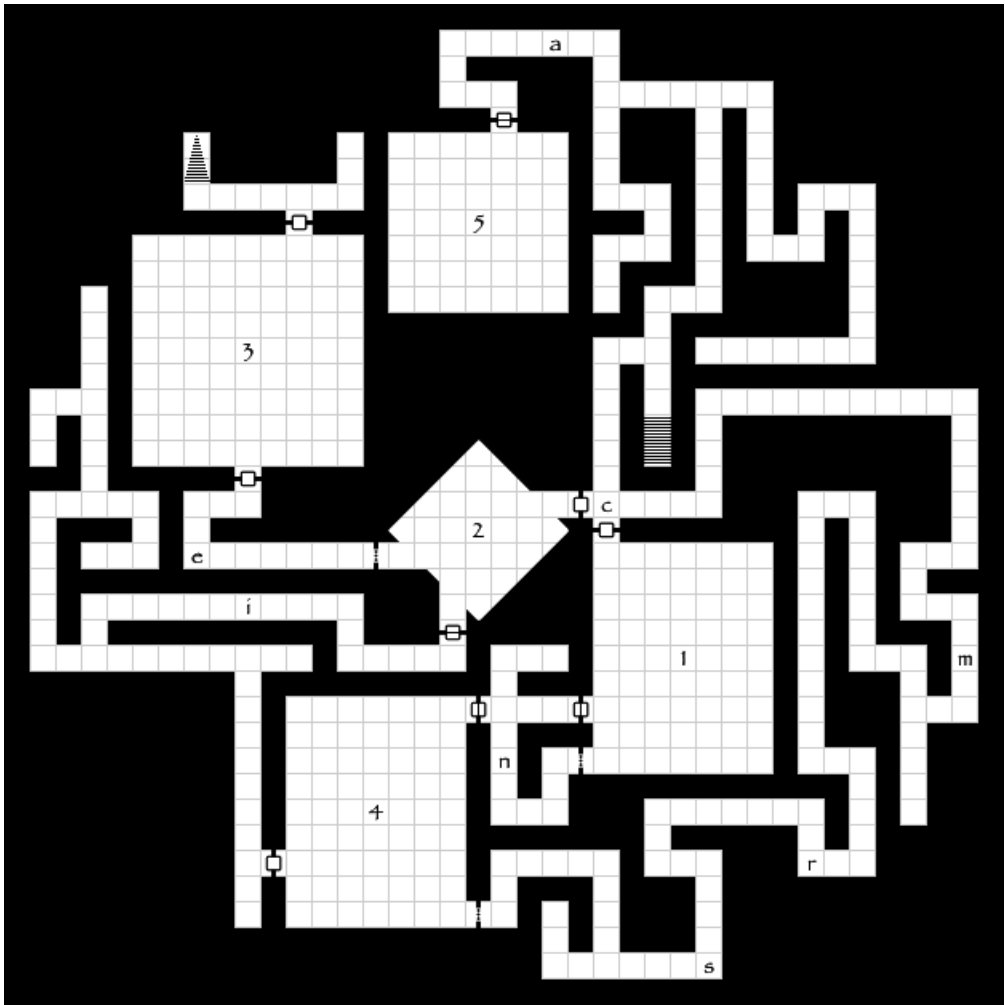


The Dark Gauntlet of Madness 20

Level 20



General	Walls	Masonry (Climb DC 20)
	Floor	Flagstone
	Temperature	Average
	Illumination	Average (shadowy in corridors, lamps or torches in most rooms)

Corridor Features

- a** A tile labyrinth covers the floor
- c** Magic Missile Turret: CR 20; magic device; proximity trigger (alarm); duration 5 rounds; no reset; magic missile (18d6 force damage); never miss; Search DC 30; Disable Device DC 30
- e** Someone has scrawled a diagram of a mechanical trap here
- i** Fireball Turret: CR 18; magic device; visual trigger (true seeing); duration 5 rounds; no reset; fireball (18d6 fire damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 20 ft. radius burst); Search DC 32; Disable Device DC 32
- m** Poisoned Scythe Blade: CR 18; mechanical; location trigger; manual reset; Atk +16 melee (18d6/19-20 plus poison); multiple targets (all targets in a 5 ft. radius arc); poison (Dragon Bile); Search DC 28; Disable Device DC 32
- n** A group of demonic faces have been carved into the walls
- r** A narrow shaft falls into the corridor from above
- s** Thunder Turret: CR 18; magic device; proximity trigger (alarm); duration 6 rounds; no reset; thunder blast (16d6 sonic damage, DC 20 Fort save for half damage); multiple targets (all targets in a 20 ft. cone); Search DC 32; Disable Device DC 28

Wandering Monsters

- 1** 1 x Old Red Dragon, wielding bizarre eldritch powers
 - 2** 4 x Nightwalker (nightshade), actively patrolling their territory
 - 3** 1 x Old Red Dragon, returning to their lair with plunder
 - 4** 3 x Nightwalker (nightshade), scouting from another part of the dungeon
 - 5** 1 x Balor (demon), actively patrolling their territory
 - 6** 8 x Iron Golem, returning to their lair with plunder
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Room #1*North Entry*

Unlocked Good Wooden Door (hard 5, 15 hp)

West Entry #1

Locked Iron Door (Open Lock DC 25, break DC 28; hard 10, 60 hp)

West Entry #2

Iron Portcullis (lift DC 25, break DC 28; hard 10, 60 hp)

Room Features

The floor is covered in perfect hexagonal tiles, and someone has scrawled a basic map of the dungeon on the north wall

Monster5 x Mature Adult Green Dragon

Mature adult green dragon: CR 16; Huge dragon (air); HD 23d12+115; hp 264; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40 ft; AC 30 (-2 size, +22 natural), touch 8, flat-footed 30; Base Atk +23; Grp +40; Atk +31 melee (2d8+9, bite); Full Atk +31 melee (2d8+9, bite) and +31 melee (2d6+4, 2 claws) and +30 melee (1d8+4, 2 wings) and +30 melee (2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon (50 ft. cone of corrosive (acid) gas 14d6, DC 26), crush 2d8+13 (DC 26), frightful presence (DC 24); SQ Blindsight 60 ft., damage reduction 10/magic, darkvision 120 ft., immunity to acid, immunity to sleep and paralysis, keen senses, spell resistance 22, spells (caster level 7th), suggestion, water breathing; AL LE; SV Fort +18, Ref +13, Will +16; Str 29, Dex 10, Con 21, Int 16, Wis 17, Cha 16

Skills and Feats: Bluff +16, Concentration +19, Diplomacy +17, Escape Artist +13, Hide +5, Intimidate +17, Knowledge (any 2) +29, Listen +31, Move Silently +13, Search +29, Sense Motive +17, Spot +31, Use Magic Device +16; Alertness, Empower Spell, Flyby Attack, Hover, Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Treasure: 42000 gp; Alexandrite (500 gp), Azurite (11 gp), Bright Green Emerald (6000 gp), Brown-green Garnet (70 gp), Eye Agate (14 gp), Fire Opal (900 gp), Golden Pearl (100 gp), Golden Yellow Topaz (700 gp), Lapis Lazuli (14 gp), Pink Diamond (3000 gp), Red Garnet (90 gp), Rhodochrosite (7 gp), Rhodochrosite (15 gp), Turquoise (10 gp), Turquoise (12 gp), White Opal (1600 gp); Arcane Scroll (Animal Growth (1125 gp), Break Enchantment (1125 gp), Persistent Image (1125 gp), Telekinesis (1125 gp)) (total 4500 gp), Arcane Scroll (Secret Chest (1125 gp), Greater Teleport (2275 gp), Spell Turning (2275 gp)) (total 5675 gp), Cape of the Mountebank (10080 gp), Full Plate (Medium) (+3 armor, Wild) (37650 gp), Harp of Charming (7500 gp), Maul of the Titans (25305 gp), Potion of Cure Moderate Wounds (300 gp), Staff of Transmutation (34 of 50 charges) (44200 gp), Strand of Prayer Beads (25800 gp), Tome of Leadership and Influence (+1) (27500 gp); hoard total 243553 gp

Room #2

West Entry Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)

East Entry Stuck Stone Door (break DC 28; hard 8, 60 hp)

South Entry Locked Simple Wooden Door (Open Lock DC 20, break DC 15; hard 5, 10 hp)

Room Features A stream of blood flows along a channel in the floor, and someone has scrawled "Don't lose your head" in blood on the west wall

Monster 3 x Nightwalker (nightshade)

Nightwalker: CR 16; Huge undead (extraplanar); HD 21d12+42; hp 178; Init +6; Spd 40 ft (8 squares)., fly 20 ft. (poor); AC 32 (-2 size, +2 dex, +22 natural), touch 10, flat-footed 30; Base Atk +10; Grp +34; Atk +24 melee (2d6+16, slam); Full Atk +24 melee (2d6+16, 2 slams); Space/Reach 15 ft./15 ft.; SA Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead; SQ Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits; AL CE; SV Fort +11, Ref +11, Will +19; Str 38, Dex 14, Con -, Int 20, Wis 20, Cha 18

Skills and Feats: Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (unholy blight)

Treasure: 7000 gp; Agate Bowl inlaid with a Filigree of Silver (70 gp), Agate Salt Cellar inlaid with a Meandros of Gold (100 gp), Bone Scepter set with a single Smoky Quartz (100 gp), Bone Shield Brooch inlaid with a Meandros of Gold (90 gp), Brocade Merchant's Cap trimmed with Lynx Fur (100 gp), Earthenware Bowl painted with Mythical Creatures (100 gp), Earthenware Vase painted with Woodland Imagery (60 gp), Fine Leather Belt tooled with Arcane Runes (90 gp), Lacquered Wooden Comb inlaid with Electrum (90 gp), Leather Armor tooled with Elven Script (110 gp), Leather Armor trimmed with Rabbit Fur (60 gp), Leather Coat trimmed with Rabbit Fur (50 gp), Linen Merchant's Cap trimmed with Squirrel Fur (20 gp), Malachite Puzzle Box set with Smoky Quartz and Zircon (150 gp), Pewter Scepter etched with Draconic Scales (150 gp), Pewter Tankard inlaid with Electrum (100 gp), Small Woolen Tapestry (10 gp); Staff of Charming (12 of 50 charges) (inscription provides clue to function) (3960 gp); hoard total 12410 gp

Room #3

North Entry Unlocked Good Wooden Door (hard 5, 15 hp)

South Entry Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp) (magically reinforced, +10 to break DC)

Monster**1 x Pit Fiend (devil)**

Pit fiend: CR 20; Large outsider (evil, extraplanar, lawful); HD 18d8+144; hp 225; Init +12; Spd 40 ft. (8 squares), fly 60 ft. (average); AC 40 (-1 size, +8 dex, +23 natural), touch 17, flat-footed 32; Base Atk +18; Grp +35; Atk +30 melee (2d8+13, claw); Full Atk +30 melee (2d8+13, 2 claws) and +28 melee (2d6+6, 2 wings) and +28 melee (4d6+6 plus poison plus disease, bite) and +28 melee (2d8+6, tail slap); Space/Reach 10 ft./10 ft.; SA Constrict 2d8+26, fear aura, improved grab, spell-like abilities, summon devil; SQ Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, acid resistance 10, cold resistance 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.; AL LE; SV Fort +19, Ref +19, Will +21; Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26

Skills and Feats: Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31; Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball)

Treasure: 23000 gp; Bloodstone Scepter inlaid with a Filigree of Electrum (700 gp), Carved Wooden Staff with Electrum Studs (800 gp), Carved Wooden Staff with Electrum Studs (900 gp), Copper Crown engraved with Draconic Scales (1000 gp), Dragon Horn Medallion inlaid with Ornate Platinum Scrollwork (500 gp), Electrum Amulet engraved with Draconic Scales (1300 gp), Electrum Rod engraved with Arcane Runes (700 gp), Electrum Shield Brooch inlaid with a Meandros of Orichalcum (700 gp), Fine Leather Merchant's Cap adorned with a Feather (500 gp), Fine Leather Merchant's Cap trimmed with Sable (700 gp), Fine Porcelain Cup adorned with Gold and a Coat of Arms in relief (800 gp), Ivory Chalice engraved with Spirals (300 gp), Ivory Rod engraved with Spirals (600 gp), Ivory Shield Brooch engraved with a Labyrinth (1700 gp), Lacquered Wooden Rod inlaid with a Filigree of Platinum (700 gp), Lacquered Wooden Shield engraved with Arcane Runes (900 gp), Linen Gown trimmed with Squirrel Fur (900 gp), Necklace of Deep Green Spinel (1000 gp), Onyx Salt Cellar set with Brown Diamond (1400 gp), Ornate Silver Mirror (1400 gp), Pair of Fine Leather Boots tooled with Floral Vines (900 gp), Pair of Silk Gloves threaded with Silver (500 gp), Set of a Fine Steel Rapier and Dagger engraved with Elven Script (400 gp), Silk Merchant's Cap adorned with a Feather (500 gp); Arcane Scroll (Solid Fog (700 gp), Hold Monster (1125 gp), Overland Flight (1125 gp), Insanity (2275 gp)) (total 5225 gp), Wand of Charm Monster (37 of 50 charges) (inscription provides clue to function) (15540 gp); hoard total 63565 gp

Room #4	<i>West Entry</i>	Stuck Simple Wooden Door (break DC 13; hard 5, 10 hp)
	<i>East Entry #1</i>	Locked Strong Wooden Door (Open Lock DC 25, break DC 25; hard 5, 20 hp)
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 25, break DC 28; hard 5, 30 hp)
	Room Features	A magical mural on the west wall can be used as a portal to any known location within the dungeon, and a jingling sound can be faintly heard near the east wall

Room #5	<i>North Entry</i>	Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
	Room Features	Numerous pillars line the walls, and the scent of urine fills the west side of the room

Monster 1 x Old Red Dragon

Old red dragon: CR 20; Gargantuan dragon (fire); HD 28d12+196; hp 378; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 33 (-4 size, +27 natural), touch 6, flat-footed 33; Base Atk +28; Grp +52; Atk +37 melee (4d6+12, bite); Full Atk +37 melee (4d6+12, bite) and +37 melee (2d8+6, 2 claws) and +36 melee (2d6+6, 2 wings) and +36 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA Breath weapon (60 ft. cone of fire 16d10, DC 31), crush 4d6+18 (DC 31), frightful presence (DC 29), tail sweep 2d6+18 (DC 31); SQ Blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., immunity to fire, immunity to sleep and paralysis, keen senses, locate object, spell resistance 24, spells (caster level 11th), suggestion, vulnerability to cold; AL CE; SV Fort +23, Ref +16, Will +21; Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20

Skills and Feats: Appraise +26, Bluff +26, Concentration +29, Diplomacy +27, Escape Artist +22, Intimidate +27, Jump +33, Knowledge (any 2) +36, Listen +38, Search +36, Sense Motive +27, Spot +38, Use Magic Device +27; Alertness, Empower Spell, Flyby Attack, Hover, Improved Initiative, Maximize Spell, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Wingover

Treasure: 54000 gp; Amber (70 gp), Amethyst (120 gp), Azurite (11 gp), Blue Quartz (6 gp), Blue Quartz (10 gp), Chalcedony (40 gp), Chalcedony (50 gp), Deep Blue Spinel (400 gp), Deep Blue Spinel (700 gp), 2 x Freshwater Pearl (7 gp), Freshwater Pearl (10 gp), Freshwater Pearl (12 gp), Freshwater Pearl (13 gp), Golden Pearl (120 gp), Hematite (13 gp), Hematite (14 gp), Iolite (50 gp), Jasper (40 gp), Malachite (6 gp), Moonstone (20 gp), 3 x Moonstone (40 gp), Moss Agate (9 gp), Moss Agate (11 gp), Obsidian (11 gp), Red-brown Spinel (60 gp), 2 x Rhodochrosite (8 gp), Rose Quartz (50 gp), Rose Quartz (80 gp), Silver Pearl (50 gp), Star Ruby (600 gp), Turquoise (9 gp), Turquoise (11 gp), Violet Garnet (500 gp); Greater Strand of Prayer Beads (95800 gp), Ring of Fire Command (200000 gp) (inscription provides clue to function), Robe of Eyes (120000 gp) (inscription provides clue to function), Rod of Extend Metamagic (lesser) (3000 gp); hoard total 476046 gp