

PRIMARY SUCCESS: RECOVER THE CORPSE OF MESHKENET

SECONDARY SUCCESS: RECOVER THE MAPS FROM AREA 5

ENCOUNTER 1: THE COLLAPSED HALLS

DC23 Survival to locate wolf tracks

DC10 Knowledge: Nature to note that there is something wrong about them

DC15 Knowledge Planes to realise they are Barghest tracks

Back wall of the eastern alcove:

"He who seeks Findarras heart must first drink of Gozrehs blood"

Knowledge: Religion

DC10 Gozreh is the goddess of nature and the seas

DC15 Findarra is an ancient giant goddess of the earth

DC20 Findarras heart refers to the depths of the earth and gozrehs blood to the sea

Northern Alcove:

DC21 perception to notice the salt

Floor: Hardness 8, 90hp, break DC30

40' deep, Climb DC18, then another 20' to the floor of the cavern

Treasure: Wand of Protection from Arrows (20 charges), gold

Tier 7-8 4 Barghests CR4

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; (26, 8, 23, 24) Senses darkvision 60 ft., **scent**; Perception +11

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (6d10+12) DR5/magic

Fort +6, Ref +7, Will +7

BLINK: enemy 50% miss chance for physical attacks and individually targeted spells, half damage from aoe, +2 to attacks against enemies who cannot see invisible, own attacks have 20% miss chance)

Speed 30 ft.

Melee bite +12 (1d6+4), 2 claws +12 (1d4+4), 20% MISS CHANCE

Feats Combat Reflexes

Spell-Like Abilities (CL 6th, Concentration +10), **20% CHANCE NOT TO HIT OTHER TARGETS**

At will—**blink**, levitate, misdirection

1/day— dimension door, charm monster (DC 16), crushing despair (DC 16, 30' cone -2 attacks, saves, checks and weapon damage, 1min/lvl)

Str 19, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Base Atk +6; CMB +10; CMD 22 (24 vs. trip)

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11

Languages Common, Goblin, Infernal

Tier 10-11 4 Greater Barghests

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +6 (9, 21, 21, 23); Senses darkvision 60 ft., **scent**; Perception +16

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 85 (9d10+36), DR 10/magic

Fort +9, Ref +10, Will +10

BLINK: (enemy 50% miss chance for physical attacks and individually targeted spells, half damage from aoe, +2 to attacks against enemies who cannot see invisible, own attacks have 20% miss chance)

Speed 40 ft.

Melee bite +18 (1d8+8), 2 claws +18 (1d6+8) 20% miss chance

Feats: Combat Reflexes

Spell-Like Abilities (CL 9th, +17 concentration), **20% CHANCE NOT TO HIT OTHER TARGETS**

At will— invisibility sphere, levitate, misdirection, blink

1/day—charm monster (DC 18), crushing despair (DC 18), dimension door, mass bull's strength (used) mass enlarge (Huge, +2str, -2dex, +1 damage, bite 2d6, claws 1d8, -2ac, +2CMB, +1CMD)

Str 27, Dex 15, Con 19, Int 18, Wis 18, Cha 18

Base Atk +9; CMB +18; CMD 30 (34 vs. trip)

Skills Acrobatics +14, Bluff +16, Climb +15, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Swim +17

Languages Common, Goblin, Infernal

ENCOUNTER 2: THE NORTHERN ALCOVE

Xorn: Stop stealing my food!

DC25 Diplomacy, +2 per 10gp offered as food

Xorn CR 6

N Medium outsider (earth, extraplanar)

Init +0 (14); Senses all-around vision, darkvision 60 ft., **tremorsense 60 ft.**; Perception +14

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 66 (7d10+28)

Fort +8, Ref +2, Will +5

DR 5/bludgeoning; Immune cold, fire, flanking; Resist electricity 10

Speed 20 ft., burrow 20 ft.; earth glide

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

Feats Cleave

Str 17, Dex 10, Con 17, Int 10, Wis 11, Cha 10

Base Atk +7; CMB +10; CMD 20 (22 vs. trip)

Skills Appraise +10, Intimidate +10, Knowledge (dungeoning) +10, Perception +14, Stealth +10, Survival +10

Languages Common, Terran

Earth Glide (Ex) A xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a xorn moves the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

ENCOUNTER 3

Perception DC37 to notice the Gargoyles

Treasure: Razorcraws gear (magic double axe, ring of spell turning), gems, 10-11 severed orc shamans hand wearing rin (hand of the mage CL2, +2 protection CL6)

Tier 7-8: 2 Gargoyles (21, 9) and Razorcraw (9)

Tier 10-11 4 Gargoyles (24, 13, 23, 15), Razorcraw (17), Elder Earth Elemental (7)

Tier 7-8 Razorcraw CR 6

Male half-fiend gargoyle, NE Medium outsider (earth, native)

Init +7; Senses darkvision 60 ft.; Perception +9

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 47 (5d10+20) **SR17**

Fort +5, Ref +7, Will +5

DR 10/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10

Speed 40 ft., fly 80 ft. (good)

Melee +1 orc double axe +8 (1d8+5/x3 plus poison), +1 orc double axe +8 (1d8+3/x3 plus poison), bite +4 (1d4+2), gore +4 (1d4+2 plus poison)

DC24 Fortitude, 1/round, 6 rounds, 1d3 str damage, 2 consecutive saves

Special Attacks smite good (+5 damage) 1/day

Spell-Like Abilities (CL 5th; concentration +6)

3/day—darkness, 1/day—desecrate, unholy blight (DC 14)

Morale Razorcraw surrenders if reduced below 15 hit points and escape doesn't seem possible.

Str 19, Dex 16, Con 18, Int 10, Wis 13, Cha 11, Base Atk +5; CMB +9; CMD 22

Skills Fly +11, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +9, Stealth +13 (+17 in stony areas), Survival +4;

Languages Common, Infernal, Terran, Undercommon

Combat Gear 6 doses of purple worm poison, +1/+1 Orc double axe, Ring of Couterspells (cone of cold)

Gargoyles CR 4 (2 or 4)

CE Medium monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +5

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 (5d10+15)

Fort +4, Ref +6, Will +4

DR 10/magic

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

Str 15, Dex 14, Con 16, Int 6, Wis 11, Cha 7

Base Atk +5; CMB +7; CMD 19

Feats Hover

Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas)

Languages Common, Terran

Greater Earth Elemental CR 9 (0 Or 1)

N Huge outsider (earth, elemental, extraplanar)

Init -1; Senses darkvision 60 ft., **tremorsense 60 ft.**; Perception +16

AC 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)

hp 136 (13d10+65), **DR10/--**

Fort +13, Ref +3, Will +8

Immune elemental traits (sneak attack, stun, paralysis, poison, sleep, bleed, CRITS)

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d10+18) (+1/1 if both on the ground)

Awesome Blow: +25 versus CMD, 2d6+10, push 10' and knock prone

Space 15 ft.; **Reach 15 ft.**

Str 30, Dex 8, Con 21, Int 8, Wis 11, Cha 11

Base Atk +13; CMB +25; CMD 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

Tier 10-11 Razorcrow CR 6

Male half-fiend gargoyle, NE Medium outsider (earth, native)

Init +7; Senses darkvision 60 ft.; Perception +9

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 47 (5d10+20)

Fort +5, Ref +7, Will +5, SR17

DR 10/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 17

Speed 40 ft., fly 80 ft. (good)

Melee +1 shocking burst orc double axe +8 (1d8+5/x3 plus 1d6 electricity plus poison), +1 orc double axe +8 (1d8+3/x3 plus poison), bite +4 (1d4+2), gore +4 (1d4+2 plus poison); add +2d10 electricity damage on a crit

Poison: DC24 fortitude, 1/round, 6 rounds, 1d3 strength damage, 2 saves

Special Attacks smite good (+5 damage) 1/day

Spell-Like Abilities (CL 5th; concentration +6)

3/day—darkness, 1/day—desecrate, unholy blight (DC 14)

Morale Razorcrow surrenders if reduced below 15 hit points and escape doesn't seem possible.

Str 19, Dex 16, Con 18, Int 10, Wis 13, Cha 11, Base Atk +5; CMB +9; CMD 22

Skills Fly +11, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +9, Stealth +13 (+17 in stony areas), Survival +4;

Languages Common, Infernal, Terran, Undercommon

Combat Gear 6 doses of purple worm poison; Other Gear +1shocking burst/+1 orc double axe, **ring of counterspells (cone of cold) CL11**

ENCOUNTER 4: FISHERS IN THE CAVE

From ground level:

The shaft rises 60' above to the ceiling

It descends 150' to the floor of area 5 and cannot be climbed normally

DC32 Perception to notice the bat swarms

7-8 3 bat swarms (13, 13, 10), 1 cave fisher (4)

10-11 4 bat swarms (18, 13, 11, 6), 4 cave fishers (21, 13, 12,4)

Bat Swarm CR 2, N Diminutive animal (swarm)

Init +2; Senses blindsense 20 ft., low-light vision; Perception +15

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, Ref +7, Will +3

Defensive Abilities swarm traits; Immune weapon damage, single target spells or effects, cover, concealment

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6) +1hp/round non stacking bleed, DC10 heal

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11, nausea 1 round), wounding, DC15+lvl concentration to cast

Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

Base Atk +2; CMB —; CMD —

Cave Fisher CR 2, N Medium vermin

Init +1; Senses darkvision 60 ft.; Perception +0

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 22 (3d8+9)

Fort +6, Ref +2, Will +1

Immune mind-affecting effects

Speed 20 ft., climb 20 ft.

Melee 2 claws +5 (1d4+3)

Ranged filament +3 (drag)

Special Attacks pull (filament, 10 feet)

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

Base Atk +2; CMB +5 (+9 with pull); CMD 16 (28 vs. trip)

Skills Climb +11

Filament (Ex) A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.

ENCOUNTER 5: THE CAVE

500' across, 150' high, white salt encrusted stone, collapsed citadel at one end

TREASURE: BOTTOM OF THE SOUTHERNMOST PIT, CHEST OF CASH AND SOME PAPERS

THIS IS THE SECONDARY SUCCESS OBJECT

Fortress

Passageways 10' high, walls climb DC15, pits 20' deep, DC20 reflex

Tier 7-8: 12 morlocks, 4 at a time (14, 13, 22 groups of 4)

Tier 10-11: 32 morlocks, 8 at a time (17, 19, 24, 28, groups of 8)

Morlock CR 2, CE Medium monstrous humanoid

Init +8; Senses darkvision 120 ft., scent; Perception +2

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 22 (3d10+6), Fort +3, Ref +9, Will +5

Immune disease, poison, Light Blindness (blinded 1 round in daylight, dazzled in bright light)

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

Str 14, Dex 19, Con 15, Int 5, Wis 14, Cha 6, Base Atk +3; CMB +5; CMD 19

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns); Racial Modifiers +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb,

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. **Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.**

ENCOUNTER 6: THE DOME

Bubble: 1 inch thick quicksilver, impervious to harm, unattended objects bounce off. Creatures passing through take 5d6 damage, DC20 fort save for half)

DC20 Perception check to spot the ring on Zuberis finger

Tier 7-8: Only attacks if attacked

DC20 diplomacy check to convince him to release the body, multiple attempts but +1dc per fail

Revealing personal secrets and making DC15 charisma checks gives +5 to diplomacy

Tier 10-11

Attacks immediately, DC30 diplomacy to parley

Roper CR 12, CE Large aberration

Init +5 (20); Senses darkvision 60 ft., low-light vision; Perception +24

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 162 (12d8+108), Fort +13, Ref +5, Will +13, SR27

Immune electricity; Resist cold 10; Weaknesses vulnerability to fire

Speed 10 ft.

Melee bite +20 (4d8+18/19-20)

Ranged 6 strands +10 touch (1d6 Strength) plus pull 5' on CMB check

DC25 Fort save to negate the strength damage

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

Str 34, Dex 13, Con 29, Int 13, Wis 16, Cha 12, Base Atk +9; CMB +22; CMD 33 (can't be tripped)

Skills Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas); Racial Modifiers +8 Stealth in stony or icy areas

Languages The Watcher speaks all languages

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.