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Dungeon Crawl Classics #17.5
War of the Witch Queen

by Harley Stroh
AN ADVENTURE FOR CHARACTER LEVELS 7-9

Special Edition For **Dundracon 2006**

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

For as long as intelligent races have inhabited the Northlands, the stinking sinkhole known as the Demesne of Baba Yazoth has drawn wicked villains of every sort. Baba Yazoth belonged to an informal coven of witches whose domain extended the breadth and width of the Northlands. The coven was arranged by rank, the lower ranks belonging to witches of lesser abilities and the thirteenth rank occupied by a creature known only as the Crone. Because only one witch can lay claim to each rank, membership in the coven is highly coveted by spellcasters across the North. Few know what became of Baba Yazoth, and even fewer know what rank she held among the Thirteen, but when the old witch abdicated her place in the coven, it triggered an arcane war amongst some of the mightiest spell-casters in the North. Through a twisted web of treachery, broken alliances, and outright murder, a young sorceress named Kyleth triumphed over more powerful mages and sorcerers, seizing the title of Witch Queen and laying claim to the Demesne of Baba Yazoth. Sent on a mission to slay Kyleth the Witch Queen, the heroes head toward the icy reaches of the Northlands...

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d20 system

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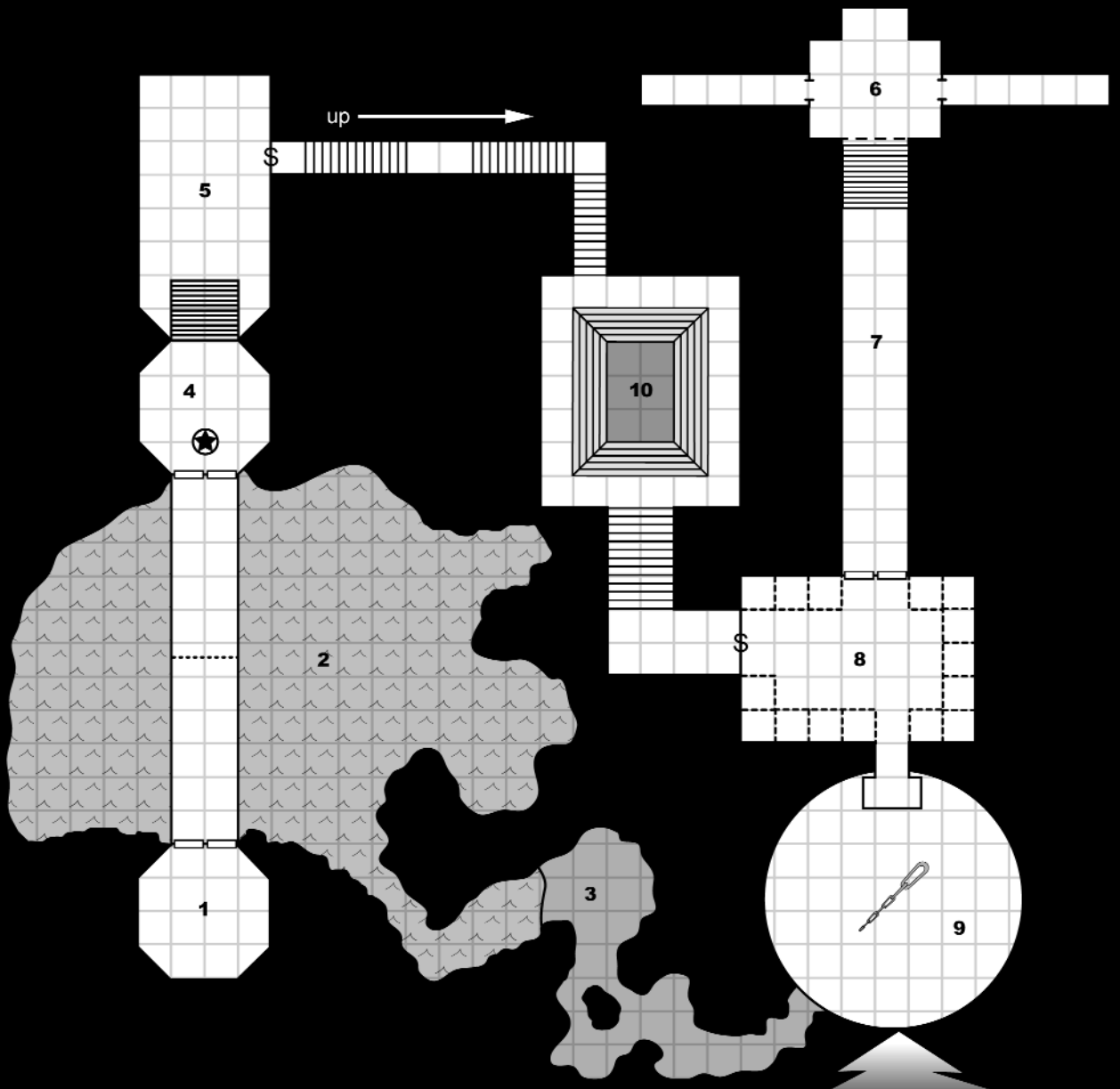
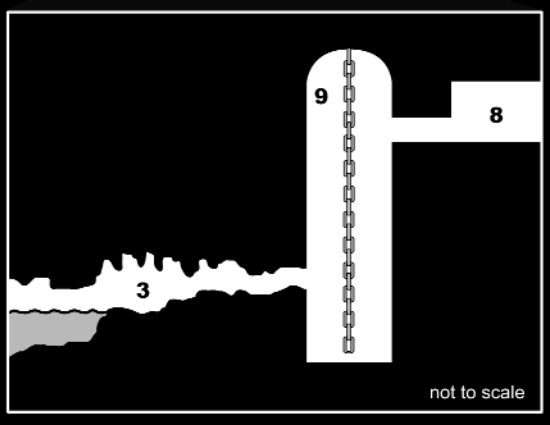
Level 1: The Demesne of Baba Yazoth

Level 2: Dungeons of the Witch Queen



side view



Key

= chain hanging down into pit

= 5 ft.

Dungeon Crawl Classics #17.5
War of the Witch Queen

By Harley Stroh
AN ADVENTURE FOR CHARACTER LEVELS 7-9

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Dedicated to Keith Parkinson, 1958-2005.

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Introduction

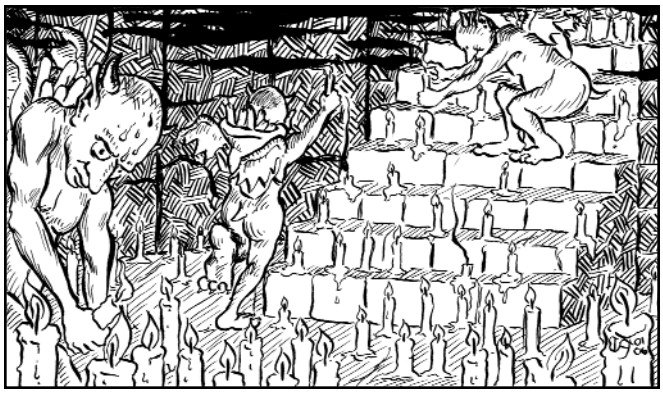
Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

War of the Witch Queen is designed for four to six character of 7th to 9th level, with a total of 35-54 total character levels between party members. While the characters can be of any basic character class, the adventure was designed for a well-balanced party. Hardy warriors, quick rogues, devout clerics and sagacious mages will all find their skills in high demand throughout the adventure. Sorcerers will face the greatest tests and rewards, and a party without a sorcerer may miss out on certain dramatic aspects of the adventure. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play and adapt the adventure to parties without sorcerers.

War of the Witch Queen is a complete, stand-alone adventure, but can also be played as a sequel to DCC #17: Legacy of the Savage Kings.

Adventure Summary

Sent on a mission to slay Kyleth the Witch Queen, the heroes head toward the icy reaches of the Northlands. There, in the heart of the foul moors, is the Demesne of Baba Yazoth, a foul sinkhole that has been home to wickedness since the dawn of time. Guarded by bugbear huntsmen and their troll "hound," the sinkhole conceals a witch's lair hidden in the rotten heart of a dead ashwood tree. Investigating the lair, the heroes discover a phantom fortune teller, a pair of portals and a massive stone seal. In order to pass the seal, the heroes must venture through the portals, encountering weird artifacts and overcoming the Witch Queen's fell guardians to recover the *Snake Staff of Baba Yazoth*. Opening the seal, the heroes descend into the heart of the lair, where they encounter the Witch Queen herself.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps or NPCs that can be found in the encounter. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	4	T	*Symbol of pain* trap	5
1-2	4	C	Troll "hound" 3 bugbear huntsmen, Rog1	7
1-2A	5	T	Pit trap	1
1-4	5	C	8 bugbear Rog1	8
1-5	5	P/C	Baba Yazoth's Hut *The Forlorn Maid*, spectre	7
2-2	8	T/C	Bridge trap Elder Choloth	11
2-4	9	C	Flesh golem	7
2-6	11	T	Tar pit trap	8
2-8	11	C	*Amokra*, medusa Ftr1	8
2-9	12	C	16 Lost Ones	8
2-10	13	P/C	3 quasits Bone devil	10
3-1	15	T	*Phantasmal killer* trap	5
3-2	15	T	Hall of thorns trap	6
3-3	15	T	Crimson descent trap	8
3-4	15	T/C	Exploding coffin trap Night hag	10
3-5	16	T/C	*The Witch Queen* 8 dretches Acid trap	12

Scaling Information

War of the Witch Queen is designed for 4-6 character of 7th-9th level, but it can be easily modified for parties of different sizes or levels.

The third act of the dungeon severely tests the resolve and courage of sorcerers. If the party does not include a sorcerer, change the focus instead to wizards. See page 14 for further details on the dramatic final level of the adventure.

With this in mind consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 7th level): Allow the PCs to hire 1-2 5th-level fighter henchmen; decrease the DC of all traps by 3; reduce the hit dice of the Elder Choloth in area 2-2 by 4; remove Amokra's fighter level in area 2-8; reduce Kyleth's powers to that of a 9th level sorcerer.

Stronger parties (7 or more characters, or higher than 9th level): Double the number or trolls and bugbears in areas 1-2 and 1-4; advance the Elder Choloth by 4 hit dice; increase Amokra's fighter levels by 4; increase the hit dice of the lost ones by +2; advance the dretches in area 3-5 to 4 HD demons, and increase Kyleth's sorcerer levels by +2.

Getting the Players Involved

The adventure begins with the characters in the Wastes of Zamon, in the furthest reaches of the Northlands. The adventurers, having defeated Kyleth in Legacy of the Savage Kings, have come to put the Witch Queen to rest, once and for all. If your PCs haven't played DCC #17: Legacy of the Savage Kings, use one of the following plot hooks to get the characters started:

- The party's wizard or rogue is approached by a masked wizard, a member of the shadowy cabal known as the Ordo Arcana. The PCs are recruited to recover an infernal artifact known as the *Crown of the Sett.* In return for this item, the Ordo Arcana is prepared to offer a *ring of wishes* (1 *wish* remaining).
- The party's cleric or paladin is summoned before the head of the church. The Witch Queen, once thought dead, has returned to haunt the Northlands. The PCs are sent on a quest to defeat Kyleth, ridding the world of the Witch Queen.
- One of the PC's family members is kidnapped by bugbears sent by the Witch Queen. The heroes chase the slavers north to the Wastes of Zamon, and the Demesne of Baba Yazoth.

GM Preparation

Much of the adventure hinges on the outcome of the spectre fortune teller in area 1-5. But if PCs don't participate in the fortune-telling, GMs must determine the outcome of the cards themselves, applying these outcomes to the remainder of the adventure.

This can be done by dealing three cards from the *Deck of Fates*, as detailed in area 1-5, or by simply selecting the GM's preferred result for the location of the *Snake Staff of Baba Yazoth* and fortunes of the Demesne. GMs should refer to area 1-5 for more information.

Background Story

For as long as intelligent races have inhabited the Northlands, the stinking sinkhole known as the Demesne of Baba Yazoth has drawn wicked villains of every sort. The sump carries the name of the first witch to tame its fell beasts and weird magics. Baba Yazoth built her lair inside the stump of an ancient ashwood tree, and created magical portals to enlarge her lair and isolate the inhabitants (and often prisoners). Baba Yazoth embodied of the worst aspects of witchcraft, working against the rulers of the Northlands with a passionate, malignant glee.

The Thirteen, and the War of the Witch Queen

Baba Yazoth belonged to an informal coven of witches whose domain extended the breadth and width of the Northlands. The coven was arranged by rank, the lower ranks belonging to witches of lesser abilities and the thirteenth rank occupied by a creature known only as the Crone, a witch whose powers shame those of even the infamous Baba Yazoth. Sages theorize that the powers of the Thirteen are derived from a mystical tie to the land itself, for even the lowliest of the Thirteen displays powers and eldritch mastery far beyond the ken of usual witches and sorcerers. Because only one witch can lay claim to each rank, membership in the coven is highly coveted by spellcasters across the North.

Few know what became of Baba Yazoth, and even fewer know what rank she held among the Thirteen, but when the old witch abdicated her place in the coven, it triggered an arcane war amongst some of the mightiest spellcasters in the North. By spell and deceit, the mages and sorcerers fought one another for the right to claim Baba Yazoth's Demesne. Through a twisted web of treachery, broken alliances, and outright murder, a young sorceress named Kyleth triumphed over more powerful mages and sorcerers, seizing the title of Witch Queen.

The adventure begins in the aftermath of the war. The young Witch Queen's place in the coven and her hold over the Demesne remain tenuous. Forces of good and evil alike see the opportunity to strike the last blow of the war, dethrone Kyleth, and liberate the North from the threat of the Witch Queen.

Player Beginning

The frigid air gives way to clouds of hot steam that stink of sulfur and rot. Before you, shrouded in thick mists, stretches a fetid sinkhole feared throughout the Northlands as a place of wickedness and evil: the Demesne of Baba Yagoth.

A narrow, natural stone staircase winds down into the heart of the steaming sinkhole. To either side stand the crumbling the walls of the sump, threatening to collapse into the boiling waters below. Somewhere within this forsaken well lurks the goal of your quest: Kyleth, the Witch Queen.

Level 1: The Demesne of Baba Yazoth

The sinkhole is a pit 60 feet below the surrounding moors. The walls of the sump are weak and ready to collapse; if a square adjacent to a wall is weighted with more than 20 pounds, the square and the 3 adjacent squares collapse, tumbling into the sump. PCs can leap to safety with a DC 15 Reflex save. Otherwise, the heroes plummet into the sump, taking 4d6 points of falling damage, and are the targets of falling rocks and mud: Atk +12 melee (2d6, rocks); multiple targets (all targets in two adjacent 5-ft. squares).

The sinkhole is continually ensnared by thick mists that obscure all sight, including darkvision, beyond 30 feet. Creatures 30 feet away have total concealment and attacks against them have a 20% miss chance. The mist obscures the sun; creatures with sensitivity to light do not suffer any of the usual ill effects.

The mists are fed by pools of sulfuric hot springs (area 1-3). The waters are hot to the touch, inflicting 1d4 points of heat damage to anyone immersed in them. The "land" at the base of the sump is accreted from thousands of year of mineral deposits. Those investigating the pools will discover that this accretion is nothing more than a crust atop a single massive pool. The crust ranges between 10 to 30 ft. in thickness; more importantly, it allows creatures to emerge from different pools. See area 1-3 for more information on the fell creatures that take advantage of this setting.

Areas of the Map

Area 1-1 – Stairs of Madness and Pain (EL 5): Read or paraphrase the following:

> *Slick stone steps descend into the swirling mists below. To either side of the steps, staves have been set up to mark the trail. The head of each totem-stave is carved to resemble a humanoid face frozen in pain and terror.*
>
> *A howl drifts up though the mists, echoing off the walls of the sump.*

A total of 6 totem-staves are placed along the stairs, three on each side. Each is enchanted with a *magic mouth*; if a humanoid comes within 10 feet of a totem-staff, the face begins to gibber and cackle softly. The gibbering increases in volume after the first round, rising to a maddening scream, alerting the huntsmen and their hound (see area 1-2). The staves can be dispelled (DC 20) or destroyed (hardness 5, hp 5).

Halfway down the stairway, a *symbol of pain* is inscribed upon the steps. Those reading or passing over the *symbol* must succeed on a DC 19 Fortitude save or suffer wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks.

***Symbol of pain* trap:** CR 5; magic device; touch trigger; no reset; spell effect (*symbol of pain*, 9th-level wizard); Search DC 30; Disable Device DC 30.

Area 1-2 – The Hunt (EL 7): Read or paraphrase the following:

> *The floor of the sinkhole is comprised of rotting topsoil interrupted by patches of slick, yellowed stone. The air is thick with humidity and the reek of sulfur. Thick mists swirl about you on every side.*

A troll "hound" and his three bugbear "huntsmen" wait at in this area. If the PCs failed to silence the *magic mouths* in area 1-1, the troll and his bugbear keepers are waiting for them in the mists. If the heroes succeeded in silencing the alarms, it takes the bugbears 1d6+10 rounds to realize that the Demesne has been breached.

The "hound" is a massive troll with charcoal black skin. Plates of rusted armor have been bolted through the beast's body and allowed to heal over, creating a disgusting mix of scarred troll flesh and metal bands approximating banded mail armor. The beast wears masterwork gauntlets with rusted blades resembling long, foul fingernails.

Tactics: The bugbears turn the troll loose to charge the PCs, then make ranged sneak attacks through the mist with their crossbows. The hound fights to the death, but if the huntsmen are near defeat, they withdraw to alert their brother in area 1-4, luring the PCs into the scattered pits (area 1-2A).

The Hound, Troll: CR 5; Large Giant; HD 6d8+36; hp 71; Init +2; Spd 30 ft.; AC 22, touch 11, flat-footed 20; Base Atk +4; Grp +14; Atk Claw +10 melee (1d8+6); Full Atk 2 claws +10 melee (1d8+6) and bite +4 melee (1d6+3); SA Rend 2d8+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; Space/Reach 10 ft./10 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 5, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

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

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+9 points of damage.

Possessions: Bolted banded mail, masterwork claws.

Bugbear "Huntsmen," Rog1 (3): CR 3; Medium Humanoid; HD 3d8+1d6+12; hp 31 each; Init +2; Spd

30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +6; Atk/Full Atk Morningstar +7 melee (1d8+4) or crossbow +4 ranged (1d10/19-20); SQ darkvision 60 feet, sneak attack +1d6, trapfinding; AL LE; SV Fort +4, Ref +7, Will 0; Str 19, Dex 14, Con 16, Int 13, Wis 9, Cha 8.

Skills and Feats: Balance +4, Climb +11, Hide +11, Intimidate +2, Jump +6, Listen +6, Move Silently +15, Search +8, Sense Motive +3, Spot +6, Swim +6, Use Rope +4; Alertness, Stealthy, Weapon Focus (morningstar).

Possessions: Heavy crossbow, quiver and 20 bolts, morningstar, shield (light wooden), studded leather armor, 1d20 gp.

Area 1-2A – Pit Trap (EL 1): If PCs enter a square with a pit, read or paraphrase the following:

The reek of sulfur fills your senses as the rotting ground opens up beneath you like a hungry maw!

The pits are holes dug into the sump, covered with moss, reeds and loam. The pits are 20 feet deep and open to the mammoth hot springs beneath the sump. Anyone falling into a pit takes no falling damage, but suffers 1d4 points of heat damage for every round spent in the waters. Those plunging into the waters must make immediate Swim checks to stay afloat.

A hero can avoid the pit with a DC 20 Reflex save, catching hold of the lip of the pit or a root, and pulling herself to safety. The walls of the pits are slick, making climbing difficult (Climb DC 20).

The hound and huntsmen (of area 1-2) are aware of the locations of the pits.

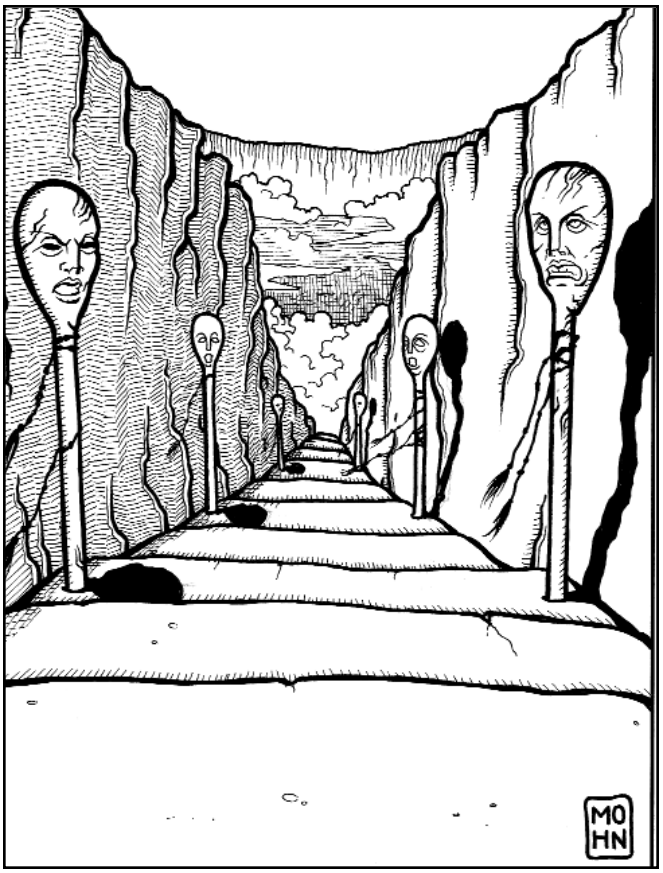
Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep into water (no falling damage); hot spring water (1d4 heat damage per round of immersion); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

Area 1-3 – Burning Lake: Read or paraphrase the following:

The boiling pool rolls with heat, the steam stinking of sulfur and brimstone. A patina of yellow scum dances about on the surface of the pool, forming a thin crust where it is allowed to cool.

The waters are hot to the touch, inflicting 1d4 points of heat damage to those immersed in them. Thirty feet below the surface, the pools form a single mammoth hot spring that is another 200 feet deep.

Treasure: Northlanders have been sacrificing treasure to the lair of Baba Yazoth for centuries. Scattered about the base of the pool (230 feet below the surface) are 23,503 sp, 690 gp, a *pearl of power* (2nd-level spell), *gauntlets of ogre power*, and a suit of *+2 rhino hide armor.*



Area 1-4 – Bugbear Stockade (EL 8): Read or paraphrase the following:

A crude stockade emerges from the mist. Roughly circular in shape, the walls are made of sharpened stakes and logs roughly 6 feet high. A fire crackles within, and you can hear guttural grunts and growls inside.

The stockade is home to bugbear raiders, slavers that Kyleth uses to keep her laboratory well stocked and her monsters fed. The henchbeasts are terrified of the giant squids that sometimes emerge from the hot springs, and only venture forth from the stockade on her orders.

A DC 15 Listen check identifies the sound of goblinoid speech; those able to speak Goblin are able to discern that there are between 5 and 10 bugbears inside the stockade arguing over mutton. A DC 15 Spot check notices 4 bugbears peering over the top of the wall, and through holes in the crude wall.

Presently there are 4 raiders resting about the fire, in addition to the 4 sentries at the wall. Those on guard are fully armed and armored, and at the first sign of PCs they shout for their companions to take up arms.

It takes the resting bugbears 5 rounds to hastily don their armor. If the bugbears are unable to don their armor before entering combat, their armor class values drop to AC 15, touch 12, flat-footed 13.

Treasure: At the back of the stockade is a crude

wooden shed. Inside the shed are two barrels holding 10 days worth of salted mutton, a cask of cheap wine, and a coffer containing 253 gp. Buried in the muddy wall behind the shack (Search DC 19) is an iron ring adorned with the sigil of a bull and tied to a leather strap – a *ring of the ram*.

Bugbear Raider, Rog1 (8): CR 3; Medium Humanoid; HD 3d8+1d6+12; hp 31 each; Init +2; Spd 30 feet; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +6; Atk/Full Atk Morningstar +7 melee (1d8+4) or crossbow +4 ranged (1d10/19-20); SQ darkvision 60 feet, sneak attack +1d6, trapfinding; AL LE; SV Fort +4, Ref +7, Will 0; Str 19, Dex 14, Con 16, Int 13, Wis 9, Cha 8.

Skills and Feats: Balance +4, Climb +11, Hide +11, Intimidate +2, Jump +6, Listen +6, Move Silently +15, Search +8, Sense Motive +3, Spot +6, Swim +6, Use Rope +4; Alertness, Stealthy, Weapon Focus (morningstar).

Possessions: Heavy crossbow, quiver and 20 bolts, morningstar, shield (light wooden), studded leather armor, 1d20 gp.

Stockade Wall: Thickness 6 in.; Hardness 5; hp 60; Break DC 20; Climb DC 15.

Reinforced Gate: Thickness 10 in.; Hardness 25; hp 80; Break DC 25; Climb DC 15.

Area 1-5 – Baba Yazoth's Hut (EL 7): Read or paraphrase the following:

The winding stairs rise to the stump of a once mighty tree. The stump is over twenty feet across – in life the tree must have stretched hundreds of feet into the air. Now the stump ends a mere thirty feet from the ground. Time-worn branches extend like frozen limbs, and signs of rot and beetle-kill ring the woody giant.

A small portal is bored into the side of the stump, covered by a tattered, soiled blanket. The air is still, as if waiting in baited anticipation.

Nothing will accost the PCs as they approach the stump-hut. Even if the PCs are fleeing the huntsmen, the monsters desist from their attacks out of fear of the Witch Queen's wrath.

When PCs investigate the hut, read or paraphrase the following:

The inside of the hollowed trunk is a small hut, soiled black with soot and grease. A trio of torches rest in sconces, casting a flickering light about the room. Rickety shelves line the walls, laden with shrunken heads, jars of eyeballs, collections of fangs and teeth, and bleached bones. At the far end of the chamber an iron cauldron hangs over a smoldering fire, tendrils of green mist seething from the milky-white brew, and tall curtains hang beside the fireplace. In the center of the hut stand a rough-hewn table and two worn chairs.

Call for the PCs' actions. After three rounds, read or paraphrase the following:

A thick mist swirls about the floor. The mist slowly coalesces into a human form, seated at the table. Her features quickly come into focus: a young maiden, with raven-black hair and a tattered dress. She shuffles a deck of cards in her long, thin hands.

The maiden stares at you. You notice to your horror that her eyes have been sewn shut with thick black thread and her throat has been slit from ear to ear. She motions for you to sit and a deathly chill fills the room.

The forlorn maid is a spectre forced by Kyleth to guard the hut and its portals. The spectre bears a burning enmity towards the Witch Queen and obeys the letter of the command, all the while seeking to subvert Kyleth's power. The forlorn maid attempts to pass along information to the heroes before attacking them. The specter does this by reading the PCs their fortune.

Remove the 12 cards and form a deck from them. (See page 22 for the card handouts.) Ask one player to shuffle the deck, then deal the first card face down and read the following text:

The forlorn maid speaks with a raspy voice, clutching the wound at her throat. "The Witch Queen cannot be challenged lightly. This card reveals a weapon of great power, the key to hidden delves."

This card determines the area where the *Staff of Baba Yazoth* is hidden. Turn the card over, reading the appropriate text according to the card's primary suit:

Skull Suit: Area 2-10. *"The might of the Mother Hag rests with her devil-sire. Beware the hidden beast."*

Snake Suit: Area 2-8. *"Hag all, all hag. The Lady of the Snakes has that which you seek."*

Wyrm Suit: Area 2-4. *"The Mother Hag keeps her secrets, see? Entombed in stone eternally."*

Deal the second card face down and read the following text:

"Fate is not ours to choose, and we are cast about at its whimsy. This card tells of weakness and... strength, for those wise enough to recognize it."

This card determines the fortunes of the PCs. Turn the card over, reading the appropriate text according to the card's icon:

Sword Icon: For the duration of the adventure, every natural 20 rolled on an attack results in a critical hit. This applies to both PCs and monsters. *"Courage is your strength and your folly! Those who conquer by the sword must die by its fickle blade."*

Gems Icon: Double the amount of non-magical treasure found by PCs during the course of the adventure; increase the hit points of every opponent on level 2 by +20 hp. *"Great wealth will be yours, but you will pay for it in blood."*

Trees Icon: Double the experience rewarded during the course of the adventure. All *cure* spells cast during the adventure have a 33% chance of failure. *"The Gods themselves forsake you! But what might be gained in this coming darkness? Such lessons come at a terrible price."*

Shields Icon: For the duration of the adventure, any natural 1 rolled on an attack results in the weapon breaking in the blow. Increase the magical bonus of the weapons found in area 2-2 by +1. *"A horrid curse upon you and yours. Pits and worms! Weakness steals into your arms. Strike and surrender in the striking!"*

Deal the final card face down and read the following text:

> *"This card determines your fate, woven by the three Sisters and obscured by the mists of time. Part the curtain if you dare."*

Turn over the final card. Regardless of the result, the forlorn maid lets out a tortured wail, her eyelids tearing free of the black stitches to reveal bloody sockets filled with maggots. The room's torches go out, plunging the hut into darkness, and the spectre attacks. While in the hut, the spectre receives an additional +2 bonus to her turn resistance.

Baba Yazoth's Portals: Two floor-to-ceiling curtains flank the fireplace at the back of the room. Behind each tattered, moth-eaten curtain stands a flat, opaque doorway of black obsidian. Touching the portal sends crackles of blue lighting scrolling across its surface, transforming the obsidian to blackness, allowing a PC to pass.

PCs stepping through the west portal are instantly *teleported* to area 2-1. PCs stepping through the north portal are instantly *teleported* to area 2-6. Note that in both cases the portals are one-way only. The PCs cannot retrace their steps and will need to find a different means of escape.

A third exit – a hidden vault – sits in the floor of the hut beneath several inches of dirt, ashes and grime. The portal can be found on a DC 17 Search check. Fully 10 ft. across, the vault is sealed by an enormous stone cap. The seal is inscribed with hundreds of glowing sigils and runes. In the center of the seal is the hollow imprint of a 6 ft. long winding snake. The seal cannot be broken, opened, or bypassed by any force short of divine intervention. Any attempt to damage the seal causes the sigils to flair brightly, reflecting the damage back on the attacker.

If the *Snake Staff of Baba Yazoth* is placed in the hollow, the sigils dim to a soft glimmer, and the cap slides away to reveal a vertical pipe descending 500 ft. into darkness, leading to area 3-1. This passage is extra-dimensional, and cannot be entered from the lake beneath the sump.

Treasure: The 12 cards held by the spectre are part of a 72-card deck, a fabled artifact known as the *Deck of Fates*. The remaining cards are scattered in treasure troves about the Northlands, but even the lesser deck can work powerful magics. The deck grants a +1 luck bonus to all saving throws. It also allows the user to cast *augury* 1/day, *divination* 1/week (CL 15th), and *legend lore* 1/month.

The Forlorn Maid, Spectre: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +3; Grp –; Atk/Full Atk Incorporeal touch +6 melee (1d8 plus energy drain); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Level 2: Dungeons of the Witch Queen

Stepping through the portals in area 1-5 *teleports* PCs to the dungeons of Witch Queen. Both portals are one-way; PCs entering through the portal in area 2-1 must leave by the portal in area 2-6, and those entering through the portal in area 2-6 must leave through the portal in area 2-1. Furthermore, the walls, ceiling and floors of the dungeons are bound with lead-laced mortar and protected by power wards. Any attempt to *teleport* in or out of the dungeons has its mishap chance increased by +33%, as per the spell description. A DC 20 Spellcraft check alerts the PCs to this hazard.

Enchanted masonry wall: thickness 2 ft.; Hardness 16; hp 180; Break DC 35.

Strong wooden door: thickness 3 in.; Hardness 5; hp 20; Break DC 23.

Areas of the Map

Area 2-1 – The Long Wait: Read or paraphrase the following:

> *A terrible slaughter has taken place here. The circular, stone room is filled with bones – hundreds upon hundreds of skeletons, piled knee high in their rusting armor and rotting clothes. All of the skeletons are humanoids, draped over one another in some terrible orgy of death.*

Show the players handout A. A DC 15 Heal check determines that very few of the corpses died from violence. A DC 20 Survival check discovers that some of the bones bear the mark of human teeth. Astute PCs may correctly surmise that corpses belong to adventurers who fought off starvation by feeding off the corpses of their dead companions – a curious demise since nothing bars exit to the north.

The answer is that that even the boldest of souls chose to starve to death rather than challenge the Elder Choloth (see area 2-2). Those that did elect to fight the beast, driven by courage or madness, met with quick deaths.

A DC 10 Search turns up an ancient scrap of a scroll. Show the players handout B. Penned on the scroll are the following words:

> *...no escape, no escape! The Beast will take us all in time. It lurks in the shadows waiting. Eternally awake! Eternally patient! The hunger consumes us. We ate poor old Tolo today. My old companion, brother warrior, forgive us! How long have I known him? And now I dine on his flesh, yearning to suck the marrow from his bones. Is Madness next? No escape from above nor beyond. Free me, Lord Death! I shall meet you on the bridge!*

On the back of the scroll is the 3rd-level arcane spell, *tiny hut*.

Scattered about the room are generations worth of treasure collected by scores of fallen adventurers. All of the mundane arms and armor are pitted with rust and rot, rendering them worthless. Scattered about the chamber is 2,300 gp, 510 pp, 80 sp, 490 cp, a suit of *+1 full plate*, a *+1 flaming morningstar*, a suit of *+1 hide armor* fashioned from the skin of a wyvern, an *amulet of natural armor +1,* a silver *ring of protection +1,* a *+1 breastplate* forged to resemble a roaring lion, a *+1 buckler*, a *+1 dagger*, a *wand of acid arrow* (CL 3rd, 15 charges), 6 *+1 arrows*, and a pile of *dust of illusion*, its pouch rotted away decades ago.

Escaping the Dungeons: If PCs have entered this room via the portal in area 1-5, the wall behind them is blank. If they entered the dungeons through area 2-6, an obsidian portal stands on the south wall. Stepping through the wall *teleports* them to area 1-5.

Area 2-2 – The Elder Choloth (EL 11): Read or paraphrase the following:

> *The iron-plated corridor runs fifty feet or so before terminating before a pair of rusted iron doors. The walls are composed entirely of rusty iron bars, each set two feet apart. Darkness makes it impossible to tell what is kept at bay by the bars. The corridor is slick with moisture and a thin film of scum.*

Adventurers will be right to suspect the iron corridor – the hall is actually a bridge over an enormous underground lake. Those finding a way to light the area beyond the bars see the gaping void of a mighty cavern. Beneath, in a lake of steaming water, lurks an enormous writhing, tentacled horror from another age: the Elder Choloth. As PCs advance on to the bridge, the squid attacks with its tentacles, striking through the open bars and distracting PCs from the real danger.

The hall is trapped so that the bridge separates into two 25 ft. halves, forcing the doors on either end of the hall closed, and dumping the PCs into the steaming waters below. The trap is triggered by PCs reaching the center of the hall. Heroes can fling themselves onto the iron bars to escape falling into the water (DC 15 Reflex save) but this leaves them helpless before the Elder Choloth's attacks. Those falling into the water must begin making Swim checks, and take 1d4 points of heat damage for every round spent in the steaming lake.

The bridge resets after 10 rounds. It takes 5 rounds for the halves to rise back into their original position, unlocking the doors. The walls of the cavern are rough and easy to climb (DC 15).

The lake is 60 feet deep. Scattered along the bottom of the lake are the magic items of those who perished

trying to cross the bridge: *+1 heavy steel shield of spell resistance* (13), *+2 bastard sword, bracers of armor +1, +1 studded leather of shadow, +1 holy dagger*, and *boots of elvenkind*. All the mundane items have long since rotted away or dissolved in the hot mineral springs.

Elder Choloth, giant squid: CR 9; Huge Animal (Aquatic); HD 12d8+18; hp 90; Init +3; Spd swim 80 ft.; AC 17, touch 11, flat-footed 14; Base Atk +9; Grp +29; Atk Tentacle +15 melee (1d6+8); Full Atk 10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4); SA Constrict 1d6+8, improved grab; SQ Jet, low-light vision, fire resistance 5; Space/Reach 15 ft./15 ft. (30 ft. with tentacle); AL N; SV Fort +9, Ref +11, Will +5; Str 26, Dex 17, Con 13, Int 4, Wis 12, Cha 2.

Skills and Feats: Listen +10, Spot +11, Swim +16; Alertness, Diehard, Endurance, Toughness (x2).

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Camouflaged Bridge Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (1d4, fall into water); hot spring water (1d4 heat damage per round of immersion); multiple targets (anyone caught on the bridge); Search DC 25; Disable Device DC 17.

Iron Doors: Thickness 2 in.; Hardness 10; hp 60; Break DC 28.

Area 2-3 – Beach of the Forsaken: Read or paraphrase the following:

> *The hot springs end before a small beach. Bleached skeletons are scattered about the sand, their bones crushed and mutilated nearly beyond recognition.*

The Elder Choloth (area 2-2) can reach to the beach, but no further. The bones belong to corpses that washed ashore years ago. Any gear, weapons or armor long since rotted or rusted away.

Area 2-4 – The Statue of the All-Mother (EL 7): Read or paraphrase the following:

> *The octagonal chamber is centered around a large, amorphous form covered by hard yellow mineralization. The hardened, blob-like form is wet with condensation.*

The yellow stone is mineral accretion hardened around a living statue of the fell witch Baba Yazoth. If PCs drew the Wyrm card in area 1-5, the *Snake Staff of Baba Yazoth* (see sidebar) is entombed with the living statue, the tip of the staff piercing the top of the rock.

If a different location for the *Snake Staff* was drawn, the entombed staff is a *staff of fire* with 10 charges remaining.

The staff has to be broken loose into order to free it from the rock. The rock has a hardness of 8, and it takes 30 points of damage to free the staff from the stone. Alternately, the staff can be broken loose with a DC 25 Strength check.

Taking either of these actions sends spider web cracks

Snake Staff of Baba Yazoth

This polished black staff is carved from ebony in the shape of a slithering python. The staff serves as a *+3 quarterstaff*. Additionally, once per day the staff can be commanded to transform into a giant constrictor snake. If the staff is commanded to transform after a successful melee attack, the snake can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. This use costs no charges. If the snake is killed, it reverts back into staff form and cannot be called back into snake form for 30 days.

The staff also allows use of the following spells:

- *Teleport* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Currently the staff has 23 charges remaining. If all of the charges are used up, the staff reverts to a mundane quarterstaff.

Strong transmutation; CL 13th; Craft Staff, *baleful polymorph, disintegrate, polymorph, teleport*; Price 55,000 gp.

throughout the entire rock, releasing the living statue – a mighty flesh golem cast in the shape of an enormous, ancient hag. While resembling the witch mother, the golem has no intelligence and attacks blindly.

Flesh Golem: CR 7; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +15; Atk Slam +10 melee (2d8+5); Full Atk 2 slams +10 melee (2d8+5); SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; Space/Reach 10 ft./10 ft.; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: –

Immunity to Magic (Ex): A flesh 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. A magical attack that deals cold or fire damage *slows* a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Area 2-5 – Laboratory: Read or paraphrase the following:

> *A silent, cobwebbed laboratory stretches out before you. Racks upon racks of flasks, vials and carafes line the walls. Each dusty vessel is half-filled with liquid or powder. In the center of the room is a scarred workbench, stained from years of use. Atop the bench rests a mortar, pestle, a thick black tome, and a single red candle, burned down to a short stub.*

The cover of the tome is marked "Recipes" in Elvish. The tome lists the necessary ingredients to mix literally hundreds of concoctions (some magical, some not). The work is worth 10,000 gp to an alchemist or sage; study of the book eliminates the XP cost for brewing a potion, but doubles the gp expense.

A DC 20 Search check discovers the latch releasing the secret door in the east wall.

The racks of flasks hold liquids and powders of every consistency and color. Some of the contents are light and frothy, others granular or fine; some are opaque, others glow, others sparkle. These are the base ingredients to hundreds of potions. Regrettably, none are marked or labeled.

Taken alone, any of the ingredients has no effect, but if a PC mixes the ingredients (or ingests more than one, thereby mixing them internally) the results are unpredictable and potentially dangerous.

If two or more ingredients are mixed, roll 1d100 and consult the following table for the result:

Roll	Result
01-09	EXPLOSION! The mixed liquids detonate with a resounding explosion. If the liquids were ingested, the explosion causes the imbiber 2d12 points of damage. If the liquids were mixed externally, the explosion causes 2d8 points of damage to anyone within 10 feet.
10-14	Lethal poison! If the mixed liquids are ingested, the imbiber must make a DC 17 Fortitude save or suffer 1d12 points of temporary Constitution damage.
15-20	The target is affected as if by a *reduce person* spell. The duration is 1d10+5 hours. Treat as CL 10 for purposes of dispelling.
21-28	3d100 gold coins pour from the imbiber's mouth.
29-35	The target gains +1 Strength and +1 Constitution, and is affected as if by an *enlarge* spell. The duration is 1d6 hours. Treat as CL 10 for purposes of dispelling.
36-50	Success! The ingredients create a potion, oil or salve. Roll 1d6 to determine if the potion is minor (1-3), medium (4-5), or major (6), Roll on the random potion table of the *DMG* to determine the potion created. Note that PCs will still need to identify the type of potion for themselves.
51-60	The target grows a pair of short horns. The horns remain for 1d10 days and grant a +1 circumstance bonus to Intimidate checks. (At the GM's discretion the horns reappear during times of high stress.)
61-80	The target is *polymorphed* into a new form for the duration of 1d4 days. Treat as CL 10 for purposes of dispelling. Roll 1d12 to determine the new form: (1) Medium-sized ogre, (2-3) kobold, (4-5) orc, (6) lizardfolk, (7) bugbear, (8-9) goblin, (10-11) gnoll, (12) Medium-sized minotaur.
81-92	Roll again twice, ignoring any roll higher than 60.
93-95	The target's highest attribute increases by +1.
96-98	The target's lowest attribute decreases by –1.
99	The target permanently loses 1d4 hit points.
00	The target permanently gains 1d4 hit points.

Area 2-6 – Halls of Tar and Flame (EL 8): Read or paraphrase the following:

The flagstones of the chamber are soiled and black, and the smell of burnt oil hangs in the air. Two stone archways stand on opposing ends of the room.

The first archway is decorated like an enormous fanged maw. The second archway is decorated like a pair of open, inviting lips. Past both archways are short halls. The floors of the halls are midnight black.

The floors of both halls – but not the main chamber – are covered by 6 inches of black, gooey tar. Those inspecting the floor beneath the tar discover that the flagstones are perforated with hundreds of 1-inch diameter holes. Both halls terminate at false doors that trigger identical traps.

Those walking through the sticky, gooey mess are reduced to taking 5-foot steps as full round actions. The false doors at the end of the halls are trapped with *alarm* spells. If any living creature comes with 1 foot of either door, the floor of the halls begins to sink at a rate of 1 foot per round. Tar oozes up through the holes in the floor, causing the level of tar to "rise," relative to the descending floor. The floors stop sinking after they are 10 feet below the level of the main chamber.

Simultaneously, a fusillade of flaming arrows is fired from secret panels in the false doors. Though the arrowheads – wrapped in flaming cloth – do less damage than true arrows, any arrow that misses a PC lands in the tar, setting the pool on fire. PCs caught in the conflagration take 1d12 points of flame damage per round (DC 14 Reflex save for half damage). The fires burn for 20+1d100 rounds, staining the ceiling black with soot.

The true exit to the room is hidden behind a *permanent image* of a wall. A DC 20 Will save permits a PC to disbelieve in the wall, revealing the platform to the south.

Escaping the Dungeon: If PCs have entered via the portal in area 1-5, the wall behind them is blank. If they entered the dungeons through area 2-1, an obsidian portal stands on the north wall. Stepping through the wall *teleports* them to area 1-5.

Fusillade of flaming arrows: CR 6; mechanical; proximity trigger (*alarm*); repair reset; Atk +21 ranged (1d4, flaming arrow); multiple targets (1d6 arrows per target in hall); Search DC 26; Disable Device DC 20.

Tar pit trap (secondary effects): CR 6; mechanical; proximity trigger (*alarm*); repair reset; no attack roll needed (1d12 fire per round, DC 14 Reflex save half damage); Search DC 20; Disable Device DC 25.

Area 2-7 – Catacombs: Read or paraphrase the following:

A long hallway stretches before you, dust swirling about your feet. The air is thick with the palpable taste of death. Scores of rough alcoves are hewn into the rock walls. Within each alcove rests a skull and a pair of crossed bones.

Note that the door to 2-8 is locked; see area 2-8 for details.

There are 101 alcoves in all; 77 of the alcoves have a skull and bones. The majority of the skulls are humans and half-elves, but ogre magi and kobolds also figure prominently. Three of the skulls bear no resemblance to any of the known races.

Upon closer inspection (Search DC 10) PCs notice that each skull has a unique series of three runes branded onto its forehead. Those daring to lift the skulls from their resting places discover that a silver coin has been placed in each skull's mouth.

A DC 15 Knowledge (arcana) check, or a DC 23 bardic knowledge check, recalls that the catacombs are the homes to all of the previous Babas of the infamous coven of Thirteen. Furthermore, these scholars recollect an obscure legend alluding the to end of the world when the reign of all 101 Babas has come to pass. Together, the coins and the skulls radiate a faint aura of magic.

Anyone foolhardy or greedy enough to steal silver coins from the resting places of dead witch queens incurs a subtle but deadly curse. In combat, any time a foe has the choice of targets, the foe chooses to attack the PC that stole the silver coin. If more than one PC steals a coin, each thief suffers a –1 luck penalty to all attack rolls and saving throws. This curse persists until the PC returns the coin, or (more likely) is the recipient of a *remove curse* spell cast by a cleric of 10th level or higher.

Those making obeisance or offerings to the skulls receive a +1 luck bonus on all attack rolls and saving throws for the next hour.

Area 2-8 – The Workshop of Flesh (EL 11): The north doors are closed and locked. The can be unlocked with a DC 20 Open Lock check. When opened, read or paraphrase the following:

The dark corridor opens to a wide, low-ceilinged chamber ringed by dozens of cages. Each cage contains a humanoid monstrosity – an elf with all her limbs amputated, a halfling with four vestigial tentacles, a dwarf with a third eye drilled into the center of its forehead, and worse. Statues of the major races ring the room, bearing anatomical tags and notes.

In the center of the room is a rack outfitted with manacles. Beside the rack stands a short table

outfitted with dozens of exotic knives, saws and hand drills. The floor about the rack is sticky with dried blood.

The Witch Queen's assistant, Amokra, is working in the laboratory, preparing for her latest experiment: an attempt to transplant the head of a human to the body of a monstrous snake. The medusa is obsessed with the mysteries of life, and spends all her time experimenting with "improving" her subjects. Most of Amokra's experiments end in the death of her subjects. Those that survive are invariably driven mad with pain.

If the PCs drew the "Snake" in area 1-5, Amokra has the *Snake Staff of Baba Yazoth*. She uses the staff in combat, expending charges each round to transform the PCs into aberrations. Wielding the staff in combat, Amokra's stats reflect the following changes:

Base Atk +7; Grp +7; Atk *snake staff* +10 melee (1d6+3/x2); Full Atk *snake staff* +10/+5 melee (1d6+3/x2) and snakes +3 melee (1d4 plus poison).

Secret Door: A DC 25 Search check discovers the latch releasing the secret door in the west wall.

Iron Cages: There are 15 iron cages in the room. Seven of the cages hold aberrations, humanoids twisted by Amokra's demented experiments. GMs are encouraged to describe the aberrations in all their tormented forms, but regardless of shape, additional limbs, etc., all of the aberrations are mad and feeble-minded. They do not attack or take any action of their own, other than eating what is placed before them. The aberrations have 1d8 hit points each and are not even cognizant enough to respond to attacks. A DC 15 Spot check notices that all of the aberrations have been blinded. Amokra did this in order to render her subjects immune to her gaze.

Tactics: Amokra is slow to attack, preferring instead to lure the PCs close before removing the hood of her cloak. Then she throws herself into battle, hoping to petrify or wound enough of her opponents to escape from the laboratory.

Strong Wooden Door: thickness 3 in.; Hardness 5; hp 20; Break DC 23.

Amokra, Medusa Ftr1: CR 8; Medium Monstrous Humanoid; HD 6d8+1d10+7; hp 50; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +7; Grp +7; Atk *+2 short sword of frost* +12 melee (1d6+2/19-20 plus 1d6 frost); Full Atk *+2 short sword of frost* +12/+7 melee (1d6+2/19-20 plus 1d6 frost) and snakes +3 melee (1d4 plus poison); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +11, Hide +0, Disguise +11, Intimidate +4, Move Silently +7, Spot +11; Point Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (short sword).

Possessions: Chain shirt +1, +2 short sword of frost, 2 *scrolls of flesh to stone*, gem-studded torc (100 gp), hooded red cloak.

Area 2-9 – The Wailing Well (EL 8): Read or paraphrase the following:

A gaping well looms before you, plunging down into nothingness. The stone walls of the well are pitted and crumbling, and a steady, chill wind rushes down the well. A droning wailing echoes up from inside the well, rising and falling like an endless dirge.

Down the center of the well hangs an enormous, glittering chain.

Used by witches and their ilk to contact dark powers, the Wailing Well descends 666 miles before finally emptying into the infernal planes. The chain is made of silver and is magically enhanced to bear its own weight. The chain descends to the entire length of the pit, and is the safest way to descend or ascend the well. The southwest entrance (the cave leading from area 2-3) is 70 feet below the top of the well.

Living in niches in the walls of the well are 16 pale, goblin-like albinos known as Lost Ones. All are aberrations escaped from the medusa's experiments in area 2-8 and all bear signs of manipulation: vestigial limbs, enlarged or additional sense organs, amputa-

tions and the like. The Lost Ones survive by preying upon one another; they attack creatures entering the well with a ferocity driven by madness and starvation.

The Lost Ones gibber and howl constantly. The sole exception is when one is attempting to sneak up on its prey. Their howling causes all creatures within the well to be affected by a *confusion* spell for 1d4 rounds unless they succeed at a Will save (DC 15). This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the howling for one hour.

The walls of well are easy to climb (DC 15). The silver chain is similarly easy to climb, and free of Lost Ones. The gibbering albinos hurl sharpened stones at those out of reach or trying to climb the chain. The chain is secured to the ceiling of the pit by an enormous silver bolt.

Demons of the Well: Multiple wards prevent demons from ascending into the prime material plane without invitation, but these wards only defend the upper portions of the well. Those descending more than 30 miles down the well encounter dozens of demons patiently biding their time through the ages. The demons will offer power, wealth and magic to the PCs, all in the hope of simply being invited across the threshold; once this minor detail is attended to, the demons will wreak untold destruction upon the PCs' home planes. It is left to the GM to decide the specific plane to which the well leads, and the nature of its demonic denizens.

Lost Ones (16): CR 1; Small Humanoid (Aberration); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Claw +2 melee (1d4) or stone +3 ranged (1d2); SA –; SQ Darkvision 60 ft., wailing; AL CE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Climb +4, Spot +2; Alertness.

Wailing (Su): All creatures within the well must succeed at a Will save (DC 15) or be affected as though by a *confusion* spell for 1d4 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the howling for one day.

Area 2-10 – Summoning Pit (EL 10): Read or paraphrase the following:

Steep stone stairs descend to a smoky chamber. In center of the room is small, square pit. In the center of the pit is an enormous sigil surrounded by scores of burning candles. Three demonic quasits scurry up and down the steps of the pit, hurriedly working to replace burned out candles.

There are literally hundreds of candles on the stairs and in the pit. Trapped within the sigil is an *invisible* bone devil. So long as the quasits are allowed to keep replacing the candles, the devil is unable to escape. The quasits are only barely able to keep enough candles lit; if the quasits are attacked, or if the PCs extinguish any candles, the sigil's protections fail, releasing the bone devil.

Unmolested, the devoted quasits ignore the PCs. If the quasits are attacked, they fight in self-defense and attempt to flee at the first opportunity.

If freed, the bone devil begins by combat by sealing off all exits to the room with *walls of ice*. Note that this does not constitute an attack, and does not end the devil's *invisibility*. The devil follows up by radiating fear and plunging into combat. The devil is loathe to summon any of its fellows, and only does so if the battle turns against it and escape proves impossible.

Treasure: If the skull card was drawn in area 1-5, the *Snake Staff of Baba Yazoth* is inside the sigil with the demon, resting on the floor. PCs might easily misconstrue that the quasits are attempting the keep the staff trapped.

Quasits (3): CR 2; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 3d8; hp 13 each; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Base Atk +3; Grp -6; Atk Claw +8 melee (1d3-1 plus poison); Full Atk 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1); SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; Space/Reach 2-1/2 ft./0 ft.; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (arcana) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

Spell-Like Abilities: At will – *detect good, detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11, caster level 6th). Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Bone Devil: CR 9; Large Outsider (Evil, Extraplanar,

Lawful); HD 10d8+50; hp 104; Init +9; Spd 40 ft.; AC 25, touch 14, flat-footed 20; Base Atk +10; Grp +19; Atk Bite +14 melee (1d8+5); Full Atk Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison); SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; Space/Reach 10 ft./10 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (arcana) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Spell-Like Abilities: At will – *greater teleport* (self plus 50 pounds of objects only), *dimensional anchor, fly, invisibility* (self only), *major image* (DC 15), *wall of ice.* Caster level 12th.

Fear (Su): Bone devils can radiate a 5-foot-radius *fear* aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Level 3: Sett of the Witch Queen

The lair can only be entered after PCs have used the *Snake Staff of Baba Yazoth* to unlock the hidden seal in area 1-5. Once placed into the seal, the staff can only be removed by the Witch Queen, a divine power, or a *wish* spell.

Beneath the seal is a passageway extending directly down for 500 feet. This passageway leads to the Sett, an extra-dimensional space tied to the hut (area 1-5). The Sett cannot be entered from below, and cannot be discovered by those investigating the waters beneath the hut (area 1-3). The passageway is devoid of rungs or stairs, and must either be climbed (DC 20) or negotiated by magic.

As an extra-dimensional space, *teleportation* in or out of the Sett is impossible. Additionally, the walls, ceiling and floors of the Sett are bound with lead-laced mortar and protected by power wards. PCs inspecting the walls (Search DC 15) and succeeding on a DC 20 Spellcraft check or a DC 15 bardic knowledge check recognize this crucial aspect of the Sett.

Enchanted Masonry Wall: thickness 2 ft.; Hardness 16; hp 180; Break DC 35.

Strong Wooden Door: thickness 3 in.; Hardness 5; hp 20; Break DC 23.

War of the Witch Queen: The Witch Queen is immediately aware of any sorcerers entering her lair. Simultaneously, a sorcerer entering the final dungeon level is immediately set on edge, as if being watched and stalked by a predator. The hair on his neck stands on edge, his heart races, and he constantly feels as if he is being watched. Magical defenses from scrying do not prevent this emotion, as the sorcerer is being watched and evaluated by the Sett itself. The Sett is attempting to determine which is more powerful, the Witch Queen or the PC sorcerer.

For every 10 minutes a sorcerer spends in the Sett, roll 1d8 and consult the table below:

Roll	Result
1	The sorcerer is struck by a vision lasting 1d4 minutes. The PC is stunned and cannot take any action until the vision passes (DC 17 Will save negates). The sorcerer sees a vision of herself as the Witch Queen, ruling over the Northlands with uncontested might, forcing the feeble nations of man, elf and dwarf to kneel before her awesome power.
2-3	The sorcerer hears a voice whisper in her ear: "Strike quick, lest the quarry escape the hunter!"
4	The Sett tests the sorcerer's moral and physical resolve, inflicting 1d8 hit points of negative energy damage (no save) draining the sorcerer's soul. The sorcerer immediately knows that she can regain these lost hit point by redirecting the drain to one of her companions. By touching a companion, the sorcerer is healed 2d12 points of damage, while her companion loses an equal amount (DC 20 Fort save negates the exchange). This exchange does not work on foes.
5-6	The sorcerer sees a fleeting vision of Kyleth the Witch Queen, beckoning the PC sorcerer closer. With a DC 15 Intelligence check, the PC can recall details of the Witch Queen and her surroundings (as per the description of area 3-5).
7-8	The sorcerer is faced with a test of force of personality. Both Kyleth and the PC sorcerer roll contested Charisma checks (1d20 + Charisma bonus + sorcerer level). If the PC wins, she gains 1 additional 1st-level spell for the day. If the PC loses the contest, she loses her lowest remaining spell slot for 1 day (1st-level or higher). For quick reference, Kyleth's effective level is 11 and her Charisma bonus is +3.

Areas of the Map

Area 3-1 – The Pit of Hags (EL 5): Read or paraphrase the following:

After what seems like hours, the well comes to an end, emptying into a small chamber.

The first thing you notice are the statues: four sculptures stand in each corner of the room. The first depicts a young girl dressed in simple peasant rags. The second statue depicts a young woman arrayed as a sorcerer's apprentice. The third statue depicts a majestic sorceress, garbed in regal robes. The last statue depicts a withered crone, bent with age and leaning on a crude wooden staff.

Two double doors stand on opposing sides of the room. The first set depicts carvings of the girl and the apprentice framed by roses. The second set depicts carvings of the sorceress and the crone, framed by rose thorns.

The young hag doors lead north; the old hag doors lead south. While both sets of doors are locked (Open Lock DC 20), both are dead ends leading only to danger.

The secret door in the eastern wall can be found with a DC 25 Search check. However, unless PCs are specifically searching the eastern wall, they find the secret door in the western wall first (Search DC 15). This secret door is a trap; PCs opening the door trigger a *phantasmal killer* trap.

***Phantasmal killer* trap:** CR 5; magic device; proximity trigger (*alarm* covering the false secret door); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

Area 3-2 – Hall of Thorns (EL 6): Read or paraphrase the following:

The doors open to a vaulted hallway decorated by hundreds of stone roses. The flowers crawl up the walls and ceiling, imitating an artificial garden. For all the creator's attention to detail, the roses are all the color of granite, making the rusty stain in the center of the hall seem all the more vibrant.

At the far end of the hall stand a pair of ornate gold doors.

As PCs might suspect, this entire hallway is a trap. Halfway down the hall are a series of sensitive pressure plates. Triggering the plates unleashes a hail of poisoned thorns. Every target in the room is attacked by 2d6 thorns per round for 2 rounds.

The doors at the end of the hall are false and cannot be opened, regardless of any attempt to pick the doors' ornate lock. Touching the doors triggers a hail of thorns identical to the first. Those breaking down or destroying the doors find nothing but blank stone. The doors are wood painted with faux-gold paint.

Rose thorn hall: CR 6; mechanical, magical; 2 location triggers (hall floor, doors); automatic reset (takes 3 rounds); poisoned thorns (2d6 darts, Atk +8, damage 1 plus poison); poison (injury, DC 15 Fortitude +1 for each additional thorn that hits, initial 1d20, secondary 1d10); Search DC 28; Disable Device DC 28.

Area 3-3 – Crimson Descent (EL 8): The stone steps appear identical those found on stairways elsewhere in the dungeon, but when weight is placed halfway down the flight they collapse to form a steep slope of polished stone. PCs failing a DC 25 Reflex save are pitched down the slope and into the spikes waiting at the corners of the staircase, taking 8d8 points of piercing damage (DC 25 Reflex save for half). Reduce the damage by 1d8 for each additional PC that is struck (the first PC takes 8d8, the second 7d8, the third 6d8 and so on), as the bodies of the PCs fill up the trap.

The spikes at the corners of the slides are hidden behind *permanent images* of walls. A DC 20 Will save permits a PC to disbelieve in the wall, revealing the hidden wall of spikes. Note that this information might not be enough to save them from the trap.

Well-Camouflaged Collapsing Stairs Trap: CR 8; mechanical; location trigger; automatic reset; slide into spikes (8d8, DC 25 Reflex halves; subsequent targets take 1d8 less per target before them); multiple targets (any target on the stairs); Search DC 27; Disable Device DC 18.

Area 3-4 – False Queen (EL 10): Read or paraphrase the following:

An ornate archway stands before you, carved with icons recording the 4 incarnations of the witch: child, apprentice, queen, and crone. Past the arch is a raised marble pedestal; resting atop the pedestal is a glass coffin.

Inside the coffin you can make out white silk bedding and a woman in repose, her black hair spilling off the silken pillow.

Upon closer inspection, the body in the coffin is identical to Kyleth, the Witch Queen. This is an illusion, a *permanent image* placed over a night hag. A DC 20 Will save permits a PC to disbelieve in the illusion, revealing the wicked hag's true form.

If the glass coffin is disturbed or if the illusion is detected, the coffin detonates, hurling massive shards of hardened glass about the room. Each creature in the room (excluding the night hag) is targeted by 1d8 shards that inflict 1d4+1 points of damage per hit (DC 15 Reflex save for half damage). The night hag launches herself into combat, hoping to overcome the

PCs, and then use their equipment to slay Kyleth.

Note that Kyleth has stolen the night hag's heart stone, denying the hag the use of her *dream haunting* and *etherealness* abilities.

Night Hag: CR 9; Medium Outsider (Evil, Extraplanar); HD 8d8+32; hp 68; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +8; Grp +12; Atk/Full Atk Bite +12 melee (2d6+6 plus disease); SA Spell-like abilities, dream haunting; SQ Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, sleep, and fear, spell resistance 25; AL NE; SV Fort +10, Ref +7, Will +8; Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12.

Skills and Feats: Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15; Alertness, Combat Casting, Mounted Combat.

Spell-Like Abilities: At will – *detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph* (self only), *ray of enfeeblement* (DC 12), *sleep* (DC 12). Caster level 8th.

Disease (Ex): Demon fever – bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain.

Exploding Glass Coffin: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, shard); multiple targets (1d8 shards per target in area 3-4); Search DC 19; Disable Device DC 25.

GM Note: Encounter area 3-5 is time-dependent and may not immediately devolve into combat. GMs should be familiar with the text and the Witch Queen's motives before running the encounter.

Area 3-5 – The Witch Queen (EL 12): Because of the powers of the Sett, Kyleth is fully aware of the PCs' presence and cannot be surprised. Read or paraphrase the following:

> *The door opens to reveal a throne room. The walls of the chamber are lined with black tapestries woven with gold and silver thread, illustrating some sort of history or event. The floor of the chamber is made of flagstones deeply scored to form a series of squares, like a chessboard. Stone gargoyles perch along the seam where the vaulted ceiling meets the walls, snarling at you through their marble fangs.*
>
> *At the far end of the room a throne sits atop a high stone dais, surrounded by a ring of black candles. Carved from the trunk of an ancient, withered tree, the throne seems to pulse with power. To either side of the throne is an iron cage. Inside the cages are captives dressed in filthy rags, their arms held out to you in supplication.*
>
> *Atop the throne, dressed in a slim fitted dress the color of the night sky, sits the Witch Queen. "Welcome, friends," she smiles, then waves to her captives. "As you can see, I've been expecting you."*

Kyleth knows that if the PCs have made it this far, her only hope for survival is flight. The Witch Queen lures the PCs into conversation, in an attempt to stall for time, allowing the candles around her to burn to the ground.

The candles surrounding the throne are *tapers of teleportation;* if allowed to burn down to the ground, Kyleth and any beings within the circle are teleported to area 3-1. Upon entering the room, the PCs have precisely 10 rounds to defeat Kyleth. The tapers can be only extinguished through the use of a *dispel magic* spell (or similar effect) against a caster level 12 item. *Dispel magic* does not extinguish the candles, but does render them non-magical for 1d4 rounds, during which time the tapers can be extinguished like regular candles. A *dispel magic* effect that is timed to overlap the candles' burning out prevents the *teleportation* from taking effect.

The captives resemble the PCs' friends and family, but these "prisoners" are actually dretches disguised by *illusions*. Kyleth studied her subjects carefully, ensuring that the *illusions* were accurate down to the finest detail (a DC 20 Will save, or interacting with the dretches, negates the illusions).

If the PCs attack, Kyleth waves her hand, resulting in the following:

- The walls of the cages descend, releasing the dretches to "flee" towards the PCs.
- The gargoyles along the walls gout streams of acid that begin to fill the chamber, rising one inch per round, to a total of 5 inches. The acid causes 1d10 points of damage per round to anyone standing in the room. The throne sits atop a stone dais, saving Kyleth from any acid damage. The dretches are immune to the first 10 points of acid damage.

Combat: While Kyleth will not shy away from destroying the PCs, her first goal is survival. A collected and pragmatic villainess, the Witch Queen will do her best to stall for 10 rounds, allowing her to escape the PCs' wrath.

Kyleth is a powerful sorceress, and is fully prepared for the PCs' onslaught. She has taken the opportunity to cast the following spells:

- *Mage armor*, +4 AC. (11 hours remaining)
- *Protection from good*, +2 AC, +2 resistance bonus to attacks made by good creatures. (9 minutes remaining)
- *Shield*, negates *magic missiles*, +4 AC. (8 minutes remaining)
- *Blur*, 20% miss chance. (9 minutes remaining)
- *Protection from electricity*, absorbs 120 points of electricity damage. (110 minutes remaining, or until discharged)
- *Fire shield (chill shield),* half or no damage from fire-based attack. (10 rounds remaining)
- *Stone skin*, DR 10/adamantine, absorbs 110 points of damage. (109 minutes remaining, or until discharged)

Kyleth's AC against good PCs: AC 25, touch 23, flat-footed 22; 20% miss chance.

Kyleth's AC against neutral and evil PCs: AC 23, touch 21, flat-footed 20; 20% miss chance.

The casting of these spells is reflected in parenthesis of Kyleth's stat block.

Crown of the Sett: Carved from the collarbone of Baba Yazoth, this powerful magic item is the key to Kyleth's powers. So long as the Witch Queen wears the *Crown* and is within the Sett, she casts and knows spells as if she were 3 levels higher (total CL 11). PCs succeeding on a DC 20 Knowledge (arcana) check, or a DC 15 bardic knowledge check, recognize the artifact and its powers.

Treasure: In addition to the *Crown of Sett*, Kyleth also carries the heartstone belonging to the night hag in area 3-4. The periapt instantly cures any disease contracted by the holder and provides a +2 resistance bonus on all saving throws (this bonus is included Kyleth's stat block). The periapt shatters after ten uses (any disease cured or saving throw affected counts as a use). If sold, an intact heartstone brings 1,800 gp.

The tapestries arrayed about the room are a pictorial history of the Sett, from Baba Yazoth to its present

Crown of the Sett

Carved from the collarbone of Baba Yazoth (in one of the crone's many incarnations), the *Crown* is key to accessing the powers associated with the Demesne and Sett of Baba Yazoth.

The *Crown* can only be worn by arcane spellcasters. Anyone else donning the *Crown* takes 3d20 points of cold damage (DC 20 Will save for half).

While worn, the *Crown* increases the wearer's effective casting level by +3, including spells known and spells cast per day. The *Crown* also allows the use of the following spell-like abilities:

- *Light*, at will.
- *Mage hand*, 1/day.
- *Dispel magic*, 3/day.
- *Summon monster I, II* and *III*, each 1/day.
- *Teleport*, across any distance or plane without error to area 3-1, 1/month.
- *Geas*, 1/year.

With the exception of the *teleport* ability, the *Crown's* powers are only effective when used within the confines of the Sett and Demesne.

Strong magic (all schools); CL 20th; Craft Wondrous Item; *light, dispel magic, geas, mage hand, summon monster I, II, & III, teleport*; Price 65,000 gp.

Queen. (If a PC arcane spellcaster takes up the *Crown of the Sett*, a tapestry begins to re-embroider itself, to reflect the new Witch Queen or King.) Removed from the Sett, the tapestries lose their magical powers, but are still worth a total of 15,000 gp.

Hidden from sight behind the throne is a small boudoir containing a simple bed, rations for a week, and a simple iron coffer. Inside the coffer is a pouch containing 3 fire opals (worth 1,000 gp each) and a single blue diamond (worth 5,000 gp), a leather riding purse containing 10 pp, 50 gp, and 100 sp, cursed *bracers of natural armor -4* tied with red lace, and a book of bound scrolls containing the following arcane spells: *eagle's splendor, protection from arrows, blink, haste, animate dead, geas (lesser), secret chest, permanency, stone to flesh*.

The Witch Queen is far too paranoid to keep her wealth hidden in the same place as her primary shelter. A DC 20 Search reveals a map hidden behind a loose stone in the south wall; drawn on the scroll is a map to the Witch Queen's trove. It is up to the GM to decide the protections and traps Kyleth uses to protect her wealth.

Kyleth's Flight: Astute PCs will reason that the Witch Queen is bound by the same limitations they are, namely that the Witch Queen cannot *teleport* across planes. Therefore she must have *teleported* to someplace else in the dungeon. PCs that hurry back into area 3-1 still have the chance to defeat Kyleth.

If Kyleth is defeated, go to Wrapping Up: Demise of the Witch Queen.

Kyleth the Witch Queen, female half-elf Sor8: CR 11; Medium Humanoid; HD 8d4+8; hp 32; Init +3; Spd 30 ft.; AC 23 (25 vs. good characters), touch 21 (23 vs. good characters), flat-footed 20 (22 vs. good characters); Atk shortspear +2 melee (+4 vs. good characters) (1d6-2) or shortspear +7 ranged (+9 vs. good characters) (1d6-2); SA spells; SQ DR 10/adamantine (up to 110 points), 20% miss chance, immune to *sleep*, spells in effect (see below), summon familiar; AL CE; SV Fort +5, Ref +7, Will +8; Str 7, Dex 16, Con 13, Int 14, Wis 10, Cha 17.

Skills and Feats: Concentration +12, Craft (alchemy) +4, Hide +5, Intimidate +5, Knowledge (arcana) +6, Knowledge (nature) +3, Search +5, Spellcraft +13; Combat Casting, Item Brew Potion, Leadership.

Possessions: bracers of armor +1, ring of protection +1, masterwork shortspear, *heartstone*, *Crown of Sett.*

Spells in effect (see page 17 for full details): *mage armor, protection from good, shield, blur, protection from electricity, fire shield/chill shield, stone skin.*

Sorcerer Spells Known (spells per day: 6/4[7]/6[7]/6[7]/4[6]/4; base DC = 13 + spell level): 0-level – *acid splash, arcane mark, daze, detect magic, flare, light, mage hand, read magic, touch of fatigue*; 1st-level – *alarm, charm person, mage armor, protection from good, shield*; 2nd-level – *blur, mirror image, scare, flaming sphere, scorching ray*; 3rd-level – *fly, lightning bolt, protection from energy, summon monster III*; 4th-level – *fire shield, black tentacles, stoneskin*; 5th-level – *cone of cold, teleport*.

Dretch (8): CR 2; Small Outsider (Chaotic, Extraplanar, Evil); HD 2d8+4; hp 17 each; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp -1; Atk Claw +4 melee (1d6+1); Full Atk 2 claws +4 melee (1d6+1) and bite +2 melee (1d4); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day – *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd.

Summon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Wrapping Up: Demise of the Witch Queen

Read or paraphrase the following:

The Witch Queen cries out in pain, collapsing to the floor. Instantly the ground begins to tremble and shake. A howling fills the air as hundreds of apparitions swirl into the room, screaming with macabre delight.

Allow PCs to declare their actions, then read or paraphrase the following:

The ground opens up beneath the Witch Queen, gouting flames of hell-fire and the stench of burning corpses. Kyleth pulls herself to one knee, her face twisted in rage and anger.

"This is not over!" she screams, but the rest of her curse is drowned out by the howling of damned souls. A monstrous, taloned hand erupts from the earth, seizing the Witch Queen around the waist, and drags the Witch Queen wailing into the fiery darkness. The ground closes over them, and the rumbling slows and finally ceases.

All that is left of the Witch Queen is her scorched bone crown.

Kyleth's skull, now marked with 3 runes and a single silver coin, appears in the alcoves of area 2-7.

THUS ENDS THE WAR OF THE WITCH QUEEN

Further Adventures

With the demise of Kyleth, the PCs are welcome to take up the *Crown of Sett* and the title of Witch King or Queen. The PC doing so immediately benefits from the *Crown's* magic, as detailed in the *Crown's* description. This opens a host of adventure possibilities as the new ruler of the Sett is beset by arcane challengers, power-hungry demons, and requests of assistance from the nations of good. PCs quickly discover that the title of Witch Queen is larger than the hero or villain who wears the *Crown*, and that it takes a mighty hero indeed to rule the Demesne of Baba Yazoth for long.

As for Kyleth, her soul was traded to a fiendish power long ago. But what those powers do with their new plaything is up to the GM. Kyleth may be truly dead, her soul transformed into a pitiful dretch, or she might return in short time, a newfledged cambion, all the more cruel and wicked for her torment at the hands of archdemons.

Appendix I: Pregenerated Characters

Character	**Aral**	**Sharn**	**Bossur**	**Nemmet**	**Brigit**
Sex	F	M	M	M	F
Race	Half-elf	Human	Dwarf	Halfling	Human
Class/Level	Ranger 7	Cleric 7	Fighter 7	Rogue 7	Sorcerer 7
Size	Medium	Medium	Medium	Small	Medium
Height	5'11"	6'8"	4'3"	3'4"	5'8"
Weight	141 lbs.	230 lbs.	173 lbs.	34 lbs.	150 lbs.
Alignment	NG	LG	LN	NG	CG
AC	18	20	21	20	15
Touch AC	13	9	10	16	13
Flat-Footed AC	15	20	21	15	12
Hit Points	54	60	93	31	30
Speed	30 ft.	30 ft.	20 ft.	20 ft.	30 ft.
Initiative	3	-1	0	5	3
Strength	14	15	18	11	11
Dexterity	16	8	10	20	16
Constitution	15	14	20	10	13
Intelligence	11	11	10	16	10
Wisdom	13	16	11	9	9
Charisma	8	13	7	11	18
Fort Save	7	7	10	3	5
Ref Save	8	3	4	11	5
Will Save	5	8	4	4	4
Armor	*chain shirt +1*	*full plate +1,* heavy shield (steel)	*full plate +1,* heavy shield (steel)	*leather +2*	*bracers of armor +1, ring of protection +1*
Spells Per Day	1+1	6/5+1/4+1/3+1/2			6/6+1/6+1/4+1
Melee Bonus	+9	+7	+11	+11	+3
Ranged Bonus	+10	+4	+7	+11	+6
Damage Adj	+2	+2	+4	+0	+0
Base Atk	+7	+5	+7	+5	+3
Grapple	+9	+7	+11	+1	+3
Number of Atks	2	1	2	1	1

Domains & Spells Known

Sharn Healing, Good

Brigit 0-level – *acid splash, detect magic, flare, light, message, read magic, resistance*; 1st-level – *detect secret doors, magic missile, mage armor, shield*; 2nd-level – *cat's grace, levitate, web*; 3rd-level – *haste, lightning bolt.*

Skills & Feats

Aral: Climb +8, Handle Animal +2, Hide +10, Jump +3, Knowledge (nature) +2, Listen +8, Move Silently +10, Search +6, Spot +7, Swim +4, Survival +7; Track, Rapid Shot, Many Shot, Weapon Focus (long sword), Weapon Focus (composite longbow), Iron Will.

Sharn: Climb –6, Concentration +12, Diplomacy +5, Knowledge (arcana) +6, Spellcraft +10, Swim –14; Combat Casting, Weapon Focus (heavy mace), Lightning Reflexes, Power Attack

Bossur: Climb +6, Intimidate +3, Swim –7; Weapon Focus (war axe), Weapon Specialization (war axe), Power Attack, Cleave, Great Cleave, Lightning Reflexes, Iron Will

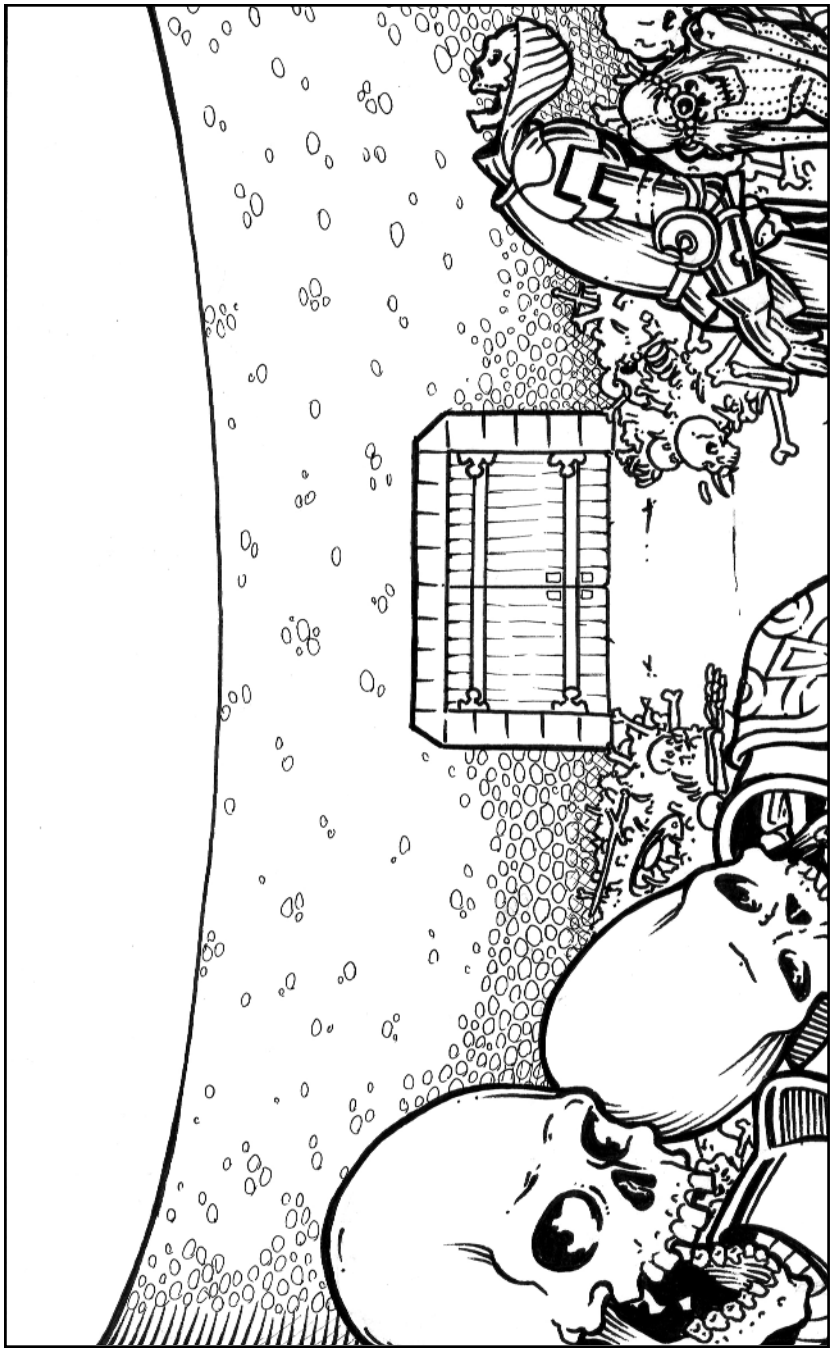
Nemmet: Appraise +5, Balance +10, Climb +12, Decipher Script +9, Disable Device +13, Hide +19, Jump +9, Listen +11, Move Silently +17, Open Lock +15, Search +13,Spot +9, Swim +5, Tumble +10; Weapon Finesses, Weapon Focus (short sword), Iron Will

Brigit: Concentration +11, Knowledge (arcana) +10, Spellcraft +10; Point Blank Shot, Precise Shot, Empower Spell, Great Fortitude

Weapons & Equipment

	Weapons	**Magic Items**	**Other Items**
Aral	*Longsword +1,* 2 silver daggers, composite longbow, 10 *+1 arrows*	2 *potions of cure serious wounds*, *ring of swimming*	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, quiver with 20 arrows, 20 feet of rope
Sharn	*Heavy mace +1*, heavy crossbow, 20 bolts	*Ring of the ram, potion of shield of faith +2*	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, 10 torches, bolt case
Bossur	*Dwarven war axe +1*, 5 silvered throwing axes	*Oil of invisibility*	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, hammer and 10 spikes
Nemmet	*Short sword +1,* short bow, 10 *+1 arrows*, 20 arrows	*Potion of neutralize poison*	Backpack with waterskin, one week's trail rations, bedroll, flint and steel,10 candles, master-work thieves tools, 50 ft. rope
Brigit	Masterwork morningstar, light crossbow, bolt case, 20 bolts	*Potion of haste, potion of cure serious wounds,*	Backpack with waterskin, one week's trail rations, bedroll, flint and steel, 10 candles, spell component pouch

Players' Handout A



Trim along dotted line.

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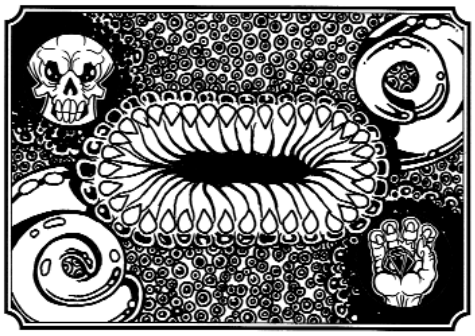
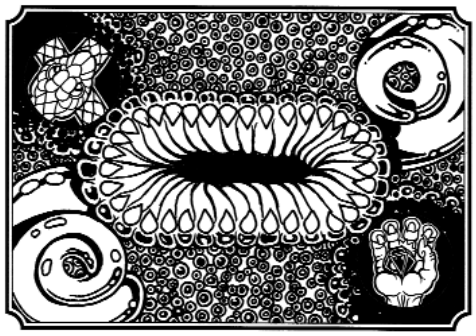
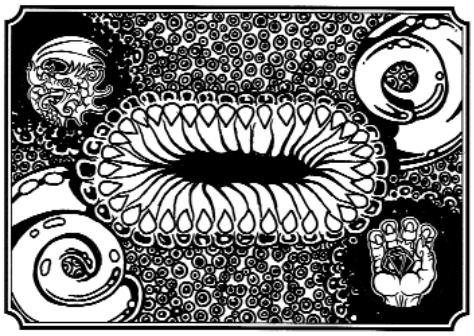
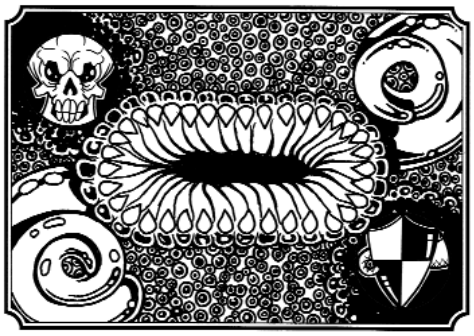
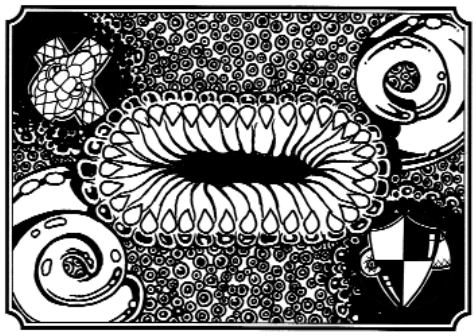
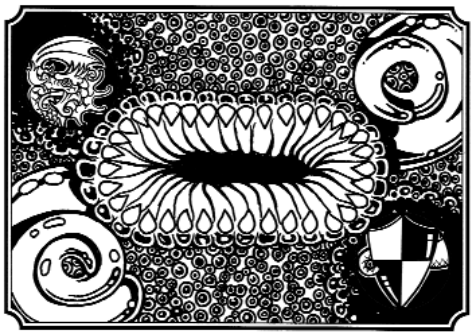
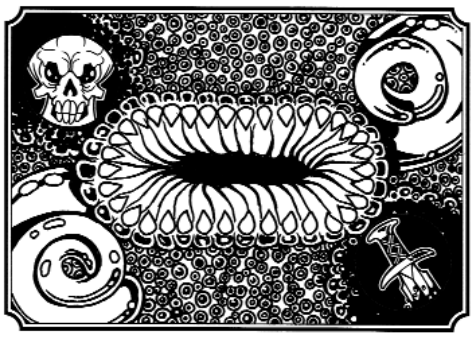
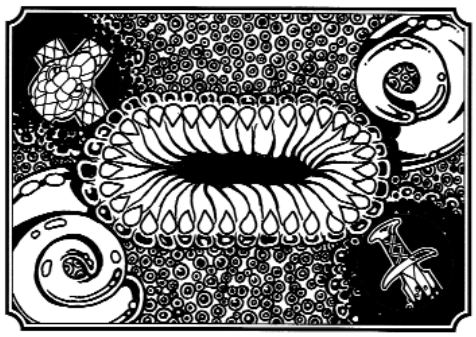
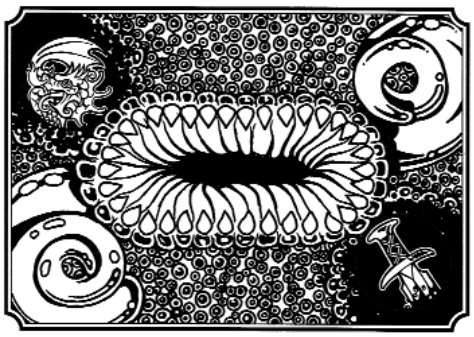
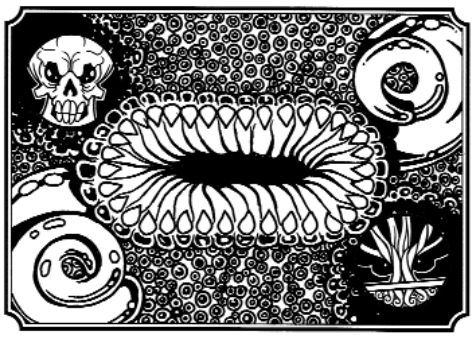
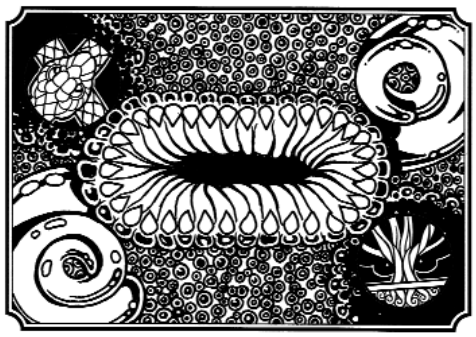
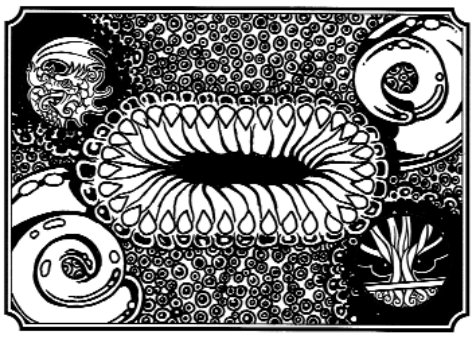
Players' Handout B

...no escape, no escape! The Beast will take us all in time. It lurks in the shadows waiting. Eternally awake! Eternally patient! The hunger consumes us. We ate poor old Tolo today. My old companion, brother warrior, forgive us! How long have I known him? And now I dine on his flesh, yearning to suck the marrow from his bones. Is Madness next? No escape from above nor beyond. Free me, Lord Death! I shall meet you on the bridge!

These are the cards required for area 1-5. They are organized by icon and suit. Just as there can be an ace of diamonds, so here are there:

Skull of Gems	Snake of Gems	Wyrm of Gems
Skull of Shields	Snake of Shields	Wyrm of Shields
Skull of Swords	Snake of Swords	Wyrm of Swords
Skull of Trees	Snake of Trees	Wyrm of Trees

There is also a card back on page 24. Photocopy the cards, photocopy the card back twelve times, and affix the cards to the back with a glue stick or rubber cement. Permission granted to photocopy for personal use.

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	#26: The Scaly God
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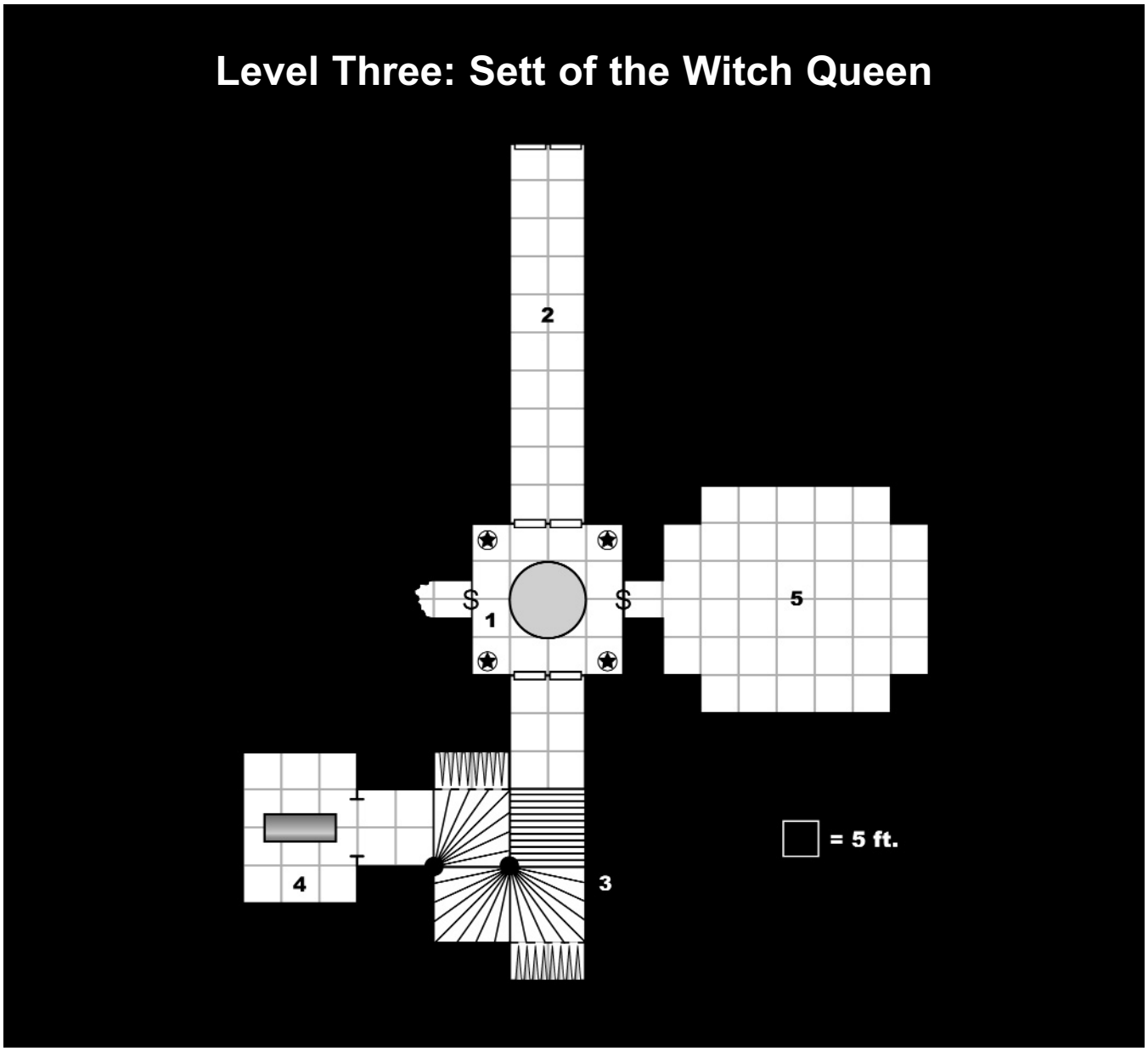
15	#13: Crypt of the Devil Lich

* Urban

** Desert

† Aquatic/Coastal

Level Three: Sett of the Witch Queen



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