

The Island Of The Wizard Meru

General Notes

Ancient Neridia

Neridia was an island empire that was to the east. It was very evil and worshiped a variety of demon gods.

The Orders Of The Star – White, Silver and Black

White – Dedicated to using magic to help others

Silver - Dedicated to the pursuit of magical knowledge for its own sake.

Black – Dedicated to using magic to gain power.

Opening Script

You wake up strapped to a metal table. You are in 25' x 25' room. There is a small cart on your left side that has lots of nasty-looking sharp pointy instruments on it. You hear some noises from your right. Looking over there, you see two chickens in a wire cage, and a small pig in a pen next to them. If you crane your head and look between your feet, you can see a set of double doors about 15 feet away from you.

Suddenly, the double doors open. A tall, thin man with graying black hair walks through them. He is wearing black silk robe and holds a tall ebony staff in his right hand. On his right hand he wears a silver signet ring with a black five pointed star embedded in it that seems to catch your eye..

The man speaks to you: “Good. I see you are awake. Allow me to introduce myself – my name is Meru. I merely wished to thank you for the help you are about to provide me in expanding the frontiers of human knowledge”.

<Roleplay brief conversation>

Before you can continue, a small figure rushes through the door. It is an ugly looking humanoid dressed in mismatched clothes of various types. It shouts, “Master! Master! Experiment 57a has escaped.”

Meru turns to the goblin and says angrily, “Enki – you fool. What have you done now?” Meru then recollects himself and says calmly, “No matter! I shall deal with it.” and strides majestically out of the room. The small humanoid scurries after him.

About 5 minutes later, you all hear a muffled “boom” and then nothing.

The adventure begins....

Island Key

Area 1 – Goblin Village

8 Huts containing 23 adult goblins, 8 goblets and one 3rd level goblin adept. 2 small sailed fishing vessels.

Area 2 – Woods

No monsters. A few birds and small animals.

Area 3 – Meru's Lair

Mountain is about 700 feet high. Does not look like a volcano. Entrance is a small hole on the south side about 300 feet up. There is a small footpath leading up to the entrance.

General Dungeon Notes

In the corridors and all of the populated rooms, there are Eternal Flame spells every 20', coming out of the walls.

Moonstone – Refers to rooms without doors, but protected by invisible (1 way actually) force fields. Next to the force field will be a small, shimmering moonstone (worth 50 gp). Removing the stone will lower the force fields and cause the shimmer to go away.

Level 1 – Goblin Guards

There are a total of 18 goblins on this level, serving as Meru's guards and lackeys. They do three 8 hour shifts of 6 goblins each, with the first shift beginning at dawn. They have the trappings of organization, but are not really into it. When the going gets tough, it is every goblin for himself.

This level is not very sanitary. The occasional rat (non-threatening) can be seen scurrying here and there. All of the goblin weapons and armor are of poor quality and will break on an attack roll of 1. Armor will be damaged (-1 to AC) on an opponents attack role of 20.

Each goblin carries 1d6 gold pieces and 3d6 silver pieces.

Room 1 – Entry Chamber

This room has a large gong next to the middle of the west wall.

2 goblins are always stationed here. They are to sound the gong if the place is under attack.

2 Goblins, CR ¼; Small Humanoid; 5'x5'5'; HD 1d8+1; hp 4; Init +1; Spd 30 ft/x4; AC 15(+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1, B&P, x2) or Javelin +1 ranged (1d6-1, P, x2, 30'); SV Fort +2, Ref +1, Will +0; AL NE; Str 8 (-1), Dex 13(+1), Con 11, Int 10, Wis 11, Cha 8(-1); Skills & Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Room 2 – Training Room

This room is probably some sort of training room. It has several reed mats on the floor and a couple of targets along the south wall.

If an alert hasn't been sounded, 4 goblins are in here, working out with weapons.

4 Goblins, CR ¼; Small Humanoid; 5'x5'5'; HD 1d8+1; hp 4; Init +1; Spd 30 ft/x4; AC 15(+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1, B&P, x2) or Javelin +1 ranged (1d6-1, P, x2, 30'); SV Fort +2, Ref +1, Will +0; AL NE; Str 8 (-1), Dex 13(+1), Con 11, Int 10, Wis 11, Cha 8(-1); Skills & Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Room 3 – Latrine

This is a really foul smelling room – it is apparently some sort of latrine.

Other than goblin excrement and other such disgusting stuff, this room is empty.

Room 4 – Storage Room

This appears to be a storage room. It has six barrels and four wooden crates in it, as well as some shelves along the west wall. The shelves appear to be covered with apparel of some kind.

The shelves has some blankets and goblin clothing. 2 barrels contain cheap ale, 1 contains salted fish, 1 has flour in it. 2 barrels are empty. One of the crates has a small box with salt in it. The other three crates contain vegetables.

Room 5- Goblin Barracks

There are twelve wooden beds in this room, too small for humans to use. There is a dresser in the southwest corner and two chests against the west wall in the southwest corner.

Normally, 6 goblins will be asleep in here, except during a shift change. Their weapons and armor are usually left next to their bed.

One chest contains 200 gold pieces. The other contains 2000 silver pieces. Underneath an obvious false bottom (no roll needed to spot) in the first chest is a *Potion Of Cure Light Wounds*.

6 Goblins, CR ¼; Small Humanoid; 5'x5'5"; HD 1d8+1; hp 4; Init +1; Spd 30 ft/x4; AC 12(+1 size, +1 Dex); Atk Morningstar +1 melee (1d8-1, B&P, x2) or Javelin +1 ranged (1d6-1, P, x2, 30'); SV Fort +2, Ref +1, Will +0; AL NE; Str 8(-1), Dex 13(+1), Con 11, Int 10, Wis 11, Cha 8(-1); Skills & Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

If the goblins have time to put on their armor, they will be at AC 15, like the rest.

Room 6 – Armory

This room appears to be some sort of armory. There are weapons racks against the east wall, containing morningstars and short spears. There are two barrels along the south wall containing javelins. A pile of leather is in the southeast corner of the room.

The pile of leather is actually ½ dozen suits of small studded leather armor. There are 4 morning stars, 11 short spears and 4 dozen javelins. All are of standard goblin quality.

Room 7 – Spiders' Lair

There is a large mass of cobwebs in the southwest corner of the ceiling. A couple of small black shapes can be seen scuttling around in the webbing. A small pile of bones may be found on the floor beneath the webbing.

The spiders know enough not to attack the goblins, who know enough to not walk under the spiders webs. The bones are rat bones.

3 Monstrous Spiders: CR ¼ ; Tiny Vermin ; HD 1/2 d8 ; hp 1 ; Init +3 Dex ; Spd 20ft C 10ft; AC 15; ATK Bite +5 melee ; DAM Bite 1d3-4 and poison ; 2 1/2 ft. by 2 1/2 ft./0 ft. ; SA Poison, web ; SQ Vermin ; SV - Fort 2, Ref 3, Wil 0; Str 1, Dex 17 , Con 10, Int - , Wis 10 , Cha 2

Skills/Feats:

Climb +8, Hide +18, Jump -4, Spot +7**

Weapon Finesse (bite)

Poison (Ex): *A monstrous scorpion that successfully bites another creature causes Bite damage 1d3-4 and poison, Fortitude save (DC 11); initial and secondary damage 1d2 temporary Strength.*

Web (Ex): *Monstrous spiders often wait in their webs or trees, then slowly lower themselves silently on silk strands and leap onto their prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.*

Room 8 – Fountain Room

There are a couple of fountains in the niche against the west wall. Other than that, the room is empty.

This is the goblins water source. It is a little brackish, but drinkable. It is very cold.

Room 9 – Recreation Room

The purpose of this room is not apparent. This room contains a couple of crude wooden tables and some chairs. There are some wide benches against the east and west walls. There are some knuckle bones under one of the benches

The room appears empty.

The room is, in fact, empty.

Room 10 – Mist Room

This room is filled floor to ceiling with a grayish mist. Visibility is only 3 to 4 feet.

There are normally no occupants, though it is a favorite goblin ambush site.

Room 11 – Watch goblin outpost.

This 20' by 20' room is bare of furnishing. A spiral stairway leads down.

2 goblins are always stationed here.

2 Goblins, CR ¼; Small Humanoid; 5'x5'5"; HD 1d8+1; hp 4; Init +1; Spd 30 ft/x4; AC 15(+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1, B&P, x2) or Javelin +1 ranged (1d6-1, P, x2, 30'); SV Fort +2, Ref +1, Will +0; AL NE; Str 8 (-1), Dex 13(+1), Con 11, Int 10, Wis 11, Cha 8(-1); Skills & Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Room 12 – Goblin Dining Room

This room has a table and a couple of benches. Rubbish and rotten food lie on the floor. A couple of rats scurry away as the party enters.

If there is not an alert on, 4 goblins are sitting at the table eating crude black bread and some unsavory rat stew, and arguing loudly.

4 Goblins, CR ¼; Small Humanoid; 5'x5'5"; HD 1d8+1; hp 4; Init +1; Spd 30 ft/x4; AC 15(+1 size, +1 Dex, +3 studded leather); Atk Morningstar +1 melee (1d8-1, B&P, x2) or Javelin +1 ranged (1d6-1, P, x2, 30'); SV Fort +2, Ref +1, Will +0; AL NE; Str 8 (-1), Dex 13(+1), Con 11, Int 10, Wis 11, Cha 8(-1); Skills & Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness

Room 13 – Goblin Kitchen

This room appears to be a kitchen. Various foodstuffs and some crude cooking implements are here. There is a small cooking pit against the south wall which vents through some slits in the ceiling. A fire is on it the pit, and a copper pot is simmering away over it.

The copper pot contains rat stew, a goblin delicacy.

Room 14 – Hidden Room

This room appears not to have been entered in a long time. It covered in a layer of dust that might be a ¼ inch thick. There are several wooden crates stacked along the south wall and some rubble along the east wall, which appears to have collapsed partly.

Crates contained food at one time, but it has long since rotted away. There is some (non-monstrous) green slime inside one crate.

Level 2 – Meru's Lair

Room 1 – Stairs Up

Other than a set of circular stairs heading up, this room appears to be empty.

It is an empty room.

Room 2 – Meru's Bedchamber

This is a rather spartan bedchamber. It has a bed along the north wall, a wardrobe along the east wall, and a small table with 4 chairs in the middle of the room. The furnishings are of high quality, but are rather plain.

There is no “treasure” here. The wardrobe holds half-a-dozen identical black robes made of silk, and several pairs of black boots. The clothing is probably worth a total of 50 gp.

Room 3 - Privy

This room is apparently a privy, but it is spotless. In addition, there is a wooden tub along the south wall and a washstand (with doors underneath) along the north wall. There is a basin of tepid water on the washstand. A metal mirror hangs over the washstand.

Inside the washstand are some mens toiletries: comb, straight razor, etc. of no value.

Room 4 – Holding Cell

This is a bare cell. A dwarf is imprisoned inside.

Rune is held here.

Room 5 – Holding Cell

This is a bare cell. A human is imprisoned inside.

Fher-Brun is held here.

Room 6 – Holding Cell

This is a bare cell. An human is imprisoned inside

Solaris is held here.

Room 7 – Holding Cell

This is a bare cell. A human is imprisoned inside.

Marius is held here.

Room 8 – Holding Cell

This is a bare cell.

Varros Exsector character is held here.

Room 9 – Operating Room

You are strapped to a metal table along the south wall. Along the east wall are a couple of wire cages holding a pig and two chickens. There is a small wheeled cart with what looks to be a whole plethora of knives and other sharp objects.

The master keys to the cells (Rooms 4 through 8, 10 and 11) are on a peg just inside the double doors. Augustus the human rogue is on an operating table when the adventure

begins.

Room 10 – Recovery Room

This room has a single bed in it. The bed has straps to hold someone down.

There is nothing of value in this room.

Room 11 – Temporary Holding Area

This room appears to be an empty cell.

It is an empty cell.

Room 12 – Prisoner Equipment Storage Area

This room has one long wooden table in it, along the south wall. Several shelves are along the north wall. There are piles of equipment on the tables and on the shelves.

The party's equipment is stored here temporarily.

Room 13 – Library

This is a library, and appears relatively undamaged. There a couple of shelves along the east wall with books on them. Along the south wall in east corner is a desk. A small chest near the western side of the north wall.

The desk contains paper and writing materials. There is a note addressed to a “Seraphis,” but it has nothing written on it other than the header.

There is a pit trap in front of the chest. Opening the chest without disarming the trap (you need press down on the left hinge causes the pit to open. Anyone in that square falls in.

Pit Trap (20 Ft. Deep): CR 1. No attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

The books are probably worth 2000 gp. The chest contains a sack with 100 platinum pieces in it, 4 potions of *Cure Light Wounds* and a scroll case. The scroll case contains a divine scroll with one spell on it: *Water Walk* – cast at L6.

Room 14 – Laboratory

This room looks like it might once have been a laboratory. However, it has been severely damaged, perhaps by a large explosion. There are scorch marks on the wall. A shattered table lies against east wall and appears to have been badly burnt. There is a badly burned book in the wreckage of the table also. A cabinet on the south wall has ruptured and the contents destroyed.

Just north of the cabinet is the body of an unusual creature. It has the body of a bear, but where its arms would be are 5 serpents each (total of 10 serpent heads), it also has a large pointed beak about 1' long where it's mouth should be.

Room 15 – Summoning Chamber and Spell Workshop

There are black candles set into scones on the wall every five feet (not lit). There is also a chandelier with about 100 candles hanging from the ceiling. In the southeastern section of the room is a 5' silver pentagram inlaid into the floor.

The room is dark – there is no current light source other than the open door.

This room detects dimly of magic if someone tries. The magic gets stronger near the pentagram.

Room 16 – Stairs Down

There is a large gouge out of the west wall. Other than that, the only thing that seems to be here is a stairway down.

The room is empty. Experiment 57a gouged the wall with its beak.

Room 17 – Enki's Room

This is a neatly furnished bedchamber. There is a small bed against the south wall and a closet against the west wall.

Enki is here, hiding under the bed. He has no treasure.

Room 18 – Storage Area

This room has several wooden crates and three barrels in it. There are a few shelves on the north wall.

One of the barrels has two masterwork longswords in it. There are blankets and linens on the shelves. The crates contain strange rocks, some with fossils, various types of dirt and some herbs. Value might be 100 gp for the lot, but it weighs several hundred pounds..

Room 19 – Dining Room

This room has a small table with four chairs around it. The table is covered with a red cloth. There is a wheeled cart in the northeast corner.

Nothing else is in the room.

Room 20 – Kitchen

This is a kitchen. Lots of pans and cutlery. What did you expect.

There is a silver service worth about 20 gp.

Room 21 – Pantry

Pantry – lots of food here. Good quality, fresh, but nothing really special.

Enough food here to feed the party for a week.

Level 3 – Experiment Holding Level

Room 1 – Stairs Up.

Other than the stairs up, this room is empty.

Empty.

Room 2 – Cathouse (Moonstone)

This room is fairly spacious. The far side is not lit by the everburning lights and so is fairly dark. There appear to be furs mounded up in the far room. 3 human-sized creatures are in here. While they are bipedal, they seem more like cats than men. All have very black fur. The largest one is wearing a necklace with some clear gems on it.

3 cat-men (2 male, 1 female) CR 1; Medium Animal ; HD 2d8+4 ; hp 13 ; Init +2 ; Spd 30ft; AC 15; ATK Bite +2 melee, 2 Claws -2 melee ; DAM Bite 1d6+1, claw 1d4 ; 5 ft. by 5 ft./5 ft. ; SA Trip ; SQ Scent ; SV - Fort +5 , Ref +5 , Wil +1 ; Str 13, Dex 15, Con 14, Int 7, Wis 11, Cha 14

Skills/Feats: Hide +3, Listen +8, Move Silently +6, Spot +2, Low Light Vision

The cat-men are some of Meru's most promising specimens and he treats them well. One of the females is pregnant. The clear gems are worthless glass. They are not hostile unless the party makes them so. They cannot speak, but do understand some Common. The furs are not particularly valuable and are the cat mens bedding.

Room 3 – Goblin-Dog (Moonstone)

There is what looks to be a large Great Dane in this room, but it has the head of a dog.

Goblin-Dog. CR ½ ; Medium Animal ; HD 2d8+4 ; hp 13 ; Init +2 ; Spd 50ft; AC 14; ATK Bite +2 melee ; DAM Bite 1d3+1 ; 5 ft. by 5 ft./5 ft. ; SV - Fort +5 , Ref +5 , Wil +1 ; Str 13 , Dex 15 , Con 15 , Int 2 , Wis 12 , Cha 6

Skills/Feats: Hide +3, Listen +2, Move Silently +4, Spot +2

Room 4 – Butcher area.

There is a large metal covered table along the west wall in this room. There are several cleavers and knives hanging from a rack.

Ordinary utensils – of no particular value.

Room 5 – Feed storage

This room has three large troughs in it, almost blocking the doorway. They appear to be filled with grain.

They are filled with grain. It is a little old, as most of the monsters are carnivorous.

Room 6 – Meat Locker

This room appears to be cold – unnaturally so. Ice coats the walls. Large animal carcasses hang from hooks in the ceiling.

The meat is beef. The meat from 8 head of cattle is generally kept here.

Room 7 – Blue circle room

This room has no furnishings. In the middle of the west wall is a 5' blue circle.

It is not paint. The stone was changed color magically a long time ago. The wall is seamless.

Room 8 – Unused room

This room is empty, but it has a strange, slightly fowl smell.

The smell comes from Room 9.

Room 9 - Headless Aviary – (Moonstone)

This room looks like an aviary, but it only contains two birds. They are the two strangest looking birds you have ever seen. They do not seem to have heads. They have 4 large (3' long) wing that are asymmetrically attached, eagle like talons (though smaller), but no head.

The creatures attempt to fly away if attacked. They fly 15'/round and have Blindsight. They have no attacks whatsoever. They have to be fed through their anus, which doubles as a mouth and has small teeth.

Room 10 – Unused Room

There are deep grooves and notches on the floor, but otherwise this room is empty.

There used to (hundreds of years ago) be heavy furniture in this room.

Room 11 – Fungi Forest. (Moonstone)

The floor of this room is covered in peat moss and wood chips. Two large mushrooms block the door on the north side.

Note: only the south door has a moonstone. The regular door has been kept on the north wall, as Meru knows about the northern pit trap. Meru normally doesn't work on plants. These are an exception, shriekers he has enhanced.

Sleep Shrieker: CR ½ ; Medium Plant ; HD 2d8+2; hp 11; Init -5; Spd 0ft S 0ft; AC 13; ATK None; DAM None; 5 ft. by 10 ft./0 ft.; SA Shriek; SQ Plant; SV - Fort 4, Ref 0, Wil -4; Str -, Dex -, Con 13, Int 1, Wis 2, Cha 1

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that the fungus's noise means there is food nearby.

Sleep Spores (Ex): Can emit spores 3x per day in a 10x10 radius. Fortitude Save (DC 12) or fall deeply asleep for 1d6x10 minutes.

Room 12 – Hidden Room

This room doesn't look like it has been opened in centuries. The floor is covered with dust about a ¼ inch thick. There is a wooden weapons rack against the south wall, but there are no weapons in it.

This room actually has nothing of value in it.

Room 13 – Unused Room

This room appears to be empty. There is a brownish stain on the floor against the south wall.

Not blood, just a discoloration in the stone.

Room 14 – Guard room.

There is a weapons rack in this room. In are 4 short spears and 2 halberds.

Room used to store weapons in case the monsters on Level 4 escape and get uppity, i.e. want to come up to this level.

Room 15 –

This room has a circular stairway in it, going down.

Empty.

Room 16 – Snakes Alive! Umm, I mean, Adead! (Moonstone)

A huge snake lies in this room. It is easily twice the length of the room. It does not move.

The snake is 57 feet long and is quite dead. Meru cast a preservation spell on the corpse.

Room 17 – Surprise! Flies! (Moonstone x2)

The floor of this room is covered in filth. There are several branches sticking up out of the floor, with some foot long house flies on them. It looks like the opposite wall has a large mirror on it.

The giant flies begin buzzing around as soon as the gem is pulled from its socket.

10 Giant Flies: CR ½; Small Animal ; HD 1d8+1 ; hp 5 ; Init +2 ; Spd 10ft, Fly 30ft; AC 14; ATK Bite +2 melee ; DAM Bite 1d2 ; 5 ft. by 5 ft./5 ft. ; SA: Disease; SV - Fort +3 , Ref +4 , Wil +0 ; Str 10 , Dex 15 , Con 12 , Int 2 , Wis 10 , Cha 2

Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

There are also two dozen maggots rolling around in the muck, but they are defenseless. This is the larder for the frogmen. There is not actually a mirror in the room. That is just the other moonstone door seen from the inside.

Room 18 – Four Ferocious Fighting Frogmen (Moonstone)

This room is 20' high. There are pillars every 10' supporting the ceiling. There are four five long troughs of water in the room – 2 against the east and west all. As you look in the door, a large frog head pops out of the water

4 giant frogmen. CR 1; Medium Humanoid ; HD 2d8+2; hp 11; Init 0; Spd 30ft S 0ft;

AC 15; ATK 2 claws +2 melee; DAM Claw 1d4+1, 1d6+1; 5 ft. by 5 ft./5 ft.; SA ; SQ ; SV - Fort 1, Ref 3, Wil 0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills/Feats: Balance +4, Jump +25, Swim +15, Multiattack

Jump (Ex): May jump up 20' into combat. +2 to hit on the the jump attacks. (Like a charge, but without the penalty)

Room 19 – What! More cats? (Moonstone)

This room has several large vertical logs that are covered with cloth. There is a large trench (5' wide x 10' long) dug into the floor along the north wall of the east side. The only occupant of this room appears to be a house cat – black fur, white paws, white blotch on chest, size of a bull.

The cat is very friendly and will only fight if cornered. Given have the chance, the party have a new pet.

Giant Housecat: CR 3; Large Animal ; HD 5d8+10 ; hp 32 ; Init +3 ; Spd 40ft; AC 15; ATK 2 claws +7 melee, bite +2 melee ; DAM Claw 1d4+5, bite 1d8+2 ; 5 ft. by 10 ft./5 ft. ; SA Pounce, improved grab, rake 1d4+2 ; SQ Scent ; SV - Fort 6 , Ref 7 , Wil 2 ; Str 21 , Dex 17 , Con 15 , Int 2 , Wis 12 , Cha 14

Skills/Feats: Balance +7, Hide +4, Jump +5, Listen +5, Move Silently +11, Spot +5*

Notes:

Pounce (Ex): If the cat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the cat must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A giant cat that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d4+2 damage each. If the cat pounces on an opponent, it can also rake.

Skills: The giant house cat receives a +4 racial bonus to Balance, Hide, and Move Silently checks.

Room 20 – Worm's Lair. (Moonstone)

This room's floor is covered with loam. You can see several worms wriggling their way to and fro. The worms appear to have wings.

The worms can fly – 10' per round. They are still blind and and are absolutely no danger to the party.

Room 21 – Unused Monster Storage Facility.

This room appears empty.

Empty.

Room 22 – Unused Monster Storage Facility.

This room appears empty.

Empty.

Room 23 – Unused Monster Storage Facility.

This room appears empty.

Empty.

Room 24 – Unused Monster Storage Facility.

This room appears empty.

Empty.

Room 25 – Baa, Baa Dead Sheep (Moonstone)

This room has the floor covered with straw. There is a large sheep laying on the straw, motionless. The strange thing about it is that it has two heads, one at each end.

The sheep is recently dead – it could not adapt to the transformation.

Room 26 – Unused Monster Storage Facility.

This room appears empty.

Empty.

Room 27 – Nut Room

There is a large trough filled with nuts of all kinds in this room. Otherwise it appears empty.

Lots of nuts, not counting the party.

Room 28 – Giant Squirrels Room (Moonstone)

There are a couple of logs in this room, arranged so the 6 foot tall squirrel can perch and climb on them.

Giant Poisonous Squirrel: CR 2; Large Animal ; HD 3d8+6 ; hp 19 ; Init +2 ; Spd 30ft; AC 15; ATK 2 bite +5 melee , claws +0 melee; DAM Bite 1d6+3+poison, claw 1d2+1 ; 5ft by 5ft/5 ft ; SA Pounce, improved grab, rake 1d4+2 ; SA Poison, SQ Scent ; SV - Fort +6, Ref +5, Will +1 , Str 16, Dex 14, Con 16, Int 2, Wis 11, Cha 4
Skills/Feats: Low-Light Vision, Balance +7, Hide +4*, Jump +5, Listen +5, Move Silently +11, Spot +5
Poison (Ex): DC 11, 1d2 Dex Initial Damage, 1d2 Dex Secondary damage

Level 4 – Dangerous Experiment Holding Level

Room 1 – Stairway Up

Other than the stairway up, there is nothing in this room.

Empty.

Room 2 – Stairway Down

This room is incredibly dusty. There is a stairway down here.

Empty.

Room 3 – Zombie Guardroom

6 humans stand here. They are dressed in rags and smell really bad. On a closer inspection they seem to be rotting away.

Meru keeps 6 zombies here in order to prevent the piranhakeets from escaping.

6 Zombies: CR ½; Medium Undead ; HD 2d12+3; hp 16; Init -1; Spd 30ft C 0ft; AC 11; ATK Slam +2 melee; DAM Slam 1d6+1; 5 ft. by 5 ft./5 ft.; SA ; SQ Undead, partial actions only; SV - Fort 0, Ref -1, Wil 3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha -

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Room 4 – Unused Room

This room appears empty

Empty

Room 5 – Unused Room

This room appears empty.

Empty

Room 6 – Unused Room

This room appears empty

Empty

Room 7 – Unused Room

This room appears empty.

Empty.

Room 8 – Invisible Ape (Moonstone)

This room appears empty.

The room actually has an ape that was rendering permanently invisible. It will become visible upon its death. It will not attack unless attacked first or characters bump into it. It

is in the northeast corner of the room.

Invisible Ape: CR 3; Large Animal ; HD 4d8+8; hp 26; Init +2; Spd 30ft C 30ft; AC 14; ATK 2 claws, +9 melee, bite +4 melee; DAM Claw 1d6+5, bite 1d6+2; 5 ft. by 5 ft./5 ft.; SA ; SQ Scent; SV - Fort 6, Ref 6, Wil 2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills/Feats: Climb +18, Listen +6, Spot +6

Invisibility (Ex): +2 attack, opponents get no Dex bonus to AC. See DMG page 78.

Room 9 – Birdcage of Doom (Moonstone)

This room looks like an aviary. Half a dozen or so very tiny green birds fly about the room. Their beaks look a little funny. There is a strange white and brown looking pile in the southeast corner, beneath a tree.

The pile is the remains of a goblin who strayed where he shouldn't. Nothing but bones and some pieces of leather remain. There is another moonstone (50 gp) in his hand.

8 Piranhakeets, Fine Animal: CR ½; ¼ d10; hp 1; Init +2 Dex ; Spd 5ft, 40ft; AC 20; ATK Bite +10 melee; DAM Bite 1; ½ ft by ½ ft/0 ft ; SQ Frenzy, Keen Scent; SV Fort +0, Ref +2, Will +1 ; Str 6, Dex 15, Con 10, Int 1, Wis 12, Cha 2

Piranhakeets attack by swarming an opponent and biting with their razor-sharp teeth.

Once blood is drawn, the entire pack goes into a frenzy attacking twice each round.

Frenzy (Ex): If a Piranhakeet detects blood in the air, it and all Piranhakeets within a 90-foot radius will go into a frenzy as if affected by a haste spell. The frenzied Piranhakeets receive an extra partial action per round for 10 rounds, but do not gain the +4 bonus to AC.

Keen Scent (Ex): A Piranhakeet can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to 500 feet.

Room 10 – Experiment 57a's Lair

There is a hole right outside the entryway that has a shattered moonstone inside it. This room smells really foul. On several walls there are gouges that are 2' to 3' long and several inches thick.

Nothing of value in this room.

Room 11 – Snake-Cats (Moonstone)

This room has a soft rug on the floor. There is a sandbox in one quarter. Half-a-dozen snakes wriggle around the rug. On closer inspection, it is apparent they have the heads of cats.

The Snake-Cats are harmless.

Room 12 – Unused Room

This room appears empty.

Empty.

Room 13 – Walktapussy (Moonstone)

This room is very moist and damp. The only inhabitant appears to be a man with the upper torso of an octopus. It has no arms, 4 tentacles and a wicked looking beak.

The walktapus is the only thing in the room.

***Walktapus**, Medium Magical Aberration: CR 4; Medium Aberration; 3d8+9; hp 22 ; Init +3 Dex ; Spd 20ft; AC 15; ATK Bite +5 melee, 4 tentacles +3 melee; DAM Arms 1d2, bite 1d8 +2; 5 ft. by 5 ft./5 ft. ; SA Improved grab ; SQ Regeneration 1 ; SV - Fort +4, Ref +4, Will +2 ; Str 14, Dex 17, Con 16, Int 1, Wis 12, Cha 2*

Skills/Feats: Hide +15, Listen +5, Spot +5, Multiattack, Weapon Finesse (arms,bite)

***Improved Grab (Ex):** To use this ability, the octopus must hit with its arms attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.*

Room 14 – Unused Room

This room appears empty.

Empty.

Room 15 – Unused Room

This room appears empty.

Empty.

Room 16 – Unused Room (Moonstone)

This room is empty. One of the characters entering the room gets a strange feeling.

That character would have ended up here.

Room 17 – Grain Storage Room

There are several large bins here filled with grain. In addition there are at least two dozen burlap sacks filled with grain.

Chickenfeed

Room 18 – C4 Chicken Coop (Moonstone)

This room looks like a chicken coop. There are at least 2 dozen chickens in this room, sitting on their nests and cackling.

The chickens have AC 14 and HP 2. If killed they explode for 2d6 damage hitting everyone in the adjacent area. Reflex Save DC 12 for half-damage. The eggs are grenade like weapons and will explode for 1d6 points, damaging the target in the actual square hit only. No Save – the target was hit. Reflex Save DC 12 if the egg lands in the square but doesn't hit the target. Saves only take ½ damage.

There are a total of 27 chickens and 23 eggs.

Room 19 – Unused Room

This room appears empty.

Empty.

Room 20 – Snake-Cat's Lair (Moonstone)

This room has several branches lashes together to form a sort of jungle gym type item. In one corner is a large sand-box. The room contains six weird creatures. The head and tail look like a snake, while the body looks like a housecat.

Other than the occupants, the room contains nothing special.

6 Snake-Cats: CR 3; *Tiny Aberration*; HD ½d8 ; hp 2 ; Init +2 ; Spd 30ft C 0ft; AC 14; ATK 2 claws +4 melee, bite -1 melee ; DAM Claw 1d2-4, bite 1d3-4+Poison ; 2 1/2 ft. by 1 1/2 ft./0 ft. ; SA ; SQ ; SV - Fort 2 , Ref 4 , Wil 1 ; Str 3 , Dex 15 , Con 10 , Int 2, Wis 12 , Cha 7

Skills/Feats:Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4 Weapons Finesse (claw, bite)*

Poison (Ex): Bite, Fortitude save (DC 11); initial and secondary damage 1d3 constitution

Room 21 – The Kennel-Kennel

This room is filled with bones, many of which are well gnawed on. Two large two-headed wolves are in the room.

2 Two-Headed Wolves, CR 1, *Wolf*: CR 1; *Medium Animal* ; HD 2d8+4 ; hp 13 ; Init +2 ; Spd 50ft C 0ft; AC 14; ATK 2 Bites +3 melee ; DAM Bite 1d6+1 ; 5 ft. by 5 ft./5 ft. ; SA Trip ; SQ Scent ; SV - Fort 5 , Ref 5 , Wil 1 ; Str 13 , Dex 15 , Con 15 , Int 2 , Wis 12 , Cha 6

Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1, Weapon Finesse*

Note: Due to the two brains, both bites occur without penalty.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity, If the attempt fails, the opponent cannot react to trip the wolf.

Room 22 – Central Junction

A cold breeze blows through this room, but it appears to be empty.

This room is empty.

Room 23 – Unused Room

This room appears empty.

Empty.

Room 24 – Girallon (Moonstone)

It is white and about 8 feet tall. The room has some wood chips covering the floor, but no other furnishings. There is a large four armed gorilla in this room. A sign on the wall next to the entryway say “Control Subject – Very Dangerous.”

This is a test subject that Meru looked at when he first began monster building.

Girallon: CR 5; *Large Beast* ; HD 7d10+14; hp 52; Init +3; Spd 40ft; AC 16; ATK 4 claws +12 melee, bite +7 melee; DAM Claw 1d4+8, bite 1d8+4; 5 ft. by 5 ft./10 ft.; SA Rend 2d4+12; SQ Scent; SV - Fort 7, Ref 8, Wil 3; Str 26, Dex 17, Con 14, Int 3, Wis 12,

Cha 7 Skills/Feats: Climb +16, Move Silently +8, Spot +7

Rend (Ex): A girallon that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+12 points of damage.

Room 25 – Unused Room

This room appears empty.

This room is empty, but scrawled in one corner, rather hard to see is some graffiti in goblin (DC 15 to Spot or Search). The graffiti says “Meru sucks”

Room 26 – Monster Larder

This room is very chilly. Icicles hang from the ceiling. There are quite a few carcasses of meat in the room.

Food enough for the party for two weeks.

Room 27 – Unused Room

This room appears empty.

Empty.

Room 28 – Octo-Rhino's Chamber (Moonstone)

There is a large rhino-like creature lying on the floor here. Instead of one-horn, it has 8, and they are over 6 feet long.

The octo-rhino is dead. Something went wrong recently.

Room 29 – Hidden Armory

This room is heavily covered in dust. There are two weapon racks against the east wall. One contains a dozen morningstars. The other contains a dozen heavy maces.

All of the weapons are over 500 years old and a little rusty (though the dust has to be removed to see this), with the exception of one mace. That appears to be masterwork item and is in pristine condition. The mace is actually a *Heavy Mace +1*

Room 30 – Black Ooze Room

This room is unlit. It room has no furnishing. A black ooze slowly drips from the ceiling and onto the floor.

Harmless. Enki has to clean it up once in a great while.

Room 31 – Unlit Room

This room does not appear to have any furnishings.

Empty.

Room 32 – Unlit Room

This room does not appear to have any furnishings.

Empty.

Room 33 – Unlit Room

This room does not appear to have any furnishings.

Empty.

Room 34 – Trapped Room

This room does not appear to have any furnishings.

The room is empty. The secret door on the west is trapped.

Falling Block Trap, CR 1; +10 melee (2d6), Search (DC 22), Disable Device (DC 22)

The DC is a little higher to spot because the mechanism is linked to the door opening and the fact that the block is well hidden.

Room 35 – Unlit Room

This room does not appear to have any furnishings.

Empty.

Room 36 – Unlit Room

This room does not appear to have any furnishings.

Empty.

Room 37 – Unlit Room

This room does not appear to have any furnishings.

Empty.

Room 38 – Hidden Treasure Chamber

This room is heavily covered in dust. It appears empty except for a small chest against the west wall.

Use to be payroll storage area for the temple. The chest contains a scroll, written in ancient Neridian, which lists the names and amount of pay for about 50 people. The chest contains 1000 sp, 500 gp and 100 pp. The coins are all very old Neridian coins.

Level 5 – Hidden Temple of Asthanetis

All the rooms and corridors on this level are covered heavily in dust.

Room 1 – Stairs Up

The only thing in this room are the stairs up.

Empty.

Room 2 – Storage Room

There is a large pile of crates in the eastern section of the room.

The crates contain rotted blankets and lots of dust.

Room 3 – Storage Room

This room contains half-a-dozen barrels.

The barrels are empty – they used to contain wine.

Room 4 – Empty Room

This room appears empty.

Empty.

Room 5 – Empty Room

This room appears empty.

Empty.

Room 6 – Torture Chamber

This room is full of devices for causing pain: Iron Maiden, Rack, lots of branding irons, fire place, etc.

Just the torture devices, here, no treasure. They are also very rusty and mostly unusable.

Room 7 – Skeleton Lizards Lair

This room is covered with bones. There is a huge skeleton of a reptile with wings in this room.

The skeleton is not animated.

Room 8 – Crypt Part One

This is a long room. There are crypts with open sarcophagi in niches along each wall.

There are skeletons in the niches, dressed in rags.

There is no treasure in the room.

6 Skeletons: CR 1/3; Medium Undead ; HD 1d12; hp 6; Init +5; Spd 30ft S 0ft; AC 13; ATK 2 claws +0 melee; DAM Claw 1d4; 5 ft. by 5 ft./5 ft.; SA ; SQ Undead, immunities; SV - Fort 0, Ref 1, Wil 2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal

organs, they take only half damage from piercing or slashing weapons.

Room 9 – Crypt Part Two

This is a long room. There are crypts with open sarcophagi in niches along each wall. There are skeletons in the niches, dressed in rags.

Inside one of the sarcophagi is a *Wand of Detect Secret Doors* with 4 charges.

6 Skeletons: CR 1/3; Medium Undead ; HD 1d12; hp 6; Init +5; Spd 30ft S 0ft; AC 13; ATK 2 claws +0 melee; DAM Claw 1d4; 5 ft. by 5 ft./5 ft.; SA ; SQ Undead, immunities; SV - Fort 0, Ref 1, Wil 2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Room 10 – High Priests Chamber

This used to be an elaborately furnished bedchamber. At one time, the furnishings would have been worth a fortune. Now they are practically worthless.

There are some gold furnishing that could probably be worth a total of 200 gp when sold. It would take an hour to dig all of them out.

Room 11 – Main Worship Chamber

This looks like some sort of temple or worship hall. There are a large number of benches lined up in rows before a large black altar. The altar has some sort of symbol inlaid in it in silver. There is a skeleton in the middle of the room that has practically fallen into dust.

Behind the seal is a hidden chamber, which contains a clerical scroll – *Protection From Good, Dispel Good* and *Slay Living*. (Written at Level 10)

The seal is trapped.

Contagion Trap, CR 2, Person touching chill, Save vs Fortitude negates (DC 16), Search DC (25), Disable Device (DC 26). Disease is Shakes. Incubation period is one day, Damage is 1d8 Dexterity.

Room 12 – Teleporter

There is a glowing red pentagram in the center of the room.

Anyone entering the pentagram is teleported (with a large *crack* and a whiff of ozone) to the forests north of Adamanthium.

Room 13 – Empty Room

There is some rubble on the floor. The ceiling looks a little unstable.

The room is empty.

Room 14 – Eating Area

This looks like it used to be a dining area. There is a wooden table in the center of the room, but it is almost rotted away. It is surrounded by the remains of several wooden chairs. Nothing else