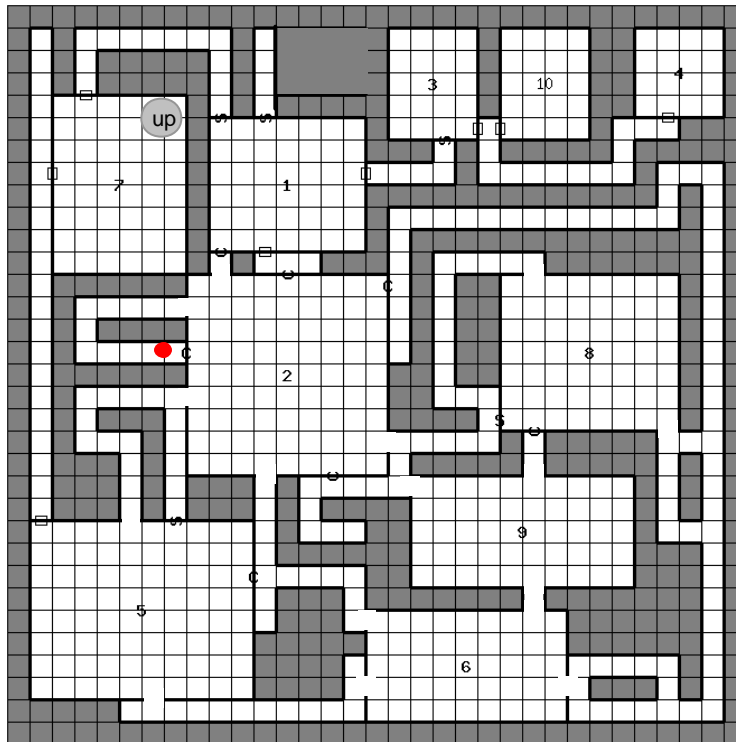


Devotee of the Fanged God

Outside the lair: There are kzin footprints, booted, in the area near the entrance to the cave (Spot DC25, Search DC15, Track DC10). Beating the DC by 5+ reveals that the tracks both come and go from the cave, and that there are at least four different individuals' tracks.

The cave is fairly small, only 10 ft. wide and 25 ft. deep, with a 10 ft. ceiling. Attached to the back wall by chains are two human corpses, dried and desiccated. There are dots and commas of Heroes' Tongue writing in dark red on a flat space of rock wall near the corpses. This reads, *"What comes foolishly to me, I keep. Stay out, if you value your soul, ere I keep it for myself if you trespass."* Written beneath these words in Smeisserander (in a different hand) is the following message, *"If you claim friendship with kzinti by the fur of K'zar's brazen ass, you may enter. Be respectful at all times, for the master of this place is exceedingly strict."*

The way into the cave is to face the back wall and utter the words, "By the fur of K'zar's brazen ass," in Heroes' Tongue. The back wall will disappear as the passwall opens into the corridor leading to Room 1.



Features: The rooms and hallways of this dungeon are finely carved with few seams or joins from the natural dark stone of the area. The floors of most rooms are paneled with one inch thick oak floorboards. These cover the whole room except for a band of stone one foot wide around the edge of the room, next to the walls. Many rooms have mosaic pictures on the walls of kzin battle or domestic scenes. The mosaics are still quite brightly colored. Light is provided in most areas by glass globes set in sconces, each containing a swirling handful of fireflies (actually a continual light effect). The whole effect is of a rich kzin lord's manor from the days of the Eastern Patriarch, some 25 years past.

Room #1: Welcome Chamber

Entry Door (north, 3 from west): (secret) passwall, magic word trigger ("By the fur of K'zar's brazen ass...")

Door (east, 3 from north): Ornate wrought iron grate, stuck (magnetized - opposed Strength check vs +8 to open)

Door (south, 3 from west): wooden, strong, stuck

Concealed Door (south, 1 from west): (concealed) wooden, simple, free, behind tapestry (Spot DC20)

Secret Door (north, 1 from west): (secret) passwall, pressure-plate trigger (Search DC29)

Features:

Expansive mosaic pictures of kzinti in battle, oaken floorboards, red carpets in a 2 foot strip around the edge of the room (except across the lintels of the two obvious doors and the entry passwall), a life-sized bronze statue of a defiant kzin warrior (K'mer-Pashti, a great and powerful wizard general of the Patriarch Brakt-Chorl from the 8th Man-Kzin War in which the Four Kingdoms were captured by the kzinti). "*K'mer-Pashti destroying the monkey wizards*," is graven on a plaque attached to the pedestal of the statue.

Room #2: Chamber of Darkness

Open doorway (east, 8 from north)

Open doorway (west, 6 from north)

Door (west, 4 from north): (concealed) stone, simple, stuck, painted bright blue

Open doorway (west, 2 from north) [trap: spiked pit trap (80 ft. deep) (CR5) (Find/Disable DC 29, Reflex DC20)]

Door (east, 1 from north): (concealed) false wall, stuck, behind tapestry

Door (south, 7 from west): (concealed) false wall, stuck

Door (north, 5 from west): (concealed) false wall, stuck

Open doorway (south, 4 from west)

Open doorway (north, 2 from west)

Monsters: (EL10) These destrachans lair here where prey is easy to surprise as it encounters the edge of the darkness. They also roam through rooms 6, 8, and 9 waiting for prey to wander near or for the outsiders to drop in a prisoner. They respect Vadiri and reluctantly do her bidding because of her silence spell and immunity to their sonic attacks.

destrachan (2) (CR8)

Features:

Continual darkness, salt grinder, ash, powdered wood and metal

Room #3: Performance Room

Door (east, 5 from north): stone, locked

Secret Door (south, 3 from west): (secret) side-sliding, pressure-plate trigger (Search DC 20)

Monsters: Vadiri may be here practicing the za-tar. She will be prepared for the party in her human form if they open the secret door. She assumes a pose of submission in front of her chair, pretending that she expects the master, and acts surprised to see adventurers. Note the *perfume of misdirection* she wears, which she directs at the most heroic person she sees.

Vadiri, female rakshasi (CR9). 7d8+21, 52 hp, Init +2, 40 ft., AC 23 (+2 Dex, +9 natural, +2 ring).

Dagger +3, +11 melee (1d4+4) or 2 claws, +8 melee (1d4+1) and bite, +3 melee (1d6). SA: Cast as Sorcerer 7 (6/7/7/5), detect thoughts, alternate form, spell immunity (8th level or less), DR 20/+3, vulnerability to blessed crossbow bolts. SV: +8/+7/+6. Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha

18.

Description: Vadiri is a very comely young woman of Honuran features, wearing a red silk robe with modestly colorful patterns, a gold sash, and padded boots. A folded fan and a dagger are tucked into her sash. Her face is a study in sadness, as one holding only a sliver of hope. She speaks only in a whisper, as she introduces herself.

Actions & Information: Vadiri introduces herself as a bard, captured by an evil kzin wizard. She pretends that she can only whisper, as the Master has taken her voice and allows her to have it only to perform. She notices holy symbols and asks if the bearers are of Ishan. She explains her entrapment and forced service to the Master, showing the bite marks on her neck where it appears that a kzin might have bitten. She pretends to be reluctant to be rescued, because she will not leave without her voice. The Master keeps it in a small white clay bottle. She knows that other people are trapped in similar ways, but has no contact with them, specifically. Many reside on the upper levels of the Master's castle.

Skills & Feats: Bluff +17*, Disguise +18*, Listen +11, Move Silently +11, Perform (ballad, chant, drama, epic, plus five others) +13, Sense Motive +10, Spot +12; Alertness, Dodge, Spell Focus (enchantment). * +10 to Disguise in alternate form, additional +4 to Bluff and Disguise when using detect thoughts.

Spells Known (7/5/3/2): (0) daze, detect magic, prestidigitation, read magic, arcane mark, dancing lights, ghost sound; (1) charm person, hypnotism, obscuring mist, color spray, ray of enfeeblement; (2) silence, invisibility, magic mouth; (3) suggestion, vampiric touch.

Gear: Red silk robe with a modestly colorful pattern (*robe of blending*), *dagger* +3, sandals, sash, fan, perfume (of *misdirection*), perfume (of *love*, Will DC12 + result of Seduction check), lip balm (of *kiss of death*, 6 applications, Fort DC21).

Tactics: Vadiri will accompany the party and seek to attach herself to any clerics, especially if male. The only thing she fears is the blessed crossbow bolt, so she will first remove those capable of creating such a weapon. She wants to win trust, then arrange to kiss the cleric with the kiss of death. If this works, she is horrified, whispering, "What have I done? What has he done to me?" over and over and collapsing in distress. Otherwise, and until then, she follows along and "helps" the party.

Features:

Mosaics of a kzin lord supervising slaves in various tasks, kzin-sized armchairs (2), an open area that suggests a stage, a za-tan on a stand, (a kzin instrument much like an underfed and elongated cello) and a simple human-sized chair.

Room #4: Lair of Smoke

Door (south, 2 from west): wooden, good, locked

Monsters: (EL9) Unless summoned by Vadiri, these two will be here drinking firewine and plotting

barbazu (devil) (1) (CR7)

osyluth (devil) (1) (CR6)

Treasure:

18,600 gold coins (18600 gp)

necklace of matched pearls (3000 gp)

necklace of prayer beads (blessing) (500 gp)

Features:

Smell of dry, burnt metal, chains and manacles, scrapes on the floor, pile of humanoid bones, staring humanoid eyes (42 pair) arranged on a small shelf that circles the room (the eyes seem to follow the person with the strongest good alignment), mosaics of kzin wizards summoning fiends, 3 jugs of infernal firewine (effectively poison, DC16 Fort, 1d4 Con/2d4 Con).

Room #5: Rug Weaving Room The destrachans leave this room alone because of the command of Vadiri and the magic mouth traps she has laid specifically for them. These magic mouths warble in ways that make the destrachans nauseous, but do not even trigger for anyone else.

Open doorway (south, 6 from west)

Open doorway (north, 5 from west)

Door (north, 1 from west): wooden, good, free

Concealed Door (east, 3 from north): (concealed) stone, free, behind tapestry, trapped [trap: spiked pit trap (60 ft. deep) (CR4) (Find/Disable DC 29)]

Secret Door (north, 7 from west): (secret) rotating wall, magic word trigger

Features:

Pole, large loom with soft and colorful thread, mosaic of kzinretti weaving, chair, trough of soft fibers.

Room #6: Ruined Chamber

Open doorway (east, 4 from north)

Open doorway (west, 4 from north)

Open doorway (west, 1 from north)

Open doorway (north, 8 from west)

Features:

Powdered mosaic tile dust, ashes

Room #7: Torture Chamber

Door (west, 4 from north): wooden, simple, free

Door (north, 2 from west): wooden, simple, stuck

Monsters: (EL9 or 11) These two devils are having far too much fun torturing their prrex captive. They have burned off all his fur and are still trying to get him to cry out. They are quite frustrated by his calmness and mental control. Forbidden by Vadiri to kill or permanently injure him, they are nevertheless going as far as her directive will allow. This room also has a spiral staircase of stone leading up.

Barbarzu (devil) (CR7)

Hellcat (devil) (CR7)

Kadaji, male prrex cleric (spiritualist) 9 (prisoner, down to 4 of 66 hp)

Kzin Heroes, Ftr3 (2) (CR7) from Room 1, second level may come down to aid the devils if they hear sounds of battle.

Features:

Odor (unidentifiable, burned cat fur), bellows, tongs, shining chrome torture implements, steps, platform, chains and manacles, stone staircase up, mosaics of fiends torturing kzinti and humans.

Room #8: Ruined Chamber

Door (west, 7 from north): (secret) stone, side-sliding, gesture trigger (clawing across the face twice in a double kzin salute while facing the door)

Open doorway (south, 8 from west)

Concealed door (south, 2 from west): (concealed) illusory wall

Open doorway (north, 2 from west)

Features:

Powdered mosaic tile dust, ashes

Room #9: Ruined Library

Door (west, 1 from north): stone, stuck

Open doorway (south, 6 from west)

Open doorway (north, 6 from west)

Hidden Treasure (Search DC 29): Hidden in a trapped secret compartment in the floor

800 platinum coins (8000 gp)

tome of clear thought +1 (27500 gp)

Trap on the treasure compartment:

spell (Vanish/Teleport - Target: person attempting to open the compartment. Destination: just below the cover of the 80 ft. spiked pit trap in the western corridor from room 2) (Find/Disable DC 29)

Features:

Sawdust (shelves and furniture), powdered paper and leather (books)

Room #10: Vadiri's Boudoir

Door (west, 5 from north): wooden, ornately crafted with brass and mahogany, locked (DC30)

Monsters: (EL9) Vadiri may be here

Treasure:

152 platinum coins in a lacquered cedar box (1520 gp)

Painting of a lone kzin hero fighting through dozens of elves to reach a trapped kzinrett (400 gp)

Incense of meditation (4 blocks)

Incense of seduction (6 blocks)

Brazier of true copper (3000 gp)

+3 straight sword (Kadaji's)

dorje of cure serious wounds (30 ch, Kadaji's)

ring of protection +2 (Kadaji's)

scroll (divine: inflict moderate wounds (l2, cl3), cure light wounds (l1, cl3)) (175 gp)

Features:

Cushions, canopy bed, smell of sweet incense, large goldfish bowl with 3 fish, keg of wine (ever-full keg, 4000gp), mosaics of kzinti engaged in romantic or mating activities.

Room #2: Chill Storeroom

Door (east, 5 from north): iron, free

Door (north, 9 from west): wooden, free, trapped [trap: spell (Eyebite) (Find/Disable DC 29)]

Door (north, 2 from west): wooden, strong, stuck

Concealed Door (south, 1 from west): (concealed) false wall, free rotating

Monsters: (EL9) These kzin spectres haunt this chamber at the command of the Master who originally killed them to power his magic. They hate and despise him, but are powerless to resist his commands, so they do his bidding. Woe to any other living creature that enters, however! The Master stores some treasures here in three locked chests. The spectres will typically attack from surprise.

Kzin Spectres (2) (CR7)

Treasure: chests (3), locked (DC 30)

12,800 gold coins (12800 gp)

eyepatch with mock eye of sapphire and moonstone (1100 gp)

gemstones - black opal (1000 gp), carnelian (70 gp), banded eye agate (5 gp), rhodochrosite (9 gp),

tiger eye turquoise (8 gp), star rose quartz (30 gp), lapis lazuli (11 gp)

wand of bull's strength (45 charges) (4500 gp)

Features:

A strange chill, ruined kzin furniture, dusty cobwebs, cleared space near the south side, 3 stout wooden chests with shiny locks, mosaics of kzin heroes in armor and brandishing weapons.

Room #3: A Secret Weapon

Door (east, 5 from north): wrought iron, locked with a silver lock

Door (west, 4 from north): wrought iron, locked with a silver lock

Door (east, 1 from north): wrought iron, locked with a silver lock

Door (south, 6 from west): wrought iron, locked with a silver lock

Monsters: (EL10) This bodak was once a kzin hero who looked upon the face of evil in a place of secrets that man was not meant to know. The Master bought him and uses him as a "secret weapon" against his enemies. Most of the time, the bodak is allowed to roam freely throughout this room. He cannot pass the cold iron doors.

Kzin bodak (1) (CR10) large undead (18 HD instead of 9) 120 hp. Slam +13/+8 melee (1d10+3). SA:

Death Gaze (DC 15 Fort), DR15/silver, fire and acid resistance 20, electricity immunity, sunlight

vulnerability, flashbacks. SV: +5/+5/+9. Feats: Dodge, Improved Initiative, Weapon Focus (Slam),

Power Attack (+9), Cleave, Great Cleave.

Features:

Bare stone walls, dry well, wooden platform to which are attached silver tie-down clamps for the bodak (not currently used).

Room #4: Grand Chamber

Door (west, 7 from north): wrought iron

Door (east, 6 from north): wrought iron, trapped [trap: spell (Inflict Serious Wounds) (Find/Disable DC 29)] - Behind this door are shelves of kzin dinnerware in pewter and copper.

Door (west, 5 from north): wrought iron

Door (west, 3 from north): (secret) rotating wall, gesture trigger (clawing face twice in kzin salute while facing the door directly)

Door (east, 1 from north): wrought iron

Door (south, 6 from west): (secret) rotating wall, gesture trigger (clawing face twice in kzin salute while facing the door directly)

Features:

Gloomy chill in the room, very dark ceiling, bones (humanoid) in a dozen cages along the walls, a keg of blood on a stand, mosaics of kzin heroes gorging themselves on humans, elves, and dwarves at a feast.

Room #5: Martial Training Hall

Door (west, 9 from north): wrought iron

Door (east, 5 from north): wrought iron, trapped [trap: spiked pit trap (60 ft. deep, 30 ft. long) (CR4) (Find/Disable DC 29)]

Door (west, 2 from north): wrought iron

Door (north, 7 from west): wrought iron, trapped [trap: spiked pit trap (60 ft. deep, 30 ft. long) (CR4) (Find/Disable DC 29)]

Monsters: Helga will be resting here awaiting another fighting or feeding session.

Helga Feldman, female human Pal 9 (CR9). 9d10+27, 81 (34) hp, Init +2, 30 ft., AC 28 (+2 Dex, +11 armor, +5 shield). Bastard sword +2, +15/+10 melee (1d10+5). SA: detect evil, divine grace +4, lay on hands 36 hp, divine health, aura of courage, smite evil +4/+9, remove disease 3/week, turn undead, special mount (Klendestiel, griffon), spells 2/1. SV: +13/+9/+12. Str 17, Dex 14, Con 16, Int 13, Wis 16, Cha 18.

Description: Helga is a tall, strong woman in her late twenties or early thirties who carries about her an air of tired resignation, as if determined to suffer through whatever challenges befall her. She has blonde Heidann features, ice blue eyes, and wears irridesium plate armor engraved with the symbol of the Fanged God. Her hair is tied back into a ponytail with a black leather strap. She idly swings an impressive silver-bladed bastard sword back and forth. An irridesium shield, again engraved with the symbol of the fanged god, hangs from a nearby sword rack.

Actions & Information: Helga introduces herself as a prisoner of the Master, an evil kzin vampire priest of the Fanged God. She seems tired, weary. She explains that she is glad to see outsiders but suggests they leave now. Her faith has failed to protect her from the Master, and she doesn't want them to share the same fate. She came here with companions to seek out the truth of rumors about a priest of the Fanged God starting a cult in the area. Her friends were killed or drained and eaten, but the Master seems endlessly amused to keep a paladin of Ishan around to gloat over. He even turned her holy symbols of Ishan into symbols of the Fanged God in his chapel and forced her to continue to wear them.

The Master comes to the training hall to fight Helga for his amusement. When she wins, he restores her strength and feeds her. When she loses, he drinks her blood and gloats. When she gets too weak to stand, he restores her strength again, only to have her fight again. She would try to escape, but he has used a ritual to remove her heart, placing it into a jar that he keeps hidden somewhere. This prevents her from dying, no matter what the Master does to her, and that has been more than she is willing to tell. She has heard the Master gloat about others he has captured and kept, but has seen no proof of this.

Skills & Feats: Heal +15, Knowledge (religion) +13, Ride +14, Spot +9; Exotic Weapon (bastard sword), Iron Will, Weapon Focus (bastard sword), Extra Turning.

Gear: Irridesium plate armor +3, irridesium shield +3, silver bastard sword +2.

Treasure:

Suits of kzin irridesium plate armor (6)

Irridesium greatswords (6)

Irridesium Kzin 2-hander swords (4)

Features:

Armor racks, weapons racks, battered mosaics of kzin heroes fighting each other, blood stains.

Room #6: Kzin Bunk Room

Door (east, 7 from north): wooden, good, free

Door (west, 6 from north): wooden, good, locked

Door (east, 1 from north): wooden, good, stuck

Features:

Mosaic of kzinti singing or roaring (hard to tell which), discarded weapons, cobwebs in corners, fireplace, piles of sleeping furs (8).

Room #7: The Master's Crypt

Door (west, 4 from north): wooden, simple, locked, side-sliding

Door (east, 1 from north): (secret) down-sliding, push-brick trigger

Monsters:

S'rathi-Khan, Kzin Clr7, vampire (CR13) may be here regenerating or resting, depending on previous adventurer activity. 11d12, 88 hp, Init +7, 30 ft., AC 27 (+3 Dex, +13 armor, +9 natural, +2 deflection). Greatsword +3, +21/+16 melee (2d6+16); 2 Claws +16/+11 melee (1d6+9+2 negative levels). SA: Domination gaze (standard action, DC19), energy drain (2 levels), blood drain (1d4 perm. Con), children of the night, create spawn. SQ: Undead immunities, DR 15/+1, +4 turn resistance (turns as 15 HD), gaseous form, spider climb, alternate form, fast healing 5. SV: +9/+8/+10. Str 28, Dex 16, Con —, Int 13, Wis 18, Cha 18.

Description: S'rathi-Khan is a true devotee of the Fanged God's power and cruelty. He is large, domineering, demanding, and unforgiving. He manipulates others through strength, intimidation, and fear; enjoying it greatly.

Skills: Bluff +16, Heal +15, Hide +19, Intimidate +16, Knowledge (religion) +15, Listen +18, Move Silently +19, Search +12, Sense Motive +14, Spot +18.

Feats: Improved Initiative, Combat Reflexes, Silent Spell, Spell Focus (necromancy), Sanctum Spell, Alertness, Dodge, Lightning Reflexes.

Gear: Kzin adamantite plate armor +3, adamantite greatsword of wounding +3, amulet of protection from good (+2 deflection bonus to AC), Talisman of Ultimate Evil.

Treasure:

18,400 gold coins (18400 gp)

gemstone - deep blue spinel (400 gp), smoky quartz (60 gp), deep green spinel (90 gp), chalcedony (50 gp), star rose quartz (60 gp), banded eye agate (9 gp), moss agate (7 gp)

scroll (arcane) (unseen servant (I1, cl1), magic missile (I1, cl1), see invisibility (I2, cl3)) (200 gp)

potion: oil of timelessness (150 gp)

potion: invisibility (300 gp)

Jar with a living human heart in it (Helga's)

Features:

Black mosaic (every single tile is black), great stone table with a sacrificial stone knife at its head (serves the same purpose as a coffin), red marble altar with a small gold font of blood.

Room #8: Chapel to the Fanged God

Door (west, 4 from north): wrought iron

Door (south, 2 from west): wrought iron

Secret Door (east, 6 from north): (secret) passwall, magic word trigger ("By the Fanged God" in Hero's Tongue)

Secret Door (north, 1 from west): (secret) passwall, gesture trigger (double salute)

Monsters: (EL13+)

S'rathi-Khan, Kzin Clr7, vampire (CR13)

Kzin Heroes, Ftr 3 (2) (CR7)

Treasure:

16,000 gold coins (16000 gp)
gemstone - red spinel (80 gp)

Features:

Great open space with dark vaulted ceiling, a single wall-spanning mosaic of kzinti feeding prisoners to a huge fanged kzin god, chandelier of light globes, robing rack, stone floor with checkerboard pattern of black and red stone, altar of bright red marble with a gold caldron built into it, a strange feeling of steaming heat.