

## **E16. Seraxes's Snack Vault**

The smell that strikes you as soon as you open the door of this small, pitch black room is that of a charnel house. The room is filled almost to knee depth with the bodies of a wide variety of creatures, from rats to humanoids. Some have clearly been dead for years, while others seem to have only been here a few months. The entire room reeks of death and decay.

Initial Attitude: NA

Encounter: This is the room where Seraxes stores his meals before and after eating them. The poor souls who suffered such torment eventually ended up the victims of Seraxes or his minions and the remains are carried in here by Phinadar, who searches the bodies beforehand. Nothing of value remains in the room, but PCs who enter the room must make a Fortitude save, DC 12, or become nauseas for 10 minutes.

Tactics: NA

Treasure: NA

EL: NA

Scaling: NA

## **E17. Ruined Artificer's Library**

This darkened room is covered wall to wall and floor to ceiling with collapsed shelves and books, few of which remain in good condition. At some point in the past this room was damaged by both fire and violence and there are several piles of ashes where books were burned in mass. Now the books lay unused and untouched. Also there are two shadows hiding in this room that attack anyone who enters.

Initial Attitude: Hostile

Encounter: This room served as one of the many libraries that made up the garrison. Its books specifically covered facets of magic item creation and information on the spells used to create the wards of the dungeon. If a character spends six hours researching using the books in this room the character receives a +4 competence bonus to a single Bardic Lore, Spellcraft, or Knowledge check involving magic items, but the character must be able to read celestial to use the books.

The two shadows are supposed to guard this room from interlopers and attack anyone who enters other than Phinadar.

Tactics: The shadows hide amongst the books and shelving, attacking when the PCs investigate the books. Detecting the shadows before they strike requires a Spot check (DC 22).

Treasure: Several of the surviving books would be valuable to collectors in the outside world. There are five such books, each of which can be sold for 500 gp, but each book weighs 20 pounds.

EL: 5

Scaling: To increase the difficulty of this encounter, add 1 shadow.

Mooks: 2 shadows (18 hp x2)

## **E18. Ruined Library of the Planes**

This room is partially illuminated by a single torch in the north end of the ceiling, but several large bookshelves have been pushed to block much of the light, casting the room in a shadowy twilight. The rest of the room is dominated by badly balanced piles of books.

Most of the books have escaped serious damage, but the ones on the floor have suffered water damage from a small pool of water that has formed from a drip in the ceiling.

Initial Attitude: Hostile

Encounter: This room was a library that stored information specifically about the outer planes and it survived the worst of the damages due to the fact both Ezrael and Fargalan tried to keep the books intact. Both hoped to learn of the history of the various prisoners of the dungeon to see if any of them may be worth freeing. If a character spends six hours researching using the books in this room receives a +4 competence bonus to a single Bardic Lore or Knowledge check involving the outer planes, but the character must be able to read celestial to use the books.

There are two shadows stationed here by Seraxes to defend the books.

Tactics: The shadows attack separate targets as soon as they enter the room, but the shadows avoid the northern end of the room, disliking the light.

Treasure: Several of the surviving books would be valuable to collectors in the outside world. There are five such books, each of which can be sold for 500 gp, but each book weighs 20 pounds.

EL: 5

Scaling: To increase the difficulty of this encounter, add 1 shadow.

Mooks: two shadows (20, 19 hp)

## **E20. Ruined Magical Workshop**

This room has been thoroughly ransacked several times at least. None of its many shelves and tables stand up right and a bewildering array of torn papers, strange powders, and metal fragments are splayed across the floor. There are numerous tools, such as tongs, hammers, and

cauldrons, present amongst the wreckage, giving the room the appearance of having been a workshop of some type in the past. There is no light source in this room.

Initial Attitude: NA

Encounter: Any character passing a Spellcraft or Knowledge (Arcana) check (DC 15) can recognize this room has formerly having been a magical workshop. The door on the western wall has written in large letters across it “Danger” in both common and celestial.

Tactics: NA

Treasure: A Search check (DC 20) will find the following in the room: a 100 gp pearl, 5 silver bars worth 5 gp each, 100 gp of gold dust, 2 *scrolls of detect magic*, and a masterwork warhammer.

EL: NA

Scaling: NA

## **E21. Magic Supply Room**

This unlit room seems to have been ground zero for a large explosion at some point in the past. All the shelving that once probably dominated the room has been blown to splinters and hundreds of broken glass vials litter the floor. This seems to have been a store room of some sort, but its contents were destroyed long ago.

Initial Attitude: NA

Encounter: This room served as a storage room for the magic workshop in E20. Unfortunately at one point during the battle following the second earthquake several rampaging monsters knocked over the wrong combination of containers and created a large explosion, destroying most of the contents of this room. The materials that remain on the floor are still dangerously volatile. Any PC who enters this room must make a Balance check (DC 10) each round or step in one of the volatile compounds, which inflicts 2d6 points of fire or acid damage at the DM discretion, Reflex save DC 12 for half damage.

Tactics: NA

Treasure: With a Search check (DC 20) the following can be found in this room: 100 gp of powdered jade and an exquisitely carved jar depicting a sleeping dragon worth 100 gp.

EL: NA

Scaling: NA

## **E22. Supply Room**

The room appears half wreckage, half order, all covered in darkness. Obviously a store room of some type, half of its shelves have been pulled down and destroyed while the other half stand stacked with a large number of bags and boxes. The room stinks of rotting food dust lies thick on almost every surface.

Initial Attitude: Hostile

Encounter: This room served as a store room for some of the more mundane supplies needed by the garrison. While it has suffered some damage, Ezrael knew some of these supplies would be useful in the future so he kept it in good repair. Seraxes has kept up the practice, more out of tradition than any feeling that he'll actually need the supplies. Three shadows guard this room and attack any one who enters that they do not recognize. Three shadows wait in this room and attack anyone who enters that they do not recognize.

Tactics: The shadows lurk in the racks on the north and south walls, hiding in amongst the shadows and piles of goods. They will seek to surprise characters that come to inspect what's on the shelves, leaping out when the characters get within arm's reach. Spotting the shadows before they attack requires a Spot check (DC 22). Due to the misplaced importance Seraxes places on this room one of the shadows will flee to Seraxes throne room (E15) to get help after one of the shadows is destroyed.

Treasure: A Search check (DC 5) will find at least 1 of every item listed in core rulebook I under adventuring gear and clothing. There may be more of each item at the DM's discretion.

EL: 6

Scaling: To increase the challenge of this encounter, add 2 shadows. To decrease the challenge, remove 1 shadow.

Mooks: 3 shadows (21, 20x2 hp)

## **E24. Waste Disposal Room**

This unlit room stinks of waste and sewage so much so that all other smells are imperceptible. The center of the room is dominated a large round pit that seems to be the source of the smell, but much of the floor around the edge is covered in an unidentifiable mess of feces and garbage.

Initial Attitude: NA

Encounter: This room originally served as a garbage disposal and outhouse for the garrison using a disintegration spell that activated whenever refuse was thrown into the pit. Unfortunately eventually the magic on the disintegrate spell ran out due to lack of upkeep and now the dungeon residents simply throw their waste into the pit and let it pile up on the bottom. The pit is fifty feet deep, but the bottom twenty feet are filled with a disgusting mess of garbage, feces, corpses and similar unpleasant materials. Any character that enters this disgusting stew

must make a Fortitude save, DC 18, or take 1d4 points of temporary Constitution damage and become nauseas.

Tactics: NA

Treasure: NA

EL: NA

Scaling: NA

## **E27. Arming Room for Lord High Marshal Serenneth**

This quiet and musky room is filled with empty armor and sword racks. It once held dozens of weapons and several suits of armor, but now these are all but empty. A thick layer of dust permeates everything and more than a few rusted blades lay on the floor of the room. A banner hangs near the ceiling on the south wall of an eye over a flaming sun.

Initial Attitude: NA

Encounter: Once serving as the personal arming room of Lord Serenneth, housing his personal collection of weapons and armor, it was opened to the other members of the garrison during the battle after the first earthquake. Most of the weapons contained here are now scattered amongst the lower levels of the dungeon or lost completely.

Tactics: NA

Treasure: Except for one sword all the weapons left in here are non-magical weapons that the Lord High Marshal kept for sentimental value. These blades have all rusted away due to lack of care and are now worthless. The one magical blade that remains is *+1 rapier* that is hidden under several other rusted weapons and requires a Search check (DC 20) to find.

EL: NA

Scaling: NA

## **E42. Map Room**

This room once contained a number of tables and desks made of wood and stone, but all the desks of wood lie in shambles around the room. There are stone shelves built into the walls of the room, all scarred black by flame. Ashes cover the floor nearly an inch deep and all the shelves hold the burnt remains of book binding and scroll cases. On the eastern wall of the room a large undamaged map hangs. The entirety of the room is without light.

Initial Attitude: Hostile

Encounter: This room served as a map repository for the garrison. Unfortunately it was ravaged by flame and most of the maps were destroyed, and many of those that survived later

succumbed to rot after the delicate environment of this room was destroyed. The map on the eastern wall of the room is a map of section E, though it does not detail what any of the rooms are. The map is enchanted to be damage resistant and has a hardness of 20 and 30 hit points; it also cannot be removed from the wall without cutting it free or knocking part of the wall apart. Behind the map is a secret door that can be found with a Search check (DC 25) that is opened by pressing a small discolored stone in the center of the door. The door is opened in the same fashion from the other side. Seraxes has placed three shadows in this room to guard it and prevent anyone from getting access to the maps.

Tactics: The shadows have nowhere to hide so they will attack immediately and will not flee.

Treasure: A Search check (DC 20) reveals the following under the layers of ash: 1 map of section A, a map of section B, and a *scroll of read magic*.

EL: 6

Scaling: To increase the challenge of this encounter, add 2 shadows. To decrease the challenge, remove 1 shadow.

Mooks: Three shadows (21, 20x2 hp)

### **E43. Guard Room**

The door to this room contains many holes drilled through its surface, most not larger than an inch across but two larger holes are located at waist height. Inside the remains of a complex piece of engineer lays in pieces. Obviously some manner of crossbow or ballista, this device appears to have fired a large volley of arrows and two spears simultaneously, probably through the holes on the door, wrecking havoc on any who got in its path. Unfortunately the device seems to have been savagely attacked in the past and is no longer functional. Four corpses also lay in the back the room, all impaled on spikes wedged into the floor. There is no light in this room.

Initial Attitude: NA

Encounter: This room served as a guard post to stop creatures from section A from entering section E. Eventually it was overrun and its defenders slain, along with their ballista. Fixing the ballista would require many finely made small parts that cannot be created within the confines of the dungeon.

Tactics: NA

Treasure: 143 arrows and 6 spears can be found with a cursory inspection of this room.

EL: NA

Scaling: NA