

FUR2-05



SLEEP OF DEATH

A One-Round D&D[®] LIVING GREYHAWK[®]

Furyondy Regional Adventure

Version 1

by Steve Yee

Lady Shellenna, daughter of Lord Vormar of Brancast Keep has been kidnapped! While traveling along a road in the Barony of Kalinstren, you encounter a battle between her would-be rescuers and ankhegs. Things are not going as planned! Can you aid the lone survivor of the battle, a Knight of the Hart, in his quest to rescue Lady Shellenna? An adventure for character levels 3-12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Kingdom of Furyondy. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY

Centuries before the Greyhawk Wars and the Great Northern Crusade, in 76 CY an evil wizard whose true name is lost in antiquity built a secret underground stronghold in what is now the Barony of Kalinstren. He labored long and hard on the stronghold's construction, organized and gathered his forces, created rooms for the training of his forces (proving grounds), and planned his conquests. Fate can be very fickle, at times, and the years of labor took its toll and he died of natural causes before he could set his plans in motion. Before his soul passed out of the mortal world, he uttered a powerful curse and bound his soul to his secret stronghold. Any being that entered his sanctum, would awaken his tortured soul.

His more intelligent minions, lacking a capable and ambitious leader, realized that there was no reason to stay

in the stronghold. They soon deserted it, taking whatever of the wizard's treasures they could carry with them. The secret stronghold was abandoned and fell into disrepair, and was eventually forgotten.

Centuries passed. The stronghold would have slipped into obscurity, a deserted ruin just north of the Razing Line, if not for its rediscovery by a band of evil creatures. Barrac, an ogre sorcerer (or ogre mage at higher APLs) of some repute during the Greyhawk Wars commanded this sizable force of potential troublemakers. While Barrac lacked the intelligence and strength of the former owner, he did not lack the ambition. He decided to claim the stronghold as his own and use it as a staging ground for future raids into the surrounding lands.

With visions of grandeur, treasure and might, Barrac's "army" entered their new home. The conquerors, much to Barrac's disgust, discovered almost every trap, trick, and defense that the former owner put into his stronghold. Whittled down to a much smaller force, Barrac and his minions sealed off sections (the proving grounds) of the stronghold that contained creatures that they simply could not defeat or areas that they simply wanted to avoid. These humbled conquerors then settled in to avoid the Great Northern Crusade, lick their wounds and recover their strength. Neither Barrac nor his "army" was able to find the entrance to the third level of the stronghold. In truth, after all the traps they encountered, no one really cared to explore further into the stronghold.

Now, trapped behind enemy lines, but still well hidden from the Furyondy army, Barrac has become restless. He has recovered his initial arrogance and ambition, and is ready to implement his plans for conquest. Yet, the debacle of his exploration of the stronghold has made him cautious.

Barrac sent out patrols to gather intelligence, and prisoners and treasure for sacrifice to Erythnul. Barrac deemed that sacrifices to the dark god would guarantee his success in future raids. One patrol, led by an overzealous half-orc, managed to ambush a group of what was thought to be heavily armed merchants. This half-orc and his patrol, however, unwittingly ambushed a group of travelers that would lead to the disruption of all of Barrac's plans. This group did not consist of armed merchants protecting their wealth, but rather men-at-arms protecting Lady Shellanna, daughter of Lord Vormar of Brancast Keep, and her ladies-in-waiting and taxes meant for King Belvor IV. (Lady Shellanna and her retinue were on their way to Castle Ehlenestra). The patrol returned to the stronghold, with the beautiful women and the taxes in tow, completely unaware of the disastrous consequences that were about to unfold.

The news of the ambush quickly reached the ears of Lord Vormar. Embarrassed by his own arrogance in believing his taxes would not be the target of bandits and angered by the kidnapping of his daughter, he promptly dispatched the Captain of his personal guard, (Willen Hagindar), a Knight of the Hart (Sir Jellack DeSavior), and two-dozen men-at-arms to recover what was stolen from him. Lord Vormar, in secret, commanded Captain Willen to give the recovery of the taxes top priority and to

take whatever of the kidnapers wealth he could appropriate. While Lady Shellenna was his daughter, the political and ambitious Lord Vormar wanted to insure that King Belvor IV did not withdraw his royal support of the rebuilding of Brancast Keep. He also wanted to insure his respected presence at the Royal Court. Lord Vormar has many children and the loss of one, though painful, would not be too inconvenient. While he loves his daughter in his own way, it would mean one less dowry to worry about and Vormar has always been known to be a frugal man.

Captain Willen and his men managed to track the patrol beyond the Razing Line and discovered the abandoned stronghold. Willen declared that the majority the group would enter the stronghold to recover Lady Shellenna and the taxes. Captain Willen left Sir Jellack DeSavior, a Knight of the Hart, in command of the reserve.

As commanded, Sir Jellack took charge of the reserve and ordered that they camp just south of the Razing Line. This would ensure that the reserve was within a short distance from Captain Willen, but they would not be caught between the stronghold's entrance and the Razing Line, where many a foul and evil creature was rumored to be.

Captain Willen and his men began to explore the stronghold. Over the period of two days, Willen's men were slowly whittled down in numbers as they combated the majority of Barrac's forces and when they foolishly entered the sealed up proving grounds. Finally, as they approached the entrance to the second level, one of Captain Willen's men made a devastating discovery and as a result released a creature (an animated iron statue(s) at lower APLs and a flesh golem(s) at higher APLs) that killed the remainder of Willen's men. Fleeing the creature(s), Willen became trapped in a small room. In panic, he began to pull the levers he found in the room in hopes of facilitating his own escape. Willen, however, inadvertently activated the last remaining magical defenses of the stronghold. These magical defenses were on a grand scale rarely seen within Flanaess. This would prove to have dire consequences for many within stronghold and for Sir Jellack and the reserve outside of the stronghold.

Meanwhile, as Willen and his men were exploring the upper level of the stronghold, Lady Shellenna, an experienced adventurer, managed to escape her captors. Fleeing to the third level, she triggered the curse of the mage and was soon possessed by the foul magician. Lady Shellenna's essence was destroyed. And thus, the mage known only as Patience was awakened from his sleep of death.

After a couple of days passed without any word from Captain Willen, Sir Jellack became worried then resolute. He commanded a man to ride to Castle Ehlenestra to request the help of Lady Sharnalem. Sir Jellack determined that, in the mean time, he and the rest of the reserve would enter the stronghold and fight whatever evil lay within. Unfortunately, before he could break camp, six ankhegs suddenly appeared out of nowhere and

attacked. (The appearance of the ankhegs were an inadvertent result of Captain Willen randomly pulling levers. The ankhegs were summoned near the entrance of the stronghold, finding the area deserted of prey they converged on the closest targets, Sir Jellack and his men). A fight ensued and the ankhegs were defeated. Sir Jellack's men, however, were utterly decimated in the process. Only the grievously injured Sir Jellack survived. This is where the characters enter.

It should be noted that by the time the characters have entered the stronghold, Patience has already taken control of Lady Shellena and has sent her soul to the afterlife. When the characters finally encounter him, he is still recovering from his arcane exertions.

In order to truly save Lady Shellena, the characters will have to destroy her physical body, thus sending Patience's soul to the afterlife, and then procure a Raise Dead to restore her to life. Lord Vormar will not pay for any such spell since his daughter's death precludes her offspring (if she were to marry) from holding land in Furyondy, due the "Dead Shall Not Rule" decree.

SUMMARY:

While traveling along a road in the Barony of Kalinstren (a Furyondy province) from Crockport to Castle Ehlenestra, the characters witness a horrid battle near the Razing Line. Arriving at the battlefield, the lone survivor, Sir Jellack, a Knight of the Hart, begs the characters to enter an evil stronghold and rescue Lord Vormar's daughter—the Lady Shellenna—and her ladies-in-waiting. He asks as a Furyondian Knight of the Hart for the characters, loyal citizens of Furyondy, to intervene. The characters should enter the evil stronghold and discover the fate of Captain Willen and his men. By focusing on the mission and not wandering off on dangerous side excursions, the characters should be able to conquer the remainder of the stronghold, discover the fate of Lady Shellenna, and prevent the release of an ancient evil upon the Kingdom of Furyondy.

DM's Note: This module is a dungeon crawl with a nasty twist. The characters should not be aware that by the time they enter the stronghold the majority of the traps have already been activated nor should they be aware that a large portion of Barrac's forces has been destroyed. You are advised to keep tension high. If the characters are intelligent and remain true to their mission of rescuing Lady Shellenna, they will be appropriately challenged for their APL. On the other hand, if the characters make side excursions and become greedy, then this module can become very dangerous and possibly lethal. You should not pull punches if the characters stray from their original mission to go treasure seeking.

Introduction: The characters are traveling with a wagon caravan to Castle Ehlenestra. As they approach the Razing Line, the sounds of a pitched battle can be heard. Arriving at the battlefield, the characters discover the lone survivor, a grievously wounded Knight of the Hart. The Knight begs the characters to take up his quest and rescue

the daughter of Lord Vormar of Brancast Keep. He promises the characters that they are amply rewarded for their risk. Once the characters agree to the quest, the knight is loaded onto a wagon. The caravan sets off at a quickened pace towards Castle Ehlenestra. The knight promises that reinforcements are sent as soon as possible.

This module is organized by locations. Characters that try to explore every area will not be able to complete the adventure in the allotted time. See the DM appendix for detailed maps of the stronghold.

Level One: The characters explore the stronghold's first level. They encounter spent and disabled traps, many corpses of humanoids killed in battle, and a couple of areas in which the characters are warned not to enter.

Level Two: The characters witness the devastation of an ambush gone awry on the second level landing. If the characters are intelligent they may be able to piece together that Captain Willen was unwittingly responsible for the destruction. In a large gathering hall, the characters find a desperate Barrac and his most loyal servants ready to sacrifice a group of women. Either a difficult negotiation or a pitched battle can occur here. Upon rescue, the women (all ladies-in-waiting) inform the characters that Lady Shellenna was able to escape through a secret passage.

Level Three: Going through the secret passage, the characters discover the third level of the stronghold. The characters find Lady Shellenna. She tries to convince the characters to leave the stronghold immediately. If the characters are observant or suspicious, they realize that all is not right with the Lady Shellenna. In fact, intelligent characters may realize that the Lady Shellenna has been "possessed" by the original owner of the stronghold. If it is revealed that Lady Shellenna is "possessed", Patience (the possessor) tries to make a deal with the characters ensuring his escape from the stronghold. Only when an impasse develops does Patience fight the characters. Once the characters defeat Patience, preventing the release of this ancient evil upon the Kingdom of Furyondy, the characters discover that both Patience and Lady Shellenna have been destroyed.

Conclusion: Lord Vormar learns of the fate of his daughter and rewards the characters for their attempted rescue of her and her ladies-in-waiting, and the recovery of his taxes to King Belvor IV. characters may also receive recognition from the Knights of the Hart for their bravery and honorable conduct.

Unless noted otherwise, Lord Vormar lays claim to the spoils of victory from the efforts of his soldiers. The "loot" and "coin" awards from this adventure is limited to only those areas where the characters are responsible for the defeat of the creatures.

INTRODUCTION

The adventure begins with the characters traveling along a road from the City of Crockport to Castle Ehlenestra. The characters are traveling together in a wagon caravan for protection. It is the middle of autumn in the year 592 CY. Although this morning was a bit chilly, it is turning out to be a rather nice day with hardly a cloud in the sky.

For the purposes of this introduction, presume that the caravan consists of about six to eight merchant wagons and about twenty or so NPC drivers, merchants, and guards. None of the NPCs are relevant to this introduction. The characters have already made arrangements to travel with the merchants and will not be paid for accompanying the caravan.

You have been traveling for about two hours this morning on the road that will take you to Castle Ehlenestra. The caravan master has just informed everyone that the Razing Line will be visible shortly. The Razing Line, Iuz's gift to the Furyondy Kingdom, is a half-mile wide piece of scorched earth on which nothing lives. It is an ominous place; one that many good clerics feel serves a dark purpose.

As you round a bend in the road, the caravan master holds up his hand. The wagons abruptly come to a halt. In the distance, the sounds of battle can be heard.

If the characters investigate, then the caravan-master does nothing until they have returned. If the characters do nothing, however, he dispatchs several of his guards and request that the characters help investigate what is ahead. If the characters still refuse to go, then the characters miss Sir Jellack dispatching his final foe. However, when they eventually arrive at the scene of the battle, they discover him alive, but very near death. Modify the text as needed.

As the characters near the battle the pain-filled cries of the mortally wounded can be heard. These cries seem to originate from both humans and the shrilling screams of some sort of insectlike creature. A Listen check (DC 15) reveals shouts of "For Lord Vormar!" "Brancast! Brancast Keep!" and "Furyondy!" When the characters crest the hill, read the following:

Suddenly, you arrive at the scene of a bloody battlefield. Strewn about the remains of a campsite are the bodies of a half-dozen heavily armored men. All have been horribly cleaved and mangled.

To your left, a huge antlike creature charges toward a legless man. The man is propped up against a rock. His plate mail armor is tarnished and dirty. A heraldic standard of some sort is by his side. Blood flows freely from the stumps that were once his legs. Obviously in great pain, the man shows determination with little fear. At the last possible moment, as the creature hurdles forward, the man raises the standard and braces for the impact. The sharp tip of the standard impales the creature. Its own weight sends the body down the shaft of the iron rod. Green ichor explodes from the wound and the creature collapses atop the man, trapping him beneath.

Yet, before the carcass of the creature can crush the man, it dissolves into the air. The armored man moans, collapsing on his side to writhe in agony.

Hopefully, the characters rush to the armored mans aid. Looking about, the characters quickly realize that the only bodies present are that of the Furyondian soldiers and a few mangled horse carcasses. A Spellcraft (DC 21) confirms that creatures that attacked these men had been summoned. This may also be determined by looking for tracks. A successful Track (DC 10) check reveals that the tracks of the creatures appeared out of nowhere several hundred yards away.

A successful Knowledge (local—Furyondy) (DC 10) reveals that the ichor-soaked banner bears the crest of Brancast Keep. The man in plate mail bears the heraldic sign of the Knights of the Furyondy on his breastplate. He has been grievously wounded (he is at 0 hit points—but his wounds are so grievous that he can't even perform partial actions, he can only speak). A cure spell or Heal check (DC 15) will stops his bleeding. The man remains painfully lucid the entire time.

Once the characters heal him, he rises onto his elbows and tries to lean up against a nearby rock. He is obviously in a great deal of pain.

"Heironeous be praised! I am Sir Jellack DeSavior, Knight of the Hart. Please you must aid me. Lord Vormar's daughter has been kidnapped. We were trying to rescue her. We must hurry, for every moment she is missing her situation becomes more and more dire. Her foul kidnappers are intent upon sacrificing her to their dark god."

➤ **Sir Jellack DeSavior:** Male, human, LG, Pal6/KoH(Furyondy) 2, hp 84 (0 currently); knows the following information:

- A week ago, Lady Shellenna, daughter of Lord Vormar of Brancast Keep, and three of her ladies-in-waiting were on route to visit Lady Sharnalem of Castle Ehlenestra. The women were in the company of ten of men-at-arms, who were also protecting taxes meant for King Belvor IV. The group was beset upon by a band of humanoids commanded by a malicious half-orc. This band of humanoids stole the taxes and kidnapped the women. When news of the kidnapping and robbery reached the ears of Lord Vormar, he immediately dispatched Sir Jellack and two-dozen men-at-arms, all under the command of Captain Willen Hagindar, to find his daughter.
- Willen Hagindar is the captain of Lord Vormar's personal guard.
- Lady Shellenna is a tall (6 foot 1 inch) brunette of slim build, in her early twenties. She has brown eyes and is very beautiful.
- Ladies Telena, Marrena, and Bethellan are Lady Shellenna's ladies-in-waiting. They range in height from 5 foot 6 inches to 6 foot and are all of average weight. All are in their late teens to early twenties,

have blond hair and blue eyes, and are not as attractive as Lady Shellenna, but are still quite beautiful.

- The band of humanoids—mostly goblins, an ogre, and a half-orc—was tracked to this well-hidden stronghold, just north of the Razing Line, two days ago. A smaller patrol from the stronghold was encountered and ambushed. It was learned that the women are to be sacrificed to Erythnul, God of Hate, Envy, Malice, Panic, Ugliness and Slaughter. The patrol consisted of hobgoblins that were later dispatched upon the orders of Captain Willen.
- Captain Willen ordered that Sir Jellack and six men were to act as the reserve and camp near the stronghold entrance (but beyond the Razing Line). The reserve was to secure the area around the stronghold and wait until Willen returned.
- Willen took the remainder of the forces and entered the stronghold. That was two days ago and none have been heard from since.
- Willen's leads 18 men-at-arms loyal to Lord Vormar. Two of the men-at-arms are spellcasters (i.e., a wizard and a cleric of Heironeous). The names of the men-at-arms (Players Handout 1) are: Lieutenant Terrin Porter (Ftr4), Lieutenant Genhar Smynde (Rng3), Sergeant Michel D'alluy (Ftr2), Sergeant Lorren Pendant (Ftr2), Sergeant Roof Rythen (Ftr2), Corporal Benvoir Harrin (Ftr1/Rng1) Corporal Michel Lancefield (Ftr2), Corporal Rohvan Haroldson (War3), Private Davin Marlin (War1), Private Jon Lannerella (Ftr1), Private Marack Blade (War2), Private Echil Kin (War1), Private Varnef Horn (War2), Private Rohvan Wheatsheaf (War1), Private Micah Lands (Ftr1), Private Shavak Cornet (War2), Father Martle Lorinar (Clr4) and Dragar the Magnificent (Wiz4).
- Sir Jellack commanded 6 men-at-arms. Their names were Sergeant Gregory Denhiem (War4), Corporal Davin Lands (War2, younger brother of Private Micah Lands), Private Vren Fallstar (Ftr2), Private Willen Farfield (War1), Private Coren Sweth (War1), and Private Rohvan Harrin (Ftr1, no relation to Corporal Benvoir Herrin).
- This morning, Sir Jellack decided to send a message to Lady Sharnalem of nearby Castle Ehlenestra and ask that reinforcements be sent to their position. Without any word from Captain Willen, Sir Jellack grew worried and was intent upon entering the stronghold himself. But before he could send a messenger, the camp was attacked by six ankhegs. Based on his experience with magic, Sir Jellack believes that these were summoned creatures. (The group of ankhegs appeared near the entrance of the stronghold, finding the area empty they attacked the closest group of humanoids—Sir Jellack and his men).
- Sir Jellack used all of his healing magic on his own men during the battle with the ankhegs.

Development: Sir Jellack requests that the characters enter the stronghold and rescue Lord Vormar's daughter before she is sacrificed. Sir Jellack promises them that the knights and nobles of the area will remember their deeds of honor. He is not able to offer the characters any monetary compensation at this time, but alludes that Lord Vormar will be quite pleased if his daughter and the taxes are returned. He cannot guarantee that the characters will be able to take whatever they find in the stronghold as their own. Lord Vormar has to have the final say. Finally, Sir Jellack hints that laying claim to Lord Vormar's taxes will have strong repercussions (the characters will be criminally prosecuted).

Once the characters agree to help, Sir Jellack reveals in detail where the stronghold entrance is. He is not able to accompany the characters, as he is so grievously wounded (even if the characters somehow manage to regenerate his legs, he does not accompany the characters, instead opting to gather reinforcements from Castle Ehlenestra). The caravan master agrees to carry Sir Jellack to Castle Ehlenestra so that reinforcements can be sent as soon as possible. Such reinforcements likely arrive in a few days time. Sir Jellack does not permit the characters to take any of the weapons, armor, or possessions of his men. Their bodies and equipment will be taken with the wagon train. Any characters caught stealing their items will be prosecuted with theft at the end of the adventure.

Finally, none of the guards from the caravan agree to enter the stronghold with the characters. If requested, the caravan master provides the characters with additional food and a score of extra arrows and/or bolts. Once Sir Jellack and the bodies of his men are loaded onto the wagons, the caravan makes its way toward Castle Ehlenestra at a fast pace.

If the characters refuse the request of Sir Jellack and continue on towards Castle Ehlenestra, then roleplay as needed for the remainder of the round. The adventure is over for the characters. At the end of the round, the characters will learn that Lord Vormar's daughter was slain and that a powerful wizard has emerged from the stronghold threatening the lands near him. Further, each character will be in Lord Vormar's disfavor, which affects them in future Furyondy regional modules.

ENCOUNTER 1: CAVE MOUTH

The entrance to this abandoned stronghold is a small cave in the side of a hill just north of the Razing Line. Shrubs and bushes normally hide the cave mouth to all casual observers. The characters, however, do not have a problem finding the cave mouth given the directions of Sir Jellack and the methodical way that Captain Willen and his men cleared a path to the cave entrance.

A cave mouth located in a rocky hill leads to a small cavern with a stone spiral staircase leading down. Four corpses are have been heaped in the back area of the cavern.

The cave mouth is located in a small depression on the southern face of a good-size rocky hill. Normally tall shrubs and bushes hide the entrance. However, a clear path has been methodically hacked up to the cave mouth. Several patches (Track or Search, DC 15) of dried blood can be found here. A tunnel stretches back about thirty feet at a slight downward angle ending in a 15-foot by 20-foot natural cavern. In the center of the cavern is a stone spiral staircase that leads down into the depths below. Four ripening corpses of hobgoblins have been unceremoniously dumped in far area of the cavern. The hobgoblins wear studded leather armor and have longswords and light crossbows. The studded leather armor, however, appeared to have offer little protection. Numerous arrows are still embedded in their bodies.

Beyond the cave mouth is a natural cave tunnel that extends into the hillside for about thirty feet. The tunnel leads to a natural cavern of hewn rock. A stone spiral staircase in the cavern goes down into a man-made complex.

LEVEL ONE

Unless otherwise described, all passageways in the stronghold are ten feet wide with a ten-foot high arched ceiling. The walls, ceilings and floors of the passageways and rooms of the stronghold are made from reinforced masonry.

☛ **Reinforced Masonry Walls:** iron bars were set within the walls; 1-foot thickness, hardness 8, hp 180, break (DC 45).

The floor has been smoothed. The doors to the various rooms in this stronghold are strong oak doors

☛ **Strong Wooden Doors:** 2 inch thickness; hardness 5, hp 20; break (DC 25).

In most areas of the stronghold, lighting is non-existent.

Traps abound within the stronghold. Fortunately, all of the traps in the first and second levels have been spent or circumvented. Many of these spent and disabled traps are described in the text

Area 1. Spiral Staircase.

The spiral staircase descends approximately one hundred feet underground. Ghoulish and monstrosly contorted faces are carved along the outside wall of the staircase. The stairs stops at a small landing. A passageway extends from the landing at a slight decline for about fifty feet before ending at an archway that long ago housed sturdy doors.

The spiral staircase descends about 100 feet into the ground. Carved onto the outside wall of the staircase are ghoulish and monstrosly contorted faces. A successful Search (DC 15) reveals many of these mouths once held dart traps. Droplets of old, dried blood on the staircase

indicate that some of these darts found their mark. Indentations on the inner wall of the staircase indicate that others did not. There is a 10-foot by 10-foot section of floor that has been filled in with packed dirt at the bottom of the staircase. This section of floor was obviously once a pit trap. A passageway extends from the bottom of the stairwell about fifty feet at a 20-degree decline. The passageway ends at an archway where massive doors must have stood at one time. Close inspection reveals the remnants of once sturdily built hinges.

Area 2. Entry Hall.

This small room has the open archway at one end and some recently sundered doors at the other. Two hobgoblin bodies are dumped in the corner of the room.

This 20-foot by 20-foot room has an open archway at one end and a pair of oak doors at the other end. These doors were once extremely sturdy but now are severely damaged. A careful Search (DC 20) reveals that the doors had been sundered once, then repaired, and then sundered recently again (courtesy of Sir Willen and his men, of course). Two former hobgoblin guards, clad in studded leather armor and armed with longswords have been dumped in the corner of the room. A successful Heal check (DC 10) reveals that they have been dead for a couple of days.

Area 3. Inner Courtyard.

A fierce battle took place in this large room. Humanoid bodies are piled in far corner of the room. In the opposite corner, a man in chainmail armor has been ceremoniously laid to rest.

This is a 40-foot by 60-foot room, which may have served as a court yard/staging area in the past. Burnt out torches are ensconced along the walls. The room appears to have been cleaned relatively recently. It is free of dirt and cobwebs. The most striking feature of the room is the horrendous amount of dried blood that covers the floor of this room. The bodies of eight hobgoblins (studded leather armor, longswords, and javelins) and one ogre (hide armor and a great club) are piled together in the far corner. In the opposite corner is the body of a human in his mid-twenties in chainmail armor. The chainmail has the crest of Brancast Keep (Knowledge [local-Furyondy] DC 10—automatically recognized as identical to the standard of Sir Jellack). A Heal (DC 15) check reveals that the man in chainmail died of massive bludgeoning blows (the ogre killed him). The body is in a peaceful repose with his longsword placed atop his chest and arms crossed. The body has also been scented, oiled, and given last rites consistent for a worshipper of Heironeous (Knowledge [religion] or bardic knowledge check DC 12).

Area 4. First Proving Ground

This passageway has been blocked by a recent cave-in. Some writing and pictures can be seen along the left side of the passageway, just before the cave-in.

The passageway into this area has evidently suffered from a massive cave-in. Professions (Stonemasonry) (DC 15) reveals that the cave-in was intentional. However, someone appears to have recently dug into the collapsed area and then tried to collapse the passageway again. The point at which the cave-in occurs is at the separation between the reinforced masonry and natural cavern. Entry can be gained by a good 20 minutes of digging and clearing out rubble. During the excavation, be sure to have a few rocks and some dirt fall upon the characters to subtly hint that they really should not be digging here. Beyond the collapsed passageway, a Profession (Engineering or Stonemasonry) (DC 15) confirms that the passageway beyond is safe to enter.

There are words and a small picture on the wall on the left side of the passageway, just before the cave-in. The words are written in Goblin and read, "Danger! Do not enter!" A successful Decipher Script (DC 20) allows characters that do not know this language to realize that it is a warning. The picture depicts a skull over the horizontal figure of a stick-drawn person.

In separate area, again just before the collapsed passageway, on the opposite wall are words written in common:

Beyond lie the bodies of Lieutenant Terrin Porter and four brave warriors: Corporal Rohvan Haroldson and Privates Davin Marlin, Jon Lannerella and Marack Blade. Neither Lady Shellanna nor the taxes are here. There is a terrible evil in the waters beyond.

Once the cave-in section of the passageway has been cleared, the remaining natural passageway extends for about 20 more feet before spiraling down another 100 feet. The passageway then travels downward another 50 feet to end in a huge natural cavern (450 feet by 600 feet). There is a small beach (10 feet by 20 feet) at the entrance to this colossal sized cavern. The rest of the cavern consists of a huge underground lake that is 120-foot deep in some areas.

The lake is inhabited by an aboleth(s). The size of the aboleth depends upon the APL. The aboleth is sustained by whatever food flows into this underground waterway and the old wizard's magic. The bodies of Lieutenant Terrin and the men-at-arms have been consumed. Their equipment is unrecoverable. In a small underwater cavern is the aboleth's treasure (43 platinum coins, 550 gold coins; 900 silver coins; 2,100 copper coins; and 1 gem worth 300 gold pieces).

However, once Patience is permanently destroyed, the creature is allowed to leave through the underwater passageway. The aboleth takes whatever treasure and slaves/dead bodies with it when it leaves the cavern. Characters that are killed by the aboleth can only be recovered by killing the creature or requesting a unique scenario from the local triad.

APL 4 (EL 7)

➤ **Aboleth:** hp 76; see *Monster Manual*.

APL 6 (EL 9)

➤ **Aboleth, Advanced:** hp 167; see Appendix I.

APL 8 (EL 11)

➤ **Aboleth, Advanced:** hp 288; see Appendix I.

APL 10 (EL 12)

➤ **Aboleth, Advanced (2):** hp 288; see Appendix I.

Tactics: If the characters do not take heed of the warning and enter this cavern anyway, then they are in grave danger. The aboleth uses its full range of powers to deceive and lure the characters into danger. The monster has recently developed a taste for humanoid flesh and is more likely eats its victims than keep them alive as slaves

Treasure: (All APLs) Defeat Aboleth and recover its treasure

L: 0; C: 278.2 gp; M: 0

Area 5. Barracks.

Bunks and chests have made into a makeshift bunker in the center of this large room. This bunker has been badly fire-damaged. The smells of acrid smoke and burnt meat still fill the room.

This is a large 20-foot by 40-foot room with a dozen dilapidated bunks and chests. The door to this room has been recently sundered. The bunks and chests have been moved to the center of the room to act as a makeshift bunker. An area affect fire-based spell (a *fireball* spell; Spellcraft, DC 23) went off in the center of the makeshift bunker. The bunk beds and chests have been badly burned and damaged. Inside the bunker are the burnt remains of a dozen orcs. Their arms and armor are damaged beyond use. A discarded scroll tube has been left near the entrance to this room. On the scroll tube is written in common, "Property of Dragar the Magnificent."

Area 6. Private Quarters

Arcane symbols line the walls of this small room. Piles of garbage and waste fill the room.

Arcane symbols cover the walls of this 20-foot by 20-foot room. A successful Knowledge (arcana) or Knowledge (the planes) (DC 13) reveals that these symbols deal with summoning and binding planar creatures. The door to the room is somewhat serviceable. The room is used as a dumping area. Piles of junk, garbage, and smelly waste fill the room. A cursory search of the room reveals nothing of value within this room.

Area 7. Privy.

This average-size room contains the stronghold's privy and bath area. Although dilapidated, it is still used by the stronghold's occupants.

The door to this 30-foot by 30-foot room is still sturdy and unlocked. Stalls line the far wall. Each stall has a bench with a modest hole in it. Tattered curtains remain in front of the stall as if to provide some sort of privacy. There are stone tubs near another wall with stone basins on the opposite wall. Water once flowed from the mouths of gargoyle creatures into the tub, but do not do so now. The water that flows into the stone basins is foul and anyone drinking from the water has a chance to catch blinding sickness.

Disease: Blinding sickness (see *DUNGEON MASTER's Guide*); Fortitude save, DC 16; Incubation time: 1d3 days; Damage 1d4 Strength (each time the victim takes 2 or more damage from the disease, he must make another fortitude save or be permanently blinded).

A successful Listen check (DC 15) reveals the sound of trickling water from the privy holes, suggesting a room beyond. Entrance to the room beyond can be gained via the holes in the benches. Once in the waste pit below the stalls, the smell is overpoweringly foul. A Fortitude save (DC 15) is required to prevent the character from becoming ill (-2 circumstance bonus to all checks and attack/damage rolls for 1 hour). Below the muck is a small passage perhaps 4 feet in diameter that travels for about 30 feet. The passage empties into a murky pool in a natural cavern.

Area 8. Cesspool.

Glints of coins line the bottom of a smelly and foul pool of water in this small cavern.

This murky pool of water takes up most of this 20-foot by 30-foot cavern. The bottom of the pool faintly glints with treasure. A small fortune of coins from various lands can be found: 38 platinum pieces, 102 gold pieces, 63 silver pieces, and 207 copper pieces. Unfortunately, part of the pool is actually a gray ooze. Out of some unknown instinct, the gray ooze has left the coins untouched as the coins seem to draw tastier pieces of organic matter to it every now and then.

A Spot (DC 15) check reveals this well-hidden gray ooze. The ooze normally feeds off of the organic waste delivered from the privy. It is more than happy to add some variability in its diet, especially healthy characters. At APL 10 there are two of these creatures.

APL 4 (EL 4)

☛ **Gray Ooze:** hp 32; see *Monster Manual*.

APL 6 (EL 6)

☛ **Gray Ooze, Advanced:** hp 64; see Appendix I.

APL 8 (EL 8)

☛ **Gray Ooze, Advanced:** hp 110; see Appendix I.

APL 10 (EL 9)

☛ **Gray Ooze, Advanced (2):** hp 110; see Appendix I.

Treasure: All APLs (Per Character)

Defeat the ooze and recover the coins

L: 0; C: 97.7 gp; M: 0

Area 9. Trapped Hallway.

Several pit traps line this section of the passageway. Each pit trap has been filled and carefully packed with dirt. It would appear that the dirt was placed there many years ago.

Three pit traps, 10-foot by 10-foot, line the hallway one after another. Each pit trap has been filled in and packed with dirt, making the hallway safe to cross. The dirt looks different from the dirt encountered this far underground. A successful Profession (engineering) (DC 10) check reveals the dirt came from the surface, outside of the stronghold.

Area 10. Dining Hall.

The door to this large room was sundered ages ago. The lingering smells of smoke and burnt meat are apparent from the hastily built bon-fire in the room. On a table near the door, the body of a chainmail-armored warrior has been laid ceremoniously to rest.

This 30-foot by 50-foot room once was the stronghold's dining hall. The door to this room was sundered long ago and never repaired. Tables and benches have been piled together for a fire that appears to have blazed quite recently. A lingering smell of smoke and burnt meat permeates the room and soot can be seen where the fire might have been. The embers from the fire are still warm. Further, the burnt remains of a troll can be found in the pile of furniture. On one lone table next to the door is the body of a chainmail-clad warrior. Sharp claws appear to have raked his chest and abdomen, ripping apart the armor. The crest of Brancast Keep is on what's left of this warrior's armor. The body is laid out in respectful manner with his arms crossed. A battered waraxe lies on top of his leg. The body is scented, oiled, and given the last rites of a worshiper of Heironeous (Knowledge [religion] or bardic knowledge, DC 12).

Area 11. Kitchen.

This room is obviously a kitchen. A number of cooking supplies and equipment line the walls and the body of a fat orc lies dumped underneath the butcher's block.

A 20-foot by 20-foot room that has the same use today as it had for the original owner of the stronghold. In this room are working stoves, sturdy cabinets and tables, and stone basins with running water. A fat orc cook (with leather armor and dagger) lies dead underneath the butcher block (a clean cut across the throat). Otherwise there is nothing of value in the room.

Area 12. Second Proving Grounds.

At the end of a long passageway is a recently sundered door. Words are written on the wall near the door.

A long passageway ends in a recently sundered door. Just before the door, written on the wall, are two messages. One of the messages is in Goblin (Decipher Script, DC 20) and the other is in Common. The message in Goblin reads, "Danger! Do Not Enter!" This is the same message that is written right before the collapsed passageway in area 8. Also, present beneath the goblinoid writing is a familiar picture of a skull over the horizontal figure of a stick-drawn person.

The message in Common reads:

"Neither Lady Shellenna nor the taxes could have been in here, but still we looked. Sergeant Michel D'alluy, Sergeant Lorren Pendant, Father Martle Lorinar of Heironeous, and Privates Echil Kin and Varnef Horn paid the price for our curiosity with their lives."

Beyond the door, a passageway extends some 30 feet before ending in a spiral staircase. Along the left side of the wall are four dead bodies placed in single file. Each rests in a peaceful repose. All are wearing chainmail and helmets. Three of the bodies have longswords and large shields placed atop their chest. One of the bodies has a footman's mace and a tower shield atop his body. The chainmail armor and shields have the crest of Brancast Keep emblazoned on them. Removing the helmets or armor of these men reveals withered corpses. A Heal (DC 10) check indicates that all the water had been removed from their bodies, leaving their bodies a dry husk. A Spellcraft (DC 28) indicates that the bodies were subjected to a *horrid wilting* spell. The bodies have been scented, oiled, and given last rites as worshippers of Heironeous.

The staircase descends 50 feet. A Search (DC 20) check reveals spent needle traps along the staircase. After the staircase, a passageway continues for about 50 feet in a downward slope. Halfway down this man-made passage someone has painted a one-foot thick black line that extends from the floor to the walls and ceiling, a demarcation line of some sort. Near the end of the passageway is a life-like stone statue of a human male with a terrified expression on his face. The sigil of Brancast Keep and the chevrons of a sergeant are prominent on the statue. A Search (DC 15) reveals the remains of a glyph partially hidden underneath the lead (left) foot of the very life-like statue. Either Knowledge (arcana) or Spellcraft (DC 28) reveals that the glyph was likely a magical petrification trap.

In the unlikely event that the characters are able to transform the human statue back to flesh and raise him from the dead, he will reveal himself to be Sergeant Michel D'alluy (Male, human, N, Ftr2, hp 18). Sergeant D'alluy will be more than happy to reveal any and all information he has garnered since he first explored the stronghold. He will also quite loudly denounce the competence of Captain Willen and the thriftiness and

greed of Lord Vormar of Brancast Keep. In short, Sergeant D'alluy is very angry about the whole situation. He strongly doubts if Captain Willen or Lord Vormar, for that matter, actually cares about Lady Shellenna. If rescued, he will travel with the characters or return to the keep, depending on what the characters request. Use the NPC stats in the *DUNGEON MASTER's Guide* if necessary.

Stepping beyond the passageway is a 30-foot by 50-foot natural cavern. The height of the room, filled with stalactites and stalagmites, is well over 20-foot high. Debris from what may be a large ironwood chest is in the center of the room. The debris detects as magical. The magical aura is latent and fading fast and appears to originate from various schools such as alteration, abjuration, and evocation. A Search (DC 15) of the debris indicates that great force was used to smash the chest within the last day or so.

If the room is searched (Search, DC 15), the characters find a lion's head carved into the far wall of the cavern. The head is about chest high and, once a layer of dust is cleared from the lion's head, the characters find that the eyes of the beast are gems. An Appraise (DC 12) check indicates the gems are worth 250 wheatsheaves each. A Strength (DC 20) check is required to pry the gems from the lion's head. Of course, the separation of the gems from the lion's head or the removal of the lion's head from the wall sets off a trap.

APL 4 (EL 6)

↗**Fireball (Sonic) Trap:** CR 6; magic device, trigger (as described above), automatic reset; spell effect (*fireball* [sonic substitution, centered on lion's head], 10th-level wizard, Reflex save [DC 17] half damage, 10d6 sonic); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 8)

↗**Chain Lightning (Empowered, Acid) Trap:** CR 8; magic device, trigger (as described above), automatic reset; spell effect (*chain lightning* (empowered, acid substitution, centered on lion's head), 12th-level wizard, Reflex save [DC 20] half damage, 12d6(x1.5) acid to target nearest center to trigger area plus 6d6(x1.5) acid to each of up to 14 secondary targets); Search (DC 31); Disable Device (DC 31).

APL 8 (EL 9)

↗**Horrid Wilting Trap:** CR 9; magic device, trigger (as described above), automatic reset; spell effect (*horrid wilting* [centered on lion's head], 16th-level wizard, Fortitude save [DC 23] half damage, 16d8); Search (DC 33); Disable Device (DC 33).

APL 10 (EL 10)

↗**Wail of the Banshee Trap:** CR 10; magic device, trigger (as described above), automatic reset; spell effect (*wail of the banshee* (centered on lion's head), 17th level wizard,

Reflex save [DC 24] negates); multiple targets (up to 17 creatures); Search (DC 34); Disable Device (DC 34).

Treasure: All APLs (Per Character)

Disable/Survive the trap and take the gems

L: 0; C: 100 gp; M: 0

Area 13. Private Room.

The remnant of a small campfire is in the center of this room.

In this abandoned 20-foot by 20-foot room, there are the remains of a small campfire. A Search (DC 15) check reveals that a group of people used this room as a campsite for the night. A Tracking (DC 20) check reveals that seven humanoids camped here.

Area 14. Torture Chamber.

Several racks, iron maidens, and other torture implements are in this room. The smell of ripening corpses lingers in this otherwise empty room.

This 30-foot by 60-foot room has various torture instruments (racks, iron maidens, fire pits, and torture implements) all kept immaculate and in working order. There are 3 iron cells (10-foot by 10-foot) at the back of the room. Two of the cells are empty and the third contains the bodies of two hobgoblins and a half-orc. Burnt out torches line the walls. Three daggers and a couple of bullwhips can also be found in this room. Also in this room, near one of the fire pits, is a whip dagger

Treasure: All APLs (Per Character)

Loot the area and take the whip dagger

L: 1.3 gp; C: 0 gp; M: 0

Area 15. Smithy.

Several humanoid bodies, including a massive ogre, are in this large smithy. In one corner of the room a man in platemail armor that has been ceremoniously laid to rest.

This large 40-foot by 30-foot room appears to have the equipment of smithy. Several doors lead from this room to small storage areas of iron and other metals. The amount of supplies, however, is dwindling. There are numerous smith tools and furnaces in this room. The hacked bodies of 2 orcs, an ogre, and a half-orc are also in the smithy. Off to one corner of the room is the cleaved corpse of a man-at-arms from Brancast Keep. He wears an emblem indicating that he was an officer (i.e., lieutenant). He is posed in a resting form with his bastard sword across what's left of his half plate-armored chest. His body has been scented, oiled, and given last rites as a worshipper of Heironeous (Knowledge [religion] or bardic knowledge DC 12).

Area 16. First Level Landing.

This landing is about 30-foot by 30-foot with stairs descending to another level. There are archways in the center of the walls—north, east and south—that all end in blank walls, save one. The walled archway to the south

has swung outward revealing a short passageway. Two crushed bodies of men-at-arms from Brancast Keep are in this room, with more bodies in the passageway beyond. The room itself and the bodies show evidence of being damaged by arcane spells (Spellcraft, DC 18; *fireball*, *lightning bolts*, and so on). A Heal (DC 10) check reveals that the bodies were damaged by spells after they were dead.

The room is covered in soot and the smell of ozone permeates the air. A staircase descends from this 30-foot by 30-foot room to a lower level. In the center of each of the walls of this room is an archway. There is blank wall under the archway to the north and east. To the south, a panel of stone has moved out from under the archway to reveal a small passageway. The bodies of two male humans lie at odd angles near this passage. One of the bodies is clad in chainmail armor and the other body is wearing robes with arcane symbols on it. The robed body has a small, open spell component pouch attached to it. Both bodies appear to be badly burned.

Faintly, from within the south passage, the sound of desperate pounding of metal on metal can be heard. Also, very faintly a tired, male voice can be heard to cry "Help! Help! Help!" over and over again.

Soon, however, there is an additional sound. It is the sound of something large and heavy slowly coming toward you. Emerging from the passage is a large, damaged human-shaped figure.

The statue resembles an iron golem, but it is not. It is either an animated statue or golem with iron plates bolted to it. At APL 8 and 10, the iron statue(s) is replaced by what looks like a large zombie covered in iron plates, but is actually a flesh golem(s).

CREATURES:

APL 4 (EL 3)

👉 **Large Animated Iron Statue:** hp 22 (currently 10 hp); hardness 10; see *Monster Manual*.

APL 6 (EL 5)

👉 **Large Animated Iron Statue (2):** hp 22 (currently 15 hp); hardness 10; see *Monster Manual*.

APL 8 (EL 7)

👉 **Flesh Golem:** hp 49 (currently 40 hp); see *Monster Manual*.

APL 10 (EL 9)

👉 **Flesh Golem (2):** hp 49; see *Monster Manual*.

Tactics: The constructs follow a very simple program. They are instructed to prevent anyone from entering either the defense room (area 17) or from going down the stairs. The constructs attack whichever character is closest

to one of these objectives, but will not move in such a way as to provoke attacks of opportunity.

Development: Once the characters defeat the constructs, they will discover a total of five dead bodies of men-at-arms from the Brancast Keep. These men are armed with long swords, maces, bows, and daggers. Four of them are armored in chainmail, while the fifth does not appear to wear any armor. A ruined spell component pouch can be found on the fifth body.

The source of the pounding comes from area 17.

Area 17. Defense Room.

This secret room contains a smaller room off to one corner. The smaller room has a thick metal door attached to it. The sounds of someone pounding on the door and pleading for assistance can be heard from behind the metal door. Three buttons are on the wall to the right of the door. Several chainmail clad corpses have been soundly beaten in this secret room.

This room is 15-foot by 20-foot. Scattered about the room are the remains of three men-at-arms. They appear to have died a gruesome death. A successful Heal (DC 10) check confirms that they were beaten to death by a blunt object used with tremendous force. A single thick metal door leads to a 10-foot by 10-foot room. The metal door has a small grill set in the middle of it. The room beyond has seven levers. In the room is a badly injured Captain Willen Hagindar, who begs to be freed. There are three small buttons on the wall to the right of the door. Willen reveals the following account of what happened to he and his men.

"I thought it would be worthwhile to explore all areas of the keep, lest some magic was used to hide Lady Shellenna away. Perhaps the exploration was a bit excessive. It proved to very costly.

When we came to this landing, Sergeant Rythen discovered a secret door. When he opened it, he inadvertently released the guardian(s). We tried our best to fight it. When all was lost, I tried to escape and found myself in the room that you are in now. I randomly hit buttons to open the metal door. Finally, when the door opened, I entered and shut the door behind me to escape from the golem. Much to my surprise, I discovered I had locked myself in this closet. I tried numerous combinations of levers but none opened the door. Oddly, I did hear explosions off in the distance and some quite close when I pulled certain combination of levers. I concluded that the only way to open the door was to have someone push the buttons from the outside. The golem apparently could not follow me into this room. It stood guard just outside the door after it butchered all my men...that is until you came to the rescue."

A successful opposed Sense Motive check against Sir Willen's Bluff indicated that he is not telling the entire truth. Sir Willen was under secret orders from Lord Vormar to recover any wealth from the kidnappers that could be attained, in addition to the taxes meant for King Belvor. In his mind, the treasure would offset the cost of his Lord's taxes. Indeed, Willen is still interested in recovering Lady Shellenna, it is just that she is of a lower

priority than the taxes or possible treasure found. He never admits this, as his lord bade him to silence on this issue.

➤ **Captain Willen** (Human male, Ftr4, hp 45 (6) also knows the following information:

- The door must be opened from the outside. In order, press the top, bottom, and then middle button to open the door.
- Captain Willen Hagindar serves Lord Vormar of Brancast Keep. He was given command of a Knight of the Hart and twenty-four men-at-arms to find Lord Vormar's daughter, ladies-in-waiting, and some taxes meant for King Belvor. He is unaware of what has befallen Sir Jellack and his men outside of the stronghold.
- He can provide a detailed description of Lord Vormar's daughter, the Lady Shellenna, and her ladies-in-waiting (Ladies Telena, Marrena, and Bethellan). The physical descriptions match that given by Sir Jellack.
- The women were tracked to this stronghold and were determined to be in mortal danger. The stronghold was explored as efficiently as possible.
- The stronghold was vast and intelligence was gathered from the beasts that lived within.
- He does not know what the levers do. All the remaining defenses of the keep have been deployed, though the characters will not know this. Depressing the levers in any more combinations will not activate any remaining stronghold defenses.
- The men-at-arms under the command of Captain Willen were: Lieutenant Terrin Porter (area 4), Lieutenant Genhar Smynde (area 15), Sergeant Michel D'alluy (area 12), Sergeant Lorren Pendant (area 12), Sergeant Roolf Rythen (area 16), Corporal Benvoir Harrin (area 17) Corporal Michel Lancefield (area 3), Corporal Rohvan Haroldson (area 4), Private Davin Marlin (area 4), Private Jon Lannerella (area 4), Private Marack Blade (area 4), Private Echil Kin (area 12), Private Varnef Horn (area 12), Private Rohvan W heatsheaf (area 10), Private Micah Lands (area 17), Private Shavak Cornet (area 17), Father Martle Lorinar (area 12) and Dragar the Magnificent (wizard, area 16). All of the weapons, armor, and equipment of these men are the possession of Lord Vormar and Brancast Keep.
- Porter, Haroldson, Lannerella, Marlin, and Blade died fighting some sort of giant fish. D'alluy was turned to stone when he accidentally triggered a trap. Pendant, Kin, Horn, and Father Martle died when they opened a large chest and inadvertently triggered a magical trap. The chest was empty.
- Captain Willen does not know what is on the next level of the stronghold.

- Although sorely wounded, he will insist on joining the characters to help them rescue Lady Shellenna and the ladies-in-waiting. He will also request the characters heal him as much as possible. Although he does not say it, he is also interested in making sure the characters recover the taxes meant for King Belvor and that the takes are delivered to the King without further incident.
- Finally, Captain Willen will claim any loot found by the characters on first level of the stronghold as the property of Lord Vormar (except from the proving grounds). He will assure the characters that anything that they find in subsequent levels of the stronghold, save for Lord Vormar's taxes, will likely be theirs to keep. Though, of course, Lord Vormar has the final say.

ENCOUNTER TWO: LEVEL TWO

Area 18: Second Level Landing

Proceeding down the stairs, a tableau of death and destruction can be observed in the landing at the bottom of the stairs. Sturdy crates and overturned tables have been arranged strategically about the landing to provide maximum cover for defenders. The defenders were clearly set to ambush all those that dared to climb down the very steps that you are on.

All of the crates and furniture, however, were of little value in protecting the ambushers from a violent arcane assault. To the creature, all of the defenders hunkered behind their barricades were killed. Many of them appear to have been caught within powerful explosions, pieces of their bodies are scattered about the room. The stench of death in this room is nearly overpowering.

This 40-foot by 40-foot landing has crates, tables and other sturdy pieces of furniture strategically placed about the room to provide cover from attackers coming down the stairs. Unfortunately, all the defenders (hobgoblins, orcs, gnolls, and some ogres) died from the effects of powerful destructive spells that have devastated this room. Several of the defenders and the very barricades that protected them have been blown apart. The destruction to the room, bodies, and their items was complete. There is nothing left of value in this room.

Spellcraft (DC 23) confirms that powerful, destructive invocation/evocation spells (*fireball*, *lightning bolt*, and others) exploded in this room. A Heal (DC 15) check will reveal that the creatures died sometime within the last 12 hours or so. This is about how long Captain Willen was trapped in area 26.

The characters should be able to link the deaths of the defenders to various levers that Captain Willen pulled in his desperation to escape from the room. Intelligent characters may also link the pulling of the levers to the summoning of the ankhegs that decimated the reserve under Sir Jellack's command. If this is brought up, Captain Willen will indicate that he had no knowledge of

what the levers did and will express deep regret for the deaths of his men.

The fact that the levers seem to activate some of the latent defenses of this stronghold may mislead some characters to believe that most, if not all, the creatures in this level are dead. This is not entirely true. Other characters may become even more paranoid, believing that the levers have created a more dangerous situation than before.

Area 19. Trapped Corridor.

This appears to be a normal, deserted corridor. Speckles of ancient, dried blood have been splattered along the walls and floor of this passageway.

In almost all respects this hallway appears normal, however a successful Search (DC 20) reveals a thin slit on both sides of the walls in a 10-foot section. These slits once housed metal blade. The mechanism for this trap has long since been destroyed and the blades removed from this deadly trap.

Area 20. Guard Station.

There are several piles of rugs and remnants of days-old half-eaten meat in center of this room.

A dust and empty weapons rack is nearly the only thing of note in this 20-foot by 20-foot room. There are several piles of rugs and some half-eaten meat in the center of the room. A Search (DC 20) check will reveal a loose masonry stone in one of the corners of the room. Behind the stone are two rubies worth 50 wheatsheafs each. Otherwise the room is empty.

Treasure: All APLs (Per Character)

Find the rubies

L: 0; C: 20 gp; M: 0

Area 21. Trapped Corridor

This part of the corridor is filled with a thick, dense fog.

The fog is the result of a permanent *solid fog* spell that extends down some thirty feet of the passageway. A severe wind disperses the cloud, but due to the permanent nature of the *solid fog* it reforms within ten minutes. A *dispel magic* spell versus a 17th-level caster cancels the effects of the *solid fog*. The *solid fog* was the result of one of the combinations of levers pulled by Captain Willen and serves to delay the movement of creatures along this passageway.

Area 22. Storeroom

Piles of bedding are strewn haphazardly about this medium-size room.

This large 30-foot by 30-foot room has been converted into a barracks. Piles of bedding are on the floor, as well as other odds and ends. A successful Search (DC 20) finds a loose flagstone in the center of the floor, under which is a sack with 21 paladins. Otherwise, the room is empty.

Treasure: All APLs (Per Character)
Find the hidden coins
L: 0; C: 42 gp; M: 0

Area 23. Central Hall.

Fire has recently damaged this large gathering hall.

This large hallway may once have been some sort of gathering hall for the stronghold. Unfortunately, the hall has seen better times. Recently, several large explosions have occurred here. Spellcraft (DC 23) indicate that several powerful *fireball* spells occurred in this room within the last 12 hours or so. The corridor on the left shows evidence of a large, hot fire that affected the huge room attached to this hall. The fire, however, did not appear to stretch to the right corridor. A Search (DC 25) check reveals that murals were once painted on the ceiling of this hall. There is nothing of value remaining in this hallway.

Area 24. Gallery/Trophy Room

The strong smell of death permeates from the room. Fire damage is strongly evident.

This large 20-foot by 30-foot room is filled with remnants of smoldering rugs and furs. There is evidence that a massive fire blazed in the room. A successful Search (DC 10) check finds the burnt corpses of many small, young humanoid creatures of varying races (goblin, hobgoblin, orc, and so on). Some of these dead creatures may be found huddled under rugs where they succumbed to the fire, heat, and smoke.

Area 25. Barrac's Chamber

There is still intact furniture in this 30-foot by 20-foot room. A large bed, wardrobe, chairs, desk and locked chest are all in fairly good condition.

The large bed and wardrobe show signs of recent use. The size of cloaks and other clothing indicate that a large creature uses this area. The desk is empty but the chest contains some of Barrac's wealth. The chest is locked with good lock (Open Lock, DC 30) and is also trapped.

ALL APLS

☞ **Poisoned Needle Trap:** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock [DC 30]); Atk +17 melee (1 plus poison, needle; poison (blue whinnis, Fortitude save [DC 14] resists, 1 Con/unconsciousness (1d3 hours))); Search (DC22); Disable Device (DC17).

Inside the chest is a small fortune of 43 paladins, 107 wheatsheafs, 58 knights, 210 sheridans 412 commons, and 3 gems (100 worth wheatsheafseach). There are three *potions* (*cure serious wounds*, *tongues*, and *heroism*) and one metal scroll tube.

This metal scroll tube has not been opened in a very long time. The cap on the scroll tube is stuck. A Strength

(DC 19) check is required to open the scroll tube. Inside are three scrolls written in Old Oeridian. One scroll is a contract with Olaf's Engineering and Construction for the creation of rooms at Lithorellan Keep. The second scroll is a draft of a complaint letter to Olaf Ragnarson about the poor quality of workmanship and lousy ethics of his workers in the construction of Lithorellan. The tone of the letter is somewhat insulting. The final scroll is a return letter from Olaf Ragnarson. The letter is condescending and very insulting. None of these scrolls provide information about the number or details of rooms in the keep. The contract refers to the owner of Lithorellan Keep as "P". Lithorellan Keep is the proper name of this stronghold.

Treasure: All APLs (Per Character)

Survive/By-pass the trap

L: 0; C: 135.2 gp; M: 360 (*potion of cure Serious Wounds* 112.5 gp; *potion of tongues* 112.5 gp, *potion of heroism* 135 gp)

Area 26. Large Room.

This is a large room with many bunks and chests. The sound of frightened whimpering can be heard coming from the far corner of the room.

This large room (25-foot by 25-foot) is presently used as a barracks. The room is occupied by two very demoralized and very frightened goblins. They will not put up a fight and will surrender at the first opportunity, begging for their miserable lives.

They enthusiastically demean themselves and flatter the characters at every opportunity in order to get out of the stronghold alive. In short, they believe the characters are powerful, deadly warriors who are responsible for the recent magical attacks upon their home and can snuff out their lives in a heartbeat.

ALL APLS:

☞ **Wurpox and Skrishnaak, Goblins:** 4 hp; see *Monster Manual* page 107-108. Both goblins are fairly intelligent (Int 10), speak Common and Goblin, AL NE.

Development: Wurpox and Skrishnaak gladly shares any and all information that they know in exchange for their lives. They are too frightened to lie, though they will gladly sacrifice the other in order to live. Roleplay the goblins as utter sycophants; address the characters as masters, great lords, and so on. They know the following information:

- Barrac and his most loyal followers have gathered in the temple area (area27) following your massive magical assault. (These goblins believe the characters are responsible for the magical explosions that have occurred recently).
- One of the scouting patrols captured four human females. One of the females managed to escape, however, which angered Barrac mightily. That woman is still missing.

- The women were to be sacrificed to Erythnul, but with your assault Barrac plans to use them as hostages.
- Barrac is the leader. He is a very smart ogre.
- This was a deserted wizard's stronghold when it was discovered. We occupied it and waited for the right time to make our presence known. We picked the wrong time it seems.
- Certain areas are deathtraps and should be avoided. There are creatures there. They do not bother us as long as we do not bother them. They must have been servants of the old wizard.
- The fog in one of the passageways appeared about the same time as your massive magical assault.

Development: While Captain Willen is interested in rescuing the women, one of his first questions to the goblins will be to ask what happened to the taxes. The goblins confirm that a large iron bound chest of treasure was captured along with the women. Barrac has the chest with him in the temple. Captain Willen has a strong hatred for goblins and will urge that they be slain, regardless of any deals the characters may have been made with them. However, he will abide with the final decision made by the characters.

Area 27. Huge Gathering Hall/Temple

This room was once a gathering hall, but has now been converted into a temple to Erythnul. This is where Barrac and his followers have planned to make their last stand.

Read the following box text as soon as the characters enter the room. Allow them to interrupt at any time. If the players inform you what their character's action are before fully understanding what is occurring in this encounter and, as a consequence of their action provokes a fight, then skip Barrac's attempt at negotiations and proceed to the fight.

This is a large hall with many lit torches along the walls providing ample light. At the far end of the room is a huge altar. Above the altar hangs a huge bronze plate. Etched into the plate is a large hideous mask. To the either side of the altar are two heavily greased and sharpened poles. Atop two of the poles along the left wall and one of the poles along the right wall, are three human females in obvious peril.

A woman has been tied loosely to each of the poles, hanging inches above a wickedly sharp stake. Heavy stones have been secured about the waists of the three women in an effort to weigh them down. Each woman is held astride midway up the greased pole by a strained rope, each of which is being held in place by a large ogre. It is clear that if one of these ogres were to release its rope, the woman upon the greased pole would undergo the gruesome death of being impaled alive.

A large ogre [At APL 6-10 describe as an ogre with light green skin and a pair of short ivory horns protruding from its forehead] stands near the altar. There is an aloof, commanding presence about him that suggests he is the leader. Also, near this large ogre is an iron bound chest and a large sack.

Throughout the remainder of the room, between the altar and the entranceway, are overturned tables and other heavy pieces of furniture. The furniture is spread out about the room and arranged to provide cover to defenders from attackers emerging from the entrance. Every now and then a head peaks its way above a table or barricade to indicate there are others present in the room.

Once Barrac is aware that the characters have arrived, he will try to converse with them. Barrac's intent is to forego combat and negotiate a safe passage for he and his forces out of the stronghold. However, if the characters attack immediately, he will respond with force. The iron bound chest contains the taxes meant for King Belvor and the large sack contains more of Barrac's wealth (712 wheatsheafs).

If Barrac notices the characters and is able to parlay, read the following:

The large ogre turns toward you and holds up his hands, palms outward, in a stopping gesture. "Wait! Here me! Combat is not the answer to everything. Perhaps we can come to an arrangement to allow me and my followers safe passage out of our home." As he says this he waves a hand at the three bound and imperiled women. "Their lives for the lives of myself and those that I lead."

Development One: This is in essence Barrac's final stand. He knows that there is little hope for him and the remaining humanoids that he leads. He has assumed incorrectly that the characters are responsible for the massive magical assault that has occurred within the stronghold.

Consequently, he is convinced that the characters are a force to be reckoned with and that it would be best for him to avoid a fight with them, if possible. He has reasoned, perhaps vainly, that the characters may be weak following such a large expenditure of magic. Thus, there may be some hope of survival through negotiation. He hopes he can broker a deal to release the women and be left alone long enough for he and his followers to desert the stronghold and seek safer climes. If he has to, he will include the chest of treasure (the taxes - which contains 5,000 wheatsheafs) that he recovered along with the women in the deal. However, if it appears a fight is inevitable, and he cannot escape, he has promised himself that he will make the characters pay dearly for the their lives.

He truly intends to turn over the women (alive) to the characters and, if possible, depart with whatever treasure (the iron chest and the sack) he and his followers can carry, as long as he is allowed to leave this stronghold unharmed. If any deception, spellcasting, or other threats occur, then the ogres let go of the ropes, thereby sending the women to their deaths. Alternatively, if the ogres and/or Barrac are attacked or feel threatened, then they will also let go of the ropes.

If Barrac is successful in the negotiations and is allowed to leave, he and his forces will leave the stronghold never to be heard from again. Barrac is smart

enough to hurt or cause the death of one of the women to make the characters more complaint with his wishes. He is also smart enough to realize that the characters may not keep their word. If an agreement is reached, he will have his most loyal ogre (an ogre who can actually keep count up to 100) hold onto his rope long enough (to the count of 100) to allow Barrac and his follower time to leave. Finally, Barrac realizes that he may have a running battle with the characters out of the stronghold and prepares the best he can to escape the characters.

Cautious characters that reconnoitered the hall before entering will discover that Barrac allows the ogres to rest in a sequential manner. Thus one ogre ties his rope off and rests while the other two still have control of their ropes. So even at the most advantageous time for the characters to attack, at least two ogres will have hold of their ropes.

Barrac reveals the following information if asked during negotiations or if later interrogated:

- Barrac and his followers have no idea who these women (including Lady Shellenna) are other than that they are the daughters of wealthy humans.
- If asked about the barricaded rooms, Barrac lies and claim that they are where he keeps all of his treasure. A successful opposed Sense Motive check indicates that he is not telling the truth
- He will claim, if possible, that the majority of the treasure (including the iron chest) belonged to the former owner of the stronghold. A successful opposed *Sense motive* check will indicate that he is not telling the entire truth.

Development Two: Captain Willen discretely informs the characters that Lady Shellenna is not with these women. He also confirms that the imperiled women are Lady Shellenna's ladies-in-waiting. Despite his overweening concern for the taxes, Willen urges the characters to attempt to negotiate for the hostages, but with Lady Shellenna missing he is not overly insistent. One of the points he does insist on, during the negotiation, is that the iron bound chest ("the taxes") be recovered.

Tactics: Each of the ladies-in-waiting is gagged, bound and strapped to a grease pole, waiting to be impaled alive. A rope attached to each of the women holds them above a nearby stake for now, preventing them from being impaled. To make matters worse, stones have been tied to the waists of the women to weigh them down and speed the rate they are impaled once the rope is released. The amount of damage the ladies-in-waiting suffer per round as they are impaled will depend on the APL. Hence, lower-level adventurers have longer time to rescue them, while higher tiers will have to rescue them very quickly before they die.

If a fight is inevitable, then Barrac and his followers put up the best fight possible. However, if an opportunity presents itself, they attempt to flee the combat leaving the characters to save the ladies-in-waiting. Barrac has already ordered the ogres to create a path (bull rush) during the combat to allow he and the rest of the followers to escape. At higher APLs, when all is lost, Barrac deserts his

followers by using his innate ogre mage ability of gaseous form to escape.

Of course, if the combat is going well for Barrac's forces, they will not flee. Any captured characters will be used, along with the women, as sacrifices to Erythnul.

Barrac's minions are spread out to avoid being caught in large area of effect spells. They are also using heavy furniture, impaling poles, or whatever else is available for maximum cover. Monsters using furniture for cover are considered to have $\frac{3}{4}$ cover. Add this cover bonus to the AC of Barrac's minions as needed. A Spot (DC 15) check will give an estimate of the number of Barrac's followers that are hiding behind cover in this room.

Additionally, two gnolls (or kobolds at APL 6) are stationed near the entrance of the room, one on each side, behind heavy chests. They each are ready to throw an object on the ground at the characters feet. The object varies with the APL—see NPC statistics below.

DM's Note: This is without a doubt, a very gruesome way to die. If there are young children or sensitive people present, please feel free to change the nature of this "execution".

Ladies-in-waiting (3): (Ladies Telena, Marrena, and Bethellan; female, human, LG, Nob2, HP 7).

The following table shows how many points of damage a Lady-in-waiting suffer per round as she is being impaled. The ladies-in-waiting die when they reach -10 hit points.

APL	Dmg/Rnd	Rnds Before -10
4	4	5
6	5	4
8	7	3
10	10	2

APL 4 (EL 7)

Gnolls (3): 16 hp; see *Monster Manual*.

Languages: Gnoll and Common.

Possessions: scale armor, large shield, battleaxe, shortbow, 20 Arrows; 2 gnolls with tanglefoot bags

Tactics: Take as much cover as possible and fire arrows at the characters and then enter melee as last resort.

Two of the gnolls are stationed near the entrance of the room and as their first action they throw tanglefoot bags (1 bag per gnoll) at the feet of a character (ranged touch attack).

Vorash: Male gnoll Clr2; hp 32; see Appendix I.

Tactics: Take as much cover as possible and fire arrows at the characters. Cast spells were appropriate. Go into melee when nothing else works.

Ogres (3): hp 35, 35, 35; see *Monster Manual*.

These ogres are fairly intelligent (Int 10) and speak both Common and Giant.

Possessions: hide armor, Huge greatclub

Tactics: During combat, if possible, they try to bull rush a path through the characters to help their compatriots escape the hall.

➤ **Barrac:** Male ogre Sor1; hp 50; see Appendix I.

Tactics: Barrac tries to use the women as hostages in the negotiation for he and his minions to escape. If a fight occurs, he casts *shield* and try to escape with as many of his followers he can.

APL 6 (EL 9)

➤ **Kobolds (6):** hp 4, 4, 4, 4, 4, 4; see *Monster Manual*.

These kobolds are intelligent (Intelligence 12) and speak both Common and Draconic.

Equipment: leather armor, halfspear, light crossbow, 20 bolts; 2 kobolds with tanglefoot bags

Poison (Ex): Small centipede poison coated on halfspear and arrows. (1d2 Dex/1d2 Dex; DC 11)

Tactics: Take as much cover as possible and fire arrows until attacked in melee. Two of the kobolds are stationed near the entrance of the room and heir first combat action is to throw a tanglefoot bags at a large warrior (ranged touch attack)

➤ **Vorash:** Male gnoll Clr2; hp 32; see Appendix I.

Tactics: Take as much cover as possible and cast spells or shoot arrows.

➤ **Ogres (3):** hp 40, 40, 40; see *Monster Manual*.

These ogres are fairly intelligent (Int 10) and speak both Common and Giant.

Possessions: hide armor, Huge greatclub

Tactics: During combat, if possible, they will try to bull rush a path through the characters to help their compatriots escape the hall.

➤ **Barrac, Ogre Mage: hp 55;** see *Monster Manual*.

Barrac is very intelligent (Intelligence 16) and speaks Common, Draconic, Giant, and Gnoll.

Skills: Bluff +4, Concentration +4, Diplomacy +4, Listen +3, Spellcraft +3; Spot +2;

Equipment: Chain shirt, Huge greatsword, Huge longbow; 20 arrows.

Tactics: Barrac tries to use the women as hostages in the negotiation for he and his minions to escape. If a fight occurs, then he hurts the enemy as much as possible. He would like to escape with as many of his followers he can. However, if there is no hope at all to win he flees via his *gaseous form* ability, leaving his followers to their fates.

APL 8 (EL 11)

➤ **Gnolls Ftr1 (6):** hp 20, 20, 20, 20, 20, 20; see Appendix I.

Tactics: Take as much cover as possible and fire arrows at the characters. Two of the gnolls are stationed near the entrance of the room. One of these gnolls is armed with a tanglefoot bag and the other is armed with a bead of force. Their first combat action is to throw these items at the characters.

➤ **Vorash:** Male gnoll Clr3; hp 45; see Appendix I.

Tactics: Take as much cover as possible and cast spells or fire arrows at the characters.

➤ **Ogres (3):** hp 40, 40, 40; see *Monster Manual*.

These ogres are fairly intelligent (Intelligence 10) and speak both Common and Giant.

Equipment: Hide armor, Huge greatclub

Tactics: During combat, if possible, they try to bull rush a path through the characters to help their compatriots escape the hall. Otherwise, they attack the characters without mercy.

➤ **Simeon:** Male ogre Ftr2; hp 65; see Appendix I.

Tactics: Charge an opponent using the Power Lunge and *rhino hide* combination. Simeon does nto charge into combat recklessly and he does not sacrifice himself vainly. A charge attack gives him a +15 melee attack and due to a combination of feats and armor and results in 4d8+36 points of damage. Because he is using the Power Lunge feat, an attack of opportunity is possible against his charge. He targets lightly armored or nonarmored persons first, since they are spellcasters and thus more vulnerable and less able to capitalize on the opportunity attack.

➤ **Barrac:** Male ogre mage Ftr1; see Appendix I.

Tactics: Barrac tries to use the women as hostages in the negotiation for he and his minions to escape. If a fight occurs, then rely on his innate powers to hurt the enemy as much as possible before escaping. He would like to escape with as many of his followers he can. However, if there is no hope at all to win he flees, via his *gaseous form* ability, leaving his followers to their fates.

APL 10

➤ **Gnoll, Ftr1 (8):** hp 22; see Appendix I.

Tactics: Take as much cover as possible and fire arrows at the characters. Two of the gnolls are stationed near the entrance of the room and as their first action they will throw a *bead of force* and a tanglefoot bag at the characters.

➤ **Vorash:** Male gnoll Clr4; hp 60; see Appendix I.

Tactics: Take as much cover as possible and cast spells or fire arrows at the characters.

➤ **Ogres (3):** 40 hp; see *Monster Manual*.

These ogres are fairly intelligent (Intelligence 10) and speak both Common and Giant.

Possessions: Hide Armor, Huge Greatclub

Tactics: During combat, if possible, they try to bull rush a path through the characters to help their compatriots escape the hall.

➤ **Simoen:** Male ogre mage Ftr1; hp 74; see Appendix I.

Tactics: Use spell-like abilities first, and then enter combat by charging. A charge attack gives him a +13 melee attack and due to a combination of feats and armor results in 4d8+40 points of damage. Because he is using the power lunge feat, an attack of opportunity is possible against his charge. He gives preference, if possible, to lightly armored or non-armored persons first, since they will likely be spellcasters and thus more vulnerable and less able to capitalize on the opportunity attack.

➤ **Barrac:** Male ogre mage Ftr3; hp 88; see Appendix I.

Tactics: Barrac tries to use the women as hostages in the negotiation for he and his minions to escape. If a fight occurs, he uses his *slaying arrow* on a human target and then relies on his spell-like abilities. He would like to escape with as many of his followers he can. However, if there is no hope at all to win, he will flee, via his *gaseous form* ability, leaving his followers to their fates. At the time the characters encounter him, he will have his longbow out and knocked with the *slaying arrow (human)*. As his first action he takes aim at human character and fire.

Treasure:

Defeat the humanoids and loot their bodies

APL 4 (Per Character)

L: 67 gp; C: 0 gp; M: 0

APL 6 (Per Character)

L: 78 gp; C: 0 gp; M: 0

APL 8 (Per Character)

L: 144 gp; C: 0 gp; M: 1075 gp (*Rhino hide armor 775, Bead of force 300*)

APL 10 (Per Character)

L: 163 gp; C: 0 gp; M: 1417 gp (*Rhino hide armor 775, Bead of force 300, Arrow of slaying 332*)

Development Three: The ladies rejoice at being rescued, but insist that the characters find and rescue Lady Shellenna. Captain Willen once he has recovered the taxes becomes very insistent for the rescue of Lady Shellenna. The characters need to determine what to do with the ladies-in-waiting (if any survived), as they are not suited to be out on adventures. Once the women (assuming any survive) are saved and calmed down, they know the following information:

- Lady Shellenna managed to pick the locks on her shackles and the cage door to free herself. She left us briefly to see if she could find a way to escape the stronghold.
- Lady Shellenna has adventured before, though her father does not know it. She can take care of herself.
- Lady Shellenna returned to tell us that she had found a secret passage. Access could be gained by pressing down the eyes of the dragon on the pillar in the room across from where we were held.
- The light blue scarf belongs to Lady Bethellan. She did most of the talking to Lady Shellenna.
- Lady Shellenna was going to ensure that the area was safe to hide in and was going to return for us. She never came back.
- When Barrac discovered her missing, he was very angry. However, he seemed more concerned about some invaders to his stronghold. He was planning a huge ambush.
- This occurred about a day or so before those big explosions. Hopefully, Lady Shellenna is safe.
- After the explosions, Barrac seemed greatly distressed. He tied us to those horrid poles and told us we were to be used as hostages. He said if all went well, we would be alive to see our families again.

Development Four: Lord Vormar lays claim to the taxes, but can be convinced the characters earned the spoils of defeating the humanoids.

Area 28. Small Altar Room

This room has a small altar along one wall and four small, empty cages along another.

This is a 15-foot by 20-foot room that has now been converted to a small altar room. There is a small altar near the door. On top of the altar is a hideous mask made of copper (no monetary value). A Knowledge (religion) (DC 10) check reveals the mask is the symbol of the god Erythnul. Also, in the room are four 5-foot by 5-foot cages here with chains inside of them. A successful Search (DC 15) check reveals that the cages were occupied recently. In one of the cages there is a women's light blue scarf with words written in blood "Both eyes of the wyrm." Otherwise the room is empty.

Area 29. Side Room.

The chief feature of this small, deserted room is a pillar with a large dragon carved on it. There are several empty boxes in this room, as well.

This room has a huge relief of a crouching dragon carved into a pillar. Its eyes are recessed into the pillar. A successful Search (DC 25) check determines that the pillar is false and that it conceals a hidden entrance. Depressing both eyes of the dragon activates a

mechanism to move the pillar to one side and reveal a spiral staircase leading down.

If the characters open the secret door they see a single set of small footprints (Shellenna's) leading down through the thick dust. This secret area obviously has not been used in many, many years.

LEVEL 3: THE TOMB

This level of the stronghold has not been disturbed for centuries (save for the lone footprints of Lady Shellenna). Every room and hallway is dusty and filled with cobwebs, although the halls are lit with continual flame torches. Tracking Lady Shellenna is very easy because of the dust build up. The tracks lead multiple times back and forth between areas 32, 33, and 34. All doors on this level are intact

Area 30. Third Floor Landing

Read the box text below when the characters have descended to the third floor:

The spiral stairs descend nearly a hundred feet before reaching a 20-foot by 20-foot square room. Ten statues are evenly spaced along the east, west and south walls of the room. In the middle of the north wall is a set double doors. The statues are of finely crafted gargoyles. They look so lifelike that they appear ready to pounce on any who would dare to enter the room.

One statue (closest to the stairs) has a permanent *persistent image* spell (11th-level caster, disbelief DC 19) placed upon it to give the statue a more lifelike appearance. A Spot or Search (DC 15) reveals that this statue occasionally and very subtly moves. The illusion on this statue was placed there to cause discomfort and uneasiness to all that stepped onto this landing. Otherwise, there is nothing of value in this room. The doors are locked (Open Lock, DC 30).

A Profession (engineering), Profession (potter), or Profession (stonemason) (DC10) check reveals the statues to be actually of ceramic make and can be easily destroyed. The statues are hollow inside. The ceramic is about ½-inch thick with a hardness of 2 (hp 2; break [DC 10]). If the statue with the image spell is broken, then it releases a spell trap. Hence, breaking any of the nine other normal statues will not set off the trap.

ALL APLS

✓ **Confusion Trap:** CR 4; magic device, trigger (as described above), no reset; spell effect (*confusion* [centered in middle of room]), 7th-level wizard, Will save DC 18 negates); Search (DC 29); Disable Device (DC 29).

Area 31. Hallway.

This is a medium-size hallway with continual flame lamps lighting the area. The hallway is covered in thick layers of dust, however a single set of small footprints can be seen traveling down the hallway.

This is the beginning of a hallway. Continual flame lamps light this area. Dusty and aged, there is some indication that artwork once hung from the walls. Faded murals adorn portions of the walls depicting an old, but powerful wizard conducting tremendous magical effects. There is a door to the left, right, and to the center.

A successful Search (DC 20) reveals the remains of a magical glyph partway to the side doors. A Spellcraft (DC 23) indicates that the glyph was a symbol of persuasion. At this point the tracks (Tracking, DC 10) of Lady Shellenna seem to rush towards the center door, then move multiple time back and forth between the center and side doors.

Area 32. Library.

Ancient scroll racks and bookcases fill this room. All the scrolls and books appear to be intact.

The door to this room is unlocked. This 20-foot by 20-foot room is filled with ancient scrolls and books. However, the library was ransacked centuries ago for scrolls and books of any value. Continual flame lamps line the walls to provide adequate lighting.

Area 33. Alchemy Lab.

This unlocked room contains an alchemist's laboratory. In one corner of the room a recent experiment has been set up.

The door to this room is also unlocked. This 20-foot by 30-foot room has been ransacked centuries before, but some areas have recently been cleaned up. Working *continual flame* lamps provides ample lighting in this room. A small experiment has been set up in the corner of the room. Pieces of laboratory equipment (i.e., flasks, distillation columns, and beakers) and various jars and bottles of ancient and odd items are within easy reach.

Area 34. Wizard's Bedchamber

The room is approximately 40-foot by 40-foot. As the characters enter this room, read the following box text. The characters may interrupt at any time, though it may be to their detriment.

Note: By the time the characters have entered this room, Lady Shellenna/Patience already has cast an extended *misdirection* spell (17th-level caster; 34 hour duration) with the target being the bed. Hence, she/he detects as non-magical, not lying, not evil, and not possessing an alignment.

The skeletal remains of a human, clad in ancient, tattered robes, can be observed prominently laid out on top of a large four-poster bed. Several chests and wardrobes are along walls of this room. All have been opened and rifled through. Many of the contents—clothes, papers, trinkets and so on—have been haphazardly thrown about.

A tall, beautiful woman with dark hair sits behind a desk near the bed. Despite her youth, her posture and slow, steady movements suggest great age...or perhaps utter exhaustion. She is dressed in the finely crafted robes of a wizard. She carries several pouches of varying sizes on her. Each pouch appears to be

bulging with collected goods and other odds and ends. A backpack nearby is crammed full with what appears to be loot. Precious metals, gems, and jewelry peek out from pack.

Next to the desk is a large gaudy ceramic trophy. The base of the trophy is about 2 feet high. Atop the base is a ceramic figurine of a beholder. This six foot wide beholder is poised as if it were in the midst of combat. Lettering on the base of the trophy reads, "Excellence in Magical Research, Mages of the Arcane Order, 175 CY"

The woman is presently eating heartily from a large bowl of porridge. Suddenly, she cocks her head to one side, as if listening to something very faint. Abruptly she sits up straight, a startled look appears on her face—a mixture of fear, panic, and hope. One hand reaches for her pack and slides slowly to her belt pouches Her other hand reaches for a crude, makeshift club.

With obvious trepidation, she whispers, "Who are you?" Then, with bravado she repeats herself. This time she says loudly, "Who are you? How dare you sneak up on me!"

Sitting in the old chair behind the desk is Lady Shellenna. Her description matches what the description given to them by Sir Jellack and Captain Willen. A Spot (DC 15) check indicates that she is also wearing some sort of necklace, fashionable centuries ago. She appears to be utterly exhausted.

After the mage was awakened, but before the he took "possession" of her, he was able to spend a few moments learning of her background. He will attempt to use this knowledge to convince the characters that he is in fact Lady Shellenna, and get them to escort her out of the area and back to her father, Lord Vormar. Characters that succeed in a Sense Motive check (DC 20) gives a hunch that things are not all they appear to be. Patience/Lady Shellenna can answer the following questions: A bold "F" means that the statement provided is false. Assume all other statements made by Lady Shellenna/Patience are true.

- He will recognize Captain Willen and any of the Ladies-in-waiting, if they are present. While she is very happy to see them, she remains slightly aloof and reserved toward them. She will ask the characters to identify themselves.
- He knows that the body he inhabits is Shellenna, the daughter of Lord Vormar of Brancast Keep. She is one of several daughters. (She has seven siblings).
- He knows that she has trained as a scout without her father's knowledge. She was very good at scouting.
- He knows she used her skills to escape her captors and discover this level of the stronghold. She told Lady Bethellan about her discovery but was unfortunately detained by her exploration of the deserted rooms before she could rescue all her ladies-in-waiting.
- He will tell the characters that she assumes that the human skeleton is a wizard, possibly the founder of the stronghold. She has been unable to locate his spellbook.
- He claims to know nothing about the ceramic trophy beside the desk. (F), but would like to give it to her

father as a gift. She believes that Vormar would love to have a statue of such a dangerous and wicked creature in his study. "Beauty is after all in the eye of the beholder."

- If the characters discover the hidden altar to Vecna in one of the wardrobes and realize it has been used recently, he will claim that she found the altar and fiddled with it to appraise its worth (F). She also claims she has no idea who the altar is to (F).
- The porridge came from a magical scroll she read. She was very hungry. Given her "scout training" she has learned to use magical devices (Partially False)
- She is very tired. Escaping from the ogres and searching the rooms here has been very tiring. (Partially False).
- He will state that she is not interested in sharing the treasure she found. She located it herself, so it is hers, and her fathers by Royal rights.

She (which is really to say Patience) wants to try and avoid a confrontation here. Patience hopes that he can convince the characters that he is Lady Shellenna. If successful, the characters will escort her to the keep, where they will be rewarded (of sorts) by Lord Vormar, and the adventure ends.

Development One:

If it becomes apparent that the characters are not falling for the ruse, then Patience will try a different tactics.

Lady Shellenna sighs. A look of bemusement crosses her face. Her mannerism change to someone much older, yet, her voice becomes light and alluring,

"So it seems you have seen through my little joke. Wait!" She gives a calming gesture. "Wait! I mean you no harm. I was just having some fun. Let me explain. There is no need for anyone to become upset.

I have been a poor host. Let me welcome you to my home. Welcome to Lithorellan Keep I have not had guests in such a long time. I am the wizard and founder of this place; you may call me Patience, for that is my nature.

Lady Shellenna is quite safe. If you harm me, you will harm her. And both of us definitely do not want that." Patience chuckles humorously, "I, well that is to say we, have come to a mutual arrangement. Perhaps we can do the same? Hear me out. All I wish to do is depart in peace, as I have much to accomplish.

Shellenna is my willing host and I do not wish to harm her. However, my possession of her body is causing her some distress. I'd rather search for another more willing host as soon as possible. Of course, I will leave the Viceroyalty, I mean Kingdom of Furyondy, at once and travel to another Kingdom to set up my new home. I have no interest in staying here."

Patience is lying to the characters. Lady Shellenna was not a willing host, and his possession of the body spelled death for Lady Shellenna. With his ruse discovered, he knows that he most likely has to attack the would-be heroes. He attempts to prolong conversation with the

characters. His main objective at this point is to determine who amongst the characters is the real threat to him so he can focus his attacks on that character. Of course, the characters may choose this opportunity to initiate an attack. He is expecting that and cannot be surprised by the characters sudden actions.

During the conversation, he will remain urbane and polite at all times. He will be respectful of others and will gently chide those that do not respect him. There is a definite, growing sense of foreboding about him at this point. Perhaps, it is due to his mannerisms or the way he phrases his words. Let him play with the characters a bit, like a cat might toy with a small rodent just before it is eaten. He relates the following additional information to the characters:

- He is the wizard known as Patience. A wizard schooled in the ancient arcane arts. He was once a member of the Mages of the Arcane Order.
- He built this keep (Lithorellan) as a first step to his rule of Furrond in times of old.
- If asked why he was not able to complete his plans, or something along that theme, He will laugh humorously, surprisingly with little malice, ***“Istus and her fates are very fickle. I was ever a cautious, patient, and calculating individual. Yet, I did not think that I would die of natural causes. There is always the unexpected. This is not to say I was caught totally by surprise, however. I had made some provisions, but unfortunately they were not enough. My supporters and followers all left Lithorellan after a time. They stripped my home of nearly everything of value, though only my most precious treasure in the proving grounds remain.”*** [This last part is a lie; F]
- In order to calm the fears of Captain Willen or any of the ladies-in-waiting. He insists that Lady Shellenna is his willing host. (F). She is an adventurer, a free spirited rogue, who will gladly help him complete his plans. (F).
- He will innocently ask if the characters might have any suggestions what kingdom he might travel to where he might set up a new home. This is the classic “straight line.” He will nod to any suggestions and inquire about these Kingdoms in terms of politics, weather, and so on. If the characters respond with an insulting answer, he will laugh at the “joke.”
- Patience claims (F) that Lady Shellenna can not speak to the characters directly as that would destabilize his possession of her. ***“As part of our agreement, she will be paid very handsomely. Too handsomely in my opinion. Shellanna is very cunning. She drove a hard bargain and I will be paying dearly to meet her price. And, if your curious about what she will be paid, then I suggest you ask her when I have found a new host. Ethically, I can not reveal that information without her permission and she has not given it.”*** An opposed Sense Motive will reveal that he is not being complete honest here.

- Patience claims (F) that the possession of Lady Shellenna is not one of full possession rather an agreement, a contract so to speak. She knows her father cares little for her. Lord Vormar cares only for his wealth, and paying the King’s taxes. Patience will explain, ***“Shelly is such a charming child. She plans to betray her father. Once I am free of this place and have switched to another body. I will make her my daughter. She is so cunning and deceitful, I must teach her the powers of wizardry. She will make such a good heir. Don’t you think?”*** An opposed Sense motive may reveal that he is not telling the entire truth here.

Around the neck of Lady Shellenna is the amulet that once held Patience’s life essence. The amulet is no longer magical. Separating the body of Lady Shellenna and the necklace will do nothing.

Hopefully, before the combat begins, he will have the opportunity to make a further offer to the characters. An offer they will no doubt refuse. When Patience feels the characters are the most receptive, he makes his final pitch.

“Well, you all seem to be a fine group of adventuresome souls. Perhaps, I should amend my offer. Would you care to join me in my plans for conquest? I can guarantee that you will rise high in my newly formed army.” Patience blinks, and then laughs as if some thought had just occurred to him. He holds his palms outward as if holding back some repulsive thought. ***“No, no...not as undead. I detest the undead. You will be my living, trusted lieutenants.”***

In addition to the offer of my treasure, I can offer something similar to what Lady Shellenna will receive. I can offer you training in the arcane arts as well as knowledge in all things arcane. Come what do you say?”

Development Two:

Ultimately, one of two things will happen here. First, the characters may depart without confronting Patience either accepting or declining his offers. In this case, Patience will seemingly let them go their merry way. He promises either to meet them on the surface or at one of his proving grounds after he collects a few more items from the rooms here. Just before the characters reach area 30, he and his construct will attack (his first action being to destroy the trapped statue and release the trap if it has not already been triggered).

The second possibility is that the characters will attack him. Whatever the case, Captain Willen will not oppose anyone trying to kill Lady Shellenna at this point. He fears what the wizard will do once he leaves the stronghold and what that may mean for his Lord and his King.

Once the characters realized that Lady Shellenna was not really Lady Shellenna, in Patience’s mind the characters have become a major liability. Patience does not want the characters telling anyone of his plans to leave the stronghold and conquer Furryondy. Such things are best kept secret until the time is right.

Despite what Patience has said about Lady Shellenna, Shellenna is no longer alive. Through powerful arcane spells and a ritual to Vecna, Patience has completely transferred his life essence into her body. Thus spells to remove Patience's essence from Shellenna or drive Patience from her body will not work (i.e., a *protection from evil* spell will not compel Patience out of Lady Shellenna).

Finally, there is also the unlikely possibility that the characters will join Patience's cause. Perhaps they plan to deceive Patience and gain his treasure at a later date or perhaps not. Patience will never give the characters additional treasure or magical items, until they agree to a binding ritual. Once the character(s) completes the binding ritual, and inform him/her that the character is now bound to servitude with an evil wizard and is an NPC (out of the campaign). If the characters planned to turn on Patience during the spell, inform them that just as they began their attack, the mage vanished.

The skeleton on the bed does not animate and appears to have been thoroughly searched. The desk, chests and wardrobes have also been searched. The desk contains useless correspondences and the chest and wardrobe contains clothes and other personal items. A careful Search (DC 20) of one of the wardrobes reveals a secret compartment. Inside the secret compartment is a small altar. A symbol of a left hand clutching a human eye has been engraved just above the altar. A Knowledge (religion) (DC 10) check reveals this to be the symbol of Vecna, god of destruction and evil secrets. Further a Search (DC 15) check reveals the altar has been touched and manipulated recently.

Creatures: Patience's life essence is now permanently joined with the body of Lady Shellenna. Patience has full access to all of his spells, skills, Intelligence, Wisdom and Charisma attributes, and knowledge based feats. He does not have access to any of Lady Shellenna's skills or feats but has her physical hit points, melee attacks and saves (excluding Will).

Given his long period of dormancy and the exertion from his possession of Shellenna, Patience is exhausted. He has used a significant portion of his spells before his death. Therefore, he does not have his full complement of spells. Only the spells listed are what he has available for use. Spells that he has already used are not listed. DMs *cannot* modify the spells Patience has available.

Tactics: Before combat has begun or during combat, Patience will signal for his guardian to protect him. The signal is made by mental command and is thus a free action for Patience. The guardian is inside ceramic trophy of the beholder. It takes only a partial action to extricate itself from the thin ceramic walls of the trophy by breaking out. Ideally, the guardian does most of the combat, while Patience will cast spells at a safe distance. At higher APLs, Patience will use area of effect spells indiscriminately as long as he is not caught within the area. Patience knows that the golem is immune to most spells and will use this to his advantage. Moreover, he will show no mercy in combat. Remember, Patience casts as a 17th-level caster for level based effects.

Although physically and mentally exhausted, he knows that if he is killed in this combat, he is truly and forever dead, and thus he fights with all the determination and brilliance he can muster.

APL 4 (EL 7)

➤ **Guardian, Large Animated Iron Statue:** 35 hp; hardness 10; see *Monster Manual*.

➤ **Patience (Lady Shellenna):** Female human Wiz17; hp 30; see Appendix I.

APL 6 (EL 9)

➤ **Guardian, Flesh Golem, Advanced:** hp 100; see Appendix I.

➤ **Patience (Lady Shellenna):** Female human Wiz17; hp 40; see Appendix I.

APL 8 (EL 11)

➤ **Guardian, Flesh Golem, Advanced:** hp 100; see Appendix I.

➤ **Patience (Lady Shellenna):** Female human Wiz17; hp 50; see Appendix I.

APL 10 (EL 13)

➤ **Guardian, Stone Golem, Advanced:** hp 180; see Appendix I.

➤ **Patience (Lady Shellenna):** Female human Wiz17; hp 60;

Treasure: (All APLs)

Take the amulet and valuables

L: 0 gp; C: 120 gp; M: 0

Development Three: Once Patience is defeated, the characters have the dead body of Lady Shellenna (which could be raised by clerics of the appropriate level). Patience's curse and final prayer will have ended and he is irrevocably destroyed.

With the death of Patience, the aboleth(s) in area 8 leave(s) the stronghold. Captain Willen insists that the characters return the taxes, ladies-in-waiting, and body of Lady Shellenna to Lord Vormar. He urges the characters not to explore the wizard's proving grounds on their way out (though he has no knowledge that the creatures have departed).

Reinforcements for Castle Ehlenestra hastily arrive within a day or so after the characters have emerged from the stronghold. Assume a large contingent of hefty warriors, as well as a wizard and a cleric arrive at the scene. Captain Willen, if present, argue with person in charge of Castle Ehlenestra's forces over who lays proper claim to the stronghold and all the treasure within, but this is a story for another time...

CONCLUSION

This conclusion assumes that the characters have survived Lithorellan and have traveled to Brancast Keep to report to Lord Vormar on the fate of his daughter. Otherwise, this conclusion is not necessary.

Upon your arrival to Brancast Keep, you are rushed before Lord Vormar. At his side is the crippled body of Sir Jellack DeSavior. Both Lord Vormar and Sir Jellack appear anxious to hear the news you have for them.

Lord Vormar beckons all of you forward. "What news do you have for me? Have you recovered my taxes to King Belvor? Where is Shellenna?"

Lord Vormar (male, human, LN, Ftr7, HP: 81) expects the characters to make a full account of their adventures. He will interrupt the characters frequently with questions about the recovery of his taxes and any treasure that they may have discovered. He will also inquire about his daughter, the ladies-in-waiting, and the abandoned wizard stronghold.

If Lady Shellenna managed to slip away from the characters, then he is not particularly distraught. He does, however, remark that he hopes she will return to Brancast Keep soon. He will also ask Sir Jellack to have a fellow Knight of the Hart check to see if his daughter fares well.

If the characters learned about the possession, Lord Vormar is much more concerned. He will ask things like "do you think she suffered? Do you think she was really a willing host? Do you think that she really sought to betray me? What happened to her body? In his own way, he did love Shellenna. He also knew that she was an adventurer, at times, and was proud of her, though he never told her this.

He will make an inquiry to determine if it would be possible to return Lady Shellenna to life if her body is returned. After a day or two, he announces that Lady Shellenna cannot be brought back to life and will create a small memorial garden in the courtyard of the keep in her memory. A Sense Motive (opposed by Lord Vormar, effective DC 28) will reveal that the Lord did not reveal the entire story.

Characters that are inquisitive and talk to some of Lord Vormar's servants (including providing a bribe in excess of 5 wheatsheafs) will learn that Lord Vormar was informed that she could be raised. If the characters confront Lord Vormar, he will inform the characters that he respects the dead too much to raise them. Given the local law, raising one of noble birth is demeaning since their new life would be without one of rank and privilege, and he will not subject his daughter to being a commoner. If the characters wish to raise Shellenna, they must do so against the wishes of Lord Vormar, though it is possible, since freedom from her royal line is something that Shellenna desired more than anything.

To make matters even worse, he will refuse to allow the characters to keep any of the equipment, treasure, and

magic that they found in the stronghold that was uncovered by his men. He will, however, allow them to keep items they recovered on their own as a reward for their actions in attempting to rescue his daughter, the ladies-in-waiting and recover the King's taxes.

If the characters never attempted to rescue Lady Shellenna, despite what they may say to Lord Vormar, he will eventually find out the truth. These characters will be given Lord Vormar's disfavor (see adventure certificate).

Any character(s) that possesses part or all of the taxes by the end of the game, regardless if they went before Lord Vormar or not, the theft will be discovered. Record the name of the player and their RPGA number, and inform him/her that their character's theft has been discovered. The character will be apprehended, tried, convicted and sentenced to one year in prison courtesy of the Kingdom of Furyondy. That character is required to spend 52 TUs in prison, thus will be out of play for one year's time. In addition, they will have to pay 10 gp per TU, or 520 gp total for their upkeep in prison (See RUP3 for additional details). Finally, if any of the characters, left the stronghold before completion of their quest, any items or treasure that the character have accumulated will be confiscated by Lord Vormar and other loyal servants of Kingdom of Furyondy.

Characters that were able to defeat Patience and return with Lady Shellenna's body, the ladies in waiting alive, and the royal taxes intact, they will have also impressed Sir Jellack. He will speak to the Knights on their behalf and provide them with an additional reward (see adventure certificate).

Author's Note: The confiscation of the treasure from the stronghold is well within Lord Vormar's character. He is as greedy, conniving, and frugal as he appears to be. One can only hope that sometime in the future he receives his just reward.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Level One: Area 4 (Proving Ground)

Defeat Aboleth	
APL 4:	210
APL 6:	270
APL 8:	330
APL10:	390

Level One: Area 7

Defeat Ooze

APL 4:	120
APL 6:	180
APL 8:	240
APL 10:	300

Level One: Area 12 (Proving Ground)

Bypass/Survive the Trap

APL 4:	180
APL 6:	240
APL 8:	270
APL 10:	300

Level One: Area 16

Defeat the Constructs

APL4:	90
APL6:	150
APL8:	210
APL10:	270

Level Two: Area 25 (All APLs)

Survive/By-pass the trap

All APLs:	60
-----------	----

Level Two: Area 27

Defeat Barrac & Company

APL 4:	180
APL 6:	300
APL 8:	330
APL 10:	390

Save the Ladies in Waiting (Per Lady)

All APLs: 30 per Lady	120
-----------------------	-----

Level Three: Area 34

Defeat Patience

APL 4:	210
APL 6:	300
APL 8:	360
APL 10:	420

Total Possible Experience (Per Character)

APL 4:	600 XP
APL 6:	900 XP
APL 8:	1,200 XP
APL 10:	1,500 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Level One: Area 4 (All APLs)

Defeat Aboleth and recover its treasure
L: 0; C: 278.2 gp; M: 0

Level One: Area 7 (All APLs)

Defeat the ooze and recover the coins
L: 0; C: 97.7 gp; M: 0

Level One: Area 12 (All APLs)

Disable/Survive the trap and take the gems
L: 0; C: 100 gp; M: 0

Level One: Area 14 (All APLs)

Loot the area and take the whip dagger
L: 1.3 gp; C: 0 gp; M: 0

Level Two: Area 20 (All APLs)

Find the rubies
L: 0; C: 20 gp; M: 0

Level Two: Area 22 (All APLs)

Find the hidden coins

L: 0; C: 42 gp; M: 0

Level Two: Area 25 (All APLs)

Survive/By-pass the trap

L: 0; C: 135.2 gp; M: 360 (*potion of cure serious wounds* 112.5 gp; *potion of tongues* 112.5 gp, *potion of heroism* 135 gp)

Level Two: Area 27

Defeat the humanoids and loot their bodies

APL 4 (Per Character)

L: 67 gp; C: 0 gp; M: 0

APL 6 (Per Character)

L: 78 gp; C: 0 gp; M: 0

APL 8 (Per Character)

L: 144 gp; C: 0 gp; M: 1075 gp (*rhino hide armor* 775, *bead of force* 300)

APL 10 (Per Character)

L: 163 gp; C: 0 gp; M: 1417 gp (*rhino hide armor* 775, *bead of force* 300, *arrow of slaying* 332)

Level Three: Area 34

Take the amulet and valuables

L: 0 gp; C: 120 gp; M: 0 gp

Total Possible Treasure (Per Character)

APL 4:	400
APL 6:	600
APL 8:	1,200
APL 10:	1,750

ADVENTURE CERTIFICATE ITEMS

Lord Vormar's Disfavor

Based upon their actions in this adventure, the hero has managed to earn the disfavor of Lord Vormar of Barcast Keep. The Lord can be petty and has spread the word that the hero cannot be trusted and that his loyalty is questionable. While the damage to the heroes reputation is fleeting (it expires 6 months from the date of this certificate), the word of Lord Vormar is heard throughout the Kingdom. Heroes that earn his disfavor suffer a -2 circumstance penalty to all Charisma based checks and skills. In addition, the characters are infamous for a short period of time and cannot join any new meta-organizations while the disfavor is in effect, though existing memberships are unaffected.

Knight of the Hart Reward

Specialized Training Opportunity

The hero has managed to impress Sir Jellack DeSavior with their deeds of heroism and sacrifice to the kingdom.

Based upon their actions in this adventure, the heroes have earned the right to train with the Knights or their

allies in the art of combat. The hero may select his/her next available feat from any of the feats listed in the *Sword and Fist* or *Defenders of the Faith* guidebooks, provided the hero meets the prerequisite. No additional TU or GP costs are required to learn the feat (although it still takes an available feat slot as normal). If a feat from the builder books is not selected with the next available feat, this benefit is lost. The selected feat should be written on this adventure certificate and initialed by the DM when the feat is selected.

Whip Dagger: A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat for the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to strike by a proficient user) Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

APPENDIX I: NPCS

ENCOUNTER 1, AREA 4

APL 6 (EL 9)

➤ **Aboleth, Advanced:** CR 9; Huge aberration (aquatic); HD 16d8+80; hp 167; Init +5; Spd 10 ft., swim 60 ft.; AC 16 (touch 9, flat-footed 16); Atk +17 melee (1d6+9 and transformation, 4 tentacles); Face/Reach 10 ft. by 20 ft./10 ft.; SA: Transformation, psionics, enslave; SQ Mucus cloud; AL LE; SV Fort +10, Ref +8, Will +15; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills and Feats: Concentration +22, Knowledge (Arcana) +7, Listen +22, Spot +22; Alertness, Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes.

Transformation (Ex): A blow from an aboleth's tentacle can cause a terrible transformation. Affected creatures must succeed at a Fortitude save (DC 19) or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. See *Monster Manual*.

Psionics (Sp): At will—*hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project image, and veil*. These effects are as spells cast by a 16th-level sorcerer (save DCs, were applicable, are 13 + spell level).

Enslave (Su): Three times a day, an aboleth can attempt to enslave any living creature within 30 feet. The target must succeed at a Will save (DC 17) or be affected as though by a *dominate person* spell cast by a 16th-level sorcerer. See *Monster Manual*.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming in contact with and inhaling the substance must succeed at a Fortitude save (DC 19) or lose the ability to breathe air for the next 3 hours. See *Monster Manual*.

APL 8 (EL 11)

➤ **Aboleth, Advanced:** CR 11; Gargantuan aberration (aquatic); HD 24d8+168; hp 288; Init +5 ; Spd 10 ft., swim 60 ft.; AC 18 (touch 7, flat-footed 18); Atk 4 tentacles +24 melee (1d8+13/19-20 and transformation, 4 tentacles); Face/Reach 20 ft. by 40 ft./10 ft.; SA: Transformation, psionics, enslave; SQ Mucus cloud; AL LE; SV Fort +15, Ref +11, Will +18; Str 34, Dex 12, Con 24, Int 15, Wis 17, Cha 17.

Skills and Feats: Concentration +24, Knowledge (Arcana) +9, Listen +28, Spot +28; Alertness, Combat Casting, Improved Critical (tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

Transformation (Ex): A blow from an aboleth's tentacle can cause a terrible transformation. Affected creatures must succeed at a Fortitude save (DC 19) or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. See *Monster Manual*.

Psionics (Sp): At will – *hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project*

image, and veil. These effects are as spells cast by a 16th-level sorcerer (save DCs, were applicable, are 13 + spell level).

Enslave (Su): Three times a day, an aboleth can attempt to enslave any living creature within 30 feet. The target must succeed at a Will save (DC 17) or be affected as though by a *dominate person* spell cast by a 16th-level sorcerer. See *Monster Manual*.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming in contact with and inhaling the substance must succeed at a Fortitude save (DC 19) or lose the ability to breathe air for the next 3 hours. See *Monster Manual*.

APL 10 (EL 12)

➤ **Aboleth, Advanced:** CR 11; Gargantuan aberration (aquatic); HD 24d8+168; hp 288; Init +5 ; Spd 10 ft., swim 60 ft.; AC 18 (touch 7, flat-footed 18); Atk 4 tentacles +24 melee (1d8+13/19-20 and transformation, 4 tentacles); Face/Reach 20 ft. by 40 ft./10 ft.; SA: Transformation, psionics, enslave; SQ Mucus cloud; AL LE; SV Fort +15, Ref +11, Will +18; Str 34, Dex 12, Con 24, Int 15, Wis 17, Cha 17.

Skills and Feats: Concentration +24, Knowledge (Arcana) +9, Listen +28, Spot +28; Alertness, Combat Casting, Improved Critical (tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

Transformation (Ex): A blow from an aboleth's tentacle can cause a terrible transformation. Affected creatures must succeed at a Fortitude save (DC 19) or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. See *Monster Manual*.

Psionics (Sp): At will – *hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project image, and veil*. These effects are as spells cast by a 16th-level sorcerer (save DCs, were applicable, are 13 + spell level).

Enslave (Su): Three times a day, an aboleth can attempt to enslave any living creature within 30 feet. The target must succeed at a Will save (DC 17) or be affected as though by a *dominate person* spell cast by a 16th-level sorcerer. See *Monster Manual*.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming in contact with and inhaling the substance must succeed at a Fortitude save (DC 19) or lose the ability to breathe air for the next 3 hours. See *Monster Manual*.

ENCOUNTER 1, AREA 8

APL 6 (EL 6)

➤ **Gray Ooze, Advanced:** CR 6; Medium-size Ooze; HD 6d10+20; hp 64; Init -5; Spd 10 ft.; AC 5 (touch 5, flat-footed 5); Atk +5 melee (1d6+1 plus 1d6 acid, slam); SA

Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, and camouflage; AL N; SV Fort +2, Ref -3, Will -3; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Acid (Ex): A gray ooze secretes digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex save against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize motionless gray ooze for what it is.

APL 8 (EL 8)

➤**Gray Ooze, Advanced:** CR 8; Large Ooze; HD 9d10+48; hp 110; Init -5; Spd 10 ft.; AC 5 (touch 5, flat-footed 5); Atk +10 melee (1d8+5 plus 1d6 acid, slam); SA Improved grab, acid, corrosion, constrict 1d6+5 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, and camouflage; AL N; SV Fort +3, Ref -2, Will -2; Str 20, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Acid (Ex): A gray ooze secretes digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The

opponent's clothing and armor suffer a -4 penalty to Reflex save against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize motionless gray ooze for what it is.

APL 10 (EL 9)

➤**Gray Ooze, Advanced (2):** CR 8; Large Ooze; HD 9d10+48; hp 110; Init -5; Spd 10 ft.; AC 5 (touch 5, flat-footed 5); Atk +10 melee (slam 1d8+5 plus 1d6 acid, slam); Face/Reach 5 ft. by 10 ft/10 ft.; SA: Improved grab, acid, corrosion, constrict 1d6+5 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, and camouflage; AL N; SV Fort +3, Ref -2, Will -2; Str 20, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Acid (Ex): A gray ooze secretes digestive acid that quickly dissolves organic material and metal. Any melee hit deals acid damage.

Improved Grab (Ex): To use this ability, the gray ooze must hit with its slam attack. If it gets a hold, it can constrict.

The ooze's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex save against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize motionless gray ooze for what it is.

ENCOUNTER 2, AREA 27

APL 4

➤**Vorash:** Male gnoll Clr2; CR 3; Medium-size Humanoid (gnoll); HD 4d8+8; hp 32; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); +4 melee (1d8+2/x3 and poison, battleaxe), +3 ranged (1d6/x3 and poison, short bow); SQ Darkvision 60 ft; AL CE; SV Fort +7, Ref +1, Will +5; Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 8;

Skills and Feats: Listen +5, Spot +7; Point Blank Shot, Power Attack.

Languages: Common, Gnoll, and Goblin.

Poison (Ex): Small centipede poison coated onto battleaxe and arrows. (1d2 Dex/1d2 Dex; DC 11).

Spells Prepared (4/3; base DC = 12 + spell level): 0—*cure minor wounds* (2), *detect magic*, *resistance*; 1st—*bane*, *bless*, *magic weapon**, *obscuring mist*.

*Domain Spells; Diety: Erythnul; Domains: Trickery and War.

Possessions: Scale mail, large wooden shield, battleaxe, short bow, 20 arrows, silver holy symbol of Erythnul.

➤**Barrac**: Male ogre Sor1: CR 3; Large Giant; HD 4d8+1d4+15; hp 50; Init +2; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +9 melee (2d8+8, Huge greataxe); Face/Reach 5 ft. by 5 ft/10 ft.; SQ Spells; AL CE; SV Fort +9, Ref +2, Will +2; Str 22, Dex 14, Con 16, Int 14, Wis 12, Cha 12; speaks Common, Giant, and Goblin.

Skills and Feats: Bluff +5, Climb +4, Diplomacy +4, Listen +2, Spot +3; Dirty Fighting* Weapon Focus (greatclub).

Spells Known (5/4; base DC = 11 + spell level; 20% arcane spell failure): 0—*daze*, *detect magic*, *flare*, *light*, *ray of frost*; 1st—*magic missile*, *shield*.

Possessions: Large chain shirt, Huge greatclub.

*The rules for this feat are found in Appendix II.

APL 8

➤**Gnolls Ftr1 (6)**: CR 2; Medium-size humanoid (gnoll); HD 2d8+4; hp 20; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 16); Atk +5 melee (1d8+3/x3 and poison, battleaxe), +4 ranged (1d6/x3 and poison, shortbow); SQ Darkvision, 60 ft; AL CE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +3, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common and Gnoll.

Possessions: Scale armor, large shield, battleaxe, shortbow, 20 arrows; 2 gnolls have tanglefoot bags

➤**Vorash**: Male gnoll Clr3; CR 4; Medium-size humanoid (gnoll); HD 5d8+10; hp 45; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+2/x3 and poison, battleaxe), +4 ranged (1d6/x3 and poison, short bow); SQ Darkvision, 60 ft; AL CE; SV Fort +8, Ref +2, Will +6; Str 15, Dex 12, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +4, Knowledge (religion) +2, Listen +5, Spot +6; Point Blank Shot, Power Attack, Precise Shot.

Languages: Common, Giant and Gnoll.

Poison (Ex): Medium-size spider venom coated onto battleaxe and arrows. (1d4 Str/1d4 Str; DC 14).

Spells Prepared (4/3/2; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *light*, *resistance*; 1st—*bane*, *bless*, *magic weapon**, *protection from good*; 2nd—*hold person*, *silence*, *spiritual weapon**.

*Domain Spells; Diety: Erythnul; Domains: Trickery and War.

Possessions: Scale mail, large wooden shield, battleaxe, shortbow, 20 arrows, silver holy symbol of Erythnul.

➤**Simoen**: Male ogre Ftr2; CR 4; Large Giant; HD 4d8+2d10+18; hp 65; Init +6; Spd 40 ft.; AC 21 (touch 11, flat-footed 20); Atk +13 melee (2d8+9, Huge masterwork greatclub); Face/Reach 5 ft. by 5 ft/10 ft.; AL CE; SV Fort +9, Ref +3, Will +1; Str 22, Dex 16, Con 16, Int 12, Wis 12, Cha 8; speaks common and giant.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (greatclub), Power Attack, Power Lunge*, Improved Initiative.

Possessions: Rhino hide armor, Huge masterwork greatclub.

*The rules for this feat are found in Appendix II.

➤**Barrac**: Male ogre mage Ftr1; CR 9; Large Giant; HD 5d8+1d10+24; hp 74; Init +6; Spd 40 ft., fly 40 ft.; AC 20 (touch 11, flat-footed 18); Atk +10 melee (2d8+9/19-20 and poison, Huge greatsword), +5 ranged (2d6/x3 and poison, Huge longbow); Face/Reach 5 ft. by 5 ft/10 ft.; SA Spell-like abilities; SQ Regeneration 2, SR 18; AL LE; SV Fort +10, Ref +3, Will +4; Str 22, Dex 14, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Bluff +7, Concentration +7, Diplomacy +7, Listen +6, Spellcraft +4; Spot +6; Improved Initiative, Weapon Focus (greatsword).

Languages: Common, Giant, Goblin, and Gnoll

Spell-like Abilities: At will—*darkness and invisibility*; 1/day—*charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are as the spells cast by a 9th level sorcerer (save DC 13 + spell level).

Flight (Su): An ogre mage can cease or resume flight as a free action. While in *gaseous form* it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mage take normal damage from fire and acid.

Poison: Medium-sized spider venom coated onto huge greatsword and arrows. (1d4 Str/1d4 Str; DC 14).

Possessions: Chain shirt, Huge masterwork greatsword, Huge masterwork longbow; 20 arrows.

APL 10

➤**Gnolls Ftr1 (8)**: CR 2; Medium-size humanoid (gnoll); HD 2d8+4; hp 22; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 16); Atk +5 melee (1d8+3/x3 and poison, battleaxe), +4 ranged (1d6/x3 and poison, shortbow); SQ Darkvision, 60 ft; AL CE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +3, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common and Gnoll.

Possessions: Scale armor, large shield, battleaxe, shortbow, 20 arrows; 2 gnolls have tanglefoot bags, 1 gnoll has a bead of force.

➤**Vorash**: Male gnoll Clr4; CR 4; Medium-size humanoid (gnoll); HD 6d8+18; hp 60; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+2/x3 and poison, battleaxe), +6 ranged (1d6/x3

and poison, short bow); SQ Darkvision 60 ft; AL CE; SV Fort +10, Ref +3, Will +7; Str 16, Dex 14, Con 16, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +4, Knowledge Religion +2, Listen +5, Spot +7; Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common, Giant, and Gnoll.

Poison (Ex): Large scorpion venom coated onto battleaxe and arrows. (1d6 Str/1d6 Str; DC 18)

Spells Prepared (5/4/3; base DC = 13 + spell level):
0—*cure minor wounds, detect magic, guidance, light, resistance*; 1st—*bane, bless, magic weapon**, *obscuring mist, protection from good*; 2nd—*hold person (2), silence, spiritual weapon**.

***Domain Spells;** *Diety:* Erythnul; *Domains:* Trickery and War.

Possessions: Scale mail, large wooden shield, battleaxe, shortbow, 20 arrows, silver holy symbol of Erythnul.

➤**Simoen:** Male ogre mage, Ftr1: CR 9; Large Giant; HD 5d8+1d10+24; hp 74; Init +7; Spd 30 ft., fly 40 ft.; AC 22 (touch 11, flat-footed 19); Atk +11 melee (2d8+10/19-20 and poison, Huge greatsword), Face/Reach 5 ft. by 5 ft/10 ft.; SA Spell-like abilities, regeneration 2, SR 18; AL LE; SV Fort +10, Ref +4, Will +4; Str 24, Dex 16, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Bluff +7, Concentration +6, Diplomacy +6, Listen +5, Spellcraft +4; Spot +6; Power Attack, Power Lunge*, Improved Initiative.

Languages: Common, Giant, Gnoll and Goblin.

Spell-like Abilities: At will—*darkness and invisibility*; 1/day—*charm person, cone of cold, gaseous form, polymorph self, and sleep*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

Flight (Su): An ogre mage can cease or resume flight as a free action. While in *gaseous form* it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mage take normal damage from fire and acid.

Poison (Ex): Large scorpion venom coated onto huge greatsword and arrows. (1d6 Str/1d6 Str; DC 18).

Possessions: Rhino hide armor, Huge masterwork greatsword.

*The rules for this feat are found in Appendix II.

➤**Barrac:** Male ogre mage Ftr3; CR 11; Large Giant; HD 5d8+3d10+32; hp 88; Init +7; Spd 30 ft., fly 40 ft.; AC 21 (touch 12, flat-footed 18); Atk +13 melee (2d8+10/19-20 and poison, Huge greatsword), +7 ranged (2d6/x3 and poison, Huge longbow); Face/Reach 5 ft. by 5 ft/10 ft.; SA Spell-like abilities; SQ Regeneration 2, SR 18; AL LE; SV Fort +11, Ref +6, Will +5; Str 24, Dex 16, Con 18, Int 16, Wis 16, Cha 17;

Skills and Feats: Bluff +10, Concentration +9, Diplomacy +10, Listen +7, Spellcraft +4; Spot +8; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword).

Languages: Common, Giant, Gnoll and Goblin.

Spell-like Abilities: At will—*darkness and invisibility*; 1/day—*charm person, cone of cold, gaseous form, polymorph self, and sleep*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).

Flight (Su): An ogre mage can cease or resume flight as a free action. While in *gaseous form* it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mage take normal damage from fire and acid.

Poison (Ex): Large scorpion venom coated onto huge greatsword and arrows. (1d6 Str/1d6 Str; DC 18).

Equipment Chain shirt, Huge greatsword, Huge longbow; 20 arrows, +1 slaying arrow (human).

LEVEL 3, AREA 34

APL 4

➤**Patience (Lady Shellenna):** Female human Wiz17: CR 6; Medium-size humanoid (human); HD 4d6+8; hp 30; Init +3 (Dex); AC 13 (touch 13, flat-footed 10) AC with *mage armor* 17 (touch 13, flat-footed 14); Atk +3 melee (1d6, club); SA Spells; AL CE; SV Fort +3, Ref +7, Will +14; Str 10, Dex 16, Con 14, Int 22, Wis 17, Cha 14. Height 6 ft., 1 in.

Skills and Feats: Alchemy +22; Bluff +10, Concentration +19; Diplomacy +7, Knowledge (Arcana) +24, Knowledge (Religion) +10; Listen +8, Sense motive +10, Scry +16, Spellcraft +25; Spot +8; Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Illusion).

Spells Prepared (4/6/6/5/5/5/3/2/1; base DC = 16 + spell level): 0—*detect magic, mage hand, read magic, resistance*; 1st—*magic missile (2)*, ~~*mage armor, shield*~~; 2nd—~~*misdirection*~~

Possessions: Robes, club, spell component pouch/

APL 6

➤**Guardian, Flesh Golem, Advanced:** CR 8; Large Construct; HD 14d10; hp 100; Init -1; Spd 30 ft. (can't run); AC 18 (touch 8, flat-footed 18); Atk +14 melee (2d8+5, 2 slams); Face/Reach 5 ft. by 5 ft/10 ft.; SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; AL N; SV Fort +4, Ref +3, Will +4; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Berserk (Ex): Each round the flesh golem is in combat, there is a cumulative 1% chance that its elemental spirit breaks free and goes berserk. See *Monster Manual*.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as explained in *Monster Manual*.

➤**Patience (Lady Shellenna):** Female human Wiz17: CR 7; Medium-size humanoid (human); HD 5d6+15; hp 40; Init +3; AC 13 (touch 13, flat-footed 10) AC with *mage armor* 17 (touch 13, flat-footed 17); Atk +3 melee (1d6, club); SA Spells; AL CE; SV Fort +4, Ref +7, Will +14; Str 10, Dex 16, Con 16, Int 22, Wis 17, Cha 14. Height 6 ft. 1 in.

Skills and Feats: Alchemy +24; Bluff +10, Concentration +22; Diplomacy +7, Knowledge (Arcana) +26, Knowledge (Religion) +10; Listen +8, Sense motive +10, Scry +16, Spellcraft +24; Spot +8; Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Illusion).

Spells Prepared (4/6/6/5/5/5/5/3/2/1; base DC = 16 + spell level): 0—*detect magic, mage hand, read magic, resistance*; 1st—*burning hands, ~~mage armor~~, magic missile* (3), *shield*; 2nd—*flaming sphere, ~~misdirection~~, Melf's acid arrow*.

Possessions: Robes, club, spell component pouch

APL 8

➤ **Guardian, Flesh Golem, Advanced:** CR 8; Large Construct; HD 14d10; hp 100; Init -1; Spd 30 ft. (can't run); AC 18 (touch 8, flat-footed 18); Atk +14 melee (2d8+5, 2 slams); Face/Reach 5 ft. by 5 ft/10 ft.; SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; AL N; SV Fort +4, Ref +3, Will +4; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Berserk (Ex): Each round the flesh golem is in combat, there is a cumulative 1% chance that its elemental spirit breaks free and goes berserk. See *Monster Manual*.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as explained in *Monster Manual*.

➤ **Patience (Lady Shellenna):** Female human Wiz17; CR 8; Medium-size humanoid (human); HD 6d6+18; hp 50; Init +3; AC 13 (touch 13, flat-footed 10), AC with *mage armor* 17 (touch 13, flat-footed 13); Atk +4 melee (1d6, club); SA Spells; AL CE; SV Fort +4, Ref +7, Will +14; Str 10, Dex 16, Con 16, Int 22, Wis 17, Cha 14. Height 6 ft., 1 in.

Skills and Feats: Alchemy +28; Bluff +10, Concentration +24; Diplomacy +7, Knowledge (Arcana) +28, Knowledge (Religion) +10; Listen +8, Sense motive +10, Scry +16, Spellcraft +28; Spot +8; Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Illusion).

Spells Prepared (4/6/6/5/5/5/5/4/3/3; base DC = 16 + spell level): 0—*detect magic, mage hand, read magic, resistance*; 1st—*burning hands, ~~mage armor~~, magic missile* (3), *shield*; 2nd—*blur, flaming sphere, ~~misdirection~~* Melf's acid arrow; 3rd—*fireball, flame arrow*.

Possessions: Robes, club, spell component pouch

APL 10

➤ **Guardian, Stone Golem, Advanced:** CR 12; Large Construct; HD 21d10; hp 180; Init -1; Spd 20 ft. (can't run); AC 26 (touch 8, flat-footed 26); Atk +18 melee (2d10+9, 2 slams); Face/Reach 5 ft. by 5 ft/10 ft.; SA Slow; SQ Construct, magic immunity, damage reduction 30/+2; AL N; SV Fort +7, Ref +6, Will +7; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Slow (Su): A stone golem can use slow as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a Will save (DC 13) to negate. The ability is otherwise the same as the spell.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as explained in *Monster Manual*.

➤ **Patience (Lady Shellenna):** Female human Wiz17; CR 9; Medium-size humanoid (human); HD 7d6+28; hp 60; Init +3; AC 13 (touch 13, flat-footed 10), AC with *mage armor* (touch 13, flat-footed 16); Atk +5 melee (1d6, +5 melee); SA Spells; AL CE; SV Fort +5, Ref +7, Will +14; Str 10, Dex 16, Con 18, Int 22, Wis 17, Cha 14. Height 6 ft., 1 in.

Skills and Feats: Alchemy +28; Bluff +10, Concentration +24; Diplomacy +7, Knowledge (arcana) +28, Knowledge (religion) +10; Listen +8, Sense motive +10, Scry +16, Spellcraft +28; Spot +8; Craft Magic Arms and Armor, Craft Wondrous Item, Enlarge Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Illusion).

Spells Prepared (4/6/6/5/5/5/5/4/3/3; base DC = 16 + spell level): 0—*detect magic, mage hand, read magic, resistance*; 1st—*burning hands, ~~mage armor~~, magic missile* (3), *shield*; 2nd—*blur, flaming sphere, ~~misdirection~~*, Melf's acid arrow (2); 3rd—*fireball, flame arrow, haste*; 4th—*confusion, stonkskin*;

Possessions: Robes, club, spell component pouch

APPENDIX II: NEW RULES

FEATS

Dirty Fighting [General]

You know the brutal and effective fighting tactics of the streets and back alleys

Requirements: Base attack bonus +2

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Source: Sword and Fist: A Guidebook to Fighters and Monks page 6.

Power Lunge [General]

Your ferocious attack may catch an opponent unprepared.

Requirements: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged

Source: Sword and Fist: A Guidebook to Fighters and Monks page 8.

DM AID – NPC CARD

☛ **Captain Willen Hagindar:** Male human Ftr4; Medium-size humanoid (human); HD 4d10+12; hp 45 (currently 6); Init +7 (+3 Dex); Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +9 melee (1d8+6/19-20 longsword); AL LN (with evil tendencies); SV Fort +7, Ref +4, Will +2; Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 14. Height 6 ft.

Skills and Feats: Bluff +4; Climb +2; Hide +1; Listen +1; Ride +1 Search +1; Spot +2; Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Breastplate, large steel shield, locked gauntlet, +1 longsword, masterwork dagger, silver holy symbol of Trithereon.

Tactics: He helps the characters to the best of his abilities, though not foolishly. He wants to insure that the characters do not keep the taxes meant for King Belvor IV. He also wants to make sure Lady Shellenna and her ladies-in-waiting are rescued. A survivor of the Greyhawk Wars and the Great Northern Crusade, Captain Willen has an undying hatred for evil humanoid races such as goblins, hobgoblins, and orcs.

Player Handout 1: Missing Persons

Lady Shellenna

Ladies in Waiting:

Lady Telena

Lady Marrena

Lady Bethellan

Sir Jellack's Command

Sir Jellack DeSavior

Sergeant Gregory Denhiem

Corporal Davin Lands

Private Vren Fallstar

Private Willen Farfield

Private Coren Sweth

Private Rohvan Harrin

Captain Willen's Command

Captain Willen Hagindar

Lieutenant Terrin Porter

Lieutenant Genhar Smynde

Dragar the Magnificent

Martle Lorinar of Heironeous

Sergeant Michel D'alluy

Sergeant Lorren Pendant

Sergeant Roolf Rythen

Corporal Benvoir Harrin

Corporal Michel Lancefield

Corporal Rohvan Haroldson

Private Davin Marlin

Private Jon Lannerella

Private Marack Blade

Private Echil Kin

Private Varnef Horn

Private Rohvan Wheatsheaf

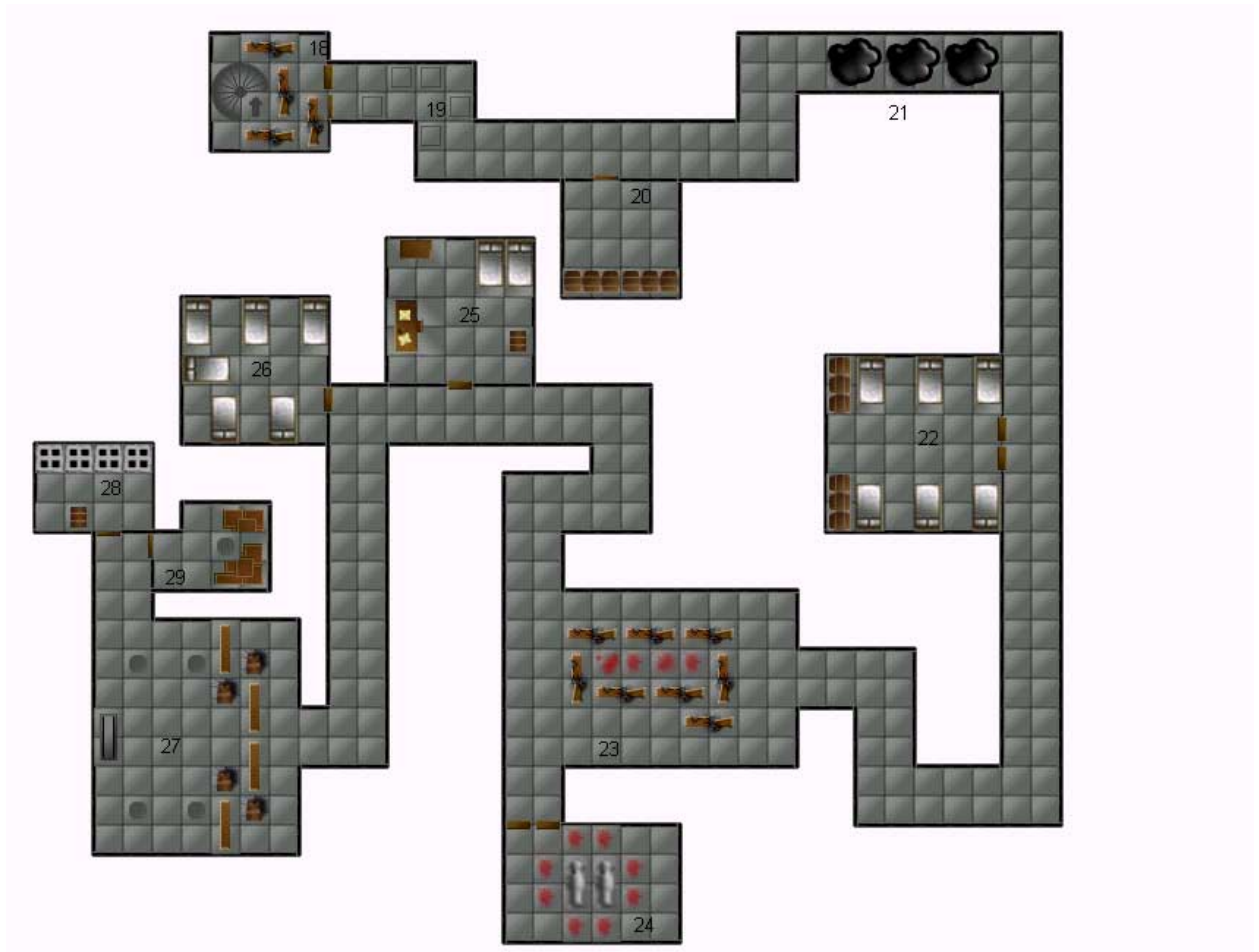
Private Micah Lands

Private Shavak Cornet

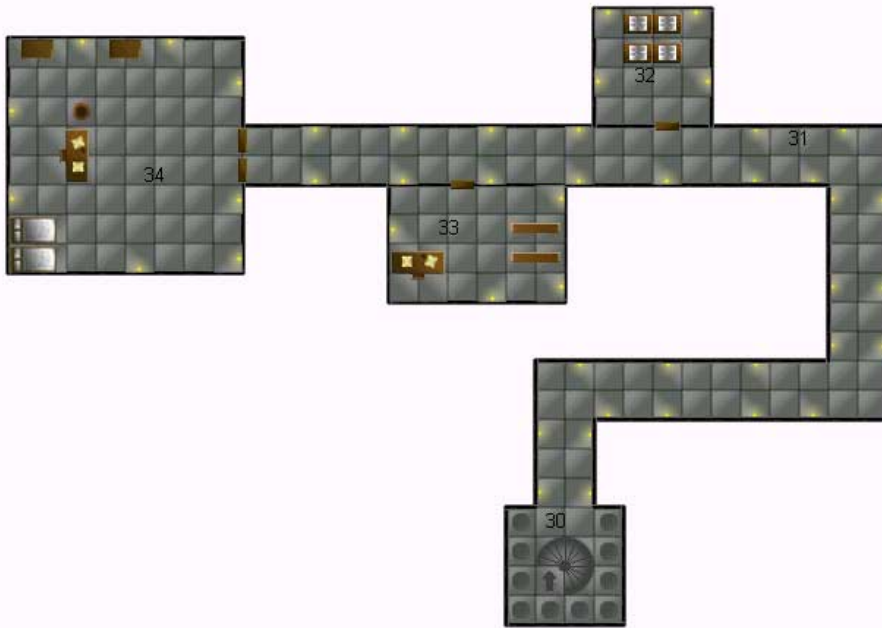
DM AID – MAP OF LEVEL ONE



DM AID – MAP OF LEVEL TWO



DM AID – MAP OF LEVEL THREE



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.