

Level 13B: The Dark River

This dungeon level contains a deep dark river that runs through territory controlled by a tribe of hostile mites. The map for this level is depicted at **Map RA-13B**.

Doombat: HD 6; AC 2 [17]; Atk 1 bite (1d8) and tail (1d6); Move 3 (Fly 18); Save 11; AL N; CL/XP 8/800; Special: Shriek.

Mite: HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Pestie: HD 1; AC 5 [14]; Atk 1 dagger (1d4); Move 15; Save 17; AL N; CL/XP 1/15; Special: Surprise on 1-3 on 1d6.

Giant Spider: HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: Lethal poison,

5 in 6 chance to surprise prey.

Fuath Gremlin: HD 1d6; AC 4 [15]; Atk 2 claws (1d3); Move 9 (Climb 6; Swim 12); Save 18; AL C; CL/XP 2/30; Special: Resistance to cold (50%), magic resistance (10%), spells (at will—*create water*; 1/day—*sleep*), congeal water (entangles per web), -2 to hit in sunlight. (Fuath Gremlins are sea-dwelling gremlins that focus on the misfortune of ships and sailors).

Giant Crab: HD 3; AC 3 [16]; Atk 2 pincers (1d6+2); Move 9; Save 14; AL N; CL/XP 3/60; Special: None.

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

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Equivalent Dungeon Level: 9

Entrances: River tunnel from **Levels 10A** and **13C**.

Exits: River tunnel to a portion of the Under Realms called the Cyclopean Deep.

Wandering Monsters: Check once per hour on 1d20 (see "The Dark River" below for water encounters):

1	1d4+1 doombats
2	2d4 pesties
3	1d4+2 mites riding giant spiders
4	1d6 fuath gremlins
5	1d6+2 giant spiders
6	1d3 giant crabs
7	2 gray oozes
8	Invisible spirit oni
9-20	No encounter

Standard Features: The floors and ceilings are natural stone formations and tend to be cramped and convoluted with ceiling heights ranging from 5 to 7 ft. in tunnels. The tunnels between caverns are considered squeezing for Medium and larger creatures. Caverns have ceiling heights that vault as high as 50 ft. and have many stalactites and stalagmites on ceiling and floor respectively.

The Dark River: The river flowing through this level is swift and deep. Its dark waters descend 20 ft. to its pebble-strewn floor, and the stalactite-laden ceiling rises 20 ft. above with at least one stalactite extending down to within 10 ft. of the water's surface in every 10 ft. square. The water flows at a speed of 20 ft. per round. Climbing the condensation-slick walls or stalactites of the river tunnels is very difficult (-15%).

At the southern end of the level is an old rock fall that partially dams the river and creates a 30 ft. waterfall.

Anyone going over the falls takes 5d6 damage from battering on the rocks. The catch basin below the fall forms a whirlpool and a sort of sump that traps most of the heavy particles that come over the falls before the water continues on its way into the Under Realms. The water of this basin is 30 ft. deep, and the floor of it is strewn with broken bones and equipment of those who have gone over the falls in ages past. Swimmers in this pool suffer 1d6 points of damage each round from the buffeting. A failed save results in 3d6 damage per round. Caught within this swirling pool is a still functional, though half-submerged, *folding boat* in its rowboat form. Searching the bottom of this pool can turn up the following items:

Split leather backpack spilling 155 gp
Ogre skull with a still-serviceable *arrow* +1/+3 vs. *demons* protruding from its forehead
Pair of gauntlets chased with silver and electrum (120 gp)
Brass spittoon (5 gp) with *Sweep*, *Shroud*, and *Stow* engraved on it (command words for the *folding boat*)
Gold ring with a flawed emerald (75 gp)
Half-buried skeletal legs still wearing *boots of elvenkind*

Wandering monsters are not encountered for those boating on the river, but as soon as someone enters the water, roll 1d6 and consult the table below for the natural denizens of the water that attack swimmers. These creatures are accustomed to the current and are able to move freely about in it without danger of being swept away.

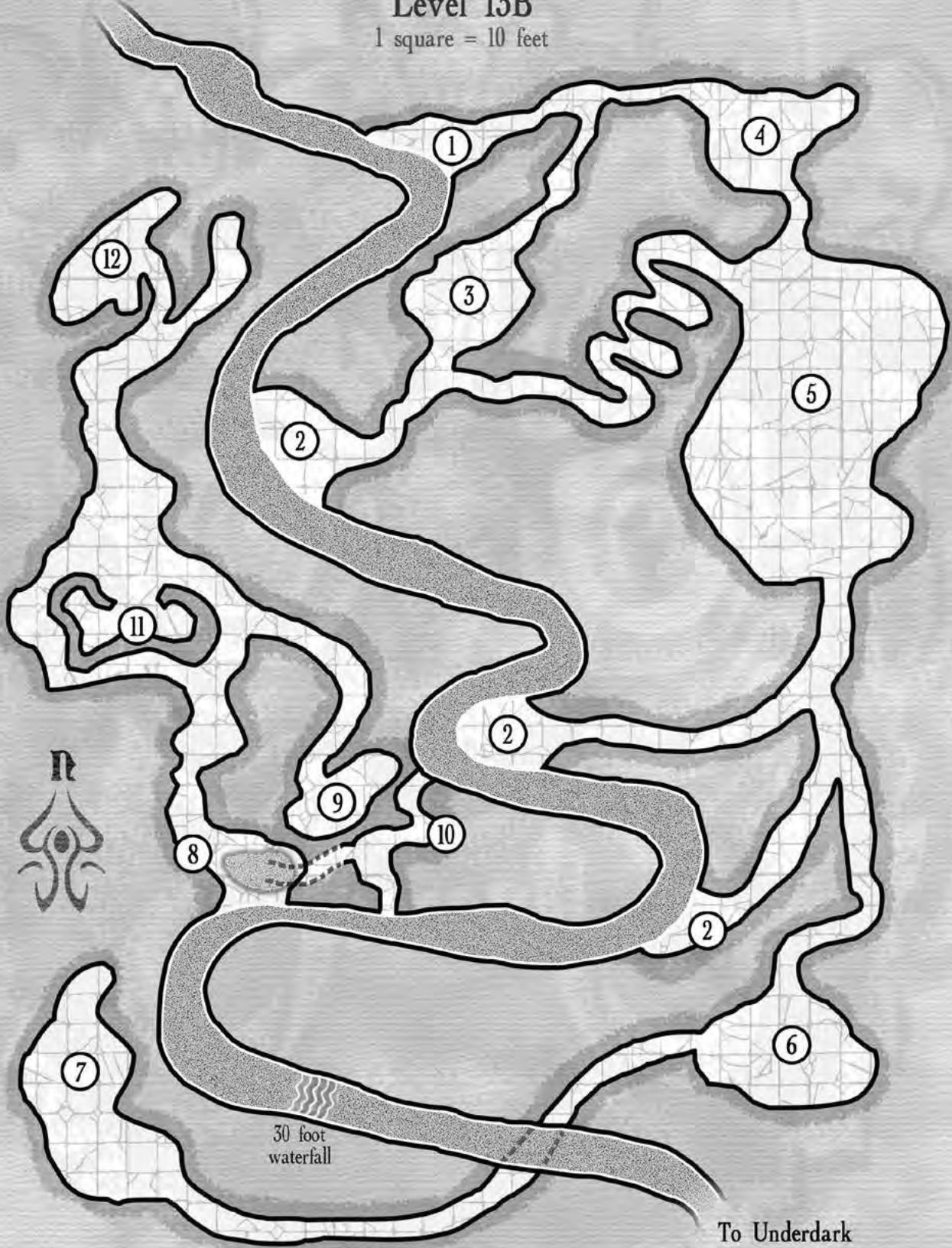
1	gulper eel
2	1d4+1 giant crabs
3	3d4 fuath gremlins
4-6	No encounter

THE DARK RIVER

Level 13B

1 square = 10 feet

River from
13C



To Underdark

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Spirit Oni: HD 3; AC 2 [17]; Atk 1 bite (1d3) and gore (1d3 + poison); Move 6 (Fly 12); Save 14; AL C; CL/XP 5/240; Special: Spells (constant—*detect magic*; at will—*invisibility*, *teleport*; 1/day—*charm monster*, *sleep*; 1/week—*commune*), regenerate 2 hp/rd, can be worn by humanoids.

Gulper Eels: HD 6; AC 7 [12]; Atk 1 bite (1d8); Move Swim 9; Save 11; AL N; CL/XP 8/800; Special: Swallow whole.

13B-1. River Landing

The river slows slightly here as it washes up on gravel beach. All sorts of detritus have washed up on this beach just above the waterline. Just past this line of debris wash are lined up three small coracles made of some sort of lizard hide stretched over the wing appendages of some massive breed of bat. Each is capable of holding up to 2 Small creatures, though the mites that use them for fishing know to use hooked 10 ft. poles (four are stacked just inside the nearby tunnel entrance next to a heap of fishing nets) to catch the lower-hanging stalactites in order to check their progress and not be swept downriver. Doing this without practice requires an attack against AC 5[14] penalty for non-proficiency.

The coracles are overturned, and under each one is a **poisoned arrow trap** left by the mites who use them for fishing the Dark River.

13B-2. Empty Rooms

Self-explanatory; although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper or piercer encounter) an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

13B-3. Crabs and Mites

A group of **5 mites** — small, bulging-eyed, ugly humanoids with pointed ears and bulbous noses — sit around a small pit of smoldering coals over which they roast soft-shelled cave crabs for their dinner. Near one wall are **3 giant crabs** that serve the strange little creatures and steeds and guardians that scuffle over the rotting corpse of a well-gnawed dire rat.

Mites (5): HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Giant Crab: HD 3; AC 3 [16]; Atk 2 pincers (1d6+2); Move 9; Save 14; AL N; CL/XP 3/60; Special: None.

Treasure: Between them the mites have a total of 7 gp, mostly in copper coins. One of the crabs has a chunk of quartz crystal (25 gp) lodged in its shell.

13B-4. Solitary Vigil

Seated atop a boulder in a side alcove off of this chamber is a single mite, apparently lost in thought. This creature is actually an **ogre mage** using its change shape ability to appear as the mite. The corpse of another mite lies in the center of the floor, an arrow bisecting its body (the handiwork of the ogre mage). The ogre mage is part of a small band of his fellows that have infiltrated the mite tribe in order to usurp it and use it for their own nefarious ends. The fact that the mites are generally rather dim-witted and are more than over-awed by the power of these new members of the tribe has prevented them from detecting the duplicity themselves.

Ogre Mage: HD 5+4; AC 4 [15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; AL C; CL/XP 7/600; Special: Magic

use (at will—*fly*, *invisibility*, *darkness 10-ft radius*, *polymorph* (humanoid forms only); 1/day—*sleep*, *charm person*, *cone of frost* (cone 60 ft. long and 30 ft. wide, 8d6 points of damage, save cuts damage in half)).

The ceiling of the chamber is 40 ft. high and masked in shadow by the proliferation of large stalactites. Many of these have been partially sawn through, so that they hold on by only a small bit of stone. Any area effect spells that deal energy damage (fire, lightning, cold, sound) is sufficient to cause the stones in their area of effect to snap off and drop in a **massive deadfall trap** (save or 10d6 points of damage). Each such area can only be affected once before all of the stalactites in that area have been cleared. Once the trap has been activated, the squares beneath it are considered difficult terrain.

Tactics: The ogre mage is easily annoyed by the mites of the tribe and has retreated here for some solitude. One of the irritating fey that followed him recently received an arrow from the creature's composite longbow for its troubles. When the mite/ogre mage spots intruders, it immediately turns invisible and flies straight up in the air to ceiling level. It then unleashes its *cone of frost* above the party so that the stalactites along the length of this cone are caused to fall upon the PCs below. It then flies among the remaining stalactites and turns invisible again to try and provoke the PCs in unleashing more area effect spells above them that could bring down more of the stone missiles. Individual attacks are insufficient to knock down enough of the stalactites to make attacks on people below. If reduced to below 10 hp, it retreats to **Area 5** to try and lead the PCs into an ambush.

Treasure: The ogre mage wears a gold and jade pectoral (350 gp) and carries a bag with 212 gp. Also in the bag is a small, leather tobacco pouch that has been stitched shut with copper wire and is filled with some sort of dry, shifting substance (the ash from a cremated heart). This seemingly fragile item is actually quite hardy, being the *phylactery* of the lich on **Level 12B, Area 12A** that was located by the ogre mage in a small hollow beneath the boulder that it sits upon. It has determined that the pouch is magical and high indestructible but has not figured out its true purpose.

Searching around the boulder locates the same hollow and detects a second hollow below into which a small iron chest has been wedged (left by the lich and unnoticed by the ogre mage). The chest is unlocked and contains 4 tiger's eye agates (1,000 gp each).

13B-5. The Grand Trap Room

This vast cavern is littered with a field of boulders and debris from many ceiling collapses over the ages, and the ceiling itself, 50 ft. above, is lost in darkness. The floor is so strewn with large pieces of detritus that make walking over the terrain difficult, cutting their movement rate in half. Small creatures like halflings are able to pick out paths between the rubble. The west corridor leads to the "**Winding Passage**" (see below) and has a large stack of round boulders, each approximately the size of a human's head, set beside it.

In addition to the nearly indiscernible paths through the rubble, the floor of the cavern is likewise honeycombed with tunnels that allow dwarves and halflings passage but are a squeeze for humans and elves, and halve the speed of larger creatures. These tunnels are accessible through two hidden openings (one near the south entrance and one at the far end of the Winding Passage). Likewise several concealed ledges have been cut into the rock of the ceiling. All of these features serve to make the room the perfect ambush for the mite tribe that inhabits this level. Always on guard in this room are **12 mites**, **10 pesties** (the slightly taller, mute cousins of the mites), and their trained **man-sized giant centipede** and **4 cave fishers**. A pestie lookout always keeps watch on the northern and western passages, so an approaching party is likely to be detected and ambushed as explained under "**Tactics**" below.

Mites (12): HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

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Pesties (10): HD 1; AC 5 [14]; Atk 1 dagger (1d4); Move 15; Save 17; AL N; CL/XP 1/15; Special: Surprise on 1-3 on 1d6.

Man-sized Giant Centipede: HD 2; AC 5 [14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; AL N; CL/XP 4/120; Special: Poison bite (+6 save or die).

Cave Fishers (4): HD 3; AC 3 [16]; Atk 1 filament (entangle) and 2 claws (1d6); Move 6; Save 14; AL N; CL/XP 4/120; Special: Filaments.

The Winding Passage: Opening off to the west of **Area 5**, this passage winds back and forth making progress frustrating for creatures of human size or larger, due to its narrow confines. One of the crawl tunnels from **Area 5** runs underneath this passage and opens at its southern end. The entire passage has a detectable slope to the southwest. When intruders are detected in this passage, the mites in **Area 5** push the round boulders over, and they begin to roll down the passage (speed of 40 ft. per round), violently colliding with the walls, each other, and anything that gets in their way. This continues for 5 rounds until all of the boulders have been exhausted and have collected down at the intersection between **Areas 2** and **3**. Each round somebody remains in this passage while the boulders are rolling, they must make a saving throw or take 5d6 points of crushing damage and be knocked prone. If knocked prone they must make a saving throw to stand up before the next wave of boulders arrives. Prone characters take a -4 penalty on their saves.

While the PCs are dealing with the boulders, the pesties in **Area 5** make attacks through small holes in the floor against any PCs who have fallen prone. Up to two pesties can attack a single prone character. The holes are too small to make effective attacks back against the pesties (though simply standing up prevents the pesties from being able to effectively attack either). If the secret entrance to the crawl tunnel is discovered, the pesties quickly retreat back to **Area 5**.

Tactics: When intruders enter here, if the mites and pesties have not had warning, then they are sitting about throwing things at their centipede's armored back for sport, while it sits curled up snoozing. The cave fishers remain on their ledges. If warning has been given, then 5 of the mites ride atop the centipede flinging their darts. They carry bags of an additional 20 darts each. The centipede is unhindered by the rubble on the floor due to its immense size and many legs. The rest of the mites and the pesties hide in their crawl spaces beneath the floor.

At many places in the room the floor has been weakened over the crawl space so that the mites can remove supports (in place of an attack) and cause PCs to fall through into shallow spiked pits. Each round of combat in which a PC moves, there is a 20% chance that it is over such a pit. As long as any mites remain beneath the floor to activate the trap, then the PC breaks through and potentially falls upon the spikes. Any PC that fails his save and falls is considered prone in the pit and is immediately swarmed by pesties that rush from their small burrows. Up to 4 pesties attack a single PC in this manner to try and finish him with flanking and sneak attacks. The mites remain hidden. Once five such pits have been activated, the remaining mites come forth from their tunnels to do battle alongside their allies. For creatures willing to enter the crawl tunnels, consider them to have direct access under any square in the room, though they are squeezing if larger than halfling size as mentioned above.

The cave fishers remain on their ledges throughout the battle attempting to snare and devour individual PCs. If 15 total mites and pesties as well as the centipede are killed, then the survivors attempt to climb up to these ledges in order to make their last stand.

Treasure: Searching the room uncovers the mites' small cache of treasure totaling 23 gp, and a pair of yellowed ivory tusks taken from a strange Under Realms fish caught in the river years ago. These tusks are worth 120 gp each.

13B-6. Tribal Den

This room is a mess of rotten food, discarded trash, soiled clothing, and other detritus of habitation by creatures of little intelligence and less cleanliness. There are a total of **17 mites** in here along with another 33 noncombatant females and young. With them are **5 giant spiders** that serve as guards and beasts of burden. The combatants and spiders immediately move to face any intruders, while the rest cower against the southeast wall. The mites here fight to the death. A small passageway in the floor near the west wall can be found with a thorough search, but none of the mites use it to try to escape, too fearful of their "bosses with their scary masks" that stay down there.

Mites (17): HD 1; AC 7 [12]; Atk 1 club (1d4) and bite (1d3); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Giant Spiders (5): HD 2+2; AC 6 [13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: Lethal poison, 5 in 6 chance to surprise prey.

Treasure: Spread out among the junk and recoverable with an hour of careful sifting are a total of 32 gp, 117 sp, 833 cp, and a set of bronze bangles (10 gp).

13B-7. Treasury

Heaped around this elongated cave are a number of old chests, now rotten and broken open from which spill coins and gems. Hanging on the walls are six fiendish masks. Seated at a small table at the center of the room are **2 mites**. These creatures are actually **2 ogre magi** using their change shape ability like the one in **Area 4**. In addition the masks are actually **6 spirit oni** that they have brought in to use as spies and enforcers over their mite underlings. Realizing their ruse has been discovered, they fight to the death.

Ogre Magi (2): HD 5+4; AC 4 [15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; AL C; CL/XP 7/600; Special: Magic use (at will—*fly, invisibility, darkness 10-ft radius, polymorph* (humanoid forms only); 1/day—*sleep, charm person, cone of frost* (cone 60 ft. long and 30 ft. wide, 8d6 points of damage, save cuts damage in half)).

Spirit Oni (6): HD 3; AC 2 [17]; Atk 1 bite (1d3) and gore (1d3 + poison); Move 6 (Fly 12); Save 14; AL C; CL/XP 5/240; Special: Spells (constant—*detect magic*; at will—*invisibility, teleport*; 1/day—*charm monster, sleep*; 1/week—*commune*), regenerate 2 hp/rd, can be worn by humanoids.

Treasure: The chests contain the treasures the oni have collected during their time on the Dark River. These treasures total 2,290 gp, 6,586 sp, 17,050 cp, and gems worth a total of 2,500 gp.

13B-8. Pestie Beach

A net stretches across the river here just below water level so that it does not catch boats but does catch anything submerged in the water. The pesties use this to scavenge for valuable and edible items. Currently **3 gulper eels** writhe around the base of net looking for something to eat. They attack anyone who enters the water. Two small rafts composed of bits of broke wood (doors, shields, etc.) that have drifted down the river are pulled up on shore here. In the center of the cave is a small 5-foot-deep pool, the bottom of which opens into a tunnel that leads to **Area 10**. Any light source brought into the cave reflects off the surface of the pool and makes the tunnel invisible from above due to the glare. It is

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easily discernible with darkvision. The narrow tunnel itself is water-filled, requiring anyone using it to hold their breath if they are unable to breathe underwater. A search reveals a rock-filled niche in one wall of the cavern at floor level. Inside it are four old wineskins that have been thoroughly oiled and made airtight for use as breathing devices. Anyone inflating it can use it to draw three additional breaths of air while swimming through the passage beneath as the pesties do.

Gulper Eels (3): HD 6; AC 7 [12]; Atk 1 bite (1d8); Move Swim 9; Save 11; AL N; CL/XP 8/800; Special: Swallow whole.

13B–9. Oni Conclave

Approaching this room allows the PCs to smell the sulfurous gas that fills the halls in the vicinity of **Area 11**, though they suffer no harmful effects. See that area for more details.

This bare chamber is where the oni who have taken over the mite tribe meet to make their plans in secret. It is guarded at all times by **2 spirit oni** that lurk in the shadows near the ceiling. Tacked to one wall is a crude map of **Level 5A**. They have come to believe that a great treasure is hidden somewhere on that level with a dangerous guardian and are trying to figure out how to use their pathetic minions to recover it. The Referee should feel free to give as much or as little detail on this map as he sees fit.

Spirit Oni (2): HD 3; AC 2 [17]; Atk 1 bite (1d3) and gore (1d3 + poison); Move 6 (Fly 12); Save 14; AL C; CL/XP 5/240; Special: Spells (constant—*detect magic*; at will—*invisibility*, *teleport*; 1/day—*charm monster*, *sleep*; 1/week—*commune*), regenerate 2 hp/rd, can be worn by humanoids.

13B–10. Pestie Ambush

This small tunnel is air-filled and connects to the river cavern just above eater level. In addition, a small pool in one corner is actually a water-filled tunnel that connects to **Area 8**. Two of the well-oiled wineskins are stacked nearby to allow the pesties to safely come and go through the tunnel. The river outside is watched by **6 fuath gremlins**, distant cousins to the pesties and mites. They watch through the hidden openings for anyone traveling along the river. They attack anyone who passes by in a boat and attempt to drown them using their congeal water ability. Any who don't succumb are the targets of a *sleep* spell followed by an attempt to tip their boat. There are also **5 pesties** in this small chamber. If an attack occurs, they slip through the water tunnel to **Area 8** to kill any survivors that wash downstream and salvage any goods from the net there.

Fuath Gremlins (6): HD 1d6; AC 4 [15]; Atk 2 claws (1d3); Move 9 (Climb 6; Swim 12); Save 18; AL C; CL/XP 2/30; Special: Resistance to cold (50%), magic resistance (10%), spells (at will—*create water*; 1/day—*sleep*), congeal water (entangles per web), -2 to hit in sunlight.

Pesties (5): HD 1; AC 5 [14]; Atk 1 dagger (1d4); Move 15; Save 17; AL N; CL/XP 1/15; Special: Surprise on 1-3 on 1d6.

13B–11. Poison Cavern

The passages around this room are filled with noxious fumes. These are the concentrated exhalations of the **catoblepas** that dwells in this poorly ventilated room. This creature is exceedingly old and vile but has grown lethargic with age. Its cave is a swamp-like mud pit fed by a seep from the river, in which all manner of fungi and molds grown in a fetid stew. The creature lurks in this muck and rarely emerges, content to feed on this swill rather than going to hunt. The passages within 20 ft. of this room and the entire room itself is considered to be filled with a weaker form of the creatures' breath (save at +4) and requires a new save each round

that a creature remains within it. In addition, the catoblepas's own breath weapon requires a save as well, if it is used in combat. The ogre magi have heard the creature moving its bulk around at times in the past but have not worked up the courage to brave the poison gas and see what sort of beast lives within it.

Catoblepas: HD 6; AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Lethal appearance.

13B–12. Lost Treasure Cache

Hanging above the entrance to this chamber are three wind chimes: one corroded copper, one rusted iron, and one tarnished silver. A wooden sign hangs on the nearby wall and is so faded, it requires careful scrutiny to make out what it says (written in the Chaotic alignment tongue), "The gift of stars and teat of sow grants safe passage. Sound the chime before going within." The correct chime to sound is the one made of iron, a metal known to be found in both meteoritic deposits and smelted in the form of pig iron. See "**Tactics**" below for the consequences of sounding a chime.

A treasure was placed in this chamber long ago with a **sepia snake** (the namesake of the infamous spell) set to guard it. However, after the catoblepas moved into **Area 11** and flooded the surrounding chambers with its noxious breath, nothing has come here since. The gas does not reach this room, and the flying anaconda-like serpent has remained herein in a somnolent state. The strange creature is wingless, and has two glowing orbs for eyes. Its tail ends in a vicious stinger.

Sepia Snake: HD 12 (58 hp); AC 3 [16]; Atk 1 bite (1d8) and tail sting (1d8 + poison); Move 9 (Fly 12); Save 3; AL N; CL/XP 13/2300; Special: Cocoon (3/day, web, 20 ft. range), poison.

Tactics: The sepia snake comes instantly awake as soon as it hears someone moving about in the tunnel outside its lair. Its orders are to

New Spell

Sepia Snake Sigil

Spell Level: Magic-User, 3rd level

Range: Touch

Duration: Permanent until discharged

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove the sigil.

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attack any intruders that fail to sound the iron chime before entering. It recognizes that chime's distinctive tone, and knows if the wrong one was sounded. If either of the other two chimes is sounded or intruders enter without sounding any chime, it fires its cocoon web at anyone in the doorway. It then uses its gaze attack on those who escape its web. It fights to the death to defend its treasure. If the iron chime was sounded, it lets the PCs enter the room with impunity and take whatever they like, though if attacked it immediately becomes hostile and attempts to kill the intruders.

Treasure: The treasure in this chamber is stored in seven copper cauldrons (worth 30 gp each). They contain the following: #1. 7,305 cp; #2. 10,550 sp; #3. 15,000 gp; #4. 5 royal outfits of black silk (200 gp each) and accompanying jewelry worth a total of 800 gp; #5. 8,030 cp; #6. a marble bust of the arch-devil Gorson (known as The Blood Duke) with twisting horns of hammered bronze, bloodstone eyes, and a mane of spun gold thread (worth 7,000 gp and weighing 245 lbs.); #7. A satchel holding 4 scrolls: (1st—*wizard eye*, *phantasmal force*, *sepia snake sigil**; 2nd—*animate dead*; 3rd—*hold monster*, *telekinesis*, *transmute rock to mud*; 4th—*conjunction of elementals*) and a silver ewer (75 gp) filled with small seed pearls (250 gp total).