

# Devil's Spire

By S. Deniz Bucak

This adventure was designed for 6 6<sup>th</sup> level characters with experienced players. I apologize for the poor appearance of the maps; I have the artistic ability of a shambling mound. Those who want to flame me can do so at [dbucak@philipkdick.com](mailto:dbucak@philipkdick.com)

The Devil's Spire used to be home to a powerful wizard, notorious for his ability to summon and control devils. It is a large stone spire, roughly conical and covered in carvings. The stone carvings show scenes of devils torturing victims in Hell. Towards the top is a carving of Asmodeus presiding over Hell. There is a ledge about halfway up the spire (which is a DC 15 to climb, due to the carvings) on which 3 Brass Lions patrol. The Lions use their breath weapons to knock out anyone who climbs the walls or tries the door and drag them away from the Spire. They will kill anyone who comes back a second time.

## Brass Lions

Hp	44 (5d10+10)
Initiative	+1
Speed	30 ft.
AC 27	(-1 Size +3 Dex +15 Natural)
Attacks	2 claws +12 melee bite +7 melee
Damage	Claw 1d4+10 Bite 1d8+7
Special Attacks	Pounce, Improved Grab, Rake 1d4+7 Breathe Weapon Sleep gas cone every 1d4 rounds 5 times/day Dc 17 fortitude Save or fall asleep 1d10 minutes.
Special Qualities:	Scent, Darkvision 60 ft. Construct qualities.
Saves	Fort +6 Ref +7 Will +2
Abilities	Str 31 Dex 13 Con [None] Int [None] Wis 10 Cha 1
CR	7

Exp 2,700

A couple of hundred years ago one of the wizard's experiments caused the top of the spire to collapse, pancaking the interior levels and leaving a large hole down the middle of the spire. Since the front door is blocked by debris, climbing down the hole is the only way in now. Various monsters have flown in and made homes in the Spire, and there are still some leftover devils inhabiting the place.

All ceilings in the Spire are 20 ft. high, unless stated otherwise. All doors are wooden and are stuck (DC 20 to break down), again unless stated otherwise. The front doors are massive stone doors (DC 35 to break) and are blocked by debris. If the players press against the front doors, a trickle of water will come out.

## 5<sup>th</sup> Level (Top)

The top of the Devil Spire has collapsed, leaving a huge hole down the middle of it (the black areas.) The hole opens up into the top level.



### **1. Observatory**

The top level of the spire used to be an observatory. It is now mostly a hole with a 1-2 foot ledge around it. The ceiling is relatively high, about 20 feet tall. The ledge is covered in shreds of star charts, rubble from the collapse and choker dung. A spyglass (dc 12 search check to find) that used to be used as a sight for the bigger telescope is amongst the rubble. A choker (DC 20 to spot) has taken up residence here and will grab the first character to stick his head in. If bribed or intimidated it can tell the PCs about the Spider Eater on the next level. There are 200 gp from the choker's victims (plus some bones) scattered in the rubble.

#### Choker

HP 32 (6d8+3 Small)- Initiative +4- Speed 20 ft./Climb 10 ft- AC 16 (+1 size +5 natural)- Attacks 2 Tentacle Slaps +6 Melee- Damage Tentacle Slap 1d3+3- Special Attacks Haste, Improved Grab, Constrict 1d3+3- Saves Fort +2 Ref +1 Will +4- Abilities Str 16 Dex 10 Con 13 Int 4 Wis 13 Cha 7- Skills Climb +16 Hide +7 Move Silently +4 - Feats Improved Initiative  
CR 4

Exp: 1,200

## 4<sup>th</sup> Level

Formerly a storeroom/attic, this is now the home of a Spider Eater.



### 2. Spider Eaters Lair

This area of the storeroom is filled with a papery gray lump. There is an opening about 8 feet wide. If the players go in, there is an open area about 15 feet around inside. In this space is a paralyzed heavy warhorse. It has barding on it and saddle bags with 5 days trail rations, horse rations for 5 days, 50' Silk rope, 2 alchemists fire and 300gp in bills.) The horse will take a DC 20 heal roll to treat and a DC 20 wilderness lore roll to find the proper herbs to treat it with. It will also take a DC 25 heal roll to remove the Spider Eater Larvae without killing the horse.

There is a 20% chance the Spider Eater is at home, unless it's at night, in which case there's an 80% chance it will be home. Each round there is a 10% chance that it will return home.

#### Spider Eater

HP 42 (4d10+20 Small)- Initiative +1- Speed 30 ft./Fly 60 ft (Good)- AC 13 (-2 size +1 Dex +5 natural)- Attacks Sting +7 Melee Bite +2 Melee- Damage Sting 1d8+5 and poison (DC 17 None/Paralysis 1d8 +5 weeks) 1d8+2 Bite- Special Attacks Poison, Implant- Special Qualities Freedom of Movement, Scent- Saves Fort +9 Ref +5 Will +2- Abilities Str 21 Dex 13 Con 21 Int 2 Wis 12 Cha 10- Skills Listen +7 Spot +7 - Feats Dodge CR 4

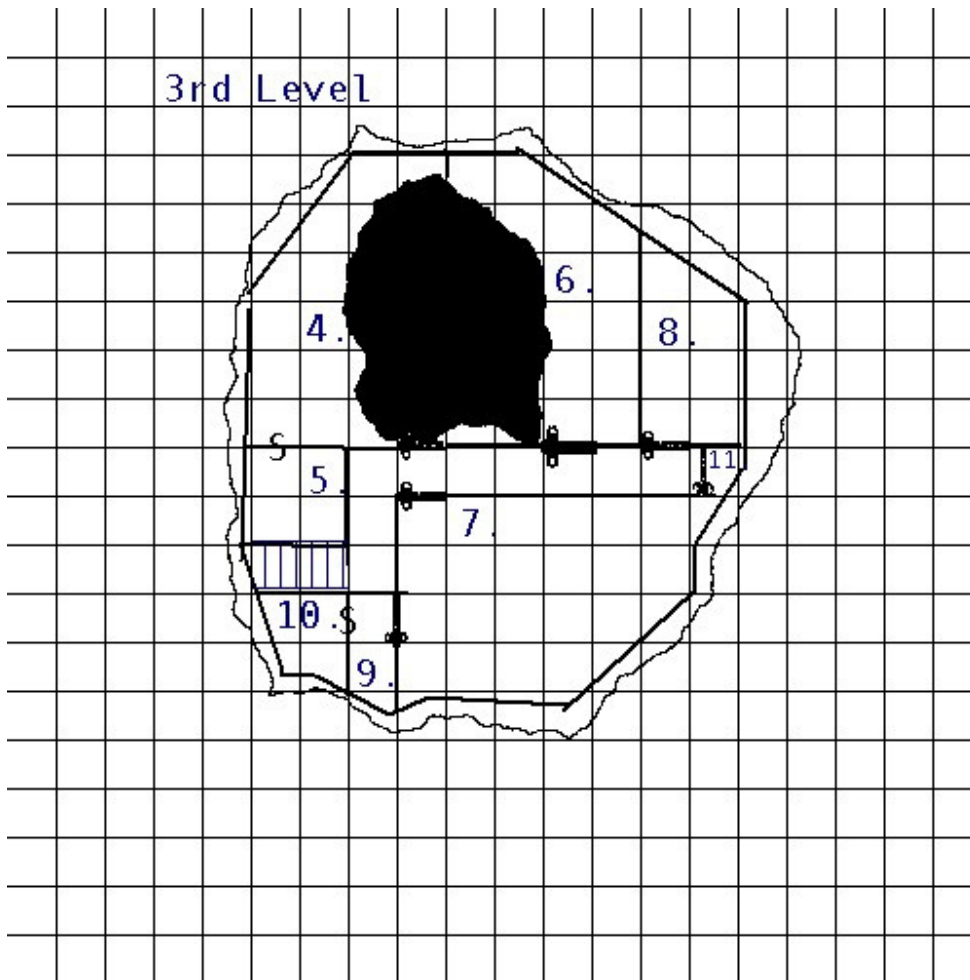
Exp: 1,200

### 3. Storeroom

This used to be a storeroom for the Spire. Up here is some alchemical equipment, mostly broken, some old furniture, a set of shackles, a broken quarterstaff, a portrait of a pit fiend, a couple of old and ruined books on devils and other junk. One chair is in good shape and is considered an antique these days. It is worth 1,000 gp. It takes a DC 20 appraise roll to spot the chair.

### 3<sup>rd</sup> Level

Formerly the bedroom and living area of the wizard, this level also includes his library.



#### 4. Library

The walls here are lined with bookshelves. The books have all fallen off the shelves are scattered around the floor. Most are moldy and decayed but 4 books on Demonology are still intact (250 GP each, DC 20 Appraise to identify amongst the other books.)

6 vargoullies have taken up residence in here and in the study.

The secret door is a traditional pivoting bookcase. It's a DC 20 to find.

#### Vargoullies

HP 8 (1d8+1 Small)- Initiative +1- Speed Fly 30 ft (Good) - AC 12 (+1 size +1 Dex)- Attacks Bite +3 Melee- Damage Bite 1d4 + Poison (DC 12 Fortitude save or be unable to heal damage) - Special Attacks Shriek (DC 12 Fortitude or paralyzed with fear) Kiss (DC 19 save or transform into a vargoullie),poison - Saves Fort +3 Ref +3 Will +3- Abilities Str 10 Dex 13 Con 12 Int 5 Wis 12 Cha 8- Skills Climb Listen +4 Spot +3 - Feats Weapon Finesse (Bite) CR 3

Exp: 450 each

## 5. Spell Library

In here are a reading desk and chair. Open on the desk is a spellbook. The page it is open to has a *Sepia Snake Sigil* spell on it. The book is thick and filled with spells. Two narrower spellbooks are on the shelf over the desk. A torch on the wall has *Continual Flame* cast upon it.

Thick Spell book (Black):

*Fireball*  
*Protection from Evil*  
*Magic Circle of Protection from Evil*  
*Summon Monster I-VI*  
*Gate*  
*Plane Shift*  
*Lesser Planar Binding*  
*Planar Binding*  
*Dimensional Anchor*  
*Sepia Snake Sigil*  
*Explosive Runes*  
*Dispel Magic*

Thin Spell Book #1 (Red):

*Shocking Grasp*  
*Invisibility*  
*Magic Missile*  
*Rope Trick*  
*Leomund's Tiny Hut*  
*Lightning Bolt*  
*Fly*  
*Arcane Lock*  
*Fire Trap*

Thin Spell Book #2 (Blue):

*Protection From Good*  
*Launch Object*  
*Grease*  
24 Blank Pages

## 6. Study

In here is a decayed old couch and a desk with a diagram of the planes. The door is stuck, DC 20 to break. The vargoullies can sometimes be found in here.

## 7. Bedroom

The room has a huge four-poster bed in it with the mattress rotted and collapsed. The posts are carved in the shape of nude women. If examined closely, the PCs will notice that the women have subtle fiendish features. There is a nightstand by the bed with a book on it that's open to a drawing of a nude woman, again with fiendish features. If the book is examined for more than 1 round, it will summon an Erinyes devil. There is also a bureau in here with decayed clothes in it and a chest with some old blankets in it. The floor is tiled with an intricate mosaic depicting an orgy.

### Erinyes

HP 46 (6d8+6)- Initiative +1- Speed 30 ft./Fly 50 ft (Average)- AC 20 (+1 Dex +9 natural)- Attacks Longsword +8/+3 Melee or Longbow +7/+2 Ranged or Rope +7 melee- Damage Longsword 1d8+3 or Longbow 1d8 or Rope Entangle (DC 23 Str to burst)

- Special Attacks Rope Entangle, Charm Person (DC 18 Will Save), Summon Baatezu (2d10 Lemures 50% 1d4 Barbazu 35%) At will Animate Dead, Charm Monster, Desecrate, Invisibility (self), Magic Circle Against Good, Major Image Polymorph Self, Produce Flame, See Invisibility, Suggestion and Unholy Blight as 8th Level Sorcerer DC 15 + Spell Level Teleport Without Error as 12th Level Sorcerer Save - Saves Fort +6 Ref +6 Will +7- Abilities Str 14 Dex 13 Con 13 Int 14 Wis 14 Cha 20- Skills Concentration +9 Disguise +11 Escape Artist +8 Hide +9 Listen +10 Move Silently +9 Search +9 Spot +10 - Feats Dodge Mobility  
CR 8

Exp: 2,700

## 8. Apprentices Bedroom

There is a decayed bed, a bureau, a desk and a chest. There is a skeleton with no head on the bed.. The chest is arcane locked (DC 25 to pick, DC 20 to smash.) It has 100 antique gold coins in it (worth 2 gp each) and *scrolls of arcane lock*, *shocking grasp* and *summon monster IV*. There is also a *potion of remove curse*, which will break if the chest is smashed.

## 9. Closet

This is filled with rotted clothes. There is a secret door in the back of the closet, released by a hidden button (DC 20 Search check to find). It is protected by a *Fire Trap* (1d4 +14 damage Reflex Save DC 18 for 1/2) spell.

## 10. Vault

This room has several locked iron chests in it, with treasure inside. Each chest has a dc 25 to pick dc 35 to break.

### Chest #1

2,000 antique silver coins worth 1 gp each.

500 antique gold coins worth 2 gp each.

### Chest #2

Gold necklace with demonic etchings - 600 gp

2 Rings with Emeralds in them - 500 gp each.

1 Ring with fake Emerald and poison chamber in it - 200 gp

1 Bracelet with Amber Stones - 750 gp.

2 Rubies - 750 gp each.

### Chest #3

*Helm of Underwater Action*

*Silent Portal Disk*

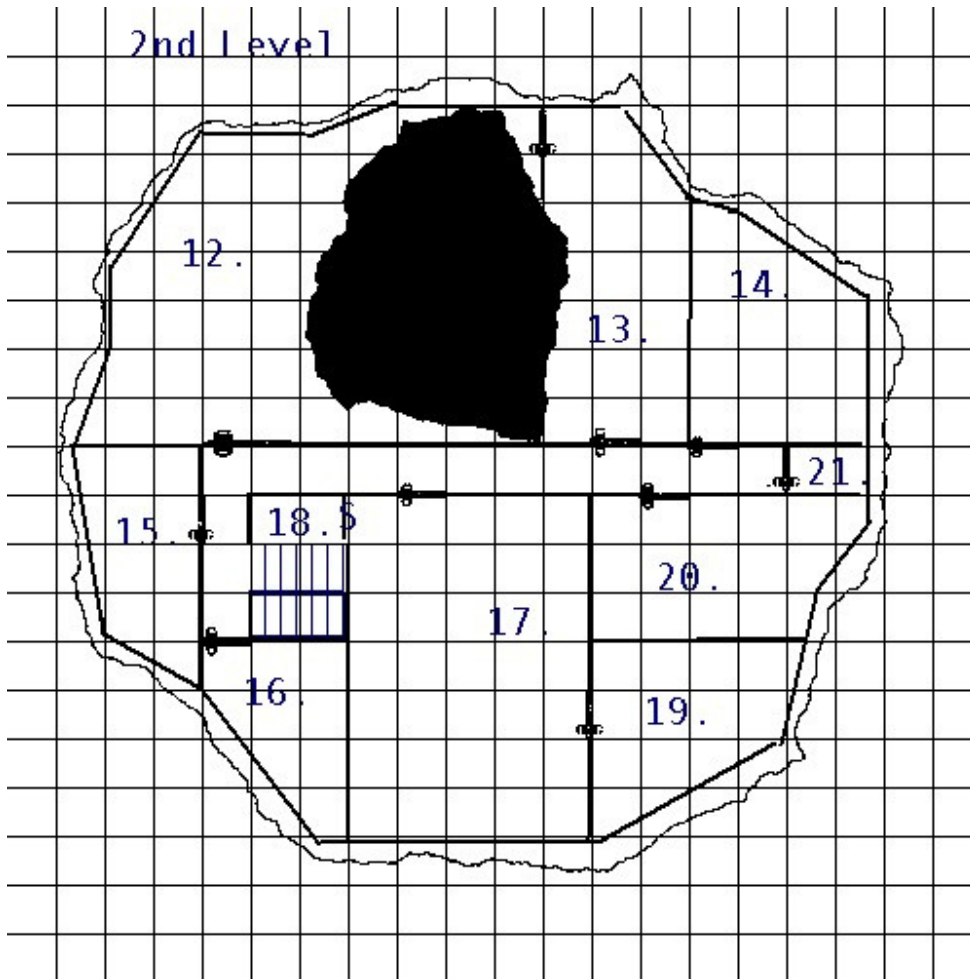
*Manual of Persuasiveness (+1 Charisma if Read)*

## 11. Latrine

A potty with a hole that leads to the outside. A pitcher of water, used to wash the bowl, is in here. It is magically enchanted so that it is always full.

## 2<sup>nd</sup> Level

Formerly the workroom and research areas of the Spire. This is where the wizard performed his summonings and did alchemical and magical research.



### **12. Lab**

The ruins of an alchemical/magical lab. The smashed remains of various cauldrons, flasks, stills etc. are scattered about. Several workbenches and tables are in the room as well, overturned and smashed. A pair of manticores have taken up residence in this room.

There are 1989 GP 200 SP and 400 CP from the manticore's victims scattered about in the room. There is also 2 alchemical fires and a *potion of cure light wounds*.

#### Manticores

HP 57 (6d10+24 Small)- Initiative +2- Speed 30 ft./Fly 50 ft (Clumsy)- AC 16 (-2 size +2 Dex +6 natural)- Attacks 2 Claws +9 Melee Bite +7 Melee or 6 Spikes +6 Melee- Damage Claws 2d4+5 Bite 1d8 +2 or Spike 1d8+2- Special Attacks Spikes (24 Spikes Max)- Special Qualities Scent- Saves Fort +9 Ref +7 Will +3- Abilities Str 20 Dex 15 Con 19 Int 7 Wis 12 Cha 9- Skills Listen +9 Spot +9 - Feats Multiattack  
CR 4

Exp: 1,200

### **13. Alchemical Storeroom**

A room with racks and drawers of alchemical and magical supplies. If a player needs a material component there is a 25% chance that he can find a useable one here with a successful search roll (DC 15).

#### 14. Treasure Room

Several coffers are in the back of the room. Sitting on them is a Flesh Golem. In the middle of the room an apparatus throws electrical sparks across the width of the room. Anyone who crosses the sparks will take 6d6 electrical damage. It takes a DC 25 disable device roll to turn off the sparks (or there is a big lever on the golem's side of the room. The lever takes 10 pounds of pressure to pull, so *Mage Hand* won't do it.) The Golem gets healed by electrical damage at 1/3 hp per damage hp.

The coffers contain 2,000 antique gp (worth 2 gp each) 5 emeralds worth 500 gp each and a circlet that gives SR 20 against charm and suggestion spells. It also contains a ring of protection +2 a *Scroll of Lightning Bolt* and a manual on how to construct a flesh golem (worth 500 GP),

##### Flesh Golem

HP 69 (9d10)- Initiative -1- Speed 30 ft.(can't run)- AC 18 (-1 size -1 Dex +10 natural)- Attacks 2 Slams +10 Melee-Slam 2d8+5- Special Attacks Berserk -Special Qualities Construct, Immune to Magic, Damage Reduction 15/+1- Saves Fort +3 Ref +2 Will +3- Abilities Str 21 Dex 9 Con - Int - Wis 11 Cha 1  
CR 8

Exp: 2,700

#### 15. Trap Room

This room is affected with a permanent *reverse gravity* spell. If the players enter they will fall up to the ceiling, which is covered in spikes (2d6 falling damage + 1d6 spikes.) In the center of the room is a golden bejeweled idol of Asmodeus (worth 4,000 gp if they manage to get it) If the statue is touched, it will sink into the floor, a metal portcullis will slide over the doorway (DC 25 to pick DC 30 to break) and the ceiling will lower to the floor. After 2 rounds of lowering it will start doing 3d6 crushing damage + 1d6 spikes. This trap is a DC 25 to disable.

#### 16. Living Room

In here are a couch, several chairs and a bar, all in bad shape. Behind the bar in a locked liquor cabinet (DC 20 to pick) are three wine bottles that are still good and worth quite a lot as they are 300 years old. (500 GP each, DC 25 appraise to recognize). An organ is against the east wall. If it is played ghostly wails sound the notes. If smashed the trapped ghosts will escape.

The couch is infected with yellow mold (DC 15 to spot), which will release its spores if touched. (DC 15 Fortitude Save 1d6 Temp Con. Primary/ 2d6 Temp. Con. Secondary)

#### 17. Summoning Room

This room has a silver pentagram and magical circle engraved on the floor. A Kere devil is trapped in the circle. She will try to get the players to break the circle by promising to lead them to treasure or by getting them to attack her. If freed she will jump to the ceiling (20 ft. high), where she can reach the players with her giant two bladed sword, but they can't reach her.

##### *Kere*

HP 93 (10d8+40)- Initiative +9- Speed 50 ft./Climb 30 ft- AC 21 (-1 size +3 natural +9 dex)- Attacks +1 Keen Two Bladed Sword +15/+10 2 Clawed Feet +10 Melee- Damage +1 keen Two Bladed Sword 2d8+7/2d8+3 Clawed Feet 1d8+3 - Special Attacks Clawed Feet- Special Qualities Baatezu Qualities Fast Healing 5 Improved Dodge (+3 AC) SR 15 Uncanny Dodge Wall Fighter Saves Fort +11 Ref +16 Will +8- Abilities Str 22 Dex 28 Con 18 Int 10 Wis 12 Cha 16- Skills Balance +17 Climb +14 Escape Artist +17 Intimidate +11 Jump +17 Listen +9 Search +8 Spot +9 Tumble +24 Use Rope +13 - Feats Ambidexterity exotic Weapon Proficiency (two bladed sword) Mobility Spring Attack Two Weapon Fighting Weapon Focus (Two Bladed Sword)  
CR 8 (Reduced due to entrapment)

Exp: 2,700

### **18. Astral Gate**

The door to this room is hidden (DC 25 to find) Arcane Locked (DC 30 to pick, DC 30 to break) and trapped with a rune that will explode for 4d6 damage (DC 25 to find, DC 25 to deactivate) if opened without saying a command word. Inside is a metal doorway covered in arcane runes. If the proper command word is said, this doorway will open a gate to the Astral Plane. On the wall is a githyanki sword that can sever silver astral cords. If the players take it, the githyanki will try to find it and take it back.

### **19. Shrine**

This is a shrine to Asmodeus. The shrine has a small alter, a brazier with ashes in it and a bronze idol. The idol has diamond eyes, worth 400 GP each. The entire statue is about 7 feet tall and worth 2,000 GP. It is coated with a contact poison that is magically renewed each night. The contact poison is a DC 20 Fortitude save and does 1d4 Constitution damage primary and secondary damage.

### **20. Torture Chamber**

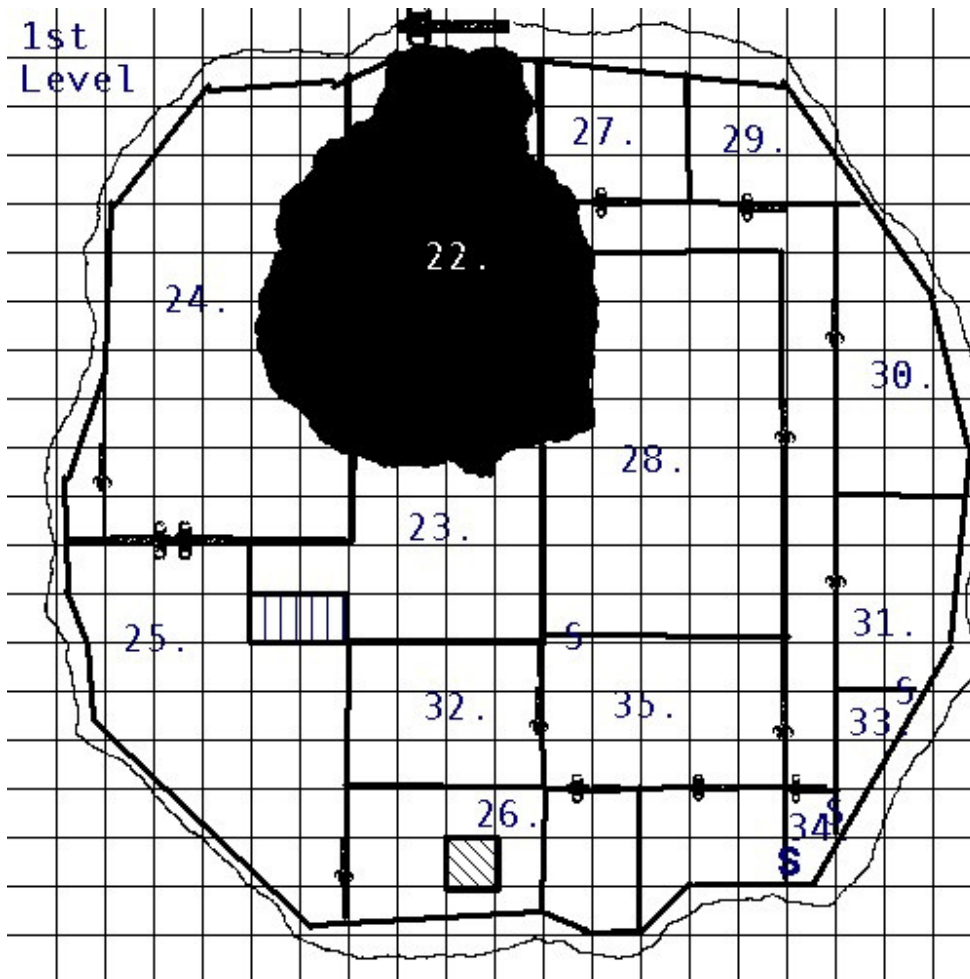
In here is a Rack, an Iron Maiden, a fire pit with various brands in it, shackles to hold prisoners, thumbscrews and other implements of torture. One of the brands is a *Rod of Branding* (Spellsleep) (see Book of Eldritch Might.)

### **21. Toilet**

Another toilet with a channel leading to the outside. The pitcher is always full of water.

## 1<sup>st</sup> Level

This level has been filled over the years with rainwater, which has nowhere to drain out. The water is about 3 feet deep and the top is covered with algae and debris and is hard to see through. Characters wading through it will have their speed halved. A half-fiendish water naga lives in the water and will swim around silently, using hit and run tactics.



The door to the Devil Spire is on this level, but it is blocked by the collapse. It is stone and covered in carvings. Removing the door and the debris will take 4 characters 2 weeks to do, 1 week if at least one of them is a dwarf.

The doors on this level are rotted through beneath the water line, allowing the naga to swim through them without opening them.

### Half Fiendish Water Naga

Large (Long)

HP 75 (7d8) Initiative +1- Speed 30 ft./Swim 60 ft/Fly 30 ft. (average)- AC 18 (-1 size +3 Dex +6 natural)- Attacks Bite +10 Melee 2 Claws +10- Damage Bite 2d6+6 + Poison (DC 17 Fortitude Save 1d8 Temp Con/same) Claws 1d6+5  
Special Attacks: Poison, Spells

Special Qualities: Darkness 3/Day Desecrate Unholy Blight Poison 3/day Darkvision 60 feet - Saves Fort +6 Ref +5 Will +8- Abilities Str 20 Dex 17 Con 20 Int 14 Wis 17 Cha 17- Skills Concentration +12 Listen +10 Move Silently +10 Hide +10 Spellcraft +8 Spot +10 - Feats Lightning Reflexes Silent Spell

Cha Bonus +3

Spells (8<sup>th</sup> Level Sorcerer) (1 extra Level taken)  
6 0 level / 7 1<sup>st</sup> Level / 7 2<sup>nd</sup> Level / 6 3<sup>rd</sup> Level / 3 4<sup>th</sup> Level

Spells Known 8 0 Level/ 5 1<sup>st</sup> Level/3 2<sup>nd</sup> Level / 2 3<sup>rd</sup> Level / 1 4<sup>th</sup> Level

0 Level - *Ray of Frost, Dancing Lights, Mage Hand, Open/Close, Ghost Sound, Flare, Light, Detect Magic*

1<sup>st</sup> Level - *Mage Armor, True Strike, Magic Missile, Silent Image, Ventriloquism*

2<sup>nd</sup> Level - *Arcane Lock, Mirror Image, Bull's Strength*

3<sup>rd</sup> Level - *Lightning Bolt* (Save DC 16), *Haste*

4<sup>th</sup> Level - *Summon Monster IV*

CR 10

Exp: 5,400

## 22. Debris

This is a pile of stone debris from the collapse of the levels above. The water here is only 2 feet deep. The surface is uneven and slippery and running or charging on it requires a DC 15 balance check. Underneath the debris is a magical golden key, the object of the players quest. For each hour spent digging in the debris the players can make a DC 25 search check to find the key. Taking 20 will require an entire day of searching.

Magic Key - 3 Times/Day the user can cast *Knock* by saying the command word Alohombra and pointing the key at the door/chest etc.

## 23. Entrance Hall

This is the entrance hall to the spire. The walls are covered in heraldic shields. The stairs let out here.

## 24. Dining Hall

In here are the remains of a great stone table. The Naga often hides under here. The room also contains the remains of several chairs. There are 10 pieces of goldware on the floor (DC 15 to find each one, each is worth 5 GP.)

The closet was for coats and hats. It contains hooks to hang things on.

## 25. Kitchen

The Kitchen for the spire. There is a large hearth and a rusted iron cauldron. There are also counters for cutting, wrecked storage cabinets and other pots and pans.

The Naga has set a number of rusty knife blades in the floor in front of the doors to the Dining Hall (which are rotted through beneath the water line.) The knives are a DC 20 Reflex save to avoid. They do 1D6 damage + a DC 20 fortitude save vs. disease. The disease causes 1d4 temporary strength damage per day (DC 20 fortitude to avoid.) The character needs to make 3 saves in a row to be cured. If it reduces the character to 0 strength, it is a DC 20 save each day to avoid death.

## 26. Pantry

In here are several cabinets full of china. If the characters make a successful appraise check (DC 25) they can identify a set of 8 place settings that is worth 500 GP.

In the hatched area there used to be a trap door to the cellar. Now it is just a gaping hole. If the players walk into it, it is a DC 20 Reflex save to avoid. If they fall into it, it will take a DC 20 swim roll to get out of the cellar. See the Dungeon Master's Guide rules on Drowning.

The Naga makes her home in the cellar. She will go in there to rest if she is wounded.

## 27. Servants Quarters

In here is a rotted bed and chest which contains a bunch of rotted stuff and 12 GP 5 SP.

## 28. Living Room

Several couches and chairs are in this room. The walls are covered in bookcases, but all the books are moldy and rotten. A desk is still mostly intact at one end of the room. The desk contains a secret drawer (DC 25 to find). It's locked (DC 25 to pick) and trapped (DC 25 to find, DC 25 to disarm, poisoned needle, DC 20 Fortitude save 1 Temp. Constitution Point primary damage/same secondary damage). The drawer contains a flask of Oil of Etherealness.

The secret door is a 1 1/2 foot diameter hole to 35 with a large clump of seaweed concealing it (DC 20 to find).

## 29. Servants Quarters

As 27 except that hidden in the chest is 9 GP 17 SP 3 CP

## 30. Servant Quarters

This was the quarters of the head butler. As 27 except that the chest contains 23 GP 8 SP 5 CP and a Gem worth 100 GP.

## 31. Servants Quarters

As 27, except that in the refuse a large water viper (DC 20 Spot check to see) makes it's nest in the ruins of the bed. There are 5 GP in the viper's gullet. The nest has 4 eggs in it, which might make a nice omelet. The secret door is a 1 1/2 Foot diameter hole in the wall that leads into the secret room (33). The Naga will go through here to lose pursuers and will pull refuse over the hole to hide it (DC 20 to find). The viper will not attack the naga.

### Viper - Large

HP 17 (3d8+1)- Initiative +3- Speed 20 ft./Climb 20 ft/Swim 20 ft.- AC 15 (-1 size +3 Dex +3 natural)- Attacks Bite +4 Melee- Damage Bite 1d4 + Poison (DC 11 1d6 Temp Con/Same)- Special Attacks Poison-Special Qualities Scent-Saves Fort +3 Ref +6 Will +2- Abilities Str 10 Dex 17 Con 11 Int 1 Wis 12 Cha 2- Skills Balance +11 Climb +11 Hide +8 Listen +9 Spot +9 - Feats Weapon Finesse (Bite)  
CR 3

Exp: 450

## 32. Deluxe Prison Cell

The door to this room is iron with a barred window in it. The room has the remains of what looks like a nice bed, desk, bureau and chair. On the bureau the naga has left a pile of coins to lure intruders inside. The pile has 20 GP 120 SP 300 CP in it. If the players go in the room, the naga will push the door shut and hold it shut while she casts *Arcane Lock* on it. The door is DC 25 to Break with the Arcane Lock +10 (It's somewhat rusted) has a hardness of 5 and 30 HP

## 33. Secret Room

This little hidey hole used to have some gold in it that the naga has taken for her own. It has several empty rusted iron coffers in it. She has not discovered the concealed compartment in the ceiling (DC 25 to find). The compartment is locked (DC 25 to open) coated with a contact poison (DC 25 to find, 1d6 Temp Con damage/ same secondary damage) and a glyph of warding. Inside is an Iron Dragon (See Creature Collection II, Sword and Sorcery Studio).

## 34. Bathroom

This room contains a toilet bowl and a sink, like the previous bathrooms. The water jug has been smashed. A tiny viper makes it's home in the bowl. The secret door to the right is a stone panel that slides open (DC 25 to spot.) The naga knows how to operate the panel.

The secret door to the left is a 1 1/2 foot diameter hole that's covered by a rock.

### Viper - Tiny

HP 1 (1/4d8)- Initiative +3- Speed 15 ft./Climb 15 ft/Swim 15 ft.- AC 17 (+2 size +3 Dex +3 natural)- Attacks Bite +5 Melee- Damage Bite Poison (DC 11 1d6 Temp Con/Same)- Special Attacks Poison-Special Qualities Scent- Saves Fort +2 Ref +5 Will +1- Abilities Str 6 Dex 17 Con 11 Int 1 Wis 12 Cha 2- Skills Balance +11 Climb +12 Hide +18 Listen +8 Spot +8 - Feats Weapon Finesse (Bite)  
CR 1

Experience -

### 35. Cells

Sacrifices to Asmodeus were kept in here. The cells contain stone bunks, rusted iron shackles and walls with ancient bloodstains on them. The wardens' room contain stone benches for viewing the prisoners and on the wall a whip and a *Rod of Branding* (Weakness).

If the players go into one of the cells, the Naga will shut the door and cast *arcane lock* (See 32.)

#### Cellar

This room contains the waterlogged remains of all sorts of junk. A rack contains hundreds of wine bottles, all ruined. There are rusted metal implements of uncertain use, stone rubble from the level above, and the naga's nest. The nest contains 4 eggs (worth 500 GP each on the black market) and the naga's treasure. The room is absolutely dark. The naga will come down here to recover from wounds or protect her eggs. She will abandon her eggs if it looks like she will die though.

The room has a pile of 1,000 GP, a *ring of jumping*, and a +2 *Scimitar*, The ring takes a DC 20 search roll to find.

