomes lying on the floor or in broken bookcases are all that remains of what was probably a library of some sort.

1. 2 of the *ogres* are in here. One of them has a *bag of gems*.

Notes:

--

59. Passageway

Doors open out on either side of this empty passageway.

Notes:

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60. Drawing Room

Most of the furniture from this room is gone, but through the hole in the floor, it looks like an armchair and a sofa may have once been in here.

Notes:

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61. Hallway

This hallway is blocked by debris on one end and ends in a door on the other end.

Notes:

62. Dining Room

A chandelier still hangs from the ceiling, over a broken dining table. Shards of broken china cover the floor. To the north, part of the floor and wall has collapsed.

2. The 4 draw nobles are here, bound in a corner. 8 *trolls* are guarding them. Once combat starts, one of the trolls will move over to the draw in the 1st round and will execute one per round, starting in the 2nd round unless interrupted by an attack deals damage.

Troll

CE Large Humanoid (Giant)

Init +2; Senses Darkvision (60 feet), Low-Light Vision, Scent; Perception +8

DEFENSE-----
AC 16, touch 11, flat-footed 14 (+2 Dex, -1 size, +5 natural)
hp 63 (6d8+36); Regeneration 5
Fort +11, Ref +4, Will +3-----
OFFENSE-----
Spd 30 ft.Melee Bite (Troll) +8 (1d8+5/20/x2) and
Claw x2 (Troll) +8 x2 (1d6+5/20/x2) and
Rend x2 (Troll) +8 x2 (1d6+7/20/x2) and
Unarmed Strike +8 (1d4+5/20/x2)

Space 10 ft.; Reach 10 ft.

STATISTICS-----
Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus: Perception

Skills Fly +0, Intimidate +9, Perception +8, Stealth -2

SPECIAL ABILITIES-----
Darkvision (60 feet) You can see in the dark (black and white vision only).

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Regeneration 5 Heal HP quickly and cannot die.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Notes:

63. Guest Bedroom

This was probably a bedroom, as there is a broken poster bed and a toppled armoire in here. There is also a small, shattered bathtub.

Notes:

64. Upstairs Storage

It looks like there used to be shelving along the south wall, but they all seem to have collapsed when the wall and floor collapsed.

Notes:

65. Closet

Whatever was in this small closet has long since been removed.

Notes:

66. Service Stairs

These are likely the servants' stairs.

Notes:

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67. Bedroom

The furniture in here, although dusty, is still intact.

Notes:

--

68. Bathroom

The tiled floor has caved in, revealing a tunnel underneath the house.

Notes:

--

69. Bedroom

The furniture in here has been turned over and moved, but is more or less intact.

Notes:

--

70. Closet

Empty shelves are on one side, and a rail is on the other. The back of each door has a mirror on it.

Notes:

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71. Storage

The back of this room is stacked up with barrels.

Notes:

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72. Blocked Hallway

The hallway is blocked by debris to the north.

Notes:

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73. Pantry

A few empty food sacks are on the floor in here.

Notes:

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74. Servants' Dining Room

Although plain, the table and chairs in here are still in good shape.

Notes:

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75-77. Servants' Quarters

Each of these small rooms have a mattress and a battered nightstand.

Notes:

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78-79. Guest Bedroom

These were probably once bedrooms, judging by the debris and wrecked furniture.

Notes:

--

80. Four Way Corridor

Several doors are accessible from this hallway, although the north-south ends are blocked off by collapsed debris.

Notes:

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81. Bathroom

The bathtub is still intact, and two ornate washbasins have been toppled over onto the floor.

Notes:

82. Conservatory

The back wall of this room is dominated by a large, ornate pipe organ. Several pieces of stained and worn sheet music flutter about the room, blown about by a stray breeze.

2. There are 4 bound drow nobles along the south wall. Once one of the nobles is touched, it will trigger the **Organ Trap**.

Organ Trap

Type magical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger location; **Reset** none

Effect Once triggered the organ will start to play music. Each round, a random character in the room will take 1d6 Strength damage (DC 11 **Fortitude** for half). After being triggered, there is only one way to disable the trap. A DC 20 **Perception** or DC 10 **Perform** check reveals that the song on the organ is the same as the sheet music on the organ. A character can disable the organ with 2 successful DC 10 **Perform** or DC 20 **Bluff** checks by singing the words on the sheet music in tune to the organ.

Notes:

--

83. Perishable Food Storage

Cool air blows into this room from the floor. From the looks of it, perishable food was once stored here, it appears that some of it had perished and is still here.

1. There are 2 *ogres* in here. One of them has a *bag of gold*.

Notes:

--

84. Dry Goods Storage

This room probably once stored dry foodstuffs. Now it only contains broken crates and torn open bags.

Notes:

85. Servants' Entrance

This stout looking door leads out to a back alley and was probably used by servants and for deliveries. A set of stairs at the end of the hall leads up to the second floor.

Notes:

--

86. Kitchen

The stoves and ovens appear to be intact, as they are probably too big to easily move. However, the shelving is destroyed and any cookware that was here is long gone.

2. The air in the kitchen is heavy with flour dust. Each round someone is in the room there is a 25% chance they will ignite the **Flour Dust Trap**.

Flour Dust Trap

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effects

Trigger location; **Reset** none

Effect The flour ignites and explodes. (3d6 damage, DC 17 **Reflex** for half damage)

Notes:

--

87. Pantry

The floor of this small pantry is covered in broken pottery and glass, and spilled spices.

Notes:

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88. Street

The street in front of this ruined townhome leads to a seedier section of the bazaar district. Some run-down shops and an open plaza can be seen.

Ogre

CE Large Humanoid (Giant)

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +5

DEFENSE-----
AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, -1 size, +5 natural)
hp 30 (4d8+12)Fort +6, Ref +0, Will +3
-----**OFFENSE**-----
Spd 30 ft.

Melee Greatclub +7 (2d8+7/20/x2) and

Javelin +3 (1d8+5/20/x2) and

Unarmed Strike +7 (1d4+5/20/x2)

Space 10 ft.; Reach 10 ft.
-----**STATISTICS**-----
Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Base Atk +3; CMB +9; CMD 18

Feats Iron Will, Toughness +4

Skills Acrobatics -4, Climb +7, Escape Artist -4, Fly -6, Perception +5,

Ride -4, Stealth -8, Swim +2
-----**SPECIAL ABILITIES**-----
Darkvision (60 feet) You can see in the dark (black and white vision only).

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Orc Warrior 1

CE Medium Humanoid (Orc)

Init +0; Senses Darkvision (60 feet); Perception -1

DEFENSE-----
AC 13, touch 10, flat-footed 13 (+3 armor)

hp 7 (1d10+1)

Fort +3, Ref +0, Will -1

Defensive Abilities Ferocity

Weakness Light Sensitivity
-----**OFFENSE**-----
Spd 30 ft.

Melee Falchion +5 (2d4+4/18-20/x2) and

Javelin +0 (1d6+3/20/x2) and
-----**STATISTICS**

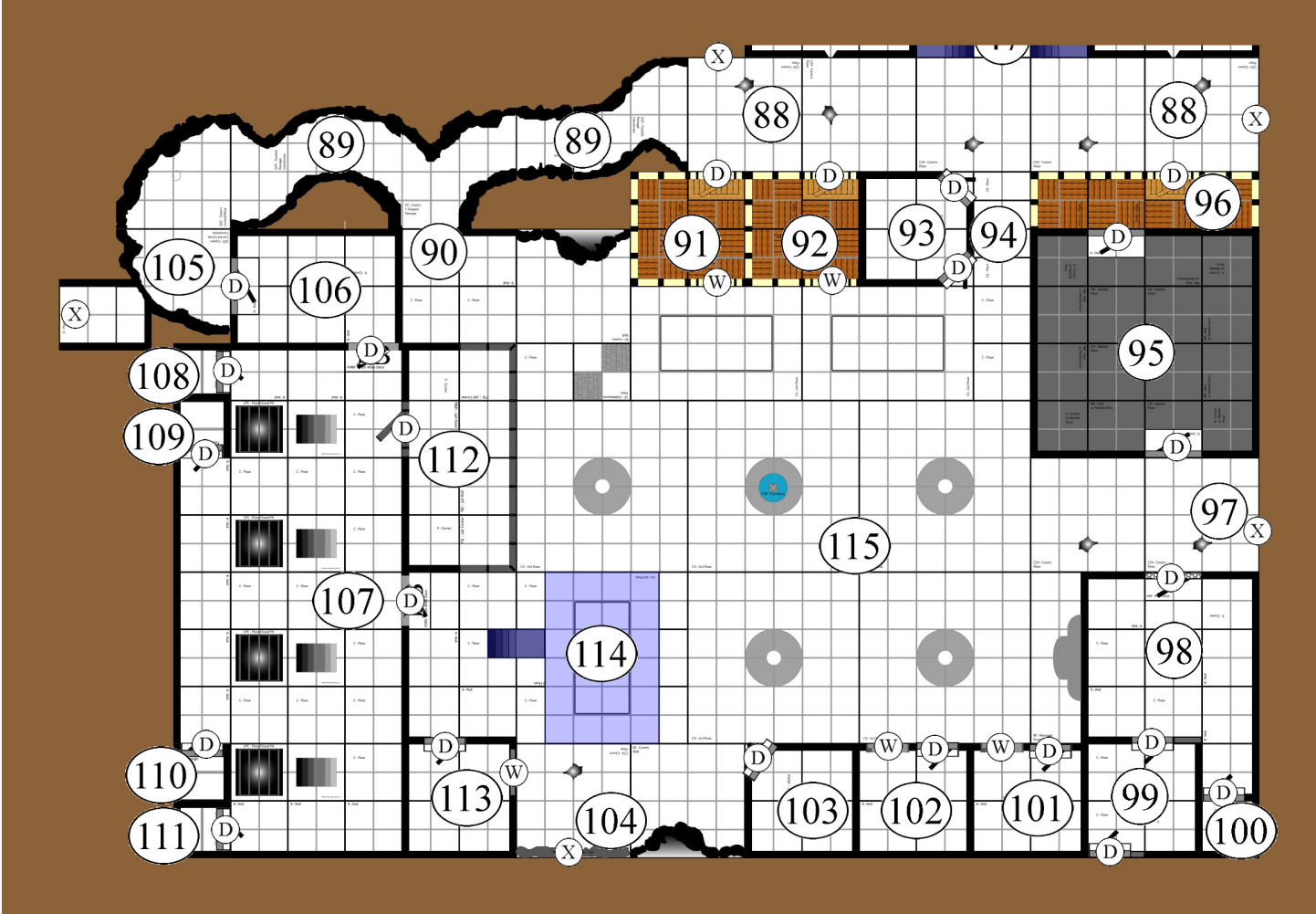
Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6
Base Atk +1; CMB +4; CMD 14
Feats Weapon Focus: Falchion
Skills Acrobatics -1, Climb +2, Escape Artist -1, Fly -1, Intimidate +2,
Ride -1, Stealth -1, Swim +2

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).
Ferocity (Ex) You can stay active while dying.
Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Bazaar

BATTLE FOR MENZOBERRANZAN
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88. Street

This street is the main entrance to the Slave Plaza. Several seedy looking shops and stalls make up the area around the open center. Across the street is a ruined townhouse.

Notes:

89. Cave Tunnel

The cavern floor is uneven here, and rises up. A tunnel runs through the raised floor and feeds into the backside of the plaza.

Notes:

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90. Tunnel Plaza Entrance

The tunnel opens up here into the back of the plaza, near the slave market.

Notes:

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91. Krixx's Food on a Stick

The best jerked rothe on a stick can be had here. Since when did rothe have tails?

1. A DC 20 **Diplomacy** check will reveal that there are 2 human traders who have been trying to stir up dissent among the slaves and lower classes. Krixx just saw them go into Kethan's Tavern. He provides a description. (correct)

Notes:

--

92. Elandar's Effervescences

This small shop purports to offer some of the best fizzy drinks in the Underdark.

1. A DC 20 **Diplomacy** check will reveal that Elandar has seen an *ogre* talking to slaves and the lower classes. He appears to be recruiting for something. He also tried to shake down Elandar for protection money. He provides a description. A DC 25 **Insight** or **Sense Motive** check will show that Elandar is lying. There is an *ogre* that meets his description. He is one of Elandar's suppliers and has been cheating him. Elandar wants him dealt with.

Notes:

--

93. Menzoberranzan Magic Shoppe

This “magic” shop seems to be nothing more than an ancient drow male and a few shelves of junk.

There are a few items for sale in here, each costs 1000 VP, and there is exactly one of each per party.

Goggles of Insight – These items grant a +5 bonus to Insight or Sense Motive checks.

Gambler’s Assistant – This small die glows if someone’s opponent in gambling is cheating.

Potion of Lesser Restoration

Potion of Greater Restoration

Notes:

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94. Street Entrance to Slave Plaza

This little alley leads from the street into the Slave Plaza.

Notes:

--

95. Kethan's Tavern

This seedy tavern caters to the non-drow inhabitants of Menzoberranzan. Several small tables and a bar occupy most of the space in here.

1. If the characters had spoken to Krixx, a DC 25 **Perception** check shows that two of the drow in here are actually disguised humans that meet the description that Krixx gave. They are at a table playing cards. If confronted, they will pretend to offer information in exchange for gambling. (Use *Gambling? I'm In!*) During the course of gambling, a DC 20 **Perception** check after a few hands will show that one of them is cheating. Furthermore, a DC 25 **Insight** or **Sense Motive** check will show that any information they've been given is probably false. If confronted with cheating or lying, a DC 20 **Intimidation** check will cause one of the humans to panic, and they will give up their bosses, who are currently in room 96.

If they spoke to Elandar, an ogre meeting the description is here. A DC 25 Intimidation check will get him to confess to cheating Elandar, but he will know nothing about any dissension plots.

Notes:

--

96. Storeroom

Storage areas contain kegs, bottles and glasses.

1. There are two humans in here, although only one is visible. He matches the description given by Nadal. The other human, a rogue, is hiding and can only be seen with a DC 30 Perception check.

Human fighter and Human rogue

Fighter9

Male Human; Medium Humanoid (Human,Human)

Fighter9

Hit Dice: (9d10)+35

Hit Points: 111

Initiative: +5

Speed: Walk 30 ft.

AC: 19 (touch 11, flatfooted 18)

Attacks: *Sword +3 (Bastard) (two handed) +22/+17;

Damage: *Sword +3 (Bastard) (two handed) 1d10+17;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Armor Training, Bonus Feat, Bravery, Skilled, Weapon Training

Saves: Fortitude: +9, Reflex: +4, Will: +4

Abilities: STR 24 (+7), DEX 13 (+1), CON 17 (+3), INT 14 (+2),
WIS 13 (+1), CHA 12 (+1)

Skills: Acrobatics: 4; Climb: 11; Intimidate: 13; Perception: 5; Ride: 5;
Survival: 13; Swim: 16;

Feats: Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Critical Focus, Furious Focus, Great Cleave, Improved Critical (Sword (Bastard)), Improved Critical (Sword (Bastard)), Improved Initiative, Martial Weapon Proficiency Output, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Vital Strike, Weapon Focus (Sword (Bastard)), Weapon Specialization (Sword (Bastard))

Challenge Rating: 8

Alignment: Chaotic Evil

Possessions: Belt of Giant Strength +4; Boots of Speed; Forsaken Banded Mail; Potion of Cure Serious Wounds; Ring of Evasion; Ring of Freedom of Movement; Sword +3 (Bastard);

Rogue9

Male Human; Medium Humanoid (Human,Human)

Rogue9**Hit Dice:** (9d8)+36**Hit Points:** 93**Initiative:** +12**Speed:** Walk 30 ft.**AC:** 26 (touch 21, flatfooted 26)**Attacks:** Crossbow +2 (Hand) +16/+11; *Dagger +4 +20/+15; *Dagger +4 (Thrown) +20/+15;**Damage:** Crossbow +2 (Hand) 1d4+2; *Dagger +4 1d4+4; *Dagger +4 (Thrown) 1d4+4;**Vision:****Face / Reach:** 5 ft. / 5 ft.**Special Attacks:** Befuddling Strike, Bleeding Attack, Brutal Beating, Frightening, Sneak Attack**Special Qualities:** Bonus Feat, Evasion, Improved Uncanny Dodge, Resiliency, Skilled, Uncanny Dodge**Saves:** Fortitude: +6, Reflex: +14, Will: +4**Abilities:** STR 10 (+0), DEX 26 (+8), CON 16 (+3), INT 12 (+1), WIS 12 (+1), CHA 12 (+1)**Skills:** Acrobatics: 25; Appraise: 13; Bluff: 13; Climb: 12; Diplomacy: 13; Escape Artist: 22; Intimidate: 13; Perception: 13; Sense Motive: 13; Stealth: 22;**Feats:** Armor Proficiency, Light, Combat Reflexes, Dodge, Extra Rogue Talent (,), Improved Initiative, Simple Weapon Proficiency, Stealthy, Weapon Finesse, Weapon Focus (Dagger), Weapon Focus (Dagger)**Challenge Rating:** 8**Alignment:** Chaotic Evil**Possessions:** Assisting Glove; Belt of Incredible Dexterity +4; Bolt, Tangle; Boots of Elvenkind; Bracers of Armor +4; Crossbow +2 (Hand); Dagger +4; Murderer's Blackcloth; Ring of Protection +2; Ring of Spell Turning;**Notes:**

97. Plaza Exit

The plaza exits to other parts of the bazaar here.

Notes:

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98. Lending House

This small office is a lending house. It has a few desks and a very stout looking door in the back.

The door is locked, but can be easily forced open.

Notes:

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99. Office

This office has a large desk that is covered in paperwork. Several shelves full of scrolls and books jam every available space next to the walls.

Notes:

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100. Lending Treasury

The door to this room is 6 inches of iron-reinforced oak. Inside are several bags and a few chests, as well as several ledgers.

Notes:

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101. Nadal's Leatherworks

This little storefront sells various leather gear and bindings that would be useful for handling slaves.

1. A DC 20 **Diplomacy** check will reveal that Nadal overheard two human traders discussing plans for fostering a slave revolt in Menzoberranzan. He provides a description.

Notes:

102. Zyn's Ironworks

This little shop sells shackles, chains, etc. Everything the would be slave owner would need to secure his new purchase.

Notes:

103. Ryld's Wagers

This is the office of Ryld, who runs a wagering operation on the slave auctions. The room is filled with receipts stuffed into storage of all kinds.

Notes:

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104. Plaza Exit

The plaza exits here to other parts of the Bazaar.

Notes:

105. Back Entrance to Slave Pens

This is the back entrance to the slave pens, where the slaves are brought in for holding before sale.

Notes:

--

106. Slave Receiving

This room has several shackles along one wall. This is where slaves are brought in for processing before being sold.

Notes:

--

107. Slave Pens

This is where the slaves are held. Four pits, with stairs leading down to them constitute the main holding area, while four more cells are along the back wall.

2. The area bustles with activity. When one or more of the characters go into the Office to pay (room 112), the slave revolt starts. Several of the drow are disguised elves. A DC 30 Perception check will allow anyone who makes it to not be surprised in the surprise round. During the surprise round, the outer doors will be shut and locked, and the guards and slavers will be killed, leaving only the party and the elves. Each round after, the elves will go to the eight slave pens and free and arm the slaves, who will join in the fight.

8 elves

24 slaves, 3 per pen

3 each of ogres, kobolds, duergar, svirfniblin, humans, orcs, goblins and hobgoblins

Elf

Init +4; Senses Low-Light Vision; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 26 (4d10+4)

Fort +5, Ref +8, Will +2

Immune sleep; Resist Elven Immunities

OFFENSE

Spd 20 ft.

Melee Longsword +4 (1d8/19-20/x2)

Ranged Masterwork Longbow +10 (1d8/20/x3)

Ranger Spells Known (CL 1, 4 melee touch, 8 ranged touch):

1 (1/day) Longstrider

STATISTICS

Str 10, Dex 18, Con 12, Int 15, Wis 12, Cha 8

Base Atk +4; CMB +4; CMD 17

Skills Acrobatics +1, Climb +3, Perception +10, Stealth +7, Survival +8,

SPECIAL ABILITIES

Elven Immunities +2 save bonus vs Enchantments.

Elven Immunities - Sleep You are immune to Sleep effects.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Ogre

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, -1 size, +5 natural)
hp 30 (4d8+12)
Fort +6, Ref +0, Will +3

OFFENSE

Spd 30 ft.
Melee Greatclub +7 (2d8+7/20/x2) and
Javelin +3 (1d8+5/20/x2) and
Unarmed Strike +7 (1d4+5/20/x2)
Space 10 ft.; Reach 10 ft.

STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7
Base Atk +3; CMB +9; CMD 18
Skills Acrobatics -4, Climb +7, Escape Artist -4, Perception +5, Stealth -8

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Kobold

LE Small Humanoid (Reptilian)
Init +1; Senses Darkvision (60 feet); Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 size, +1 natural)
hp 5 (1d10)
Fort +2, Ref +1, Will -1
Weakness Light Sensitivity

OFFENSE

Spd 30 ft.
Melee Spear +1 (1d6-1/20/x3) and
Ranged Sling +3 (1d3-1/20/x2)

STATISTICS

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Base Atk +1; CMB -1; CMD 10
Skills Perception +5, Stealth +5

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).
Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Duergar

LE Medium Humanoid (Dwarf)

Init -1; Senses Darkvision (120 feet); Perception +1

DEFENSE

AC 17, touch 9, flat-footed 17 (+6 armor, +2 shield, -1 Dex)

hp 7 (1d10+2)

Fort +4, Ref -1, Will +1

Immune paralysis, phantasms, poison; Resist Duergar Immunities

Weakness Light Sensitivity

OFFENSE

Spd 20 ft.

Melee Gauntlet (from Armor) +2 (1d3+1/20/x2) and

Shield, Heavy Steel +2 (1d4+1/20/x2) and

Unarmed Strike +2 (1d3+1/20/x2) and

Warhammer +3 (1d8+1/20/x3)

Ranged Crossbow, Light -2 (1d8/19-20/x2)

Spell-Like Abilities Enlarge Person (1/day), Invisibility (1/day)

STATISTICS

Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4

Base Atk +1; CMB +2; CMD 11

Skills Acrobatics -8, Climb -6, Escape Artist -8, Stealth -3

SQ Slow and Steady, Stability

SPECIAL ABILITIES

Darkvision (120 feet) You can see in the dark (black and white vision only).

Duergar Immunities +2 racial bonus to save vs. Spells and Spell-Like effects.

Enlarge Person (1/day) (Sp) Cast Enlarge Person once per day.

Immunity to Paralysis You are immune to paralysis.

Immunity to Phantasms You are immune to Phantasms.

Immunity to Poison You are immune to poison.

Invisibility (1/day) (Sp) Cast Enlarge Person once per day.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Slow and Steady Your base speed is never modified by encumbrance.

Stability +4 to avoid being bull rushed or tripped while standing.

Svirfneblin

NN Small Humanoid (Gnome)

Init +2; Senses Darkvision (120 feet), Low-Light Vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 11 (+2 Dex, +1 size, +2 dodge)

hp 16 (1d10+5)

Fort +6, Ref +6, Will +2

SR 12

OFFENSE

Spd 20 ft.

Melee Pick, Heavy +3 (1d4+1/20/x4)

Ranged Crossbow, Light +2 (1d6/19-20/x2)

Spell-Like Abilities Blindness/Deafness (1/day), Blur (1/day), Disguise Self (1/day), Nondetection (Constant)

Ranger Spells Known (CL 0, 3 melee touch, 4 ranged touch):

STATISTICS

Str 13, Dex 15, Con 14, Int 10, Wis 10, Cha 8

Base Atk +1; CMB +1; CMD 15

Skills Heal +4, Perception +6, Stealth +12, Survival +4

SPECIAL ABILITIES

+2 Stealth Underground You get an additional +2 bonus to Stealth underground.

Blindness/Deafness (1/day) (Sp) Cast Blindness/Deafness once per day.

Blur (1/day) (Sp) Cast Blur once per day.

Darkvision (120 feet) You can see in the dark (black and white vision only).

Disguise Self (1/day) (Sp) Cast Disguise Self once per day.

Gnome Magic +1 to the save DC of all illusions spells you cast.

Human

NN Medium Humanoid (Human)

Init +5; Senses Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 20 (2d10+4)

Fort +5, Ref +1, Will +1

OFFENSE

Spd 30 ft.

Greatclub +5 (1d10+4/20/x2) and

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +5; CMD 16

Skills Intimidate +3, Perception +4, Sense Motive +3, Survival +5

Orc

CE Medium Humanoid (Orc)

Init +0; Senses Darkvision (60 feet); Perception -1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 7 (1d10+1)

Fort +3, Ref +0, Will -1

Defensive Abilities Ferocity

Weakness Light Sensitivity

OFFENSE

Spd 30 ft.

Melee Falchion +5 (2d4+4/18-20/x2) and

Javelin +0 (1d6+3/20/x2) and

STATISTICS

Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Base Atk +1; CMB +4; CMD 14

Skills Acrobatics -1, Climb +2, Escape Artist -1, Intimidate +2, Stealth -1

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Ferocity (Ex) You can stay active while dying.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Goblin

NE Small Humanoid (Goblinoid)

Init +6; Senses Darkvision (60 feet); Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will -1

OFFENSE

Spd 30 ft.

Melee Shield, Light Wooden +2 (1d2/20/x2) and

Shortsword +2 (1d4/19-20/x2) and

Ranged Shortbow +4 (1d4/20/x3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Skills Acrobatics +1, Climb -1, Escape Artist +1, Stealth +9

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Hobgoblin

LE Medium Humanoid (Goblinoid)

Init +2; Senses Darkvision (60 feet); Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex)

hp 17 (1d10+6)

Fort +5, Ref +2, Will +1

OFFENSE

Spd 30 ft.

Melee Longsword +4 (1d8+2/19-20/x2) and

Shield, Light Steel +3 (1d3+2/20/x2) and

Ranged Longbow +3 (1d8/20/x3)

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +3; CMD 15

Skills Perception +2, Stealth +8

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

108-111. Cells

These cells are surrounded by sturdy iron bars.

107 – human, orcs, goblins, hobgoblins

108 – ogres

109 – kobolds

110 – duergar

111 - svirfniblin

Notes:

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112. Main Slaver Office

There are two desks in here, each with two chairs in front of them, and a big, stuffed chair behind them. This is where payments and arrangements for the slave auctions are made.

Notes:

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113. Guard Post

This office is a small station for the city guards. It has a desk and a nice map of Menzoberranzan on one of the walls.

Notes:

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114. Slave Auction Platform

This raised platform is where the slaves are auctioned off. A set of stairs leads up from behind the platform.

3. A slave auction is happening. Let the party bid on a slave or two.

Notes:

115. Slave Plaza

A small fountain is in the center of this plaza, where slaves are sold. When slaves aren't being sold, it is often full of sellers and goods.

3. After a short period time, when one of the slaves is sold, he is lead down from 114 to here for inspection and payment. At this point, the mimics attack.

16 *mimics*

Mimic

NN Medium Aberration (Shapechanger)

Init +5; Senses Darkvision (60 feet); Perception +14

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 52 (7d8+21)

Fort +5, Ref +5, Will +6

Immune acid

OFFENSE

Spd 10 ft.

Melee Constrict (Mimic) +9 (1d8+6/20/x2) and

Slam (Mimic) +10 (1d8+6/20/x2) and

Unarmed Strike +9 (1d3+4/20/x2)

STATISTICS

Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10

Base Atk +5; CMB +9; CMD 20 (can't be Tripped)

Skills Climb +14, Disguise +10, Perception +14

SPECIAL ABILITIES

Adhesive (DC 17) (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while

Darkvision (60 feet) You can see in the dark (black and white vision only).

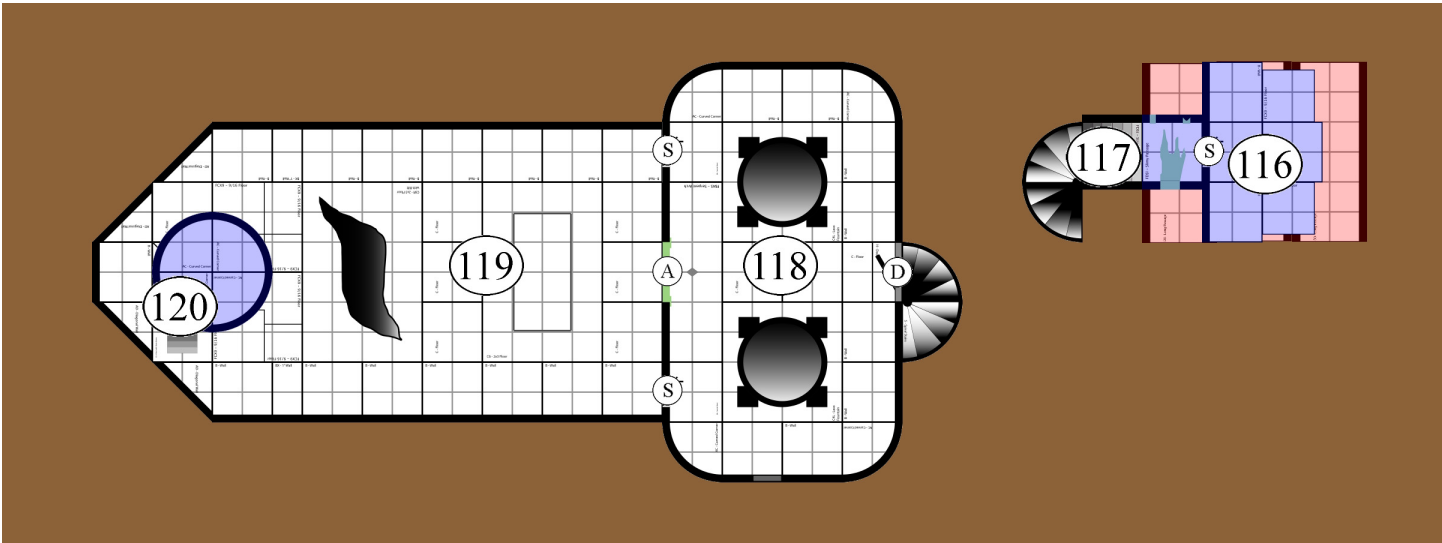
Immunity to Acid You are immune to acid damage.

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might p

Notes:

Narbondel

BATTLE FOR MENZOBERRANZAN
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116. Outside Narbondel

This is the famous Narbondel.

Narbondel's time seems to be off, the heat mark isn't where it should be. A DC 25 Perception check reveals a small opening near the base, where it looks like access to the interior of Narbondel can be had.

Notes:

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117. Entrance Chamber

There is some slime or mold growing on the wall and floor. Further on, a set of stairs leads down into the darkness.

1. The slime here is actually 2 *ochre jellies*.

Ochre Jelly

NN Large Ooze

Init -5; Senses Blindsight (60 feet); Perception -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 63 (6d8+36)

Fort +8, Ref -3, Will -3

Defensive Abilities Ooze Traits; Immune flanking, slashing and piercing damage, critical hits, electricity, mind-affecting, paralysis, poison, polymorph, precision damage, sleep, stunning

OFFENSE

Spd 10 ft., Climbing (10 feet)

Melee Constrict (Ochre Jelly) +5 (2d4+3/20/x2) and

Slam (Ochre Jelly) +5 (2d4+3/20/x2) and

Unarmed Strike +5 (1d4+2/20/x2)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 14, Dex 1, Con 22, Int -, Wis 1, Cha 1

Base Atk +4; CMB +7; CMD 12 (can't be Tripped)

Feats

Skills Climb +10, Fly -7, Stealth -9

Languages

SQ Acid (Ex), Split (Ex)

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe-creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's

Blindsight (60 feet) Sense things and creatures without seeing them.

Climbing (10 feet) You have a Climb speed.

Immune to Flanking You are immune to flanking.

Immune to Slashing and Piercing Damage You are immune to slashing and piercing damage.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Electricity You are immune to electricity damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down.

Notes:

--

118. Fire Room

It is very dry in this room. The air above the two lava basins shimmers with the heat. An archway leads further under Narbondel.

2. The walls are stacked with bags and barrels. A DC 20 **Perception** check reveals these to be explosives. *Duergar* from room 119 are piling these in here from another stockpile in that room, and are setting up fuses.

Any fire based area spells will trigger the explosives. If this happens, it is not enough yet to destroy Narbondel.

There are 10 *duergar sappers* in the sapping crew.

Explosives

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effect

Trigger fire; **Reset** none

Effects When triggered, the explosives will be set off, dealing 10d10 damage and stunning everyone within 100 feet for 2 rounds. (DC 18

Reflex for half damage, and negates stun)

duergarsapper

Male Duergar; Medium Humanoid (Dwarf)

Fighter6

Hit Dice: (6d10)+24

Hit Points: 76

Initiative: +5

Speed: Walk 20 ft.

AC: 19 (touch 11, flatfooted 18)

Attacks: *Battleaxe +2 +13/+8;

Damage: *Battleaxe +2 1d8+9;

Vision: Darkvision (120 ft.)

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 Save vs. Spells, Armor Training, Bravery, Immunity to Paralysis, Immunity to Phantasms, Immunity to Poison, Light Sensitivity, Stability, Steady, Weapon Training

Saves: Fortitude: +8, Reflex: +3, Will: +4

Abilities: STR 17 (+3), DEX 12 (+1), CON 16 (+3), INT 12 (+1), WIS 14 (+2), CHA 8 (-1)

Skills: Climb: 7; Intimidate: 8; Perception: 8;

Feats: Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Furious Focus, Improved Initiative, Martial Weapon Proficiency Output, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Vital Strike, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe)

Challenge Rating: 5

Alignment: Chaotic Evil

Possessions: Battleaxe +2; Belt of Giant Strength +2; Splint Mail +1;

Innate Spell-like Abilities: Enlarge Person (self only), Invisibility (self only)

Notes:

119. Tomb of Menzoberra

This was where Menzoberra lay for centuries before vanishing into the abyss. The chasm appears bottomless.

1. The chasm is actually only 30 feet deep and narrows to a crack. There is a single *black pudding* at the bottom which attacks anything in the chasm. Once a character enters the room, the **Slinky Trap** (Room 120) is triggered. At the bottom of the chasm are the fresh remains of drow.

Black Pudding

NN Huge Ooze

Init -5; Senses Blindsight (60 feet); Perception -5

DEFENSE

AC 3, touch 3, flat-footed 3 (-5 Dex, -2 size)

hp 105 (10d8+60)

Fort +9, Ref -2, Will -2

Defensive Abilities Ooze Traits, Split; Immune flanking, critical hits, paralysis, poison, polymorph, precision damage, sleep, stunning

OFFENSE

Spd 20 ft., Climbing (20 feet)

Melee Constrict (Black Pudding) +8 (2d6+4/20/x2) and

Slam (Black Pudding) +8 (2d6+4/20/x2) and

Unarmed Strike +8/+3 (1d6+3/20/x2)

Space 15 ft.; Reach 10 ft.

Special Attacks Acid (DC 21), Corrosion, Grab

STATISTICS

Str 16, Dex 1, Con 22, Int -, Wis 1, Cha 1

Base Atk +7; CMB +12 (+16 Grappling); CMD 17 (can't be Tripped)

Feats

Skills Climb +11, Fly -9, Stealth -13

Languages

SQ Suction (Ex)

SPECIAL ABILITIES

Acid (DC 21) (Ex) A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone.

Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from

Blindsight (60 feet) Sense things and creatures without seeing them.

Climbing (20 feet) You have a Climb speed.

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Grab (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Immune to Flanking You are immune to flanking.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Split (Ex) Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at h

Notes:

--

120. Tomb Guardian

At the end of the tomb, there is a large metal cylinder. Nothing in the records suggests that this should be here.

1.

Slinky Trap

Type mechanical; **Perception** DC 29; **Disable Device** DC 29*

Effects

Trigger proximity (alarm); **Reset** none

Effect Once a character enters the room, the slinky is triggered. Once per round, the slinky will attack a character (DC 18 **Reflex** Avoids) If the attack succeeds, the slinky will engulf the character, and deposit him in the chasm.

*In order to disarm the trap, the **Perception** check reveals that the mechanism is underneath, where 3 out of 5 **Disable Device** attempts must succeed to disarm it.

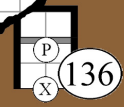
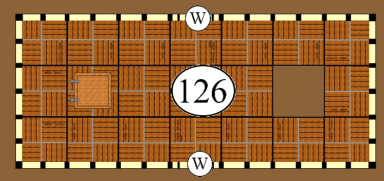
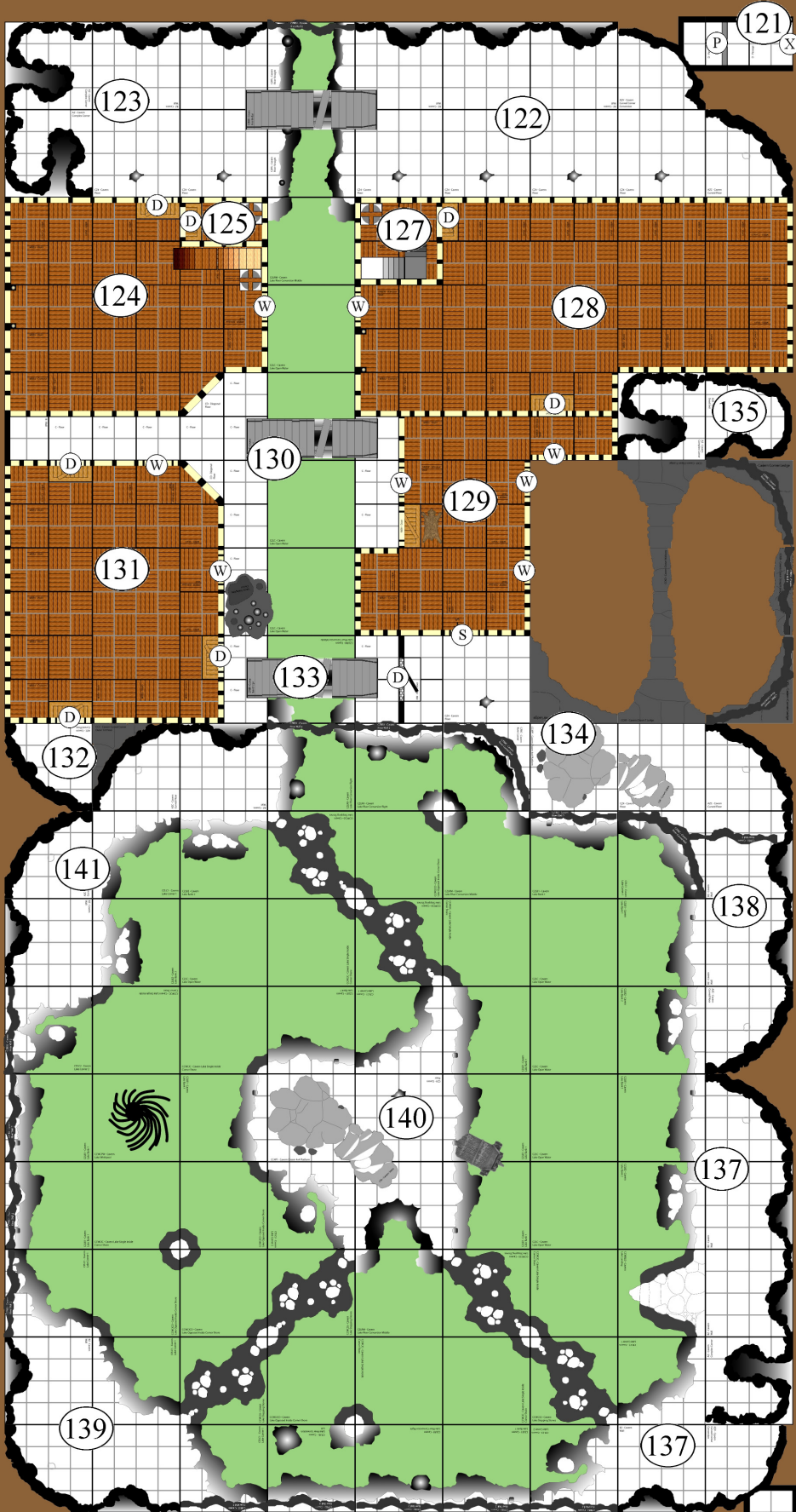
2. The Slinky has been destroyed.

Notes:

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Outpost

BATTLE FOR MENZOBERRANZAN
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121. Entrance

The end of this side tunnel is blocked by a portcullis.

2. The portcullis is locked, DC 28 **Disable Device** to open.

Notes:

122. Cavern

A rickety looking wooden bridge crosses a stream of some kind of liquid, and the south side of the cavern is mostly one long building that crosses up and over the stream. A lone door is far down on the left, across the stream.

The river here is swift moving and ice cold. Anyone that falls into the river will be quickly swept downstream at 60 feet per round. The water is also cold; each round spent in the water will cause 1 point of Con damage. (DC 22 **Fort** save each round negates) In order to get out of the water, the character must swim to an edge (DC 20 **Swim** check) and then climb out (DC 20 **Climb** check).

1. Two dead drow are laying here. A DC 25 Heal check reveals that they've had their blood drained.
2. Two archers will shoot at the characters from the window in 126. Once anyone enters 124, the archers will flee. See 131 for stats.
3. Two drow wizards will attack the party. Once anyone enters 124, they will flee back to 131. See 131 for stats.

Notes:

--

123. Cave Dead End

Green moss grows in clumps on the floor.

1. A dead drow is lying here.
2. The two archers will continue to harass the party.
3. The two mages will continue to harass the party.

Notes:

--

124. Guard Room

Several weapons racks lean up against the south wall, but they appear to me mostly empty. Stairs to the east lead up to the structure that crosses the stream.

1. Two more dead drow are here.
2. The door is locked and trapped with the **Exploding Door Trap**. The lock is a DC 28 **Disable Device** check.

Exploding Door Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger location; **Reset** none

Effect The back of the door is rigged with explosives, blasting outward in a 30' cone from the door. (3d6 damage, DC 18 **Reflex** for half)

3. The door is not locked, but it trapped with a **Teleporter Trap**.

Teleporter Trap

Type magic; **Perception** DC 32; **Disable Device** DC 32

Effects

Trigger location; **Reset** none

Effect When touched, the character is teleported to the middle of room 131.

(DC 17 **Will** save negates) They are immediately attacked. Note that the 2 mages harassing the party will not arrive to room 131 for 6 rounds.

Notes:

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125. Closet

Several cloaks hang from pegs on the wall in here.

Notes:

126. Walkway

Stairs lead down into the room on the other side of the river. A window on either side looks out onto the stream below.

The row of tiles between the windows is a **Trap Door Trap**.

Trap Door Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger location; **Reset** manual

Effect When someone steps onto the row of tiles between the windows, the floor swings Open, dropping them into the icy river below. (DC 18 **Reflex** avoids)

Notes:

--

127-128. Barracks

This is obviously the living quarters for the complex. Beds are pushed up against the walls, and card and dining tables are in the middle of the room. A window looks out on the stream, and a door leads to the south.

1. Four more dead drow are here.

Notes:

--

129. Kitchen

Hooks hang from the ceiling, and several hold slabs of some unknown meat. Food preparation equipment, including ovens, knives and pots and pans are lying about. The cook in charge of the kitchen appears to be messy. A grungy bearskin rug lies on the floor in front of the exit door, next to a window. A bridge can be seen through the window that traverses the stream. Several windows on the east side look over a deep chasm outside.

1. It looks like something got in here. All of the food containers have been torn or broken open, and the food removed.

Notes:

--

130. Bridge

This rickety looking wooden bridge spans the murky river.

3. When a character reaches the center of the bridge, it activates a **Bridge Teleporter Trap**. Additionally, the drow in 131 attack as soon as the trap has been triggered.

Bridge Teleporter Trap

Type magical; **Perception** DC 32; **Disable Device** DC 32

Effects

Trigger location; **Reset** none

Effects When the first character steps on the center of the bridge, he is teleported to the cavern at 135. (DC 17 **Will** negates)

Notes:

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131. Storeroom

Foodstuffs and other supplies are stacked along the walls. It looks like this place is equipped to withstand an extended siege.

1. There are several dead drow in here. It looks like there is a drow under a squirming pile.

The squirming mass is a *tick swarm*.

2. There are 10 *human guards* (2 less if the *archers* were killed) here, they will attack once the party is within range.
3. There are 8 *drow* here, 2 mages and 6 fighters, lying in ambush. They will begin to attack when the characters reach the bridge at 130.

Human Guards

Male Human; Medium Humanoid (Human, Human)

Fighter 6

Hit Dice: (6d10)+18

Hit Points: 69

Initiative: +5

Speed: Walk 30 ft.

AC: 19 (touch 11, flatfooted 18)

Attacks: *Longbow +2 (Composite) +10/+5; Longsword +2 +13/+8;

Damage: *Longbow +2 (Composite) 1d8+2; Longsword +2 1d8+8;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Armor Training, Bonus Feat, Bravery, Skilled, Weapon Training

Saves: Fortitude: +7, Reflex: +3, Will: +2

Abilities: STR 17 (+3), DEX 12 (+1), CON 14 (+2), INT 10 (+0),
WIS 10 (+0), CHA 10 (+0)

Skills: Acrobatics: 5; Intimidate: 9; Perception: 6;

Feats: Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Furious Focus, Improved Initiative, Lunge, Martial Weapon Proficiency Output, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Vital Strike, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Challenge Rating: 5

Alignment: Chaotic Evil

Possessions: Agile Breastplate +2; Arrow +1; Bracers of Archery, Lesser; Longbow +2 (Composite); Longsword +2;

Notes:

drowfighter8

Male Drow Noble; Medium Humanoid (Elf)

Fighter8

Hit Dice: (8d10)+16
Hit Points: 78
Initiative: +11
Speed: Walk 30 ft.
AC: 24 (touch 16, flatfooted 18)
Attacks: Crossbow, Hand +15/+10; *Rapier +2 +20/+15;
Damage: Crossbow, Hand 1d4; *Rapier +2 1d6+5;
Vision: Darkvision (120 ft.), Low-light
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Spell Resistance 19, Armor Training, Bravery, Drow Immunities, Keen Senses, Light Blindness, Poison Use, Weapon Familiarity, Weapon Training
Saves: Fortitude: +7, Reflex: +9, Will: +4
Abilities: STR 12 (+1), DEX 24 (+7), CON 12 (+1), INT 14 (+2), WIS 14 (+2), CHA 14 (+2)
Skills: Acrobatics: 15; Climb: 12; Intimidate: 13; Perception: 12;
Feats: Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Greater Weapon Focus (Rapier), Improved Critical (Rapier), Improved Initiative, Improved Two-Weapon Fighting, Martial Weapon Proficiency Output, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)

Challenge Rating: 8**Alignment:** Chaotic Evil**Possessions:** Amulet of Natural Armor +1; Belt of Incredible Dexterity +2; Bolt, Tangle; Chain Shirt +3; Crossbow, Hand; Rapier +2;**Innate Spell-like Abilities:** Dancing Lights, Darkness, Faerie Fire, Divine Favor, Dispel Magic, Suggestion**DrowMage**

Male Drow; Medium Humanoid (Elf)

Wizard8

Hit Dice: (8d6)+8
Hit Points: 50
Initiative: +6
Speed: Walk 30 ft.
AC: 16 (touch 14, flatfooted 14)
Attacks: *Quarterstaff +1;+1 (two handed) +5;
Damage: *Quarterstaff +1;+1 (two handed) 1d6+1;
Vision: Darkvision (120 ft.), Low-light
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Spell Resistance 14, Arcane Bond, Bonded Object, Cantrips, Drow Immunities, Keen Senses, Light Blindness, Poison Use, Weapon Familiarity
Saves: Fortitude: +2, Reflex: +4, Will: +8
Abilities: STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 18 (+4), WIS 14 (+2), CHA 14 (+2)
Skills: Diplomacy: 10; Knowledge (Arcana): 15; Knowledge (Arcana/ID monster): 15; Perception: 12; Sense Motive: 10; Spellcraft: 15;
Feats: Combat Casting, Dazing Spell, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration
Challenge Rating: 7

Alignment: Chaotic Evil

Possessions: Bracers of Armor +2; Quarterstaff +1;+1; Ring of Evasion; Ring of Protection +2;

Innate Spell-like Abilities: Dancing Lights, Darkness, Faerie Fire

Wizard - Spells per Day: (4/5/4/4/3/0/0/0/0/ DC:14 + spell level); Known: **Level 0:** Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Spark, Touch of Fatigue **Level 1:** Burning Hands, Charm Person, Grease, Mage Armor, Magic Missile **Level 2:** Acid Arrow, Create Pit, Flaming Sphere, Web **Level 3:** Fireball, Hold Person, Lightning Bolt **Level 4:** Ball Lightning, Black Tentacles, Wall of Fire

132. Small Cave

This cave has a steam vent in the floor that keeps it moist and warm. It looks like it might be used for cooking, cleaning or storage.

Notes:

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133. Bridge

This rickety looking wooden bridge spans the murky river.

If anyone walks across the bridge, it will collapse when someone gets to the center, plunging them into the icy river unless precautions have been taken.

Notes:

--

134. Raised Stone Platform

A set of stairs has been cut into the stone. They lead to a raised stone platform that overlooks the gaping chasm to the north.

Notes:

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135. Chasm

A narrow stone bridge spans an apparently bottomless chasm to a small cave on the far end. A building on the left, with windows, overlooks the chasm.

1,2,3. The cave is wet and sandy, it is **quicksand!**

Quicksand

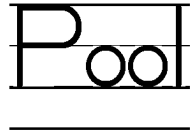
Type mechanical; **Perception** DC 20 or DC 15 **Knowledge Nature**; **Disable – Effects**

Trigger location; **Reset** auto

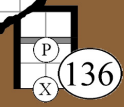
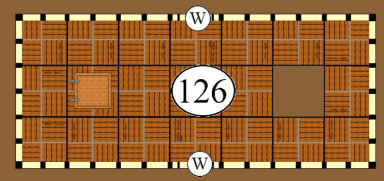
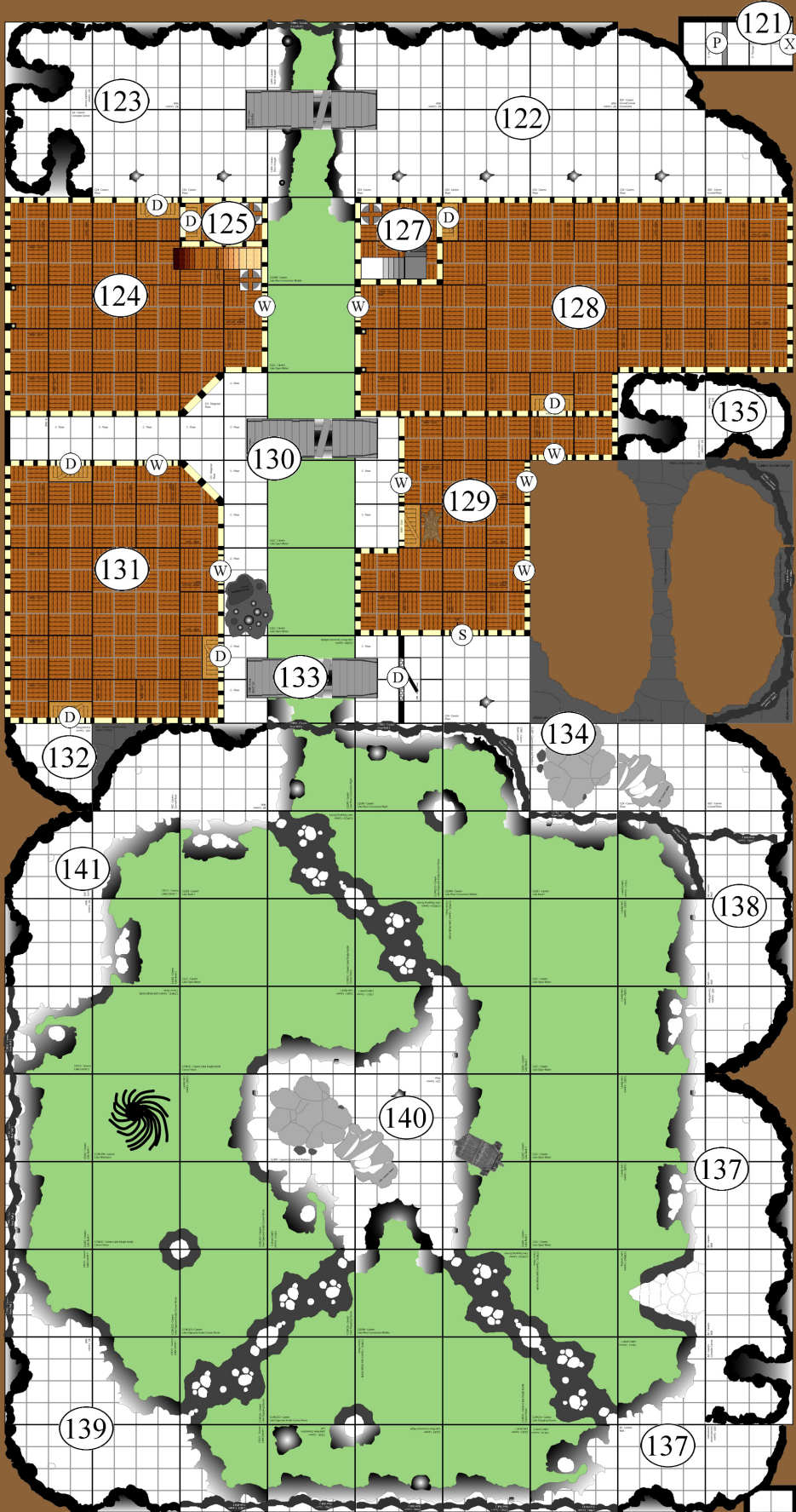
Effects The character is in quicksand, and will sink in 5 rounds where they will take 1 Con damage per round. (DC 17 **Escape Artist** or **Climb** check to leave quicksand per round)

Notes:

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BATTLE FOR MENZOBERRANZAN
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136. Main Entrance

The key you were given works perfectly. The rusted portcullis smoothly opens, revealing a large cavern filled with pools of water.

Notes:

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137-138. Landing

A rocky path leads to the island in the center of this large cavern. Near the path is a smooth formation that appears to be a landing.

1. The water level here seems lower than it should be.
2. There are six *drow* here. They are under control of the brain at 140 and will attack. They can only use melee attacks, however.

drowfighter8**Male Drow Noble; Medium Humanoid (Elf)****Fighter8****Hit Dice:** (8d10)+16**Hit Points:** 78**Initiative:** +11**Speed:** Walk 30 ft.**AC:** 24 (touch 16, flatfooted 18)**Attacks:** Crossbow, Hand +15/+10; *Rapier +2 +20/+15;**Damage:** Crossbow, Hand 1d4; *Rapier +2 1d6+5;**Vision:** Darkvision (120 ft.), Low-light**Face / Reach:** 5 ft. / 5 ft.**Special Qualities:** Spell Resistance 19, Armor Training, Bravery, Drow Immunities, Keen Senses, Light Blindness, Poison Use, Weapon Familiarity, Weapon Training**Saves:** Fortitude: +7, Reflex: +9, Will: +4**Abilities:** STR 12 (+1), DEX 24 (+7), CON 12 (+1), INT 14 (+2), WIS 14 (+2), CHA 14 (+2)**Skills:** Acrobatics: 15; Climb: 12; Intimidate: 13; Perception: 12;**Feats:** Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Greater Weapon Focus (Rapier), Improved Critical (Rapier), Improved Initiative, Improved Two-Weapon Fighting, Martial Weapon Proficiency Output, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)**Challenge Rating:** 8**Alignment:** Chaotic Evil**Possessions:** Amulet of Natural Armor +1; Belt of Incredible Dexterity +2; Bolt, Tangle; Chain Shirt +3; Crossbow, Hand; Rapier +2;**Innate Spell-like Abilities:** Dancing Lights, Darkness, Faerie Fire, Divine Favor, Dispel Magic, Suggestion

Notes:

140. Island

The island in the center of this cavern has a rocky platform on it. It looks like the only way across is to use the slippery looking rocky pathways.

1. The pathways can be traversed with a DC 10 Acrobatics check. Failure results in falling into the water that is tens of feet deep. If someone falls in, combat will start. See 139.
2. There is a large, fleshy mass in the center of the Island. It is an *Elder Brain* and it will direct the defense of this cavern.

Elder Brain

Hit Dice: 20d8+200

Init: +4

Speed: 0

AC: 14 (touch 8, flat-footed 14)

Saves: Fort +18, Ref +1, Will +22

Abilities: Str -, Dex -, Con 30, Int 24, Wis 27, Cha 28

Combat:

Psionic Points (39)

Psionic Powers: (at PL 20, at will) ego whip, id insinuation, mind blast/all

Innate Powers: (at CL 20, at will) astra projection, charm monster, detect thoughts, domination, levitate, suggestion, telekinesis, detect living, telepathy

ego whip

telepathy [mind-affecting]

display: auditory

Time: 1 std action

range: 300 ft

target: one creature

duration: instant

saving throw: Will half (DC 22)

SR: yes

Power Points: 3

The target takes 1d4 points of Charisma damage, minimum 1 point. A failed save results in the target being dazed for 1 round. For every 4 additional power points spent, the charisma damage increases by 1d4 points and the save DC by 2.

id insinuation

telepathy (compulsion) [mind-affecting]

display: auditory

time: 1 std action

range: 125 ft

target: 1 creature

duration: concentration +1 round

saving throw: Will negates (DC 22)

SR: yes

Power Points: 3

As confusion, except as noted:

⌘

1-10 attack manifester with melee or ranged weapon, or move towards.
11-20 act normally
21-50 do nothing but babble incoherently
51-70 flee from manifester at top speed
71-100 attack nearest creature

Mind Blast

telepathy [mind-affecting]
display: auditory
time: 1 std action
range: 0
area of effect: 30' radius
SR: none
saving throw: Will negates (DC 25)
Power Points: 9

Those within blast must make a save or be stunned for 1d3 rounds. Those already stunned from a previous Mind Blast also take 20 points of damage.

Notes:

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139 and 141. Whirlpool

In the center of the lake is a big swirling whirlpool.

1. A *purple worm* has burrowed its way into the cavern, and the water is draining away through the tunnel it created, under the whirlpool. The first character to enter the water anywhere in the room, or enter area 139 or 141 will be attacked.

purple worm

Purple Worm

NN Gargantuan Magical Beast

Init -2; Senses Darkvision (60 feet), Low-Light Vision, Tremorsense (60 feet); Perception +18

DEFENSE

AC 26, touch 4, flat-footed 26 (-2 Dex, -4 size, +22 natural)
hp 200 (16d10+112)
Fort +17, Ref +8, Will +4

OFFENSE

Spd 20 ft., Burrowing (20 feet), Swimming (10 feet)
Melee Bite (Purple Worm) +25 (4d8+12/19-20/x2) and
Sting (Purple Worm) +25 (2d8+12/20/x2) and
Unarmed Strike +24/+19/+14/+9 (1d8+12/20/x2)
Space 20 ft.; Reach 15 ft.
Special Attacks Grab, Poison: Sting-injury (DC 25), Swallow Whole (4d8+18, AC 21, 20 HP)

STATISTICS

Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Base Atk +16; CMB +32 (+34 Bull Rushing+36 Grappling); CMD 40 (42 vs. Bull Rushcan't be Tripped)
Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical: Bite, Power Attack -5/+10, Staggering Critical (DC 26), Weapon Focus: Bite, Weapon Focus: Sting
Skills Fly -8, Perception +18, Stealth -14, Swim +20
Languages

SPECIAL ABILITIES

Awesome Blow You can deliver a blow that sends your target flying.
Burrowing (20 feet) You have a Burrow speed.
Critical Focus +4 to confirm critical hits.
Darkvision (60 feet) You can see in the dark (black and white vision only).
Grab (Huge) (Ex) You can start a grapple as a free action if you hit with the designated weapon.
Improved Bull Rush Bull Rush at +2 to push back. No attack of opportunity.
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.
Poison: Sting-injury (DC 25) (Ex) Poison deals 1d4 STR damage, 1/round for 6 rounds, cure 3 consecutive saves.

Pool

KublaCon 2011

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Staggering Critical (DC 26) Critical hit staggers target

Swallow Whole (4d8+18, AC 21, 20 HP) (Ex) You can swallow smaller targets whole.

Swimming (10 feet) You have a Swim speed.

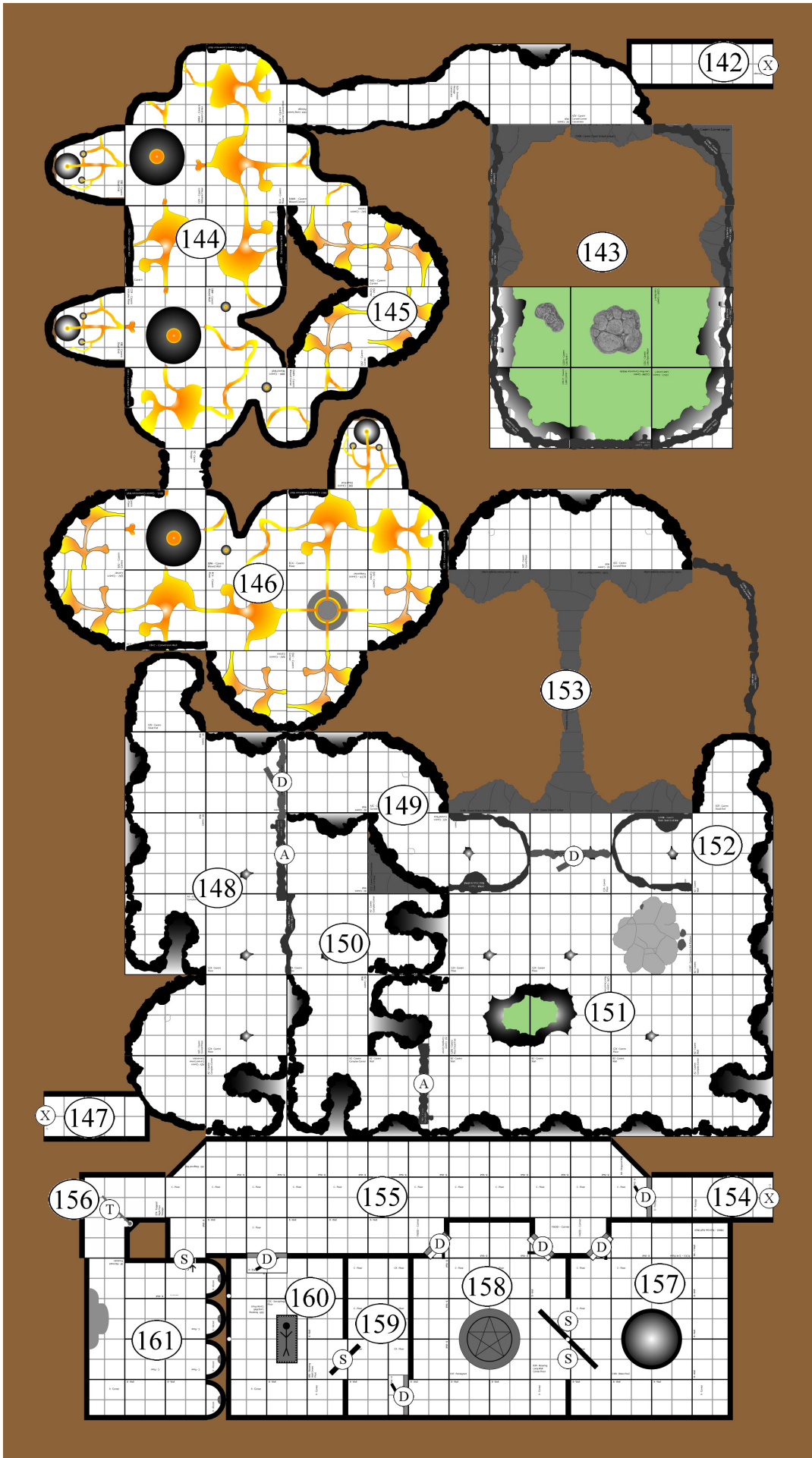
Tremorsense (60 feet) Sense things and creatures without seeing them.

Notes:

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Lava Caves

BATTLE FOR MENZOBERRANZAN
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142. Entrance

Warm, dry air blows out of this side tunnel.

1. When the characters enter the tunnel, they will encounter the **Spiky Entrance Trap**.

Spiky Entrance Trap

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effects

Trigger location; **Reset** manual

Effect

A set of spikes, with bells on them swings down from the ceiling. (1d6 damage, DC 16 **Reflex** to avoid) The bells warn the kobolds further in the caves.

2. It is hot in here. Each time characters enter a numbered area, each character must make a DC 20 **Fortitude** save or take 10 heat damage.

Notes:

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143. Waterfall

A waterfall drops down into the vast chasm next to the pathway. At the edge of the waterfall a rock sticks out above the water. Is there something shiny on top of it?

1. The shiny thing on top of the rock is a kobold cannon, manned by a cannoneer. The kobold will fire the cannon at the most opportune moment, then will resort to using his shortbow. The cannon shot will definitely alert the entire caves.

Cannon (6d6 damage 100 ft cone, DC 17 **Reflex** for half damage)

2. The shiny object is the *Artifact of Water* that you were sent here to get. The ledge can be traversed with a DC 25 **Acrobatics** check. Once to the water, another DC 25 **Acrobatics** check or DC 20 **Swim** check will get to the rock where the artifact can be retrieved. It takes the same checks to get back. If a character falls in the water, they must make a DC 20 **Swim** check to avoid being swept over the edge (instant death, well, when they land, eventually) and a DC 20 **Climb** check to get out of the water.

Notes:

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144-145. Lava Cavern

Streams of lava flow on the floor, and collect in pools. It is hot in here, and the air shimmers from the heat. There are a few small “volcanoes” which may be the source of the slow moving lava.

1. There are 12 *kobold skirmishers*, 1 *canonneer* (unless killed), 1 *shaman*, 2 *mag*es, and 8 *archers* in the caves. They will fight a running retreat until making a last stand in 146. Every round, anyone within 10 feet of a lava flow will be splattered by a **Hot Lava Trap**.

Hot Lava Trap

Type magical; **Perception** DC 30; **Disable Device** –

Effects

Trigger location; **Reset** none

Effect Lava bubbles up, hitting anyone within 10 feet. (2d6 damage, DC 17

Reflex for half damage)

KoboldArcher

Male Kobold; Small Humanoid (Reptilian)

Ranger3

Hit Dice: (3d10)+3

Hit Points: 25

Initiative: +7

Speed: Walk 20 ft.

AC: 17 (touch 12, flatfooted 16)

Attacks: *Longbow +1 (Composite) +6; Masterwork Sword (Short) +0;

Damage: *Longbow +1 (Composite) 1d8-2; Masterwork Sword (Short) 1d6-3;

Vision: Darkvision (60 ft.)

Face / Reach: 5 ft. / 5 ft.

Special Attacks: Favored Enemy (Humanoid (Elf))

Special Qualities: Crafty, Favored Terrain (Underground), Light Sensitivity, Track, Wild Empathy

Saves: Fortitude: +3, Reflex: +6, Will: +1

Abilities: STR 5 (-3), DEX 16 (+3), CON 11 (+0), INT 10 (+0), WIS 10 (+0), CHA 10 (+0)

Skills: Climb: -3; Perception: 8; Ride: 3; Sense Motive: 3; Stealth: 7; Swim: -3;

Feats: Armor Proficiency, Light, Armor Proficiency, Medium, Endurance, Improved Initiative, Martial Weapon Proficiency Output, Point-Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency

Challenge Rating: 2

Alignment: Chaotic Evil

Possessions: Arrow; Longbow +1 (Composite); Masterwork Chain Shirt; Masterwork Sword (Short);

KoboldCannoneer**Male Kobold; Small Humanoid (Reptilian)**

Warrior4

Hit Dice: (4d10)+4
Hit Points: 39
Initiative: +7
Speed: Walk 30 ft.
AC: 18 (touch 14, flatfooted 15)
Attacks: *Sword +1 (Short) +5;
Damage: *Sword +1 (Short) 1d6+1;
Vision: Darkvision (60 ft.)
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Crafty, Light Sensitivity
Saves: Fortitude: +4, Reflex: +4, Will: +1
Abilities: STR 11 (+0), DEX 16 (+3), CON 10 (+0), INT 10 (+0),
WIS 10 (+0), CHA 10 (+0)
Skills: Climb: 7; Perception: 6;
Feats: Armor Proficiency, Heavy, Armor Proficiency, Light, Armor
Proficiency, Medium, Improved Initiative, Martial Weapon
Proficiency Output, Shield Proficiency, Simple Weapon
Proficiency, Tower Shield Proficiency, Weapon Focus (Sword
(Short))
Challenge Rating: 2
Alignment: Chaotic Evil
Possessions: Masterwork Studded Leather; Sword +1 (Short);

KoboldMage**Male Kobold; Small Humanoid (Reptilian)**

Evoker4

Hit Dice: (4d6)
Hit Points: 20
Initiative: +7
Speed: Walk 30 ft.
AC: 17 (touch 14, flatfooted 14)
Attacks: *Dagger +1 +1; *Dagger +1 (Thrown) +5;
Damage: *Dagger +1 1d4; *Dagger +1 (Thrown) 1d4+1;
Vision: Darkvision (60 ft.)
Face / Reach: 5 ft. / 5 ft.
Special Attacks: Force Missile, Intense Spells
Special Qualities: Abjuration Opposition School, Arcane Bond, Bonded Object,
Cantrips, Crafty, Evocation School, Light Sensitivity,
Necromancy Opposition School
Saves: Fortitude: +0, Reflex: +4, Will: +6
Abilities: STR 8 (-1), DEX 16 (+3), CON 8 (-1), INT 17 (+3),
WIS 14 (+2), CHA 12 (+1)
Skills: Appraise: 10; Diplomacy: 5; Knowledge (Arcana): 10;
Knowledge (Arcana/ID monster): 10; Perception: 8; Spellcraft:
10;
Feats: Combat Casting, Improved Initiative, Scribe Scroll
Challenge Rating: 3
Alignment: Chaotic Evil
Possessions: Amulet of Magecraft; Bracers of Armor +2; Dagger +1;
Prepared Spells Prepared Spell List: Wizard (CL 4): 0th - *acid splash*, *bleed* (DC 13), *detect magic*, *light*, *mage hand* 1st - *magic missile* (2), *obscuring
mist*, *shocking grasp*, *stone fist* (DC) 2nd - *create pit* (DC 15), *elemental touch* (DC 15), *scorching ray*, *web* (DC 15)

KoboldShaman**Male Kobold; Small Humanoid (Reptilian)****Witch4**

Hit Dice: (4d6)
Hit Points: 23
Initiative: +7
Speed: Walk 30 ft.
AC: 15 (touch 14, flatfooted 12)
Attacks:
Damage:
Vision: Darkvision (60 ft.)
Face / Reach: 5 ft. / 5 ft.
Special Qualities: Cantrips, Cauldron, Coven, Crafty, Deliver Touch Spells, Healing, Light Sensitivity, Witch's Familiar
Saves: Fortitude: +0, Reflex: +4, Will: +7
Abilities: STR 8 (-1), DEX 16 (+3), CON 8 (-1), INT 16 (+3), WIS 17 (+3), CHA 16 (+3)
Skills: Knowledge (Arcana): 10; Knowledge (Arcana/ID monster): 10; Knowledge (Religion): 7; Knowledge (Religion/ID monster): 7; Perception: 9; Spellcraft: 10; Stealth: 14;
Feats: Brew Potion, Combat Casting, Improved Initiative
Challenge Rating: 3
Alignment: Chaotic Evil
Possessions: Wand of Magic Missile;

Witch - Spells per Day: (4/4/3/0/0/0/0/0/0/0/0/0/0) DC:13 + spell level); Known: **Level 0:** Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Guidance, Light, Mending, Message, Putrefy Food and Drink, Read Magic, Resistance, Spark, Stabilize, Touch of Fatigue **Level 1:**Ventriloquism **Level 2:** Invisibility

KoboldSkirmisher**Male Kobold; Small Humanoid (Reptilian)****Ranger3**

Hit Dice: (3d10)+3
Hit Points: 25
Initiative: +7
Speed: Walk 20 ft.
AC: 17 (touch 12, flatfooted 16)
Attacks: *Masterwork Shortbow (Composite) +6; Masterwork Sword (Short) +0;
Damage: *Masterwork Shortbow (Composite) 1d6-3; Masterwork Sword (Short) 1d6-3;
Vision: Darkvision (60 ft.)
Face / Reach: 5 ft. / 5 ft.
Special Attacks: Favored Enemy (Humanoid (Elf))
Special Qualities: Crafty, Favored Terrain (Underground), Light Sensitivity, Track, Wild Empathy
Saves: Fortitude: +3, Reflex: +6, Will: +1
Abilities: STR 5 (-3), DEX 16 (+3), CON 11 (+0), INT 10 (+0), WIS 10 (+0), CHA 10 (+0)
Skills: Climb: -3; Perception: 8; Ride: 3; Sense Motive: 3; Stealth: 7; Swim: -3;
Feats: Armor Proficiency, Light, Armor Proficiency, Medium, Endurance, Improved Initiative, Martial Weapon Proficiency Output, Point-Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency
Challenge Rating: 2
Alignment: Chaotic Evil
Possessions: Arrow; Masterwork Chain Shirt; Masterwork Shortbow (Composite); Masterwork Sword (Short);

146. Lava Fountain

More lava streams and pools are in this cavern. It appears that you have discovered the source of the lava. An ornate stone fountain is slowly churning out lava onto channels in the floor.

2. There are 4 *salamanders* here, working a forge. The *Artifact of Fire* is on top of the stone fountain. The *salamanders* will defend their forge.

Salamander

CE Medium Outsider (Extraplanar, Fire)

Init +1; Senses Darkvision (60 feet); Perception +16

DEFENSE-----
AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10, Ref +7, Will +6

DR 10/magic; Immune fire

Weakness Vulnerability to Cold

OFFENSE

Spd 20 ft.

Melee Constrict (Salamander) +6 (2d6+1/20/x2) and

Spear +11/+6 (1d8+4/20/x3) and

Tail Slap (Salamander) +6 (2d6+1/20/x2) and

Unarmed Strike +11/+6 (1d3+3/20/x2)

STATISTICS

Str 16, Dex 13, Con 18, Int 14, Wis 15, Cha 13

Base Atk +8; CMB +11; CMD 22 (can't be Tripped)

Feats Cleave, Iron Will, Power Attack -3/+6, Skill Focus: Perception

Skills Acrobatics +12, Bluff +12, Intimidate +12, Perception +16, Sense

Motive +13, Stealth +12

SPECIAL ABILITIES

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

Immunity to Fire You are immune to fire damage.

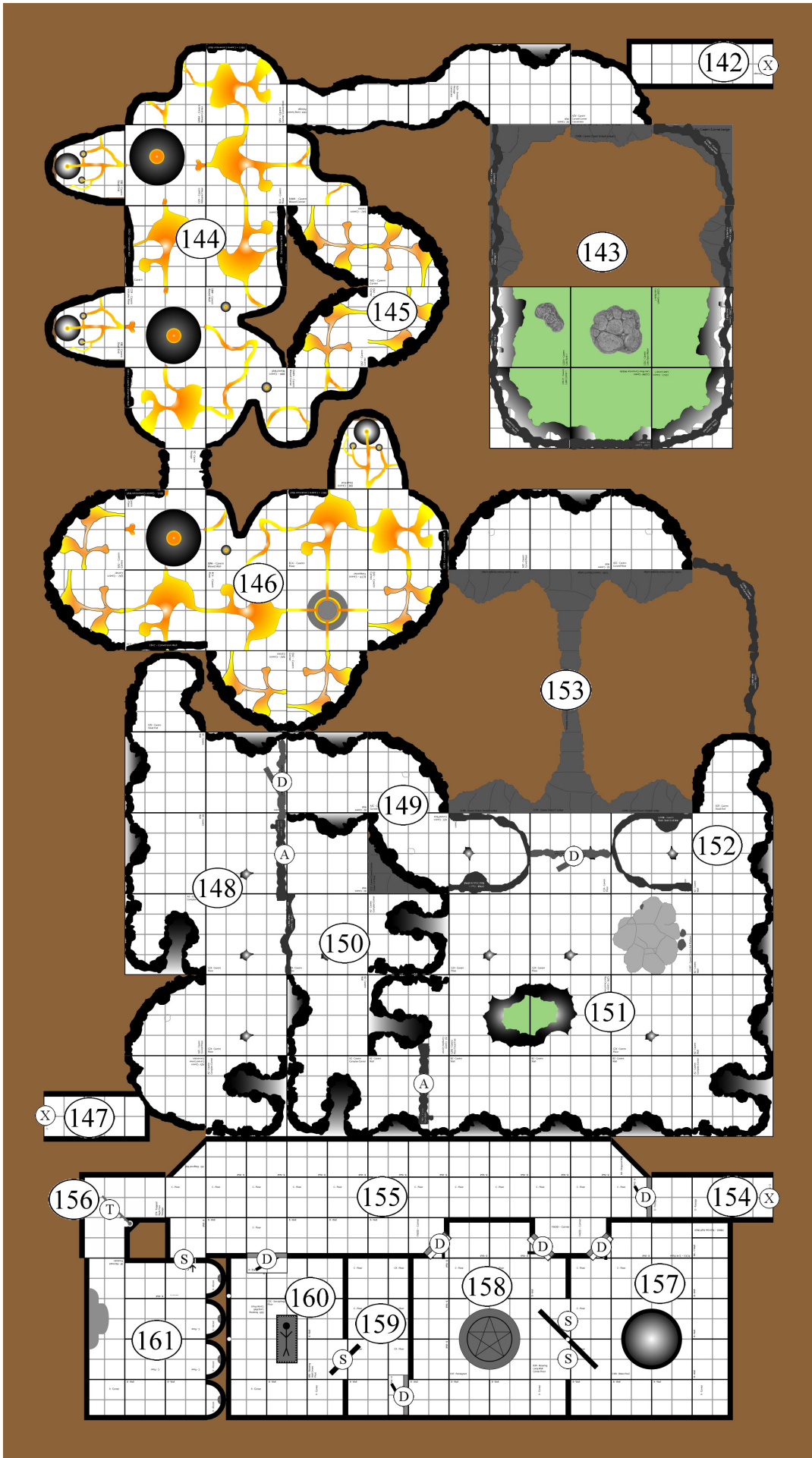
Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage

Notes:

Caves

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147. Entrance

A faint breeze blows from this side tunnel.

2. A DC 25 **Perception** check reveals several faint humanoid footprints in the sand.

Notes:

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148. Large Empty Cavern

This cavern is spacious and empty. The faint sound of dripping water reverberates through the cavern. The floor seems very worn and smooth.

1. Near the center of the cavern, there is a slow, steady stream of liquid dripping from the ceiling. When somebody gets close to the center of the cavern, they trigger the **Acid Rain Trap**.

Acid Rain Trap

Type natural; **Perception** DC 25 or **Knowledge Nature** or **Dungeoneering** 20;
Disable Device – or **Knowledge Nature** or **Dungeoneering** 20

Effects

Trigger location; **Reset** none

The vibrations caused by walking on the sand subtly shift the ceiling, causing small cracks to appear throughout the ceiling, covering the entire cavern in an acid mist. (3d6 damage per round, DC 17 **Fortitude** for half damage per round)

Notes:

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149. Dead End

The cavern slopes down a bit here into a sandy dead end.

A **Perception** check reveals:

DC 25: The sand has a swirled pattern in it, and appears to shift slightly.

There is actually nothing here, vibrations from an underground river cause the sand to settle and sometimes move.

Notes:

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150. Cavernous Passage

This narrow passageway has several small, dark side caves on the eastern side.

2. Once the characters enter this room, they trigger the **Whole Room Dart Trap**. If at any time, 2 or more characters are unconscious from the darts, the slaves in 151 will immediately attack.

Whole Room Dart Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

Effects

Trigger proximity (alarm); **Reset** manual

Effect Every 10 feet, darts fire from the western wall at each party member. (+15 attack vs. AC, 1d6 damage, poison – DC 15 **Fortitude** save or fall unconscious for 1d4 rounds)

Notes:

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151. Pool Cavern

A small pool of liquid is in the center of this cavern. A raised stone platform is nearby. There is also some kind of natural alcove on the north side of the cave. The floor in here is very sandy.

1. The liquid in the pool is a mild acid. It is needed to remove the *purple fungus* in 153. A DC 25 **Knowledge Nature** check will reveal this.
2. There is a group of runaway slaves in this cavern. They do not wish to return and will fight to the death.

6 *hobgoblin* slaves

6 *orc* slaves

6 *ogre* slaves

3. There is a huge patch of *silver sand* in here. Once the characters start to collect it, the ground will rise up, and an *elder earth elemental* will attack.

Ogre

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, -1 size, +5 natural)

hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

OFFENSE

Spd 30 ft.

Melee Greatclub +7 (2d8+7/20/x2) and

Javelin +3 (1d8+5/20/x2) and

Unarmed Strike +7 (1d4+5/20/x2)

Space 10 ft.; Reach 10 ft.

STATISTICS

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

Base Atk +3; CMB +9; CMD 18

Skills Acrobatics -4, Climb +7, Escape Artist -4, Perception +5, Stealth -8

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Orc

CE Medium Humanoid (Orc)

Init +0; Senses Darkvision (60 feet); Perception -1

DEFENSE-----
AC 13, touch 10, flat-footed 13 (+3 armor)

hp 7 (1d10+1)

Fort +3, Ref +0, Will -1

Defensive Abilities Ferocity

Weakness Light Sensitivity

OFFENSE-----
Spd 30 ft.

Melee Falchion +5 (2d4+4/18-20/x2) and

Javelin +0 (1d6+3/20/x2) and

STATISTICS-----
Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Base Atk +1; CMB +4; CMD 14

Skills Acrobatics -1, Climb +2, Escape Artist -1, Intimidate +2, Stealth -1

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Ferocity (Ex) You can stay active while dying.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Hobgoblin

LE Medium Humanoid (Goblinoid)

Init +2; Senses Darkvision (60 feet); Perception +2

DEFENSE-----
AC 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex)

hp 17 (1d10+6)

Fort +5, Ref +2, Will +1

OFFENSE-----
Spd 30 ft.

Melee Longsword +4 (1d8+2/19-20/x2) and

Shield, Light Steel +3 (1d3+2/20/x2) and

Ranged Longbow +3 (1d8/20/x3)

STATISTICS-----
Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +3; CMD 15

Skills Perception +2, Stealth +8

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

ELEMENTAL, EARTH, ELDER CR 11

Male Elemental, Earth, Elder

NN Huge Outsider (Earth, Elemental, Extraplanar)

Init -1; Senses Darkvision (60 feet), Tremorsense (60 feet); Perception +19

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, -2 size, +16 natural)

hp 168 (16d10+80)

Fort +15, Ref +4, Will +10

DR 10/15; Immune bleeds, flanking, critical hits, paralysis, poison, precision damage, sleep, stunning

OFFENSE

Spd 20 ft., Burrowing (20 feet), Earth Glide

Melee Slam x2 (Elemental, Earth, Elder) +26 x2 (2d10+12/19-20/x2) and

Unarmed Strike +26/+21/+16/+11 (1d6+12/20/x2)

Space 15 ft.; Reach 15 ft.

Special Attacks Earth Mastery

STATISTICS

Str 34, Dex 8, Con 21, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +30 (+34 Bull Rushing+34 Overrunning+32 Sundering); CMD 39 (41 vs. Bull Rush41 vs. Overrun41 vs. Sunder)

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical: Slam, Improved Overrun, Improved Sunder, Power Attack -5/+10

Skills Appraise +19, Climb +31, Fly -5, Knowledge: Dungeoneering +19, Knowledge: The Planes +19, Perception +19, Stealth +10

Languages Terran

ECOLOGY

Environment Any (plane of earth)

Organization Solitary, pair, or gang (3-8)

Treasure None

SPECIAL ABILITIES

Awesome Blow You can deliver a blow that sends your target flying.

Burrowing (20 feet) You have a Burrow speed.

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Damage Reduction (10/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Earth Glide A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel

Earth Mastery An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush a

Greater Bull Rush +2 to Bull Rush, opponent's movement provokes AoO from your allies.

Greater Overrun +2 to overrun, targets provoke AoO if they are knocked prone.

Immune to Bleeds You are immune to bleeds.

Immune to Flanking You are immune to flanking.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Improved Bull Rush Bull Rush at +2 to push back. No attack of opportunity.

Improved Overrun You Overrun at +2, and your opponent cannot choose to avoid / block you.

Improved Sunder You Sunder at +4 and don't cause an attack of opportunity.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Tremorsense (60 feet) Sense things and creatures without seeing them.

Notes:

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152. Cavernous Alcove

Some kind of console with drawers, knobs, dials and valves is set into the sandy floor here.

1. In the corner is a giant wasp nest, guarded by 6 *giant wasps* and a *wasp swarm*. The console in here disables the **Resonating Bridge Trap** in 153.

Bridge Controls

Disable Device DC 25 to disable the Resonating Bridge Trap in 153.

Wasp, Giant

NN Large Vermin

Init +1; Senses Darkvision (60 feet); Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, -1 size, +4 natural)

hp 34 (4d8+16)

Fort +8, Ref +2, Will +2

Immune mind-affecting

OFFENSE

Spd 20 ft., Flight (60 feet, Good)

Melee Sting (Wasp, Giant) +6 (1d8+6/20/x2) and

Unarmed Strike +6 (1d4+4/20/x2)

Space 10 ft.; Reach 5 ft.

Special Attacks Poison: Sting-injury (DC 16)

STATISTICS

Str 18, Dex 12, Con 18, Int -, Wis 13, Cha 11

Base Atk +3; CMB +8; CMD 19

Feats

Skills Fly +3, Perception +9, Stealth -3

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (60 feet, Good) You can fly!

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Poison: Sting-injury (DC 16) (Ex) Poison deals 1d2 DEX damage, 1/round for 6rounds, cure 1 save.

Wasp Swarm

NN Diminutive Vermin (Swarm)

Init +1; Senses Darkvision (60 feet); Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 31 (7d8)

Fort +5, Ref +3, Will +3

Immune weapon damage, Swarm Traits

OFFENSE

Spd 5 ft., Flight (40 feet, Good)

Melee Unarmed Strike +4 (--5/20/x2)

Space 10 ft.; Reach 0 ft.

Special Attacks Distraction (DC 13), Poison: Swarm-injury (DC 13), Swarm Attack (2d6)

STATISTICS

Str 1, Dex 13, Con 10, Int -, Wis 12, Cha 9

Base Atk +5; CMB +2; CMD 7

Feats

Skills Fly +11, Perception +9, Stealth +13

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Distraction (DC 13) (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifie

Flight (40 feet, Good) You can fly!

Immune to Weapon Damage You are immune to weapon damage.

Poison: Swarm-injury (DC 13) (Ex) Poison deals 1 DEX damage, 1/round for 4 rounds, cure 1 save.

Swarm Attack (2d6) Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed.

Swarm attacks are not subject to a miss chance for c

Swarm Traits A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

A swarm composed of Fine or Diminutive creatures

Notes:

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153. Leap of Faith

A thin stone bridge crosses a deep chasm. On the far side of the chasm, a stalactite-studded archway opens up into a larger cave. The ceiling stretches up and out of sight. A damp breeze comes up from below, which appears to descend forever.

1. Across the bridge, *purple fungus* is growing on the wall. However, to get to it, the bridge must be crossed. Once the bridge is crossed, the characters need some of the acid from 151. A DC 25 **Knowledge Nature** check will reveal this. Otherwise, all other attempts to remove the fungus will destroy it.

Resonating Bridge Trap

Type mechanical; **Perception** DC 25; **Disable Device** *

Effects

Trigger location; **Reset** manual

Effect Once someone steps on the bridge, it starts to vibrate slightly. When someone reaches the center of the bridge, it reaches resonance and oscillates wildly, throwing the character into the 40 foot deep chasm. (4d6 damage, DC 20

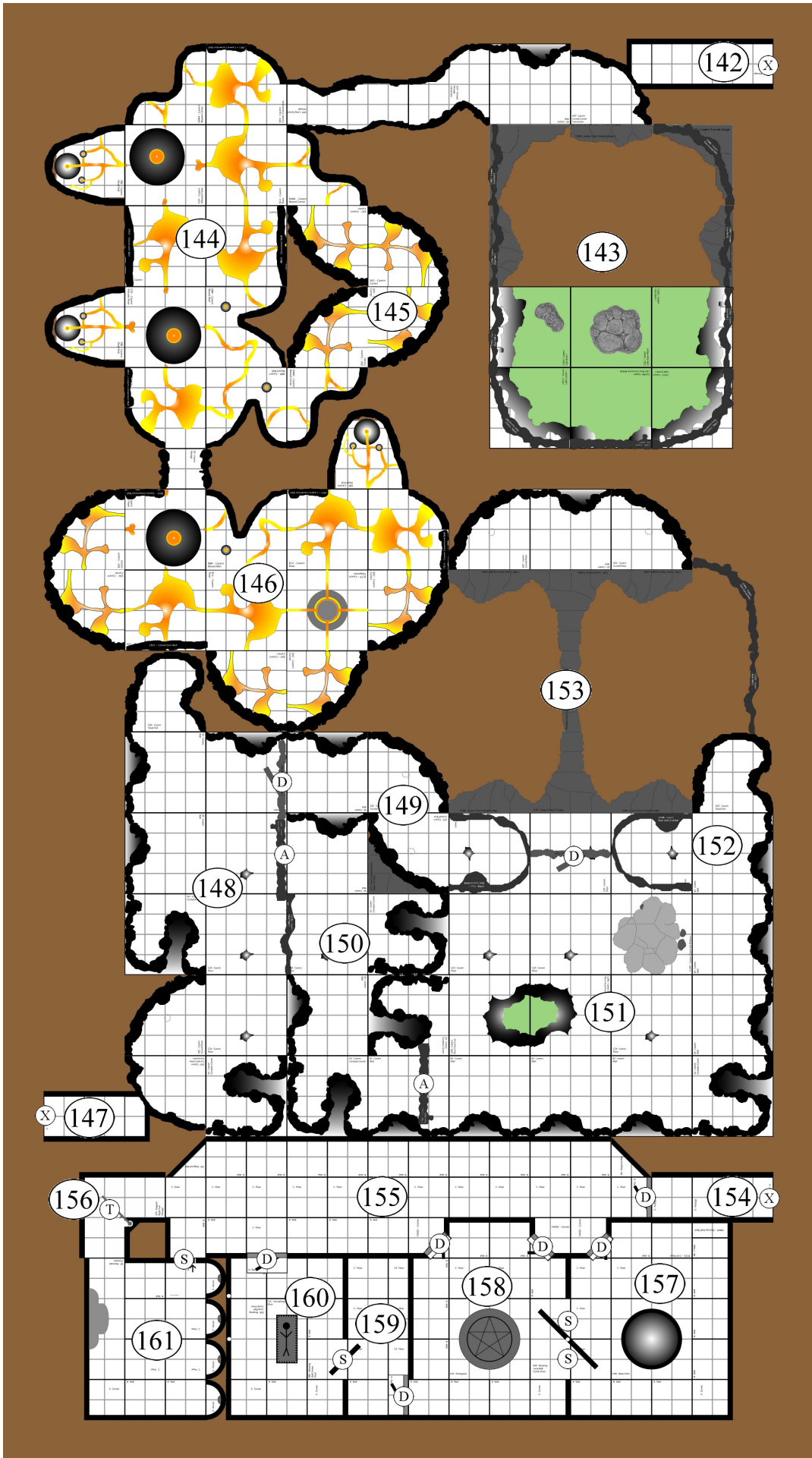
Reflex save to avoid being thrown from the bridge) * can only be disarmed from 152.

Notes:

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Crypt

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154. Crypt Entrance

The walls of this tunnel have been carved into the likenesses of several male drow. The door at the end is elaborately gilded and painted with a male drow cleric.

1. The door at the end is locked (DC 28 **Disable**) and trapped with a **Door Alarm Trap**.

Door Alarm Trap

Type magical; **Perception** DC 26; **Disable Device** DC 26

Effects

Trigger location; **Reset** none

Effect If triggered, an alarm warns the drow in 160.

Notes:

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155. Strategy Room

Small plaques on the walls with names on them suggest that this is the main room of the crypt, where many have been buried. Now, there are several tables and chairs in the center.

1. There are many maps and papers on the table. Close inspection reveals that they are plans for a Menzoberranzan invasion. Should the characters spend any more time than just a cursory investigation, the drow in room 160 will split up and attack, half from 160, and half from 158.
2. Several slaves have gathered here, some are singing hymns, and some are praying. They take no notice of the party and will flee if any combat starts. A DC 20 Perception check will notice that some of the characters are mentioning the name *Hidimba*.

Notes:

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156. Trapped Corner

This right angle corner leads deeper into the crypts.

Corner Trap

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Effects

Trigger location; **Reset** manual

Effect An array of spikes swings from the corner, striking the lead party member. (+15 melee, 2d6 damage, DC 17 **Reflex** avoids damage)

Notes:

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157. Well

The water in the pool looks clear, cold and clean.

Notes:

158. Pentagram Room

A pentagram, surrounded by smoking purple candles, has been etched into the floor.

Notes:

159. Legacy Room

The walls of this room are covered in paintings that depict the history of some of the crypt's inhabitants.

Notes:

160. Crypt Room

This room is barren, with the exception of a large sarcophagus in the middle of the room.

1. Renegade *drow* have set up a command post here, if alerted from 154, they will have taken up defensive positions and cast defensive spells. There are 8 fighters and 1 cleric.

drowfighter8**Male Drow Noble; Medium Humanoid (Elf)****Fighter8****Hit Dice:** (8d10)+16**Hit Points:** 78**Initiative:** +11**Speed:** Walk 30 ft.**AC:** 24 (touch 16, flatfooted 18)**Attacks:** Crossbow, Hand +15/+10; *Rapier +2 +18/+13/+8 ;+16/+11/+6**Damage:** Crossbow, Hand 1d4; *Rapier +2 1d6+5;**Vision:** Darkvision (120 ft.), Low-light**Face / Reach:** 5 ft. / 5 ft.**Special Qualities:** Spell Resistance 19, Armor Training, Bravery, Drow Immunities, Keen Senses, Light Blindness, Poison Use, Weapon Familiarity, Weapon Training**Saves:** Fortitude: +7, Reflex: +9, Will: +4**Abilities:** STR 12 (+1), DEX 24 (+7), CON 12 (+1), INT 14 (+2), WIS 14 (+2), CHA 14 (+2)**Skills:** Acrobatics: 15; Climb: 12; Intimidate: 13; Perception: 12;**Feats:** Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Greater Weapon Focus (Rapier), Improved Critical (Rapier), Improved Initiative, Improved Two-Weapon Fighting, Martial Weapon Proficiency Output, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)**Challenge Rating:** 8**Alignment:** Chaotic Evil**Possessions:** Amulet of Natural Armor +1; Belt of Incredible Dexterity +2; Bolt, Tangle; Chain Shirt +3; Crossbow, Hand; Rapier +2;**Innate Spell-like Abilities:** Dancing Lights, Darkness, Faerie Fire, Divine Favor, Dispel Magic, Suggestion

drowcleric10

Male Drow Noble; Medium Humanoid (Elf)

Cleric10

Hit Dice: (10d8)+30
Hit Points: 103
Initiative: +7
Speed: Walk 20 ft.
AC: 26 (touch 13, flatfooted 23)
Attacks: *Mace +3 (Light) +11/+6;
Damage: *Mace +3 (Light) 1d6+4;
Vision: Darkvision (120 ft.), Low-light
Face / Reach: 5 ft. / 5 ft.
Special Attacks: Channel Negative Energy, Destructive Aura, Destructive Smite, Touch of Chaos
Special Qualities: Spell Resistance 21, Aura of Chaos, Aura of Evil, Chaos Blade, Drow Immunities, Keen Senses, Light Blindness, Orisons, Poison Use, Spontaneous Casting, Weapon Familiarity
Saves: Fortitude: +9, Reflex: +6, Will: +12
Abilities: STR 12 (+1), DEX 16 (+3), CON 14 (+2), INT 18 (+4), WIS 20 (+5), CHA 18 (+4)
Skills: Diplomacy: 17; Heal: 18; Knowledge (Nobility): 17; Knowledge (Religion): 17; Knowledge (Religion/ID monster): 17; Perception: 17; Spellcraft: 17;
Feats: Armor Proficiency, Light, Armor Proficiency, Medium, Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (Evocation), Spell Penetration
Challenge Rating: 10
Alignment: Chaotic Evil

Possessions: Agile Breastplate +4; Belt of Mighty Constitution +2; Mace +3 (Light); Ring of Cold Energy Resistance, Major; Ring of Evasion; Shield +2 (Light/Steel);

Deity: Rovagug **Domains:** Chaos () Destruction ()

Prepared Spells Prepared Spell List: Cleric (CL 10): 0th - *bleed* (DC 15) , *detect magic* , *resistance* (DC 15) , *stabilize* (DC 15) 1st - *bane* (DC 16) , *command* (DC 16) , *cure light wounds* (DC 16) , *entropic shield* (DC) , *inflict light wounds* (2) (DC 16) , *true strike* (DC) 2nd - *hold person* (DC 17) , *inflict moderate wounds* (DC 17) , *owl's wisdom* (DC 17) , *restoration (lesser)* (DC 17) , *shield* (DC) , *sound burst* (DC 19) 3rd - *cure serious wounds* (DC 18) , *dispel magic* , *inflict serious wounds* (DC 18) , *rage* , *wrathful mantle* (DC 20) 4th - *cure critical wounds* (2) (DC 19) , *inflict critical wounds* (DC 19) , *inflict critical wounds* (DC 19) , *unholy blight* (DC 21) 5th - *inflict light wounds (mass)* (DC 20) , *shout* (DC 22) , *slay living* (DC 20) , *symbol of pain* (DC 20)

Innate Spell-like Abilities: Dancing Lights, Darkness, Faerie Fire, Divine Favor, Dispel Magic, Suggestion

He has the following spells pre-cast: Owl's Wisdom (+4 to Wisdom, +2 to Wisdom based rolls); Shield(negates magic missile attacks, +1 AC); Wrathful Mantle(+2 on all saves)

Notes:

161. Fountain Room

An ornate mermaid fountain covers one side of this room. On the other side are 4 alcoves.

2. *Hidimba the raksasha* is in here, with 4 *wood golems*, 1 in each alcove. The slaves in 155 worship him as a god. He will chastise the party and offer them their lives in return for forsaking Lloth and worshipping him. He won't be surprised.

Hidimba Rakshasa

LE Medium Outsider (Native, Shapechanger)

Init +9; Senses Darkvision (60 feet); Perception +14

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +9 natural, +1 dodge)

hp 115 (10d10+60)

Fort +9, Ref +12, Will +8

DR 15/good, 15/piercing; SR 25

OFFENSE

Spd 40 ft.

Melee +1 Kukri +16/+11 (1d4+4/15-20/x2) and

Bite (Rakshasa) +10 (1d6+1/20/x2) and

Claw (Rakshasa) +10 (1d4+1/20/x2) and

Unarmed Strike +15/+10 (1d3+3/20/x2)

Special Attacks Detect Thoughts (DC 18)

Sorcerer Spells Known (CL 7, +13 melee touch, +15 ranged touch):

3 (5/day) Suggestion (DC 16), Lightning Bolt (DC 16)

2 (7/day) Acid Arrow, Minor Image (DC 15), Invisibility

1 (7/day) Silent Image (DC 14), Magic Missile, Shield, Mage Armor, Charm Person (DC 14)

0 (at will) Mage Hand, Mending, Message, Prestidigitation (DC 13), Dancing Lights, Ghost Sound (DC 13), Detect Magic

STATISTICS

Str 16, Dex 20, Con 22, Int 13, Wis 13, Cha 17

Base Atk +10; CMB +13; CMD 29

Skills Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Sense

Motive +14, Stealth +18

SPECIAL ABILITIES

Change Shape (any humanoid, alter self) (Su) You can change your form. Combat Expertise +/-3 Bonus to AC in exchange for an equal penalty to attack.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Detect Thoughts (DC 18) (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains t

Spell Resistance (25) You have Spell Resistance.

Golem, Wood

NN Medium Construct

Init +3; Senses Darkvision (60 feet), Low-Light Vision; Perception +3

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10)

Fort +2, Ref +5, Will +5

DR 5/adamantine; Immune Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 30 ft.

Melee Slam x2 (Golem, Wood) +12 x2 (2d6+4/20/x2) and

Unarmed Strike +12/+7 (1d3+4/20/x2)

Special Attacks Splintering (DC 14)

STATISTICS

Str 18, Dex 17, Con -, Int -, Wis 17, Cha 1

Base Atk +8; CMB +12; CMD 25

SPECIAL ABILITIES

Construct Traits (+20 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is immune to this immunity).

Damage Reduction (5/adamantine) You have Damage Reduction against all except Adamantine attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Splintering (DC 14) (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The s

Notes:

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