

is as infested with traps as the level known as the Gauntlet of Fury. All of the traps here are extremely lethal, but as they were part of an elaborate testing ground designed to destroy the unworthy, most of the traps on this level have complicated or cryptic ways to temporarily deactivate or bypass them. One of the more common security traps that appears in the Upper Mountain levels (particularly in the Halls of Crimson) is the notorious “prison of blades.” This trap has numerous variants throughout the complex that do less damage (less powerful versions of the trap were easier to construct), making it the most common trap type encountered in Hollow Mountain.

PRISON OF BLADES

CR 16

Type magic; **Perception** DC 35; **Disable Device** DC 35

EFFECTS

Trigger visual (*true seeing*); **Reset** automatic (5 minutes)

Effect spell effects (*forcecage*, windowless cell, DC 20 Reflex save or be trapped inside for 13 rounds), two *mage's sword* spells shaped to look like ranseurs attack anyone inside the cage for 13 rounds (Atk +19 melee [4d6+3/19–20]); multiple targets (all targets in a 10-ft. cube)

TREASURES AND REWARDS

There are many wonders to find in the depths of Hollow Mountain. Alaznist's armies raided the surrounding lands and brought back much plunder, and in the deeper corners of the dungeon, these ancient, often magical, treasures can still be found. Under Alaznist's rule, the Bakrakhani crafted many weapons and other military materials to fuel her drive for conquest. Enchanted weapons with the *wounding* or *vicious* properties were popular during the bygone days of Alaznist's rule.

Yet perhaps even more compelling than mere magical trinkets or dangerous weapons is the promise of strange, forgotten spells created by one of Thassilon's most creative and most violent runelords. Now and then, adventurers discover new spells and carry them back to civilization—unlike magic items, knowledge of new spells can spread and grow. The latest, and perhaps most infamous, of these ancient magics yet unearthed is a relatively low-level but brutal spell called *battering blast*—a spell that has led many scholars to believe that Alaznist may have been the first to craft *rings of the ram*.

BATTERING BLAST

School evocation (force); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature or unattended object

Duration instantaneous

Saving Throw Reflex partial (see text); **Spell Resistance** yes

WHERE IS ALAZNIST?

As with the other Runelords, when the end of Thassilon came, Alaznist retreated to a place of safety accessed via her runewell located in her Demesne at the top of Hollow Mountain. Yet the realm into which Alaznist retreated is not physically present within Hollow Mountain. None have found her retreat to date, but logic holds that the dangers and treasure to be found within this realm are greater than any found within Hollow Mountain itself.

You hurl a fist-sized ball of force resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of force damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5th, you gain a second ball of force. A creature struck by any of these is subject to a bull rush attempt. The force has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The CMB for the force's bull rush uses your caster level as its base attack bonus, adding the force's Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of force makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple CMB checks but only take the highest result to determine success. If the bull rush succeeds, the force pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone. This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn't do the job.

ADVENTURE HOOKS

The following adventure hook can be used to start adventures set in Hollow Mountain.

Mutant Pirates: A ship crewed by strange creatures have attacked several Magnimarian merchant ships of late. Survivors report that the “pirates” were not human at all, but strange beasts with sideways-opening mouths that fought alongside humanoids who seemed to be able to become invisible at will. In truth, this is a ship helmed by a small group of sinspawn allied with several skulk rogues—when the PCs confront the ship, they find clues that indicate the ship's eerie crew hailed from somewhere deep in Hollow Mountain, and that it was to this site that the pirates have been sending their stolen treasures.

