

FURi7-01

The Girding of Bronzeblood – Mid Level

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

Version 1.06

by Chris R Hoffman, Andrew Nuxoll, John du Bois
& Richard Rutherford

Bronzeblood Haunt has been a plague upon the face of Furyondy. Recently, the Master has shown his hand and his desire to destroy King Belvor and his kingdom. Because of this, you have been tasked with entering the catacombs beneath Bronzeblood Haunt and locating the sole entrance the master's extraplanar lair. A one-round combat intensive Furyondy Interactive for characters level 4-12 (APLs 6-10).

Resources for this adventure [and the authors of those works] include *FUR 6-01: Master of Bronzeblood* [Morgan Meachum & Michelle Sharp], *FUR4-08 Mysteries Below* [Steve Yee], *FUR 3-08: Return to Bronzeblood* [Brian Irwin], and *FUR 1-09: Bronzeblood Haunt* [Roger N. Bert II].

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	

	7	7	9	10	11
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- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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:

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

TIME UNITS AND UPKEEP

This is a standard 1-round Furyondy Interactive. Regional characters pay 1 Time Units per round while non-regional characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Over the last several years, the Master of Bronzeblood Keep has emerged from a slumber and taken up his war against Belvor. He believes that King Belvor IV is the same King Belvor as from his time and he wants his revenge. To that end he has sent several groups out to destroy whatever they may, on their way to King Belvor.

Roughly one year ago The Master opened a portal to another plane and has been bringing creatures from that plane to the keep to build an army to take control of Furyody. His army has two purposes: the first is to protect him from the heroes that have been coming into his keep. The second is to move into the countryside of Furyondy and cause chaos, destruction and death, all while on the path to the capital to kill King Belvor.

Because of this, the King has entrusted a special arm of the Thunderheart Mercenary Company with the responsibility of keeping the Master within his keep. Knowing that this responsibility is beyond the capabilities of their own organization, they have decided to go outside and hire heroes to do what is necessary. They have also taken it upon themselves to go beyond their orders (which were simply to hold the Master at bay) and to attempt to take him out (Higher APL's to be available for play later).

ADVENTURE SUMMARY

Introduction: The PC's get hired by a member of the Thunderheart Mercenary Company. The Bronzeblood Keep needs to be brought to heel, and the PCs are needed to enter the catacombs beneath the keep and find the gate to the master's demiplane.

Encounter 1: This encounter describes the PCs skirting the outdoor dangers of Bronzeblood and making their way into the dungeons below.

Encounters 2-N: The actual layout and content of the catacombs is generated randomly. There are many different encounters provided in this interactive. However, you will only be running a small portion of these. Each encounter is different and there is little sense in listing them all here.

Final Encounter: The PCs locate the shadow gate. Upon reaching here, there is a guardian that must be defeated. This guardian *may* be untiered so the PCs may have to run to save themselves.

Conclusions: PCs report in and get paid for their services.

PREPARATION FOR PLAY

Each time this interactive is run; it should be different than any other time. This section describes in detail how to create a random dungeon crawl for the PCs. It is essential that you follow these instructions exactly.

Step 1: You will be issued a random map by the senior GM. If you are the senior GM, then you should use the dungeon generator located at this URL: <http://www.aarg.net/~minam/dungeon.cgi> Use the following settings:

Width:	Medium
Height:	Medium
Sparseness:	Somewhat
Randomness:	75%
Deadends Removed:	75%
Room Count:	Some
Room Width:	2-7
Room Height:	2-7
Secret Doors:	15%
Concealed Doors:	0%
Grid Res:	Medium

The resulting map should have at least seven rooms. If you get less than that then regenerate.

Step 2: Select a corridor that you feel best marks the entrance to your dungeon. Then select a room which is far from the entrance to contain the PCs' goal and the final encounter.

Step 3: Fill out the appropriate table in *DM AID #1: APL CALCULATION TABLE*. Depending upon APL, you have a given number ELs (Encounter Levels) available to spend. Spend them by putting a certain amount of ELs in each room of the dungeon. The EL determines how difficult the encounter will be. The EL of each room must be at least equal to the APL - 3 and no greater than APL + 3. Exception: You can also set

the EL of some of your rooms to zero. This makes an "empty" room (i.e., no encounter). You are encouraged to provide a range of ELs for the PCs. Some should be difficult and some hard. You should note that the final encounter is always $EL=APL+3$.

The tables provided in the DM's aid has enough rows to accommodate up to 15 rooms in your dungeon (counting the final encounter). If your random dungeon has less than that, then you can leave the extra rows blank.

When you are finished, sum the assigned ELs (including the final encounter) to verify that they equal the number of available ELs.

Step 4: Consult *DM AID #2: Room Generation Table*. Use the tables to determine the content of each room in your dungeon. For each non-"empty" room, find the description of that encounter and review its "Requirements" section. If the room fails to meet the listed requirements then roll again.

If you create a room with an EL of zero, be sure to ignore any references to creatures in the room when you run that encounter.

Step 5: Consult *DM AID #3: Encounter Tables*. For each non-"empty" room that you determined in step 3, use the tables to generate one more creatures to occupy that room. Be sure to consult the description "Creatures" section of the encounter first to see if there are any special instructions for generating the creatures. If the creature(s) you generated do not meet the requirements for that encounter you will need to re-roll the creatures until they do.

Step 6: Inform the PCs that they can spend 1 or 2 time units (2 or 4 for out of region PCs) on this interactive. If they wish to spend only 1 TU, then they must retreat to the surface after defeating the encounter in their third non-"empty" room. Have the players decide now how many TUs they are willing to commit. If they select the maximum, they may change their mind after the first three encounters and retreat with 1 TU. If they select the minimum, they may also change their mind (and keep going) after defeating the third encounter. But it is important the players are aware of the TU cost.

INTRODUCTION

The PC's have seen a note somewhere, probably on a lantern post in one of the cities through Furyondy, and have reported for 'duty' at the camp being run by the Thunderheart Mercenary Company. Their job is to penetrate the deep catacombs beneath Bronzeblood Haunt and

locate a gate to the master's demi-plane of shadow. Word of its existence was brought forth by a haggard band of adventurers whose deeds are even now whispered by bards across the central Flanaess.

If this is the first time the PCs have played this scenario, read or paraphrase the following:

After sitting and waiting for your orders for a few hours, you are finally shown in to see the camp's commanding officer. He looks at each of you in turn, and begins to speak. "Welcome to the siege of Bronzeblood Castle. We, the Thunderheart Company, have been tasked by Belvor himself to run this campaign."

"Word of your deeds has reached my ears and I'm aware of your potential. The Thunderhearts have need of a few of our better recruits to enter catacombs below the ruins and locate an extra-planar gate that leads to what we believe is the true redoubt of Bronzeblood's master.

"This is no daisy hunt. The master's tactical defenses are superb. Worse, the master's minions have great power over stone and earth. They work constantly to change the catacombs. Hallways shift; entire rooms disappear and then reappear somewhere else. I need you to locate the gate, destroy any defenses along the way and return to HQ as soon as possible with directions. If we're lucky, we can use the path you've cleared to send a party to the gate unscathed. Questions?"

The PCs may have several questions:

How do we get into the catacombs?

"One of my patrols has located an entrance. They delved in as far as they dared but it's clear that it goes much deeper than that."

What will we encounter?

"Undead most likely and lots of them. I would also expect some particularly insidious traps. I've lost a lot of men to those already."

Payment?

"Payment is based upon your level success. Come back alive and with new intelligence and I'll be grateful just for that. Clear me a path to that gate and I'll see that you are richly rewarded."

What do we do with the gate?

"Mark it's location and return. I expect all you will accomplish by entering the shadow gate is to

make yourself into yet more undead minions of the master. Enter the catacombs. Kill every enemy in your path. Find the gate. And then get the nine hells out of there."

Can you provide us with any equipment?

"I'm afraid I'm tapped out right now. All I can offer you is magical healing should you make it out alive. There're a few scabs a mile North of here who have a better selection of equipment...but you'll have to pay for it from them."

Once finished say the following:

If possible, do not leave any of your deceased party members behind. They will likely become minions of The Master, and will be unrecoverable. If you find any other bodies, please either destroy them or bring them with you. The more we can deprive The Master raw materials, the better.

If this is not the first time that the PCs have played this scenario, read or paraphrase the following:

"Welcome back to our siege of Bronzeblood Castle. Your job, as before, is to try to make me a path to a planar gate deep in the catacombs below the haunt. Good luck." And with a wave of his hand, he dismisses you and waits for the next group of 'recruits' to come in.

Allow the PC's to do any prep they wish before leaving the encampment. They can purchase any mundane items (core access only) worth 1000gp or less.

1: MOUTH OF DOOM

When the PCs are prepared to leave, read the following:

You leave the mild chaos of the base camp into the real chaos of the woods beyond. Several groups of mercenaries are patrolling the grounds. Many of these hired swords bear wounds and you can hear screaming in the distance.

You follow the instructions given to you by the commander and find yourself standing before a rough hole in the ground. It angles downward and narrows like a throat as it descends into the darkness. A row of rocky fangs lines the entrance. A score of guards looks at you incredulously as you prepare to enter...

The "fangs" are just rocks but the PCs should be intimidated. Establish what light sources the PCs

will use underground (if any). None of the rooms in the catacombs are lit unless stated otherwise. However, if the PCs use a light source, then any monsters lurking in the rooms will have ample warnings of the PCs' approach.

Once the PCs enter the tunnels they eventually arrive at the entrance you selected on your random map (see *Preparation for Play*).

Unless otherwise stated, all of the tunnels are roughly hewn and irregular. No light sources are provided. Secret doors require a DC 20 Search check to locate.

If the party attempts to rest in the dungeons they are attacked every 1d3 hours until the PCs give up. Generate random encounters using *DM AID #3: Encounter Tables*. The EL for these encounters should be equal to APL+1. The PCs do not get any experience for defeating these attacks.

If the PCs use a spell or other trickery to "hide" in the dungeon and rest (e.g., *rope trick*) then several things happen:

- The master locates the PCs via divination or other magic.
- The master selects elite units for an ambush. Use *DM AID #3: Encounter Tables* whose EL is equal to APL + 4.
- Once the PCs emerge from their rest, the master teleports the randomly selected monsters among them. The monsters attack for a mix of lethal and non-lethal damage in hopes of capturing the PCs.
- PCs who are captured are lost and may only be recovered during the high APL tier of this interactive.

Development: When the PCs reach each room of the dungeon, present the appropriate pre-generated encounter you selected in *Preparation for Play*.

2: A GRAND IDEA

Requirements: none.

Creatures: Subtract 1 from your intended EL and roll monsters normally.

When the PCs reach this room, read the following:

Small narrow iron cages line one wall of this room. Two long benches are along the opposite wall. Rusting iron rings and chains are near the benches.

The room is exactly as described. Unless the PCs have approached stealthily and without light, the creatures in the room have all consumed potions of *invisibility* and stand motionless along the wall

with the benches. Unless detected, they do not attack until after the aftermath of the spell (see below). Then they attack those who are still outside the cages.

As soon as more than half of the party has entered the room, a *mass suggestion* is triggered. The PCs all hear the following in Common:

Those cages look like they might contain an important clue. You'd best investigate them immediately.

All PCs must make a DC 20 Will save to resist the suggestion. The doors to the cages close and lock one round after the suggestion is made. The locks themselves are rusty and difficult to pick (Open Lock DC 30) but the rust has also weakened the cage doors so that they can be broken open with a DC 15 Strength check.

3: FALLEN STATUES

Requirements: This encounter should take place in a medium-sized or larger room. Before drawing the room's dimensions on the map, reduce them by 10' on one side to account for the disguised wall (see below).

Creatures: Generate creatures normally for your chosen EL.

When the PCs reach this room, read the following:

This room looks like it was once part of a much larger chamber. Two of the walls are worked stone while the others are the rough stone you've mostly seen so far. Scattered about the floor are the bones of a large winged creature. The bones appear to have been deliberately hacked to pieces.

Any PC who has played *FUR4-08 Mysteries Below* recognizes this room. The bones were once part of animated statues that were plated in mithral. They were defeated at that time and are presumed harmless.

Examining the bones entitles the PCs to the following skill checks:

- **Search DC 14** - The bones were once plated in metal. A DC 15 Profession(miner, blacksmith, weaponsmith or armorsmith) check reveals the metal to be mithral. A DC 17 Stonecunning check also reveals this fact.
- **Track (Survival) DC 16** - A great battle took place here about two years ago. DC 21 - The battle involved several humanoids and whatever the bones were. DC 26 - The humanoids may have won but they paid dearly for their victory.

- **Knowledge(Arcana) DC 25** - The bones appear to have once been Androsphynxes.

Tactics: One of the walls in the room is made of very thin masonry that can be easily smashed through as a free action. The creatures lurk behind this wall until one of two events occurs:

- Someone who is inside the room casts a spell. When this happens, the creatures attack the caster.
- If someone examines the wall they are hiding behind, they immediately attack that PC.

4: FORMER ENTRYWAY

Requirements: none.

Creatures: Roll creatures normally for your chosen EL. If the result is a creature that needs to breathe (i.e., undead and elementals are fine) than roll again.

When the PCs reach this room, read the following:

This room is filled with a thick layer of mud. Water drips down from the ceiling and along the walls. Large decaying chunks of wood are against the southern and eastern portions of this room. You can clearly make out several deep footprints criss-crossing the room through the mud. Some of them seem to walk right into the wall. In a couple other places, it appears as if someone started to dig a hole.

A PC with the Track feat can learn a little more with a Survival check without entering the room. The PC earns a +5 bonus on the check by entering the room but that probably triggers the attack.

DC 20 Most of the tracks are booted humanoids. Some of the fresher ones are clearly skeletal nature.

DC 23 In the place where a hole was started, it appears that in fact the hole was completed and then filled in again as if something was deliberately buried in the mud.

DC 28 Most of the fresher tracks have an odd, almost stumbling gait to them consistent with undead.

DC 32 Whatever dug those holes buried themselves in them and may still be there waiting in ambush!

The tracks that lead into the walls are a red herring. They've resulted from the fact that

complex is regularly rearranged. Doors that were once there are now walls and vice versa.

Tactics: The monsters have indeed buried themselves in the room. As soon as anyone walks on the ground in one of the squares adjacent to the holes, the creature attacks in the surprise round. All other creatures (if any) act as normal on their initiative in the first round.

5: SENSORY DEPRIVATION

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

When the PCs reach this room, read the following:

The room beyond is shrouded in impenetrable darkness.

The room is completely engulfed in permanent *blacklight* (as the spell, caster level 17th) and *silence* (as the spell, caster level 17th). PCs entering this room are effectively blind and deaf. Each time a PC enters a new square, randomly determine its contents with a d12:

1-3	empty
4-5	Wall. PC is blocked from entering the square loses his remaining movement for that action.
5-6	Monster! One of your randomly generated creatures is waiting motionless in this square until a PCs bumps into it. Then it attacks. (If you have used all the creatures specified by your random roll then this square is empty instead.)
7	Trap: Open Pit Trap: CR 1/2; mechanical; location trigger; manual reset; DC 18 Reflex save avoids; 10 feet deep (1d6 fall); Search DC 10 (obvious in lighted conditions); Disable Device DC 5; Market value 0 gp. If the PC enters the square carefully* she automatically detects and avoids the pit. Climbing out of the pit requires a DC 20 Climb check.
8	Trap: Antimagic pit. This is the same as above, except that the pit is filled with an <i>antimagic field</i> (as the spell, caster level 17 th). This negates the <i>blacklight</i> and the <i>silence</i> but of course no-one up above can hear or see the PC.
9	Burning torch. A PC who enters this square carefully* detects the heat before entering the fire. Otherwise, a DC 15 Reflex save is required to

	avoid taking 1d4 points of fire damage.
10	Trap: Cut and Fling Trap: CR 1; mechanical; location trigger; automatic reset; DC 18 Reflex save avoids; First, a blade swings from the ceiling and circles the PC. Any ropes or similar items that extend from the PC into the next square take 2d8 points of damage (no save). This blade <i>never</i> does any damage to the PC. Second, a catapult built into the floor flings the PC to another random square in the room; Search DC 10 (DC 0 in a lighted room); Disable Device DC 15; Market value 1300 gp.
11	A corpse. The body of a previous victim lies rotting in this square.
12	I can see! Anyone in this square can see the entire room as if he were the caster of the <i>blacklight</i> spell that blankets it. Leaving this square, of course, immediately plunges the PC back into darkness. <i>There is only one square like this in the room.</i> If you get this result on subsequent squares treat the square a normal empty square.

*A PC can enter a new square "carefully" by reducing his speed to 5' per move action (10' on a double move).

The PCs in the room can not see or hear each other. If one PC gets attacked, the PC standing next to him may not even know it! To simulate this situation, do not draw the room on a battlemat (or similar aid). Instead keep track of player positions behind a screen. Also, do not allow the players to speak to each other while they are in the room. Judicious use of note passing between you and the players may heighten the situation. (This may get tedious, though, so don't over do it.)

In most cases the monsters are as blind as the PCs. Those possessing tremorsense, blindsense, blindsight or some other non-sight-based sensing can act normally but they never leave their square.

6: BATH TIME

Requirements: This encounter works best in a small or medium sized room.

Creatures: Generate creatures normally for your chosen EL. If the result yields more than one creature, roll again.

When the PCs reach this room, read the following:

Unlike most of the rooms in the dungeon, this room is brightly lit. Continual flames line

the walls and stand mirrors are set prominently in several locations. The floor is tiled and clean. In the center of the room is an enormous round bath some 15' in diameter. A large tray of fresh fruits and cheeses fills a silver platter next to it. Lounging in the bath is a woman of uncommon beauty. She smiles at you as you enter and beckons. "Come! Join me. The water is just right..."

Note: Please remember that Living Greyhawk is a PG campaign.

The water in the bath is laced with negative energy and would radiate moderate necromancy if not for a *Nystul's undetectable aura* spell. Anyone who enters the bath feels an odd tingling but nothing else unusual. However, the PC must make a DC 20 Fortitude save for each round spent in the tub. Upon exiting the bath, PC's who failed at least one save are affected by a curse. Their flesh withers and their eyes turn pale. These PCs have gained the Necropolitan template (Libris Mortis p.114-115) for the remainder of this adventure. This template has the following effects:

- The PC's type changes to undead and it gains the augmented subtype. Do not recalculate base attack, saves or skill points.
- The PC loses his constitution score. This may impact class abilities and Concentration checks.
- The creature's hit dice become d12s.
- The PC heals hit point and ability damage due to rest, just like a living creature would.
- If the PC is a cleric who channels positive energy, he loses the ability to turn undead. (Clerics who rebuke undead may continue to do so.)

Roll randomly (or just select) the true nature of the woman in the bath from this list below:

1. The woman is a human commoner 1 (4 hp) who has been dominated by the master. She has been ordered to do her best to invite strangers to join her in the bath. She is inviting without being pleading. If the PCs refuse, she looks disappointed but does not plead or cajole. She has also been ordered not to leave the bath.

The monster is hiding in behind a secret trap door in the ceiling (DC 21 Search to find it). Even the woman does not know it is there.

- The woman is actually the monster (polymorphed). This *polymorph* dispels automatically when the monster attacks. (Note: This option doesn't work with mindless undead. Select another option in this case.)
- The woman is an illusion created by the monster (who quaffed a potion of major image). A DC 14 Will save successfully detects the illusion.

The monster is hiding in behind a secret trap door in the ceiling (DC 21 Search to find it).

- The woman is a human commoner 1 (4 hp) who was teleported here a few minutes before the PCs arrived. She believes she's died and this is the afterlife. A DC 30 Diplomacy (or DC 25 Intimidate) convinces her otherwise at which point she begins to scream uncontrollably and can not be stopped.

Tactics: The monster waits to attack until one of the following trigger conditions occurs:

- the PCs find and open the trap door if there is one (see options 1 and 3 above)
- several PCs are in the bathtub
- one or more PCs emerges from the bathtub
- the PCs attempt to remove the woman from the bathtub.

7: TURNER TRAP

Requirements: none.

Creatures: Subtract 1 from your chosen EL and then roll creatures as normal. If the result is not undead, then roll again.

When the PCs reach this room, read the following:

In the center of this room is a wrought iron staff that has been driven into the floor. At the apex of the staff is a human skull that appears to be made of alabaster. It gives off a faint pink radiance. Moving about this otherwise featureless room are [describe monsters]. Catching sight of you, they attack!

Each time a PC attempts to use a turn undead ability within 60 feet of the staff, the skull in the staff turns the color of blood and radiates a bright reddish light. All creatures within 30 feet of the staff are bathed in this radiance which affects them as a *mass cause moderate wounds* spell (2d8+10 hits points, DC 19 Will save for half damage). This spell heals the undead and hurts the PCs.

The staff radiates strong Necromancy and can only be activated once per round. If it is destroyed or removed from the ground it loses its magic. The staff has hardness 10 and 5 hit points.

8: BATTLEFIELD CONTROL

Requirements: none.

Creatures: Subtract three from your chosen EL and roll twice on the corresponding table. (For example, if you have chosen EL 10, roll twice on the EL 7 table.) If you end up with mindless creatures roll again.

When the PCs reach this room, read the following:

This room appears completely empty except for the [describe monsters] standing in the corners.

The creatures begin in the corners of the room. Try to place the creatures as far apart as possible. (For example: If you have just two creatures place them in opposite corners.)

Tactics: The monsters do not attack until the PCs are in the center of the room or the PCs attack them. Once combat begins, one of the monsters (your choice) has access to a foot switch (a swift action) which causes a giant stone wall to spring up. This wall completely bisects the room in half. You should decide in advance whether the bisecting wall runs east/west or north/south.

The wall has hardness 8 and 90 hit points. It can not be climbed since it reaches to the ceiling. A DC 20 Disable Device check causes the wall to fall back down into the floor again.

Monsters with average or better intelligence wait until this raised wall provides the best battlefield control. All other monsters merely activate it right before their first attack action.

9: PILLARS

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

When the PCs reach this room, read the following:

The room before you is bathed in a supernatural darkness. Eerie, rough stone pillars dot the room seemingly at random.

A permanent *deeper darkness* (as the spell, caster level 17th) fills this room preventing even creatures with darkvision from seeing normally.

Each square in the room has a 1d4 chance of containing a pillar. This pillars are rough square sided affairs that fill their square.

Tactics: The monsters are lurking in hiding throughout the room. Once one of them is discovered by the PCs, they all rush forward to attack.

10: HOT FOOT

Requirements: Place this encounter in a room of at least medium size.

Creatures: Generate creatures normally for your chosen EL.

When the PCs reach this room, read the following:

Occupying this room are [describe creatures]. **They pace incessantly moving about as if intent on finding an exit.**

Divide the room into 10x10 tiles. Each tile sits upon a massive pillar that is sensitive to movement upon its surface. On any given turn if a PC begins and ends his turn in the same area then that area of the floor rises 5 feet into the air at the end of the round. This five foot height gives higher ground.

If a PC spends another round on that 10x10 tile it rises 5 more feet at the end of the second round. The PC is now only 5 feet from the 15-foot-high ceiling. This will result in most medium and large-sized PCs being squeezed.

If a PC remains on the pillar for a third straight round, he is crushed against the ceiling for 6d6 damage. Much like a Trample, there is no Reflex save to avoid this since the victim opted to stay on the pillar on his turn. Immediately after smashing against the ceiling the pillar crashes down to floor level dealing another 1d6 falling damage (non-lethal) to any just-crushed creatures that are on it. This drop may also provoke attacks of opportunity from foes that are adjacent to the pillar.

If a PC remains absolutely still (a full round action that provokes attacks of opportunity) then the pillar drops back down until someone else activates it again. Unconscious or dead creatures also do not activate the pillar.

In addition to the pillars, each doorway in the room has a stone wall that slides up in front of it whenever at least one pillar is raised. These walls effectively block entrance or exit to the room. (They have hardness 8 and 90 hit points.) These walls move up more slowly than the pillars. It takes 1 full round for them to rise into place (giving time for the PCs to decide whether to stay in or run for it). The walls drop down immediately if all the pillars in the room are down.

Tactics: The creatures do not attack until the PCs enter the room. If attacked from range, they

charge the PCs but then immediately retreat again.

The pillars rise just as readily for the monsters as they do for the PCs. As a result, the monsters in the room always move to a new area before attacking. More intelligent foes attempt to do this with a five-foot-step to maintain their full attack and some may even choose to stay put for one round to gain higher ground before jumping off with a 5 foot step. Less intelligent and mindless foes always move at least 10 feet.

11: CHASM

Requirements: This encounter can only occur in a non-small room that has at least two exits that are not on the same wall.

Creatures: Generate creatures normally for your chosen EL.

When the PCs reach this room, read the following:

A large portion of the floor of this room is simply *not there*. Instead a chasm yawns before you. Wind whistles up from it making a disturbing moaning sound.

If the PCs have approached this room without being detected by the creatures within, read the following:

Floating in thin air at the mouth of the chasm is a [describe creature here]. **It eyes you with malice.**

The chasm, if it exists, is about 25 feet across. Randomly determine (or just select) the status of the chasm from this list:

1. The chasm is real and almost 1000 feet deep. A massive updraft blows up from below. The wind is so strong that creature can literally float above the chasm as per the *levitate* spell. By careful angling of one's body to provide more or less surface area (a move action) a creature can move up or down as much as 20 feet per round. Attacking while floating in the chasm also incurs penalties as per the *levitate* spell. Unlike *levitate*, a creature can move laterally 5 feet as a move action. This updraft incurs a +5 bonus on Jump checks to clear the chasm. Failing a Jump check to clear the chasm means the creature only falls 40 feet before the updraft catches it. (This causes no damage.)
2. The "chasm" is only a large hole 10 feet deep. The rest has been created with a permanent *hallucinatory terrain* spell (CL

17th). The creature is actually standing on the bottom of the hole.

3. The chasm is real but only 100 feet deep. The bottom is invisible due to darkness. In addition, there is a 15x15 *wall of force* directly in the center of the chasm (parallel with the floor and at the same elevation of as the floor). The creature is standing on this. The PCs won't know the extent of the *wall of force* unless they use magical detection. PCs who attempt to charge the creature are in for a fall. If the PCs attack from range the creature, it jumps out and attacks.

Tactics: If the PCs were detected then the creature has quaffed a potion of invisibility and waits for the PCs to come within melee range. If the party has sneaked up on the creature it waits until either a) a PC comes within melee range or b) someone attacks. The behavior of the creature if it is attacked from range is up to you and may depend upon the nature of the chasm (see above) as well as the creature's intelligence.

12: HOSTAGE SITUATION

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

When the PCs reach this room, read the following:

Pacing about the center of this room is/are [description of creature(s)]. It/They peer hungrily up at the ceiling where an unconscious half-elf woman of middle years dangles from a pair of manacles that are looped over a hook on the ceiling. Her feet are just out of reach of the creature(s).

Select the woman's condition from the list below (or roll randomly):

1. The woman is in fact one of your randomly generated monsters. It has been cloaked by an illusion. (DC 17 Will save resists.) This creature is not truly trapped on the ceiling and can leap down any time. It waits until a good tactical moment to do this. Once the illusion has been pierced, a DC 22 Spot check reveals that the monster can easily jump down.
2. The woman is a werewolf who has been injured to 10hp. Once rescued she shifts into hybrid form and attacks. (Use the statistics on p.175 of the *Monster Manual*.)
3. The woman is an aranea (*Monster Manual* p.15) who has been injured to 3 hp. She does not reveal this to the PCs put

introduces herself as a sorcerer. She offers to accompany the PCs until they find a way out. Use the statistics from p.15 of the *Monster Manual* but replace /sleep/ with /magic missile/ on her spell list. The aranea casts mage armor and stays near the rear of the party and fires her magic missiles at foes. She does not place herself in unnecessary danger.

4. The woman is a human commoner 2 with 2 of 6 hp remaining. She does not know it, but she has been implanted with a slaadi egg pellet. This pellet will hatch into a Blue Slaad (EL 8) or twin Blue Slaads (EL 10). (See *Monster Manual* p.229). If you have a future encounter set at one of these ELs you can have the slaadi hatch instead of rolling for a random creature.
5. The woman is a human commoner 2 with 2 of 6 hp remaining. She is also quite insane. In future encounters as soon as combat breaks out, she attempts to grapple the nearest PC. Assume she has a +0 modifier on all attack and damage rolls.
6. The woman is a human commoner 2 with 2 of 6 hp remaining. She's perfectly normal but does have a neutral evil alignment.

Tactics: The creature is aware of the PCs unless they successfully used stealth. It attacks as soon as the PCs attack or enter the room. Once combat begins, the woman awakes and begins to scream for help.

13: UNLUCKY

Requirements: none.

Creatures: Subtract 1 from your chosen EL then roll for creatures normally.

When the PCs reach this room, read the following:

The room before you is bare except for 10' diameter cylindrical pedestal in the exact center of the room. Floating above this pedestal is a small shard of glass that glows with a silvery light.

If any of the PCs casts *detect magic*, the light detects as strong divination and the pedestal is strong conjuration.

As soon as any PC enters the room the light pulses once and the shard of mirror is replaced by the monster(s) who immediately attack. All creatures within 60' of the shard are affected by a

stronger, variant form of the *unluck* spell (a DC 26 Will save avoids this). With the normal spell, the victim must roll two dice for every dice roll and take the lowest result. In this version, affected PCs roll 1 die for every 5' they are away from the pedestal (maximum 5 dice). Thus, anyone on or adjacent to the pedestal is not affected. A PC who is 15' from the edge of the pedestal rolls three dice every time and takes the lowest result.

If the PCs destroy the shard before entering the room (AC 17, hardness 2, 5 hp) then the *unluck* effect does not occur (but the monsters are still summoned).

PCs who fail their save have a clear sense that some arcane force is preventing them from performing at their best. As they get closer to the pedestal they can feel the influence of this force ebbing.

Tactics: The monsters are also affected by the *unluck* spell (no save) but they understand its nature. As a result, they try to defend the pedestal and keep the PCs from approaching too closely.

14: DEPRESSION

Requirements: This encounter can only occur in a room that has at least two exits that are not on the same wall.

Creatures: Subtract 1 from the target EL assigned to this encounter. Then roll creatures randomly with this adjusted EL.

As the PCs approach this room, they discern a loud howling noise coming from it like wind whistling through a tunnel.

When the PCs reach this room, read the following:

The entire floor of this room is a gigantic bowl shaped depression. The floor of bowl has been layered with a shiny black substance. Standing immobile in the center of this room are [describe the creatures here]. They do not seem to notice your presence. A shimmering orb of force surrounds them.

The black substance is mundane grease. The creatures are encased in a widened *Otiluke's resilient sphere* (caster level 17th) which is, in turn, surrounded by a cylindrical *wind wall* (also caster level 17th). The sphere is automatically dispelled as soon as someone reaches the bottom of the bowl. The wind wall always remains.

Each time a PC enters a square in the room she must make a DC 20 Balance check or make no progress. If she fails the check by 5 or more, she falls prone and slides to the bottom of the

bowl (unless stopped). If the creature is already at the bottom of the bowl, then it merely falls prone.

Tactics: The creatures wait for a PC to slide into the bottom of the bowl. Then they attack.

15: FISHING HOLE

Requirements: none.

Creatures: Subtract 1 from the target EL assigned to this encounter. Then roll creatures randomly with this adjusted EL.

When the PCs reach this room, read the following:

The room before you is unlit. The floor before you made of level stone split into tiles. Standing in the center of the room is a boulder of pale green stone that glows ever so faintly in the darkness. Jutting from the stone is hilt and half the blade of a greatsword made of the blackest iron. No creatures are visible in this room.

The stone and blade are real but mundane. The green glow is from a permanent *prestigation* spell (caster level 17th). *Nystul's magic aura* (caster level 17th) has been cast upon the stone and sword to give them a moderate aura of abjuration and a strong aura of transmutation respectively.

This room is a rogue trap. The master created it in hopes that a rogue would leave his party behind and walk across the floor to the stone without checking the floor itself for traps. The floor is, in fact, riddled with pit traps. Each five foot square adjacent to the greatsword's square is a pit trap. Every other square has a 1-in-4 chance of also being a pit trap. Roll randomly for each square whenever a PC enters it.

All APLs (EL 5):

Pit Traps: CR 1; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 20 feet deep (2d6 fall); Search DC 15; Disable Device DC 15; Market value 1300 gp.

Tactics: All the pit traps drop 20 feet into another room below that has the same dimensions as the one above but with a few pillars to support the ceiling above. The creatures lurk silently in this room until they receive a visitor. Then they attack.

16: CASTLE GATE

Requirements: All entrances to this room must have a door. The first door the PCs encounter will be the one described below.

Creatures: Subtract 1 from the target EL assigned to this encounter. Then roll creatures randomly with this adjusted EL.

When the PCs first reach a door to this room, read the following:

The door before you is eight feet high and made of solid iron. Despite this, it is bowed inward slightly as if something very large once attempted to beat it down. A small thin line of dust is on the floor before the door. The dust is lighter than the surrounding dirt.

Allow the PCs to spend as much time as they wish investigating the dust. It's a red herring that is irrelevant to the encounter.

Large Iron Door: 3 in. thick; hardness 10; hp 80; AC 5; Break DC 28.

Traps: The door itself is a trap. It has been deliberately made stuck. Opening it requires a combined strength of 26 to pull open. Due to the door's size, up to two PCs may pull on the door at once. However, if it is pulled open in this manner it suddenly gives way and springs mounted behind it cause it to crash forcefully down on top of anyone who is pulling on it. Because of the size of the door, creatures standing immediately behind those who were pulling on the door may also be hit by it.

APL 6 (EL 5)

Crushing Door Trap: CR 5; mechanical; manual trigger; manual reset; Creatures in squares adjacent to the door take 6d6 damage and are knocked prone (DC 19 Reflex halves the damage and negates the prone condition); Creatures in squares 5 feet from the door take 3d6 damage (DC 14 Reflex save negates.); Search DC 20; Disable Device DC 16; Market value 2,900 gp.

APL 8 (EL 7)

Crushing Door Trap: CR 7; mechanical; manual trigger; manual reset; Creatures in squares adjacent to the door take 8d6 damage and are knocked prone (DC 21 Reflex halves the damage and negates the prone condition); Creatures in squares 5 feet from the door take 5d6 damage (DC 16 Reflex save negates.); Search DC 22; Disable Device DC 18; Market value 2,900 gp.

APL 10 (EL 9)

Crushing Door Trap: CR 9; mechanical; manual trigger; manual reset; Creatures in squares adjacent to the door take 10d6 damage and are knocked prone (DC 23 Reflex halves the damage and negates the prone condition); Creatures in squares 5 feet from the door take 7d6 damage (DC 18 Reflex save negates.); Search DC 24; Disable Device DC 20; Market value 2,900 gp.

If the PCs choose instead to hack the door down, the creatures within the room simply step

up and rigger the trap from their side. (There's a switch.) Intelligent creatures wait until the door has taken at least 20 points of damage. Mindless undead trigger the door immediately.

The room within is a roughly hewn stone room that is typical of this dungeon. There is nothing of interest in the room other than the creatures. Once the door is open the creatures attack.

17: RINGO'S CAVERN

Requirements: This room must be at least medium sized (preferably large sized).

Creatures: Generate creatures normally for your chosen EL. If you get any creatures that need to breathe, roll again.

When the PCs reach this room, read the following:

The area beyond the iron wrought door, is an echoing cavern filled with inky-black water except for a narrow beach right in front of you. There is an old, but sturdy-looking rowboat, tied to nearby. At the center of the cave is an outcropping of rock with an illuminated throne atop it. Sitting on this throne is a skeletal figure in tattered robes.

"Visitors!?" it screams out. "Oh my! It's been ages and ages!" His bones chatter as another psychotic laugh fills the dark room.

The skeleton chats merrily with the PCs for as long as they like. It is, in fact, a clever *programmed illusion* (DC 22 Will save resists, caster level 17th). Once all of the PCs are in the room (or at least most of them), the door slams shut (via a *telekinesis* spell activated by Ringo) and the skeleton speaks again.

"I dare say my room mates have a greeting for you as well. I hope you like swimming in Ringo's home!" As he finishes his manic speech, several dark figures begin to rise from the water.

Large Iron Door: 3 in. thick; hardness 10; hp 80; AC 5; Break DC 28.

The door's lock is incredibly clever and can only be opened with a DC 35 Open Lock check. If the PCs reach the far side of the room, they find a switch under the water that unlocks the iron door. A DC 15 Spot check (plus adjustments for distance) are sufficient to perceive the switch.

If PCs are locked outside the room they must succeed on a DC 20 Listen check to hear the combat within.

Tactics: Creatures that are significantly larger or stronger than the PCs attempt to grapple them and pull them under the water. Smaller and weaker monsters merely attack.

18: SACRIFICIAL CHAPEL

Requirements: none.

Creatures: Subtract 1 from your chosen EL and then generate creatures normally. If you get a creature that is larger than medium-sized, roll again.

When the PCs reach this room, read the following:

The door before you is wooden, beautifully made at some point in time. Opening the squeaky portal reveals something you would never suspect to find beneath this recreation of the Nine Hells: a chapel. Chairs (or 10 foot pews, should they fit) are lined in rows, all facing an altar. On the wall between every row is a small slit with a candle burning inside of it. Behind the altar are two banners of the mighty deity, Pelor.

The slits alongside the pews are cleverly disguised niches. A DC 20 Spot check (modified for distance) notices something unusual about the slits. A DC 25 check confirms that they disguise a hidden space beyond. Moving within 5 feet of a niche adds a +10 bonus to the check.

If the party enters the room, the door shuts and locked behind them. If some PCs choose to remain outside then the door shuts if at least four PCs enter. This is a *telekinesis* effect that originates from the altar and thus can not be detected as a trap. When the door closes, read the following:

As the last of you moves inside, the door quickly swings shut with an unearthly squeak that resounds throughout the room followed by and a click.

As soon as the door closes, the creatures attack the nearest PC with unrelenting mercy.

If the PCs attempt to sunder the door they discover it is warded with a trap but is only activated should the PCs decide to sunder the door or open the lock by way of lock picking.

Large Iron Door: 3 in. thick; hardness 10; hp 80; AC 5; Break DC 28. Open Lock DC 30.

Trap: Lightning Bolt Trap: CR 4; magic device; activates when touched; automatic reset; spell effect (lightning bolt, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 7,500 gp, 600 XP.

To open the door safely, the PCs must find the proper trigger. The “trigger” in this case, is that one must sacrifice their life force. The altar is an oddity of magic, which radiates with a necromantic aura with *detect magic*.

Behind the altar are the two banners of Pelor. These banners radiate transmutation magic. The banners actually turn into something different as the PCs advance. When the PCs enter, they are banners of Pelor. If they should move into the next square forward, they turn into banners of St. Cuthbert. If they move forward again, they transform into a banners of Heireonous. If they move once more they depict a skull and scythe. A DC 15 Knowledge (Religion) check will reveal this rather obscure banner as one of Nerull, the Reaper and the Foe of All-Living. Nerull it shall stay from that point and onwards, although moving it back will transform it into the previous deities accordingly.

To open the entrance door, a simple sacrifice is needed. When the first PC reaches the altar, describe the following:

The altar, while well-preserved and oddly intact, has an inscription on a stone tablet: “All deities, no matter of what walk of life will always depend upon the blood of the living.” Underneath this tablet is an ivory-carved bowl, a dried up pool of red liquid inside of it.

A DC 10 Heal check will reveal this to be blood.

One PC will need to “sacrifice” at least 10 hit points of blood to unlock the doors. Should the blood of the living be poured into the bowl, it radiates a shadowy illumination that only grows stronger with each additional hit point of damage. When 10 hit points of blood has been “given” to the bowl, the door unlocks with an audible “click!” and a wave of black light washes over the self-sacrificing PC. The wound seals itself back up, leaving a charcoal-black mark on where the wound was marked. This marking is permanent, and cannot be removed short of a *wish* or *miracle*.

19: HOME-MADE CEMETARY

Requirements: none.

Creatures: Subtract 1 from your chosen EL and then generate creatures normally. If you get any creatures that need to breathe, roll again.

When the PCs reach this room, read the following:

As you open the door, a strange room appears before you. It oddly looks like a miniature cemetery, foot by foot. The walls and ceiling match the masonry of the castle itself, but the ground seems to have come from a

cemetery in some small village. Several graves scatter the room, all seemingly recently dug. The putrid scent of death and decay enters all of your senses, a decrepit shack at the far corner of the room the only likely explanation aside from the graves themselves.

The PCs may hear one of several things, which is up to you, the DM to decide:

1 – ***The sound of a child’s fearful cry pierces the silent air, rattling shaking the door handle of the old shack at the far end of the room. Is the Lord of Bronzeblood lacking humanity in such a way he would lock a child down in this dungeon? “Help me! Please, help me!”***

2 – ***“My beautiful treasure...yes...precious. Darling little beauty. Nobody shall ever lay a hand or eye on you without meeting my consequences! Darling no...hehehe...” Is what resonates from the shack, the door shaking a bit from an unseen force.***

3 – ***“My misery upon ages...so long have I been stuck in here. Is anyone there? Please? It’s so dark in here. They locked me in this shack, and I haven’t seen them for three days. So hungry...so...depleted. Will you help me?” The voice echoes through the room eerily, it’s origin being the old, beaten-up shack at the far end of the room.***

4 – Silence.

All of these voices are again, another illusion of the keep. They are permanent ghost sounds enchanted on the shack, made in such a way that when the door to this particular chamber is open the sound resonates.

The room is decorated with two types of graves: covered and uncovered. The uncovered graves are noticeable by the PCs, and only seem to fall a short distance (no damage for falling in, DC 10 Climb to get out). Scatter the graves however you wish though no more than half the graves should be open. The graves are no more than 10 long and 5 feet wide, and no smaller than 5 feet long and 5 feet wide. Each grave should have at least 5 feet away from the next.

In addition to the open graves, there are concealed pit traps:

All APLs:

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. Market Price: 3,400 gp.

The challenge of this particular room to navigate across the pit traps and make it to the shack, which is very small indeed: it should only occupy one square, though the exact size is dependent upon the room itself and the DM’s discretion.

If the PCs should make it all of the way across the room, they will see the shack in its entirety:

The shack, while not large- is certainly old. No windows decorate the decrepit building, only a lone door barely holding itself upon its hinges.

The door is trapped. It is triggered when one attempts to open the door.

APL 6 (EL 6)

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

Prismatic Spray Trap: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (prismatic spray, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

APL 10 (EL 10)

Forcecage and Summon Monster VII trap: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap that summons 1d3 Chain Devils for 13 rounds); spell effect (forcecage, 13th-level wizard), spell effect (summon monster VII, 13th-level wizard, 1d3 Chain Devils); Search DC 32; Disable Device DC 32. Cost: 241,000 gp, 7,280 XP. Note: This trap is really one CR 8 trap that creates a forcecage and a second CR 8 trap that summons 1d3 chain devils in the same area. If both succeed, the chain devils appear inside the forcecage. These effects are independent of each other.

Creatures: The creatures are in the covered graves just beneath the soil. They spring forward to attack at an opportune time (probably once the trap is triggered).

20: RICHOCHET ROOM

Requirements: none.

Creatures: Subtract 1 from your chosen EL and then generate creatures normally with that adjusted EL.

When the PCs reach this room, read the following:

The light wooden door opens to reveal a room full of 10-foot tall steel mirrors. They circle the entire perimeter of the room, making exact replicas of you no less than dozens of times. You and your companions are side by side...everywhere. At the center of the room, several beings stare at you with malcontent.

This room radiates a strong abjuration aura, even from outside of the room.

The mirrors are constructed in such a way that any ranged attacks (mundane or magical) that miss their target rebound and attack another (randomly determined) creature in the room.

(Exception: If the original attacker rolls a natural 1 then the attack fails as normal.) Resolve the attack using the original attack roll, but add +1 to the attack. If the attack misses, it ricochets again (and again and again) until it finally strikes a target. Each time the attack ricochets, add another +1 to the attack roll.

Ranged attacks which originate from outside the room, *always* ricochet back and attack a random creature that is outside of the room (i.e., one of the PCs).

Sonic magic, such as a *shatter* spell, breaks the mirrors and ends the reflective assault. Similarly, if the PCs break at least 4 of the mirrors, the effect ends. The mirrors have hardness 0 and 5 hit points.

Tactics: The creatures remain in the center of the room. They wait for the PCs to enter melee range and then attack.

21: PUZZLE AND BLOOD

Requirements: This encounter requires a medium or larger room.

Creatures: Subtract 1 from your chosen EL and then generate creatures normally with that adjusted EL.

Divide the room on your map into two sections. The first, much smaller section is what the PCs see when they first enter. The remainder of the room is revealed when the PCs solve the puzzle (below).

When the PCs reach this room, read the following:

The door leads to a small room that's more of a broom closet than a real room. A torch hangs at either side of the room. The illumination reveals four paintings of rather sinful details.

Painting 1

This painting depicts a dark-haired man stepping towards the top of a scaffold where a

hangman's noose is awaiting him. Despite this, the dark-haired man has a grin of accomplishment upon his face.

Painting 2

This painting depicts two lovers: a light-haired man with a dark-haired mistress. A window in the background shows the dark-haired man from the first painting looking on with jealousy and hatred.

Painting 3

This painting depicts the dark-haired man stabbing the lighter haired man. The dark-haired man has a look of unforgiving hatred for the other. Blood pours upon his hands.

Painting 4

This painting depicts a lone coffin sits in a dusty chamber with moonlight pouring through some unseen opening from above. A skeletal hand grasps the lid of the coffin from within.

The paintings are a puzzle. If the paintings are rearranged in chronological order (2, 3, 1, 4)- then a wall slides open to reveal the remainder of the room: a hidden library.

A DC 25 Search check reveals the secret door to the library and indicates that opening the door requires something be done to the paintings.

Once the PCs solve the puzzle, read the following:

As the last painting is put in place, a click is heard and the wall begins to slide backwards...and then to the left. Beyond lies...a true horror indeed: a copious amount of dark red fluid is collected into a large stone basin. A moment passes before several figures begin to emerge from the pool of blood, advancing towards you.

The creatures for this encounter emerge from the pool, covered entirely in a thick layer of blood. The blood is enchanted such that each square that the monster enters is affected as if by a *grease* spell (caster level 17th). Thus, the monsters leave trails of *grease* in their wake. The *grease* does not affect the creatures, only the PCs.

Tactics: The monsters move to make best of use of their *grease* ability. They take circuitous routes when possible and always take at least a 5 foot step into an ungreased square if they can.

22: ORBS

Requirements: none.

Creatures: Subtract one from the selected EL, and roll creatures as normal. If the end result is not undead, roll again.

When the PCs reach this room, read the following:

The door creaks open revealing an exquisite-looking hall: the walls finely crafted of some dark wood and the floor of whirled marble. Four statues decorate the hall. Each statue holds a large orb either in its hands or upon its back. Each orb swirls with unique and majestic color scheme.

At the far end of the room, several beings advance menacingly.

Place the statues in the room in whatever positions seem most sensible. Ideally the statues should all be at least 10 feet apart.

A DC 20 Knowledge(arcane) check will reveal these stones store elemental energy. A DC 30 Knowledge(arcane) check reveals the energy type and effect of the orbs (see below).

The orbs crackle and release a lash of energy whenever a living, sentient being steps within 5 feet of it. There is a stone for each of the following (please pick four): fire, cold, electricity, force, acid, positive or negative. Whenever a PC ends enters a square that is within five feet of the stones, they will receive 2d4 points of the corresponding energy damage. A DC 15 Reflex save halves the damage if it is elemental (fire, cold, electricity, force, or acid). A DC 15 Will save halves negative energy damage.

The positive energy orb heals 2d4 points of damage which can be halved by a Will save. The first time a positive energy stone activates the PC will likely attempt the save since he does not know what it will do.

The orbs all radiate moderate conjuration magic. They have hardness 8 and 10 hit points. Destroying the orbs or removing them from their statues causes them to explode with energy that deals 8d4 points of damage. A DC 18 Reflex or Will save (again, depending upon the energy type) negates the effect.

23: KITCHEN

Requirements: none.

Creatures: Subtract one from the selected EL, and roll creatures as normal. If the end result is not undead, roll again.

When the PCs reach this room, read the following:

This room looks to have been a kitchen at one point. Now it has fallen to the state of decay, disrepair and rust. Some pots and pans

hang from the ceiling. Others lie scattered upon the floor amongst a spray of rusted utensils. A pantry door hangs slightly askew on its last hinge. Oddly enough the oven in the corner of the room has a glowing flame captured inside of it. A lone pot cooks on the back burner, spewing out browned maggots from the bottom of the lid. Lying around the room are several motionless cadavers.

Creatures: The creatures are hiding in this room as follows: Large undead are hiding in the pantry. Medium and small undead are posing as cadavers. Tiny and smaller undead are hiding in the bubbling pot. Incorporeal undead are in the walls.

The undead, however, aren't the only foes in this room. The room is also protected by the utensils inside of it which have been enchanted as animated objects. At higher APLs, the appliances also attack.

APL 6 (EL 5)

Tiny Animated Objects (4): hp 2 each; *Monster Manual* p. 13.

Small Animated Objects (4): hp 15 each; *Monster Manual* p. 13.

APL 8 (EL 7)

Tiny Animated Objects (3): hp 2 each; *Monster Manual* p. 13.

Small Animated Objects (3): hp 15 each; *Monster Manual* p. 13.

Medium Animated Objects (3): hp 15 each; *Monster Manual* p. 13.

APL 10 (EL 9)

Tiny Animated Objects (3): hp 2 each; *Monster Manual* p. 13.

Small Animated Objects (3): hp 15 each; *Monster Manual* p. 13.

Medium Animated Objects (3): hp 31 each; *Monster Manual* p. 13.

Large Animated Objects* (3): hp 52 each; *Monster Manual* p. 13.

*One of the large animated objects is the heated stove. As a result, it's slam attack deals an additional 2d6 fire damage on a successful hit.

Tactics: The undead and constructs attack once the PCs enter the room (or if they are attacked from the doorway).

24: GUARD ROOM

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

This iron door, like the door from the entry room (area 1), is unlocked and stuck.

Several dilapidated wooden bunk beds are along the north wall of this room. Other wooden furniture, old and rotted, is scattered about. Four decaying barrels are on the opposite side of the room.

This room served as a guard barracks. The wooden beds, chests, tables and chairs are so old and decayed any manipulation will cause them to crumble. Inside the four barrels are broken spears, decaying arrows, rotted crossbow bolt and several empty cracked flagons, respectively. There is nothing of value in this room. The spears, arrows and crossbow bolts are too rotten to be of any use in combat. Finally, unlike the entry room (area 1), the floor is relatively dry and dusty. The walls, however, are damp to the touch.

Tactics: The creatures wait within and attack when the PCs open the door.

25: MUDDY GUARD ROOM

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

This room is filled with a thick layer of mud. Water drips down from the ceiling and along the walls. Large decaying chunks of wood are against the southern and eastern portions of this room.

The closed iron door to this room is unlocked. The foul-smelling mud is two to four inches deep. The piles of furniture are remnants of decaying beds and other furniture. A successful Search check will reveal several rusted arrowheads, spearheads and a rusted longsword. The sword and other weapons are brittle to the touch and will shatter if any force is put upon them.

Tactics: The creatures wait within and attack when the PCs open the door.

26: COMMON AREA

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door to this room is unlocked and slightly open. Once the adventurers have fully opened the door, read the following:

The room is covered in dust. Long, thin strands of cobwebs nearly hang from ceiling to floor. Crumbling wooden tables, benches and cabinets adorn the room. A few fading, ripped tapestries are hanging from the walls. Stone statues of gargoyles line the walls.

There really is nothing of value in the room. The wooden tables and benches will collapse if any weight is put upon them and the cabinets are empty. The tapestries are worthless and depict scenes of a forest full of bronzedwood trees and unicorns. The tapestries are very brittle with age and will break apart if handled aggressively. Finally, the fifteen gargoyles statues are really just plaster statues (AC 5, hp 3).

Tactics: The creatures wait within and attack when the PCs open the door.

27: BEDROOM

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The iron door to the room is locked. There is nothing of value here. The wooden bed, dressers, rugs, tapestries and chests are empty and decaying.

This room must have at one time been opulent. Now it is little more than a heap of decaying wood and deteriorating fabric.

Tactics: The creatures wait within and attack when the PCs open the door.

28: WIZARD'S LABORATORY

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The iron door to this room is locked (Open Lock DC 17).

The remnants of a one-time functional laboratory are present upon tables in this room. Long, rusted iron chains are scattered about the room.

The laboratory equipment on the decaying, rotting tables is worthless. All the glassware is broken and deeply stained. The seals on several jars have been broken and the contents long spoiled. Under a brittle tarp along the southern wall, is the

partial skeleton of a large creature. A Knowledge – Arcana (DC 16) check will identify the skull and ribcage of a displacer beast. Closer examination of the chains reveals hooks on some of them. A Knowledge – Architecture and Engineering (DC 15) will confirm that the chains at one time hung from the ceiling.

Tactics: The creatures wait under the tarp (instead of the displacer skeleton) and attack when the PCs look underneath.

29: BARRACKS

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door is unlocked and opens normally.

Two three-tiered bunk beds are along the southern wall. Three decaying chest are each near the east and west walls.

There is nothing of value in the room. The beds are decaying and break if more than fifty pounds is placed on it. All the chests are empty save for the middle chest along the east wall. This chest contains a smelly, water-stained, half decayed book on effective torture techniques.

Tactics: The creatures wait within and attack when the PCs open the door.

30: OFFICE

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door to this room is closed but unlocked.

A single rotting desk is along the far wall. Bookcases with the soggy remains of books line the remaining walls.

There is an uncomfortable, almost loathsome, feeling in this room as well as the smell of a decaying corpse. A Search (DC 15) check reveals the faint inscription of a pentagram along the floor of the room.

Tactics: The creatures wait within and attack when the PCs open the door.

31: TORTURE CHAMBER

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The iron door to this room is unlocked.

Even with the passing of centuries there is still the faint smell of blood. Deeply stained, rotting tables are scattered about the southern portion of the room. Rusted, broken iron machines designed to inflict unimaginable torture line the walls. Chains hang down from the ceiling; some ending in meat hooks. In the far northwest corner is a series of iron cages, two of which are filled with bones.

The iron door to this room is unlocked. All the iron cages (3 ft. x 3 ft. x 3ft.) are empty save for the last two. A Heal (DC 5) check will verify that one of the cages is with filled human, elven, gnome, and dwarven hand and arm bones while the other contains leg bones. Dust covers the archaic machinery, tables and other torture instruments. None of the torture equipment functions properly.

Tactics: The creatures wait within and attack when the PCs open the door.

32: OLD PUZZLE ROOM

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

Arcane symbols have been prominently engraved upon the stone door. A Knowledge (Arcana, DC 15) check indicates the symbols are used in powerful abjuration, conjuration and necromantic magic. A single word in common, “**Sacrifice**”, has also been engraved on the door. The door is locked (Open Lock DC 25).

The air in this room is surprisingly dry and smells faintly of flowers. Patches of phosphorescent fungus provide modest light. It appears as if some insane creature attacked far wall with metal weapons. A long, irregular hole, about two feet deep has been gauged into the bedrock.

A DC 12 Search of the hold in the wall reveals the utterly ruined remains of some sort of mechanical locking mechanism. Whatever door it used to open has long since been claimed by the shifting tunnels.

A DC 17 Search of the floor before the hole reveals words (in Common) carved there beneath the rubble: “**Complete the sequence...**” A DC 12 Intelligence check reveals that this must have once been a clue to activating the locking mechanism.

Tactics: While the PCs are examining this room, the monsters attempt to sneak up from the corridor behind them and attack.

33: COMMON ROOM #2

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door to this room is unlocked and slightly open.

A few decaying, tattered chairs and benches make up the furnishings of the room. In the northwest corner of the room is a pile of wood.

A DC 15 Search or Survival check reveals that dust patterns suggest there were additional pieces of furniture in the room which are now absent. Finally, a DC 10 Profession – Carpenter check or DC 15 Intelligence check reveals that the pile of wood is likely the remains of that furniture. The wood is of decent quality.

Tactics: The creatures wait within and attack when the PCs open the door.

34: BATHING CHAMBER

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door to this room is locked. Once opened, read the following:

The walls of this room are plastered with masks of faces in utter terror and pain. Two stone bathtubs are in the center of the room.

A DC 15 Spot or Search check is needed to realize the stone tubs are pitted with tiny craters. A DC 15 Intelligence check reveals that the tubs at one time were likely filled with acid. A DC 10 Wisdom check reveals that the masks are death masks. That is, plastered impressions of the faces of individuals at the time of their death. There are approximately 100 masks that line the walls and ceiling. Each mask has 1 hp and a break DC of 2.

Tactics: The creatures wait within and attack when the PCs open the door.

35: HANDMAIDEN'S TOMB

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door to this room is locked with an exceptional quality lock (Open Lock DC 35). The door is gracefully etched with carvings of roses and other flowers. Once the door is opened, read the following:

At the far end of this large chamber is a raised dais. On top of the dais is a single stone sarcophagus. There is a single iron door in the northwest corner of the room. Several large skeletal statues line the east and west walls of the room.

The temperature in this twenty-foot high room is slightly chilly. The air is crisp and fresh. Overall, the room appears empty save for the three life-sized, skeletal statues, one on each wall. The statues are made of plaster (5 hp, Break DC 5).

The first statue appears to be a terrible bullet-shaped creature with a huge snapping maw and short, powerful legs (Knowledge – Arcana, DC 19; bulette).

The second statue is a great reptile with many heads (Knowledge – Arcana, DC 22; 12-headed hydra).

Finally, the last statue is of a giant-sized humanoid (Knowledge – Arcana, DC 30; titan).

The stone sarcophagus is about three feet high, three feet wide and over seven feet long. The sarcophagus is locked with an exceptional quality lock (Open Lock DC 35).

Stone Sarcophagus: 4 in. thick; hardness 8; hp 180; Break DC 35.

Within the sarcophagus is a coffin with a fine layer of dirt on the bottom. Despite being several hundred years old, the coffin is in good shape.

If a thorough Search (DC 30) is conducted of the tomb, a secret door will be discovered along the top of the wall (along the ceiling, seventeen feet up) in the room's southeastern corner. Beyond the door is a seven-foot long by five foot wide by five feet high room. In this small, secret room is a second iron coffin whose lid has been shattered. The iron coffin was finely crafted with many intricately carved flowers and unicorns.

Tactics: The creatures wait within the secret room in the ceiling and attack when the PCs begin to examine the stone sarcophagus.

36: GUARD ROOM #2

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

Six rusted, iron bunk beds are arranged along the far wall with several rotting wooden chest near the south wall. A large dark stain is in the center of the room.

The iron door to this room is unlocked. The chests and bunk beds are worthless. A DC 15 Survival check or DC 10 Heal check reveals the dark stain to likely have come from blood...lots and lots of blood.

Tactics: The creatures wait within and attack when the PCs open the door.

37: STORE ROOM

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The room is filled with crates and barrels. Despite the many centuries, many of the barrels are still intact.

The iron door to this room is locked. The crates and contents of the crates have long since rotted and decayed. About a dozen barrels are still intact and another dozen are substantially deteriorated. Inside the barrels are six ceramic jugs. Most of the seals on the jugs have been broken save for a grand total of three. The jugs with the broken seal contain the remains of a dried brownish-red substance. A DC 10 Heal check will reveal this substance to be blood. The sealed jugs contain human blood.

Tactics: If all the creatures are medium sized or smaller undead, then they wait within the barrels. Once one barrel containing a creature is opened, all the creatures burst out (a move action) and attack. If the creatures are large or aren't undead then they simply wait within and attack when the PCs open the door.

38: TREASURE ROOM

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The stone door to this room is stuck but unlocked. **The fading but colorful murals along the walls of this room depict beautiful female humanoids and faerie creatures dancing on coins, gems and finely crafted jewelry. A**

series of decayed, fragmented paintings are along the southern wall. Near the northern and eastern walls are iron chests.

There is nothing of value in this room. All the chests are unlocked and empty. The ruined paintings are worthless. A DC 15 Survival check or DC 20 Search check reveals the contents of the chests and the rooms were likely removed centuries ago. A DC 19 Track (Survival) check reveals that booted humanoids entered this room at least twice in the last two years.

Tactics: If all the creatures are medium sized or smaller undead, then they wait within the iron chests. Once one chest containing a creature is opened, all the creatures burst out (a move action) and attack. If the creatures are large or aren't undead then they simply wait within and attack when the PCs open the door.

39: AT LAST! THE GATE...

Requirements: none.

Creatures: Generate creatures normally for your chosen EL.

The door to this room is a simple, unlocked wooden door.

As you open the door to this room, a bone-chilling wind hits you in the face and then caresses you in a most unnatural fashion. Your light sources dim and then fade to nothing. Beyond the doorway, you can just discern the outline of a bare stone room. A sense of impending danger embraces you.

A permanent *deeper darkness* spell heightened to 9th level fills this room which almost certainly prevents the PCs from dispelling it.

A DC 14 Search check is required to find the gate to the master's world in the shadows. This is a thorough search so it should be assumed all the PCs have entered the room unless they state otherwise. When the PCs find the gate, read the following:

A male voice with a noble ring and more than a hint of malice rings out. "Well done, very well done. You have toiled and worked and wormed your way to my inner sanctum. For that you have earned a great reward. Welcome to eternal unlife!"

At this instant, the creatures appear teleported among the PCs. They attack until slain.

There is a 10% chance that the randomly generated creatures are joined by something far, far worse, in this case: a powerful air necromental.

All APLs:

Advanced Evolved Greater Air
Necromental: hp 261; See Appendix 4.

If the Air Necromental is summoned then the PCs receive full experience for this encounter simply by running for their lives and surviving.

CONCLUSION

You emerge into the daylight to the startled awe of the guards you left behind only a few hours ago. After reporting in to the one of the leaders at camp you are healed up any leftover damage, as well as fed appropriately. After resting you report your findings to Captain Glorwyn.

If the party was successful in locating the gate, read the following:

"This is good news indeed. I intend to send a second party in right away before something shifts. Get some rest. If it doesn't pan out, I may need you go again."

If the party did not find the gate, read the following:

"While you didn't find the gate, you've gained some valuable intelligence. Rest up. If you're up for it, I'd like to send in to try it again tomorrow..."

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the total number of ELs that the party defeated or successfully avoided. This is different than the number you may have assigned when preparing for this adventure. For example, the party may have decided to retreat.

Multiply the number of defeated ELs by 15. This is the total amount of experience that the PCs earned for all the encounters.

Award the total value (objectives plus roleplaying) to each character.

2-38: Random Encounters

Defeat or avoid the randomly generated encounters in the dungeon.

APL 6	585 XP
APL 8	735 XP
APL 10	885 XP

39: At Last! The Gate...

Defeat the creatures sent by the master **or** successfully flee from the Advanced Evolved Greater Air Necromental.

APL 6	135 XP
APL 8	165 XP
APL 10	195 XP

Story Award

Objective(s) met: Locate the Master of Bronzeblood's gate and return to the surface to tell about it.

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP

Discretionary roleplaying award

APL 6	90 XP
APL 8	110 XP
APL 10	135 XP

Total Possible Experience

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 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.

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

Encounter 2-38

All creatures encountered in the catacombs have no treasure unless it is specifically listed among their possessions in their stat blocks.

All APLs: Loot –varies, Coin – 0 gp, Magic -- varies.

Conclusion

PCs receive monetary reward as follows:

APL 6: Multiply the total xp earned by 0.8. Award this amount in gold pieces. If the PCs located the shadow gate, award a 200gp bonus.

APL 8: Multiply the total xp earned by 0.9. Award this amount in gold pieces. If the PCs located the shadow gate, award a 300gp bonus.

APL 10: Multiply the total xp earned by 1.35. Award this amount in gold pieces. If the PCs located the shadow gate, award a 500gp bonus.

Total Possible Treasure

APL 6: Coin: 920 gp.

APL 8: Coin: 1300 gp.

APL 10: Coin: 2322 gp.

APPENDIX 1: WHERE ARE MY MONSTERS?!

All the stat blocks for this interactive are provided in a separate, supplemental document.

DM AID #1: APL CALCULATION TABLE

APL 6

Available ELs: 48

Encounter Number	Encounter Level
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
Final	9
Total	

APL 8

Available ELs: 60

Encounter Number	Encounter Level
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
Final	11
Total	

APL 10

Available ELs: 72

Encounter Number	Encounter Level
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
Final	13
Total	

DM AID #2: ROOM GENERATION TABLE

Use the following tables for generating the contents of the rooms in your dungeon. If the room has been assigned a non-zero EL then use the Encounter Rooms table at left. If the room has an EL of zero then use the "Empty" Rooms table. When running an empty room encounter, simply ignore any references to the creatures that lurk in the room.

Encounter Rooms (roll d%)

01-03	Encounter 2: A Grand Idea
04-06	Encounter 3: Fallen Statues
07-09	Encounter 4: Former Entryway
10-12	Encounter 5: Sensory Deprivation
13-15	Encounter 6: Bath Time
16-18	Encounter 7: Turner Trap
19-21	Encounter 8: Battlefield Control
22-24	Encounter 9: Pillars
25-27	Encounter 10: Hot Foot
28-30	Encounter 11: Chasm
31-33	Encounter 12: Hostage Situation
34-36	Encounter 13: Unlucky
37-39	Encounter 14: Depression
40-42	Encounter 15: Fishing Hole
43-45	Encounter 16: Castle Gate
46-48	Encounter 17: Ringo's Cavern
49-51	Encounter 18: Sacrificial Chapel
52-54	Encounter 19: Home-Made Cemetary
55-57	Encounter 20: Ricochet Room
58-60	Encounter 21: Puzzle and Blood
61-63	Encounter 22: Orbs
64-66	Encounter 23: Kitchen
67-68	Encounter 24: Guard Room
69-70	Encounter 25: Muddy Guard Room
71-72	Encounter 26: Common Area
73-74	Encounter 27: Bedroom
75-76	Encounter 28: Wizard's Laboratory
77-78	Encounter 29: Barracks
79-80	Encounter 30: Office
81-82	Encounter 31: Torture Chamber
83-84	Encounter 32: Old Puzzle Room
85-86	Encounter 33: Common Room #2
87-89	Encounter 34: Bathing Chamber
90-92	Encounter 35: Handmaiden's Tomb
93-94	Encounter 36: Guard Room #2
95-97	Encounter 37: Store Room
98-100	Encounter 38: Treasure Room

Empty Rooms (roll d%)

01-03	Encounter 2: A Grand Idea
04-06	Encounter 3: Fallen Statues
07-09	Encounter 4: Former Entryway
10-12	Encounter 5: Sensory Deprivation
13-15	Encounter 6: Bath Time
16-18	Encounter 7: Turner Trap
19-21	Encounter 9: Pillars
22-24	Encounter 10: Hot Foot
25-27	Encounter 11: Chasm
28-30	Encounter 15: Fishing Hole
31-33	Encounter 17: Ringo's Cavern
34-36	Encounter 18: Sacrificial Chapel
37-39	Encounter 19: Home-Made Cemetary
40-42	Encounter 20: Ricochet Room
43-45	Encounter 21: Puzzle and Blood
46-48	Encounter 22: Orbs
49-51	Encounter 23: Kitchen
52-54	Encounter 24: Guard Room
55-57	Encounter 25: Muddy Guard Room
58-60	Encounter 26: Common Area
61-63	Encounter 27: Bedroom
64-66	Encounter 28: Wizard's Laboratory
67-69	Encounter 29: Barracks
70-72	Encounter 30: Office
73-77	Encounter 31: Torture Chamber
78-80	Encounter 32: Old Puzzle Room
81-83	Encounter 33: Common Room #2
84-86	Encounter 34: Bathing Chamber
87-90	Encounter 35: Handmaiden's Tomb
91-93	Encounter 36: Guard Room #2
94-97	Encounter 37: Store Room
98-100	Encounter 38: Treasure Room

DM AID #3: ENCOUNTER TABLES

When the party encounters the appropriate EL, roll percentile dice on the appropriate table. If a roll would give the PCs more than eight monsters, reroll.

EL 2 Encounters

01-05: 2 Animated Object, Small
06-10: 4 Animated Object, Tiny
11-20: Dessicator (FUR6-03)
21-24: 2 Air Elemental, Small
25-28: 2 Earth Elemental, Small
29-32: 2 Fire Elemental, Small
33-36: 2 Water Elemental, Small
37-41: 2 Ghoul
42-45: 8 Monstrous Spider, Tiny
46-50: 6 Skeleton, Human Warrior
51-55: 2 Skeleton, Wolf
56-60: 4 Stirge
61-70: Tomb Mote (FURinter6-02)
71-80: Vasuthant (FUR6-01)
81-87: 4 Zombie, Human Commoner
88-93: 8 Zombie, Kobold
93-00: 2 Zombie, Troglodyte

EL 3 Encounters

01-05: Allip
06-20: Animated Object, Large
21-30: Bone Rat Swarm (FUR6-06)
31-34: Medium Air Elemental
35-38: Medium Earth Elemental
39-42: Medium Fire Elemental
43-46: Medium Water Elemental
47-60: Ghast
61-65: 3 Ghoul
66-80: Quell (FUR5-08)
81-85: Yeth Hound
86-95: Zombie, Dire Ape (FUR6-05)
96-00: 3 Zombie, Troglodyte

EL 4 Encounters

01-05: Roll twice on EL 2
06-15: Bonedrinker, lesser (FURinter6-02)
16-25: 2 Dessicator (FUR6-03)
26-40: Entomber (FUR6-08)
41-50: Gray ooze
51-55: Mimic
56-59: 2 Tomb Mote (FURinter6-02)
60-69: Vampire Spawn
70-71: 2 Vasuthant (FUR6-01)
72-76: Zombie, Black Bear (FUR6-05)
77-90: Zombie, Minotaur
91-00: Zombie, Wyvern

EL 5 Encounters

01-05: Roll twice on EL 3
06-10: Roll three times on EL 2.
11-15: Animated Object, Huge
16-25: Boneclaw (FUR6-05)
26-29: Large Air Elemental
30-33: Large Earth Elemental
34-37: Large Fire Elemental
38-41: Large Water Elemental
42-55: Gibbering Moulder
56-66: Mummy
67-76: Ooze Paraelemental (FUR4-08)
77-81: Skeleton, Ettin
82-86: Wraith
87-95: Zombie, Dire Boar, Fast (FUR6-05)
96-00: Zombie, Umber Hulk

EL 6 Encounters

01-05: Roll twice on EL 4
06-10: Roll three times on EL 3
11-15: Roll twice on EL 2; take two of each
16-20: Belker
21-25: Bonedrinker (FURinter6-02)
26-40: Ghast 8 HD Ftr2 (FUR5-08)
41-50: Half Black Dragon Human Ftr4
51-55: Plague Blight (FUR5-08)
56-65: Skeleton, Advanced Megaraptor
66-75: Tendriculos
76-85: Voidwraith (FUR6-03)
86-93: Will-o-wisp
94-00: Zombie, Gray Render

EL 7 Encounters

01-05: Roll twice on EL 5
06-10: Roll three times on EL 4
11-15: Roll twice on EL 3, and use two of each
15-20: Roll twice on EL 2; use three of each.
21-30: Bloodrot (FUR6-08)
30-35: Chaos Beast
36-38: Huge Air Elemental
39-41: Huge Earth Elemental
42-44: Huge Fire Elemental
45-47: Huge Water Elemental
48-52: Ghost Ftr5
53-56: Golem, Flesh
57-60: Invisible Stalker
61-70: Skeleton, Cloud Giant
71-80: Spectre
81-90: Vampire Ftr5
91-00: Zombie, 20 HD Behir, Fast (FUR6-05)

EL 8 Encounters

01-05: Roll twice on EL 6
06-10: Roll three times on EL 5
11-15: Roll twice on EL 4, and use two of each
16-20: Roll twice on EL 3; use three of each.
21-25: Roll twice on EL 2; use four of each.
26-35: Bodak
36-40: Destrachan
41-50: Mohrg
51-55: Ogre Mage
56-65: Shadow, Greater
66-70: Shield Guardian
71-80: Skeleton, Glabrezu, Vicious, Awakened (FUR6-05)
81-90: Skeleton, Young Adult Red Dragon
91-00: Slaughter Wight (FUR6-01)

EL 9 Encounters

01-07: Roll twice on EL 7
08-15: Roll three times on EL 6
15-20: Roll twice on EL 5, and use two of each
21-25: Roll twice on EL 4; use three each.
26-30: Roll twice on EL 3; use four of each.
31-39: Blaspheme (FUR6-01)
40-42: Greater Air Elemental
43-45: Greater Earth Elemental
46-48: Greater Fire Elemental
49-51: Greater Water Elemental
52-61: Half-fiend Human Clr7
62-68: Hell Hound
69-75: Hooded Pupil Ogre Mage (FUR6-01)
76-80: Naga, Spirit
81-90: Skeleton, Titan, Spellstitched (FUR4-08)
91-00: Slaughter Wight, Evolved (FUR6-01)

EL 10 Encounters

01-07: Roll twice on EL 8
08-15: Roll three times on EL 7
15-20: Roll twice on EL 6, and use two of each
21-25: Roll twice on EL 5; use three each.
26-30: Roll twice on EL 4; use four of each.
31-35: Animated Object, Colossal (tall)
36-40: Animated Object, Colossal (long)
41-45: Golem, Clay
46-55: Plague Spewer (FURinter6-02)
56-60: Runic Guardian (FURinter6-04)
61-65: Salamander, Noble
66-70: Slaad, Gray
71-80: Slaughter Wight, Evolved, Spellstitched (FUR6-01)
81-85: Rakshasa
86-93: Revived fossil megaraptor (LM)
94-00: Wight Mnk7 (FURinter6-03)

EL 11 Encounters

01-07: Roll twice on EL 9
08-15: Roll three times on EL 8
15-20: Roll twice on EL 7, and use two of each
21-25: Roll twice on EL 6; use three each.
26-30: Roll twice on EL 5; use four of each.
31-35: Devourer
36-40: Vampire Necromancer 9 (FUR3-08)
41-45: Vampire Ranger 9 (FUR4-06)
46-55: Abyssal Ghoul, Spellstitched (FUR4-08)
56-60: Ooze Paraelemental, 21 HD, Fiendish (FUR4-08)
61-65: Vampire War2/Sor8 (FUR4-08)
66-70: Ghost Clr9 (FUR5-08)
71-80: Death Knight Ftr7/Blk2 (FUR5-08)
81-85: Blaspheme, Evolved, 22 HD (FUR6-01)
86-93: Shadesteel Golem (FUR6-01)
94-00: Wraith, Dread (FUR6-01)

EL 12 Encounters

01-07: Roll twice on EL 10
08-15: Roll three times on EL 9
15-20: Roll twice on EL 8, and use two of each
21-25: Roll twice on EL 7; use three each.
26-30: Roll twice on EL 6; use four of each.
31-35: Huecuva, Clr10 (FUR4-01)
36-40: Vampire Clr10 (FUR4-06)
41-45: Vampire Ftr10 (FUR4-06)
46-55: Bone Naga, Spellstitched (FUR4-08)
56-60: Mummified Clr9 (FUR4-08)
61-65: Hooded Pupil Cloud Giant (giant) (FUR6-01)
66-70: Necromental, Air, 24 HD (FUR6-01)
71-80: Weird, Earth (FUR6-01)
81-85: Wheep, Evolved (FUR6-01)
86-93: Vampire Sor6/Mindbender4 (FURinter6-03)
94-00: Cadaver Collector (Construct) (FURinter6-02)

EL 13 Encounters

01-05: Roll twice on EL 11
06-10: Roll three times on EL 10
11-15: Roll twice on EL 9, and use two of each
16-20: Roll twice on EL 8; use three each.
21-25: Roll twice on EL 7; use four of each.
26-35: Vampire Clr10 (FUR4-06)
36-40: Vampire Necromancer 11 (FUR3-08)
41-50: Vampire Ftr10 (FUR4-06)
51-60: Bone Naga, Spellstitched (FUR3-08)
61-65: Mummy Lord
66-70: Vampire War2/Sor10 (FUR4-08)
71-80: Blaspheme, Evolved, 30 HD (FUR6-01)
81-90: Wheep, Evolved, Spellstitched (FUR6-01)
91-100: Charnal Hound (FUR6-01)