

Gullkeep Ruins

A One-Round Dungeons & Dragons® Living Greyhawk™
Furyondy Regional Adventure

Version 1.0

by John du Bois

Reviewed by: Chris Hoffman, Jeffery A. Dobberpuhl, Britt Frey

Playtesters: Nick Cochran, Pete Cooney (DM), Matt Haddix, Chris Hoffman (DM), Mike McKeown, Doug Miles, Frank Pont, Jeff Stop, Phil Tchou, Rob Warehall, Erin Wilson.

For mercenary, noble, and/or inquisitive reasons, influential groups are seeking dungeon-crawling fools to travel to the tax-free Barony of Kalinstren and discover why the ruins of Gullkeep collapsed. This one-round Furyondy regional adventure is written for APLs 4-10 and recommended for characters affiliated with the Church of Pelor, Thunderheart Mercenary Company, Barony of Kalinstren, or Barony of Willip.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, and Kolja Raven Liquette], *Complete Scoundrel* [Mike McArthur and F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Libris Mortis: The Book of Undead* [Andy Collins and Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Own K.C. Stephens, and John Snead], *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArthur], FUR15-01 *The Battle for Gullkeep* [Chris Hoffman], and FUR6-08 *The Dread Witch Project* [John du Bois].

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.

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For questions specific to this document, please e-mail your Triad at contact.fur@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: PH, DMG, and MM.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Furyondy. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

NOTE

For more information regarding the factions the PCs may ally themselves with during this adventure, please refer to Player Handout A.

The events of recent months at the ruined castle of Gullkeep attracted the attention of two powerful enemies of the kingdom of Furyondy. The Master of Bronzeblood, detecting the magical fluxes created by the Dread Witch's fear aura, desired this power and sent a contingent of his forces to forcibly acquire it. The cambion demigod Iuz sent a small force to the keep both to reclaim "his" property and to re-establish a foothold in enemy territory. Both leaders knew that sending monsters overland would likely lead to their swift elimination by meddling adventurers, and exercised the option of stealth – using forces capable of digging under the kingdom or swimming through Whyestil Lake to the keep.

Once these forces reached the keep, however, they met a terrible threat – each other. Given that the minions had been given very explicit orders to destroy all other creatures in the keep, they began to attack each other. While the equally matched forces whittled away at each other through attrition, their fight took its toll on the war-blasted soil around and beneath the keep. Once enough earth had been moved and struck, the ground itself buckled, dropping part of the keep

into a sinkhole and decimating the forces of both sides, who continued to fight each other.

This collapse, occurring two weeks prior to the start of the adventure, drew the attention of a few factions of the kingdom of Furyondy. The Barony of Kalinstren, seeking to protect its lands (and put a feather in the cap of their baroness to help her in the attempted courtship of King Belvor) immediately sent out for adventurers to determine the cause of the castle's collapse. They never returned, and due to a lingering effect of the deity Rao's intervention at the keep two years previously, divination revealed only cryptic responses of "peace", "reason", and/or "serenity" in the affirmative or negative.

When this news reached the ears of the Thunderheart Mercenary Company, they sent some of their own mercenaries both to ensure the kingdom's safety and to secure treasure in rooms of the keep blocked off by previous damage to the castle. They, too, failed to return, and the Company was as unsuccessful as the Barony of Kalinstren in determining what occurred.

One week prior to the start of this adventure, interrogation of one of the Master of Bronzeblood's minions revealed that the Master had sent a force to the keep. Baron Xanthan Butrain sent out a call for adventurers to investigate, as did the growing Church of Pelor, who hopes to establish itself as an influential organization in the kingdom. It is these calls for assistance, as well as the second round of calls for aid from the Thunderhearts and Kalinstren, that the PCs respond to.

ADVENTURE SUMMARY

Introduction: The PCs receive calls for help from various organizations in the kingdom.

Encounter One: The PCs are briefed on their mission and have the opportunity to ask questions.

Encounter Two: Upon entering the remnants of the keep, the PCs are witness to the end of a battle between the minions of Iuz and the minions of the Master.

Encounter Three: The PCs discover the corpses of most of the adventuring party initially sent by the Thunderheart Mercenary Company. Clues may be found in both what remains and what does not remain on the bodies.

Encounter Four: The PCs encounter the ruins of the room in which the Dread Witch once performed her experiments, which has collapsed into a chamber that still contains a ruined mithral golem. The combination of arcane energy and altered construct has created a magical trap. The PCs can also find the oysters in this room.

Encounter Five: The PCs find the remains of the final member of the Thunderheart Mercenaries. As they attempt to examine his body, minions of the Master of Bronzeblood attack.

Encounter Six: Entering a large cavern beneath the ruins, the PCs are assaulted by the forces of Iuz.

Conclusion: The PCs are debriefed on their mission.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

Also ask the PCs for the following:

- Their Will save modifiers against spell traps; these may be used in Encounter 1A.
- If they have the Affected by Fear AR item from FUR6-08 The Dread Witch Project; this is used in Encounter 4.
- If they are members of the Furyondy Church of Pelor and/or Thunderheart Mercenary Company.

Inform the players that they will be working for one of four groups in this adventure – the Church of Pelor, the Barony of Kalinstren, the Barony of Willip, or the Thunderheart Mercenary Company. Information on these factions is listed in Player Handout A, which may be shared with the PCs if their players are not aware of who the factions are or what they represent. Ask each player to write their choice of affiliation (or if they have no choice, to indicate that as well) on an index card and hand it to the DM. If a player did not choose an affiliation, determine one randomly.

It may be useful to familiarize yourself with the rules for fear presented on page 294 of the *Dungeon Master's Guide*.

Review the DM Aids before running; they contain some essential information.

The maps for this adventure were created using D&D *Dungeon Tiles* and D&D *Dungeon Tiles II: Arcane Corridors*. Which tiles were used in each map is designated in the appendices.

INTRODUCTION

Give the players the appropriate Player Handouts – B to PCs working for Baroness Kalinstren, C to PCs working for the Thunderheart Mercenary Company, D to PCs working for the Barony of Willip, and E to PCs working for the Church of Pelor. Read or paraphrase the following text:

While the requests for help come from different sources, all ask for the same thing – assistance in investigating the sudden sinkhole at the ruins of Gullkeep. Will you answer the Kingdom of Furyondy’s call for aid?

Any PCs who do not wish to answer the call for aid are unable to progress in the adventure. Allow the player to select a different PC to work for that organization if he or she desires.

1A: BRIEFING IN CROCKPORT

Ask players whose PCs are working for the Barony of Willip and the Church of Pelor to leave the table temporarily. After they have done so, and the players at the table have had a chance to read their handouts, read or paraphrase the following text:

Baroness Kalinstren and Glorwyn Figure, intelligence officer for Thunderheart Mercenary Company, meet you at the standard location for mission briefings in the barony – the Crockpot Inn in Crockport. At the baroness’s request, the owner of the inn has given you total privacy to discuss your mission. After ensuring this, Baroness Jelleneth Kalinstren begins to brief you.

“Welcome to the Barony of Kalinstren, and thank you for responding to our message. We were concerned that after the original adventuring parties did not return, nobody else would be brave enough to help.”

Pause and allow the PCs to react, and then continue:
“As you’ve read or heard, two weeks ago, a significant portion of the castle Gullkeep suddenly fell into a giant sinkhole. We’re not exactly sure why this happened, but sinkholes are not common in this area, so we’re reasonably certain this is not a natural occurrence. We would like you to investigate the ruins and determine what happened. Do you have any questions for us?”

CREATURES

Baroness Jelleneth Kalinstren: female human fighter 9. Baroness Kalinstren is a warmonger. She favors battle, especially when fighting against Iuz, and is protective of her barony to a militant level. She does her best to push the PCs toward using force for solving their problems, and rejects any discussion of peaceful resolution as “inappropriate at this time”; if in a bad one, she uses the phrase, “useless impractical Raoan drivel.”

Glorwyn Figure: male human (Suel) cleric 8/radiant servant of Lydia 5/warpriest 2. Glorwyn primarily focuses on getting the PCs to discover the fate of the Thunderheart Mercenaries. He prefers to

talk to Suel humans to the point of subconsciously ignoring non-Suel and directing the answers of questions asked by non-Suel to Suel humans. If confronted about this, he becomes embarrassed and apologizes.

Questions may include the following. Be sure to emphasize the need for haste when answering questions. All answers are provided by Baroness Kalinstren:

- What do you think caused the sinkhole? *“We’re not sure, but most of the problems this far north are the work of Old Wicked.”*
- What happened to the last adventuring party? *“We’re not sure. That’s why we’re sending you.”*
- Who was in the ruins at the time? *To our knowledge, the ruins have been uninhabited for months.*
- Is this connected to the unusual occurrences at Gullkeep a few months ago? *“We’re not sure.”*
- What dangers do you know of? *“The keep itself is likely to be structurally unstable. We recommend that you make your investigations quickly. Also, if Old Wicked is truly behind the sinkhole, it is likely that you would face his forces. In the past, he has been known to use demons, devils, and undead in his army, but he has also enslaved other creatures from time to time if he has a specific purpose for them.”*
- Has there been increased monstrous activity in the area as of late? *“Thanks to our king’s wise and noble never-ending crusade against Old Wicked, his minions have been plaguing the barony less and less. There is the occasional raiding party, but bandit activity is certainly preferable to an outright invasion or the siege of two years ago.”*
A DC 20 Sense Motive check gives the PCs the impression that the baroness is going out of her way to speak favorably about King Belvor. A DC 20 Knowledge (Local [Iuz’s Border States]) check reveals that, contrary to the baroness’s claim, in the recent past, the king has come under scrutiny for not acting enough against the Empire of Iuz, and until about two months ago, Baroness Kalinstren’s representatives in the Noble Council openly criticized Belvor for the lack of progress in the crusade.
- What’s with the sudden generosity toward the king? *“It has taken some time for me to realize this, but I have found that there are... other ways to influence a man in power than openly criticizing him.”* A DC 15 Sense Motive check combined with a DC 15 Knowledge (nobility), Knowledge (local [Iuz’s Border States]), or bardic knowledge check allows to PCs to properly interpret the baroness’s innuendo that she is putting herself forward as a possible bride for King Belvor.

- Can you give us any magic items or resources to help us? *“The Thunderheart Mercenary Company did have some magic items that could be of use in fighting whatever may be in the keep. However, we sent them with the first adventuring parties that went out. If you find these items, you are more than welcome to use them.”*
- How will you reward us? *“We expended a large quantity of our resources equipping the last party who traveled into the keep. If you locate this equipment, feel free to consider it a reward. Also, both I and the Thunderhearts have been known to return in kind favors done for us.”*
- What are the mission priorities? *The biggest priority is to determine why the keep is collapsing and what its structural integrity is. If you can recover the Thunderhearts or determine what happened to them, it would also be very helpful.*
- “How many adventurers were already sent?” Baroness Kalinstren reports that she sent a party of four; Glorwyn adds that the Thunderhearts sent a party of five.
- “What kind of magic items were with the adventurers you sent earlier?” Give the PCs Player Handouts F and G.

When the PCs no longer have questions, read the following text:

As she stands up to leave, Baroness Kalinstren pulls out a set of sealed letters and hands one to each of you. “These letters state that you are authorized to search the ruins under the authority of the keep’s baroness. While they will do you little good against bandits, they should assist you in the event that you are challenged by proper authorities. Please return them if they are unopened. It will take two days’ ride to reach the keep; I encourage you to make haste.”

Trap: If a PC decides to open and read the sealed letter, provide him or her with Player Handout H. In addition to the text, this letter is a trap that causes the reader to inherently trust the individual who gave it to them. A person of authority would trust the PC; a PC reading their own letter would trust Baroness Kalinstren. Since there is no visible spell effect, roll the Will save secretly using the modifiers collected prior to the adventure and inform the player privately if his character failed. The trap on the letter is automatically dispelled after five days, so the PCs can gain no benefit from keeping it past the end of the adventure.

TRAPS

ALL APLs (EL o)

Heightened (9th) Charm Monster Letter: CR 3; magic; visual (read) trigger (*true seeing*); no reset; spell effect (heightened [9th] charm monster, 17th-level wizard,

become Friendly to the person who handed the reader the letter for 17 days, DC 23 Will save negates); Search DC 34; Disable Device DC 34; Market value 7,650 gp.

After handing out the letters, each NPC takes aside the PC who worked for her for “final instructions”.

- Baroness Kalinstren tells the PCs working for her the following: *“While you are investigating the keep, there is one other task I would like you to perform. Prior to the keep’s destruction, a wizard stationed there was using the keep’s proximity to the lake to stockpile some unusual alchemical items. Recently, I have come in need of these items. If you happen to find any dried oysters, I would appreciate it if you could bring them to me. Please be sure you return ALL the oysters you find, as we may need to use them all. Also, there may be other groups or individuals seeking these oysters, and they may offer to reward you for them. Rest assured that my position in the Barony and my need for these items will make my reward to you far greater than anything they can offer.”* The Baroness refuses to answer any questions regarding the oysters’ purpose or use, but a DC 20 Sense Motive check allows a PC to notice her blush slightly at the question.
- Glorwyn says the following: *“We have determined that there is an item in the keep that is greatly desired by those working for the Crown, and they are willing to pay a great sum for it. We are, however, unable to determine exactly what or where it is, but it is most likely buried under a section of the keep, there are many of the items, and they are in a crate. If you could bring this item to us so that we reap the rewards for the Company, we will greatly reward you. Be sure to return the ENTIRE crate and all of its contents.”* Glorwyn refuses to elaborate on the nature of the item or the reward, but Sense Motive checks determine that he is honest.
- How will I know which crate it is? *“Unfortunately, all crates containing supplies were marked similarly. However, crates containing useful supplies were most likely either evacuated from the keep or used and consumed. It may, however, be partially or entirely buried due to the keep’s disuse and collapse.”*

DEVELOPMENT

The PCs may buy any supplies or items that are listed as Open access in the *Living Greyhawk Campaign Sourcebook* before departing.

If a PC wishes to know more about the properties of dried oysters, a DC 20 Profession (herbalist) or Craft (alchemy) check or a DC 25 Knowledge (nature) check allows the PC to recall that oysters are a natural aphrodisiac. Allow PCs to roll other Craft or Profession checks if you deem them to be appropriate.

1B: BRIEFING IN WILLIP

Call back players who are working for the Barony of Willip and Church of Pelor, and ask players whose PCs are working for the Barony of Kalinstren and the Thunderheart Mercenary Company to leave the table temporarily. After they have done so, and the players at the table have had a chance to read their handouts, read or paraphrase the following text:

Baron Xanthan Butrain and Marcel Etier du Soleil, the head of the Church of Pelor, meet you at the Temple of Pelor in Willip City. Baron Butrain in particular seems worn – clearly the conflict with the Master of Bronzeblood has worn on him. His grey eyes peer at you from well-kept but graying hair.

“Thank you all for responding to our summons. As you’ve read, we have reason to suspect that fell forces have created a sinkhole that is as we speak consuming the ruined castle of Gullkeep. While these fiends’ Master is insane, he is not stupid. There must be some tactical purpose to undermining this fort. It is imperative to the continued safety of this kingdom that you discover what plans the Master of Bronzeblood has for Gullkeep and stop them.”

Marcel leans forward, and adds with a grin, “Of course, it would also be a great service to the kingdom if you should show the undead some of the light of the Sun Father, if you know what I mean. Do you have any questions?”

CREATURES

Baron Xanthan Butrain: human male fighter 8. Baron Butrain is practical and stern. He reacts harshly and firmly to any “surprises” brought up by the PCs. He has also become quite regionalist in recent months and seems uninterested in events outside Willip. If asked why, he cites the immediacy of the Bronzeblood issue.

Marcel Etier du Soleil: human male cleric 7/radiant servant of Pelor 7. Marcel exhibits much sympathy for the plight of those placed in danger by the minions of Bronzeblood. He encourages the PCs to investigate this situation only because he believes it would help to protect the innocent, although he strongly supports the use of force against undead and demons, if asked.

Questions may include the following. All answers are provided by Marcel unless indicated otherwise:

- Why do you believe the Master is the source of this disturbance? *“We’ve discovered said information through magical means.”*
- What do you think caused the sinkhole? *“Obviously, the Master had some means of digging underneath the castle.”*
- Is this connected to the unusual occurrences at Gullkeep a few months ago? *“It could be, but to be*

honest, I’m not sure what unusual occurrences you speak of. I’ve been too busy handling the undead in Chendl and in Willip to worry about what haunts the ruins of Gullkeep.”

- What dangers do you know of? *“The keep itself is likely to be structurally unstable. We recommend that you make your investigations quickly. Also, the Master of Bronzeblood has a vast undead army at his command, and you could face any of the horrors the Baron’s forces have been bravely fighting over the last year.”* If asked to be more specific, Marcel provides a laundry list of undead: *“In addition to the standard undead fare, the Master has been known to make use of boneclaws, charnel hounds, constructs made of iron and mithral, corrupted elementals, deathshriekers, desiccators, mutated zombies and skeletons, paraelementals, quells, slaughter wights, skeletal rat swarms, spellstitched creatures, tomb motes, and voidwraiths, among many others. Sadly, his horrifying forces are becoming so many; I can’t keep track of them all.”* If the PCs specifically request more information, Marcel provides them with detailed information on the Master’s creatures; any PCs present for this briefing receives a +5 circumstance bonus on Knowledge checks to identify undead under the Master’s control for the remainder of the adventure.
- Have you contacted Baroness Kalinstren (or any other authority near Gullkeep)? Baron Butrain answers, *“I do not trust that those in charge of the Barony of Kalinstren will do what is necessary to defeat the Master. Their obsession with Old Wicked blinds them to the more immediate threat to the kingdom.”* A DC 20 Sense Motive check reveals that Baron Butrain is jealous of Baroness Kalinstren for some reason. If a PC inquires further and succeeds at a DC 25 Diplomacy check, Baron Butrain grudgingly admits that he thinks Baroness Kalinstren has been attracting far too much of the king’s attention since Belvor announced his search for a bride. If this Diplomacy check does not exceed 15, the inquisitive PC has offended Baron Butrain, and he refuses to answer any more questions.
- Can you give us any magic items or resources to help us? *“If Willip’s resources had not already been completely committed to fighting the Master’s hordes, we would not require adventurers to go on this mission. Oh, that reminds me. Do those of you who cast arcane spells have your licenses on you?”* Any PCs capable of casting arcane spells who do not possess a license are fined 100 gp each.
- How will you reward us? *“We believe that other mercenaries have attempted to raid the keep for treasures uncovered by the sinkhole. If you find such treasures, or the gear of those who sought them, feel free to keep them. If you find no such*

rewards, I will try to find a way to make amends.” If the PCs have not yet been asked about their arcane spellcasting licenses, the talk of money has reminded Baron Butrain to do so now.

When the PCs have no more questions, read the following text:

As the briefing draws to a close, Baron Butrain and Marcel stand up, presumably to leave. But instead of departing, each beckons the individuals working for them into a secluded spot for a private meeting.

- Baron Butrain tells the PCs he hired, *“My diviners have informed me that there is a particular item in the keep that the King of Furyondy seeks. It is a crate of dried oysters. Bring this crate and ALL its contents back to me. Hopefully, retrieving it for him will help us persuade our liege to aid us in our fight against Bronzeblood.”*
- Marcel tells the PCs he has hired, *“We have reason to believe that a certain item desired by the king is in the remains of the keep. This item, or possibly items, are in a crate and may be guarded by a powerful creature. If you retrieve this item and bring it and ALL its contents to us, the king may place our cause in higher regard, and that would be a great boon to us all.”*

DEVELOPMENT

The PCs may buy any supplies or items that are listed as Open access in the *Living Greyhawk Campaign Sourcebook* before departing.

If a PC wishes to know more about the properties of dried oysters, a DC 20 Profession (herbalist) or Craft (alchemy) check or a DC 25 Knowledge (nature) check allows the PC to recall that oysters are a natural aphrodisiac. Allow PCs to roll other Craft or Profession checks if you deem them to be appropriate.

2: WE R IN UR BASE

Call all players back to the table, and then read the following text:

The roads get distinctly less populated as you head toward the abandoned keep. When you make the turn onto the road leading to the keep, you notice that nobody else is foolish enough to take this path, except for another small group of adventurers.

Allow the PCs an opportunity to join forces here. If they do not, read the following:

After a few minutes, it becomes clear that the other group of adventurers has the same destination as you. If you wish to attempt your mission without their aid, you may have to do so covertly...

If the two groups of PCs still attempt to remain separate throughout the adventure, arrange convenient meetings of the two groups at the start of each encounter. If they announce mutually exclusive actions, use initiative to decide the order of actions.

Knowledge (local: Iuz’s Border States), Knowledge (History), and Bardic Knowledge checks may be employed to learn more about Gullkeep:

- DC 10: The area of Gullkeep has traded hands frequently during the wars between Furyondy and Iuz.
- DC 15 (PCs who played FURi5-01 The Battle for Gullkeep or FURi5-02 The Battle of Crockport know this information without rolling): The most recent battle between the two took place in 595 CY; the forces of Furyondy were able to deal significant damage to Iuz’s armies, helping the kingdom to also win a later battle in Crockport.
- DC 15 (PCs who played FUR6-08 The Dread Witch Project know this information without rolling): A minion of Iuz took up residence in Gullkeep briefly in 596 CY, but she was destroyed by adventurers.
- DC 20 (this information can also be learned with a DC 15 Knowledge (religion) check made by a worshipper of Rao): The 595 CY battle ended when a massive surge of divine energy destroyed the keep and banished many of the demons and devils besieging the keep.
- DC 30 (this information can also be learned with a DC 20 Knowledge (religion) check made by a worshipper of Rao): The surge of divine energy was released shortly after a group of adventurers recovered an artifact of Rao from the basement of the keep.

Once the PCs enter the keep, they have exactly one hour before the rest of the keep collapses, preventing the PCs from traveling any further into the ruin. Refer to DM Aid 2 for actions that count against this time. Time-based factors for this encounter are:

- Combat with the demons and undead: 1 minute
- Negotiation with (or assaulting) the surviving force: 1 minute
- Looting the bodies: 10 minutes

When the PCs enter the keep, PCs who ask about whether the keep looks stable may make a DC 20 Knowledge (architecture and engineering), DC 20 Knowledge (dungeoneering), or Craft (stonemasonry) check to realize that the ceiling and floor both look weak, and may collapse within the hour. Remember that the Craft check may be attempted untrained. All dwarves or other creatures with stonemasonry attempt this check automatically when they enter the keep.

As you approach the keep, you hear a familiar sound, although it is unusual for you to be at its

periphery instead of the middle. It is the sound of battle; it seems that war already rages inside what is left of Gullkeep.

Allow the PCs to cast spells or perform other preparatory actions. When they enter the keep itself, continue:

Before you, in what was once a great hall, but now is a few building walls and a small portion of a roof, is the evidence of a mighty conflict. The motionless forms of demons, elementals, and undead lay strewn about the floor of the keep; they apparently have killed each other. Down the ten-foot hallway, the castle opens up into a larger room, where you can see these foul creatures still locked in mortal combat.

On one side of the room, you see black, leathery humanoid-looking creatures reeking of decay; pale, squat, blubbery, and hairless creatures; misshapen, hunched figures wielding very unusual weapons; a tall, sinewy creature with a long head, small horns, and bat like ears; a stunning, statuesque feminine creature with bat like wings; a cross between a humanoid and a large vulture; and what appears to be an adult raccoon.

On the other side of the conflict, you see a number of foul, rotting humanoids with sharp teeth and glowing red eyes; floating empty sets of clothing; skeletal figures wearing cloaks embroidered with magic sigils; strange, mummified winged creatures; and an pale, haunting, feral-seeming humanoid with the lower body, legs, and wings of a reptilian monster. Before you can react, many of these creatures fall; obviously this battle has been ongoing for some time.

If the PCs are attempting to be stealthy, give the NPCs a Spot check, opposed by the PCs Hide checks. If the NPCs fail to see the PCs, the PCs have surprise. If the NPCs see the PCs, either through making a Spot check or because the PCs did not attempt to Hide, read the following text:

One or two heads from the remaining forces turn to look at you. You have been noticed...

CREATURES

APL 4 (EL 3)

Jamkul: hp 22; Appendix 1.
Raiment: hp 13; Appendix 1.
Dretch: hp 13; MM 42.
Quasit: hp 13; MM 46.

APL 6 (EL 5)

Jamkul: hp 39; Appendix 1.
Deathlock: hp 19; Appendix 1.
Rutterkin: hp 37; Appendix 1.
Juvenile Nabassu: hp 52; Appendix 1.

APL 8 (EL 7)

Jamkul: hp 59; Appendix 1.
Blisse: hp 50; Appendix 1.
Babau (2): hp 66; MM 40.

APL 10 (EL 9)

Jamkul: hp 59; Appendix 1.
Blisse: hp 50; Appendix 1.
Skirr: hp 58; Appendix 1.
Succubus: hp 33; MM 47.
Vrock: hp 48; MM 48.

Note

The EL for this encounter has been adjusted in the following ways:

1. Since the demons and undead fight each other as well as the PCs, the base EL of the encounter has been halved.
2. Since the PCs are aware of the combatants before the combat, the modified EL from above has been reduced by 1.

Tactics

ALL APLs

The undead and demons consider the opposing side to be as much of a threat as the PCs, and fight the character or monster deemed most strategically appropriate by that NPC. All monsters take advantage of the means at their disposal to deal damage to both sides opposing them simultaneously.

If the PCs retreat from the keep or simply watch the battle, the demons and undead do not try to stop them or pursue. Instead, they destroy each other within 4 rounds, and the PCs gain no experience from this combat.

When any demon is reduced to 10% or less of its total hit points, it attempts to use its *summon* ability to summon the most powerful demon it is able to call.

If all of one force is defeated before any of the second force, the second force ceases fighting and informs the PCs that they wish to negotiate the end of hostilities, using their supernatural powers of *suggestion* if available, preferring to target PCs wearing holy symbols of Lawful Good or Neutral Good deities. This negotiation is genuine. If the PCs continue attacking, they flee.

APL 4

Jamkul and the raiment close with opposing forces as quickly as possible. The dretch uses its *scare* ability, targeting the two PCs closest to it, and follows up with *stinking cloud*, including as many non-quasit

characters/monsters in the area of effect as possible. The quasit uses its *cause fear* ability on the most heavily armored PC (favoring the PC closest to the dretch if more than one PC is equally heavily armored), then goes invisible and attacks the least heavily armored PC.

APL 6

Jamkul attacks in a fashion to get reap the greatest benefits of his Combat Brute feat, charging the nearest foe (even if it is a demon), attempting to sunder its weapon, and following up with a sundering cleave or momentum swing. The deathlock avoids combat and attempts to use its spell-like abilities to dissuade PCs from attacking it and Jamkul (although it does not interfere with PCs trying to attack the demons, and may help a PC out in finishing one off). The rutterkin prefers to deal with its foes at range with tri-blades before engaging in melee with its snap-tong, using the weapon's special properties. The nabassu uses its death-stealing gaze on PCs until the rutterkin is engaged in melee, at which point it flanks with the rutterkin.

APL 8

Jamkul follows the same tactics as in APL 6, but attempts to stay near Blisse to defend her and attack captivated PCs and demons as they approach her. Blisse uses her suggestion ability to suggest that the target's enemies apart from her and Jamkul should be defeated first. Once a PC or demon closes within range of her aura, she uses her captivating song ability and maintains the song until no longer able to. The babau demons work in tandem to flank the nearest enemy and deal lots of sneak attack damage.

APL 10

Jamkul and Blisse follow the same tactics as at APL 8. The skirr uses Flyby Attack on the smallest-sized nearby foe in an attempt to bite, use improved grab, and fly into the air. If the skirr successfully grabs a foe, it flies above the chasm and drops the foe from a height of 100 feet. The succubus uses its *suggestion* ability to convince heavily armored PCs to attack the undead creatures first. If there is an unarmored female PC, she disguises herself as that PC and attempts to *suggest* that the PC is actually the succubus. If a PC engages her in melee, she attempts to use her kiss on him. The vrock, who due to the raging fight has already activated its *mirror image* and *heroism* spell-like abilities, starts combat by using its stunning screech and follows up with attacking its nearest enemy. If there are more than two foes adjacent to the vrock on its turn, it uses its spores.

Treasure: The following treasure can be found on the deceased undead and demons. Even if some monsters flee, the treasure can be found on monsters who were killed prior to the PCs' arrival.

APL 4: Loot 8 gp; Coin 0 gp; Magic 378 gp; *rod of ropes* (333 gp), 3 striped toadstool (15 gp each); Total 386 gp.

APL 6: Loot 8 gp; Coin 0 gp; Magic 551 gp; *ring of brief blessing* (83 gp); 3 id moss (10 gp each), *rod of ropes* (333 gp), masterwork snap-tong (45 gp), 3 striped toadstool (15 gp each), 5 tri-blade (3 gp each); Total 559 gp.

APL 8: Loot 8 gp; Coin 0 gp; Magic 572 gp; *ring of brief blessing* (83 gp); 3 id moss (10 gp each), lich dust (21 gp), *rod of ropes* (333 gp), masterwork snap-tong (45 gp), 3 striped toadstool (15 gp each), 5 tri-blade (3 gp each); Total 580 gp.

APL 10: Loot 8 gp; Coin 0 gp; Magic 622 gp; 2 dark reaver powder (25 gp each), *ring of brief blessing* (83 gp); 3 id moss (10 gp each), lich dust (21 gp), *rod of ropes* (333 gp), masterwork snap-tong (45 gp), 3 striped toadstool (15 gp each), 5 tri-blade (3 gp each); Total 630 gp.

Detect Magic Results: 2 dark reaver powder (moderate conjuration), 3 id moss (faint conjuration), lich dust (moderate conjuration), *ring of brief blessing* (faint transmutation), *rod of ropes* (moderate transmutation), 3 striped toadstool (faint conjuration).

TROUBLESHOOTING

If the PCs attempt to enter the keep through another entrance, they find all other entrances caved in. If they enter by going over other walls into the sinkhole itself, the demons and undead have not yet arrived at this area of the keep, and the PCs must fight them as they exit.

DEVELOPMENT

ANY paladin, holy liberator, or other character with a strict class-enforced code against dealing with or being allied with evil beings violates his or her code of conduct by allowing the demons or undead to leave the keep via negotiation. In addition, clerics of deities who are particularly hostile toward undead (including Pelor) or demons violate their code of conduct by allowing the demons/undead to leave by the same means. PCs are aware of this potential alignment infraction only if they wear a *phylactery of faithfulness* or other item warning of alignment or code of conduct infractions, make a DC 15 Wisdom check, or make a DC 20 Knowledge (religion) check.

If the PCs accept the negotiations, the surviving force offers them a token of their master's appreciation in exchange for being allowed to return to their masters to make a report. This offer is genuine. If the PCs accept, the monsters grant them the Favor of Iuz/Master item at the end of the adventure and depart. If the PCs decline, the NPCs attempt to flee.

If any PCs were killed in this combat and the remainder the PCs flee, the PCs who were killed are fed upon by juvenile nabassu and require a *wish*, *miracle*, or *true resurrection* to be restored to life.

The PCs find a number of "potions" on the body of a ghoul (if Jamkul survives, these potions are on the body of a random ghoul who has already been slain).

These appear to be the *cure* potions given to the Thunderheart party, and have a magical aura as such, since they are currently affected by Nystul's *magic aura*. However, they are in reality ingested poisons. If a PC succeeds at a DC 25 Spellcraft check to identify the "potion", they are aware that it is not a potion; however, only a spell that specifically detects poisons (like *detect poison*) reveals their true nature. The poisons are kept in color-coded flasks corresponding to the potions previous adventurers carried:

- The blue clay jug (found at all APLs) contains striped toadstool (DC 11, 1 Wis primary, 2d6 Wis + 1d4 Int secondary).
- The iron flask (found at APL 6 and up) contains id moss (DC 14, 1d4 Int primary, 2d6 Int secondary).
- The red clay flask (found at APLs 8 and 10) contains lich dust (DC 17, 2d6 Str primary, 1d6 Str secondary).
- The glass flask with amber liquid (found at APL 10 only) contains dark reaver powder (DC 18, 2d6 Con primary, 1d6 Con+1d6 Str secondary).

3: ADVENTURERS GO DOWN THE HOLE

Factors in this encounter that may affect remaining time in the keep are:

- Using the *rod of ropes* to descend into the sinkhole: 20 seconds per PC (round up to the nearest minute).
- Climbing down the chasm without error: 3 minutes
- Determining the exact cause of the Thunderhearts' death: 10 minutes
- Looting the Thunderhearts: 8 minutes

After decisively ending the conflict between demons and undead, you notice that much of this room has fallen into the sinkhole, leaving a 100-foot climb down between you and the remainder of your mission.

This wall, created by the sinkhole, is a rough natural rock surface and has a Climb DC of 15. Refer to the rules of the Climb skill on page 69 of the PHB for details. If the PCs wish to use magic or other items to descend, make certain that the spell use fits within the rules of the game.

If PCs are unable to determine their own way down the cliff, the *rod of ropes* found in Encounter Two can be used for this purpose. In order to do so, the PCs must use the "grappling hook and slide" option to create a downward angle for the PCs to slide down, then using the "grappling hook and rope" function to send the rod back up to the top level for the next PC to use. This process takes 20 seconds per PC descending in this manner (round up for the purposes of tracking time spent in the keep).

Once the PCs have reached the bottom of the sinkhole, read the following text:

Completing the long climb, your eyes are treated to a terrible sight. In addition to the continually present corpses of demons and undead, the badly bludgeoned bodies of four humans lie at your feet. They are easily recognizable by the insignias they all wear – that of the Thunderheart Mercenary Company.

These adventurers were killed by wounds from a heavy mace (actually a *warbringer's rod*). Any PC with ranks in the Heal skill recognizes that the wounds that killed these people are from a different source than what killed the demons and undead in the area. Determining the precise cause of death takes a DC 10 Heal check and ten minutes.

Treasure: The PCs can find these items on the remains of the Thunderheart Mercenaries:

APL 4: Loot 0 gp; Coin 0 gp; Magic 483 gp; *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 483 gp; *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 483 gp; *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 483 gp; *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

Detect Magic Results: *gauntlets of ghost fighting* (strong conjuration), *potion of lesser restoration* (faint conjuration)

DEVELOPMENT

At this point, the PCs may notice that some things are unusual. First, one of the Thunderheart mercenaries is missing (although they would only know this if they asked about party size in Encounter 1B). Second, by taking an inventory using the equipment list (if they asked for it), they would notice that all the party's metal gear is gone, but other clearly valuable items were left untouched.

4: FEAR AND MITHRAL

Factors that affect the time remaining in this encounter are:

- Setting off the trap: 1 minute (each time the trap is triggered without having triggered the previous round)
- Retrieving a scared PC: 1 minute per PC
- Removing mithral from the state: Varies. Use the time actually spent to remove mithral.

This room is actually the result of the collapse on two previously existing rooms. The room in which the Dread Witch was hiding in FUR6-08 The Dread Witch

Project fell into the room which housed the artifact that initially destroyed Gullkeep in the 595CY Furryondy interactive The Battle for Gullkeep.

Read the following text to all PCs when they enter the room:

As this tunnel widens into a chamber, you catch a glimpse of an unusual object. A huge, melted, hulking humanoid-shaped statue made of sleek, shiny metal lies on its side to your right. Its eyes flash a hateful red as it stares through you.

Read the following text to any PCs who possess the Affected by Fear item from FUR6-08 The Dread Witch Project:

As you approach this room, you have a flash of recognition, although you are not sure from where. This room is familiar to you, and it brings back months-old feelings of terror that you thought you had left behind...

These PCs are shaken for the remainder of this encounter.

A DC 25 Knowledge (arcana) check identifies the fear effect as similar to the powers of a Dread Witch, an arcane spellcaster who specializes in manipulating and enhancing fear spells. PCs who succeed at a subsequent DC 15 Knowledge (local [Iuz's Border States]) or bardic knowledge check recall that a Dread Witch working for Iuz took residence in the keep about six months ago, but was killed by adventurers working with the Churches of Trithereon and St. Cuthbert. PCs who played FUR6-08 The Dread Witch Project know the information in the Knowledge (local) check without needing to use the skill.

TRAPS

The mithral golem, which was functionally destroyed when Rao rained holy energy upon Gullkeep, has been energized by the remnants of the Dread Witch's fear aura, creating a trap, which is activated when the PCs enter the room.

ALL APLs (EL 3)

Vision of Entropy Trap

CR 3

Description This Large statue is half-melted, lying on its side, and immobile. The only perceivable sign of threat are the statue's eyes, which flash red. A DC 20 Knowledge (arcana) check identifies the statue as some type of golem, and a DC 46 Knowledge (arcana) checks more specifically identifies the statue as the remains of a mithral golem. A subsequent DC 20 Knowledge (local [Iuz's Border States]) check, DC 20 Knowledge (history) check, DC 30 Knowledge (religion) check (at a -10 if the PC is not a worshipper of Rao), or DC 25 bardic knowledge check allows the PCs to recall that mithral golems guarded an artifact of Rao in this keep until the artifact was activated in 595CY. PCs who

defeat the second check by 5 or more recall that there were more than one mithral golems present at that time.

Search DC 27; **Type** Magical

Trigger Detection (*alarm*); **Init** +1

Effect *vision of entropy* (DC 13 Will save partial, CL 3rd) targeted on nearest creature without levels in the Dread Witch prestige class. Creatures normally immune to fear (such as paladins) are not immune to this trap's effects due to the infused powers of the Dread Witch.

Duration 3 rounds

Destruction AC 13; hp 8; hardness 15

Disarm Disable Device DC 27

Dispel DC 14

When each PC enters the room (even on the way out of the keep), he or she makes a Spot check (DC is equal to 10 plus half the number of minutes the PCs have spent in the keep thus far). PCs who succeed notice that slightly behind the golem, buried under some slowly cascading dirt, is a crate (which happens to be full of dried oysters). The crate is 1 cubic foot and weighs 20 pounds. It has no special markings, but it is the only crate in the keep. Removing the dirt from the crate takes a full-round action.

At APL 10, animals do not willingly exit this room to the south due to the presence of wraiths in the south corridor.

After disabling the trap, the PCs have the option to remove mithral from the ruined golem, which radiates dim transmutation once it is no longer trapped. The golem itself is magically fused to the cavern floor and cannot be removed by any means; however, the PCs may use any means at their disposal (DM's discretion) to remove pieces of the golem from the main body. Some common means are below:

- Hack the mithral off: The golem itself has hardness 15; for each 50 points of damage dealt to the golem, 1 pound of mithral is successfully removed.
- Skillfully remove pieces of mithral: PCs with ranks in Profession (miner) or similar skills (NOT a smithing skill) may make a DC 20 check to remove 1 pound of mithral. If the PC exceeds the check by 5 or more, 2 pounds of mithral are removed instead. This check takes 1 minute, may not be assisted, and may be retried.
- Spells: Spells such as *disintegrate* may be used to loosen some of the mithral. The amount of mithral removed with each spell is up to the DM's discretion, but a reasonably used spell should remove 1-5 pounds of mithral. Only under exceptional circumstances should a single spell remove more than 5 pounds. The golem itself is still magical, so spells like *fabricate* cannot be used in this manner.

Keep track of the time spent removing mithral from the golem for the purpose of determining when the keep caves in; round up to the nearest minute. If a PC

wishes to know how much mithral it takes to make a given item, a DC 20 Craft (weaponsmithing) or Craft (armorsmithing) gives the PC all the information listed in Appendix 5.

If the castle caves in, the PCs may not retrieve any more mithral than they have already acquired.

DEVELOPMENT

After leaving this room, the PCs have the opportunity to head north or south. The south path leads to Encounter 5; the north path leads to Encounter 7.

TROUBLESHOOTING

If the PCs simply bypass this trap rather than disabling it, the trap remains active for their exit as long as the keep has not yet caved in.

5: THE PRICE OF AVARICE

Factors in this encounter that reduce the time remaining in the keep are:

- Combat: 1 minute
- Retrieving a PC who is suffering from *cavern fear*: 1 minute per PC
- Looting the Thunderheart: 2 minutes

The south path leads to the remains of the final member of the Thunderheart party as well as the minions of the Master, who are waiting here for reinforcements from Bronzeblood.

The path to the south, which slopes deeper into the earth, continues to be littered with fallen creatures. However, this path has fewer fallen demons and more fallen undead. You think you can see something in the distance, but you are too far away to tell what it is.

This tunnel is guarded by a *skull watch* spell, cast on the remains of the Thunderheart mercenary. The area guarded by the spell extends the width of the tunnel excepting a 5-foot path on each side, and extends 180 feet in length beyond the tunnel entrance (see DM Map 3 for details). Noticing the floating skull created by the spell requires a DC 18 Spot check modified by the distance the spotting PC is from the skull. If a PC or another living creature of size Tiny or larger enters the warded area, the skull shrieks, and the undead answer its call in 1d6 rounds. If the PCs destroy the skull or dispel the *skull watch* before it shrieks, the undead do not arrive at all. The deafening effect of the *skull watch* spell has a DC of 15 (per the spell-like ability of the wraith who set it).

CREATURES

APL 4 (EL 6)

Earth Whisper: hp 22; *Appendix 1*.

Medium Earth Elemental: hp 30, MM 97.

APL 6 (EL 8)

Earth Whisper (2): hp 22; *Appendix 1*.

Large Earth Elemental: hp 68; MM 97.

APL 8 (EL 10)

Advanced Earth Whisper (2): hp 64; *Appendix 1*.

Large Earth Necromental (2): hp 52; *Appendix 1*.

APL 10 (EL 12)

Advanced Earth Whisper (2): hp 64; *Appendix 1*.

Huge Earth Necromental (2): hp 104; *Appendix 1*.

Spellstitched Evolved x2 Advanced Wraith: hp 58; *Appendix 1*.

Tactics

All Monsters

If any PC attempts to turn undead or earth creatures at any point during this combat, all monsters immediately focus their assault (including the earth whispers' special abilities) on that PC.

Earth Whispers

The earth whispers enter the tunnel from the west. On their first action, they use their *Cavern Fear* ability on the nearest PC (it is obvious that further down the tunnel is deeper into the earth). They then use their *Avarice* ability on the strongest-looking melee combatant, placing special emphasis on PCs wielding picks or having other visible evidence of being a miner. They avoid melee in subsequent rounds unless they are no longer able.

Elementals/Necromentals

The earth elementals or necromentals emerge from the east of the tunnel and attack the nearest PC, preferring to attack lightly armored PCs and PCs who are flanked.

Wraith

When the wraith arrives from the south (deeper into the tunnel), it uses its *unholy blight* spell-like ability, followed by *undead torch* on the necromentals and *cloudkill*. It then attempts to pick off weakened PCs with *melf's acid arrow* and *lesser orb of cold* before resorting to its *Empowered ability drain* attack.

Treasure: With the undead dispatched, the PCs can collect the Thunderheart mercenary's ill-gotten gains. It takes 2 minutes to search this body for treasure.

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 693 gp warbringer's rod (693 gp); Total 693 gp.

Detect Magic Results: warbringer's rod (faint transmutation).

6: KILLING UR MANS

Factors in this encounter that reduce the time remaining in the keep are:

- Combat: 1 minute
- Looting the bodies: 6 minutes

It takes roughly 1 minute to reach this encounter from the "mithral golem" room. This time is already accounted for in Appendix 4, but it does mean that most spells with duration of rounds per level have expired.

At the start of this encounter, the earth elemental is hiding in the floor, and the bar-lguras have already used their *see invisibility* spell-like abilities and have hidden on the ten-foot high ledges. As the PCs approach the bar-lguras' cavern, have them make Move Silently checks, opposed by the demons' Listen checks. If the demons' Listen checks are higher, the demons detect the PCs when they are a distance away equal to the difference between the Listen and Move Silently checks times 10 feet. When this occurs, the demons use their spell-like abilities until the PCs arrive. The bar-lguras use their abilities in the following order: *major image* (to create illusions of mariliths and vrocks), *invisibility, disguise self, darkness* (targeting the two southern corners of the enlarged cavern section).

Read the following text if the bar-lguras did not cast *major image*:

Once you start to head down the north tunnel, you notice that it begins to slope downward. At its current slope, you expect it to eventually go under Whyestil Lake itself. Moreover, while the cover of fallen bodies continues, this cover is composed more of demons than undead. The tunnel widens to forty feet wide and forty feet tall, and you notice ledges ten feet high flanking your approach, as well as some humanoid bodies in the room. As you proceed down the tunnel, you notice/are surprised by (read whichever is appropriate) large, gorilla-like demons preparing to leap off the ledges into your party.

Read the following text if the bar-lguras cast *major image*, but not *darkness*:

Once you start to head down the north tunnel, you notice that it begins to slope downward. At its current slope, you expect it to eventually go under Whyestil Lake itself. Moreover, while the cover of fallen bodies continues, this cover is composed more of demons than undead. Something catches your eye as you look down the tunnel. Just at the point where the tunnel widens, you notice more of

the large vulture-like humanoid demons you saw earlier, accompanied by large, roughly humanoid toads with arms in place of forelegs. They all stand still and look in your direction, as though daring you to make a move. A couple more demons are crouched over still, lifeless humanoid bodies.

Read the following text if the bar-lguras cast both *major image* and *darkness*:

Once you start to head down the north tunnel, you notice that it begins to slope downward. At its current slope, you expect it to eventually go under Whyestil Lake itself. Moreover, while the cover of fallen bodies continues, this cover is composed more of demons than undead. At a juncture where the tunnel widens, your light seems to dim and your vision can no longer pierce the blackness. Peering into the shadowy darkness, you can just make out large forms waiting for you.

CREATURES

APL 4 (EL 6)

Bar-lgura: hp 51; Appendix 1.

Medium Earth Elemental: hp 30, MM 97.

APL 6 (EL 8)

Bar-lgura (2): hp 51; Appendix 1.

Large Earth Elemental: hp 68; MM 97.

APL 8 (EL 10)

Advanced Bar-lgura (2): hp 95; Appendix 1.

Huge Earth Elemental: hp 152; MM 97.

APL 10 (EL 12)

Advanced Bar-lgura: hp 95; Appendix 1.

Very Advanced Bar-lgura: hp 161; Appendix 1.

Greater Earth Elemental: hp 199, MM 97.

Tactics

All Monsters

The monsters in this encounter are not terribly interested in killing the PCs, just securing Gullkeep for Iuz. If the PCs offer to surrender, the bar-lguras ask for a ransom of coin and equipment totaling 1,000 gp times APL in value from each PC, as well as a promise never to return to the keep. If the PCs have acquired more than 15 pounds of mithral, the bar-lguras accept all the mithral instead of the normal price; in fact, they insist upon the mithral if they are made aware the PCs have it. If the PCs pay this, they are permitted to leave the keep without further harm. This is not a violation of the Code of Conduct for paladins, holy liberators, or other such classes.

Bar-lguras

The bar-lguras concentrate on the images as long as the PCs attack the images instead of a true threat. If a PC

ends its turn near a ledge, the bar-Igura leaps down behind the ledge and moves into a position where it can charge and pounce on its next action; they also do this as soon as it is clear that the PCs are no longer fooled by the *major images* (or if they did not get a chance to cast *major image*). They focus their attacks on less heavily armored PCs. When a bar-Igura is reduced to 50% of its total hit points, it attempts to *greater teleport* the nearest PC that it considers weak 200 feet deeper into the tunnel using its abduction ability. When a bar-Igura is reduced to 20% of its total hit points, it attempts to summon another bar-Igura (per the stats in the APL 4-6 appendices). When a bar-Igura is reduced to 5% of its total hit points, it attempts to *greater teleport* the nearest PC that it considers strong out of Gullkeep using its abduction ability. The adventure is over for a PC so teleported. Refer to the conclusions for more information.

Earth Elemental

The earth elemental may not act in the surprise round. During regular rounds, it rises from the floor and attacks the nearest PC, using its feats and special abilities as appropriate. If any PC climbs one of the ledges, the elemental earth glides into the wall, emerges behind that PC, and attempts to use its push ability to bull rush the PC off the ledge.

Treasure: Here, the PCs find the remainder of the treasure given to adventurers by Baroness Kalinstren.

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 333 gp
spellguard rings (333 gp); Total 333 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 583 gp
heward's fortifying bedroll (250 gp), *spellguard rings* (333 gp); Total 583 gp.

Detect Magic Results: *heward's fortifying bedroll* (faint transmutation), *spellguard rings* (moderate abjuration).

DEVELOPMENT

In this room, the PCs find the remains of some of Baroness Kalinstren's adventuring party. Others have already been *greater teleported* to Iuz's lands by a bar-Igura.

If the PCs have not yet dealt with the south tunnel (Encounter Five), they should do so now. Otherwise, continue to the Conclusions.

TROUBLESHOOTING

A PC who is *greater teleported* deeper into the tunnel may find himself or herself unable to determine which direction is back to Gullkeep. If this is the case, there is a 50% chance that the PC mistakenly walks to the lands of Iuz, where he or she is promptly grabbed by bar-

Iguras and magically escorted to Grumlend Keep. This PC receives Conclusion K.

CONCLUSION

At this point, if the PCs possess the dried oysters, they must decide what to do with them. If the players discuss splitting the bounty between affiliations, remind them that each group specifically requested ALL the oysters/contents of the crate. If the PCs insist on splitting the bounty, the affiliation accepts them, but does not grant the PCs their favor.

There are a variety of possible conclusions for this adventure, and the PCs may receive multiples. At the very least, the PCs receive one conclusion from each of Mission 1 and Mission 2 below, and may acquire one or more conclusions from Miscellaneous as well.

Mission 1: Clearing out the tunnels

- If the PCs cleared out the tunnels before the cave-in, read Conclusion A.
- If the PCs were caved in but survived, read Conclusion B.
- PCs who died in the keep and were left there (either by TPK or by abandonment), read Conclusion C.
- If the PCs fled the keep, read Conclusion D.

Mission 2: Dried Oysters

- If the PCs gave the dried oysters to Baroness Kalinstren, read Conclusion E.
- If the PCs gave the dried oysters to Baron Butrain, read Conclusion F.
- If the PCs gave the dried oysters to the Church of Pelor, read Conclusion G.
- If the PCs gave the dried oysters to the Thunderheart Mercenary Company, read Conclusion H.
- If the PCs kept the dried oysters, read Conclusion I.

Miscellaneous

- If the PCs removed at least 1 pound of mithral from the keep, read Conclusion J.
- Any PCs who were *greater teleported* out of the keep by a bar-Igura receive Conclusion K.

CONCLUSION A: THE PCs CLEAR THE TUNNELS OUT PRIOR TO THE CAVE-IN.

Immediately after you leave the ruins of Gullkeep, you hear a thundering rumble come from deep within the keep. As you turn around to watch, the sinkhole grows, consuming the remainder of the keep. If you missed any creatures in the tunnels, they are almost certainly destroyed now.

Your employers are pleased with your work and thank you profusely for a job well done. Then, each employer asks your group privately about a certain item that you were asked to locate...

The PCs' benefactors provide them with up to four restoration spells to heal ability and/or level drain.

Follow up with Conclusion E, F, G, H, or I as appropriate. These PCs may also obtain Conclusion J.

CONCLUSION B: THE PCs WERE CAVED IN, BUT SURVIVED.

The keep continues to cave in behind you as you escape by the skin of your teeth. Once you are safely outside, you dare to look behind you for the first time. The entire keep has collapsed. The bad news is that you did not have the opportunity to explore the entire keep as requested. The good news is that any denizens of evil remaining in the keep have almost certainly been destroyed.

Your employers are slightly disappointed in your incomplete search of the ruins, but are pleased that you performed better than previous adventuring parties. Then, each employer asks your group privately about a certain item that you were asked to locate...

The PCs' benefactors provide them with up to four restoration spells to heal ability and/or level drain.

Follow up with Conclusion E, F, G, H, or I as appropriate. These PCs may also obtain Conclusion J.

CONCLUSION C: THE PCS DIED IN THE KEEP (EITHER IN BATTLE OR IN THE CAVE—IN) OR WERE LEFT BY OTHER PCs WHO DID NOT DIE.

The search process for the adventuring parties lost in the ruins of Gullkeep has taken a long time due to the fact that the entire keep has caved in over their remains. After a couple weeks, the search is called off. If these adventurers were to rise at this point, it would most likely be in undead servitude to Iuz, Thrommel, the Master, or future threats to the kingdom as of yet unknown...

PCs who have an affiliation score of 5 or higher with any province or are members of any Furyondy meta-organization may be retrieved at a cost of 4 TUs. Other PCs must expend three influence points granted in Furyondy or five influence points granted from another region and spend 8 TUs and 2000 gp or become permanently lost.

CONCLUSION D: THE PCs FLED THE KEEP BEFORE COMPLETING THEIR MISSION OR THE CAVE—IN.

As you flee the keep, you have many near misses with monsters and falling debris. However, once you escape, you pause outside the keep to catch your breath – and are able to witness the final collapse of Gullkeep's ruins into the earth.

Whatever could once be found in this keep is buried, possibly forever.

Your employers are not pleased that you have abandoned your mission. However, there is little they can do to rebuke you; you have already lost payment by leaving it in the ruined castle, and you survived, which is more than can be said for the previous adventuring parties. They ask you for any details you can provide, then privately ask about one specific detail – a certain item you were asked to locate.

The PCs' benefactors provide them with up to two restoration spells to heal ability and/or level drain.

Follow up with Conclusion E, F, G, H, or I as appropriate. These PCs may also obtain Conclusion J.

CONCLUSION E: THE PCS GIVE THE DRIED OYSTERS TO BARONESS KALINSTREN

Baroness Kalinstren smiles as you hand her the crate of oysters. "Excellent. These are exactly what I was searching for. Thank you." She has a servant carry the crate away and then turns back to you. "You have done the barony and the kingdom a great service. In return, I can provide you a similar service. The craftsmen in my employ are very skilled and can create copies of the items you retrieved from the keep. I hope that you will consider allowing me to retain your services again in the future." With that, she leaves, satisfied that you have completed your mission.

The Baroness funds all spellcasting the PCs require to remove ability drain and damage sustained in this adventure.

CONCLUSION F: THE PCS GIVE THE DRIED OYSTERS TO BARON BUTRAIN

Baron Butrain grins as you hand him the crate of oysters. "Thank you for finding these. I have a feeling that they will do much to get our plight the attention it deserves. Your service to the barony and the kingdom will not be forgotten. My weaponsmiths have been hard at work enchanting our weapons to deal with the source of all our kingdom's undead problems – illicit spellcasting. If you wish, I'm sure that the smiths would be more than happy to enchant your weapon in this way for an appropriate fee. Think about it, and let me know if you wish to do so." With that, he leaves, satisfied that you have completed your mission.

The Baron funds all spellcasting the PCs require to remove ability drain and damage sustained in this adventure.

CONCLUSION G: THE PCS GIVE THE DRIED OYSTERS TO THE CHURCH OF PELOR

Rather than taking the crate from you, Marcel insists that you place the oysters on the table. He casts a couple divinations, and then looks at you happily. "This is it – the crate of oysters we need. Thank you for this great service to all of Furyondy. In payment, I would like to offer you the opportunity to purchase a unique item that we have begun to produce in the Church. It has the power to heal light wounds, cure diseases, and neutralize poisons. If you would like to purchase one, just stop by any of our temples in the kingdom; I'm sure we'll be keeping them quite stocked." With that, he turns to leave, satisfied that you have completed your mission.

If there are any Members of the Furyondy Church of Pelor present, continue:

Marcel turns, as though just remembering something of critical importance. "Oh, one more thing. Those of you in our clergy are well aware of our mission to deal a crushing blow to all undead in the Flanaess. One of our clergy has crafted a talisman that can aid in the destruction of such undead. Here is his address. Stop by; I'm sure it will be worth your while." Marcel turns and departs.

The Church funds all spellcasting the PCs require to remove ability drain and damage sustained in this adventure.

CONCLUSION H: THE PCS GIVE THE DRIED OYSTERS TO THE THUNDERHEART MERCENARY COMPANY

After you give Glorwyn the crate, he casts a couple divinations on it, and frowns. "This doesn't make any sense. I can't determine in any way why these oysters are so highly sought after. We'll have to take a closer look at this at a later time." He places the crate on a wagon, and then turns to you. "Thank you for bringing this item to us. It will be of great benefit to our organization. Your service will not be forgotten. As you probed the ruins, you may have found a magical cloak once worn by one of our members? While the cloak provides excellent protection from many of the normal pitfalls of adventuring, it can be made more powerful. Stop by our offices, supply funds for the necessary material components, and we shall improve its powers. Those of you who are members of our group may feel free to do so as many times as you wish." Glorwyn then leaves satisfied that you have completed your mission.

The Company funds all spellcasting the PCs require to remove ability drain and damage sustained in this adventure.

CONCLUSION I: THE PCS KEEP THE DRIED OYSTERS

This crate of dried oysters, so coveted by four factions in Furyondy, seems to be wanted by no other people in the kingdom, as nobody will buy these aged molluscs from you. Attempting to deliver them to the king earns you a chuckle from the guards, and when you return to your employers, they kindly but firmly inform you that they have employed other adventurers and no longer need your service. Whatever the powers of these oysters, they seem to be well-hidden, as the molluscs no longer have any value for you...

CONCLUSION J: THE PCS REMOVED AT LEAST 15 POUNDS OF THE MITHRAL GOLEM FROM THE KEEP.

The chunks of metal you retrieved from the keep seem, at first glance, to be relatively worthless. However, after talking to multiple weaponsmiths, armorers, appraisers, and other professionals, you are approached on the road one day by an old human male with dark skin, white hair, slender hands, and a serene smile. He approaches you, shakes your hand, and wishes you blessings of peace, serenity, and reason. He then continues to walk. As you ponder this odd person, you notice that during the handshake, the old man slipped a piece of paper into your hand. While the writings on the paper make no sense to you, the message does: "Take this to the smith in Pantarn. Sometimes a good offense is required to be defensive." This smith, unlike all the others, seems to see the mithral in the chunks of metal, and after looking at the paper from the old man, assures you that he will be able to construct what you desire. However, even after he crafts the item, it lacks the luster and sheen of mithral, appearing to be marbled white in addition to its metallic appearance. Is this discoloration merely cosmetic, or is there more than meets the eye to it?

CONCLUSION K: A PC WAS ABDUCTED BY A BAR—LGURA

As the demon grabs you, you find yourself sharply disoriented. Everything seems to have moved except you and your foe. After quickly dispatching the weakened demon, you look around – and see dozens of demons identical to the one you just dispatched. They stand around a large hole, one that clearly provided the demons with a tunnel access to Gullkeep. They laugh harshly, and you

hear the voice of one demon in your head. "Welcome to Grumlend Keep, adventurer. I hope you're prepared for an extended stay." The demons all laugh at you again, and you have the impression that your troubles are just beginning...

HOW TO QUALIFY FOR ADVENTURE RECORD ITEMS

Weird-looking mithral: The PCs remove 15 or more pounds of mithral from the keep.

Caved In: PCs who survive the time-triggered cave-in (see Appendix 3) are awarded this item.

Favor of Iuz/Master: If the PCs negotiated with the demons in Sub-Encounter 2B, they get the Favor of Iuz. If they negotiated with the undead, they get the Favor of Master.

Influence Point with the Thunderheart Mercenary Company: The Thunderheart Mercenary Company possesses the dried oysters at the end of the adventure.

Influence Point with the Church of Pelor: The Church of Pelor possesses the dried oysters at the end of the adventure.

Influence Point with Baroness Kalinstren: Baroness Kalinstren possesses the dried oysters at the end of the adventure.

Influence Point with Baron Butrain: Baron Butrain possesses the dried oysters at the end of the adventure.

Abducted: This item is given to PCs who are *greater teleported* out of Gullkeep by a bar-Igura in Encounter 7.

Keoghtom's Ointment: This access is gained if the PCs gain the Influence Point with the Church of Pelor.

All other items are obtained if the PCs remove them from Gullkeep.

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 (objectives plus roleplaying) to each character.

2: WE R IN UR BASE

Defeat the demons and/or undead

| | |
|--------|--------|
| APL 4 | 90 XP |
| APL 6 | 150 XP |
| APL 8 | 210 XP |
| APL 10 | 270 XP |

4: FEAR AND MITHRAL

Disable the "mithral golem" trap

| | |
|--------|-------|
| APL 4 | 90 XP |
| APL 6 | 90 XP |
| APL 8 | 90 XP |
| APL 10 | 90 XP |

5: THE PRICE OF AVARICE

Defeat the Master's minions OR dispelling or destroying the *skull watch* without setting it off

| | |
|--------|--------|
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

6: KILLING UR MANS

Defeat Iuz's minions

| | |
|--------|--------|
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

STORY AWARD (PCs MAY RECEIVE UP TO 3)

Gullkeep clear of foes:

| | |
|--------|-------|
| APL 4 | 45 XP |
| APL 6 | 60 XP |
| APL 8 | 75 XP |
| APL 10 | 90 XP |

PCs retrieved the dried oysters:

| | |
|--------|-------|
| APL 4 | 45 XP |
| APL 6 | 60 XP |
| APL 8 | 75 XP |
| APL 10 | 90 XP |

PCs finished before cave-in

| | |
|--------|-------|
| APL 4 | 45 XP |
| APL 6 | 60 XP |
| APL 8 | 75 XP |
| APL 10 | 90 XP |

PCs retrieved at least 10 lb of mithral:

| | |
|--------|-------|
| APL 4 | 45 XP |
| APL 6 | 60 XP |
| APL 8 | 75 XP |
| APL 10 | 90 XP |

TOTAL POSSIBLE EXPERIENCE:

| | |
|--------|----------|
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1,125 XP |
| APL 10 | 1,350 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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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.

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

2: WE R IN UR BASE

APL 4: Loot 8 gp; Coin 0 gp; Magic 378 gp - *rod of ropes* (333 gp), 3 striped toadstool (15 gp each); Total 386 gp.

APL 6: Loot 8 gp; Coin 0 gp; Magic 551 gp - *ring of brief blessing* (83 gp), 3 id moss (10 gp), *rod of ropes* (333 gp), masterwork snap-tong (45 gp), 3 striped toadstool (15 gp), 5 tri-blade (3 gp each); Total 559 gp.

APL 8: Loot 8 gp; Coin 0 gp; Magic 572 gp - *ring of brief blessing* (83 gp), 3 id moss (10 gp each), lich dust (21 gp), *rod of ropes* (333 gp), masterwork snap-tong (45 gp), 3 striped toadstool (15 gp each), 5 tri-blade (3 gp each); Total 580 gp.

APL 10: Loot 8 gp; Coin 0 gp; Magic 622 gp - 2 dark reaver powder (25 gp each), *ring of brief blessing* (83 gp); 3 id moss (10 gp each), lich dust (21 gp), *rod of ropes* (333 gp), masterwork snap-tong (45 gp), 3 striped toadstool (15 gp each), 5 tri-blade (3 gp each); Total 630 gp.

3: ADVENTURERS GO DOWN THE HOLE

APL 4: Loot 0 gp; Coin 0 gp; Magic 483 gp - *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 483 gp - *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 483 gp - *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 483 gp - *gauntlets of ghost fighting* (333 gp), 6 *potion of lesser restoration* (25 gp each); Total 483 gp.

5: THE PRICE OF AVARICE

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 693 gp - *warbringer's rod* (693 gp); Total 693 gp.

6: KILLING UR MANS

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 333 gp - *spellguard rings* (333 gp); Total 333 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 583 gp - *heward's fortifying bedroll* (250 gp), *spellguard rings* (333 gp); Total 583 gp.

CONCLUSION

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 0 gp; Coin 8 gp; Magic 0 gp; Total 8 gp.

APL 8: Loot 0 gp; Coin 62 gp; Magic 0 gp; Total 62 gp.

APL 10: Loot 0 gp; Coin 69 gp; Magic 0 gp; Total 69 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 8 gp; Coin 0 gp; Magic 861 gp; Total 869 gp (max 650 gp)

APL 6: Loot 8 gp; Coin 0 gp; Magic 1034 gp; Total 1042 gp (max 900 gp).

APL 8: Loot 8 gp; Coin 0 gp; Magic 1,388 gp; Total 1,396 gp (max 1,300 gp).

APL 10: Loot 8 gp; Coin 0 gp; Magic 2,381 gp; Total 2,389 gp (max 2,300 gp).

ADVENTURE RECORD ITEMS

Favors that reference meta-org membership apply only to PCs who were members at the start of the adventure. All Influence Points may be used as

described in the **Furyondy meta-campaign handbook**, as well as the uses described below.

☛ **Weird-looking mithral:** This mithral is streaked with white, giving it a marbled appearance. This particular alloy is more workable in smaller amounts than normal mithral, making weapons easier to forge. You may purchase one Open weapon at half price, or one Open armor or shield at full price.

☛ **Caved In:** This PC qualifies for Dungeon Delver.

☛ **Favor of Iuz/Master (GM circle one):** As a standard action that does not provoke attacks of opportunity, you may call out to the circled choice to gain the benefits of a *sanctuary* (CL 10) against which all minions of the circled choice below CR 16 automatically fail their saves. Cross out when used.

☛ **Abducted:** This character is out of play until rescued; contact the Furyondy Triad.

☛ **Influence point with the Thunderheart Mercenary Company:** This Influence Point may be spent to upgrade one weapon with the *banishing*, *blurstrike*, *brash*, or *transmuting* enhancements (all MIC). Members of the Company gain Regional access to these upgrades until this Influence Point is spent.

☛ **Influence point with the Church of Pelor:** Until this Influence Point is spent, Members of the Furyondy Church of Pelor gain Regional access to a *talisman of undead mastery* (MIC).

☛ **Influence point with Baroness Kalinstren:** This Influence Point may be spent to cancel any disfavor with the Furyondy Church of Trithereon or Barony of Kalinstren. Until this Influence Point is spent, you gain Regional access to all items in the Items Found section of this AR, even those that were not found or at higher APLs than the PC played.

☛ **Influence point with Baron Butrain:** This Influence Point may be spent to upgrade one weapon with the *dispelling* or *magebane* enhancement (MIC). PCs with an Affiliation score of 5 or higher with the Barony of Willip may instead add both the *dispelling* and *greater dispelling* abilities to one weapon.

- Masterwork snap-tong (Adventure; FCI)
- Tri-blade (Adventure; FCI)

APL 8 (all of APLs 4-6 plus the following):

- Lich dust (Adventure; DMG)
- *Spellguard rings* (Adventure; CM)

APL 10 (all of APLs 2-4 plus the following):

- *Heward's fortifying bedroll* (Adventure; CM)
- *Warbringer's rod* (Adventure; CM)

ITEM ACCESS

APL 4:

- *Gauntlets of ghost fighting* (Adventure; MIC [*wraith's woe*])
- *Keoghtom's Ointment* (Regional; DMG)
- *Rod of Ropes* (Adventure; CS)
- *Striped toadstool* (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- *Ring of brief blessing* (Adventure; MIC)
- *Id moss* (Adventure; DMG)

2: WE R IN UR BASE

JAMKUL **CR 3**
 Male human gravetouched ghoulish fighter 1/warrior 2
 CE Medium undead (augmented humanoid)
Init +8; **Senses** Listen +3, Spot +3
Languages Common

AC 20, touch 14, flat-footed 16
 (+4 Dex, +4 armor, +2 natural)
hp 22 (3 HD)
Immune Undead immunities
Resist +2 turn resistance
Fort +5, **Ref** +4, **Will** +3

Speed 30 ft. in chain shirt (6 squares)
Melee bite +8 (1d6+5 plus disease plus paralysis)
 and
 2 claws each +6 (1d4+2 plus paralysis)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +8
Atk Options Cleave, Power Attack
Combat Gear *potion of bull's strength* †
 † Already cast

Abilities Str 21, Dex 18, Con -, Int 12, Wis 16, Cha 15
SA ghoulish fever, paralysis
SQ diet dependent
Feats Cleave, Improved Initiative, Improved Toughness, Multiattack, Power Attack
Skills Climb +9, Jump +9, Swim +7
Possessions chain shirt, *rod of ropes*, 3 striped toadstool

Ghoulish Fever (Su): Disease – bite, Fortitude 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex.
Paralysis (Ex): Victims hit by a gravetouched ghoulish's bite or claw attack must make a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.
Diet Dependent: Must eat flesh...

RAIMENT **CR 1**
 CE Small undead

Init +2; **Senses** darkvision 60 ft., blindsight 60 ft., Listen +1, Spot +1

AC 14, touch 13, flat-footed 12
 (+1 size, +2 Dex, +1 natural)
hp 19 (3 HD); DR 5/magic
Immune Undead/mindless immunities
Fort +1, **Ref** +3, **Will** +4

Speed 20 ft. (4 squares)
Melee 2 coat sleeves each +4 (1d2+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Atk Options constrict 1d2+3, improved grab

Abilities Str 16, Dex 14, Con -, Int -, Wis 13, Cha 7
SQ mindless, undead traits
Constrict (Ex): A raiment deals 1d2+3 points of damage with a successful grapple check against a

Large or smaller creature, in addition to the normal 1d2+3 points of damage for its regular attack. Because it wraps itself around its victim's neck, a creature in the raiment's grasp cannot speak or cast spells that have verbal components.

Improved Grab (Ex): To use this ability, a raiment must hit a Large or smaller opponent with a coat sleeve attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A raiment is hard to grapple because of its body configuration, so it gains a +4 bonus on its grapple checks (already figured into the statistics above). If it wins the grapple check, it establishes a hold and can constrict.

Mindless (Ex): A raiment is mindless, so it has no Intelligence score and no feats or skills. A raiment is immune to mind-affecting spells and abilities.

5: THE PRICE OF AVARICE

EARTH WHISPER **CR 5**
 NE Medium elemental (earth, extraplanar, incorporeal)

Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9
Languages Common, Dwarven, Gnome, Gol-Kaa, Terran

AC 20, touch 20, flat-footed 14
 (+6 Dex, +4 deflection)
Miss Chance 50% (incorporeal)
hp 22 (4 HD)
Fort +5, **Ref** +7, **Will** +3

Speed fly 40 ft. (8 squares, perfect)
Melee incorporeal touch +9 (1d4 Dex)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -
Atk Options Blind-Fight, Dexterity damage, petrification
Special Actions avarice, cavern fear, control earth creatures 7/day (+4, 2d6+8, 4th), spell-like abilities
Spell-Like Abilities (CL 10th):
At will—stone shape
3/day—spike stones (DC 20), wall of stone

Abilities Str -, Dex 22, Con 13, Int 13, Wis 15, Cha 18
SQ elemental traits, incorporeal traits
Feats Ability Focus (avarice), Blind-Fight
Skills Concentration +8, Listen +9, Spot +9

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 13 Fortitude save or become petrified.

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the ability must succeed on a DC 18 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks

with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to that earth whisper's *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability.

In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target.

Cavern Fear (Sp) As a standard action, an earth whisper can produce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 16 Will save or become panicked. Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper into the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers.

This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute.

Cavern fear is a mind-affecting fear effect.

Control Earth Creatures (Su) An earth whisper can rebuke and control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a cleric of 4th level, and can use this ability 7 times per day.

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +31, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

6: KILLING UR MANS

BAR-LGURA

CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 51 (6 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +12 (1d6+6) and bite +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Atk Options pounce

2: WE R IN UR BASE**JAMKUL****CR 5**

Male human gravetouched ghoulish fighter 2/warrior 4
 CE Medium undead (augmented humanoid)
Init +10; **Senses** Listen +3, Spot +3

Languages Common

AC 22, touch 16, flat-footed 16
 (+6 Dex, +4 armor, +2 natural)

hp 39 (6 HD)**Immune** Undead immunities**Resist** +2 turn resistance**Fort** +7, **Ref** +7, **Will** +4**Speed** 30 ft. in chain shirt (6 squares)

Melee bite +12 (1d6+6 plus disease plus paralysis)
 and

2 claws each +10 (1d4+3 plus paralysis)

Space 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +12

Atk Options Cleave, Improved Sunder, Power Attack, advancing blows, sundering cleave, momentum swing

Combat Gear *potion of bull's strength* †, *potion of cat's grace* †

† Already cast

Abilities Str 22, Dex 22, Con -, Int 12, Wis 16, Cha 15

SA ghoulish fever, paralysis**SQ** diet dependent

Feats Cleave, Combat Brute, Improved Initiative, Improved Sunder, Improved Toughness, Multiattack, Power Attack
Skills Climb +13, Jump +13, Swim +11

Possessions chain shirt, *rod of ropes*, 3 striped toadstool, 3 id moss

Ghoulish Fever (Su): Disease – bite, Fortitude 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex): Victims hit by a gravetouched ghoulish bite or claw attack must make a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Diet Dependent: Must eat flesh...**DEATHLOCK****CR 3**

NE Medium undead

Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9**Languages** Common, Abyssal, Infernal

AC 13, touch 12, flat-footed 11
 (+2 Dex, +1 natural)

hp 19 (3 HD)**Immune** Undead immunities**Resist** +2 turn resistance**Fort** +1, **Ref** +3, **Will** +4**Speed** 30 ft. (6 squares)**Melee** bite +1 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Special Actions** spell-like abilities**Combat Gear** *potion of eagle's splendor* †

† Already cast

Spell-Like Abilities (CL 3rd):

At will—*detect magic*, *inflict minor wounds* (DC 15), *read magic*

3/day—*cause fear* (DC 15), *magic missile*, *summon monster I*

2/day—*death knell* (DC 16), *ghoulish glyph* (DC 16)

Abilities Str 11, Dex 15, Con -, Int 14, Wis 13, Cha 18

Feats Alertness, Improved Initiative

Skills Concentration +6, Hide +8, Knowledge (arcana) +8, Listen +9, Spellcraft +8, Spot +9

RUTTERKIN**CR 3**

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft., Listen +9, Spot +9**Languages** Abyssal; telepathy 100 ft.

AC 18, touch 12, flat-footed 16
 (+2 Dex, +6 natural)

hp 37 (5 HD); DR 5/cold iron or good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 14**Fort** +7, **Ref** +6, **Will** +5**Speed** 20 ft. (4 squares)

Melee mwk snap-tong +8 (1d10+3) or
 2 claws each +7 (1d6+2)

Ranged tri-blade +7 (2d4+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** snap-tong grapple**Special Actions** *summon tanar'ri***Spell-Like Abilities** (CL 6th):

At will—*darkness*, *cause fear* (DC 11)

1/day—*desecrate*

† Already cast

Abilities Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

SQ tanar'ri traits

Feats Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade)

Skills Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

Possessions masterwork snap-tong, 5 tri-blades

Summon Tanar'ri (Sp) Once per day, a rutterkin can attempt to summon 1 rutterkin or 1d6 dretch with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

JUVENILE NABASSU**CR 5**

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +6; **Senses** darkvision 60 ft.; Listen +10, Spot +10**Languages** Abyssal, Common; telepathy 100 ft.

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 natural)
hp 52 (5 HD); DR 5/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 16
Fort +10, **Ref** +6, **Will** +8

Speed 40 ft. (8 squares), fly 60 ft. (average)
Melee bite +11 (1d8+6) and
2 claws each +6 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +11
Atk Options sneak attack +2d6
Special Actions death-stealing gaze, feed
Spell-Like Abilities (CL 5th):
At will—*darkness*, *obscuring mist*
‡ Already cast

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17
SQ camouflage, tanar’ri traits
Feats Improved Initiative, Iron Will
Skills Bluff +11, Concentration +14, Diplomacy +5, Hide +10 (+18 in underground or barren environments), Intimidate +13, Jump +16, Knowledge (local [Iuz’s Border States]) +10, Listen +10, Move Silently +10, Spot +10, Tumble +12

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between carious shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu’s death-stealing gaze dies and is immediately transformed into a ghoul under the nabassu’s permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace against the humanoid creatures; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits:

- +1 profane bonus on attack rolls, saving throws, skill checks, and ability checks
- +5 hit points
- +1 profane bonus to its natural armor
- +1 effective level

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu. On its next turn, the newly matured nabassu plane shifts back to the Abyss with any items currently in its possession, abandoning its ghoul minions.

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

5: THE PRICE OF AVARICE

EARTH WHISPER (2) **CR 5**
NE Medium elemental (earth, extraplanar, incorporeal)
Init +6; **Senses** darkvision 60 ft., Listen +9, Spot +9
Languages Common, Dwarven, Gnome, Gol-Kaa, Terran

AC 20, touch 20, flat-footed 14
(+6 Dex, +4 deflection)
Miss Chance 50% (incorporeal)
hp 22 (4 HD)
Fort +5, **Ref** +7, **Will** +3

Speed fly 40 ft. (8 squares, perfect)
Melee incorporeal touch +9 (1d4 Dex)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -
Atk Options Blind-Fight, Dexterity damage, petrification
Special Actions avarice, cavern fear, control earth creatures 7/day (+4, 2d6+8, 4th), spell-like abilities
Spell-Like Abilities (CL 10th):
At will—*stone shape*
3/day—*spike stones* (DC 20), *wall of stone*

Abilities Str -, Dex 22, Con 13, Int 13, Wis 15, Cha 18
SQ elemental traits, incorporeal traits
Feats Ability Focus (avarice), Blind-Fight
Skills Concentration +8, Listen +9, Spot +9

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 13 Fortitude save or become petrified.

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the ability must succeed on a DC 18 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to that earth whisper’s *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability.

In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target.

Cavern Fear (Sp) As a standard action, an earth whisper can produce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 16 Will save or become panicked. Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper into the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers.

This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute.

Cavern fear is a mind-affecting fear effect.

Control Earth Creatures (Su) An earth whisper can rebuke and control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a cleric of 4th level, and can use this ability 7 times per day.

6: KILLING UR MANS

BAR-LGURA (2)

CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 51 (6 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +12 (1d6+6) and bite +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +31, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

2: WE R IN UR BASE

JAMKUL**CR 7**

Male gravetouched ghoulish human barbarian 1/fighter
2/warrior 6

CE Medium undead (augmented humanoid)

Init +10; **Senses** Blind-Fight, Listen +5, Spot +3

Languages Common

AC 27, touch 17, flat-footed 21

(+6 Dex, +4 armor, +4 natural, +3 deflection)

hp 59 (6 HD)

Immune Undead immunities

Resist +2 turn resistance

Fort +10, **Ref** +8, **Will** +5

Speed 40 ft. in chain shirt (8 squares)

Melee bite +16 (1d6+7 plus disease plus paralysis)
and

2 claws each +14 (1d4+4 plus paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +15

Atk Options Cleave, Improved Sunder, Power
Attack, advancing blows, rage, sundering cleave,
momentum swing

Special Actions rage

Combat Gear *potion of barkskin* +2 †, *potion of bull's
strength* †, *potion of cat's grace* †, *potion of
greater magic fang* +1 †, *potion of shield of faith*
+3 †

† Already cast

Abilities Str 22, Dex 22, Con -, Int 12, Wis 16, Cha
16

SA ghoulish fever, paralysis

SQ diet dependent

Feats Blind-Fight, Cleave, Combat Brute, Improved
Initiative, Improved Sunder, Improved Toughness,
Multiattack, Power Attack

Skills Climb +16, Jump +20, Listen +5, Swim +14

Possessions chain shirt, *rod of ropes*, 3 striped
toadstool, 3 id moss, lich dust

Ghoulish Fever (Su): Disease – bite, Fortitude 14,
incubation period 1 day, damage 1d3 Con and 1d3
Dex.

Paralysis (Ex): Victims hit by a gravetouched ghoulish
bite or claw attack must make a DC 14 Fortitude
save or be paralyzed for 1d4+1 rounds. Elves
have immunity to this paralysis.

Diet Dependent: Must eat flesh...

BLISSE**CR 7**

Female harpy persuasive psychic vampire warrior 2

CE Medium undead (augmented monstrous
humanoid)

Init +10; **Senses** darkvision 60 ft., Listen +7, Spot +3

Aura wisdom drain (10 ft., Will DC 21 or 1 Wisdom
drain per round)

Languages Common

AC 29, touch 19, flat-footed 23; Dodge

(+6 Dex, +10 natural, +3 deflection)

hp 50 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist +4 turn resistance, cold 10, electricity 10

Fort +5, **Ref** +13, **Will** +7

Weakness vampire weaknesses

Speed 20 ft. (4 squares), base movement 20 ft., fly
80 ft. (average); Flyby Attack, spider climb

Melee slam +14 (1d6+5 plus wisdom drain) and
2 claws each +9 (1d3+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +14

Atk Options Combat Reflexes, Hold the Line, blood
drain, wisdom drain

Special Actions captivating song, children of the
night, suggestion

Combat Gear *potion of barkskin* +3 †, *potion of bull's
strength* †, *potion of cat's grace* †, *potion of
eagle's splendor* †, *potion of shield of faith* +3 †

† Already cast

Abilities Str 20, Dex 23, Con -, Int 9, Wis 14, Cha 26

SQ alternate form, gaseous form

Feats Alertness, Combat Reflexes, Dodge, Flyby
Attack, Hold the Line, Improved Initiative, Lightning
Reflexes, Persuasive

Skills Bluff +24, Hide +14, Intimidate +14, Listen +18,
Move Silently +14, Perform (oratory) +10, Search
+7, Sense Motive +10, Spot +14

Wisdom Drain (Su) With a successful touch attack
or slam attack, Blisse drains 1d6 points of Wisdom
from the target, and simultaneously gains 5
temporary hit points that last for up to one hour. It
can do this once per round. In addition, each
living creature within 10 feet of Blisse takes 1 point
of Wisdom drain per round (Will DC 21 negates).
Blisse does not receive any temporary hit points
from this effect. Blisse can suppress or reactivate
her Wisdom-draining aura as a standard action.

Fast Healing (Ex) As vampire, *MM* 252.

Spider Climb (Ex) Blisse can climb sheer surfaces
as though with a *spider climb* spell.

Blood Drain (Ex) As vampire, *MM* 252.

Create Spawn (Su) As vampire, *MM* 252.

Captivating Song (Su) When Blisse sings, all other
creatures other than harpies within a 300-foot
spread must succeed on a DC 21 Will save or
become captivated. This is a sonic mind-affecting
charm effect. A creature that successfully saves
may not be affected again by Blisse's song for 24
hours.

A captivated victim walks toward Blisse, taking
the most direct route available. If the path leads
into a dangerous area (through flame, off a cliff, or
the like), that creature gets a second saving throw.
Captivated creatures may take no actions other
than to defend themselves. A victim within 5 feet of
Blisse stands there and offers no resistance to her
attacks. The effect continues for as long as Blisse
sings and for 1 round thereafter. A bard's

countersong ability allows the captivated creature to attempt a new Will save.

Children of the Night (Su) As per vampire, p252 of the *MM*.

Suggestion (Su) Blisse can make a suggestion to any number of targets within 30 feet (Will DC 21 negates). This is the equivalent of a *suggestion* spell (caster level 12th). Blisse can pick and choose which targets to affect with the ability.

Alternate Form (Su) As vampire, *MM* 252.

Gaseous Form (Su) As a standard action, Blisse can assume gaseous form at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

5: THE PRICE OF AVARICE

ADVANCED EARTH WHISPER (2) CR 6

NE Medium elemental (earth, extraplanar, incorporeal)

Init +6; **Senses** darkvision 60 ft., Listen +13, Spot +13

Languages Common, Dwarven, Gnome, Gol-Kaa, Terran

AC 20, touch 20, flat-footed 14
(+6 Dex, +4 deflection)

Miss Chance 50% (incorporeal)

hp 64 (8 HD)

Fort +8, **Ref** +8, **Will** +4

Speed fly 40 ft. (8 squares, perfect)

Melee incorporeal touch +12 (1d4 Dex)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** -

Atk Options Blind-Fight, Dexterity damage, petrification

Special Actions avarice, cavern fear, control earth creatures 7/day (+4, 2d6+12, 8th), spell-like abilities

Spell-Like Abilities (CL 10th):

At will—*stone shape*

3/day—*spike stones* (DC 20), *wall of stone*

Abilities Str -, Dex 22, Con 14, Int 13, Wis 15, Cha 18

SQ elemental traits, incorporeal traits

Feats Ability Focus (avarice), Ability Focus (cavern fear), Blind-Fight

Skills Concentration +13, Listen +13, Spot +13

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 14 Fortitude save or become petrified.

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the ability must succeed on a DC 18 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to

cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to that earth whisper's *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability.

In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target.

Cavern Fear (Sp) As a standard action, an earth whisper can produce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 18 Will save or become panicked. Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper into the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers.

This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute.

Cavern fear is a mind-affecting fear effect.

Control Earth Creatures (Su) An earth whisper can rebuke and control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a cleric of 8th level, and can use this ability 7 times per day.

LARGE EARTH NECROMENTAL (2) CR 6

NE Large undead (augmented elemental, earth, extraplanar)

Init -1; **Senses** darkvision 60 ft., Listen +6, Spot +5

Languages Terran

AC 20, touch 8, flat-footed 20
(-1 size, -1 Dex, +12 natural)

hp 52 (8 HD); fast healing 3; DR 5/-

Fort +8, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares), earth glide

Melee 2 slams each +12 (2d8+7 plus energy drain)

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +17

Atk Options Cleave, Great Cleave, Power Attack, create spawn, earth mastery, energy drain

Special Actions push

Abilities Str 25, Dex 8, Con -, Int 1, Wis 10, Cha 1

SQ elemental traits, undead traits

Feats Cleave, Great Cleave, Great Fortitude, Power Attack

Skills Listen +6, Spot +5

Create Spawn (Su) An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Earth Glide (Ex) An earth necromental can glide through stone, dirt, or any sort of earth except metal as easily as a fish swims through water. See the earth elemental feature, *MM* page 98.

Earth Mastery (Ex) An earth necromental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne, the necromental takes a -4 penalty on attack rolls and damage rolls.

Energy Drain (Su) Living creatures hit by an earth necromental's natural weapon attack gain one negative level. An earth necromental can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 14. When an earth necromental bestows a negative level, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Fast Healing (Ex) An earth necromental heals 3 points of damage each round as long as it has at least 1 hit point left and is within 5 feet of earth, stone, or metal.

Push (Ex) An earth necromental can start a bull rush maneuver without provoking attacks of opportunity. The combat modifiers given in Earth Mastery apply to the necromental's opposed Strength checks.

Feats Ability Focus (*greater teleport*), Dodge, Mobility, Run

Skills Balance +15, Climb +23, Concentration +18, Hide +20, Intimidate +14, Jump +31, Listen +15, Move Silently +17, Spot +15, Tumble +19

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 20 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 10th).

6: KILLING UR MANS

ADVANCED BAR-LGURA (2) CR 7

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 95 (10 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +12, **Ref** +11, **Will** +9

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +16 (1d6+6) and bite +11 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 10th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 20), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 20, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

2: WE R IN UR BASE**JAMKUL****CR 7**

Male gravetouched ghoulish human barbarian 1/fighter
2/warrior 6

CE Medium undead (augmented humanoid)

Init +10; **Senses** Blind-Fight, Listen +5, Spot +3

Languages Common

AC 27, touch 17, flat-footed 21

(+6 Dex, +4 armor, +4 natural, +3 deflection)

hp 59 (6 HD)

Immune Undead immunities

Resist +2 turn resistance

Fort +10, **Ref** +8, **Will** +5

Speed 40 ft. in chain shirt (8 squares)

Melee bite +16 (1d6+7 plus disease plus paralysis)
and

2 claws each +14 (1d4+4 plus paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +15

Atk Options Cleave, Improved Sunder, Power
Attack, advancing blows, rage, sundering cleave,
momentum swing

Special Actions rage

Combat Gear *potion of barkskin* +2 †, *potion of bull's
strength* †, *potion of cat's grace* †, *potion of
greater magic fang* +1 †, *potion of shield of faith*
+3 †

† Already cast

Abilities Str 22, Dex 22, Con -, Int 12, Wis 16, Cha
16

SA ghoulish fever, paralysis

SQ diet dependent

Feats Blind-Fight, Cleave, Combat Brute, Improved
Initiative, Improved Sunder, Improved Toughness,
Multiattack, Power Attack

Skills Climb +16, Jump +20, Listen +5, Swim +14

Possessions chain shirt, *rod of ropes*, 3 striped
toadstool, 3 id moss, lich dust, 2 dark reaver
powder

Ghoulish Fever (Su): Disease – bite, Fortitude 14,
incubation period 1 day, damage 1d3 Con and 1d3
Dex.

Paralysis (Ex): Victims hit by a gravetouched ghoulish
bite or claw attack must make a DC 14 Fortitude
save or be paralyzed for 1d4+1 rounds. Elves
have immunity to this paralysis.

Diet Dependent: Must eat flesh...

BLISSE**CR 7**

Female harpy persuasive psychic vampire warrior 2
CE Medium undead (augmented monstrous
humanoid)

Init +10; **Senses** darkvision 60 ft., Listen +7, Spot +3

Aura wisdom drain (10 ft., Will DC 21 or 1 Wisdom
drain per round)

Languages Common

AC 29, touch 19, flat-footed 23; Dodge

(+6 Dex, +10 natural, +3 deflection)

hp 50 (9 HD); fast healing 5; DR 10/silver and magic

Immune undead immunities

Resist +4 turn resistance, cold 10, electricity 10

Fort +5, **Ref** +13, **Will** +7

Weakness vampire weaknesses

Speed 20 ft. (4 squares), base movement 20 ft., fly
80 ft. (average); Flyby Attack, spider climb

Melee slam +14 (1d6+5 plus wisdom drain) and
2 claws each +9 (1d3+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +14

Atk Options Combat Reflexes, Hold the Line, blood
drain, wisdom drain

Special Actions captivating song, children of the
night, suggestion

Combat Gear *potion of barkskin* +3 †, *potion of bull's
strength* †, *potion of cat's grace* †, *potion of
eagle's splendor* †, *potion of shield of faith* +3 †

† Already cast

Abilities Str 20, Dex 23, Con -, Int 9, Wis 14, Cha 26

SQ alternate form, gaseous form

Feats Alertness, Combat Reflexes, Dodge, Flyby
Attack, Hold the Line, Improved Initiative, Lightning
Reflexes, Persuasive

Skills Bluff +24, Hide +14, Intimidate +14, Listen +18,
Move Silently +14, Perform (oratory) +10, Search
+7, Sense Motive +10, Spot +14

Wisdom Drain (Su) With a successful touch attack
or slam attack, Blisse drains 1d6 points of Wisdom
from the target, and simultaneously gains 5
temporary hit points that last for up to one hour. It
can do this once per round. In addition, each
living creature within 10 feet of Blisse takes 1 point
of Wisdom drain per round (Will DC 21 negates).
Blisse does not receive any temporary hit points
from this effect. Blisse can suppress or reactivate
her Wisdom-draining aura as a standard action.

Fast Healing (Ex) As vampire, *MM* 252.

Spider Climb (Ex) Blisse can climb sheer surfaces
as though with a *spider climb* spell.

Blood Drain (Ex) As vampire, *MM* 252.

Create Spawn (Su) As vampire, *MM* 252.

Captivating Song (Su) When Blisse sings, all other
creatures other than harpies within a 300-foot
spread must succeed on a DC 21 Will save or
become captivated. This is a sonic mind-affecting
charm effect. A creature that successfully saves
may not be affected again by Blisse's song for 24
hours.

A captivated victim walks toward Blisse, taking
the most direct route available. If the path leads
into a dangerous area (through flame, off a cliff, or
the like), that creature gets a second saving throw.
Captivated creatures may take no actions other
than to defend themselves. A victim within 5 feet of
Blisse stands there and offers no resistance to her
attacks. The effect continues for as long as Blisse
sings and for 1 round thereafter. A bard's

countersong ability allows the captivated creature to attempt a new Will save.

Children of the Night (Su) As per vampire, p252 of the *MM*.

Suggestion (Su) Blisse can make a suggestion to any number of targets within 30 feet (Will DC 21 negates). This is the equivalent of a *suggestion* spell (caster level 12th). Blisse can pick and choose which targets to affect with the ability.

Alternate Form (Su) As vampire, *MM* 252.

Gaseous Form (Su) As a standard action, Blisse can assume gaseous form at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

SKIRR

CR 7

NE Huge undead

Init +2; **Senses** darkvision 60 ft., Listen +9, Spot +9

AC 22, touch 10, flat-footed 20

(-2 size, +2 Dex, +12 natural)

hp 58 (9 HD)

Immune undead immunities

Fort +11, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares), fly 80 ft. (poor); Flyby Attack

Melee bite +9 (2d8+6) and
2 claws each +6 (2d6+3)

Space 15 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +18

Atk Options improved grab

Abilities Str 22, Dex 15, Con -, Int 2, Wis 13, Cha 14

SQ diet dependent

Feats Alertness, Flyby Attack, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Listen +9, Spot +9

Improved Grab (Ex) To use this ability, a skirr must hit a Large or smaller opponent with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and usually flies upward as quickly as possible, intent on dropping its victim from a great height.

Diet Dependent Needs to eat flesh...

5: THE PRICE OF AVARICE

ADVANCED EARTH WHISPER (2)

CR 6

NE Medium elemental (earth, extraplanar, incorporeal)

Init +6; **Senses** darkvision 60 ft., Listen +13, Spot +13

Languages Common, Dwarven, Gnome, Gol-Kaa, Terran

AC 20, touch 20, flat-footed 14

(+6 Dex, +4 deflection)

Miss Chance 50% (incorporeal)

hp 64 (8 HD)

Fort +8, **Ref** +8, **Will** +4

Speed fly 40 ft. (8 squares, perfect)

Melee incorporeal touch +12 (1d4 Dex)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** -

Atk Options Blind-Fight, Dexterity damage, petrification

Special Actions avarice, cavern fear, control earth creatures 7/day (+4, 2d6+12, 8th), spell-like abilities

Spell-Like Abilities (CL 10th):

At will—*stone shape*

3/day—*spike stones* (DC 20), *wall of stone*

Abilities Str -, Dex 22, Con 14, Int 13, Wis 15, Cha 18

SQ elemental traits, incorporeal traits

Feats Ability Focus (avarice), Ability Focus (cavern fear), Blind-Fight

Skills Concentration +13, Listen +13, Spot +13

Dexterity Damage (Su) An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 14 Fortitude save or become petrified.

Avarice (Sp) As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the ability must succeed on a DC 18 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to that earth whisper's *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability.

In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target.

Cavern Fear (Sp) As a standard action, an earth whisper can produce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 18 Will save or become panicked. Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper into the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers.

This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute.

Cavern fear is a mind-affecting fear effect.

Control Earth Creatures (Su) An earth whisper can rebuke and control earth creatures in the same way that an evil cleric rebukes or controls undead. This earth whisper rebukes earth creatures as a cleric of 8th level, and can use this ability 7 times per day.

HUGE EARTH NECROMENTAL (2) CR 8
NE Huge undead (augmented elemental, earth, extraplanar)
Init -1; **Senses** darkvision 60 ft., Listen +10, Spot +9
Languages Terran

AC 20, touch 7, flat-footed 20
(-2 size, -1 Dex, +13 natural)
hp 104 (16 HD); fast healing 3; DR 5/-
Fort +12, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares), earth glide
Melee 2 slams each +19 (2d10+9 plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +29
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, create spawn, earth mastery, energy drain
Special Actions push

Abilities Str 29, Dex 8, Con -, Int 1, Wis 10, Cha 1
SQ elemental traits, undead traits
Feats Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack
Skills Listen +10, Spot +9

Create Spawn (Su) An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.
Earth Glide (Ex) An earth necromental can glide through stone, dirt, or any sort of earth except metal as easily as a fish swims through water. See the earth elemental feature, *MM* page 98.
Earth Mastery (Ex) An earth necromental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne, the necromental takes a -4 penalty on attack rolls and damage rolls.
Energy Drain (Su) Living creatures hit by an earth necromental's natural weapon attack gain one negative level. An earth necromental can use its energy drain ability once per round. The save to remove the negative level 24 hours later has a DC of 18. When an earth necromental bestows a negative level, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.
Fast Healing (Ex) An earth necromental heals 3 points of damage each round as long as it has at least 1 hit point left and is within 5 feet of earth, stone, or metal.
Push (Ex) An earth necromental can start a bull rush maneuver without provoking attacks of opportunity. The combat modifiers given in Earth Mastery apply to the necromental's opposed Strength checks.

SPELLSTITCHED EVOLVED X2 ADVANCED WRAITH CR 9
LE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft.; Listen +12, Spot +12
Aura unnatural aura
Languages Common, Infernal

AC 21, touch 17, flat-footed 18
(+3 Dex, +4 deflection, +4 armor)
Miss Chance 50% (incorporeal)
hp 58 (9 HD); fast healing 3; DR 5/silver or magic
Resist turn resistance +4, positive energy 10, SR 17
Fort +5, **Ref** +8, **Will** +10
Weakness daylight powerlessness

Speed fly 60 ft. (12 squares, good)
Melee incorporeal touch +7 (1d4 plus 1d6 Constitution drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** -
Atk Options Blind-Fight, Combat Reflexes, Constitution drain, create spawn
Special Actions spell-like abilities
Spell-Like Abilities (CL 9th):
3/day—*lesser orb of cold*, *melf's acid arrow*.
1/day—*cloudkill* (DC 22), *eagle's splendor* †, *mage armor* †, *skull watch* †, *undead torch*, *unholy blight* (DC 21),
† Already cast

Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 24
SQ incorporeal traits, undead traits
Feats Alertness, Blind-Fight, Combat Reflexes, Empowered Ability Damage, Improved Initiative, Positive Energy Resistance
Skills Diplomacy +10, Hide +15, Intimidate +18, Listen +16, Search +14, Sense Motive +12, Spot +16, Survival +2 (+4 following tracks),

Constitution Drain (Su) Living creatures hit by an evolved wraith's incorporeal touch attack must succeed on a DC 19 Fortitude save or take 1d6 times 1-1/2 (due to Empowered Ability Damage feat) points of Constitution drain. On each such successful attack, the wraith gains 5 temporary hit points that last for up to 1 hour.
Create Spawn (Su) Any humanoid slain by an evolved wraith becomes a wraith in 1d4 hours. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.
Daylight Powerlessness (Ex) Evolved wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.
Fast Healing (Ex) An evolved wraith heals 3 points of damage each round so long as it has at least 1 hit point.
Unnatural Aura (Su) Animals, whether wild or domesticates, can sense the unnatural presence of an evolved wraith at a distance of 30 feet. They will not willingly approach nearer than that and

panic if forced to do so; they remain panicked as long as they are within that range.

6: KILLING UR MANS

ADVANCED BAR-LGURA

CR 7

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 95 (10 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +12, **Ref** +11, **Will** +9

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +16 (1d6+6) and bite +11 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 10th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 20), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 20, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Ability Focus (*greater teleport*), Dodge, Mobility, Run

Skills Balance +15, Climb +23, Concentration +18, Hide +20, Intimidate +14, Jump +31, Listen +15, Move Silently +17, Spot +15, Tumble +19

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 20 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 10th).

VERY ADVANCED BAR-LGURA

CR 10

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +19, Spot +19

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 23, touch 13, flat-footed 19; Dodge, Mobility (-1 size, +4 Dex, +10 natural)

hp 161 (14 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +16, **Ref** +13, **Will** +11

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +23 (1d8+10) and bite +18 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +28

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 14th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 20), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 16)

Abilities Str 30, Dex 18, Con 24, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Ability Focus (*greater teleport*), Ability Focus (*major image*), Dodge, Dodge, Mobility, Run

Skills Balance +20, Climb +33, Concentration +24, Hide +21, Intimidate +14, Jump +35, Listen +19, Move Silently +21, Spot +19, Tumble +23

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 20 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 14th).

APPENDIX 2: NEW RULES ITEMS

FEATS

COMBAT BRUTE

Like the scorpion, you are not easily distracted.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Source: *Complete Warrior* 110

EMPOWERED ABILITY DAMAGE

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefits: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1-1/2 times the normal amount of Widsom (roll 1d4 and multiply the result by 1-1/2).

Source: *Libris Mortis* 26

HOLD THE LINE

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Source: *Complete Warrior* 101

POSITIVE ENERGY RESISTANCE

You are resistant to the damage dealt by positive energy effects.

Prerequisite: Undead type.

Benefit: You gain resistance 10 against positive energy effects, such as *cure* spells.

Source: *Libris Mortis* 29

ITEMS

GAUNTLETS OF GHOST FIGHTING

Price (Item Level): 4,000 gp (8th)

Body Slot: Hands

Caster Level: 13th

Aura: Strong; (DC 21) conjuration

Activation: -

Weight: 1 lb.

This pair of heavy, black leather gloves bears suns and skulls of gold on the knuckles and around each wrist.

The wearer of gauntlets of ghost fighting deals damage normally to incorporeal creatures with spells or attacks, ignoring an incorporeal creature's 50% miss chance. In addition, melee attacks made by the wearer deal an extra 1d6 points of damage against incorporeal foes.

Prerequisites: Craft Wondrous Item, *plane shift*, possession of a piece of the *wraith's woe* item set.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Source: *Magic Item Compendium* 216.

HEWARD'S FORTIFYING BEDROLL

Less well known than Heward's other great creation but still a boon to adventurers everywhere, this bedroll grants the benefit a full night's sleep in a fraction of the time.

Description: This item appears to be a normal, if well made, bedroll. The cushioning is thick, the stitching skilled. It is made of dark green cloth with a dull yellow interior. It smells faintly comforting, a mix of burning firewood and goose down.

Activation: To activate the magic of the bedroll, you need merely climb into it (a move action) and spend 1 uninterrupted hour resting. Each bedroll functions once per day.

Effect: *Heward's fortifying bedroll* grants you the benefits of a full 8 hours of rest – including the elimination of fatigue or exhaustion, natural healing, and the ability to prepare or ready arcane spells – over the course of a single hour. Spells cast within the last 8 hours still count against your daily limit as normal.

After using *Heward's fortifying bedroll*, you can't gain the same benefit again (either from the same or a different item) until 48 hours have passed.

Aura/Caster Level: Faint transmutation, CL 3rd.

Construction: Craft Wondrous Item, *sleep*, 1,500 gp, 120 XP, 3 days.

Weight: 2 lb.

Price: 3,000 gp.

Source: *Complete Mage* 132-3

RING OF BRIEF BLESSING

Price (Item Level): 1,000 gp (4th)

Body Slot: Ring

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command; see text)

Weight: -

The clear crystal set into this silver ring glows faintly with a holy light.

A *ring of brief blessing*, which functions only if you are good-aligned, allows your attacks to pierce the defenses of evil foes. When you activate this ring, choose a single melee weapon you hold (or your unarmed strike). Until the end of your turn, that weapon is considered both magic and good-aligned for the purpose of overcoming damage reduction of an evil creature, as well as for the purpose of affecting incorporeal evil creatures.

A *ring of brief blessing* functions once per day. Once it is activated, its glow fades. However, while wearing the ring you can expend a turn undead attempt as a standard (command) action to recharge it (which also restores its glow).

Prerequisites: Forge Rings, *bless weapon*.

Cost to Create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 122

ROD OF ROPES

This versatile item meets your every rope-related need.

Description: Crafted from the darkest teak and repeatedly stained until it holds a lustrous black shine, this rod is a sculpted, 18-inch-long baton. Closer inspection (Search DC 15) reveals three barely perceptible concave indentations in the middle third of the rod.

Activation: The three indentations act as buttons. Pressing any one of the rod's buttons requires a move action.

Effect: The rod has three functions, each of which can be employed an unlimited number of times. However, no two functions can be used at the same time.

Rope: When you press button 1, rope begins to extrude from one end of the rod at the rate of 60 feet per round. The rod can extrude 300 feet of rope in this manner. Pressing the button a second time stops the rope from extruding. Pressing it a third time draws the rope back in, also at a rate of 60 feet per round. Any knot in the rope automatically unties when it comes

within 30 feet of the rod. This rope has the same hardness and hit points as the rest of the rod.

Grappling hook and rope: When you press button 2, a small leather wrist loop springs from one end of the rod and three sharp grappling hooks sprout from the other end. Pressing the button again launches one-third of the rod (the end with the three hooks) in the direction you aim it. A length of rope up to 300 feet long trails behind the launched section and connects it with the end you hold; all 300 feet of rope can discharge in 1 round. The rope stops unreeling if the hooks strike something solid (including a creature), or if you give the rod a quick backward jerk. Pressing the button a third time retracts the rope, drawing the held end toward the hooked end if it is secured properly. The retracting feature can pull up to 1,000 pounds with it, drawing up 60 feet of rope per round. The rope has the same hardness and hit points as the rest of the rod.

This function can be used to attack and push back opponents within 30 feet (beyond that distance it lacks sufficient power). On a successful ranged attack (no range increment) the hooked end deals 1d6 damage. The force of the blow is considerable, and those struck by it are subject to a bull rush effect (treat the hooked end as having a +5 bonus on its opposed check). The hooked end cannot pursue a pushed opponent.

Grappling Hooks and Slide: When you push button 3, three sharp grappling hooks sprout from each end of the rod. Pressing the button again launches the two ends of the rod (each one-third of its length) in opposite directions simultaneously. A length of rope up to 300 feet long trails behind each launched section and connects it with the middle third you hold (all 600 feet of rope can discharge in 1 round). The grappling hooks work exactly as described above, including the possibility of bull rushing opponents. Pressing the button a third time causes part of the middle section to expand slightly in diameter and slide freely along the extruded rope. The slide can be released from the remaining part of the middle section by squeezing it to loosen it. Two hand loops allow you to slide down the rope if it is at an angle. Regardless of the angle of the rope or the load on it (up to 1,000 pounds), if attached firmly the rope does not sag.

Pushing any button a second time returns the rod to its previous (unactivated) state.

Aura/Caster Level: Moderate transmutation; CL 10th.

Construction: Craft Rod, *animate rope*; 2,000 gp, 160 XP, 4 days.

Weight: 4 lb.

Price: 4,000 gp.

SNAP-TONG

This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it. A proficient wielder that hits an opponent of at least one size category smaller can attempt to start a grapple

as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 points of damage (plus the wielder's Strength modifier) each round the hold is maintained.

Exotic melee weapon; Cost 250 gp; Damage 1d10 piercing; Critical x2, Weight 10 lb.

Source: *Fiendish Codex I* 51

SPELLGUARD RINGS

This pair of rings allows a spellcaster to designate an ally temporarily immune to his magic.

Description: Both of a pair of *spellguard rings* are ornate bands; one is forged of gold, the other of bronze. Draconic writing around the interior of both rings translates roughly as "Let no friend of mine ever feel the sting of my magic."

Activation: A spellcaster activates the power of *spellguard rings* as a free action in conjunction with casting a spell. They function up to three times per day.

Effect: In order for them to function, both *spellguard rings* must be worn – the gold ring by a spellcaster, the bronze ring by anyone else. When the rings are activated, the wearer of the bronze ring becomes immune to any spell cast by the wearer of the gold ring, as long as that spell is cast within 1 round.

The rings can be useful for pulling off certain tactical maneuvers, such as letting the spellcaster lob a *fireball* into the midst of a horde of orcs, even though his paladin companion stands right in the center of them.

The construction costs and price below are for a pair of matched rings. If one ring of a pair is lost or destroyed, the other becomes useless.

Aura/Caster Level: Moderate abjuration. CL 7th.

Construction: Forge Ring, *Otiluke's suppressing field*, 2,000 gp, 160 XP, 4 days.

Price: 4,000 gp.

Source: *Complete Mage* 127.

TRI-BLADE

This thrown weapon consists of a three-bladed wedge launched from a slinglike device. Rutterkins usually carry five of these for use in ranged combat.

Exotic thrown weapon; Cost 35 gp; Damage 2d4 slashing; Critical x2, Range Increment 20 ft., Weight 3 lb.

Source: *Fiendish Codex I* 51

WARBRINGER'S ROD

A boon to warriors everywhere, a *warbringer's rod* allows soldiers and fighters to mystically augment their abilities without waiting for assistance from an allied spellcaster.

Description: A *warbringer's rod* is a heavy bar or iron with a steel head at the top. The head is flanged, allowing it to function as a mace.

When one of the rod's magical abilities is activated, the handle grows warm, and the wielder hears a battle cry reverberating in his head.

Activation: The normal enhancement bonus of a *warbringer's rod* and the feat-related benefit require no activation to function.

The spell effects contained within a *warbringer's rod* require a command word to activate; this takes a standard action. The specific words vary from rod to rod, but include phrases such as "Grant me strength!" and "Let blood flow!"

Once it is activated, a *warbringer's rod* cannot be activated again until an arcane spell of 3rd level or higher has been placed into it (much as the way a *ring of spell storing* functions, though the precise spell doesn't matter).

Effect: A *warbringer's rod* functions as a +1 *heavy mace*. If the wielder has any feats that apply only to a specific weapon (such as *Weapon Focus*), he can apply the feats' benefit to this weapon as well.

In addition, when it is activated, the rod casts both *bear's endurance* and *bull's strength* on the wielder simultaneously. These spells remain active as long as the wielder holds the rod (up to the normal duration of each spell).

Aura/Caster Level: Faint transmutation. CL 5th.

Construction: Craft Rod, Craft Magic Arms and Armor, *Weapon Focus* (any), *bear's endurance*, *bull's strength*, *greater magic weapon*, 4,312 gp, 320 XP, 8 days.

Weight: 8 lb.

Price: 8,312 gp.

Source: *Complete Mage* 129

SPELLS

ORB OF COLD, LESSER

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

SKULL WATCH

Necromancy

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One humanoid skull

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

The skull affected by a *skull watch* spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other opaque barriers can curtail this area. If any Tiny or larger living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter of a mile away. Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds. Whether or not you can hear this audible alarm, you instantly become aware that the effect has been triggered, provided you are on the same plane as it is. The alarm resets 1d4 rounds later.

When you cast the spell, you can specify the creatures that will not trigger the alarm. The skull can be moved from its original position by anyone who can get to it without entering its monitored area. The skull has AC 12, hardness 1 and 1 hit point per caster level. You are not magically made aware of the skull's destruction if it had not been triggered.

Focus: The humanoid skull upon which the spell is cast.

Source: *Spell Compendium* 191

UNDEAD TORCH

Necromancy

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal undead/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject creature deals an extra 2d6 points of damage on melee attacks against living creatures. If an attacked creature has spell resistance, the resistance is checked the first time the undead subject attacks it. If your caster level check fails, the creature is unaffected by that casting of *undead torch*.

If the undead creature is destroyed, the *undead torch* continues to burn at the location of its destruction until the duration ends, and living creatures that pass through that area take 2d6 points of damage. If the undead creature assumed a nonphysical state (such as a vampire assuming gaseous form), the spell disperses harmlessly.

Material Component: A living or dead firefly or glowworm.

Source: *Spell Compendium* 226

VISION OF ENTROPY

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Each round, the subject must make a successful Will save or be overwhelmed with madness and awe at the sight of the images of the Abyss forming in its mind. The subject becomes shaken on the first failure, frightened on the second, panicked on the third, and unconscious on the fourth. A creature that faints from the effect of this spell remains unconscious for 1 hour until revived. Any successful saving throw merely spares the subject the effect of the next failure for that round; any already existing condition persists until the next failure changes it or the spell ends.

Source: *Fiendish Codex I* 96

APPENDIX 3: DM AID 1 – DIVINATION RESULTS

All divination results are the responses given to any divination spell cast regarding this adventure, even if such a spell normally gives a clearer or more cryptic answer. This is due to interference created by Rao's protection of the keep area.

Questions about monsters at Gullkeep and the sinkhole:

- Are Iuz's forces present at Gullkeep? – Not peace.
- Are the Master's forces present at Gullkeep? – Not peace.
- Are Thrommel's forces present at Gullkeep? – Peace.
- Did Iuz's/the Master's forces cause the sinkhole? – Reason.
- Is the keep unstable? – Not serenity.
- Will the keep collapse within hours? – Serenity (if cast before arriving), Not serenity (if cast after arriving).
- Will the keep collapse within days? – Not serenity, reason.
- Will the keep collapse within minutes? – Serenity (unless the spell is cast within 30 minutes of the keep's collapse).
- Is it safe to thoroughly search the keep? – Not reason.

Questions about the oysters:

- What is the intended use of the oysters? – Serenity, not peace, reason.
- Should we give the item to (any single faction)? – Reason, not serenity.
- Should we keep the item? – Not reason.
- Any question on the item's location and defenses – Not peace.

Questions about the factions:

- Can we trust the Church of Pelor? – Serenity.
- Can we trust (any other single faction)? – No response is given.
- Is Baroness Kalinstren trying to become Queen of Furyondy? – Reason.
- Will this item change her chances of becoming Queen? – Reason.
- Is Baron Butrain trying to stop Kalinstren from becoming Queen? – Not peace, not serenity.

APPENDIX 4: DM AID 2 – TRACKING TIME AND CAVE–INS

The following factors, subtract time from the one hour PCs have between entering the keep and the keep's collapse. Encounter-based factors are listed in the individual encounters.

general factors

- Taking 20 on a skill check: 2 minutes
- The walls, floor, and/or ceiling are dealt sonic damage (area of effect spells included): 1 minute per point of damage dealt; read the following text: *As your spell takes effect, the very walls of the keep shake. Things are sounding very unstable...*
- The slowest PC speed is 40 feet per round or more: 4 minutes; add 2 minutes for each ten feet slower or fraction thereof the party's slowest PC is (max 12 minutes for a PC moving 5 feet per round).
- PCs use a spell that moves/creates earth or stone AND succeeds at a DC 25 Craft (stonework), Knowledge (architecture and engineering) check, Profession (mason): Add 10 minutes to the remaining time.
- PCs use the spells mentioned above and fail their skill check by 10 or more: Subtract 10 minutes.

After thirty minutes in the keep have passed, read the following text:

You have been in the keep for some time, yet you have not finished the search. Suddenly, a large piece of masonry falls from the ceiling and barely misses your party. It seems that the castle itself is sending you a warning that time grows short...

After fifty minutes in the keep have passed, read the following text:

As your search continues, more rumbling from within the keep becomes apparent. As you proceed, some of the ground caves in just in front of you. You are able to navigate your way around the fissure, but you get the idea that lingering here much longer may be a deadly choice.

After one hour in the keep has passed, read the following text:

Suddenly, you hear a loud rumble. You look behind you, but see nothing of note. Then you look ahead of you again, and the ceiling of the tunnel in the distance is beginning to fall. You make haste to backtrack, but unfortunately a cave-in moves more quickly than you...

The rest of the keep has begun to cave in. Mechanically, the following events occur (see DMG p66-67):

- At APL 4, the PCs are caught in the slide zone. At APL 6, the PCs are caught in two such slide zones.
- At APLs 8-10, the PCs are in the bury zone of the cave-in.
- PCs may proceed no further into the keep, but may leave the way they came.
- PCs must make a DC 50 Search check in the “mithral golem” room to find the dried oysters.
- PCs may not retrieve any mithral that has not already been moved from the “mithral golem” room.

The following table may be helpful in keeping track of time spent in the keep.

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DM MAP 1: GROUND FLOOR OF GULLKEEP (ENCOUNTER 2)

Scale: 1 square = 5 feet. Orientation: Page bottom = south.

The black lines are border lines for the tiles and have no in-game effect.

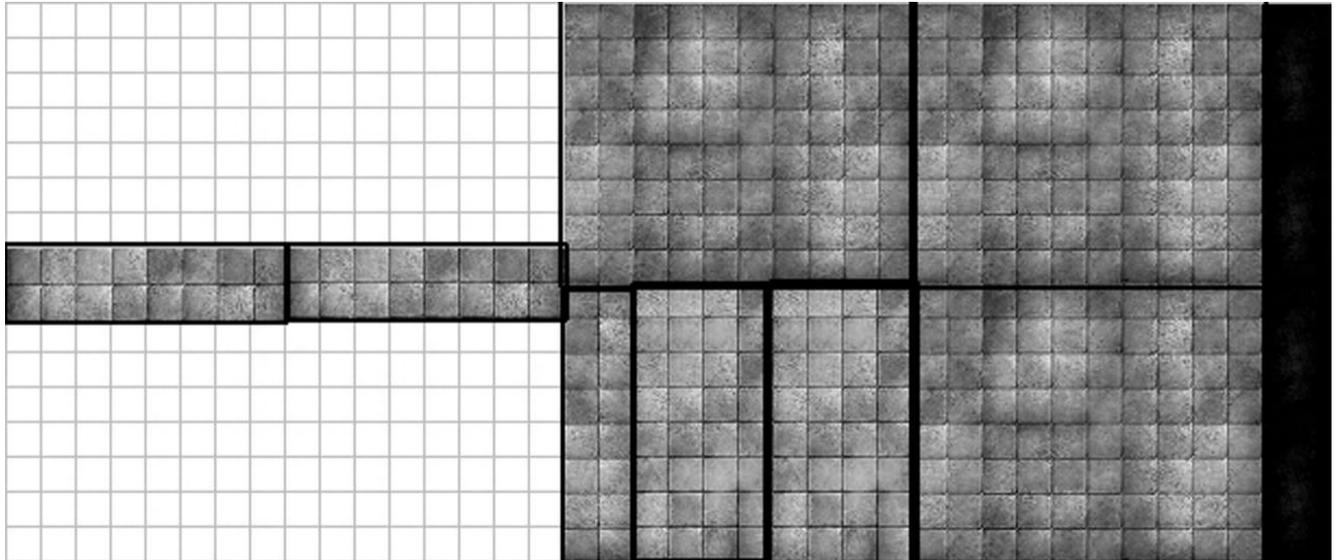
The PCs enter the keep at the west end of the corridor.

The wall tiles represent where the floor ends and the 100-foot deep pit begins.

The demons begin in the northeast corner of the room, near the pit.

The undead begin in the southeast corner of the room, with Blisse (if present) next to the wall tile.

Due to the bodies of fallen undead and demons covering the floor, the area of this floor, excepting the hallway leading in, is difficult terrain.



The following *Dungeon Tiles* were used to create this map:

- Any three 8x10 empty floor tiles
- Any two 8x4 empty floor tiles
- Any three 8x2 empty floor tiles
- *Dungeon Tiles* 4x2 Wall (x4)

DM MAP 2: SINKHOLE (ENCOUNTERS 3–4)

Scale: 1 square = 5 feet. Orientation: Page bottom = south.

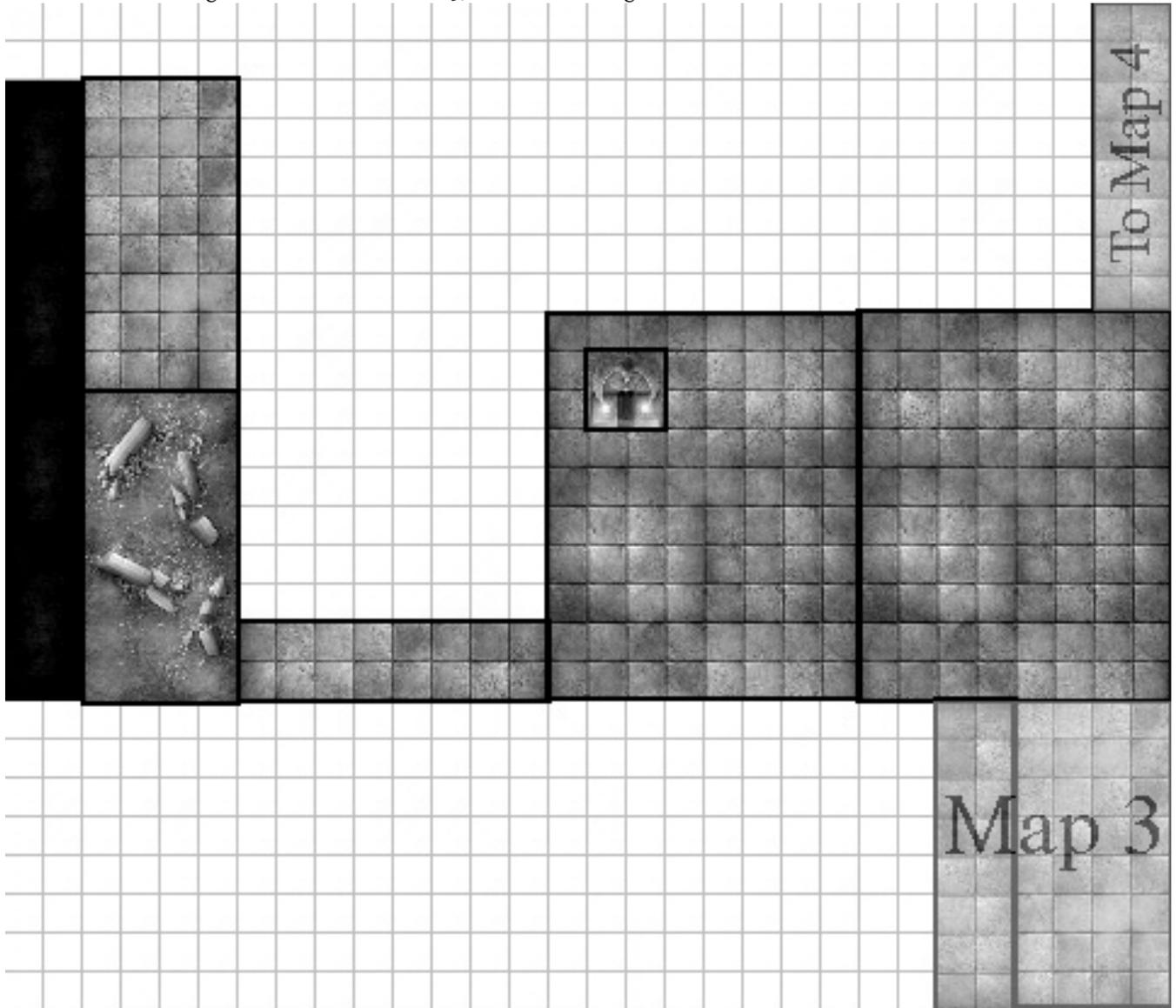
The black lines are border lines for the tiles and have no in-game effect.

The Wall tiles represent the walls of the sinkhole, which the PCs descend to enter Encounter 3.

The 8x10 room is where Encounter 4 occurs. The statue tile in the room designates the location of the trap and the oysters.

Due to the bodies of fallen undead and demons covering the floor, the area of this floor is difficult terrain.

The tunnel leading south leads to Encounter 5; the tunnel leading north leads to Encounter 6.



The following *Dungeon Tiles* were used in the creation of this map:

- Any two 8x10 empty floor tiles
- Any two 8x4 empty floor tiles
- Any three 8x2 empty floor tiles
- *Dungeon Tiles* 4x2 Wall (x4)
- *Dungeon Tiles* 4x8 Ruins
- *Hidden Crypts* 2x2 Statue with Altar

DM MAP 3: TUNNEL TO BRONZEBLOOD (ENCOUNTER 5)

Scale: 1 square = 5 feet.

The black lines are border lines for the tiles and have no in-game effect.

Orientation: Page bottom = south.

The PCs begin at the far north end of the map, exiting the golem room from the area marked "Map 2".

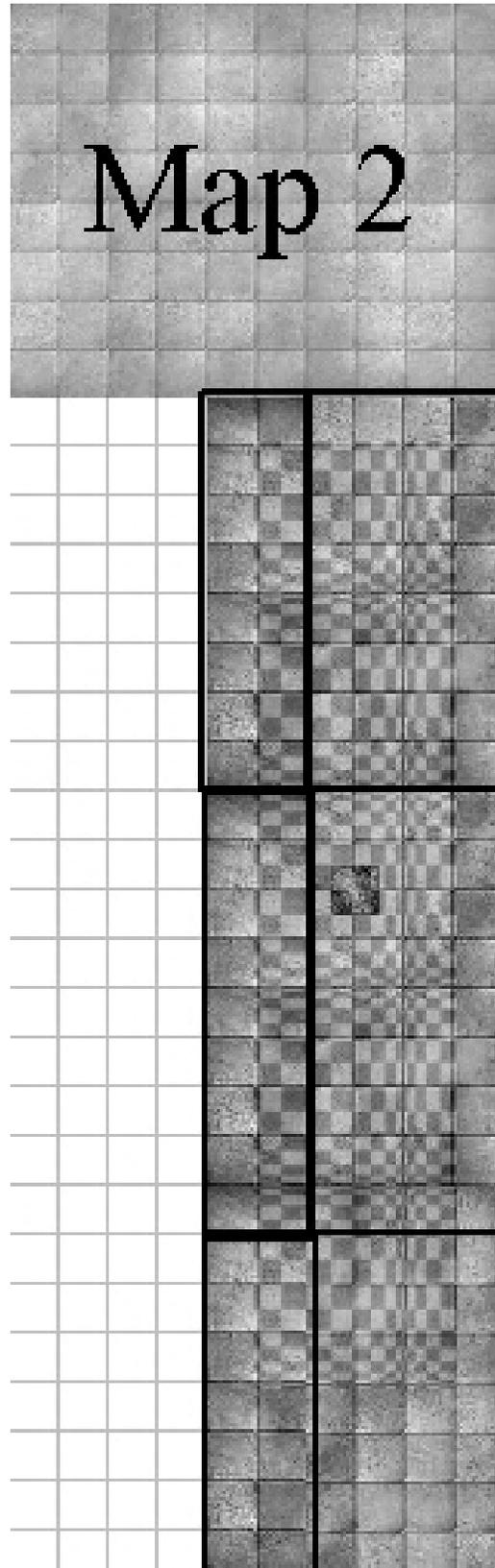
The Pile of Skulls tile represents the location of the body of the deceased Thunderheart. This is also the center of the area warded by the *skull watch*. The area warded is covered by the checkerboard pattern on the map.

Due to the bodies of fallen undead and demons covering the floor, the area of this floor is difficult terrain.

This tunnel extends indefinitely to the south.

The following *Dungeon Tiles* were used in the creation of the hallway map:

- Any three 8x4 empty floor tiles
- Any three 8x2 empty floor tiles
- *Arcane Corridors* 1x1 Skull Pile



DM MAP 4: NORTHERN SINKHOLE (ENCOUNTER 6)

Scale: 1 square = 5 feet.

Orientation: Page bottom = south.

The PCs begin at the far south end of the map.

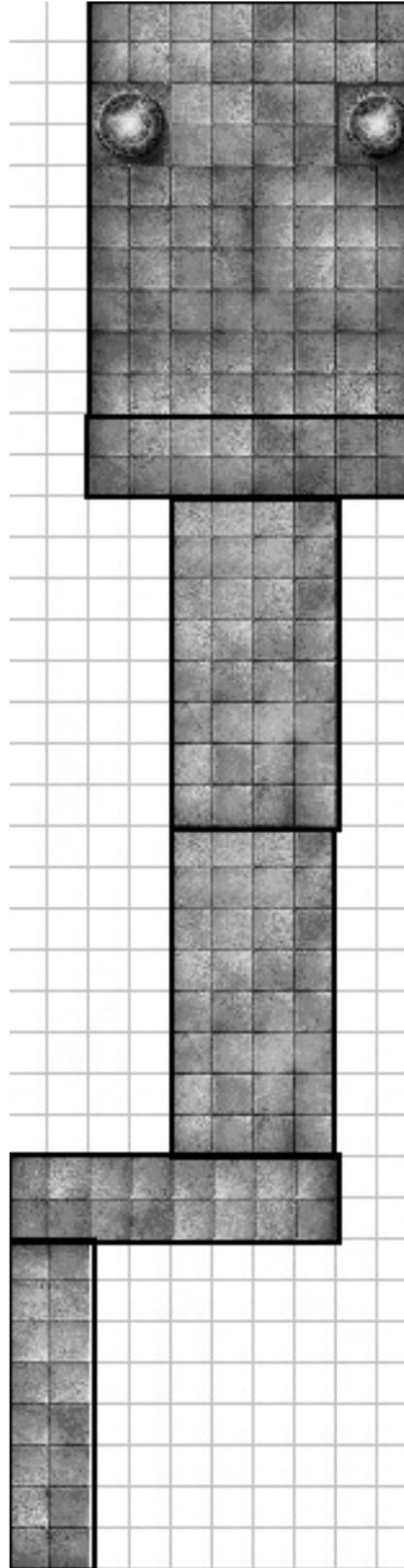
The Fire Bowl tiles represent the ledges on which the bar-lguras hide. The ledges are ten feet high.

Due to the bodies of fallen undead and demons covering the floor, the area of this floor is difficult terrain.

This tunnel extends to the north indefinitely and remains 40 feet wide – it is deeper down this tunnel that the bar-lguras *greater teleport* PCs when they reach 50% of their hp. If using *Dungeon Tiles*, use other 8x10 tiles to conduct the combats in separate locations.

The following *Dungeon Tiles* were used in the creation of this map:

- Any one 8x10 empty floor tile
- Any two 8x4 empty floor tiles
- Any three 8x2 empty floor tiles
- *Arcane Corridors* 2x2 Fire Bowl (x2)



PLAYER HANDOUT A: INFORMATION ON THE FOUR FACTIONS

BARONY OF KALINSTREN AND BARONESS JELLENETH KALINSTREN

Among all of the provinces within Furyondy, no single land suffered as much, or sacrificed as much, as Kalinstren. The fighting in this area has been brutal ever since the Greyhawk wars when over half of the land fell to the forces of Iuz. At least half of the casualties of the war occurred upon Kalinstren soil. This land also has born the pain of the Great Northern Crusade, called by King Belvor to reclaim much of what was lost to the Old One. Despite the many victories in this war, the people of Kalinstren have yet to attain a sense of peace, and the heavy military presence in the province suggests that peace will not come soon.

The Baroness is a devout follower of Trithereon and actively lobbies the King to strike back at Iuz. Her steadfast desire to take the battle to Iuz's homeland has made her a popular hero among the common folk of the land, a source of wonder to members of Chendil's Knightly Conclave, and a thorn in the side of the aging King. She hates wasting time with politics, and all she really cares about from an important visitor is whether he brings money, goods or men for the cause. Kalinstren's goal is resumption of war. She continues to prepare every day waiting for it to arrive.

BARONY OF WILLIP AND BARON XANTHAN BUTRAIN

The Barony of Willip has a pivotal location on the Nyr Dyv. The Furyondian Royal Navy is based here, and keeps Furyondy's coasts free of sea monsters and pirating. Most visitors to Willip arrive by sailing vessel here, and it is the one and only gateway to the Free City of Greyhawk and Nyron. Recently, Willip has been the first line of defense against the Master of Bronzeblood and his horrifying undead minions, and this battle has worn heavily on the province and its Baron.

Willip is ruled by the Baron Xanthan Butrain. He is popular, and plays a key role in the politics of the Kingdom. The Baron is a stern disciplinarian, and Willip has policies of "canon law" administered by clerics of St. Cuthbert and Zilchus.

Arcane spell casters are carefully monitored in the Barony. All wizards, sorcerers, warmages, hexblades, and spell-using bards must pay a Dweomercrafting Tax of 10 wheat sheafs per month. Sorcerers are viewed with particular suspicion here, and are best served hiding their presence in Willip.

CHURCH OF PELOR

One of the oldest and most widespread religions in Oerth, the worship of Pelor enjoys a widespread support among the common folk of Furyondy. The church of Pelor is second only to the church of St. Cuthbert in terms of its support among the common folk, and does not wane despite increasing devotion to other deities such as Trithereon, Zilchus and Rao.

Recent events have improved the status of the church of Pelor somewhat. Firstly, the very popular and growing church of Mayaheine relies upon the clergy of Pelor for much of their ritual life as yet, so the rise of Mayaheine's prominence in Furyondy has done much to improve the visibility and practical support for Pelor's lights. Secondly, the recent surge in the presence of undead and the seeming omnipresence of servants of Pelor in combating them has created a groundswell of practical support for the church. This sudden influx of resources enabled the church of Pelor to gently remove itself from its association with FAST-C in day-to-day operations and more formally establish a presence in the various states of Furyondy.

THUNDERHEART MERCENARY COMPANY

The Thunderheart Company, which started, as a band of local adventurers, is one of several companies working with the Furyondy military. They provided additional support not able to be covered by the regular military. The Thunderhearts are mostly comprised of adventurers looking to use their combat skills to earn a living without being tied down to the rigid discipline of the military. Some of the Furyondy military are also members, providing their soldiering experience to the company while supplementing their off-duty income. Many are members of other organizations such as one of the Churches of Furyondy or the Mage Council, bringing a variety of combat skills to the Company's ranks.

PLAYER HANDOUT B – MISSIVE FROM KALINSTREN

As you search for work in the Barony of Kalinstren, you find the following notice posted in a tavern in a small, nondescript village:

Attention all those who seek adventure:

Persons of strength sought to investigate a sinkhole under the ruins of Gullkeep. Part of the keep has fallen in, so this mission is not without risk. Brave and skilled applicants should report to the Crockpot Inn in Crockport on Earthday, the 20th of Coldeven, 597 CY.

-Baroness Jelleneth Kalinstren

PLAYER HANDOUT C – MERCENARY MISSION

As you sit in a crowded tavern in Redoubt, you overhear the following conversation:

Adventurer A: "Did you hear about Gullkeep?"

Adventurer B: "What about it – another invasion from Old Wicked?"

Adventurer A: "Could be. I hear that half the castle sank into the ground yesterday."

Adventurer B: "Is that why the Thunderhearts are advertising top dollar in Crockport for anyone looking to join a search party? What do they think they'll find there?"

Adventurer A: "Beats me. Those Thunderhearts are all crazy anyway. Why be a mercenary if you're going to pick sides?"

It appears that adventure waits...

PLAYER HANDOUT D – SUMMONS FROM WILLIP

The following notice can be found tacked in every tavern and dock in the Barony of Willip:

Brave and skilled adventurers needed to perform a strike mission against the Master of Bronzeblood. Due to the sensitive nature of the mission, details must be withheld until a meeting can be arranged. Report to the Temple of Pelor in Willip City at once to apply; you will be housed and fed at my expense until the mission briefing.

-Xanthan Butrain, Baron of Willip

PLAYER HANDOUT E – MISSION FROM GOD

The following sermon from Marcel Etier du Soleil, the head of the Church of Pelor, in Willip City is the talk of the tavern in the town that serves as your latest stop between adventures:

"Worshippers of the Sun Father, it seems that clouds darken the horizon for our fair kingdom. While the darkness over the Diadem of the Flanaess has been lifted, it seems that another darkness has come from the earth and attempted to swallow our kingdom whole. Yes, I speak of the Master of Bronzeblood. His undead horrors raid our towns, drain our Barony's resources, and threaten to spread death and despair through the entire kingdom. Just this past week, I heard that the Master has commanded the earth itself to swallow up the ruins of Gullkeep. But where are our adventurers? Where are the people who have time and time again defended our kingdom? Surely they can undertake this venture and keep Furyondy safe and in the light!"

PLAYER HANDOUT F – EQUIPMENT GIVEN TO THUNDERHEARTS

chain shirt
gauntlets of ghost fighting
2 potion of bull's strength (glass flask, yellow)
potion of cat's grace (copper flask)
3 potion of cure light wounds (blue clay jug)
potion of cure serious wounds (red clay flask)
potion of greater magic fang +1 (glass flask, red)
3 potion of lesser restoration (steel flask)
potion of shield of faith +3 (orange jug)
ring of brief blessing
warbringer's rod

PLAYER HANDOUT G – EQUIPMENT GIVEN TO KALINSTREN'S TEAM

Heward's fortifying bedroll
rod of ropes
potion of barkskin +2 (green clay flask)
2 potion of barkskin +3 (green clay flask)
potion of cat's grace (copper flask)
2 potion of cure critical wounds (glass flask, amber liquid)
3 potion of cure moderate wounds (iron flask)
potion of eagle's splendour (brown jug)
3 potion of lesser restoration (steel flask)
potion of shield of faith +3 (orange jug)
spellguard rings

PLAYER HANDOUT H – LETTER FROM KALINSTREN

The following is written on the sealed note from Baroness Kalinstren:

To the reader:

The bearer of this note is currently in the employ of the Barony of Kalinstren in a mission of utmost importance. Please treat him or her in a helpful manner to the utmost of your ability. Thank you.

Signed,

Baroness Jelleneth Kalinstren