



*The battle against the slavers continues! You and your fellow adventurers have defeated the slavers of Highport, but you have learned of the existence of another slaver stronghold, and you have decided to continue the attack. But beware only the most fearless of adventurers could challenge the slavers on their own ground, and live to tell of it!*

*This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at Gen Con XIII Convention and is the second of four in a series of related tournament modules from TSR Hobbies, Inc.*

*This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, play tested tournament characters. Also included are large-scale referee's maps, notes, and background information. A2 is a complete adventure in itself, but it is also a companion to A1 (Slave Pits of the Undercity), A3 (Assault on the Aerie of the Slave Lords) and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards of TSR.*

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**Product Number:** 9040 Secret of the Slavers Stockade

**Year Published:** 1981

Converted from 1st Edition to 3rd Edition D&D

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**Summary of Conversion:**

- Updated all NPC's to 3<sup>rd</sup> Edition. Decided to class most monsters to warriors adepts to better represent there abilities
- Had to change some the traps to make them fit with the 3E system for traps.
- Converted some creatures (Haunt, Boggle, and phantom to 3E). Thanks to the Creature catalog for the help

**Notes:**

This is the second conversion I've done of a First Edition to Third Edition module. The slaver series is one of my all time favorites so I'm converting all four modules. Look for A3 in the next Month. I'd thank to thank everyone who gave me feedback on the first module. Hopefully this conversion will go over as well. I will NOT be including any maps per the conversion guidelines on Eric Noah's site.

The module has been play tested by the group I play with so there shouldn't be any glaring areas. But if you find any typos or glaring errors drop me a e-mail. So I can update them. I should also warn everyone that this conversion is fairly tough module now. By group of 6 players that are levels 6-8 had some rough battles if the monster tactics are followed closely. Lower level parties should be careful!

**ADVANCED DUNGEONS & DRAGONS™**

**Dungeon Module #A2**

**Secret of the Slavers' Stockade**

**Background:**

The coastal lands of the Sea of Gearnat have long been raided by the ruthless Slave Lords, traders in human misery. After years of argument, the sovereigns of the area finally decided to take action against them. A band of fearless adventurers was gathered and sent to investigate the slavers' base in the decayed city of Highport (**Dungeon Module A1: SLAVE PITS OF THE UNDERCITY**). The slavers were discovered to be operating out of a ruined temple dedicated to the orcish god Gruumsh. After defeating the orcs, the implacable adventurers discovered a secret trap door leading to the sewers beneath the temple. There they found the dreaded Slave Pits, guarded not only by orcs and ogres but also by creatures more foul, including the horrible insect-men. After all these were beaten, the adventurers encountered and defeated one of the Slave Lords managing the operation in Highport. As a result of their victory, the party obtained records of slaver activities and a map of their caravan route.

The map has led the party inland from Highport to an old fort lost in the midst of the Drachensgrab Hills. Supposedly this stockade is used as a way station by humanoid caravan merchants who dare risk travel across these perilous lands. The party's map, however, indicates that the fort is really a front for the slavers, and that it is being used as a processing and fattening house for newly acquired slaves. The information agrees with that received from a slave who escaped from the stockade. The slaves are brought in with the mock caravans, but they are never seen to leave. To help fulfill their mission the player characters decide to investigate the old fort.

**Module History:** Sections of this module were used as part of the ADVANCED DUNGEONS AND DRAGONS™ Open Tournament at Gen Con® XI I I gaming convention, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct the tournament should players and the DM wish to do so. Information included for this purpose consists of the tournament maps, descriptions of encounters, a scoring sheet, and the original characters used in the tournament.

This module may also be used as a regular adventure campaign for the world of Greyhawk. In fact, the tournament dungeon is only part of a larger campaign dungeon given in this module. Information, which does not apply to tournament use, will be clearly marked where it occurs.

### **Notes for the Dungeon Master**

This module, as with others in the A series, was designed for tournament use, and is intended for characters from 4th to 7th level. A balanced mix of character classes and abilities will have the best chance of success, and the party may be allowed to use henchmen and hirelings to supply needed skills. The DM should compare campaign characters and their magic items with the characters and items included in the module, in order to assemble an appropriate party.

Before beginning play, the DM must read all parts of the module thoroughly. If the module is being used as part of an ongoing campaign, the DM will want to take notes, making changes in the module text to fit the module into the campaign.

If the DM decides to run the characters through the module as if in a tournament, copies of the other tournament modules **A1 SLAVE**

**PITS OF THE UNDERCITY, A3 ASSAULT ON THE AERIE OF THE SLAVE LORDS, and A4 IN THE DUNGEONS OF THE SLAVE LORDS,** should also be obtained.

A Wandering Monster Table with attached explanations is included before the keys for the fort and dungeon levels. The table is used only for the campaign adventure. There are no wandering monsters in the tournament dungeons.

Information presented in the key is divided into two sections. The boxed script is material, which should be read to the players unless special circumstances prevent their knowing the information given there such as no light to see by. The information not boxed is material for the DM only, and provides game details about the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

Doors are constructed of heavy wood and open out into the corridor unless otherwise noted. Typically they are locked and must either be forced open (Strength Check DC18) or opened by lock picking as per the **Players Handbook**.

All hallways are 10' wide and 10' high unless otherwise noted in descriptions or on the map. Secret passageways are 5' wide and 8' tall unless noted otherwise. Rooms in the aboveground sections normally have ceilings 14'-20' high, while those in the underground area have their heights noted.

Because of the dust and muck on the floors, tracking is somewhat different than in the wilderness. The most that can be seen are shapeless blobs where the dust has been disturbed. Something of the frequency of travel in an area can be gathered from the tracks, but nothing of the types of creatures that have passed.

Traps guard many of the areas in the module, and player characters will not detect these traps unless they are searching the specific areas in which traps are located. Each character may search a specific area only once. In some cases, there are no traces of a trap to be found, and this is noted in the appropriate encounter sections.

### **Hill Fort Strategy**

Once a party of adventurers is detected inside the hill fort, the guards will raise the alarm by whatever means are available. If an alarm gong is used, the fort (upper level) will be alerted at the end of the turn in which the adventurers are spotted. If a shouted alarm is used, the fort will be alerted at the end of the turn following the one in which the characters are spotted. The lower dungeon will be alerted one turn after the hill fort.

Once the fort is alerted, guards in barracks will spend one turn donning armor and preparing for battle. Prepared guards will move to block the ground-level entrances to all buildings. Guards on the walls will harass invaders with missile fire. The fort strategy is basically defensive, and attempts to delay the party as much as possible. The exact details of fort defense are left to the DM.

**Note:** Once the fort is alerted, no one will be found asleep or unarmed. The DM will have to modify some encounter descriptions accordingly.

Should the adventuring party retreat, and later return to the fort, they will find the defenses strengthened, ambushes prepared, and the garrison reinforced. Countermeasures will be taken against any magic the

party may have used. The exact amount of additional preparation will depend on the amount of time between the first and second attacks.

If the party surrenders to the garrison, they will be disarmed and their magic items, weapons, and armor confiscated. Once the party members have been rendered harmless, Markessa will question them as to what they know of slaver activities, using all means available, including torture, if necessary. Once she has learned everything she can, Markessa will immediately kill all spell casters (if these can be identified) and send the other party members to dungeon area 28c, the caveling lair, where it is assumed that the mad cavelings will kill them for meat.

#### Leaders

Brief descriptions of the hill fort and dungeon leaders are given here for ease in running campaign games. Note that in campaign games these leaders may move about once the fort is alerted and will not stay confined to their rooms. This is not true in tournament situations.

**Markessa, female elf (high) Ftr5/Wiz5:** CR 10; Size M (4 ft., 10 in. tall); HD 5d10+10 + 5d4+10; hp 67; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 18(+4 Studded +4 Dex); Attack +13/+8 (1-6+3 19-20/x2) or +11/+6 (+7 Base, +4 Dex) Darts; SV Fort +8, Ref +6, Will +6 (+5 Base, +1 Wis); AL CN; Str 14 (+2), Dex 18 (+4), Con 17 (+3), Int 16 (+3), Wis 12 (+1), Cha 14 (+2); Languages Spoken: Common, Giant, Elven, Gnoll, Orc, and Undercommon.

Skills and feats: Climb +9, Diplomacy +4, Hide +7, Concentration +8 +4 +3, Knowledge (Anatomy) +13, Knowledge (nature) +9, Knowledge (Healing) +13, Listen +3, Move silently +8, Ride +11, Search +5, Sense motive +2, Spot +6, Swim +10, Wilderness lore +4; [Scribe scroll], Skill focus (Anatomy), Skill Focus (Healing), Weapon focus (Short Sword), Improved initiative, Spell Focus (Evocation), Combat Casting, Point Blank Shot, Precise Shot

*Wizard Spells Known (4/4/3/2):*

*Cantrips -- Flare, Mending, Prestidigitation, Resistance.*

*First -- Magic Missile, Shocking Grasp, Protection from Good, True Strike*

*Second -- Darkness 20ft, Blur, Scare.*

*Third -- Lightning Bolt, Hold Person.*

She wears special, magical **Studded Leather Armor +1 with permanent protection from arrows**, which gives her 10/+2 damage reduction from ranged weapons. Wearing the armor she still has a 15% arcane spell failure chance.

She carries a **Special Short Sword of Speed +1**, which allows her one extra attack per round at +13 this extra attack functions as a partial attack action only. So for example she could declare a move action, an attack action and get the partial attack action or she can declare a full attack and get the bonus attack action.

Markessa is also armed with 12 darts.

**Icar, male human Ftr7:** CR 7; Size M (5 ft., 11 in. tall); HD 7d10+14; hp 64; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 Breastplate); Attack +13/+8 Great Sword (2d6+7 19-20/x2), or +11/+6 (+7 Base, +4 Dex) ranged; SV Fort +7 (+5 Base, +2 Con), Ref +6 (+2 Base, +4 Dex), Will +3 (+2 Base, +1 Wis); AL LE; Str 19 (+4), Dex 18 (+4), Con 15 (+2), Int 13 (+1), Wis 12 (+1), Cha 13 (+1); Languages Spoken: Common, Goblin. Skills and feats: Bluff +2, Climb +11, Craft +4, Handle animal +6, Jump +13, Listen +10, Move silently +4, Profession +2(Blacksmith), Ride +8, Swim +8; Alertness, Ambidexterity, Blind-fight, Cleave, Combat reflexes, Dodge, Power attack, Weapon focus (Great Sword).

Icar is the commander of the hill fort garrison, feared both for this tactical ability and his personal prowess. His reputation is made even more awesome by the fact that he is totally blind, and relies on his other keen senses in battle. He is armed with a Great Sword+1 **and a Ring of Major Elemental Resistance (Fire)** Because of his blindness; Icar is immune to all visual effect spells:

**Executioner:** male ogre Ftr4: CR 6; Size L (9 ft., 7 in. tall); HD 4d8+24 + 4d10+24; hp 86; Init +0; Spd 30 ft.; AC 19 (-1 Size, +5 Natural, +5 Chainmail); Attack +16/+11 Bastard Sword(1-10+9 19-20/x2), or +6/+1 Bow; SV Fort +14 (+4 Base, +6 Con, +4 Racial), Ref +2 (+1 Base, +1 Racial), Will +4 (+1 Base, +2 Wis, +1 Racial); AL NE; Str 28 (+9), Dex 11 (+0), Con 23 (+6), Int 8 (-1), Wis 14 (+2), Cha 8 (-1). Skills and feats: Climb +21 (+7 Rank, +9 Str, +3 Racial, +2 Focus), Hide -4 (-4 Size), Listen +5 (+2 Wis, +3 Racial), Move silently +0, Spot +5 (+2 Wis, +3 Racial); Power attack, Cleave, Expertise, Sunder, Improved Disarm.

Executioner is Icar's battle-won friend and lieutenant. He is well aware that he is superior to most ogres and proud of it. He uses his cunning to defeat enemies whenever possible. Executioner carries a special Masterwork bastard sword, a gift from a respectful slave merchant, with which he can disarm his opponents

**Gulyet female goblin** Clr4/Wiz4: CR 8; Size S (3 ft., 2 in. tall); HD 4d8+4 + 4d4+4; hp 31; Init 0; Spd 30 ft.; AC 17 (+1 Size +7 Chainmail); Attack +7 Morning Star, SV Fort +6 (+5 Base, +1 Con), Ref +1 (+2 Base, -1 Dex), Will +10 (+8 Base, +2 Wis); AL NE; Str 11 (+0), Dex 10 (+0), Con 12 (+1), Int 15 (+2), Wis 15 (+2), Cha 5 (-3); Languages Spoken: Elven, Goblin, Common; Skills and feats: Alchemy +7, Diplomacy +3, Heal +9, Hide +4, Intuit direction +4, Knowledge (religion) +7, Listen +2, Move silently +4, Profession +7(Healer), Ride +1, Spell craft +7, Spot +2, Wilderness lore +5; Extend spell, Heighten spell, Maximize spell, [Scribe scroll];

**Cleric Domains: Healing, Knowledge**

Healing Domain: Cure Light Wounds (1d8+5)

Knowledge Domain: Detect Thoughts

**Cleric Spells Per Day: 5/4+1/3+1.**

Orisons: Create Water, Detect Magic, Mending, Resistance, Read Magic

1<sup>st</sup> Level: Cure Light Wounds (1d8+5), Bless, Command, and Doom

2<sup>nd</sup> Level: Darkness, Resist Elements (12 Dmg/round ignored), and Sound Burst

**Wizard Spells Known (4/4/3):**

0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.

1st -- Burning Hands, Charm Person, Expeditious Retreat, Feather Fall, Identify, Mage Armor, Shield, Shocking Grasp.

2nd -- Invisibility, Knock, Levitate, Melf's Acid Arrow, Mirror Image.

**Wearing Dwarven Chainmail +2(30% Arcane Spell Failure), A Morning Star, +1**

She is Markessa's assistant and apprentice, the only one so far to meet Markessa's standards, and therefore survive and a whistle with which she can either sound the alarm, or summon her bodyguard,

**Winter Wolf CR 5;** Large Magical Beast; HD 6d10+18; HP 51; Init +5 ; Spd 50ft; AC 15 (-1 size, +1 Dex, +5 natural); ATK Bite +9 melee; DAM Bite 1d8+6; 5 ft. by 10 ft./5 ft.; SA Breath weapon, trip; SQ Scent, cold subtype; SV - Fort 8, Ref 6, Wil 3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10 Skills/Feats: Hide +6\*, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1\* Special Abilities/Qualities:

Breath Weapon (Su): Cone of cold, 15 ft., every 1d4 rounds; damage 4d6, Reflex half DC 16. Winter wolves can use their breath weapon while biting.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Winter wolves receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. \*Their natural coloration grants winter wolves a +7 racial bonus to Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Winter wolves can speak giant and Common.

**Blackthorn male ogre mage Ftr1:** CR 9; Size L (9 ft., 11 in. tall); HD 5d8+30 + 1d10+6; hp 68; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+1 Dex, -1 Size, +5 Natural +4 Chain mail); Attack +13 Great sword (2-12+12 19-20/x2); SV Fort +15, Ref +2, Will +4; AL LE; Str 26 (+8), Dex 13 (+1), Con 22 (+6), Int 19 (+4), Wis 12 (+1), Cha 17 (+3); Languages Spoken: Common, Giant, Gnome, Goblin, Infernal and Under common;

Skills and feats: Climb +10, Concentration +9, Profession (Siege Master), Escape artist +3, Handle animal +7, Hide -3, Listen +4, Move silently +1, Spell craft +7, Spot +4, Swim +8, Tumble +3; [Improved initiative], Power Attack, Weapon focus (Great Sword).

He also has a 10-foot reach when he polymorphs back to the magi form. He also has a SR of 18 and regeneration of 2

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

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

Regeneration (Ex): Ogre mages take normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost body parts

He is a representative of the Slave Lords and the captain of Markessa's dungeon guards. Blackthorn always appears in polymorphed form; in this case, as a 7-foot tall humanoid with gray skin, sparse hair, sunken eyes, and a skeletal, emaciated physique on which his armor hangs loosely. He enjoys watching the impression his bizarre appearance has on Markessa's troops.

Once the hill fort comes under attack, it is the job of Icar and Executioner to lead the attack against the invaders. They will attempt to coordinate the actions of the guards and not personally enter combat unless circumstances require it. If they need help against the party, Blackthorn will come up from the dungeon to assist. Markessa will stay within the dungeon, as she has both an ambush and a secret escape route available for use.

#### **Tournament Notes:**

The hill fort and dungeon areas were designed to be used as separate tournament sessions, each with nine players and each lasting 3-4 hours. Timing begins when the character sheets are distributed, and players should be periodically reminded of the time limit. The player's objective is quite simple: go as far as possible in the time available, whether playing above or below ground. The more rooms the players get through, the more points they will score. The players should be informed of the scoring outline before play begins.

If this module is being used with the others in the series for tournament purposes, the information at the end of each session will lead a successful party to the Aerie of the Slave Lords.

In addition to the larger map, partial maps have been included in the module showing tournament areas only. These may be disregarded if the module is being used as part of a campaign. Tactical maps showing details of tournament areas are also included.

When playing the dungeon half as a separate scenario an alternate tournament start has been given. This start presumes that the fort has been destroyed and only the underground section remains.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters, which are the same in both sessions. All characteristics have been listed, along with equipment, spells, and magic items. Players may not *add to* or alter this list. This will guarantee that all players start with the same chances. Players would be allowed the use of the Players Handbook, but not of the Monster Manual or the Dungeons Masters Guide, although all magic items they possess will be known and understood by the owner completely.

2. There are no wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.

3. Monsters will fight intelligently and to the best of their ability. They show no mercy or quarter to invaders. Monsters encountered in tournament play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to best advantage. In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the players' actions, the DM must find an alternative. If the players are unusually inventive and find something that is not covered, a few minutes may be taken to establish some sort of defense for the monsters - possibly having them regroup and counterattack if necessary. In tournament play, monsters will not pursue fleeing adventurers out of an encounter area unless otherwise noted. Players will not know this, however. Monsters will make a lot of noise and will make feint attacks to give the impression of pursuit.

4. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the Gen Con Open but may be used as a method of determining top players from session to session. The fort and dungeon sections of the module can each be used as opening rounds of a tournament, as they are of equal complexity, and the scoring system is compatible with both.

5. An attempt to bypass the fort's guards through flight, invisibility or scaling the walls will probably fail. In order to keep the roofs inviolate, there are hobgoblin guards on the outside walls, who are all armed with composite bows and swords. The walls are higher than the keep's roof. Should any figures quickly identifiable as non-hobgoblin appear on the roofs, these guards will fire them upon. In addition, the edges of the walls all have angled spikes to prevent anyone climbing the walls from reaching the roofs. The spikes are razor sharp. Two boggles (see end of module) are also on top of the guardhouse wall. These boggles can sniff out intruders even if the intruders are invisible, and will set up a high-pitched, wailing howl of alarm if they scent intruders.

All of the hobgoblin guards on the roofs and walls have 75% cover (+7 to AC). Any ropes thrown up to the walls will be cut by the guards, and anyone spotted climbing up to or about the roofs will be fired upon by at least six composite bows every round.

6. As the hobgoblins rely upon the moonlight and their Dark vision to spot intruders, the party will very probably not want to use light sources while they are outside. Should they involve themselves in a melee while in darkness, those members of the party who do not have Dark vision will fight with a 10% concealment penalty.

7. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

### **Overland From Highport**

Module A1 ends with the party leaving a ruined temple. This module begins with the party entering the hill fort. For tournament purposes (or for the sake of simplicity) the DM can assume that the party has successfully traveled overland from Highport.

For the campaign adventure, the DM may wish to run the overland journey. The party begins in Highport after exiting module A1. All normal supplies are for sale in Highport at the prices listed in the **Player's Handbook**. The Slavers' Stockade is 120 miles inland from Highport. The first 30 miles are through Plains terrain; the last 90 miles are through Hills terrain. Because the party has a map to help guide them, there is only a 1 in 20 chance per day of becoming lost crossing Plains and a 1 in 12 chance per day of becoming lost crossing Hills. A lost party may backtrack to the point where they got lost and try again. Random encounters are checked three times each day. The chance for an encounter is 1 in 12 while in Plains and 1 in 10 while in Hills. The normal encounter distance is 6" - 24" (6d4). If a random encounter takes place

### **START**

Check the following **Wilderness Encounter Table** to determine exactly what is encountered.

After a harrowing journey in which the party faced hunger, bandits, and the wild tribesmen of the Drachensgrab Hills, the adventurers have arrived at their destination and are scouting the fort from concealed positions on a nearby ridge. The fort is situated atop a high, steep hill that surveys the countryside. A warding ditch 20' wide and 10' deep surrounds the fort. The only access road winds down from the north, through a narrow valley, up to the drawbridge that spans the ditch.

The hill fort is a combination of recent construction and the remains of an older stone fortress. The outer wall of the hill fort is an earthen rampart topped by a wooden stockade. However, the curtain wall containing the drawbridge is made of stone. The wall is 35' high and is topped by a stone parapet, which is constantly manned. The curtain wall is connected to the rest of the fort by the rampart and stockade.

The ground slopes upward from the curtain wall, and some distance back, across an open courtyard, is the gatehouse. This is of massive construction, four stories high, with a stone parapet atop it, so that all sides can be defended. The rampart and stockade connect to the gatehouse and surround the fort keep.

The keep abuts the rampart on three sides, with a parade ground to the north between the main building and the gatehouse. The fort was originally a single story stone building, but the slavers have added a wooden guard post as a partial second story. The entrance to the main building is recessed back and an enclosed garden leads from the building's entrance to the parade ground.

The rampart and stockade surround the fort on the west, south, and east sides and join the curtain wall to the north. The outer face of the walls and stockade are fitted with downward sloping spikes to prevent attackers from scaling the walls. The stockade has a walkway on all sides, the walkway being 15' above the main building's first floor. Guards patrol the walkway, and the top of the gatehouse and curtain wall, but it is impossible to estimate numbers from a distance.

### **Wilderness Encounter Table**

#### **Roll Encounter**

01-03 Bear, Brown	1-4
04-11 Bugbear	2-8
12-14 Boar, Wild	1-8
15-17 Dog, Wild	3-12
18-21 Giant, Hill	1-3
22-25 Ghoul	1-6
26-33 Groll	3-12
34-45 Goblin	5-30
46-48 Griffin	1-3
49-60 Hobgoblin	4-24
61-63 Horse, Wild	2-12
64-66 Wereboar	1-2
67-69 Werewolf	1-3
70-75 Ogre	1-6
76-77 Ogre Mage	1-3
78-89 Orc	3-18

90-92 Stag	2-8 USE LIGHT HORSE STATS
93-95 Wight	1-3
96-00 Wolf	2-12

For Monster Stats see back of Module.

The escaped slave has told the party that he left the fort by running a makeshift rope from the curtain wall's second story to the ditch and climbing down. Since no one saw him leave, he is sure the rope is still there.

#### **Tournament Start For The Hill Fort:**

The party decides to take the slave's route into the hill fort. Waiting until dark, the party hides the horses and makes its way down to the ditch. Groping along, the party manages to find the slave's rope at the bottom of the ditch. Despite the darkness, the party reaches the top without incident. Finally the party stands breathless in the darkness of the wall's inner passageway.

#### **Hill Fort Description:**

The curtain wall, the gatehouse, and the main building are all built of stone. The ceilings and walls of rooms and corridors are made of stone. The ceilings in the east and west wings, however, are made of plaster over wood hung on wooden rafters.

The floors are wooden. Wooden beams are used to reinforce weak sections of the stone buildings. The stockade is wooden, as is the wall walk and the pavilion overhang in the open garden section of the U-shaped main building. The inner courtyards are nothing but rock-strewn mud flats. The only vegetation (besides mold and mildew) are the trees in the garden surrounded by the main building.

The hill fort shows signs that it has been sacked in the past. Some of the stones are blackened as though by fire. Some areas of stonework show signs of ancient destruction from catapult and trebuchet attacks. These holes have been crudely repaired. The stockade is of more recent construction than the rest of the hill fort. Close examination shows that the stockade has been built directly behind the remains of a stone foundation where an outer perimeter wall once stood.

The humanoid in the hill fort do not care whether it is clean or not. As a result, both the fort and the dungeon are filthy. The floors are covered with dust, and trash is scattered about the rooms and corridors. The walls are covered with grime, mildew, and cobwebs. Broken or rotted furniture is thrown into corners rather than repaired. The entire place is infested with rats, spiders, and other foul vermin.

#### **Hill Fort Wandering Monsters**

Wandering monsters will be encountered in the campaign game only, and then only in hallways, empty rooms, or areas cleared by the party. However, wandering monsters will not be encountered in either the haunt's area or the haunted west wing.

The DM should check for wandering monsters each turn, with a roll of 1 on d6 indicating an encounter. When an encounter is indicated, use the **Hill Fort Encounter Table** to determine what creature is met.

#### **Hill Fort Encounter Table**

Roll	Encounter	Number
1	Hobgoblin Patrol	3-12
2	Hobgoblin Shaman	2-8 hobgoblins
3	War Dogs	2-8
4	Carnivorous Apes	1-3
5	Gnolls	2-12
6	Escaped Slave	1

**Hobgoblin Patrol.** The party has accidentally stumbled onto one of the roving patrols which guard the fort. If the patrol hears the party but does not see them, the patrol leader will shout "Halt, who goes there?" in hobgoblin. If the patrol leader sees the party they will call upon the party members to "Drop your weapons and surrender!" If the party does not surrender immediately, the hobgoblins will attack. The hobgoblins do not want to split the reward for capturing runaway slaves (which is what they assume the party members are) so the hobgoblins will not summon any help or raise the alarm.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-



1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5 ; Alertness.

**Hobgoblin Shaman and Guards.** The hobgoblin shaman Adhu Nazaryet and his guard of 2-8 hobgoblins are on their way to a secret shrine of Maglubiyet to perform a sacrificial ritual. They will fight to the death to prevent the defilement of the holy icons they carry.

**Adhu Nazaryet Adp3:** CR 2; Size M (6 ft., 1 in. tall); HD 3d6+6; hp 23; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 Heavy Mace (1-8+1 20/x2), or +2 Sling (1-4 20/x2); SV Fort +3 Ref +2, Will +5; AL NE; Str 13 (+1), Dex 13 (+1), Con 15 (+2), Int 13 (+1), Wis 14 (+2), Cha 13 (+1); Languages Spoken: Common, Giant, Goblin; Skills and feats: Concentration +8, Hide +1, Knowledge (Arcana) +7, Knowledge (religion) +7, Listen +2, Move silently +5, Spot +2; Alertness, Silent spell.

Adapt Spells Per Day: 3/3.

0 Level Spells: Cure Minor Wounds, Detect Magic, and Create Water

1 Level Spells: Detect Good, Protection from Good, Bless

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

**War Dogs.** The war dogs will attack any creature that does not smell like one of the monsters which belong in the hill fort.

**War Dog** CR 1/3; Small Animal ; HD 1d8+2 ; HP 10 ; Init +3 ; Spd 40 ft; AC 15(+1 Size, +3 Dex, +1 Natural) ; ATK Bite +2 Melee ; DAM 1d4+1 ; 5ft/ 5ft by 5ft ; SA ; SQ Scent ; SV - Fort +4 , Ref +5 , Wil +1 ; Str 13 , Dex 17 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1\*  
Special Abilities/Qualities: +8 Wilderness lore when tracking by scent

**Dire Apes.** The Dire apes are allowed to roam the fort in search of food (humans). They are intelligent enough to avoid attacking monsters, which belong in the hill fort.

**Dire Ape** CR 3; Large Animal; HD 5d8+10; HP 32; Init +2; Spd 30ft; AC 15; ATK 2 claws +8 melee, bite +3 melee; DAM Claw 1d6+6, bite 1d8+3; 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12; SQ Scent; SV - Fort 6, Ref 6, Wil 5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills/Feats: Climb +14, Move Silently +9, Spot +9; Special Abilities/Qualities: Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponents body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

**Gnolls.** A band of gnolls has joined forces temporarily with the hobgoblins, goblins, and orcs of the hill fort. The party has stumbled onto a group of gnolls either entering or leaving the fort. The gnolls want to show up the other humanoids and will try to capture or kill the party members without calling for help.

**Gnoll War2:** CR 2; Size M (8 ft., 1 in. tall); HD 4d8+8; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 Natural, +5 Chainmail); Attack +9 Battleaxe (1-8+5 20/x3), or +5 Short bow (1-6 20/x3 Range 60); SV Fort +8, Ref +2, Will +0; AL NE; Str 21 (+5), Dex 15 (+2), Con 15 (+2), Int 11 (+0), Wis 10 (+0), Cha 11 (+0); Languages Spoken: Gnoll, Goblin; Skills and feats: Hide +2, Knowledge (religion) +2, Listen +3, Move silently +2, Ride +6, Spot +4; Power attack, Weapon focus (Battleaxe).

**Gnoll Leader** War3: CR 3; Size M (7 ft., 6 in. tall); HD 5d8+15; hp 37; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 Natural, +5 Chainmail); Attack +9 Halberd (1-10+5 20/x3), or +6 Comp. Longbow (1-8 20/x3 Range 110); SV Fort +9, Ref +3, Will +0; AL NE; Str 20 (+5), Dex 14 (+2), Con 17 (+3), Int 8 (-1), Wis 9 (-1), Cha 12 (+1); Languages Spoken: Gnoll; Skills and feats: Bluff +2, Hide +2, Listen +2, Move silently +2, Profession +2, Spot +2; Cleave, Power attack, Toughness.

**Escaped Slave.** A woman recently captured by the slavers has taken advantage of an opportunity to escape. She is armed with a short sword. If the party can convince her that they are not slavers, she will tell the party that she is Lady Morwin Elissar and offer them a large reward, payable when they take her back to civilization. Despite her ragged appearance, she seems to be a lady of quality (unfortunately, she is actually a penniless maidservant). She tends to be hysterical when threatened (50% chance of crying out and perhaps fainting), which will alert guards to the party's whereabouts. She has an intense hatred for her former captors and will kill or maim them if the opportunity arises.

**"Lady Morwin Elissar":** female human Nob1: CR 1; Size M (5 ft., 5 in. tall); HD 1d8-1; hp 7; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +0 Short sword(1-6 19-20/x2); SV Fort -1, Ref +1, Will +6; AL NG; Str 10 (+0), Dex 12 (+1), Con 8 (-1), Int 11 (+0), Wis 18 (+4), Cha 13 (+1); Languages Spoken: Common, Gnoll, Infernal, under common; Skills and feats: Disguise +5, Hide +1, Knowledge (Arcana) +2, Knowledge (Religion) +4, Listen +4 , Move silently +1, Sense motive +8, Speak language +4, Spot +6, Swim +2; Endurance, Skill focus (knowledge (religion)).

## **KEY TO THE HILL FORT**

### **1. Curtain Wall top:**

This is a curtain wall. When the fort is under attack the curtain wall serves to slow the attackers, for enemies must first fight past the curtain wall before they even reach the main gatehouse to the fort. Attackers will

then be pinned between the curtain wall and the main gatehouse wall with no cover from the fort's defenders' arrows. The curtain wall is not connected by a walkway to the fort; only a high wall of stone and logs links the curtain wall to the fort and encloses the outer courtyard.

The hobgoblins mount a guard on the curtain wall in order to sound the alarm if intruders approach. But they only march on the walltop for they fear the inner walk is haunted and none will enter it nor will they pay any attention to any sounds from within.

#### 1a. Open Walkway:

The walkway is open to the west and to the east. Hobgoblin guards pace back and forth along each section. From below the hobgoblins appear as ghost-white figures. Pallid moonlight illuminates the wall, casting eerie, ink-black shadows. Only a light breeze blows and sound carries muffled.

Two hobgoblins patrol each walkway and one will attempt to sound the alarm if the other is attacked. They are armed with composite bows and swords. They carry no lanterns, relying on their dark vision to enable them to spot invaders. The rim of the wall on all sides is lined with rows of sharp spikes pointing down, to dissuade those who would attempt to climb the wall.

Along the walkway are piles of broken stones for throwing down on invaders. In the floor of the eastern walkway is a trapdoor; heavily barred for fear that the evil spirits below might break out. The guards will cry an alarm if the trapdoor opens and fire at +4 to hit anything coming out of the hole.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### 1b. West Guard-house:

There is a stained decaying skull hanging on this door. The skull is that of a halfling.

Within the guardhouse are two bunks, a wooden table, and two benches. A small coal fire burns in a stone box in the center of the room. Two hobgoblins are within the room. One is asleep on one of the bunks, while the other is warming himself at the fire. The two are armed with spear and hand axe. There is no other light in the room, as drapes have been hung over the arrow slits.

If the hobgoblins realize they are outnumbered, they will yell to the party to surrender, and call for help. If they are then attacked, they will defend themselves until help can arrive.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### 1c. Gatehouse Inner Room:

Inside this room are stacks of sealed crates. Many of the stacks reach almost to the ceiling. As the party nears one, a crate topples off the stack, narrowly missing the party!

The fallen crate was precariously balanced, and was knocked off the stack by a cat belonging to one of the guards. The guards in #1d will come to investigate the noise.

All the crates are filled with food. Against the north wall are two sections of a ladder that can be hooked together for a length of 30'. This ladder is used to climb to the wall walk, because the guards refuse to reach the wall through the haunted second floor.

#### 1d. East Guardhouse:

From behind this door come rhythmic sounds, as of a knife on a butcher's block.

In this room are two bunks, a low table with a box to sit on, and two stools. Three hobgoblins occupy this room, and a sergeant. The guards are armed with composite bow and long sword, the sergeant with long sword and spear. One of the guards is practicing throwing a knife at a crude target drawn on a broken tabletop. The other is bored and is drawing on a wall with a lump of coal. The sergeant is sitting at the table eating bread and cheese and feeding a pet crow. Against the wall behind him is a small bag of coal. The hobgoblins will try to defend themselves, holding the party in the room until help arrives.

Each hobgoblin carries 2-12 sp, while the sergeant also carries 2 gp. Beneath the knife-thrower's bunk is a piece of mahogany carved into the shape of a hawk, worth 25 sp.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

**Hobgoblin War2 (1):** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

## Start Tournament Here

### 2. Curtain Wall - Second Floor:

This inner walkway has a bad reputation among the hobgoblins in this fort. Work parties have been in the past to clean it out, but they would come back nervous, and usually with stories of one of their number who had gone mad and had to be killed before he killed them. A guard patrol reported the same thing, and seeing a ghostly shape that strangled the life out of one of the guards. For this reason, the hobgoblins will not enter this area and they have learned to ignore strange sights and sound that come from here.

#### 2a. West Walkway:

You stand in a narrow, dusty corridor. There is a door at the eastern end of the corridor. You have just climbed up a crude rope made of knotted rags and in through a small open window. The window was once used to throw slops and night soil out into the warding ditch but it appears to have been some time since the window or this room has seen active use. Cobwebs cover the ceiling and walls. There is a single line of footprints in the dust, made by a naked human foot. They lead from the east and end at this window. The only light in the room comes from shafts of moonlight filtering in through the window and the arrow slits, spaced every 10' that are cut in each wall.

This corridor is empty. Characters with a wisdom score of 15 or greater will feel vaguely uneasy, though there is no logical reason for their unease.

#### 2b. West Guard Post:

This room appears to once have been a guardroom, but it has been long abandoned. There is a door opposite the door you used to enter. In the south end of the room, along the south wall, are stone stairs leading up and down. The ceiling and walls of this room are covered with dusty cobwebs, and shards of a brittle white material litter the floor. Broken furniture lies scattered about. A line of footprints in the dust reaches from the door to the stairs.

Closer examination by the party will reveal that the splintered white material is bone, and that there are brown stains on the walls, floor, and broken furniture.

#### 2c. Stairs:

The stairwell is dimly lit by moonbeams flickering through arrow slits in the southern wall. The upper part of the stairs going up has been bricked up. At the foot of the stairs, partially hidden in darkness, is a barely discernible wooden door.

The escaped slave was apparently lucky going up these stairs for starting halfway down the steps are three trip wires placed one after the other at varying intervals. If all three of the trip wires are not discovered (requiring **three find traps search** rolls(DC20) to find all three), at least one of the traps will be triggered. Two large globes will fall from the ceiling where they were hidden in shadow. One will fall at the foot of the stairs and explode with a blinding flash of light and a dull rumbling accompanied by the tinkling of breaking glass. The flash will blind all party members on the steps or in the room for 4 rounds. The second globe will fall at the head of the steps and will burst, releasing about 3,000 round glass beads. If a character is standing in that same spot, the globe will strike him for 1-6 points of damage. The beads will bounce down the steps, striking the characters' feet and legs, scattering all over. After 1 round it will be quiet again. The first character to move without stating his or her intention to be very careful will slip on the glass beads (Balance check DC 30 to avoid) and go tumbling down the steps, causing all those in front to fall also. Those who fall will take 1-6 (6 for tournament purposes) points of damage +1 point for each person who falls on them. The players may avoid falling by not moving while blinded or by stating their intention to move cautiously, either by crawling or moving with a sweeping motion to remove and beads in front of them. No guards will come to investigate the noise.

The door at the foot of the stairs is latched shut from the inside. Once all the party exits and steps into the outer courtyard a breeze will spring up and slam the door shut, latching it. There is no latch to open the door from the outside, so a dagger must be used to raise the latch. This takes 2 rounds.

**Trip Wire Trap; CR1;** no attack roll necessary (1d6) per description above, No save to avoid globes; Search (DC 20); Disable Device (DC 15)

**2d. Room over the Gate:**

This room appears to once have been used forwarding off invaders who had broken through the gate and were pouring through the passage below, for there are murder holes in the floor, for pouring oil on invaders. Opposite the door used to enter, is another door. The room is dusty and filled with cobwebs. There are no discernible footprints in the dust. The little moonlight filters in through arrow slits only light the room. A thick paste of dust coats the floor.

This room is empty. Several murder holes in the floor, lead into the avenue between the drawbridge and the outer courtyard. The chains and pulleys for raising the portcullis and drawbridge are in this room, but will not budge as the winch below is locked. In one corner of the room is an old wooden cask, which contains about an inch of rancid, black oil. Beneath cobwebs against one wall is a collapsed, rusty iron tripod. The dust in this room clings to a residue of spilt oil and makes a thick, gooey paste on the floor. As the party progresses further into the room, they will hear a faint moaning coming from somewhere beyond the far eastern door. Party members with Wisdom scores of 14 or higher begin to get the feeling that they are being watched.

**2e. East Guard Post:**

This room appears to once have been used as a guardroom. About the room are broken benches and tables. In one corner lie the ribs and iron rings of a sundered barrel. The furniture shows signs of having been hacked apart. The ceilings and walls are coated with dusty cobwebs, and shards of a brittle white material litter the floor. Shadows in the room are deep and velvety, despite the arrow slits. There is a door in the opposite wall; while on the south side of the room appears to be a closet.

Upon entering this room, all party members should make a Will Save (DC20). Those individuals who fail will notice nothing, but those who save will hear the song of the crickets take on the din of a distant battle. The battle noises will have a dreamy and unreal quality. These characters, who made their save, will also start to see motion out of the corner of their eyes, but when they turn to confront it, there will be nothing there. Loud noises will cause the strange sounds to cease, but they will resume after a brief interval.

Behind a table in the north end of the room lies a partial skeleton of a man, his ribcage, spine, skull and left arm. If the room is searched, the party will first notice its bony hand draped over the edge of the table. The white shards are bones and this room is also spattered with brown stains. There is nothing of value in the room.

The closeted space is open to the east and has no door. It is a garderobe or latrine which. Opens onto a pit beneath the wall.

**2f. East Walkway:**

The eastern wing of this wall walk is a dusty, cobwebbed; narrow corridor with arrow slits every 10' in both walls. The corridor appears unused. At the end of the passage, stuck in a joint in the wall, is the burned out remains of a torch. A flickering light plays across the wall at the end of the passage.

As the party enters this corridor, a low moaning begins and all characters hear the din of a distant battle in the song of the crickets. The pale flickering light has no apparent source, but this cannot be determined until one gets closer to the light. The corridor is cold and the party's breaths will fog. Any light brought here will begin to flicker and the party will see their shadows seem to take on the form of ancient warriors in battle. In this room, long ago, a group of human guardsmen made their last stand.

As the light at the end of the hall is approached it will be seen to actually be a glowing mist. The mist will slowly take on the shape of a wasted man with black holes where his eyes should be. The moaning will echo from all around and the figure will reach forward to touch a character. Any attack on the figure will cause it to disappear. Two rounds later the figure will reappear between the party and the exit.

**Haunt (1) CR** Special; Medium Undead (Incorporeal); HD 5d12; HP 30; Init +7; Spd 20ft F 20ft; AC 15(+3 Dex, +2 Deflection); ATK Incorporeal Touch +5 Melee; DAM See special attack notes; 5ft by 5ft/5ft; SA Ability Score Loss; SQ Undead, Incorporeal, Turning Immunity; SV - Fort +1, Ref +4, Wil +5; Str --, Dex 16, Con 11, Int 14, Wis 15, Cha 15

Skills/Feats: Hide +7, Search +4, Spot +6; Improved Initiative

Special Abilities/Qualities:

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 60 ft of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release from its existence. Haunts can assume either of two forms, at will: a hovering, luminescent ball of light (identical in appearance to a will o' wisp) or a nebulous, translucent

image of the haunt's former body. Haunts are similar in appearance to a shadow, specter, or ghost, for which they are often mistaken.

**Special CR.** If the party helps the haunt complete its task the haunt is considered to be equal to the party's CR+2. If they leave it/dispel it/ or kill it its CR is a 4.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Turn Immunity (Ex):** A haunt cannot be turned or rebuked by Clerics and paladins.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Dexterity Drain (Su):** Living creatures hit by a Haunts incorporeal touch attack will lose two points of dexterity NO save every time it makes a successful hit on a character. As the character's dexterity is drained, he or she will be subject to the negative adjustments due to low dexterity. The victim will feel an increasing numbness. When the character's dexterity reaches zero, the haunt will possess the body. A body, once possessed, will have full dexterity back.

**Possession (Su):** Once the haunt has possessed a person's body, it will attempt to complete the mission left unfinished by its death. In addition the haunt is able to use the body of the possessed person normally. In the new body the haunt is no longer tied to the area of its death and may leave. However, if the possessed body dies before the task is completed, then the spirit must haunt the place that the body was slain. Once a haunt completes its task it will return control of the borrowed body to the owner, and pass on to its final rest. When the haunt leaves a possessed body, the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point per 10 minutes of complete rest.

If the character a haunt is trying to possess is of opposite alignment (good vs. evil), the haunt will be furious and attempt to strangle the victim. The character will suffer under the suffocation rules See DMG PG 88.

When a haunt reaches zero hit points it will dissipate to reform in one week. Only a Banishment spell will destroy a haunt permanently.

Because haunts are tied to an area, the best defense is to simply walk away from a haunt. A hold person spell will force a haunt to leave a possessed body.

**Note:** In *tournament* play, the haunt is not at full strength. It will appear but not attack. Any attack on the haunt will cause it to step into the wall and disappear.

This haunt was once a sergeant of the guard named Jon. His task had been to defend the inner walkway and the trapdoor at its end from invaders, but he died as the last man of his force, with the knowledge that he had failed. In order to end his existence, Jon must successfully defend the area against all intruders, either slaying them or driving the intruders off. Jon may enter the eastern guard post, but may not follow any further as this is 60' from where he died.

At the end of the corridor in the ceiling is a wooden trapdoor. There is no ladder leading to the trapdoor, but the boltholes, where a ladder was once bolted to the wall, can be seen. The trapdoor is barred from above, by the fearful hobgoblins. If the party attempts to open the trapdoor and climb through, the hobgoblins will sound the alarm and will be waiting to shoot missiles, at +4 to hit, at anything which comes up through the trapdoor.

If one of the party members is possessed, he or she will learn that an iron box with 37 gp, 81 sp, 317 cp, and a ruby ring worth 200 gp is buried under one of the floor's paving stones. The possessed person will be able to tell this to the party only *after* the haunt is destroyed or expelled. The box cannot be discovered otherwise because the covering stone is cemented in place.

### **3. Drawbridge Tunnel:**

The musty smell of earth and rusting iron fills the air in this dimly lit avenue. The roadbed is formed of cracked and weathered flagstones, now canted up at strange angles. Cobwebs drape the ceiling, and flakes of plaster adorn the walls. The drawbridge is raised and before it stands a lowered portcullis.

### **4. Winch Room:**

Darkness fills the interior of this room, for the one arrow slit in this room seems clogged with cobwebs and debris. In the darkness are pinpoints of glowing light, like pale eyes watching and waiting.

This room is another guardroom, which is occasionally checked by hobgoblin patrols. Dust has been stirred up in the center of the floor, but lies thick in the room's corners. The lights come from cobwebs covering the walls and ceilings. In the cobwebs are spiders the size of a thumbnail, which glow in the dark. They are harmless. This room houses, in the western alcove, the two winches which are used to raise and lower the drawbridge and portcullis. Each winch has three locks upon it to prevent unauthorized use.

## 5. Outer Courtyard:

A gentle breeze blows leaves and pieces of twine about this courtyard. To the north is the curtain wall with portcullis and drawbridge, and to the south is the main gatehouse to the inner keep. Moonlight and shadow form a stark contrast within the courtyard. There is a strong odor of manure and rotting vegetables in the air. The earth before the gatehouse has been churned into a 30' diameter morass of glistening mud. Just beyond this is the portcullis of the gatehouse. The portcullis has been lowered, but does not touch the ground, and there is enough room to crawl through underneath it. The wind carries sound down from the guards on the wall, to add to the chorus of crickets. As you approach the gate you see that some broken stonework jams the track near the bottom blocks the portcullis.

The muddy patch before the gate must be crossed - there is no way to go through the gate without passing through the mud. The feet of any players walking through the mud will sink in about 1', and movement will be cut to 1/2 normal. Any character that slips and falls in the mud must spend 1 round regaining his or her feet. Burrowed beneath the mud is an Ankhheg, which will wait until a character nears the front gate or the center of the muddy patch before attacking.

**Ankhheg (1)** CR 3; Large Beast; HD 3d10+9; HP 25; Init 0; Spd 30ft; AC 18; ATK bite +6 melee; DAM Bite 2d6+7; 5x10/5; SA Improved Grab, Spit Acid; SQ Tremorsense; SV - Fort +6, Ref +3, Wil +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6 Skills/Feats: Listen +4

Special Abilities/Qualities:

Improved Grab (Ex): To use this ability, the Ankhheg must hit with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained. If the Ankhheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

It will then attack at random, choosing characters that are in the mud. Just before the ankhheg strikes the crickets will become quiet, and the ankhheg will erupt from the mud. The ankhheg will expose only 6-7' of its body, but it will not emerge completely into the open. The creature will bite for 3-18 points, but will not hold onto those attacked (thus no additional damage from digestive juices), choosing instead to throw those it has attacked down into the mud (where it will take them 1 round to stand and be able to fight again). Only two figures may attack the creature's belly (AC 4) per round, and only one may do so if the ankhheg is holding someone in its mouth. Characters must state that they are striking at the belly or it is assumed that they strike the head, flanks, and legs of the animal.

Missile fire or any attacks on the front of the ankhheg while it is holding a party member are considered to give the Ankhheg 50% cover as well firing into melee penalty. If the shooter misses the ankhheg they may hit a held PC. Attacks from the side in the same situation will only give the Ankhheg 10% cover.

Once the ankhheg is reduced to 1/2 its total hit points, the creature will spit acid up to a 30' range at the nearest group of characters. All within 5' of this line of attack must Reflex Save (DC14) or take 4d4 points of damage. If a character saves, he or she will only take half damage. The acid will be neutralized after one round and cause no further effect. When the creature dies, a high-pitched keening wail will echo across the courtyard and shadowy shapes will be seen to crowd to the wall top's edge. A hoarse cry of alarm will be set up.

## 6. Entryway of Fire:

Moonlight filters through from the inner grounds of the keep, illuminating the narrow entryway. On either side of the driveway are stacked several chests, barrels, and bales. The portcullis is jammed open and enough space remains to crawl under it to reach the cracked flagstone drive. The passageway is about 20' long and appears to open out onto a dusty parade ground. Across the parade ground is an archway that appears to give access to the remainder of the keep.

If the **alarm has been raised before the party reaches the entryway**, the guards will be prepared. As the party crawls under the portcullis, flaming oil will be poured through murder holes cut into the tunnel roof, setting the boxed goods afire but missing the characters. Any character standing within 10' of the fire will take 1-4 points of damage per round from the heat, flame and flying embers.

If the ankhheg is battled in **silence** and the guards are not alerted by the battle, this trap will not be set off.

The area before the gate will be well lit by fire and guards on the walls will shoot arrows at the party. Because of the bad angle of fire only 6 arrows will be fired per round. The arrows will hit only on a 19 or 20. If the party should attempt to retreat across the courtyard 12 arrows will be fired per round at normal chances to hit and the mud will slow movement of the characters to 1/2 speed. If the party attempts to fire back at the hobgoblins on the wall, they will be firing blind into darkness (40% chance to miss per concealment rules). The hobgoblin guards on the wall have 75% cover giving +7 to their AC. They will each fire one arrow per round. The guards will not bargain with the party.

The fire leaps and roars intermittently, but a narrow channel down the middle of the corridor appears to be free of flaming debris. Any person running through this burning area has a chance of catching on fire. Reflex save (DC15) avoids. If the character catches fire they take 1d6 points of damage immediately. In

each subsequent round the must Reflex Save (DC15) or take another 1d6 points of damage. See DMG pg 86 for more information.

Characters may soak a blanket with water (one waterskin full is the smallest amount that will be effective) and wrap it around themselves or, more expediently, roll in the wet mud, and then run through the passage. If either these or similar precautions are taken, the character will take only 1 point of damage.

#### Wall Guards:

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### 7a. Stables:

These two large wooden doors open into what is obviously a stable. Various animals are in stalls along all four walls. Ten feet overhead is a hayloft filled with hay. There appears to be only one entrance.

There is, indeed, only one way in or out of the stables. Inside the various stalls are

**Oxen (6)** CR 1; Large Animal; HD 3d8+6; Init +1; Spd 50 ft; AC 13 (-1 Size, +1 Dex, +3 Natural); ATK 2 hooves +3 Melee; DAM Hoof 1d6+2; 5ft by 10ft/5ft; SA none; SQ Scent; SV - Fort +5, Ref +4, Wil +2; Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Skills/Feats: Listen +6 Spot +6; Special Abilities/Qualities: Carry Capacity: A light load for a Ox is up to 200 pounds; a medium load, 201-400 pounds; a heavy load, 401-600 pounds. An Ox can drag 3000 pounds.

**Horses (13)** CR 1; Large Animal; HD 3d8+6; Init +1; Spd 60 ft; AC 13(-1 Size, +1 Dex, +3 natural); ATK 2 hooves +2 Melee; DAM 1d4+1; 5ft by 10ft/5ft; SA none; SQ Scent; SV - Fort +5, Ref +4, Wil +2 ; Str 13 , Dex 13 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Listen +6, Spot +6; Special Abilities/Qualities: Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; a heavy load, 301-450 pounds. A light horse can drag 2250 pounds.

Two young hobgoblins are hidden in the stalls working. If attacked, they will defend themselves with the tools they are working with. One hobgoblin has a pitchfork (D 1-6+3 20/x2); the other hobgoblin is working with a shovel (D 1-4+3 20/x2). If given a chance, the hobgoblin will sound the alarm by clanging on a fire gong. The alarm, however, is near the door. One turn after the alarm is rung 6-30 hobgoblins will come rushing out the door to room 8b. There is no treasure in the stables besides the animals and their gear (including three small wagons).

**Hobgoblin War1 (2):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 Melee; SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1;

#### 7b. Guard Bunkhouse:

This door has a covered spy-hole at eye level. The door appears to be locked from the inside and there is no exterior keyhole.

This door is the only entrance to the gatehouse. It has been padlocked and barred from the inside. The door opens to a flight of stairs leading up. If the party makes too much noise checking out the locked door, a hobgoblin from #8a, will investigate. First he will ask "What's the password?" in hobgoblin. There is none so any guess will be wrong. Then he will peek out through the spy-hole. If the party attempts to break down the door, he will raise the alarm.

#### 8. -10. The Gatehouse:

This gatehouse is like a fort in itself and is commanded by a doughty human veteran. The commander is a no nonsense man and has been known to give a guard 12 lashes just for gambling on duty. He has organized the gatehouse guard to respond quickly to the alarm and the guards can arm and ready themselves in 5 rounds when the alarm is sounded. This encounter should be played intelligently if the party attempts to invade the gatehouse. The commander's strategy is to hold invaders in one room until reinforcements can arrive and then crush the invaders. The commander is located in room #8c.

Besides the guards in the various guardrooms, there is a roving patrol that checks periodically to make sure all the guards on this floor and on the wall walk are doing their duties. The patrol consists of 4 hobgoblin guards and a sergeant. Every turn the party is in one of the guardrooms, there is a chance of an encounter with the patrol; a roll of 1 on 1d6.

#### Guards:

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### Sergeant:

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

#### 8a. East Stair Room:

This room contains two sets of stairs, a flight of stone stairs from the entrance to the gatehouse, and a flight of wooden stairs leading up to a trapdoor in the ceiling. In the north wall is a door. In the southwestern corner of this room facing the wall are two goblins with halberds, kneeling and one is rattling something in his hands.

The two hobgoblins are bored and rolling dice. They keep a close watch on the door in the north wall, but not on the stairways, since they are more concerned about making sure their sergeant doesn't catch them gambling, than with doing their job. There are 2 gp, 15 sp and 39 cp on the floor next to them.

Guards:

**Hobgoblin War1 (2):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Halberds (1-10+3 20/x3), SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (Halberd).

#### 8b. Gatehouse Barracks:

This area appears to be guard barracks, for there are many hobgoblins here sleeping on crude bunks, eating and talking at several narrow tables, or tending a large stew pot hung over a firebox with hot coals.

If the party bursts into this room, most of the hobgoblins will be surprised, though one bullyboy will shout out in hobgoblin "Ahr, you belly-licking mercenaries are not allowed here". After one round, if the party does not attack, one of the sergeants will step forward and ask them their business. If the party attacks, only one-third of the hobgoblins will be wearing armor, but they will grab their weapons and cry out "Intruders!". There are a total of 22 normal hobgoblin guards here and two sergeants.

In the eastern tower are 10 hobgoblins. Most are sitting, eating stew and black bread. Two are sitting on a bench, pitching coppers against the wall. The sergeant here is sharpening his sword. The hobgoblins have a total of 3 gp, 85 sp and 30 cp.

In the center section, above the gate entryway are four hobgoblins. One is tending a large stew pot that hangs over a sand-filled box filled with hot coals, and is building the fire up. Another is engaged slicing tubers and roots with a dagger, for the stew pot and beside him is a large pile of tubers. The remaining two are leaning against the south wall talking and looking out on the parade ground. There are a cutting table and three stools in this room. There are also two cooking pots on metal tripods over a firebox in the north end of the room. The second pot contains bubbling oil. There are murder holes cut into the floor here and if the alarm is sounded and enemies attempt to pass the gate, the hobgoblins will pour the hot oil through the murder holes. Several bags and casks of foodstuff and water are stacked on the floor. Each hobgoblin has 2-12 sp.

In the western tower there are many bunks and 6 of the 10 hobgoblins here are asleep on the cots. Two hobgoblins are watching the sergeant and another hobgoblin practice thrusting with swords. The sergeant is trying to instruct the other in the best way to use the sword. Against the southern wall is a rack of 18 pegs holding 17 light crossbows and quivers of 20 bolts. The hobgoblins here have 2-12 sp each and the sergeant of the guard has a ring of keys attached to his belt which will unlock the winches in room #4.

Guards:

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

Sergeants

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.



### 8c. Captain of the Gatehouse:

Seated at a table in this room are two men in banded mail, drinking from mugs and talking. Boxes of supplies are stacked behind them and in the northeastern corner a flight of wooden steps lead up to a trapdoor in the ceiling. There are two folded cots in the room.

This is Gorbin Stalworth, captain of the guard and Kairn, his half-orc lieutenant. Any intruders who are caught will be brought here for interrogation. Gorbin and Kairn will respond to an alarm by bringing troops through the trapdoor.

If these two are surprised, they will attempt to buy time by talking until reinforcements arrive. Gorbin has a loaded light crossbow on a stool beside him under the table and will aim it, under the table, at the least armored intruder, and fire if the opportunity presents itself. Kairn wields a huge sword he calls "Winower", which he swings with two hands. He has a pouch of 12 gp, and wears silver and coral ring worth 300 gp and a gold earring worth 75 gp. Gorbin wields a Long Sword +1 (Glow) named "Sun-dancer". He wears a neck-guard of silver and coral worth 1100 gp, a symbol of his rank, and a gold belt buckle worth 500 gp.

The boxes contain various foodstuffs and bandages and so forth. The trapdoor in the ceiling is bolted shut from this side. Hanging on a peg on the west wall is a set of keys for all of the doors in the gatehouse and in the curtain wall.

**Gorbin Stalworth, Captain of the guard human** Ftr5: CR 5; Size M (5 ft., 9 in. tall); HD 5d10+15; hp 41; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (+1 Dex, +6 Banded mail, +2 Large Shield); Attack +11 Longsword (1-8+5 19-20/x2) +7 Light Crossbow (1-6 19-20/x2); SV Fort +7, Ref +5, Will +2; AL LE; Str 18 (+4), Dex 14 (+2), Con 16 (+3), Int 18 (+4), Wis 12 (+1), Cha 12 (+1). Languages Spoken: Common, Dwarven, Goblin, Orc, Under common; Skills and feats: Craft +12, Disguise +3, Handle animal +9, Hide +2, Intimidate +3, Jump +12, Knowledge (Arcana) +6, Listen +1, Move silently +2, Ride +10, Spot +4.5, Swim +10; Blind-fight, Dodge, Improved unarmed strike, Lightning reflexes, Power attack, Weapon focus (Longsword).

**Kairn male half-orc** Ftr3: CR 3; Size M (5 ft., 8 in. tall); HD 3d10+9; hp 37; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +6 Banded mail); Attack +9 Great sword (2-12+7 19-20/x2); SV Fort +6, Ref +2, Will +3; AL NE; Str 20 (+5), Dex 12 (+1), Con 16 (+3), Int 16 (+3), Wis 14 (+2), Cha 14 (+2); Languages Spoken: Abyssal, Common, Gnome, Infernal, Orc; Skills and feats: Climb +11, Handle animal +8, Hide +1, Intimidate +4, Jump +10, Listen +2, Move silently +1, Spot +2, Swim +10, Tumble +3; Blind-fight, Power attack, Cleave, Weapon focus (Great sword).

### 8d. Inner Gatehouse Wall Walk:

In both of these wall walks are two hobgoblin guards, pacing back and forth, stopping to gaze out one of the arrow slits placed every 10', and occasionally chewing on dried strips of meat to stay awake. The Hobgoblins each have 2-12 sp, At the far end of each corridor is a garderobe or latrine that opens onto pits 40' below in the wall.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

### 9. Gatehouse Walltop.

This walltop joins the stockade parapet, so that the guards from the gatehouse may reinforce the stockade walls if there is an invasion. If the alarm is sounded, the hobgoblins within the guardhouses will arrive in two rounds, to reinforce the wall guards.

#### 9a. Gatehouse Wall Walks:

Two hobgoblins patrol each of these sections. They are armed with composite bows and swords. They will use their bows to attack any intruders sighted on the ground below. Each hobgoblin carries 2-12 sp.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

On each section, chained to the wall, is a blue-gray, 3' tall, vaguely humanoid creature. These are boggles; for details concerning this strange monster see the section at the end of this module. The boggles are used as guardians and watch beasts to sound the alarm if the guards fail to. The boggles will set up a keening wail if they sense an intruder.

**Boggle; CR 3;** Small Humanoid; HD 4d8+4 hp 21; Init +2; Spd 20ftft C 10ftft; AC 15(+1 Size, +2 Dex, +2 Natural); ATK 2 Claws +6 Melee, Bite +1 melee; DAM Claw 1d3+1, Bite 1d3; 5ft by 5ft/5ft (10ft elongated); SA Rend, Oil Secretion; SQ Damage Reduction 5/piercing, Scent, Elongation, slippery, dimension door, fire

resistance 30, Spider Climb, Darkvision 60 ft; SV - Fort +2, Ref +6, Wil +1; Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7; Skills/Feats:

Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, Spot +5

Alertness, Weapon Focus (claw)

Special Abilities/Qualities:

Smell (Ex): they have a very keen sense of smell and can detect even invisible creatures up to 40' away.

Rend (Ex): If a boggle hits with both claws, it latches onto the opponent's body and bites at it's flesh. This attack requires no attack roll and automatically deals 1d3+1 points of damage.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oil Secretion (Ex): Acts as a permanent oil of slipperiness (Dungeon Master's Guide, page 191). A boggle may excrete the oil onto the floor (full round action) in a 5-foot spread. Anyone entering the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Those remaining in the area covered with this oil must make a new save each round or slip and fall. The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, do not affect boggles, and they can usually wriggle free from most other forms of confinement.

Dimension Door (Su): At will, and as the spell cast by an 8th-level sorcerer, though the range is limited to 30 feet.

A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to dimension door its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su): At will, as the spell as cast by a 7th-level sorcerer.

Skills: Boggles receive a +20 racial bonus to Escape Artist checks and a +4 racial bonus to Pick Pocket and Spot checks.

#### 9b. Western Guardhouse:

This room appears to be a guardroom. There are seven hobgoblins in the room sitting on benches at tables or leaning back against the wall talking. They jump to their feet and draw their weapons. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it.

Six of the hobgoblins are normal guards the seventh is their sergeant. The hobgoblins are sitting around talking about their past exploits, waiting for their shift. One of the hobgoblins leaning against the wall is sleeping and will be too stunned, if awakened suddenly, to do anything for two rounds. Another one of the hobgoblins is sitting quietly chewing on a hunk of hickory bark. If intruders attack them he will first spit in their eye, Reflex Save(DC12) or be blinded for two rounds and then attack. Each hobgoblin has 2-12 sp, and the sergeant has a silver, horn-shaped amulet worth 20 gp. The trapdoor in the floor is bolted shut from below.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### Sergeant

**Hobgoblin War2 (1):** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

#### 9c. Eastern Guardhouse:

This room appears to be a guardroom. There are several hobgoblins crowded around a table in the center of the room. Three other hobgoblins are asleep on pallets on the floor. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it. A wolf cub is running around the room and spots the party as they enter and begins to yip at them.

The hobgoblins in the center of the room are watching their sergeant arm-wrestle another one of their number. On either side of the contestants hands are two steaming plates of very hot stew.

The hobgoblins will turn to see who has entered the room and will be surprised by the party unless a lot of noise was made prior to entering. The sergeant will kick over the table, dumping his opponent on the floor, and yell to his troops to attack. The sleeping hobgoblins will take two rounds to enter the battle. There are 11 hobgoblin guards in this room (armed with swords. Their composite bows hang on the wall. The sergeant is armed with a footman's mace and will grab a stool to use as a shield. The wolf cub will be a nuisance in battle weaving about the party's legs and nipping at their ankles, but causing no damage. Each round a

character is attacked by the wolf cub. The hobgoblins each carry 2-12 sp. The sergeant has 8 gp and a silken handkerchief worth 5 gp.

**Hobgoblin War1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail, +1 Shield); Attack +5 Heavy Mace (1-8+3 20/x2); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

**Wolf Cub** CR 1; Medium Animal; HD 2d8+4; hp 6 Init +2 ; Spd 50 ft; AC 14(+2 Dex, +2 Natural) ; ATK Bite +3 Melee ; DAM Bite 1d6+1 ; 5ft by 5ft/ 5ft ; SA Trip ; SQ Scent ; SV - Fort +5 , Ref +5 , Wil +1 ; Str 13 , Dex 15 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1\* Weapon Finesse (Bite); Special Abilities/Qualities: Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. +4 racial bonus to wilderness lore when tracking by scent.

#### 10. Gatehouse Tower Roofs:

Here is the roof of one of the twin gatehouse towers. It is flat so that a watch may be posted atop it and a trapdoor in the southeast corner appears to provide access to the roof from the inner tower. Battlements have been built around the edges of the roof to provide guards with protection from enemy missile fire. There are four hobgoblins mounting a guard on the rooftop. On the north side of the roof there appears to be a ballista and a bundle of bolts beside it.

The 4 hobgoblin guards can also double as a ballista crew if enemies attack the fort. There are 4-24 bolts in the bundle for the ballista. It requires two hobgoblins to fire ballista, which will do 3-18 points of damage against man-sized targets, firing once every other round. The other two will employ their bows and fire upon enemies attempting to pass the gate.

a. The hobgoblins on this roof are a crack squad and periodically call out to each other to keep alert. If intruders reach the rooftop they will wheel the ballista around to fire on them, while the other two crouch behind a pile of broken rock, used for throwing down on invaders, and attempt to pin down intruders with missile fire. The rock pile will provide 50% cover causing the hobgoblins AC to increase by 4. These hobgoblins have a total of 18 gp and 4 sp.

b. These four hobgoblins are young and believe they can show the more experienced warriors a thing or two about strategy. They sit on a couple of boxes near their ballista watching the outer courtyard only and do not pace the rooftop. They feel that their safety lies in numbers and that it is tougher to surprise a group of people than one person. They have tied two tin cups to the trapdoor to rattle if anyone approaches that way and have made a stack of empty boxes beside the trapdoor. A rope is attached to one of the bottom boxes and runs to the group of guards. If their alarm goes off they will topple the pile of boxes, onto the trapdoor by pulling the rope, stunning anyone coming through and then rush forward and attack. These hobgoblins only have a total of 50 sp.

#### Guards:

**Hobgoblin War1 (4):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### 11. Stockade Parapet:

Here is a guard walkway behind the stockade log wall. This parapet surrounds the fort on three sides and connects to the walkway on the gatehouse walls. The parapet is made of wooden platforms on packed dirt at the top of the earthen rampart. A log stockade surrounds the top of the rampart and arrow slits are cut in the wall at waist height every 10'. Hobgoblin guards post a watch all along the rampart top, pacing back and forth. There appear to be two guards at every guard post. The stockade parapet is 15' above the roof of the fort, so that guards on the walkway can survey the entire roof and spot any movement on it.

The hobgoblin guards are posted in pairs along the wall at 60' intervals. All parts of the stockade wall are watched by at least one pair of guards, and two pairs can see most parts. The guard post is noted on the map. The guards rotate posts every half hour as a new pair come on duty. Each pair then moves to the next post counterclockwise and relieves the pair of guards. The standard length of a shift of guard duty is thus about 6 hours long. Each hobgoblin has only 2-12 sp.

A wandering patrol also periodically checks each guard post. For every 2 turns the party spends on the stockade wall an encounter check should be made. On a roll of 1 on 1d6 the patrol will be the patrol consists of 12 Hobgoblins armed with Long bows and Long swords, and a hobgoblin sergeant armed with a long sword.

**Hobgoblin War1:** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8 19-20/x2); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

## 12. The Parade Ground:

Dust swirls about this barren area between the gatehouse and the keep. This area appears to be a parade ground for drilling the troops. There is no cover visible. On the south side of the parade ground is a stone facade and archway. Through the archway seems to be an inner courtyard.

If the guards on the wall have sighted the party, the guards will fire them on as they cross the parade ground. Because the party is running, the arrows will be at -2 to hit and target loses Dex bonus to AC. If the party has not set off the alarm, they will be sighted as they cross the parade ground and the alarm will be sounded, but not in time for any arrows to be fired at the party. The east and west sides of the parade ground are steep walls of earth and broken stone beneath the rampart parapets. These walls are unsafe to climb, because the rock is loose and shifting.

The sergeant of the guard will be leading a strange, blue-gray, 3' tall, vaguely humanoid creature on a chain and driving the whimpering, gibbering creature along with a whip. This creature is a Boggle and is used as a bloodhound to sniff out intruders because of its keen sense of smell. For further details on the creatures see the section at the end of this module.

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8 19-20/x2); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

**Boggle; CR 3;** Small Humanoid; HD 4d8+4 hp 21; Init +2; Spd 20ftft C 10ftft; AC 15(+1 Size, +2 Dex, +2 Natural); ATK 2 Claws +6 Melee, Bite +1 melee; DAM Claw 1d3+1, Bite 1d3; 5ft by 5ft/5ft (10ft elongated); SA Rend, Oil Secretion; SQ Damage Reduction 5/piercing, Scent, Elongation, slippery, dimension door, fire resistance 30, Spider Climb, Darkvision 60 ft; SV - Fort +2, Ref +6, Wil +1; Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7; Skills/Feats:

Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, Spot +5

Alertness, Weapon Focus (claw)

Special Abilities/Qualities:

Smell (Ex): hey have a very keen sense of smell and can detect even invisible creatures up to 40' away.

Rend (Ex): If a boggle hits with both claws, it latches onto the opponent's body and bites at it's flesh. This attack requires no attack roll and automatically deals 1d3+1 points of damage.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oil Secretion (Ex): Acts as a permanent oil of slipperiness (Dungeon Master's Guide, page 191). A boggle may excrete the oil onto the floor (full round action) in a 5-foot spread. Anyone entering the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Those remaining in the area covered with this oil must make a new save each round or slip and fall. The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, do not affect boggles, and they can usually wriggle free from most other forms of confinement.

Dimension Door (Su): At will, and as the spell cast by an 8th-level sorcerer, though the range is limited to 30 feet.

A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to dimension door its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su): At will, as the spell as cast by a 7th-level sorcerer.

Skills: Boggles receive a +20 racial bonus to Escape Artist checks and a +4 racial bonus to Pick Pocket and Spot checks.

### 13. The Inner Courtyard:

Beyond the stone facade is an enclosed courtyard wooded with small trees, shrubs, bushes, and vines. In the center of the courtyard is a circular stone fountain, while along either side and at the south end is a roofed walkway 10' high and 10' wide, supported by wooden pillars and trellises overgrown with ivy. There are two small trees growing to either side at the south end of this courtyard. The air is cool and still, and the cold fire of lightning bugs performs a faery dance through the shrubbery.

If any of the party were covered with mud in area #5 before coming here the mud will now begin to harden. They will feel confinement due to its weight and stiffness. The mud may be washed off in the fountain (which contains only algae water). If the mud is not washed off, the players' will receive -2 on "to hit" rolls until the mud is washed away.

From the fountain the party will be able to see the double doors at the south end of the courtyard beneath the porched walkway. If the party remains at the fountain for 2 rounds or longer, 12 will climb through the trapdoor in the roof, position themselves 4 to each side of the courtyard, and attack. The guardhouse will have 50% cover which will increase the AC by 4. The party will be surprised unless someone is watching the roofs (Spot DC17). If someone is watching, the chance of surprise is normal. If the party is not surprised four hobgoblins will be spotted clambering over the roofs. The hobgoblins will hide behind the roof edge if fired upon.

**Hobgoblin War1:** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

On the hobgoblins' first attack round, two will throw a net down upon the nearest group of people. The net covers a 10' x 10' area. Reflex Save DC15 to avoid for every 5 ft inside the net a person is add a 10 to the reflex save to avoid. Evasion and Improved Evasion cannot be used in this situation. Anyone hit is entangled, they suffer a -2 on attack and a -4 penalties on effective Dex. In addition the entangled character on moves a half speed. You can escape the net with an Escape Artist roll (DC20) or burst free with a Strength check (DC25). The Strands of a net have AC5, no hardness and 5 hp per strand. A player needs to cut 4 strands to be free. Those caught by the net must cut themselves loose with an edged weapon. A dagger is capable of cutting 2 strands per round. Captured members may be dragged to shelter by their compatriots, but will receive 1 point of damage and be stunned for 2 rounds for being dragged over rough ground and thrown about. After the net is thrown, all hobgoblins will use composite bows. The other 10 will attack with bows.

The party may seek cover underneath the walkway or concealment in the bushes. The walkway will provide 100% cover; the party cannot be seen, from 4 of the attackers and 50% concealment (+4 to AC) from the other 8. The shrubbery and the small trees will provide 50% concealment (+4 to AC) from all hobgoblin fire.

Hidden on the porch roof near the treetops are 4 Dire Apes who are working with the hobgoblins. If anyone makes for the doors two of the apes will come swinging down through the trees and attack. The other two will attack; when help arrives for the victims they will fight to the death and will pursue the party into the corridor.

**Dire Apes (4)** CR 3; Large Animal; HD 5d8+10; HP 32; Init +2; Spd 30ft; AC 15; ATK 2 claws +8 melee, bite +3 melee; DAM Claw 1d6+6, bite 1d8+3; 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12; SQ Scent; SV - Fort 6, Ref 6, Wil 5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills/Feats: Climb +14, Move Silently +9, Spot +9; Special Abilities/Qualities: Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponents body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

The oak door into the corridor is locked (DC20 to pick or break /Hardness 5 /Hp15 to break it open). A thief must have one undisturbed round to attempt to open it. A **knock** spell will open the door; the hobgoblins will not follow into the corridor.

Any attempt by the party to gain the roof will result in arrows being fired upon them at +4 to hit by guards on the walls who have 50% cover and are thus increase their AC by 4. The trapdoor on the roof is concealed as a chimney pot.

### 14. The Entrance Corridor:

This bare stone corridor has torch brackets set in the southern wall at 10' intervals. The air is chill. The passage runs east to west. The floor is covered with dust. Barely discernible at the end of each wing there appears to be a doorway.

If the party examines the floor closely, footprints indicate most of the traffic has been going eastward from the doorway.

#### 15. The Empty Room:

From behind this doorway comes a faint, hollow moan. Beyond the door is a demolished room with overturned furniture and rotting fabric. On the west wall is a fireplace. Dust fills the air and cobwebs hang across everything. As the party enters the room a white figure flutters out from behind the chimney. Its eyes appear to be two black holes. From the shadowed eastern nook comes a bony clatter. A chill breeze blows across the party.

The moaning echoes from the chimney where a silken pillow worth 5 gp has been stuffed up the flue. A cold breeze blows down the chimney and out through a chink in the chimney wall. The ghostly shape is merely a tattered curtain blowing in the breeze. The bony clatter is a set of wooden wind chimes hung in the shadows in the northeast corner, near the door. Beyond this door is a fire-blackened corridor layered with ash and dust. There are no discernible tracks in the dust.

#### 16. Madman's Lair:

The hobgoblins and their allies shun this section of the old fort, because it is believed to be haunted. In this area lives a madman, who was a fighter captured by the slavers and tortured to the point of madness. He has managed to escape, but still believes the slavers are after him. He has set up a number of tricks and traps in this area to make the hobgoblins think the place is haunted.

This madman wears a bizarre variety of rags. His beard and hair are tangled and unkempt, and he is soot-covered. He has collected equipment, which would help him to escape, such as clothing, rations, a backpack and so forth. Unfortunately, in his madness, he has forgotten his goal to escape. He also has a dagger, and has stolen a pouch with 8 topazes worth 50 gp each, the pretty things.

This madman lives in the crawlspace between the ceiling rafters and the roof of the building, and clammers about on the rafters from ceiling to ceiling, passing between rooms through holes in the walls. To reach the crawl space he climbs up the narrowing chimney of the fireplaces in the various rooms here and crawls to the crawlspace through a hole in the chimney wall. The crawlspace may also be reached by climbing up the burnt timbers of the collapsed room. If any intruders should try to climb up the chimney, if the madman is in the room he will drop a noose around their neck, and haul them into the air to take Suffocation Damage per DMG PG 88. Then he will release their bodies to drop. The rope has a Hardness of 0 /5 hp and a break DC of 23. Any attacks against the rope have a 50% chance to hit the victim instead.

The madman will fight with a dagger if attacked in the crawl space between the rafters and the roof. Any character attempting to fight hand-to-hand in this space will be -4 to hit unless using a piercing or thrusting weapon. Also characters are fighting in the crawl space have a -4 to their AC worse due to being prone. The Mad Man ignores this penalty as he moves about the pillars freely.

**Alrik, male human Ftr5:** CR 5; Size M (5 ft., 8 in. tall); HD 5d10+5; hp 29; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +9 Dagger (1-4+4 19-20/x2); SV Fort +7, Ref +2, Will +2; AL CG; Str 19 (+4), Dex 12 (+1), Con 13 (+1), Int 18 (+4), Wis 12 (+1), Cha 12 (+1). Languages Spoken: Aquan, Common, Gnoll, Goblin, and Giant  
Skills and feats: Appraise +1, Climb +12, Disable device +2, Disguise +4.5, Handle animal +9, Hide +5 (+1 Dex, +4), Listen +8, Move silently +8, Spot +9, Wilderness lore +3; Alertness, Combat reflexes, Great fortitude, Improved initiative, Improved unarmed strike, Weapon focus (Longsword).

#### 16a. Collapsed Room:

The ceiling of this room has collapsed and the rafters and the building roof 4' above are exposed. This room appears to have been gutted by fire and is littered with burnt timbers. In the east wall is a soot-covered fireplace. The room appears to be empty.

There are 3 Vipers nesting beneath rubble in the south end of the room. They will attack anyone disturbing them. Otherwise, the room is empty. Player characters may gain access to the crawlspace between ceiling and roof here by climbing up the burnt timbers.

**Vipers (3) CR 1/2;** Small Animal; HD 1d8; Init +3; Spd 20 ft; AC 17(+1 Size, +3 Dex, +3 Natural); ATK Bite +4 melee; DAM Bite 1d2-2 and poison; 5ft by 5ft(Coiled)/5ft; SA Poison; SQ Scent; SV - Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2; Skills/Feats: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Weapon Finesse (Bite); Special Abilities/Qualities:

Poison (Ex): Bite, Fortitude Save (DC 11 for all sizes Large and Smaller, DC 13 for Huge Viper) Initial and Secondary Damage 1d6 temporary Constitution.

#### 16b. Abandoned Storeroom:

Rows of dusty crates line the walls. One crate has fallen to the floor and broken open. A close examination of the contents reveal them to be moldy, dust-covered rations.

All the boxes contain moldy, inedible food. While the party searches the room a crate will rise from one of the shelves as if by levitation, then suddenly fly across the room to smash against the floor at the feet of one of the player characters. While the crate flies through the air the party will hear an eerie wail echoing throughout the room, which will end with a muffled yell of "Be gone! You disturb my rest!"

If a party member successfully searches the ceiling for secret doors, he or she will notice a narrow crack in the ceiling on line with the path of the crate. The madman has a thin, strong wire attached to the crate, which is invisible in the dim light. He uses the wire to lift the crate, swing it, and then drop the crate to the ground. The wire is jarred loose when the crate crashes and is then pulled back into the ceiling. The madman talking into an empty bucket makes the eerie noises.

#### 16c. Abandoned Armory:

The room is filled with weapon racks, all of which are empty. The room is dusty, and cobwebs gather on the racks.

The room contains nothing of value.

#### 16d. Abandoned Bedroom:

This room contains a dusty bed, chest of drawers, nightstand, and wooden rocking chair. Along the eastern wall is a large fireplace. As you open the door, a ceramic pitcher flies off the nightstand and the rocking chair begins to rock with a creaking eerie sound. Out of the corner of your eyes you see a vague luminous shape in front of the fireplace. You hear the shout: "Be gone! I will warn you no more!" echoing off the walls. The rocking chair quits rocking and the room is ominously silent.

When you stare closely at the fireplace, the luminous figure is gone. The madman is up to his tricks again. The pitcher and the rocking chair have wires attached to them to start them in motion. The madman can operate these through a concealed, makeshift, trapdoor in the ceiling, hidden in the shadows. Once the pitcher shatters and the rocking chair starts in motion, the controlling wires are pulled back up. When the party's attention is on the rocking chair, the madman will reflect candlelight off a mirror onto a gauzy piece of curtain hanging in front of the fireplace. Having given the party a glimpse of the supposed spirit, he shouts his warning, blows out the candle and pulls the gauze in through a chink in the chimney. He will then exit the room.

#### 16e. Abandoned Dining Room:

Along wooden table and wooden high backed chairs are in this room, covered with dust and cobwebs. Moldering food still sits on the table. The room appears to have been first abandoned while a meal was in progress.

Hidden overhead on the rafters in the northwest corner of the room is a sort of large nest made from old blankets and tapestries. a female slave and her young child are hiding here. The madman helped them to escape, built the nest, and smuggles them food. The woman and child will make no noise since they are afraid anyone below might be guards or slavers. She has knowledge of areas **15,16, and 17** only. The only entrances to the above ceiling lair are via one of the fireplaces (in 16a, 16d and 16f) then across the rafters and through the holes between the rooms.

**Bunnvor, female human** Com1: CR 1; Size M (5 ft., 5 in. tall); HD 1d4+1; hp 5; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 melee, or +2 ranged; SV Fort +1, Ref +2, Will +0; AL NG; Str 16, Dex 15, Con 13, Int 12, Wis 11, Cha 10. Languages Spoken: Common; Skills and feats: Concentration +3, Handle animal +6, Hide +2, Knowledge (religion) +3, Listen +0, Move silently +2, Spot +4; Improved initiative, Skill focus (handle animal).

#### 16f. Abandoned Kitchen:

This room appears to have once been a kitchen. There is a large fireplace in the west wall and two cupboards, some shelves and a heavy wooden table are also in the room. The floor is covered with dust and cobwebs and the cupboard doors hang open, showing them to be empty and bare. The room appears to be empty.

As the party enters the room, a ceramic plate flies by suddenly, to smash against the wall beside them. Next a knife whizzes by, striking a random party member, and causing 1d4 points of damage. The madman has thrown these items from a concealed, makeshift trapdoor in the ceiling behind the fireplace. He will then hide.

The shelves contain some cracked plates and cups. On the north wall, beside the door is a message apparently scrawled in blood. The message says, "Behold, the harbinger of your fate". Stuck to the wall below the message is a bloody hand impaled by a knife, the tip of its finger pointing at the message.

Overhead in the crawl space is the madman's lair. He climbs in and out of the crawlspace through the chimney of the fireplace. He has fortified a section of the rafters above with boards for flooring and has made a wooden wall around it with benches on the side. He has left spaces between the benches through which to fire the light crossbow he has in his lair. The walls give him 75% cover and increase his AC by +7. He has also weakened several of the beams to act as traps (Search DC15, Can't be disarmed only avoided). Anyone who attempts to cross part of these weakened beams will crash through the ceiling, taking 2-8 points of damage Reflex Save or Tumbling DC15 to take half damage.

In his lair the madman stores a sack of soot and dust and a piece of a broom, which he uses to cover up his tracks. He also has 5 butcher knives scavenged from the kitchen below, and some old rusty chains he uses for sound effects.

#### 16g. **Abandoned Bedchamber:**

Through this door comes the sick sweet odor of decay and death.

In the middle of this room hang the remains of a strangled hobgoblin, dangling from the ceiling by a sash cord. The body is blackened and bloated with decay. The room appears to have once been used as a bedroom for there are two beds, with mildewed sheets, a broken table and two smashed chairs. Assorted junk and loose plaster litters the floor, and there is a bloody stain on the floor beneath the body.

This hobgoblin came here on a dare by the other guards, but got too smart for his own good and tried to investigate the fireplace in the kitchen. The madman dropped a noose around his neck and strangled the unfortunate fellow, and then he hung the body up in this room and cut off the hand to use as a warning. The hobgoblin has a dagger in his left boot and 13 sp stuffed in a pouch under his tunic.

Amid the litter on the floor can be found two old brushes and a gilt hand mirror that is cracked. There is nothing else of value in this room, but those who attempt to remain in the room for more than two rounds will find themselves gagging on the stench.

#### 17a. **The Bear.**

No sound can be heard from behind it.

This is a wooden door the door opens out into the hall. When the door is opened there comes a low, rumbling growling noise, and a grizzly bear, on his hind legs, comes lurching out of the shadows. He rushes right at the head of the party. Cries of surprise are heard.

The bear is really a stuffed bear. Those standing immediately in front of the door must Reflex save (DC15) or take 1-6 points of damage from the stuffed bear falling on them. The stuffed bear was on a small-wheeled platform and propped at the top of a narrow ramp. When the door was opened it rumbled down the ramp (causing the growling sound) and crashed into the party.

The movement of the bear triggered another trap behind the party. A 10' x 10' section of wall and floor 10' back from the door will pivot, out from the north wall dropping any party members on that into a 20' pit. A second wall will flip up into place and the original wall will become the floor section, so that it looks like nothing has happened. The front members of the party will not be aware that the rear members have disappeared until they look back and find out. The party will have mistaken any cries of surprise from those in back to come in response to the charging bear.

Those who are caught in the trap will take 2-12 points of damage. The pit is 20' deep. Screams from those inside the trap cannot be heard, but if they can reach the ceiling they may tap on it. The tapping may only be heard if the party specifically listens for it (Listen check DC25 to hear). To free the trapped members of the party, it will be necessary to partially flip the wall and floor again, and jam them open using at least two spikes. Alternately, a spike may be sunk in the wall and the wall pulled down so that the pit is exposed. If the trap is not held open in this position (requiring a combined strength of 30), any of those standing in the pit; that do not Reflex Save (DC15) will be hit by the rotating wall and take 1-6 points of additional damage. The bear's eyes are cross-eyed. This is because one of the eyes was put in crooked. Behind the eye, hidden in the socket by Icar, the fort commander is a **periapt of proof against poison**. He is not aware of the use the stuffed bear has been put to.

**Pit Trap (20 Ft. Deep):** CR 1; no attack roll necessary (2d6), Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20)

#### 17b. **Study:**

The room beyond this door appears to have once been a study. In front of the door is a wooden ramp. A crude wooden table and box have been placed near the center of the room to serve as a desk. Several casks stand about the room, as does an old leather chest. There is a fireplace on the east side of the room with wood piled beside it. The door to the north is locked. The door to the south has light shining from beneath it.



The hall trap was activated by pulling the molding to the right' of the western door down into the room and letting it spring back. This seven-foot lever had been bent down and held in place by the bear's platform. When the door was opened and the bear rolled down the ramp, the lever sprang back into place and triggered the trap to flip.

The fort paymaster uses this room once a week to pay the troops. Beneath the box on the floor is a sack with 50 gp stowed in it. The chest and casks are empty and do not have hidden compartments. In the woodpile is a fire blackened butter knife of silver, used to clean the ashes out of the fireplace. It is so tarnished it has no apparent value. It is worth 25 gp. The northern door is locked and bolted from the other side and cannot be opened.

### 18. East Wing Guard Complex:

This area is used as barracks for some of the fort troops. It these troops who run the ambush of the inner courtyard, so this area will usually be fairly empty of hobgoblins. In the campaign game, if the party spends a lot of time in the "haunted" western wing, the guards may have returned to here.

#### 18a. Storeroom:

The door to this room is locked and the key is in the possession of the hobgoblin office in room #18c. This room is used as a storeroom for extra weapons and supplies for the troops. There are five bundles of 20 arrows, extra bowstrings and arrowheads, and a dozen protective cases for bows. Also in the room are three barrels of water, and four casks of dried foodstuffs. A dozen pots and pans are stored in here and there are two bales of fine linen worth 250 gp at market. In the southwest corner beneath an old sheet, is a small locked chest holding the various funds of the guards in this section. The chest is locked. In the chest are thirteen leather pouches containing 4-24 silver pieces each. The thirteenth pouch also holds 5 gp and a small jasper worth 10 gp.

#### 18b. Latrine:

This room is a latrine. The latrine is only a ceramic chamber pot. It can be removed for easy cleaning.

This latrine is kept reasonably clean, because it is next to the officer's quarters. Also in the room is a ceramic basin, a pitcher with water and a towel for washing. There is nothing of value in the room.

#### 18c. Officer's Quarters:

This large room is fairly empty. There are two beds, a stuffed chair, a small table and two stools. Sleeping in one bed is a hobgoblin, who opens his eyes and sits up, bleary eyed, trying to focus on the party in the doorway. Hanging on one wall is a cloak and bow, while near the bed is a green sash cord. In the north wall is another door.

The sash cord is a bell pull. The hobgoblin sergeant will yank on the bell put to sound the alarm, if the party gives him a chance. His sword is hung across the foot of the bed. If the party threatens to kill him if he sounds the alarm and the odds do not look in his favor he will hesitate, but he will not surrender, because he believes this would mean certain death. If he is harmed he will sound the alarm anyway and take his chances.

There is nothing of any real value in the room. The hobgoblin has a set of keys for the storeroom #18a and the chest there. The cloak is infested with fleas and anyone putting it on will be set to scratching in 2 turns. Otherwise there is no adverse effect.

**Hobgoblin War2 (1):** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

#### 18d. Trapdoor:

This room appears to be a tall closet. There are a series of shelves built into the back wall. These shelves are empty.

The edge of the shelves seemed to have been wiped clean of dust and there are stone chips on the floor. The ceiling of this closet is a concealed trapdoor up to the roof of the fort. It is concealed on the outside to look like the top of a chimney. The hobgoblins use the shelves as a ladder to climb up to the trapdoor and onto the roof if there is an invasion, so that they may ward off enemies from the rooftops.

#### 18e. Recreation Room:

This room contains wooden tables and chairs. A wooden board with a crudely drawn face has been tacked to one wall and show marks of having been used for knife throwing practice. Dirty wooden dishes and a deck of greasy cards lie on top of one table.

There are food crumbs on the floor, but nothing of any value in the room.

#### 18f. Bunkroom:

This room is filled with cots. About a third of the Cots are occupied by off duty hobgoblins sleeping. There is little else of note in the room.

The 6 hobgoblins are all asleep, but they have learned to sleep lightly. If the alarm has been sounded or the party is noisy in the area nearby, they will be shamming their sleep and will have their weapons in hand waiting for the party to enter the room. If the hobgoblin guard in room #18c sounds the alarm, they will armor up and go running to check the disturbance in 2 rounds. All of these hobgoblins treasure is in room #18a. However, one of the hobgoblins has a bag of 20 marbles, colored glass beads. And beneath the blankets on one of the cots is a silvered hand mirror worth 3 gp.

**Hobgoblin War1 (6):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11(16 in armor) (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### 19. The Mirror Corridor:

As the door opens there is a clanging sound. A pair of tin cups has been hung above the door. The party sees a straight corridor 110' long, lit by torches in wall brackets, spaced every 20'. There is an archway some distance down the corridor and a door beyond that. The walls are hung with paintings, now defaced, and a ragged carpet covers the floor.

A mirror, set at a 45° angle in the southeast corner, causes the illusion of straightness to this corridor. The arch seems to be 80' away if the party enters from the north, 30' away if they enter from the west.

If the party enters from the north, they will see a metallic mirror reaching from floor to ceiling along the west wall, 20' from the door.

Before the party does anything else, the opposite door opens and three mummies step into the room. These are actually disguised hobgoblins wrapped in bandages and armed with morning stars, which they have concealed behind their backs.

Any attacks by normal missiles will be stopped 30' from the "mummies", as though by magic (actually deflected by the mirror). Magic missile attacks such as a **fireball**, will destroy the mirror, revealing a (false) door behind it. From the party's viewpoint the mummies vanish, and the door seems 30' closer.

As the party moves up the corridor, the mirror on the western wall swings open behind them and seven hobgoblins attack the party from the rear (surprise on 1-3), while the "mummies" charge and attack the party from the front. Six of the hobgoblins are armed with long swords. They are led by a sub-chief the sub-chief is armed with a **Sling+2 with True Strike (Three times a Day) with 20 bullets**, and a longsword. Each hobgoblin carries 2-12 sp.

If the secret door is discovered (DC20 to Find), the hobgoblins will retreat to room #20, and grab casks of grease to throw down the corridor. Party members must roll their balance checks DC15 to avoid falling. Those who fall are stunned for one round (giving the hobgoblins +4 to hit).

If the party enters the **Mirror Corridor** from the west, they will see the rest of the corridor reflected (as described in the Players' Section) if the mirror is still intact. Otherwise they will see the false door in the southeast corner.

#### "Mummies"(3)

Hobgoblin War1: CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 Morning Star (1-8+3 20/x2); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### Guards (6)

Hobgoblin War1: CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

#### Sub-Chief (1)

Hobgoblin War3: CR 2; Size M (6 ft., 5 in. tall); HD 3d8+12; hp 30; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (+1 Dex, +5 Chainmail, +2 Shield); Attack +7 Longsword (1-8+3 19-20/x2), or +6 Sling(1-4+2 20/x2); SV Fort +7; Ref +2; Will +2; AL NE; Str 17 (+3), Dex 12 (+1), Con 18 (+4), Int 15 (+2), Wis 12 (+1), Cha 15 (+2); Languages Spoken: Abyssal, Common, Giant, Goblin, Infernal, Orc, Under common. Skills and feats: Hide +1 (+1 Dex), Intimidate +8 (+6 Rank, +2 Cha), Jump +9 (+6 Rank, +3 Str), Listen +1 (+1 Wis), Move silently +5 (+1 Dex, +4 Racial), Pick pocket +2 (+1 Rank, +1 Dex), Speak language +3 (+3 Rank), Spot +1 (+1 Wis), Swim +8 (+5 Rank, +3 Str); Alertness, Weapon focus (Longsword).

## 20. The Hobgoblin Barracks:

This room is a barracks with wooden beds and straw mats. There is a table with 6 stools around it. On the table are the remains of a meal - dirty tin plates covered with grease, a few crusts of bread, a pot with some congealed stew and wooden cups with weak ale in them. There are also several cockroaches on the plates.

Between one bed and the wall is a gold ring with a chipped amethyst worth 150 gp. If the bed is pulled away from the wall it will fall to the floor. Beneath the ticking of another is a bag of 15 walnuts (there is 1 in 4 chance that any one is spoiled). Stuck in the headboard of a third is a rusty butcher knife. In a locked box(DC15) beneath the leader's bed are 80 gp and a tarnished silver chalice worth 483 gp. There is a rusty needle in the lock, but it is not poisoned. The secret door in the top hallway is automatically spotted from this side.

## 21a. The Hallway:

This corridor is unlit and thickly carpeted. The hallway is quiet and shadows seem to muffle any sounds the party makes. Faded blue drapes hug the walls to either side and the carpet is a cheerless gray. As the party proceeds down the corridor there is suddenly a frightened squeak at their feet and a rat bolts across the hall and disappears into a hole in the wall. The drapes are attached to the wall at both the ceiling and the floor and every 20' there is a break in them where a torch bracket is mounted on the wall. At the southwest end of this hall, on the east wall there is a door standing slightly ajar. The corridor ends 20' further down the hall with drapes across the end wall.

## 21b. Trapped Corridor:

Beyond the drapes at the end of this hall the corridor continues on, but is no longer carpeted.

There is a covered pit in the floor just beyond the drapes. It is as wide as the corridor and 7' long. Any pressure on the pit cover will cause it to fall open. On the far side of the pit a nearly invisible wire has been stretched taut across the hallway at chest height (4'). The wire is painted a dull black and is therefore nearly invisible (Search DC30). Characters who are not heavily encumbered and get a running start will easily be able to leap the pit, but any character that is taller than 4' will be caught by the wire and pushed back into the pit. A halfling, gnome and or dwarf will not strike the wire, and will be unaware of it unless looking carefully.

**Spiked Pit Trap (20 Ft. Deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

## 22. Empty Room:

The door here is slightly ajar and as the party approaches it will swing open a bit. The room beyond is filled with opened barrels, old leather chests and pieces of boards and twine. There is a small fireplace opposite the door.

The barrels and chests are all empty. This room is sometimes used as a storeroom. The fireplace has not seen use, but a breeze blowing down it causes the door to swing open and shut. A close examination of the room will reveal a leather pouch next to the door. In the pouch area hammer and chisel. The door hinges are marred and the pins slightly battered.

## 23. Storeroom:

The door to this room is locked. This room contains shelves filled with trade goods as well as bales and chests of trade goods stacked on the floor. Most of the trade goods are bolts of cloth, iron tools, iron pots, miscellaneous wooden utensils, and cheap glass jewelry. The total value of the trade goods is 2000 gp but they are too bulky and heavy to be carried except by pack animals or in wagons.

## 24a. The Water Room:

This room is filled with the smell of wet wood. On the floor in the southern end of this room are four large tuns stood on end with removable wooden lids. Each tun is fitted with a spigot near the bottom. There is also a stack of 4 wooden buckets with rope handles. On the south side of the room there is a railing and a set of steps leading downward to the east.

This is the water room. The tuns are filled with water, and the bottoms can be seen if a light is held above them. At the bottom of one is a small leather sack. The spigot to this tun is rusted and cannot be opened. The sack is rotten and will fall apart if someone tries to fish it out. Inside the sack are 20 gp, a gold ring, and a large gem. If these are removed from the water, the ring seems gold, and will detect as magical, but is only brass and has **Nystul's magic aura** cast on it. The large gem is a badly flawed amethyst, worth only 10 gp.

Beyond the steps in the southeast corner of the room is an underground passage dug out of the earth and reinforced with wooden beams.

#### 24b. The Well:

The underground passage continues for 30 feet then ends in a small circular room. In the center of the room is a circular stone well with a cable drum for drawing up water.

This room contains nothing of value. The well is 30' deep.

#### 25. Room of Slaves:

Beyond the door is an eerie sight; a large, long terraced room; a narrow passage running through the center of the room with raised stone platforms set in a series of three large steps to either side and at both ends of the room. One these steps sit dozens of humans staring blankly into space while dark shadows curl about their near naked forms. These creatures are bound to the walls with neck chains, but do not appear to be struggling in the least. They do not seem to notice the party. Scraps of torn clothing are tossed about the room and there are cloaks and blankets hanging on the walls.

The slavers to make newly acquired slave docile use this room. The guardian here is a rare and exotic creature that typically lives far underground called a **Cloaker**. How the slavers managed to obtain the services of this bizarre creature is unknown, but the beast is believed to be intelligent. The slaves have been exposed to the sound long enough to become numbed, and will not react to the party in any way. Only a **neutralize poison** spell will cure the effects of the mind numbing. Otherwise, the slaves will remain mind-numb for week.

The cloaker is clinging to the west wall among other cloak and blankets. It looks like a semi-circular cape with a Long mace like tail, and has two claws at the ends of the cape. Upon its back are many round black, button-like eyespots. When the cloaker conceals its tail and claws it is hard to distinguish it from a real cloak. A cloaker has no head, but it has a mouth in the middle of its belly and two, red, glowing eyespots that appear to be eyes. Because a cloaker has so many eyespots it has no effective rear to attack.

This cloaker will allow the party to enter the room and approach within 30', and then it will change its moan to induce fear. Next it will cause weakness and the **hold** its victim and attack, throwing shadows across the faces of its opponents. If seriously hurt (more than two-thirds of its hit points gone) it will create doubles and flit off into the shadows.

Near the west door is a hobgoblin sergeant standing slack jawed and staring. He was sent to check on the slaves, but had not been warned of the effects of prolonged exposure to the moaning of the cloaker. Now he has become mind-numbed. He is wearing a **cloak of resistance+2**, which he stole from one of the new slaves, but he is unaware of its abilities.

**Cloaker CR 5**; Large Aberration (); HD 6d8+18; HP 45; Init +7; Spd 10ft F 40ft; AC 19; ATK Tail slap +8 melee, bite +3 melee; DAM Tail slap 1d6+5, bite 1d4+2; 5x5x10; SA Moan, engulf; SQ Shadow shift; SV - Fort +5, Ref +5, Wil +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15 Skills/Feats: +12, Listen +11, Move Silently +12, Spot +11; Alertness, Improved Initiative

Special Abilities/Qualities:

**Moan (Ex):** A cloaker can emit a dangerous subsonic moan instead of biting. By changing the frequency, the cloaker may cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless noted otherwise, creatures that successfully save against these effects cannot be affected by the same moan effect from the same cloaker for one day.

**A. Unnerve:** All within an 80-foot spread automatically suffer a -2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 15) or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, they must repeat the save in each round the moaning continues.

**B. Fear:** All those within a 30-foot spread must succeed at a Will save (DC 15) or flee in terror for 2 rounds.

**C. Nausea:** Everyone in a 30-foot cone must succeed at Fortitude save (DC 15) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

**D. Stupor:** A single creature within 30 feet of the cloaker must succeed at a Fortitude save (DC 15) or be affected as though by a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Engulf (Ex):** A cloaker can try to wrap a Medium-size or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it bites the engulfed victim with a +4 attack bonus. It can still use its whip like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Shadow Shift (Su):** Cloakers can manipulate shadows. This ability is effective only in shadowy areas and has several possible effects.

- A. Obscure Vision: The cloaker gains one-quarter concealment (10% miss chance) for 1d4 rounds.
- B. Dancing Images: This duplicates a mirror image spell cast by a 6th-level sorcerer.
- C. Silent Image: This duplicates a silent image spell cast by a 6th-level sorcerer.

### 26. Armorer's Smithy:

A large furnace against the south corner is aglow as two orcs pump bellows on either side of it. The smith appears human and presently working on a sword. The room is filled with weapons (many of which are broken) and armorer's tools.

The smith is a retired half-orc, third level. He is wearing a long leather apron. The two orcs are his assistants. The smith only cares about his work. If the party doesn't bother him (or his wife in the next room), he won't bother the party. If he is attacked, he will send the two orcs off to room #29 to raise the alarm, while he fights with his back to the furnace so he cannot be taken from behind. The total value of the weapons and tools in this room is 300 gp, if the party can manage to load them onto animals for resale. The smith has no treasure but wears a small key on a chain around his neck. This key fits the iron box in his quarters.

**Jusif, male half-orc Ftr3:** CR 3; Size M (5 ft., 10 in. tall); HD 3d10+3; hp 27; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex +2 Leather) Attack +9 Longsword (1-8 19-20/x2); SV Fort +4, Ref +2, Will +3; AL LE; Str 20 (+5), Dex 12 (+1), Con 12 (+1), Int 16 (+3), Wis 14 (+2), Cha 10 (+0). Languages Spoken: Common, Giant, Gnoll, Orc, under common.

Skills and feats: Appraise +7, Bluff +1, Handle animal +6, Hide +1, Knowledge (Geology) +5, Listen +4, Move silently +2.5, Profession (Blacksmith) +10, Spot +4; Alertness, Blind-fight, Combat reflexes, Weapon Focus (Long sword).

**Male orc Com1:** CR 1; Size M (5 ft., 5 in. tall); HD 1d4+3; hp 7; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +6 Longsword (1-8+6 19-20/x2); SV Fort +3, Ref +2, Will +3; AL LE; Str 22 (+6), Dex 14 (+2), Con 17 (+3), Int 14 (+2), Wis 16 (+3), Cha 14 (+2). Languages Spoken: Common, Goblin, and Orc.

Skills and feats: Disguise +4, Hide +2, Jump +10, Listen +5, Move silently +2, Profession (Blacksmith) +9, Ride +4, Spot +3; Skill Focus (Blacksmith)

### 27. Armorer's Quarters:

The room contains one large bed and with typical bedroom furniture. There is a loft in the west end of the room with a ladder leading up to it. A stout orc matron is cleaning the room.

The orc matron is the armorer's wife. She will scream hysterically if she sights the party. Her screams will rouse the armorer and his assistants in room #26, and the guards in room #29, who will rush to her defense. In the room, beneath the bed are two mangy, tortoise shell cats. They are playing with a silver thimble of the matron, worth 5 gp. In the floor beneath a small bed table is a stone, which may be tilted to reveal an iron box beneath. The box is locked and inside is the plans for a beautiful suit of plate mail, a pouch with 4 agates worth 15 gp each, and a pair of calipers. There are two pallets in the loft for the orc assistants and one has been carving a piece of wood into a model for a new pole arm head.

**Farah, female orc Com1:** CR 1; Size M (5 ft., 5 in. tall); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 Club (1-6 20/x2); SV Fort +0, Ref +1, Will +1; AL LE; Str 17 (+3), Dex 13 (+1), Con 11 (+0), Int 10 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Orc. Skills and feats: Alchemy +1, Hide +1, Innuendo +2, Listen +1, Move silently +1, Profession (Maid) +5, Spot +1, Wilderness lore +2; Skill focus (Maid).

### 28. Storeroom:

The room appears to be a storeroom and contains bins half-filled with an assortment of supplies.

The supplies are typical equipment for a garrison; spare leather straps, rivets, nails, bolts of cheap cloth, iron rations, and so forth. The equipment (which is too bulky to carry) is worth 250 gp. The room contains nothing else of value.

### 29. Orc Barracks:

The room contains four double bunk beds with eight orcs currently asleep in them.

Four of the orcs are supposed to be patrolling the halls but they got bored and went back to sleep. They will be surprised on a 1-5. The orcs will snatch up their axes to defend themselves. If an alarm is raised, they will take 1 round to don their armor before answering the alarm. These orcs work for Estelrath the slave merchant, and do not care for the hobgoblins running this fort, so they tend to be lax in their duty. They will rush to the aid of the armorer or his wife, because one of the armorer's assistants is a half-brother to the sergeant. These orcs have a total of 3 gp, 7 sp, and 31 cp.

**Male orc War1 (8):** CR 1; Size M (5 ft., 2 in. tall); HD 1d8+2; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 12(15) (+2 Dex +3 Hide); Attack +6 Battleaxe (1-8+4 20/x3); SV Fort +4, Ref +2, Will +0; AL LE; Str 18 (+4), Dex 14 (+2), Con 15 (+2), Int 10 (+0), Wis 11 (+0), Cha 9 (-1); Languages Spoken: Orc. Skills and feats: Hide +2

(+2 Dex), Listen +0, Move silently +2 (+2 Dex), Perform +1 (+2 Rank, -1 Cha), Ride +6 (+4 Rank, +2 Dex), Spot +0; Weapon focus (battleaxe).

### 30. Orc Officer Quarters:

This room appears to be quarters for orcs. There is an orc snoring from where he lies sprawled across a bed. Sitting behind a table, glassy-eyed is another orc. On the table in front of him is a cask with a spigot in it and two spilled mugs. The floor of the room is littered with three wine bottles.

The two half-orcs here are the sergeant and commander for the orcs in room #29. They have recently completed a drinking bout, and the sergeant won. He is bleary and incoherent, but will speak to the party in orcish. He will feel that something is vaguely wrong, but can't put his finger on it. The sergeant has a pair of brass bracers worth 10 gp and 14 gp in a pouch stuffed in his right boot. The commander has a gold ring worth 25 gp, an ivory handled dagger worth 30 gp, and 18 gp in a bag beneath him. In a pouch on the side of the bed is a roll of paper, marked with incoherent lines. This is a map of the slave route, but will be of little use without the interpretation of the commander.

**Male half-orc War2 (2):** CR 1; Size M (6 ft., 4 in. tall); HD 2d8+6; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex, +5 Chainmail); Attack +7 Scimitar (1-6+4 18-20/x2); SV Fort +6, Ref +3, Will +1; AL LE; Str 19 (+4), Dex 16 (+3), Con 16 (+3), Int 4 (-3), Wis 12 (+1), Cha 11 (+0); Languages Spoken: Common, Orc. Skills and feats: Alchemy -1 (+2 Rank, -3 Int), Hide +3 (+3 Dex), Intimidate +1 (+1 Rank), Listen +1 (+1 Wis), Move silently +3 (+3 Dex), Spot +1 (+1 Wis); Weapon focus (scimitar).

### 31. Guest Bedroom:

This room contains a bed and several folding cots. Sitting at a desk, writing is a gray-bearded man wearing a drab gray cloak. He looks up as the party opens the door and asks what he can do for them.

This is Estelrath Tancred, a slave merchant he is currently waiting for his selection of slaves to be prepared for the drive to market, and is getting bored with the delay. Beneath his cloak he wears chainmail and a long sword. He will be willing to listen to the party, believing them to be mercenaries until they prove by ignorance to be otherwise. Then he will waste time until his two guards return from the kitchen with the meal he ordered.

Estelrath's two guards are a pair of cavelings created especially for him by Markessa, the director of this slaving operation. The two cavelings were once elves, but no longer bear any resemblance to that race. They are called Cari and Filch, and respond only to Estelrath's simple verbal commands. Both have gray scaly hides that allow them to hide in shadows naturally. They have large, bulbous eyes, Dark vision 90', and clawed, padded feet with which they may climb like cats and move silently.

Cari has enlarged hands and a tail with stinger, Fortitude Save DC (15) or start to itch. Characters itching are unable to cast spells, and fight at -2 to hit. Cari's favorite tactic is to sneak up on a character and trip them and then sting the character at +4 to hit.

**Cari, Caveling (Ex-Elf) War2:** CR 1; Size M (4 ft., 10 in. tall); HD 2d8+4; hp 15; Init +3 (+3 Dex); Spd 40 ft.; AC 16 (+3 Dex +3 Natural); Attack +6 Short Sword (1-6+4 19-20/x2) and Tail Stinger +6 (1-6+5 20/x2); SV Fort +5, Ref +3, Will +1; AL LE; Str 18 (+4), Dex 16 (+3), Con 15 (+2), Int 10 (+0), Wis 13 (+1), Cha 10 (+0).; Skills and feats: Handle animal +5 (+5 Rank), Hide +11 (+3 Dex +8 Racial), Knowledge (Arcana) +2 (+2 Rank), Listen +3 (+1 Wis, +2 Racial), Move silently +11 (+3 Dex +8 Racial), Search +2 (+2 Racial), Spot +3 (+1 Wis, +2 Racial), Swim +6 (+2 Rank, +4 Str); Power attack and Trip (Ex): If Cari hits with a the tail stinger attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip by Cari

Filch has a prehensile, gripping tail and long thin fingers with which he can pick pockets. Filch also likes to attack from behind at +4 to hit, if attacking with surprise. Filch's favorite tactic is to jump on the back of his victim and lock his legs around the character's chest. Then he stabs the character with 2 daggers, one held in his hand, the other in his tail. Both Cari and Filch wear loincloths and leather belts, but nothing else.

**Filch, Caveling (Ex-Elf) War2:** CR 1; Size M (4 ft., 10 in. tall); HD 2d8+4; hp 15; Init +3 (+3 Dex); Spd 40 ft.; AC 16 (+3 Dex +3 Natural); Attack +4/+4 Punching Dagger (1-4+4 20/x3); SV Fort +5, Ref +3, Will +1; AL LE; Str 18 (+4), Dex 16 (+3), Con 15 (+2), Int 10 (+0), Wis 13 (+1), Cha 10 (+0).; Skills and feats: Handle animal +5 (+5 Rank), Hide +11 (+3 Dex +8 Racial), Knowledge (Arcana) +2 (+2 Rank), Listen +3 (+1 Wis, +2 Racial), Move silently +11 (+3 Dex +8 Racial), Pick Pockets +11 (+3 Dex +8 Racial), Search +2 (+2 Racial), Spot +3 (+1 Wis, +2 Racial), Swim +6 (+2 Rank, +4 Str); Two Weapon Fighting and Ambidextrous

Cari and Filch will return 5 rounds after the party enters the room. If the door is closed they will listen at the door first. Then they will knock and Cari will hide beside the door while Filch tries to draw the intruders out of the room. Neither can talk.

Estelrath has a leather chest under his bed. In the chest are 600 gp, 20 pp and 5 amethysts worth 50 gp each. There are also papers detailing the slave route and these can be used to lead the party to **A3** -

**ASSAULT ON THE AERIE OF THE SLAVE LORDS.** On the desk, where Estelrath was working, is a thin chime of silver. This is **Chime of Opening** it has 12 charges left.

**Estelrath Tancred**, male human Ftr5: CR 5; Size M (5 ft., 8 in. tall); HD 5d10+20; hp 40; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 Chainmail); Attack +10 Longsword (1-8 19-20/x2) SV Fort +8, Ref +4, Will +2; AL LE; Str 19 (+4), Dex 17 (+3), Con 18 (+4), Int 15 (+2), Wis 12 (+1), Cha 12 (+1). Languages Spoken: Common, Dwarven, and Orc  
Skills and feats: Forgery +4, Gather information +4.5, Handle animal +3, Hide +3, Intuit direction +4.5, Jump +12, Knowledge (Slaving) +4, Listen +1, Move silently +3, Pick pocket +4.5, Spot +2, Swim +7, Wilderness lore +2; Ambidexterity, Blind-fight, Dodge, Expertise, Power attack, Weapon focus (Long Sword).

### 32. Ogre's Quarters:

When this door is opened the party sees an ogre sitting at a table, lovingly polishing a bastard sword. The ogre is dressed in fine, black chain mail and wears a black hood with eyeholes, like an executioner's mask. He looks up and smiles, welcoming the new mercenaries and invites them to come in and sit down, while he discusses their new duties. There is wine and cheese on the table.

This ogre is second in command to Icar the fort commander. He is called Executioner. Executioner will flip the table over on anyone stupid enough to sit down (stunning them for one round). He will then attack fallen adventurers at +4 to hit and call for help.

Executioner has a special bastard sword given to him by a respectful slave merchant. It has two curving hooks on the hilts cross guard with which Executioner may attempt to catch his opponent's weapon and disarm him. The Hilts add +4 to disarm Checks. Executioner has nothing of value in his room. But over his bed hang a large composite bow and a quiver of 20 silver arrows. The bow is a Masterwork Mighty Composite Longbow +4. It allows the user to add his or her strength bonus to damage caused by arrows fired from this bow as well as a +1 to hit.

**Executioner:** male ogre Ftr4: CR 6; Size L (9 ft., 7 in. tall); HD 4d8+24 + 4d10+24; hp 86; Init +0; Spd 30 ft.; AC 19 (-1 Size, +5 Natural, +5 Chainmail); Attack +16/+11 Bastard Sword (1-10+9 19-20/x2), or +6/+1 Bow; SV Fort +14, Ref +2, Will +4; AL NE; Str 28 (+9), Dex 11 (+0), Con 23 (+6), Int 8 (-1), Wis 14 (+2), Cha 8 (-1).  
Skills and feats: Climb +21, Hide -4, Listen +5, Move silently +0, Spot +5; Power attack, Cleave, Expertise, Sunder, Improved Disarm.

### 33. Servant's Quarters:

The sound of laughter and fighting can be heard coming from this room. Listen check at 10 to hear.

In this room are a number of goblins and kobolds, crowded around an impromptu arena, made by turning a number of bunks on their sides and pushing them together to form a rough square.

The goblins and kobolds are watching a match between a halfling armed with a table leg and a badger with its rear legs tied together. The eight goblins and the ten kobolds are jeering, drinking beer, and betting on the outcome of the combat. The goblins are guests from the visiting slaver's caravan; the kobolds are servants of the hill fort. The goblins are armed with short swords, while the kobolds carry daggers. There is a total of 17 sp and 50 cp in this room. Once the party attacks, if the badger has not killed the halfling, three kobolds will enter the arena. Two will move to kill the halfling and the other will attract the attention of the badger. If the halfling survives, he will grab any weapon at hand and help the party. He knows nothing about the fort.

**Goblin War1 (8):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Size); Attack +4 Short Sword (1-6+2 19-20/x2); SV Fort +3 (+2 Base, +1 Con), Ref +3 (+0 Base, +3 Dex), Will +1 (+0 Base, +1 Wis); AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness.

**Kobold War1 (10):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex, +1 Size, +1 Natural); Attack +0 Dagger (1-4 19-20/x2); SV Fort +3, Ref +2, Will -1; AL CE; Str 7, Dex 14, Con 12, Int 9, Wis 8, Cha 6; Languages Spoken: Draconic; Skills and feats: Craft +1, Handle animal +0, Hide +6, Knowledge +0, Listen -1, Move silently +2, Profession +1, Search +1, Spot -1; Improved initiative.

**Badger CR ½(1);** Tiny Animal; HD 1d8+2; HP 4; Init +3; Spd 15 ft B 10ft; AC 15(+2 Size +3 Dex); ATK 2 Claws +5 Melee +0 Bite; DAM 1d2-1 Claws 1d3-1 Bite; Reach 0ft 2 1/2ft by 2 1/2 ft ; SA Rage ; SQ Scent ; SV - Fort +4 , Ref +5 , Wil +1 ; Str 8 , Dex 17 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Escape Artist +7 Listen +4 Spot +4; Weapon Finesse(Bite, Claw); Special Abilities/Qualities:

Rage (Ex): A badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. Its gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily

**Cade, male halfling (Lightfoot) Com1:** CR 1; Size S (3 ft., 2 in. tall); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 20 ft.; AC 12 (+1 Dex, +1 Size); Attack +0 Club (1-6 –1 20/x2); SV Fort +0, Ref +2, Will +4; AL NG; Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 11; Languages Spoken: Common, Gnome, Halfling, Orc; Skills and feats: Climb +1, Hide +5, Innuendo +3, Jump +1, Knowledge +4, Listen +3, Move silently +3, Spot +1, Tumble +3, Use rope +5; Iron will.

#### A. Stairs Up:

Here is a flight of stairs leading up to a trapdoor in the ceiling. There is a bolt on this side, but it is open. Still the trapdoor seems to be locked.

#### 34. Second Floor Guard Tower:

The stairs from the first floor lead up to a trap door, which is closed.

The trap door is bolted shut from the other side. It opens to the second floor, which is one large room. The walls and roof of this room are made of heavy timbers not stone like the rest of the fort. There are arrow slits in the walls for archers to fire through. Doors in the north wall open onto a balcony above the inner courtyard #13. Rows of bunk beds stretch down the middle of the room. There are two large barrels filled with water and half dozen wooden buckets for use in putting out fires.

The second floor houses a garrison of 20 hobgoblins armed with short bow and long sword. Ten of the hobgoblins are currently on guard, two at each wall and two of them on the balcony. Two hobgoblin leaders are also in the room, one is asleep. If the party is sighted, the hobgoblins will ring one of the main alarm bells located on the balcony and attack. The hobgoblins carry a total of 9 gp, 12 sp and 73 cp.

**Hobgoblin War1 (20):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

**Hobgoblin War2 (2):** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5 ; Alertness.

#### 35. The Kitchen:

From beyond the door to this room may be heard laughter. There is also the odor of burning flesh. These doors open inwards, into the room beyond. As the party opens the doors, they hear a shouted command. This room appears to be a huge kitchen, over 50' long and wide, and 40' tall. About the room are piles of crates and kegs, as well as several tables and cabinets. In the center of the room is a large fire pit, the fire in it licking at the charred head of a giant lizard hanging head down into the fire by a chain from the ceiling. A 7' tall, black man in black plate mail armor is poking and turning the roasting lizard with a two handed sword. He turns to face the door, as the party enters, and you see that his helm has no eyeholes. At a table in the east end of the room sit three barbaric looking men, all bristly bearded with coarse red hair. They have mugs of beer in their left hands and smilingly lift hand axes off the tabletop and hurl them at the party.

As the hand axes are thrown, the tall black man will shout another command and step behind an enormous wine cask about 30' in front of the door. At the same time, six hobgoblins who have been hiding behind stacks of kegs and crates to either side of the doorway, will stand up and throw their hand axes. Those hand axes thrown by the hobgoblins are at medium range and are at-2 to hit, those thrown by the wereboars at the table are thrown from long range and are at -5 to hit.

Immediately after throwing their hand axes, the three men, who are actually wereboars in human form, will duck behind the table and change into boars. One round later, the wereboars will charge forth. They will move to attack fighters and those characters who talk; presuming them to be the leaders.

The tall black man is Icar, the fort commander. He will kick the legs out from under the cask of wine and send it rolling toward the door. The large cask will cause 1-6 points of damage to those in its path that fail Reflex Save (DC15) to evade it, and all in its path will be stunned for 1 round. Icar will then rush forward and attempt to attack the most formidable fighters.

Icar is second in command to Markessa the director of this slaver operation, and a battle trained veteran. Icar is blind and has been from birth. But special training he received while a child at a monastery, has made him remarkably sensitive to sounds, air pressure variations and smell, and he is thus able to "see" better than a sighted man. Due to his heighten senses, he heard the party approach before they opened the door and set the ambush. He is immune to illusion and visual spells. Silence will affect him as darkness affects a normal human, -4 to hit. Because of his ability, Icar can distinguish between Markessa and her



double. Icar wields a **Great Sword +1** called Death's Master and wears a **Ring of Major Elemental Resistance (Fire)**. If Icar can, he will maneuver his opponents back to the fire pit and then force them into it on a score 4 better than the number needed to strike the opponent. The fire pit will cause 3-18 points of damage per round (10 points in tournament play), Reflex Save(DC20) for half damage. As a last defensive measure, he will stand in the fire pit using the lizard for 50% cover (+4 to his AC) and will throw handfuls of flaming grease at the party (treat as flasks of oil).

There are 8 hobgoblins in the room. The six near the door, after throwing their hand axes, will attack the less formidable looking characters in the party with swords. The two remaining hobgoblins will light and throw flasks of oil into the melee from behind cover. They have three flasks of oil each. Then they will attack with cleavers, treat as hand axes. Successful hits with the oil will cause 1-6 points of damage the first round and 1-6 points in subsequent rounds until extinguished. Clothes and equipment must Reflex Save at DC15 to prevent catching on fire. Characters within 5' of thrown oil will take 1 points of damage from splashed oil. Reflex save DC15 to Extinguish the flames

The room is full of crates, casks, tuns, boxes and barrels of all descriptions. They all contain food and drink of various kinds -mostly somewhat foul by human standards. Besides the two tables where the wereboars were sitting and two benches each, there is another table near the fire pit. Shelves line the walls and contain more foodstuffs and crude tableware. The only things of value in the room are the belts that the wereboars wear, each of which is inlaid with gold and worth 150 gp. Icar wears a large set of keys on his belt to the various doors in the fort, but not to his treasure room.

Spread out on one of the cupboards, and held down by a loaf of bread and a cup of wine is a letter from the Slave Lords to Icar. The letter is written in a strange raised script that Icar reads by touch. A **comprehend languages** is necessary for anyone else to read it. It requests that a group of newly acquired slaves be sent to them for questioning and gives directions which will lead adventurers to **A3 ASSAULT ON THE AERIE OF THE SLAVE LORDS**.

**Icar, male human Ftr7:** CR 7; Size M (5 ft., 11 in. tall); HD 7d10+14; hp 64; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+3 Dex, +5 Breastplate); Attack +13/+8 Great Sword (2d6+7 19-20/x2), or +11/+6 Grease Balls (1-6[1pt splash with 5ft] Range 10ft); SV Fort +7 (+5 Base, +2 Con), Ref +6 (+2 Base, +4 Dex), Will +3 (+2 Base, +1 Wis); AL LE; Str 19 (+4), Dex 18 (+4), Con 15 (+2), Int 13 (+1), Wis 12 (+1), Cha 13 (+1); Languages Spoken: Common, Goblin; Skills and feats: Bluff +2, Climb +11, Craft +4(Armor smith), Handle animal +6,, Jump +13, Listen +10, Move silently +4, Profession +2(Blacksmith), Ride +8, Swim +8; Alertness, Ambidexterity, Blind-fight, Cleave, Combat reflexes, Dodge, Power attack, Weapon focus (Great Sword).

**Hobgoblin War1 (8):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex +5 Chainmail); Attack +5 Hand axe (1-6+3 20/x3), or +2 Throwing Axe (1-6 20/x2 Range 10ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (Hand Axe).

### **Wereboars (3)**

#### **HUMAN Form**

Human War5: CR 6; Size M (5 ft., 5 in. tall); HD 5d8+18; hp 44; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 natural armor); Attack +9 Throwing Axe(1-6+4 20/x2), or +7 Throwing Axe(1-6 20/x2); SV Fort +7, Ref +3, Will +1; AL NE; Str 18 (+4), Dex 14 (+2), Con 17 (+3), Int 11 (+0), Wis 10 (+0), Cha 12 (+1). Skills and feats: Hide +2, Intimidate +4, Jump +12, Listen +0, Move silently +2, Ride +9, Spot +0, Swim +10; Combat reflexes, Improved initiative, Two-weapon fighting.

#### **Boar Form:**

**Wereboar CR 6;** Medium Shape changer; HD 5d8+36; hp 62; Init +6(+2 Dex +4 Improved Init); Spd 40ft AC 21 (+3 Dex +8 Natural); ATK Gore +6 Melee; DAM Gore 1d8+6; 5ft by 5ft/5ft; SA Ferocity, Curse of Lycanthropy, AS Boar; SQ Boar Empathy; plus scent, Damage reduction 15/Silver as boar; SV - Fort +8, Ref +3, Wil +3; Str 22(+6), Dex 17, Con 23(+6), Int 11, Wis 10, Cha 12\*; Skills/Feats: Listen +15, Search +8, Spot +12 as Boar\*\* Blind-Fight, Improved Initiative as boar \*\*\*

#### **Special Abilities/Qualities:**

**Ferocity (Ex):** A Wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. (PHB 129)

**Lycanthropic Empathy (Ex):** Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "Friend", "foe", "flee" and "attack"

**Curse of Lycanthropy (Su):** Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at Fortitude save (DC15) or contract Lycanthropy. See MM PG 219

### **36. Cook's Quarters:**

The room looks like a typical bedroom, though slovenly kept.

The cook, a half orc will be hiding under the bed if fighting took place in room #34. He will attack with a dagger with surprise any character looking under the bed. He has 14 sp.

**Eyjolf, male half-orc Com1:** CR 1; Size M (5 ft., 7 in. tall); HD 1d4+1; hp 5; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +5 Dagger (1-2 19/20x2); SV Fort +1, Ref +4, Will +3; AL NE; Str 20 (+5), Dex 18 (+4), Con 12 (+1), Int 12 (+1), Wis 16 (+3), Cha 13 (+1); Languages Spoken: Common, Gnoll, Orc; Skills and feats: Alchemy +3, Hide +4, Listen +3, Move silently, Profession +9 (Cook), Ride +8, Spot +3; Skill focus (Cooking).

### 37. Wereboars' Quarters:

This room contains three beds, a short table and four stools. The room is filthy and foul smelling. A bed of straw is in the northwest corner. On the straw is a wild boar, which immediately rises squealing, to attack the party.

The boar is the pet of the wereboars in room #36. It is normally fed meat, and is very aggressive. There is nothing of value in this room.

**Wild Boar CR 2:** Medium Animal; HD 3d8+9; HP 22; Init +0; Spd 40 ft; AC 16(+6 Natural); ATK Gore +4 Melee; DAM Gore 1d8+3; 5ft by 5ft/ 5ft; SA Ferocity; SQ Scent; SV - Fort +6, Ref +3, Wil +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4; Skills/Feats: Listen +7, Spot +5  
Special Abilities/Qualities: Ferocity (Ex): A Boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. (PHB 129)

### 38a. Larder:

The room is filled with dry good, smoked meats, canned goods, and other non-perishable food. The room contains no treasure.

### 38b. Storeroom:

The room is filled with shelves containing dirty pots, pans, and dishes.

This room is where the humanoids throw their dirty dishes until there are no clean ones left, at which time the wereboars gather up the servants and make sure all the dishes are washed. There is a concealed door behind a set of shelves in the south wall (Search DC15). The door can be found by moving one of the shelf sections, which swings out. This door leads to stairs, which go down to the dungeon level.

### 39. Icar's Quarters:

This room appears to be someone's quarters. There is a simple bed in the northwest corner, and a small circular table with two chairs. On the table is a bottle of wine and a chessboard. At the foot of the bed is a carved wooden chest. The chest has been carved to depict a battle scene in high relief. Hanging on the wall is a shield, a leather cloak, a shirt, a mandolin and a skald's field harp. On the bed is a fur covering. There is a door in the south end of the room with a big lock on it.

The oak door in the south wall is locked (DC20 to pick or break /Hardness 5 /Hp15 to break it open) it leads to a 10' square closet where a Medusa is kept prisoner guarding Icar's treasure.

**Medusa;** CR 7; Medium Monstrous Humanoid; HD 6d8+6; HP 33; Init +2; Spd 30ft; AC 15 (+2 Dex, +3 natural); ATK Short bow +8/+3 ranged; or dagger +6/+1 melee, snakes +3 melee; DAM Short bow 1d6; or dagger 1d4, snakes 1d4 and poison; 5 ft. by 5 ft./5 ft.; SA Petrifying gaze, poison; SQ; SV - Fort 3, Ref 7, Wil 6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15 Skills/Feats: Bluff +11, Disguise +11, Move Silently +9, Spot +10; Special Abilities/Qualities:

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Above the door, on the lintel, is hidden the key to the door. The medusa is terrified of Icar because he is invulnerable to her major power and she knows that he has access to a **peritapt of proof against poison** (from room #17). The medusa is chained to the wall and will guard Icar's treasure with her life. If the party tries the closet door, she will cry out in anger, "Icar, you snakes-belly, release me".

This is Icar's quarters. None of the items on the wall are of any real value, and the shield is missing its arm strap. The wine is of good quality. The chessboard has a raised grid pattern, so that Icar can feel. The chest is filled with clothing, neither rich nor well cared for. The fur on the bed is worth 18 gp. If the party attempts to move the furniture, they will discover that it is bolted to the floor with the exception of the bed. This is so Icar knows where everything is. Underneath the bed is a trapdoor, bolted on this side. The trapdoor leads to the dungeon complex below.

Icar's treasure is in an iron chest cemented into the floor. The treasure is 2000 gp, 10 matched pieces of jet worth 100 gp each, and 10 matched silver and black opal bracelets worth 200 gp each.

In the chest is a locked hammered brass coffer. The coffer has a very intricate lock (DC30 to Pick it/Hardness 5/HP 5 Break DC 15). A potion of cure moderate wounds (2d8+6), a potion of gaseous form, a clerical scroll with Blindness, Hero's Feast, cure serious wounds (3d8+11), Create Food and Water, and resurrection all cast at 11<sup>th</sup> Level, a Ring of Warmth, and Quaal's Feather Token (Swan Boat). There is a parchment covered with strange raised lettering inside the chest. A comprehend languages spell will reveal that the parchment gives directions about the specialist quarters, area #25 in the dungeon, and details where the secret doors to the treasure room are located, where the remainder of Icar's treasure is located. The treasure consists of 5000 gp, 1 uncut ruby worth 500 gp, and 8 uncut sapphires worth 250 gp each. If a jeweler cuts the stones their value will increase by 4 times. There is

## DUNGEON LEVEL

### Tournament Start For The Dungeon:

Through the map and the information gained in Highport, the party has learned the location of the slavers' stronghold. The slavers once used a stockade fort as their headquarters. The wild tribesmen of the Drachensgrab Hills destroyed the hill fort, but the slavers returned to the site and began operating again out of the underground complex, now concealed by the rubble above.

After an arduous journey overland (in which the party discovered that the Drachensgrab tribesmen are still active) the party has reached the ruins of the hill fort. Waiting until nightfall, they cautiously entered the demolished fort, barely avoiding patrols of bored and apathetic guards. The party found a newly built trapdoor amid the rubble. The entrance is unguarded, as the slavers believe that no one would dare attack them. The party is determined to correct that mistaken impression as they lift the trapdoor and descend into the darkness.

### Dungeon Wandering Monsters.

These encounter will only occur in corridors and empty or emptied rooms. Wandering monsters are not used in tournament play. They may be included in the campaign adventure at the discretion of the DM. These monsters are encountered on a roll of 1 on 1d6 every 10 minutes. If the party makes any loud noise such as combat or break things open roll a wandering monster roll. Or at the DM's discretion bring some monsters from areas close by to investigate.

Die Roll	Monster	Number
1	Giant rats	4-24
2	Baby boggle	1
3	Goblin Patrol	6-15
4	Witchdoctor & patrol	4-13
5	Wolves	1-3
6	Haunt	1

**Rats.** These creatures will surprise on a roll of 1-4 on 1d6. If only one or two characters encounter them they will attack. If the party is larger when encountered the rats will sit and watch the intruders intently, allowing the party to pass unmolested.

**Dire Rat;** CR 1/3; Small Animal; HD 1d8+1; HP 5; Init +3; Spd 40ft; AC 15; ATK Bite +4 melee; DAM Bite 1d4; 5 ft. by 5 ft./5 ft.; SA Disease; SQ Scent; SV - Fort 3, Ref 5, Wil 3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills/Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Special Abilities/Qualities: Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

**Boggle.** This strange creature is described in the back of this module. This boggle child has wandered away from the lair and has climbed the wall and is hiding in the shadows ready to spring down on unwary passerby's. It will surprise on a roll of 1-5 on 1 d6, leaping down on a random character stunning for one round. The creature will then grab the character's weapon and ran down the giggling; stopping and waving the weapon at the party encouraging them to chase. It will lead the party on a merry chase down the hall, up the wall and over their heads. But once the boggle is grabbed it will slip out of their hands like a greased pig. If the creature takes half damage it won't think the chase is fun anymore and will throw the weapon at the party and **dimension door** through a nearby rat hole.

**Boggle; CR 3;** Small Humanoid; HD 4d8+4 hp 11; Init +2; Spd 20ftft C 10ftft; AC 15(+1 Size, +2 Dex, +2 Natural); ATK 2 Claws +6 Melee, Bite +1 melee; DAM Claw 1d3+1, Bite 1d3; 5ft by 5ft/5ft (10ft elongated); SA Rend, Oil Secretion; SQ Damage Reduction 5/piercing, Scent, Elongation, slippery, dimension door, fire resistance 30, Spider Climb, Darkvision 60 ft; SV - Fort +2, Ref +6, Wil +1; Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7; Skills/Feats: Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, Spot +6 Alertness, Weapon Focus (claw)  
Special Abilities/Qualities:

Smell (Ex): They have a very keen sense of smell and can detect even invisible creatures up to 40' away.

Rend (Ex): If a boggle hits with both claws, it latches onto the opponent's body and bites at its flesh. This attack requires no attack roll and automatically deals 1d3+1 points of damage.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oil Secretion (Ex): Acts as a permanent oil of slipperiness (Dungeon Master's Guide, page 191). A boggle may excrete the oil onto the floor (full round action) in a 5-foot spread. Anyone entering the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Those remaining in the area covered with this oil must make a new save each round or slip and fall. The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, do not affect boggles, and they can usually wriggle free from most other forms of confinement.

Dimension Door (Su): At will, and as the spell cast by an 8th-level sorcerer, though the range is limited to 30 feet.

A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to dimension door its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su): At will, as the spell as cast by a 7th-level sorcerer.

Skills: Boggles receive a +20 racial bonus to Escape Artist checks and a +4 racial bonus to Pick Pocket and Spot checks.

**Goblin Patrol.** This patrol is returning to their barracks and is tired. Their leader is a gruff one-eyed hobgoblin and they are all armed with throwing spears and short swords. Once the party is sighted, the leader will send a goblin to sound the alarm and then attempt to hold the party till reinforcements arrive. They will throw their spears first.

**Goblin War1:** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Half spear (1-6 20/x3 Range 20); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

**Hobgoblin War2:** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Short sword (1-6+3 19-20/x2), or +3 Half spear (1-6 20/x3 Range 20ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

**Witchdoctor.** 3-12 goblin guards carrying spears accompany Gulyet, a goblin witchdoctor. They are taking a message to Icar from Markessa, requesting 6 mind-numbered slaves and the presence of Estelrath the Slaver. Gulyet is Markessa's assistant and apprentice. She carries a large whistle that can be blown from both ends; one end sounds the alarm and the other makes no sound, but summons a large white wolf, a winter wolf, which arrives in 2 rounds. She wears a bronze amulet worth 30 gp. Gulyet's statistics and magic items are given in the Leaders section (p. 03). She is fourth level and has these spells:

**Gulyet female goblin** Clr4/Wiz4: CR 8; Size S (3 ft., 2 in. tall); HD 4d8+4 + 4d4+4; hp 31; Init 0; Spd 30 ft.; AC 17 (+1 Size +7 Chainmail); Attack +7 Morning Star (1-8 20/x2), SV Fort +6, Ref +1, Will +10; AL NE; Str 11 (+0), Dex 10 (+0), Con 12 (+1), Int 15 (+2), Wis 15 (+2), Cha 5 (-3); Languages Spoken: Elven, Goblin, Common; Skills and feats: Alchemy +7, Diplomacy +3, Heal +9, Hide +4, Intuit direction +4, Knowledge (religion) +7, Listen +2, Move silently +4, Profession +7(Healer), Ride +1, Spell craft +7, Spot +2, Wilderness lore +5; Extend spell, Heighten spell, Maximize spell, [Scribe scroll];

**Cleric Domains: Healing, Knowledge**

*Healing Domain: Cure Light Wounds (1d8+5)*

*Knowledge Domain: Detect Thoughts*

**Cleric Spells Per Day: 5/4+1/3+1.**

*Orisons: Create Water, Detect Magic, Mending, Resistance, Read Magic*

*1<sup>st</sup> Level: Cure Light Wounds (1d8+5), Bless, Command, and Doom*

*2<sup>nd</sup> Level: Darkness, Resist Elements (12 Dmg/round ignored), and Sound Burst*

**Wizard Spells Known (4/4/3):**

*0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.*

*1st -- Burning Hands, Charm Person, Expeditious Retreat, Feather Fall, Identify, Mage Armor, Shield, Shocking Grasp.*

*2nd -- Invisibility, Knock, Levitate, Melf's Acid Arrow, Mirror Image.*

**Wearing Dwarven Chainmail +2(30% Arcane Spell Failure), A Morning Star, +1**

**Goblin War1:** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Half spear (1-6 20/x3 Range 20); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

**Winter Wolf** CR 5; Large Magical Beast; HD 6d10+18; HP 51; Init +5 ; Spd 50ft; AC 15 (-1 size, +1 Dex, +5 natural); ATK Bite +9 melee; DAM Bite 1d8+6; 5 ft. by 10 ft./5 ft.; SA Breath weapon, trip; SQ Scent, cold subtype; SV - Fort 8, Ref 6, Wil 3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10 Skills/Feats: Hide +6\*, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1\* Special Abilities/Qualities:

Breath Weapon (Su): Cone of cold, 15 ft., every 1d4 rounds; damage 4d6, Reflex half DC 16. Winter wolves can use their breath weapon while biting.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Winter wolves receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. \*Their natural coloration grants winter wolves a +7 racial bonus to Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Winter wolves can speak giant and Common.

**Wolves.** The wolves used to guard the dungeon are sometimes allowed to roam free. They will snarl and attack if they are surprised or attacked. If not surprised they will act curious, but irritable and hungry.

**Wolf CR 1;** Medium Animal; HD 2d8+4; Init +2; Spd 50 ft; AC 14(+2 Dex, +2 Natural) ; ATK Bite +3 Melee ; DAM Bite 1d6+1 ; 5ft by 5ft/ 5ft ; SA Trip ; SQ Scent ; SV - Fort +5 , Ref +5 , Wil +1 ; Str 13 , Dex 15 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1\* Weapon Finesse (Bite); Special Abilities/Qualities: Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. +4 racial bonus to wilderness lore when tracking by scent.

**Haunt.** This haunt is the spirit of a slave who was killed in this area while trying to escape. The haunt's mission is to escape from the hill fort. Any character possessed by the haunt will try to take the shortest way out of the dungeon unless the haunt is convinced by the party that safety and the best chance of escape lies in numbers.

**Haunt (1) CR Special;** Medium Undead (Incorporeal); HD 5d12; HP 30; Init +7; Spd 20ft F 20ft; AC 15(+3 Dex, +2 Deflection); ATK Incorporeal Touch +5 Melee; DAM See special attack notes; 5ft by 5ft/5ft; SA Ability Score Loss; SQ Undead, Incorporeal, Turning Immunity; SV - Fort +1, Ref +4, Wil +5; Str --, Dex 16, Con 11, Int 14, Wis 15, Cha 15

Skills/Feats: Hide +7, Search +4, Spot +6; Improved Initiative

Special Abilities/Qualities:

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 60 ft of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release from its existence. Haunts can assume either of two forms, at will: a hovering, luminescent ball of light (identical in appearance to a will o' wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a shadow, specter, or ghost, for which they are often mistaken.

Special CR. If the party helps the haunt complete its task the haunt is considered to be equal to the party's CR+2. If they leave it/dispel it/ or kill it its CR is a 4.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Turn Immunity (Ex): A haunt cannot be turned or rebuked by Clerics and paladins.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Dexterity Drain (Su): Living creatures hit by a Haunts incorporeal touch attack will lose two points of dexterity NO save every time it makes a successful hit on a character. As the character's dexterity is drained, he or she will be subject to the negative adjustments due to low dexterity. The victim will feel an increasing numbness. When the character's dexterity reaches zero, the haunt will possess the body. A body, once possessed, will have full dexterity back.

Possession (Su): Once the haunt has possessed a person's body, it will attempt to complete the mission left unfinished by its death. In addition the haunt is able to use the body of the possessed person normally. In the new body the haunt is no longer tied to the area of its death and may leave. However, if the possessed body dies before the task is completed, then the spirit must haunt the place that the body was slain. Once a

haunt completes its task it will return control of the borrowed body to the owner, and pass on to its final rest. When the haunt leaves a possessed body, the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point per 10 minutes of complete rest.

If the character a haunt is trying to possess is of opposite alignment (good vs. evil), the haunt will be furious and attempt to strangle the victim. The character will suffer under the suffocation rules See DMG PG 88. When a haunt reaches zero hit points it will dissipate to reform in one week. Only a Banishment spell will destroy a haunt permanently.

Because haunts are tied to an area, the best defense is to simply walk away from a haunt. A hold person spell will force a haunt to leave a possessed body.

## KEY TO THE DUNGEON

### 1. Secret Guardroom.

Sitting at a long table in the middle Of the room, apparently eating dinner, are several goblins. They appear to be surprised. The southwest corner of the room has been barred off to form a cell and holds a man covered with bruises.

These 12 goblins are not really surprised. At a sign from their hobgoblin leader (hiding in the observation alcove to the side of the door), they will pick up concealed crossbows and fire at the party. They have readied actions to fire the crossbows as soon as two party members enter the room. Then they will pick up wooden clubs and attack. The hobgoblin leader will attack with surprise one round after the goblin charge, with his morning star.

This room is a secret guard post to observe the trap at the end of the corridor and to relieve anyone coming into the dungeon of their metal weapons and armor. A constant watch is maintained on the hall from the spy alcove and this is how the goblins were warned about the party before they entered the room. Normally the goblins allow intruders to be caught by the lodestone and then burst forth from the secret room and club them unconscious with wooden clubs. They then remove their gear, bind and gag apparent spell-casters and lock them in the cell until their superiors can be summoned. If the party manages to get past the trap the goblins will send a runner upstairs to sound the alarm.

The spy alcove has a tall stool with a padded seat and a spy hole cut in the wall to provide a view of the end of the corridor.

The only treasure in this room is a couple of kitchen knives and what the goblins and their leader carry. The goblins each have 2-12 silver pieces concealed somewhere on their persons. The hobgoblin leader has a pouch with a large brass key to the door at # 7, 20 gp and a cracked piece of ivory worth 75 gp in a cloth sack stuffed under his armor.

The man in the cell has been severely beaten by the goblins and has completely lost his senses. All he thinks about is food and makes only unintelligible grunts. The first thing he will do once released is charge past the party and start wolfing down food off the table.

**Goblin War1 (12):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Club (1-6+2 20/x2) +6 Light Crossbow (1-8 20/x3 Range 80ft); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

**Hobgoblin War1 (1):** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex +5 Chainmail); Attack +5 Morning Star (1-8+3 20x2); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (Morning Star).

### A. Secret Door. (DC10 to Search)

This secret door has recently been constructed by Markessa's engineer and is not the best match. Elves searching for secret doors will automatically find it. In order to draw attention away from the spot an oil lamp has been lit and hung at the far end of the corridor on the west wall.

### 2. Entry Hall.

The corridor at the foot of the stairs is cloaked with a mantle of dust and cobwebs, and the air is cool and earthy. The hall slopes down to the north here and the walls are damp. At the end of this 90' corridor the hall turns to the west and a lit oil lamp hangs on the west wall throwing a feeble amber light. The hall is 10' wide.

At the end of the hall, hidden in the hollow wall is a powerful lodestone or magnet. The range of its magnetic pull is 15', so the party will not have any warning of its existence until they are within range of it. Those wearing ferrous armor, scale mail or better-including most magical armor, will be drawn suddenly and forcefully against the wall taking 1d6 points of damage from the fall. Those drawn to the wall will be stuck, unable to move, unless they are released from their armor and escape leaving their armor hanging against

the wall. Also, those within range of the wall will find any ferrous objects held in hand, jerked away and flung against the wall to hang there. Sheathed or tied down iron objects will swivel on their bindings and point towards the wall. If the equivalent of two or more long swords worth of iron-based metal (8 Lbs weight) is carried by a character, he will also be drawn to the wall. The second rank of the party will be able to react to the first rank being caught in the trap and if they Reflex Save (DC10), they will avoid being caught in the trap also.

If characters leave behind all their large ferrous objects they may cross the lodestone's area of effect without being affected.

Characters with a strength of 15 or greater and wearing banded mail or less, may slide sideways along the wall at the rate of 5' per round, until out of range of the trap; others must remain stuck.

Two characters will be able to carry metal items equal to 10 lbs weight around the area of effect, if their combined strength equals 25 or greater. Three characters will have no difficulty moving items weighing up to 35 lbs, such as banded mail, around the corner. Any item that actually becomes stuck to the magnet will require a combined strength of 36 or more to remove the item by sliding it along the wall.

### 3. Abandoned Guardroom.

The door opens onto a short hallway. The air is cool and damp and the area seems totally deserted.

A wooden table stands in the center of the room. Three benches, two wood stools and a couple of cots also adorn the room. Beneath one of the cots is a 3' x 2' x 1 1/2' tall, brassbound chest. Hardness/5 Hp 15 Break DC23. It is locked (DC25 to open). If the party fails its search roll (DC20) tell them that a broken needle or trigger wire is on the lock but can't be disarmed. A successful roll identifies shows the lock is jammed by a piece of wire. A clinking sound will be heard if the chest is moved. There are three 5' lengths of chain and two old padlocks in the chest. On the table are the remains of a dinner of horsemeat and watered beer. In one mug filled to the brim are 2 gp. In the southeast corner of the room is a stool with a pair of leather boots nearby. The boots are unremarkable, except that the soles are worn through and they are particularly small. If examined closely, the wall behind the stool appears to be of a different stone than the rest of the dungeon. It is actually painted canvas stretched across a wooden frame. The concealed door is spotted on a Search DC of 10. A careful examination of the wall will quickly reveal how to open the concealed door. Behind the door is a winch used to lower a stone block between the lodestone and the wall, to release those stuck in the trap.

### 4. Parlor.

Ahead in the corridor is a ghostly white shape hovering above the floor just beyond an archway. No noise comes from it and it seems to shift slowly. The corridor is dusty and looks seldom traveled. Cobwebs drape the ceiling in little feathery patches.

The figure is the webbed form of a dead adventurer, hung as a lure by two giant spiders. The spiders are on the ceiling, concealed as piles of cobwebs above the arches. They will surprise the party on a roll of 4-6 on d6. The spiders will cut a web free to fall in a 10' x 10' area upon the largest group near the lure. Treat this a Web spell page 271 of the PHB. Once the party is webbed, the spiders will attack, carefully keeping their targets between other party members and themselves. Thus the spiders shot at by missile weapons are assumed to be in melee and have a -4 penalty to hit. The corpse in the web bundle is a shriveled husk, with a strange grimace upon its face and its hand at its chin. Between its stiff jaws is a **ring of dark vision (60ft)**. In a pouch at its waist are 10 gp.

**Monstrous Spider (2);** CR 2; Large Vermin; HD 4d8+4; HP 22; Init +3 ; Spd 30 ft; AC 14(-1 Size, +3 Dex, +2 Natural) ; ATK Bite +4 Melee ; DAM 1d8+3 and Poison ; 10ft by 10ft/5ft ; SA Poison, Web ; SQ Vermin ; SV - Fort +5 , Ref +4 , Wil +1 ; Str 15 , Dex 17 , Con 12 , Int - , Wis 10 , Cha 2; Skills/Feats: Climb +14, Hide +6, Jump +2\*, Spot +7\*

Special Abilities/Qualities:

Poison (Ex): DC 16; 1d6 Strength Initial and Secondary temporary lose

Web (Ex): Both types of monstrous spiders often wait in their webs or in tress, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

+8 Competence bonus to Hide and Move Silently checks when using webs.

For detailed Information on Spider Webs see Pg 208 and 210 in MM.

### B. Secret Door. (Search DC20)

This secret door is opened by pressing on a stone in the west wall at waist height. The door is opened and closed from the inside by a lever in the west wall.

### 5. Storeroom.

The room is filled with chests, bundles and crates of various trade goods. It appears to be deserted.

This room is used as a storeroom for caravan trade goods and contains several bales of good linen, crates of tin pots and pans, and several chests of china dishes wrapped in straw. The trade goods are worth a total of 450 gp, but are very bulky and hard to carry. As characters examine the contents of this room they will hear a faint, repeated hiss coming from somewhere in the room. If they attempt to find the source of the hissing, they will find that it moves. The hissing comes from a pair of 2" inch long roaches that live in the room. The roaches offer no danger.

## 6. Abandoned Storeroom.

This room appears to be a storeroom. The piles of trade goods are dust covered and appear not to have been touched for some time. Suddenly there is a hair-raising moan and the clanking of chains from the northeast corner of the room. There a luminescent shape begins to form the figure of a wasted elf struggling with ghostly chains that hold him to the wall. As the party watches, the figure breaks its chains and comes rushing forwards.

The figure is actually a phantom.

**Phantom (1) CR 2;** Medium Sized Undead (Incorporeal); HD None; HP None; Init +7; Spd 30ft; AC Special; ATK Gaze; DAM Fear; 5ft by 5ft/5ft; SA Fear Aura; SQ Undead, Turn Immunity, Incorporeal; SV - Fort --, Ref --, Wil --; Str --, Dex 16, Con --, Int --, Wis --, Cha 20; Skills/Feats: None/Improved Initiative  
Special Abilities/Qualities:

Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Phantoms are like a three-dimensional motion picture filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death trial of the character or images of what was foremost in the character's mind when he or she died. Phantoms are often mistaken to be ghosts, haunts or groaning spirits, but may not be turned as undead. The clerical spell banishment will dispel a phantom.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Turn Immunity (Ex): A haunt cannot be turned or rebuked by Clerics and paladins.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Fear Aura (Su): Because of superstitious awe anyone who gazes on the translucent form of a phantom is effected by a fear spell (save DC 17).as cast by an 8th-level sorcerer

This is the phantom of an elf slave who was being tortured in the torture chamber and burst his bonds to escape. After the figure breaks its chains and seems to rush forward panting, its eyes gleaming madly, its hands twisted into claws, it will turn and appear to flee up stairs looking back wildly over its shoulders. The elf then appears to run down a corridor, around a corner to a hallway with many doors. He scrabbles at the latch to one door until it opens, terror written all over his face. Into a room he runs, but it appears to have no other exits. Looking over his shoulder in stark horror he beats the wall and attempts to tear a torch holder off a wall. As he does, a section of the wall opens and he leaps through the gap desperately. Behind him bound dark, hairy, slavering forms, running on four legs. Down a darkened passage the elf stumbles, only the pale yellow of his eyes visible. Suddenly there is light as the wall at the end of the passage opens into a hall and he bursts forth beating off the baying pack of wolves that try to drag him down. Through an arch he runs and there on his left is another door. He pushes the door open, but too late as a great white wolf leaps upon his back and bears him down into the storeroom, ripping his throat. Then the mangled form of the unfortunate slave is dragged off into a corner to be devoured by the slavering wolves.

If the players watch the entire sequence through they may figure out where the secret door is located. If they leave the room the sequence will not begin again for an hour.

## 7. Log Trap.

This corridor slopes gradually upward to the east for 50', and then ends in a wooden wall with a door set in the middle of it.

In the center of this corridor is a covered pit, 10' long, 71/2' wide and 20' deep, indistinguishable from the corridor floor. The tracks, on the floor and over the pit show only that the area is often traveled, for there is no dust on the floor over the pit. The cover of the pit will fall open when the first person walks on it, dropping the character 20' into a 4' deep pool of water. The will cushion the fall and the character will only take 1d6 points of damage. Heavy tapping of the floor with a staff or club will also cause the pit cover to fall open. Once open, the cover will remain open. The narrow ledges around the edges of the pit are just wide enough to walk across, but only if one goes slowly and carefully.



The door has a wooden face of a leering goblin carved in it at chest height. The door is trapped, but no trap may be detected because the trigger is on the other side of the door. A long chain stretches from the back of the door to a board restraining a boarded up alcove at the end of the corridor. The wooden goblin face may be rotated to reveal a large keyhole. With the right key this lock may be turned disconnecting the chain from the door. Otherwise, once the door is pulled opened, the boards over the alcove will collapse releasing a large pile of logs, each 9' long, to roll down the corridor. When this happens read the following to the players.

Through the door comes the sound of cracking and splintering wood and you see the enormous pile of logs crashing down the corridor, straight towards you.

Give the party 1-minute of real time to say exactly what each character is going to do. The logs will smash through the false wooden wall and continue rolling to crash into the end of the corridor. Characters may not run across the ledges to either side of the pit to escape. If they attempt to, they will fall into the pit. If they take their time, to maintain their balance, they will be caught and smashed by the logs, for 6d6 points of damage, just as they reach the other side of the pit. Those who chose to jump into the pit will take only 1d4 points of damage and the logs will roll right across the pit. Characters who climb walls may also avoid the logs if they make a successful climb check (DC20), otherwise they will take half damage from the logs.

If the trap is approached from the other direction, the party will see the boarded up alcove, and the chain leading from the door to the retaining wall. The logs are not visible.

The only way to deactivate the trap from this side is to break the chain (Break DC 26 or Cut it Hardness 10/hp 5). Any unsuccessful break or cut attempt has a 30% chance to activate the trap.

**Pit Trap (20 Ft. Deep):** CR 1; no attack roll necessary (1d6), Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20)

**Log Trap:** CR6; no attack roll necessary (6d6), See note above for avoid rolls, Search (NONE), Disable Device (None)

### 8. Boggle Lair.

The entire corridor here - walls, ceiling and floor - is a grillwork with 1' x 1' spaces, extending for about 60'. The stone bars that form the grillwork seem to be covered with a black, viscous liquid that appears slick.

This area is the lair of two boggles about 3' tall and varying in color from blackish-blue to gray. They all have large, bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual, such as large noses, uneven arms, spindly legs and so forth. Boggles are not very intelligent and tend to be whiners and gibberers when dealing with other races. However, when encountered in their lair they are aggressive and voracious.

The two boggles will appear from walls, floor and ceiling to strike at and trip intruders (roll 1d4 to see which direction they attack from) and will then retreat through the nearest wall. Upon examination, the grillwork will be discovered to actually be a honeycomb of 1' x 1' x 2' deep niches into which the boggles dive and disappear. If anything is thrown at the boggles they will attempt to catch it and either throw it back at the party or take it to their nest. The nest is only accessible by **dimension door** or other magical means. They are semi-intelligent and will try to steal treasure and weapons to keep them from being used to hurt the boggles, and throw back other things such as oil. Characters will have to be inventive to get through this area quickly. One possibility is taking pieces of lumber from section #7 and tobogganing across the grill. This works very well due to the oil on the grill bars.

**Boggle (2); CR 3;** Small Humanoid; HD 4d8+4 hp 21; Init +2; Spd 20ftft C 10ftft; AC 15(+1 Size, +2 Dex, +2 Natural); ATK 2 Claws +6 Melee, Bite +1 melee; DAM Claw 1d3+1, Bite 1d3; 5ft by 5ft/5ft (10ft elongated); SA Rend, Oil Secretion; SQ Damage Reduction 5/piercing, Scent, Elongation, slippery, dimension door, fire resistance 30, Spider Climb, Darkvision 60 ft; SV - Fort +2, Ref +6, Wil +1; Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7; Skills/Feats:

Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, and Spot +5

Alertness, Weapon Focus (claw)

Special Abilities/Qualities:

Smell (Ex): hey have a very keen sense of smell and can detect even invisible creatures up to 40' away.

Rend (Ex): If a boggle hits with both claws, it latches onto the opponent's body and bites at it's flesh. This attack requires no attack roll and automatically deals 1d3+1 points of damage.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oil Secretion (Ex): Acts as a permanent oil of slipperiness (Dungeon Master's Guide, page 191). A boggle may excrete the oil onto the floor (full round action) in a 5-foot spread. Anyone entering the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Those remaining in the area covered with this oil must make a new save each round or slip and fall. The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, do not affect boggles, and they can usually wriggle free from most other forms of confinement. Dimension Door (Su): At will, and as the spell cast by an 8th-level sorcerer, though the range is limited to 30 feet.

A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to dimension door its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su): At will, as the spell as cast by a 7th-level sorcerer.

Skills: Boggles receive a +20 racial bonus to Escape Artist checks and a +4 racial bonus to Pick Pocket and Spot checks.

## 9. Storerooms.

From this hallway the party can hear screams of pain and moans of agony coming from the west. The doors along this corridor all appear to be locked.

These rooms are all locked and contain chests, crates, barrels, bales, casks, and tuns of all descriptions. In these containers are all the things that are necessary for the maintenance of the underground stronghold. Unfortunately, none of it is much use to the adventurers. There is a great deal of food, especially honey and cheese, much clothing and goblin-sized leather armor, collars, lumber, torture apparatus, chains and so forth.

## 10. Storeroom.

This room appears to be a storeroom. Several crates have been pushed aside and a chest has been overturned to be used as a table with a couple of casks for stools. On the overturned chest is a guttered candle in a tin candleholder, and a dog-eared deck of cards. On the back wall is a torch bracket with an unlit torch in it.

This room is used by a couple of hobgoblin leaders to play cards. Beneath one of the casks are stuffed four face cards of the same suit. Rolled into the shadows of one crate is a silver piece dropped during one game. The torch bracket in the back wall is the trigger to open the secret door in the room. Pulling down on the torch bracket will open the secret door. The secret passage beyond is used to bypass the boggle lair when coming from the fort above. Secret door Search roll is a DC20.

## 11. Storeroom

The room appears to be a storeroom. It is piled high with barrels and stacks of furniture wrapped in burlap and rope.

The furniture in this room is of good quality, but has seen a lot of use and most is in need of repair. In the northeast corner is a wardrobe (locked shut DC15). In the wardrobe are three chests of old clothes and linen, neatly folded. On one folded cloak, amongst the piles of clothing, is a mother-of-pearl stickpin worth 45 gp, but there is nothing else of value. The barrels contain pots and pans and some clay bowls. In the west wall of the room is a secret door. A stack of empty barrels has been placed in front of it. The barrels can be easily moved by one person in order to search the wall. Pushing in on one end and pulling out on the other open the secret door.

## 12. Torture Chamber.

Screaming comes from beyond this door and light shines under it. When the door is opened, an enormous pillared room can be seen, in the swaying shadows, set dancing by the light of a chandelier swinging wildly back and forth. The floor is 10' below the landing on which the door opens and a set of stairs leads down into the room. To either side of these steps are small, 5' ledges. The ceiling rises at least 30' above the door. This appears to be a torture chamber, for about the room can be seen racks, hanging cages and chains, an iron maiden, fire pits and braziers; and their unfortunate occupants. Standing amongst these implements of torture are many goblins. On all sides of the room can also be seen archways, some leading to alcoves, while others are walled up. Suddenly the swinging chandelier comes crashing down from the ceiling to smash at the top of the stairs, exploding into flame as the oil spills and ignites.

Due to the warning from the bugbears all monsters in the room are assumed to have readied actions per their action plan. Those characters standing at the top of the stairs will be caught in the burning oil 2-12 points of damage the first round and 1-6 points in subsequent rounds until extinguished. Clothes and equipment must Reflex Save at DC15 to prevent catching on fire. Characters within 5' of thrown oil will take 1 points of damage from splashed oil. Reflex save DC15 to Extinguish the flames

One of the goblins was pulling on the chandelier rope and causing it to swing. He cut the rope to send it crashing when the party appeared. These goblins are lead by two bugbear overseers who watch them at their tortures, through two arrow slits, from a secret chamber to the west of the stairs. The goblins will use their slings and attempt to keep the intruders at the top of the stairs until the bugbears appear. The goblins

will fire their slings from cover behind pillars and the various racks gaining an AC of 2 (+4) versus missile attacks. Once the bugbears arrive or the party counterattacks, the goblins will draw their short swords and charge in groups of 4. The worgs will come out of their alcove dens and attack if intruders come down into the room. If the battle is going against the goblins, one will run to the south end of the room and disappear, carrying the alarm through the iron maiden to the troops beyond.

In this chamber are 16 goblins. Eight of the goblins are in the central area of the torture room entertaining five unfortunate guests, while four are in the south end of the room sharpening a bed-of-nails. Two goblins are cleaning up spilled fresh mortar in the eastern wing, and two more are giving a man with two broken legs an extremely close shave in a western alcove. The goblins carry 6 sp each. The tortured individuals are beyond help, but any who survive the battle if questioned, will tell the party that there must be an entry into the room at the south end. At the south end of the room there are bed-of-nails, an iron maiden, coils of chain, 20' long, 4' length of lumber, pieces of rope, 20' long and a keg of nails. The secret door (Search roll DC20) is in the back of the iron maiden, but when it's opened a skeleton will be found impaled on the spikes. The hinge of the iron maiden is stiff and it tends to spring shut. For each spike twisted, there is a 1 in 6 cumulative chance of opening the door.

**Goblin War1 (16):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Sling (1-4 20/x2 Range 50); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

#### a. Observation Post. (Search DC20 for Secret door)

There are two bugbears in this room. There are also two benches and a table which one bugbear sits constructing a wire face cage. The other is standing by the arrow slits in the south wall watching the room below. As soon as there is a commotion in the torture room, they will both stare out the slits to determine what is happening. Then they will grab their halberds and rush around through the secret tunnel to room #11, to enter the torture chamber by the main door in 2 rounds. They will attack wit surprise if possible (1-3 on 1d6). The bugbears have no treasure in their room, but one carries **scroll of remove disease (6<sup>th</sup> level)** and 60 gp in a pouch.

**Bugbear War3 (2):** CR 4; Size M (6 ft., 10 in. tall); HD 3d8+3 + 3d8+3; hp 35; Init +4 (+4 Dex); Spd 30 ft.; AC 21 (+4 Dex, +3 Natural, + Chain Shirt); Attack +9 Halberd (1-10+6 20/x3); SV Fort +5, Ref +8, Will +2; AL NE; Str 18 (+4), Dex 18 (+4), Con 12 (+1), Int 7 (-2), Wis 10 (+0), Cha 2 (-4); Languages Spoken: Common, Goblin; Skills and feats: Climb +12, Hide +6, Listen +3, Move silently +6, Spot +3; [Alertness], Blind-fight, Dodge.

#### b. Walled-up Alcove.

In the northeast corner of this room, behind several casks wing is a freshly bricked-up archway. From behind the wall heard a rustling sound, as of someone scratching, and the faint jingle of bells. In the alcove is a rabid wolf infected with filth fever it has with bells on its collar. It will attack once it is freed.

**Wolf** CR 1; Medium Animal; HD 2d8+4; Init +2; Spd 50 ft; AC 14(+2 Dex, +2 Natural) ; ATK Bite +5(Due to being rabid); DAM Bite 1d6+1+Filth Fever\*\* ; 5ft by 5ft/ 5ft ; SA Trip ; SQ Scent ; SV - Fort +5 , Ref +5 , Wil +1 ; Str 13 , Dex 15 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1\*

Weapon Finesse (Bite); Special Abilities/Qualities: Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. They get a +4 racial bonus to wilderness lore when tracking by scent.

\*\*Filth Fever: DC 12. Incubation d3 Days. Damage d3 Con/d3 Dex. SEE DMG PG 75.

#### c. Worg Dens.

Worg lairs in each of these three cells in the east wall. These worgs sleep on piles of straw and may have a few bones scattered about. Intruders enter the room and come down to attack the goblins; the worgs will leap forth and enter the fray.

**Worg (3)** CR 2; Medium Magical Beast; HD 4d10+8; HP 30; Init +2; Spd 50ft; AC 14 (+2 Dex, +2 natural); ATK Bite +7 melee; DAM Bite 1d6+4; 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent; SV - Fort 6, Ref 6, Wil 3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10 Skills/Feats: Hide +7, Listen +9, Move Silently +7, Spot\_+9, Wilderness Lore +2\*

Special Abilities/Qualities: Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg. A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

**d. Secret Door. (Search secret door DC20)**

A stone plug seems to be used to seal off this alcove as has been done with several of the other cells in this room. This is really a secret door, which may be opened by tugging on a chain hanging from the ceiling. Beyond appears to be just another cell with the withered remains of its tenants hanging from one of three pairs of manacles cemented in each wall. The southern wall has a secret door, which is opened by turning the iron ring to which the manacles are attached and pulling. But the door is Arcane locked and only Markessa may open this door. A knock or a dispel magic (DC16 to Dispel) will open this door. A DC of 30 is needed to break the door down.

**13. Alchemist Secret Storeroom.**

This room is lit by a ruddy glow, and the air is alive with the aroma of wild herbs and the pungent rot of decaying flesh. The room appears to be storeroom or pantry, for there are crates, bookshelves, a table and a cabinet all piled high with boxes, books, clay crocks and canisters, flasks and jars of herbs and other strange items. The red light seems to come from behind a table in the southwest corner. Over the top of the table the head of a hobgoblin can be seen watching the party.

There is no hobgoblin in this room, merely the severed head of one held to the table by a clamp. The eyes have been removed. Books, scrolls, bottles and dissection tools litter the tabletop. In a foot long, tubular leather case is a metal rod with a permanent daylight spell cast on it. This is stuck in a holder on the wall and used to light the room when the alchemist is present.

This room is used as a secret storeroom and hideaway for Markessa, the evil elf fighter/magic-user who is in charge of the fort, and her alchemist, Fyndax. The room also serves as a shortcut through the dungeon, for a narrow, 5' wide passage leads north out of this chamber to Fyndaxes' quarters, bypassing the elite goblin guards. There is no one in the room at present.

In this room are stored the various components for making potions. There are jars of dried herbs, parts of animals, and leather-bound books about alchemy, which only a master could use. The books are filled with strange illustrations and formulae, but the word, "FYNDAX" can be made out on the title page of each. In the southeast corner is a round wooden table containing two scrolls and three flasks. Inscribed on the scrolls are pictures of cows in varying stages of health. The flasks are marked W, U and H. The flask marked W contains pond water (chance of catching Filth Fever: DC 12. Incubation d3 Days. Damage d3 Con/d3 Dex. SEE DMG PG 75), while the one marked U holds cows urine. The third flask marked H, holds a potion of cure moderate wounds (2d8+6). Behind the table in the southwest corner is a grotesque candelabrum sitting on the floor and the red light comes from here. The candelabrum is made from the skull of a wild boar attached to a metal rod. Attached to each tusk is a flask of red liquid with a lit wick floating in the fluid. Directly in front of the candelabrum is a pressure plate (Search DC25/Disable DC15) set in the floor. When the pressure plate is stepped on one of the flasks will crash to the floor and burst into a cloud of smoke to fill the room. This smoke is a hallucinatory gas.

**Gas Trap CR3;** Area if effect is 20ft by 20ft. It's set off by the pressure plate in floor Search (DC25); Disable Device (DC15). All characters must Fortitude save at DC20 or be affected by the gas. Those who save will be set to coughing and gasping for 2 rounds and will be unable to do anything. Those who are affected by the gas will see an efreeti step out of the smoke and attack them with a flaming weapon. The efreeti is really the player character whom setoff the trap and he or she will see the faces of his or her comrades distort as they attack him. There will be a roaring in everyone's ears and they will be unable to hear for 6 rounds. Each round all the effect characters may Fortitude Save DC20 to shake off the effects.

The alchemist's supplies are worth 2,000 gp to another alchemist. Two baskets of dried beef and roots sit on the top of the cabinet. There is also a cask of water. Hidden in the basket of beef are two flasks and a small wooden box. The flasks contain potions of Bulls strength and Levitate. The box contains five pellets of a black earthy substance. These are flash pellets, and when thrown to the ground will burst into a blinding flash of light. All those within 20' looking in the direction of the caster will be blinded for 2 rounds (Reflex Save DC20 negates).

**14. The Chasm.**

Here a natural passage is formed out of the rock, rough and winding. The walls are slick with condensation and the air is warm. The passage slopes downwards and ends on a ledge 30' above the floor of a large cavern, covered with stalagmites. Across the chasm, 30' away, is another ledge with an opening I, leading out of the cavern. Between the two ledges are a series of rocky pinnacles rising up almost level with the ledges. The top of each pinnacle is fairly flat and large enough for one person to stand on. There are five pinnacles between the two ledges. The domed ceiling of the cavern rises 20' overhead. There comes a hissing from below and the room fills with steam obscuring all vision.

The steam will even obscure dark vision. The party must cross the chasm in some manner even though they are unable to see. The steam will continue to fill the chamber for 5 turns and then will clear for one turn. If the party attempts to wait for the steam to clear, someone will undoubtedly be caught crossing when the steam returns.

The edges of both ledges are weak and crumbling, and cannot be climbed either up or down. Anyone falling into the chasm will suffer 3-18 points of damage and will be impaled by 0-2 stalagmites for 1d6 each. The only non-magical way across the room is to use the pinnacles as stepping-stones. Naturally the stones are slippery due to the steam in the air. For any person to leap from stone to stone, he or she must roll a balance check DC20 (six leaps in all). Of course, they must first determine where each stone is, by feel or some other method. If the party strings a rope across the fissure, add +5 to the balance roll and only roll once for each character crossing. If the party returns to room #12 and gets the 4' boards, they will discover that the boards just reach from pinnacle to pinnacle. Using the lumber adds +10 to the balance roll and characters need only roll once. These two are cumulative.

#### 15. Cheese Curing Room.

This small natural chamber contains several open half casks and tuns on wooden platforms. The air is warm and damp.

This room is the cheese curing room for the fort. A large bolt of cheesecloth is lying on one of the wooden tables. In one of the tuns is a small amount of cheese curd and a growth of yellow fungi, not yellow mold. The cheesecloth is enough to protect up to two characters from the bees in room #16.

#### 16. Beehives.

The door here seems to be stuck, and will have to be forced open.

The door only seems to be stuck and will open with normal door opening rolls.  
After the door is open:

A bucket of sugary syrup falls and drenches anyone standing in the doorway. Immediately an angry buzzing arises, and the syrup-covered characters are attacked by a swarm of bees.

Above each door is hung a wooden bucket, suspended by a rope and pulley attached to a stay beside the door. The bees in this room feed on the sugary syrup in the buckets and will be swarming over it. When the door is forced open it will catch the bottom of the bucket and tip it over, spilling its contents over the doorway. If the door is opened gently, the rope may be pulled down to raise the bucket and allow access to the room. Because the trigger is the door itself, there is no trap to detect.

There are two enormous conical, clay hives in the west end of the room. The bees will attack anyone disturbing their feeding and will sting them causing 1d4-2 points of damage per round. They will sting anyone drenched in syrup for double damage. Once a character leaves the room he or she will be stung for 1/2 damage for one round, and then the stinging will stop. There is no physical defense against the bees and they automatically hit. A character wearing a suit made of cheesecloth may be protected from the bees at the DM's discretion. Burning hands will kill all insects in its area of effect, and a sleep, stinking cloud or pyrotechnics spell will immobilize all bees in area of effect. Steam will kill the bees on the characters if they run back into the steam-filled cavern.

#### 17. Beekeeper's Storage.

The room is a natural cave with a dirt floor. This room contains several goblin-sized suits of what appears to be cheesecloth. There is also a 4' tall tun and two casks. In one corner on a small table is a long metal rod with a spatulate hook on one end and several clay crockery pots.

This is the beekeeper's storeroom and the cheesecloth suits are worn when working with the bees. The tun contains water and the casks contain a coarse brown sugar to make the sugar syrup for the bees. The metal rod and pots are used for gathering the bee's honey.

#### 18a. The Corridor:

Here is a natural corridor 15' high and 15' wide, with openings at each end. The corridor is approximately 80' long, and the walls and floor appear to have been worked smooth.

A 15' square net is suspended in the shadows near the ceiling, approximately at the midpoint of the corridor. A guard hidden at 18b controls the net. If the party approaches from the east, he will drop the net upon them and blow an alarm horn. If the party is coming from 18c, he will drop the net and join the pursuit (if the party is retreating) or try to escape (if his comrades are defeated).

The net covers a 15' x 15' area. Reflex Save DC15 to avoid for every 5 ft inside the net a person is add a 5 to the reflex save to avoid. Evasion and Improved Evasion cannot be used in this situation. Anyone hit is entangled, they suffer a -2 on attack and a -4 penalties on effective Dex. In addition the entangled character on moves a half speed. You can escape the net with an Escape Artist roll (DC20) or burst free with a Strength check (DC25). The Strands of a net have AC5, no hardness and 5 hp per strand. A player needs to cut 4 strands to be free. Those caught by the net must cut themselves loose with an edged weapon. A dagger is capable of cutting 2 strands per round. Captured members may be dragged to shelter

by their compatriots, but will receive 1 point of damage and be stunned for 2 rounds for being dragged over rough ground and thrown about.

#### 18b. **The Guard Outpost:**

The guard who works the net is stationed in this niche. A canvas screen painted to look like the surrounding stone conceals the niche. The screen has spy holes cut in it. Those searching the area will have to make a successful roll to locate secret doors (DC20), in order to find the outpost if they come within 5ft of it.

#### 18c. **Elite Goblin Barracks:**

If the goblins here have any warning of the party's presence, they will attack before the party reaches the barracks. There are nine goblins commanded by a leader armed with a **Heavy Pick +1**. The goblins have nine worgs that they use as mounts and guards.

If the goblins are warned of intruders from the east, they will mount their worgs and charge down the corridor on the round following the net dropping. They will charge in three ranks of three.

In a charge, lances do 2-12 points of damage, and are at +1 to hit (+2 and no Dex Bonus for people caught in the net). As the first rank clears the party, a second rank will charge, while the first rank dismounts and attacks from the rear. The third rank is used as a reserve. The goblin leader, who will avoid combat until the party is surrounded, coordinates all attacks. The worgs will attack any characters not caught in the net, while the goblins will concentrate on attacking those in the net (+4 to hit and the characters are not allowed dexterity adjustments to their AC).

If attacked from the north, the goblins will send the worgs to attack first, then join in the battle when the party is weakened.

**Goblin War2 (9):** CR 1; Size S (3 ft., 2 in. tall); HD 2d8+4; hp 12; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (+3 Dex, +1 Size, +4 Chain Shirt, +1 Shield); Attack +5 Morning Star (1-8+2 20/x2), or +5 Light Lance (2-12 20/x3); SV Fort +5, Ref +3, Will +0; AL LE; Str 15 (+2), Dex 17 (+3), Con 15 (+2), Int 12 (+1), Wis 10 (+0), Cha 8 (-1); Languages Spoken: Goblin, Common; Skills and feats: Climb +4, Handle animal +5, Hide +9, Listen +2, Move silently +7, Spot +2, Ride +6; Alertness.

**Goblin Leader (1) War2:** CR 1; Size S (3 ft., 2 in. tall); HD 2d8+4; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 18 (+3 Dex, +1 Size, +4 Chain Shirt); Attack +6 Heavy Pick (1-6+4); SV Fort +5 (+3 Base, +2 Con), Ref +3 (+0 Base, +3 Dex), Will +0 (+0 Base); AL LE; Str 15 (+2), Dex 17 (+3), Con 15 (+2), Int 12 (+1), Wis 10 (+0), Cha 8 (-1); Languages Spoken: Goblin, Common  
Skills and feats: Climb +4, Handle animal +4, Hide +9, Listen +2, Move silently +7, Spot +2, Ride +6; Alertness.

**Worg (9)** CR 2; Medium Magical Beast; HD 4d10+8; HP 30; Init +2; Spd 50ft; AC 14 (+2 Dex, +2 natural); ATK Bite +7 melee; DAM Bite 1d6+4; 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent; SV - Fort 6, Ref 6, Wil 3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10 Skills/Feats: Hide +7, Listen +9, Move Silently +7, Spot+9, Wilderness Lore +2\*

Special Abilities/Qualities: Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg. A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

When the party reaches the barracks, read the following description:

The room is a spacious natural chamber, approximately 70' in diameter and 25' high. Inside are tables, chairs, and sleeping mats. Boxes of food, of suspicious origin, are scattered around the room, as are barrels of water. Weapons, bows, and quivers of arrows are hanging on the walls.

If the weapons are examined, the party will find a black, rune encrusted arrow in one of the quivers. It is a cursed **Arrow of Bow Sundering** and will break any normal bow it is used in with **NO** save; magic bows get a saving throw per the sundering rules (PG 136 PHB). In a thorough search of the room the party will also find 130 gp and an agate worth 10 gp. On the leader's body there is a ring with two keys that open portcullis to the kennels. If the bodies of the goblins are searched, the party will find a pouch of foul-smelling herbs on each corpse. These pouches are used to warn the two watch worgs at #21, that the bearers are friendly.

The portcullis is locked by a chain and large padlock. The leader of the goblin guards in rooms #18c has the keys. This portcullis is raised by a rope and pulley, and the end of the rope is wrapped around two spikes driven into the wall on the left side.

#### 19. **Worg Kennel:**

A locked portcullis bars the entrance to this natural tunnel. From beyond comes a foul odor and the party hears a bestial growling.

Beyond the portcullis is a natural cavern with several 3' tall niches cut in the wall at floor level. There are wolf droppings and hair about the floor, as well as several bare dried, bones. This is the worg kennel where the various worgs and their mates are kept. At present there are only 4 female worgs and 7 cubs, which will not fight, in the kennels. If intruders are carrying the scent bags from #18c, they will be accepted as friends. Otherwise, the females will attack and fight to the death to protect their cubs. There is nothing of value in the chamber, but there are several tooth worn strips of leather that were once belts. One strip still has a dirt encrusted brass buckle attached. There is another passage out of the cavern on the opposite side. A locked portcullis, similar in detail to the other, too bars this. The northern passage is used to reach the tunnel exit from the dungeon.

**Worgs (4)** CR 2; Medium Magical Beast; HD 4d10+8; HP 25; Init +2; Spd 50ft; AC 14 (+2 Dex, +2 natural); ATK Bite +7 melee; DAM Bite 1d6+4; 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent; SV - Fort 6, Ref 6, Wil 3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10; Skills/Feats: Hide +7, Listen +9, Move Silently +7, Spot+9, Wilderness Lore +2\*

Special Abilities/Qualities: Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg. A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

#### 20. Icar's Entranceway:

In the center of the ceiling of this small room is a shaft opening. An iron ladder leads from the floor of the room up into the shaft and is bolted to the shaft wall.

This ladder leads up 40' to Icar's private quarters in the fort. Across the top of the shaft is a trapdoor, which cannot be opened from below, as it is bolted, shut from above. Only Icar uses this entrance to the dungeon and has taken steps to insure that others will not use it. The top two rungs have had their edge sharpened razor keen and smeared with a Blue whinnies. Those who grab the rungs barehanded will cut their hands. The victims must then Fortitude Save (DC14) or lose one point of constitution in the first round and fall unconscious in the second round and plummet down the shaft knocking anyone else below off the ladder. Those who fall will take 1d6 points of damage for every 10' fallen to a maximum of 4d6. See DMG PG 112 for falling damage.

#### 21. Watchworg Post:

As the party approaches the intersection of the corridor there is suddenly a fearsome growl and two enormous wolf shapes rise from the shadows, one to either side, and move forward.

These two worgs are chained to the back walls of their alcoves so that they cannot enter the hallway. If the characters have picked up the scent bags from the dead goblins in room #18 the worgs will sniff at the intruders and then sit back on their haunches and watch. If the characters are not carrying the scent pouches the two worgs will set up a mighty howling that will alert Markessa and her guards in room #22 that intruders are here.

There is a secret door (DC20 to find) at the back of the eastern alcove. This door is opened by lifting up on the chain anchor ring in the wall and pulling out. On the other side the secret door is opened by a latch, which is pulled up. Icar, commander of the fort troops, often uses this passage and the worgs are friendly with him, because he often tosses them scraps of meat. If the character coming through the secret door is not Icar, the worg in this alcove will attack leaping for the intruder's throat.

**Worg (2)** CR 2; Medium Magical Beast; HD 4d10+8; HP 30; Init +2; Spd 50ft; AC 14 (+2 Dex, +2 natural); ATK Bite +7 melee; DAM Bite 1d6+4; 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent; SV - Fort 6, Ref 6, Wil 3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10 Skills/Feats: Hide +7, Listen +9, Move Silently +7, Spot+9, Wilderness Lore +2\*

Special Abilities/Qualities: Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg. A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

#### 22. Markessa's Laboratory:

These doors open onto a room of great size, over 60' long and 40' wide dimly lit by the party's torches. The room has a 40' high, vaulted ceiling with a balcony circling three sides on the south end of the room. There are several goblins up on the balcony and more on the main floor just in front of the door. This chamber appears to be a large workroom for an alchemist or a physician as there are many beakers, flasks and retorts on the various tables, and bookshelves and benches about the room. To either side of the south doors is a stuffed owl on a pedestal. In the far end of the room are several cabinets and a workbench around which move more goblins. However, what catches the party's attention are the two tables in the center of the room, from one of which rises a strange caricature of a man long and thin, with a horribly deformed mouth and a long clawed arm. It emits a brutal croaking sound and the goblin sitting next to it sees the party, draws its sword and cries a warning.

Markessa is in the north end of this room behind a workbench. She is a small female elf with ivory white skin, golden hair and an evil slant to her amber eyes. Markessa has also been anticipating an attack and has spent her time puttering back here to stay out of the melee. She is a 5th level magic-user and a 5th level fighter. Markessa's stats are:

**Markessa, female elf (high) Ftr5/Wiz5:** CR 10; Size M (4 ft., 10 in. tall); HD 5d10+10 + 5d4+10; hp 67; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 18(+4 Studded +4 Dex); Attack +13/+8 (1-6+3 19-20/x2) or +11/+6 (+7 Base, +4 Dex) Darts; SV Fort +8, Ref +6, Will +6 (+5 Base, +1 Wis); AL CE; Str 14 (+2), Dex 18 (+4), Con 17 (+3), Int 16 (+3), Wis 12 (+1), Cha 14 (+2); Languages Spoken: Common, Giant, Elven, Gnoll, Orc, and Undercommon.

Skills and feats: Climb +9, Diplomacy +4, Hide +7, Concentration +8 +4 +3, Knowledge (Anatomy) +13, Knowledge (nature) +9, Knowledge (Healing) +13, Listen +3, Move silently +8, Ride +11, Search +5, Sense motive +2, Spot +6, Swim +10, Wilderness lore +4; [Scribe scroll], Skill focus (Anatomy), Skill Focus (Healing), Weapon focus (Short Sword), Improved initiative, Spell Focus (Evocation), Combat Casting, Point Blank Shot, Precise Shot

Wizard Spells Known (4/4/3/2):

*Cantrips -- Flare, Mending, Prestidigitation, Resistance.*

*First -- Magic Missile, Shocking Grasp, Protection from Good, True Strike*

*Second -- Darkness, Blur, Scare.*

*Third -- Lightning Bolt, Hold Person.*

She wears special, magical **Studded Leather Armor +1 with permanent protection from arrows**, which gives her 10/+2 damage reduction from ranged weapons. Wearing the armor she still has a 15% arcane spell failure chance.

She carries a **Special Short Sword of Speed +1**, which allows her one extra attack per round at +13 this extra attack functions as a partial attack action only. So for example she could declare a move action, an attack action and get the partial attack action or she can declare a full attack and get the bonus attack action.

Markessa is also armed with 12 darts.

The creature on the table was once a human slave, but is now a crazed experiment of Markessa. Markessa is chaotic evil and an agent of the Slave Lords and in charge of the running of this branch of the slaver operation. Markessa is also performing private experiments on some of the captured slaves in order to create the perfect slave. This is her laboratory where she performs surgical operations designed to reach that end. Unfortunately, most of her experiments have gone awry, for she operates without anesthesia and most of her experiments are driven insane by the pain.

The guards have been expecting an attack and have been standing waiting for a warning. If the party surprises the goblins, the guards will grab their arrows and prepare to fire while others run around the balcony to reach the lever above the south door.

If Markessa is surprised she will duck behind the workbench and cast the **protection from good** spell on herself. This spell will raise her AC by 2, and give her a +2 adjustment on all saves. She will then cast **Blur** on the following round. Then she will cast **shocking grasp (Touch attack; +3 to hit if target in metal/1d8+5 damage)** on herself in the eventuality that she will need to melee with someone. This spell will go off the first time she strikes someone with her hand. If Markessa is not surprised, and has been warned by the watch worgs, she will already have cast these spells and be awaiting the confrontation.

If the watch worgs have had a chance to howl their warning, the goblins will already have reached their positions and Markessa will have cast her spells on herself.

Markessa will attempt to avoid melee for as long as possible, throwing her darts and looking for a chance to cast her **lightning bolt**. She will use her **Magic Missile** upon any spell caster who attempts to cast a spell at her. She will cast **Hold Person** on the first fighter that tries to close in melee with her. She will wait to cast the **Scare** until someone moves to melee her. If things are going badly for her she will either cast her darkness spell and flee or she will pick up a flask off of a shelf and throw it down to smash on the floor. The



contents of the flask will form a blue cloud of smoke, 10' radius that cannot be seen through. Anyone caught in the smoke will find that it stings their eyes and blinds them for 1 round after they leave the cloud. The cloud will last for 6 rounds. To aid in running this battle, a map of the room has been included in the back of this booklet showing the starting locations of the monsters.

If the party has entered the room through the southern door the first round of combat, two goblins on the balcony above the door will topple a large tun of brine used to store various body parts, over onto the party, extinguishing all of their torches and lanterns. If characters do not have dark vision, they must fight in the total darkness (50% chance to miss), until another light source is provided. Markessa is far enough back in the room not to be included in the darkness. She has torches behind her that illuminate a 20' area. The rest of the goblins on the balcony will fire twice with their short bows, while those on the floor draw their weapons.

There are cages set into the wall to either side of the door, each containing an owlbear. On the second round of combat, the goblins above the door will pull a lever opening the cage doors and the owlbears will rush out, knocking aside the stuffed owl pedestals and attacking with surprise. **Listen Check DC20** to avoid being surprised that round. The goblin archers will continue to fire twice, while the sword wielders will melee those characters not engaged by the owlbears. There are 13 elite goblin guards here; six are on the main floor and seven are on the balcony. If on the second round of combat the party is using a **light** spell to see by, Markessa will cast her **darkness** to negate the light.

The door to the west opens into the room. If the party enters the lab from the west the door will conceal Markessa long enough for her to hide behind the workbench. The goblin guards will spot the party and shout "Intruders!" and Markessa will hurl her flask to blind the party. The battle will then proceed as described.

The goblins will continue to fire for one more round, exhausting their arrow supply. Those on the balcony will then swing down to the floor on ropes and join their brothers in melee with short swords. The goblins have been directed to fire at and attack those characters that start to talk in battle, these presumably being the leaders or spell casters. The owlbears will always attack the closest target or the most powerful fighters. Neither the goblins nor the owlbears will surrender.

This room has many shelves and cabinets of the various types of equipment used by Markessa. There are canisters, decanters, and flasks of various herbs and compounds; there are tables full of glassware and the different knives, needles & thread she uses.

None of these items should be of particular value to a party of adventurers, but on the open market to an alchemist they have a total value of 5,000 gp. Items the party might be interested in are the flask of smoke, to be thrown by Markessa and a quart of acid in a thick glass decanter. Many of the compounds are poisonous but only when swallowed large quantities. There are also a variety of casks and tubs of brine with body parts from various creatures floating in them. In a locked drawer behind her workbench is a pair of artificial claws made of adamantite worth 2,000 gp, wrapped in linen. The goblins are each carrying 1-6 gp. Markessa is wearing a set of electrum bracers worth 560 gp, and a neck guard of electrum, engraved with the image of a crested hawk, worth 1400 gp. Shoved behind some books and papers on the top of one cabinet is a roll of parchment. There are three sheets of parchment, the first one listing various names; these are the names of the slave merchants Markessa normally does business with. The second sheet is a tally of the slaves most recently received divided by general description and where they are from. The last is a crude map of the caravan routes and may be used by the party to reach dungeon module **A3 - Assault on the Aerie of the Slave Lords**.

**Goblin War1 (13):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Comp. Short Bow (1-6 20/x3 Range 70); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness [Dark vision 60ft]

**Owlbear (2)** CR 4; Large Beast; HD 5d10+27; HP 47; Init +1; Spd 30ft; AC 15 (-1 size, +1 Dex, +5 natural); ATK 2 claws +7 melee, bite +2 melee; DAM Claw 1d6+5, bite 1d8+2; 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; SV - Fort 8, Ref 5, Wil 2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10 Skills/Feats: Listen +8, Spot +7; Scent [See MM page10]

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

### 23. Mess Hall:

This room is a large dining room. There are two long tables with rows of benches set on either side of each. Across the room is another door. The room appears to be empty.

This room is the mess hall for all of the goblin troops guarding the dungeon. The tables are stained and dried remains of food cover their tops. The tables and benches are worn and beat up. There is nothing of value here.

### 24. Kitchen:

This room is a kitchen with several tables and a chopping block in the room. On the south side of the room is a cooking fireplace and two fresh carcasses are hung on hooks to the left of it. A human cook and two

goblin assistants working over a huge pot of stew occupy the room. The cook is incredibly ugly and has a horrid snaggle-toothed smirk on his face.

When the party enters the kitchen, the cook will berate the party for showing up early for their meal. His assistants will then dump some sour stew in bowls and try to serve the party the stew and moldy bread. If the party eats, have them make a Fortitude Save (DC15) and if they fail they will become nauseated (DMG PG 85) in d10 rounds for 20+d10 minutes. The cook is an old army veteran and is chaotic neutral. He is touchy about criticism, and will throw a cleaver (treat as a hand axe) at anyone who protests the quality of the food. If seriously threatened, he and his goblin assistants will run away, screaming that the mercenaries, "Maglubiyet fry their livers" are rioting again.

**Guthum, male human Ftr3:** CR 3; Size M (5 ft., 7 in. tall); HD 3d10+6; hp 26; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +5 Dagger (1-4 19-20/x2) +0 Cleaver (1-6 20/x2 rmg 10); SV Fort +5 (+3 Base, +2 Con), Ref +2 (+1 Base, +1 Dex), Will +2 (+1 Base, +1 Wis); AL CN; Str 15 (+2), Dex 13 (+1), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 13 (+1); Languages Spoken: Common and goblin  
Skills and feats: Appraise +0.5, Handle animal +5, Hide +1, Profession +6(Cooking), Listen +1, Move silently +1, Spot +1, Swim +7; Dodge, Improved initiative, Mobility, Power attack, Quick draw.

**Male Goblin Com1 (2):** CR 1; Size S (3 ft., 4 in. tall); HD 1d4-1; hp 3; Init +1 (+1 Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 Size); Attack +1 Dagger (1-4 19-20/x2); SV Fort -1, Ref +1, Will +0; AL CN; Str 11 (+0), Dex 13 (+1), Con 9 (-1), Int 7 (-2), Wis 10 (+0), Cha 4 (-3). Languages Spoken: Goblin.  
Skills and feats: Hide +7, Listen +0, Move silently +5, Ride +5, Spot +0; Skill focus (Hide).

### 25. Specialists' Quarters:

This area houses the various specialists Markessa employs to help run this operation. Two goblins stand guard outside the main door to this area. They are armed with military picks. One goblin carries a horn at his belt for sounding the alarm if there is trouble or they hear an alarm from elsewhere.

**Goblin War1:** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Military Pick (1-6+2 20/x3); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

### 25a. Engineer's Quarters:

The door to this room is locked (DC20 to open) and no sound is heard from beyond.

As the party enters this room, they hear the sound of a small bell. A single human in padded armor is lying on the bed. When the party enters, he grabs a cocked crossbow by the bed and aims it at the party. He demands to know their business.

This is Carlstar Wiorfether an engineer/sapper/miner hired to keep the fort in good condition and build the defenses needed. He is very afraid of the werewolves in the fort, and his nerves are on edge. If made a good offer of money or some other deal (DM's decision), he is 40% likely to lead the party to an exit from the fort. If the party gets aggressive, he will fire the crossbow and scream for help. He will then fight with his military pick.

The room contains a desk, chair, stool, bookshelf and a footlocker (shoved under his bed). The desk is littered with papers, pens and books. In the desk are instruments, for drafting, a level and an engineer's plumb. On the shelves are reference books and plans for a siege tower and the counterweight system for a sliding secret door.

Beside the bed on the stool he has a silver dagger worth 25 gp and 20 silver-headed crossbow bolts worth 1 gp apiece. The footlocker holds clothing and a small coffer. In the coffer, the engineer has 220 gp and a Potion of Remove Disease.

**Carlstar Wiorfether male human Ftr3:** CR 3; Size M (5 ft., 11 in. tall); HD 3d10+3; hp 25; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 Military Pick (1-6+1 20/x3), or +4 Light Crossbow (1-8 19-20/x2); SV Fort +4, Ref +2, Will +0; AL CN; Str 13 (+1), Dex 13 (+1), Con 12 (+1), Int 12 (+1), Wis 9 (-1), Cha 10 (+0); Languages Spoken: Common, Elven, Goblin;  
Skills and feats: Handle animal +5, Hide +1, Jump +5, Listen +2, Move silently +1, Ride +7, Knowledge (Siege Engines) +3, Spot +1, Swim +7; Alertness, Dodge, Improved initiative, Mobility, Mounted combat.

### 25b. Alchemist's Quarters:

When the party enters this room, they see a human seated on a wooden stool bending over a large wooden table. The stranger appears to be pouring fluid from one flask into another. As the players enter, the stranger turns around to look at them.

The human is the alchemist Fyndax who has been hired to assist Markessa. He is armed with a dagger, but he will not fight unless there is no other choice.

Along the north wall is a bed draped with a satin comforter and ornamented with silk cushions. Along the east wall are several bookshelves, virtually obscuring the wall. Some of these volumes are well worn, while others have a layer of dust and a few cobwebs covering them. On the south wall are shelves containing a wide and varied assortment of flasks, tubes, decanters, jars, cans and small boxes. While some of these containers are empty, others are filled with strange herbs or fine powders.

If the party enters through the secret door (Search DC20), the first thing they will notice is a small but exquisite coffer that appears to be covered entirely with emeralds. This coffer rests on the floor about 2' from the secret door. The coffer is worthless, but has been trapped DC20 to spot the glyph. Anyone who touches it will become stuck to it and will be unable to free himself or herself from it or unable to move the coffer elsewhere. If a dispel magic spell is cast on the party member stuck to the coffer or if this member is wearing a ring of free action can he or she become freed.

**Fyndax, male human Exp1:** CR 1; Size M (5 ft., 9 in. tall); HD 1d6+1; hp 7; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +1 Dagger (1-4 19-20/x2); SV Fort +1, Ref +3, Will +4; AL CN; Str 12 (+1), Dex 16 (+3), Con 12 (+1), Int 14 (+2), Wis 15 (+2), Cha 10 (+0); Languages Spoken: Common, Giant, Gnoll, Undercommon and Goblin  
Skills and feats: Alchemy +9, Appraise +2, Forgery +4, Gather information +2, Hide +3, Knowledge (Chemistry) +6, Knowledge (nature) +6, Listen +4, Move silently +3, Scry +6, Spellcraft +3, Spot +4, Use magic device +2, Wilderness lore +6; Alertness, Skill focus (Alchemy).

#### 25c. Bugbear Quarters:

This room contains four beds plus a table and several stools. There are two bugbears in this room. One is lounging on his bed while the other is sitting on the foot of the bed sharpening a bastard sword. The bugbears look up as the door opens.

These two bugbears are squad leaders for two squads of goblin guards. The bugbears will attack intruders on sight while yelling to raise the alarm. Both have bastard swords and the two are carrying a total of 32 gp, 19 sp, and 71 cp. This room is also the quarters of the bugbears in the torture room, #12.

**Bugbear War3 (2):** CR 4; Size M (6 ft., 10 in. tall); HD 3d8+3 + 3d8+3; hp 35; Init +4 (+4 Dex); Spd 30 ft.; AC 21 (+4 Dex, +3 Natural, + Chain Shirt); Attack +10 Bastard Sword (1-10+6 19-20/x2); SV Fort +5, Ref +8, Will +2; AL NE; Str 18 (+4), Dex 18 (+4), Con 12 (+1), Int 7 (-2), Wis 10 (+0), Cha 2 (-4); Languages Spoken: Common, Goblin; Skills and feats: Climb +12, Hide +6, Listen +3, Move silently +6, Spot +3; [Alertness], Blind-fight, Weapon Focus (Bastard sword)

#### 25d. Scribe's Quarters:

This bedroom houses one human, seated at a small table and writing on a piece of parchment.

This is Kyvin Trist, a lawful evil hired to keep the accounts of the slavers' operation. When the party enters he will tell them that if they've come to pick up their bonuses, they must go across the hall to 25c (hoping that they will be cut to bits by the bugbears). He will then give the party members receipts for their bonuses. If deception doesn't work, he will topple the table on the party, stunning those in front of it for 1 round, cry out for help and fight, using a short sword.

This room has only a simple bed and a scroll rack. Papers and ink are on top of the table. These scrolls list the financial records of this operation giving names of sources of slaves, showing how widespread the slave ring is. There is also a detailing by name of the various posts on the slave route to the Slave Lords, but there is no map. Stuffed in one of the scrolls in the rack is a key chain with a silver pipe whistle worth 100gp.

**Kyvin Trist male human Exp1:** CR 1; Size M (5 ft., 6 in. tall); HD 1d6; hp 6; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack -2 Short Sword (1-6-2 19-20/x2) ranged; SV Fort +0, Ref +1, Will +2; AL LE; Str 6 (-2), Dex 13 (+1), Con 10 (+0), Int 11 (+0), Wis 11 (+0), Cha 10 (+0); Languages Spoken: Common.  
Skills and feats: Decipher script +4, Hide +1 (+1 Dex), Knowledge (Accounting) +4, Knowledge (religion) +4, Listen +0, Move silently +3, Perform +6, Ride +3, Spot +0, Tumble +5; Skill focus (perform), Skill Focus(Decipher Script).

#### 25e. Werewolf Quarters:

This room just appears to be quarters for three. There are beds, stools and a short table. The room does not appear to be well kept and there are rolls of dust and hair on the floor.

This room is the quarters for three werewolves when in human form. The werewolves use the fort as their base from which they can terrorize the countryside. They have been hired to train the worgs to guard the dungeon. The werewolves have an agreement with Markessa to leave the humanoids alone.

A close examination of the floor will reveal that the hair is wolf hair. If the werewolves have been encountered in the corridors and killed, the room will remain empty. If they have not been encountered, they will enter the room through the secret door in the northern wall two rounds after the party enters the room.

The secret door (Search DC20) opens by pushing on one side. They will be in human form and being surprised, will swiftly "surrender" and offer any information they can invent on the spot. They will attempt to lead the party down the secret passage to Blackthorn's room, saying that this is the treasure room. At the first opportunity they will shift form to wolves and attack the party, with surprise, if they can. They have no weapons or armor, and they entrust their treasure to Blackthorn in room #25f.

The werewolves are in cahoots with Blackthorn and act as his agents to weed out troublemakers in the fort. When Blackthorn makes his move against Markessa they will strike to eliminate Icar.

### **Werewolves (3)**

#### **Human Form**

Human War4: CR 5; Size M (5 ft., 5 in. tall); HD 4d8+4; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +8 Great Sword (2d6+4 19/20 x2melee), or +6 ranged; SV Fort +5, Ref +3, Will +0; AL CE; Str 16 (+3), Dex 15 (+2), Con 13 (+1), Int 11 (+0), Wis 8 (-1), Cha 13 (+1).

Skills and feats: Climb +9, Handle animal +3, Hide +2, Listen +3, Move silently +2, Profession +2, Sense motive +1.5, Spot +3, Swim +8; Dodge, Power attack, Weapon focus (Great sword), and Cleave

#### **Werewolf Form**

CR 5; Medium Shape changer; HD 4d8+20; hp 52; Init +8(+4 Dex, +4 Improved Init); Spd: 50ft; AC 18(+4 Dex, +4 Natural); ATK Bite +3 Melee: +8 Great Sword (2d6+6 19/20 x2); Dam Bite 1d6+1; Reach: 5ft by 5ft/5ft; SA Trip, Curse of Lycanthropy; SQ Wolf Empathy; plus scent, Damage reduction 15/Silver as Wolf/Hybrid; SV - Fort +7, Ref +5, Will +2; Str 18(+4), Dex 19(+4), Con 19(+4), Int 11, Wis 8(-1), Cha 13(+1); Skills/Feats: Climb +9, Handle animal +3, Hide +3, Listen +13, Move Silently +4, Profession +8, Search +7, Sense motive +1.5, Spot +13, Swim +8; Wilderness Lore +4 Blind-Fight, Improved Initiative, Weapon Finesse(Bite)

#### **Wolf Form**

CR 5; Medium Shape changer; HD 4d8+20; hp 52; Init +8(+4 Dex, +4 Improved Init); Spd: 50ft; AC 18(+4 Dex, +4 Natural); ATK Bite +3 Melee; Dam Bite 1d6+1; Reach: 5ft by 5ft/5ft; SA Trip, Curse of Lycanthropy; SQ Wolf Empathy; plus scent, Damage reduction 15/Silver as Wolf/Hybrid; SV - Fort +7, Ref +5, Wil +2; Str 18(+4), Dex 19(+4), Con 19(+4), Int 11, Wis 8(-1), Cha 13(+1); Skills/Feats: Hide +3, Listen +13, Move Silently +4, Search +7, Spot +13, Wilderness Lore +4 Blind-Fight, Improved Initiative, Weapon Finesse(Bite) Lycanthropic Empathy (Ex): Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "Friend", "foe", "flee" and "attack"

Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at Fortitude save (DC15) or contract Lycanthropy. See MM PG 219

### **25f. Blackthorn's Quarters:**

This room appears to be both an office and the quarters of an officer. Seated at a desk in the southeast corner of the room is a very tall, gaunt, skeleton of a man with ashen skin, sunken eyes, and balding head. He is rubbing his long bony hands together nervously and counting stacks of coins on his desk. He looks, up surprised.

This is Blackthorn, Markessa's captain of the guard and treasurer. He is 7' tall and has hunched shoulders. He barely seems to fit into his wrinkled clothes and armor. Upon sighting the party he will invite them in, in a hollow voice, and ask them their business.

This rather cordial, ghastly looking man is actually an ogre mage polymorphed into a human form. Blackthorn is lawful evil and was sent by the Slave Lords to keep an eye on Markessa and this operation. Personally he is appalled by her experiments and doubts her abilities to run such a large operation, but the business has remained profitable and Blackthorn cannot see any excuse for removing Markessa. However, he does not like her and plots to eliminate her when the slightest provocation presents itself. Only Markessa knows that Blackthorn is an ogre mage and agrees that it is best this remain a secret to preserve her authority. The werewolves in room #25e have joined forces with Blackthorn and they have made anyone who contests his decisions quietly disappear.

If Blackthorn thinks he can persuade the party to do his dirty work and eliminate Markessa, he will tell the party that he is unhappy with her leadership and would be willing to change sides, if the price were right. If they agree, he will lead them to her quarters and disappear once they confront Markessa, leaving them to kill her while he collects help to capture the party once they have done the deed. If the party becomes threatening, he will laugh at them, turn invisible and attack the next round. If the werewolves brought the party to this room they will then change form and attack also.

This room has a desk and chair, a wardrobe, two stools, a bed, a bookshelf and a sandbox with hot coals in it. In the northwestern corner of the room is a potted plant hanging from a chain. Raising the potted plant will open the secret door in the north wall (Search DC20). The plant is yellow and green and has flowers that

look like tufts of different color hair. This plant is a present from Markessa, a result of another experiment. If the broad leaves are raised three ears and a mouth will be discovered on its stalk. Markessa does not trust Blackthorn's motives and sent him this plant to listen into his conversations. At a command word from her it will relate to her anything of interest it might have overheard. Markessa checks once a day.

There are 300 gp on the desk along with various ledgers recording the number of coins in the treasury. There is also a Masterwork Great Sword belonging to Blackthorn.

**Blackthorn male ogre mage Ftr1:** CR 9; Size L (9 ft., 11 in. tall); HD 5d8+30 + 1d10+6; hp 68; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+1 Dex, -1 Size, +5 Natural +4 Chain mail); Attack +13 Great sword (2-12+12 19-20/x2); SV Fort +15, Ref +2, Will +4; AL LE; Str 26 (+8), Dex 13 (+1), Con 22 (+6), Int 19 (+4), Wis 12 (+1), Cha 17 (+3); Languages Spoken: Common, Giant, Gnome, Goblin, Infernal and Undercommon;

Skills and feats: Climb +10, Concentration +9, Profession (Siege Master), Escape artist +3, Handle animal +7, Hide -3, Listen +4, Move silently +1, Spellcraft +7, Spot +4, Swim +8, Tumble +3; [Improved initiative], Power Attack, Weapon focus (Great Sword).

He also has a 10 foot reach when he polymorphs back to the magi form. He also has a SR of 18 and regeneration of 2

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

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

Regeneration (Ex): Ogre mages take normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost body parts

#### 25g. Treasure Room:

The corridor ends in a blank wall. In the center of the wall, is a 1' x 1' square hole. This shaft runs back into the wall and seems to end in a chamber. On the bottom of this shaft are two metal bars running parallel to each other, 6 inches apart, back into the shaft. A thin braided rope of metal dangles from its mouth, and runs back into the shaft.

The chamber at the end of the shaft is the treasury room for the goblin army. The shaft is too small for any humanoid creature, including a halfling, to crawl through. In the treasure room is a 5' long table set next to the shaft opening and the metal tracks continue out of the shaft and onto the table. Sitting on the table are three metal boxes, 1' long, 1' wide and 6 inches tall. The boxes are connected together by metal rope and each rests on a set of metal wheels fitted onto the track. The metal rope is attached to the front of the first box. A second coil is attached to the back of the last box and lies on the floor.

Six large chests, two metal coffers and a small, locked mahogany box is stacked in the room. A small cot lies folded in one corner and near the cot is a barrel of iron rations and a skin of wine. To deposit or withdraw treasure, Blackthorn assumes gaseous form and passes down the shaft. Once inside the room, he changes back to normal form and loads the treasure needed into the metal carts. Markessa can then pull the carts out by pulling on the rope or Blackthorn could pull the carts with treasure being deposited back in, using the other rope. Blackthorn will then wait a day, and assume gaseous form again and exit through the shaft.

The treasure in this room consists of the following:

***The Chests and coffers are all Break DC23 and Hardness 5 with 15 hit points.***

**Chest #1:** 6,000 cp - unlocked - no trap

**Chest #2:** 8,000 gp – locked DC20 – Trapped

**Poison Needle Trap** (If the latch is not held closed until the lid is raised,): CR 2; +8 ranged (1, plus Deathblade (DC20/Init1d6 con/Second 2d6 con); Search (DC 22); Disable Device (DC 20). *Note:* See page 80 for a description of Deathblade poison and its effects.

**Chest #3:** 3,500 gp – locked DC20 - no trap

**Chest #4:** 9,000 sp - unlocked - no trap

**Chest #5:** 3,000 pp - unlocked – Trapped

**Poison Gas Trap** (If the weight is taken off the bottom of the box without setting a safety catch in front, poison gas will fill the alcove and remain for 2 hours.) CR 10; no attack roll Necessary (see note below); Search (DC 21); Disable Device (DC 25). *Note:* Trap releases burnt other fumes (DC18/Init 1 Con Perm/Second 3d6 Con).

**Chest #6:** locked with a very complex lock (DC30) and Trapped. The wealth in this chest belongs to Icar, the fort commander.

**Poison Needle Trap** (If the latch is not held closed until the lid is raised,): CR 2; +8 ranged (1, plus Deathblade (DC20/Init1d6 con/Second 2d6 con); Search (DC 22); Disable Device (DC 20). *Note:* See page DMG 80 for a description of Deathblade poison and its effects.

In the chest are a potion of Invisibility, a clerical scroll of atonement (Cast at 9<sup>th</sup> Level), 5000gp, eight sapphires worth 250 gp each, and one ruby worth 500 gp. The stones are uncut, and a skillful jeweler can quadruple their value.

**Coffer #1:** - locked DC20 each -There are three locks, which must be opened, in the proper sequence (Locks 2,3 and finally1) or the coffer will not open.

In side is a ruby worth 2,000 gp, 10 tourmalines worth 100 gp each. 6 aquamarines worth 400 gp each; an illusionist's scroll: darkness, hold person, dimension door and illusory wall all at 7<sup>th</sup> level,

**Coffer #2:** locked (DC30 to Break) -Arcane locked by Markessa and only she can open it. DC16 to dispel the arcane lock. Inside the coffer is **Oil of Timelessness**, a potion of intelligence, **a potion of love**, **a ring of water walking**.

**Wooden case:** This mahogany wooden case is locked. Inside is a crystal display jar. The jar is sealed to a pewter stand and inside it floats a coin like amulet suspended in an amber fluid. The amber fluid is a mutated Ochre Jelly it has been altered to be resistant to cold and immune to acid. The amulet has an Eyebite-Sicken (cast at 12<sup>th</sup> level) spell permanently cast on it. Once per day the command word is uttered and any creature you gaze at must Fortitude Save (DC 20) or suffer the effects of eyebite sicken. They move at half speed, lose Dexterity bonus to AC and suffer a -2 to attack rolls. This lasts for 2hours. They amulet must be held in the hand for the effect to work.

**Ochre Jelly; CR 1;** Tiny Ooze; HD 1d10; HP 6; Init +0; Spd 10ft C 10ft; AC 12 (+2 size); ATK Slam +1 melee; DAM Slam 1d4-1 and 1d4 acid; 2 1/2 ft. by 2 1/2 ft/Touch; SA Improved grab, acid, constrict 1d4 and 1d4 acid; SQ Blind sight, split, ooze; SV - Fort 4, Ref -3, Wil -3; Str 8, Dex 10, Con 15, Int -, Wis 1, Cha 1;Skills/Feats: None; Special Abilities/Qualities:

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

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits. **This jelly also has Cold resistance 15 and total immunity to acid.**

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

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Split (Ex): Weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the originals hit points (round down). A jelly with only 1 hit point cannot be further split.

## 26. **Goblin Barracks:**

This section is all goblin barracks. Those goblins presently at home in their barracks will respond to any sounded alarm by donning their armor and grabbing their weapons while a runner goes to report to the bugbear squad leaders. They will be ready to respond to the alarm in 12 rounds and will follow the direction of their leaders as the DM sees fit.

### 26a. **Snarlers' Barracks:**

The door to this room has a dog's skull tacked to it. This is the Snarlers' squad barracks room. The door is locked from the inside. The Snarlers have just gotten off duty and most are sleeping without their armor. There are 12 goblins here. Two are playing mumbledy-peg with a knife and the hand of a third goblin who has fallen asleep at a table. If the party alerts this room by making too much noise, the goblins will be awake with their weapons drawn and four stingers will be kneeling behind overturned beds when the party enters. The goblins have a total of 41 cp, 9 sp and 6 gp.

**Goblin War1 (12):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Half spear (1-6 20/x3 Range 20); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

### 26b. **Bone-crackers' Barracks:**

This room is barracks for the Bone-crackers squad. It is empty at present as they are on duty.

### 26c. **Ear-biters' Barracks:**

A dried ass' ear with a chunk torn out of is tacked to this door. There are shouting and curses coming from this room. The 12 goblins in this room are crowded around the center of the room watching a two-foot long lizard tied to a table leg, squirm in pain, for several darts protrude from its back and one foot has been cut off. These horrible creatures are betting on how long it will take for the lizard to die. One goblin is teasing

two starving rats in a cage and eyeing a slave who is bound and gagged and lying on one of the beds. There are 67 cp, 17 sp and 13 gp on the floor in front of the goblins.

**Goblin War1 (12):** CR 1; Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Half spear (1-6 20/x3 Range 20); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

#### 27. Latrines:

Here is a set of twelve latrines. The place is dirty, but is periodically cleaned by a goblin detail.

#### 28. Slave Pens:

This room is divided into cells of metal bars each roofed off with crossed bars. There are slaves in each cell wearing only simple cotton garb. Most cells only appear to hold two to eight slaves each. Rising above the cells on the east wall is an overseers' platform cut out of the stonewall.

When the party enters this room there the overseers in #28v get a spot roll to see the party and several will move to investigate the visitors. This area is used for holding and displaying slaves. Newly acquired slaves are brought in and fed nourishing food and given plenty of water to restore their health and appearance after the long journey from their homeland. They are then sold to various slave merchants who transport the slaves to different markets and sell them.

#### 28a & b. Safe Cells:

These cells are 20' square and are filled with slaves. The slaves appear listless and apathetic.

These cells hold slaves, which have already been purchased by slave merchants. They have regained their healthy appearance and have spent 24 hours in the cloaker's room on the fort level to make them docile and easy to manage on the trip to the market. The slaves will remain mind-numbed for one week.

a. This cell contains 8 women, 7 men, 3 male elves and 2 dwarves who have had their beards shaved off.

b. This cell holds 6 women, 10 men, 2 halfling males and one halfling female, and a half-orc. The halfling female is deaf and was unaffected by the cloaker but is playing dumb. She witnessed the cavelings steal a girl and will inform the adventurers if they find a way to communicate with her.

**Slaves Com1:** CR 1; Size M (5 ft., 7 in. tall); HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +1 ranged; SV Fort +1, Ref +1, Will +2; AL ANY; Str 8, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: Common; Skills and feats: Bluff +2, Hide +1, Listen +0, Move silently +1, Ride +5, Spot +6; Iron will, Skill focus (Choose).

#### 28c. Caveling Temple:

This cell is similar to the other two next to it, but there are no slaves in it. Instead in the center of the floor a white circle has been drawn and in the center of the circle is a stone, 5' tall, vaguely resembling a woman standing, facing the back wall with her left arm raised. The back wall has a hole torn in it, and beyond this opening is darkness. Beside the hole is a large, muddy pile of rags.

This is the cell where Markessa places her unsuccessful experiments. These creatures have widened a crack in the northern wall that leads into a series of caves and Markessa has permitted them to live there, as the cell is not suitable for holding marketable slaves. She calls her creations "cavelings" and these creatures in their madness call Markessa a god and have fashioned by hand, a crude idol of her. Only the face of this statue vaguely resembles her, but she has been given a set of fangs, a serpent for a tongue, and worms for eyes.

The pile of rags beside the cave entrance is a crippled caveling known as Mouth, because only he remembers the tongue of the outside world. Mouth has no legs, but his arms are 4' long and he has two opposable thumbs on each hand and can walk swiftly on his hands. Mouth will stir himself if characters approach him and ask in a gravel voice, "Be ye the thrice curst messengers? Woe to the world now!" He will then break into a lament. Mouth is slow-witted and will not offer any real information, but will spit on each character as he or she enters the caves. Mouth is the warning system for the cavelings that intruders are about. He sounds the warning with a loud hooting.

The cavelings have managed to loosen one of the bars to cell #28b and can slide it aside to enter the safe cell. Periodically, they will sneak out of their caves and steal one of the slaves to carry back into the cave to eat.

**"Mouth" Caveling Com1:** CR 1; Size M (5 ft., 6 in. tall); HD 1d4+2; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 Stone Club (1-6+3), or +2 Rock (1-2 Rng 5); SV Fort +2, Ref +2, Will +2; AL LN; Str 17, Dex 15, Con 14, Int 6, Wis 14, Cha 12; Skills and feats: Hide +2, Listen +2, Move silently +2, Spellcraft +0, Spot +6; Run, Toughness.

## THE CAVES:

Here is a series of caves and winding tunnels. They are pitch black and the air is cool and damp.

There is no light throughout these caves and characters without infravision or a light source will fight at -4 to hit. The caves and tunnels meander and form a labyrinth. There are stone ledges, stalagmites forming pillars and trickles of mineral water forming slick patches. The cavelings and other cave-dwelling creatures inhabit these caves as well. The DM should check once every 2 turns of travel encounter for an (1 on 1d10).

### Wandering Encounters for the Caves (roll 1d12)

- 1 Caveling (DM's creation)
- 2 Become lost/reach a dead end
- 3 Giant Bombardier Beetle (1)
- 4 Pit fall (Take 1d4 points of damage if not detected)
- 5 Dripping water (water will be drinkable on a roll of 1-4 on 1 d6)
- 6 Dire Rats (2-5)
- 7 Giant centipedes (1-4)
- 8 Sound is heard (DM's creation - the DM may allow the sound to lead the party to an encounter or to a trap)
- 9 Fungus (Edible on a roll of 1-2 on 1d6)
- 10 Stone chips (Might be used as tools or weapons)
- 11 Cave Spider (1)
- 12 Cave Lizard (1)

For monster stats see monster page at back of module.

The cavelings have formed their own society within these caverns and live in different caves, one for each tribe. Most cavelings are insane and any children they have had, they have rise insane. Since most of the cavelings come from lawful races, they have reorganized themselves as one people where it is normal to be insane.

Each caveling tribe serves a purpose in the community. There is the tribe of Leaders, who help decide how new arrivals should be treated and direct the activities of the others. There is the tribe of Warriors who practice mock combats and are supposed to defend the cavelings from slavers and go on raids to the safe cell #28b. The Workers build things and gather fungus, water and small insects. The Hunters hunt cave beetles, spiders and the feared cave lizard. And the Thinkers are teachers and priests and help doctor wounded cavelings and make cavelings out of the children.

Insanity is also on a tribal basis with the affliction helping to determine which tribe a caveling will become a member of. For example: Warriors might be homicidal maniacs, while Leaders might be suffering from megalomania. The DM should select the insanities and will find details in the Dungeon Masters Guide, **pages 83-84.**

The bodies of the cavelings are horribly twisted and distorted, due to Markessa's "improvements" and they are not recognizable as their original race. The DM should determine how a specific caveling has been modified. Some of the changes are useful, such as the ability to climb walls, infravision, clawed hands and so forth, while others will only grotesque. The typical caveling will be Communication with cavelings will be difficult, because their language consists of guttural grunts and shrieks.

**Typical Caveling Com1:** CR 1; Size M (5 ft., 6 in. tall); HD 1d4+2; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 Stone Club (1-6+3), or +2 Rock (1-2 Rng 5); SV Fort +2, Ref +2, Will +2; AL LN; Str 17, Dex 15, Con 14, Int 6, Wis 14, Cha 12; Skills and feats: Hide +2, Listen +2, Move silently +2, Spellcraft +0, Spot +6; Run, Toughness.

When cavelings are first encountered they will be curious, but cautious. If the cavelings reaction is friendly they will try to amuse the newcomers with songs, dances, tricks and by throwing gifts of fungus or smooth stones at them. These actions may appear hostile to the party, but if no hostile action is taken in return, the party will be deemed friendly and they will grab the hands of the characters and drag them to the Leaders' cave.

If the Leaders determine the characters are not the "Messengers of Light" they await, they will welcome them as caveling, and set a feast of fungus, puffballs, spider meat, dried roaches and fermented beetle juice. The beetle juice is very intoxicating and characters drinking it must Fortitude Save DC15 or become drunk and slow-witted. Drunken characters lose 4 points of Dexterity, Wisdom and Intelligence for 4 hours but your Strength and Constitution increase by 4 these bonuses only last while in a combat situation. There will be much dancing and hooting and then the Thinkers will be sent for to make the newcomers into



cavelings. To make a caveling the Thinkers will attempt to surgically alter the form of the character. A character must make a Fortitude Save (DC30) to survive the completed operation.

Several encounter areas are provided below with information about certain personalities detailed. The DM should create the characteristics of the other cavelings. The caveling reactions are left to the DM's decision because they are so random and insane.

#### **Encounter Areas:**

**I. Workers Cave:** In this cave live 23 workers. At present only four workers are in the cave. Two have large ears and no eyes and "see" by sound. Another has, squat arms and legs, and prehensile toes and can climb walls well. These three are sitting on their haunches licking clean the various fungi and beetles they have caught. The fourth caveling is known as the Rat Master and he has Darkvision 60ft, thin-clawed hands, whiskers and a long bare tail. This caveling can talk to rats and command them to forage for him. This has gained him much prestige with the cavelings. He sends parties of these creatures out through the rat holes to attack lone creatures and bring back either food or small items they can carry. He is talking to three dire rats at present. He has a rusty dagger.

**Rat Master, male caveling War1:** CR 1; Size M (5 ft., 3 in. tall); HD 1d8+2; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +3 Dagger (1-4+2 19-20/x2); SV Fort +4, Ref +2, Will +1; AL NG; Str 15, Dex 18, Con 15, Int 12, Wis 12, Cha 12; Skills and feats: Climb +4, Craft +3, Hide +2, Intimidate +3, Knowledge (nature) +3, Listen +3, Move silently +2, Spot +3, Swim +6; Alertness, Combat reflexes.

**Dire Rat (3):** CR 1/3; Small Animal; HD 1d8+1; HP 5; Init +3; Spd 40ft; AC 15; ATK Bite +4 melee; DAM Bite 1d4; 5 ft. by 5 ft./5 ft.; SA Disease; SQ Scent; SV - Fort 3, Ref 5, Wil 3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4; Skills/Feats: Climb +11, Hide +11, Hide +9, Move Silently +6; Special Abilities/Qualities: Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

**II. Hunters Cave:** In this cave live 12 hunters. They are grunting and hooting as they attack two cave beetles they have herded back to the cave. The chief Hunter is Raker has three legs set in a tripod pattern. He also has four 2' long spines on the back of both arms.

**Raker Caveling War2:** CR 1; Size M (6 ft., 6 in. tall); HD 2d8+4; hp 16; Init +8 (+4 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+4 Dex); Attack +4 Spikes (1-4+3), SV Fort +7, Ref +4, Will +0; AL NE; Str 15, Dex 18, Con 14, Int 12, Wis 10, Cha 11; Skills and feats: Appraise +3, Climb +6, Escape artist +5, Handle animal +5, Hide +4, Listen +0, Move silently +4, Ride +5, Spot +0, Wilderness lore +2; Great fortitude, Improved initiative.

**III. Thinkers Cave:** There are 9 thinkers in this cave. There is also one warrior and the caveling ruler herself. They are probing and poking a terrified girl with blonde hair. The caveling ruler suffers from the delusion that she is the living form of Markessa and is called the Inner Markessa. She hates all intruders and fears they want to take her power away. This girl looks too much like Markessa to her and she wants her destroyed as a false god. The Thinkers are examining this demand. Inner Markessa has only three fingers on each hand, long thin legs and fang-like teeth. She is wearing a breastplate made of stone plates Jabber, her lover, has a mouth 6 inches wide with a froglike tongue, and is missing one hand which has been replaced by a bony, spear like formation (AC 10; MV 12"; HD 3; hp 18; #AT 1; D 1-6).

**Inner Markessa Com1:** CR 1; Size M (5 ft., 6 in. tall); HD 1d4+2; hp 9; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 Stone breastplate); Attack +3 Stone Club(1-6), or +2 Rock (1-2 Rng 5); SV Fort +2, Ref +2, Will +2; AL LN; Str 10, Dex 15, Con 14, Int 14, Wis 10, Cha 12; Skills and feats: Hide +2, Listen +2, Move silently +2, Spellcraft +0, Spot +6; Run, Toughness.

**Jabber Caveling War3:** CR 2; Size M); HD 3d8+6; hp 16; Init +0; Spd 30 ft.; AC 10; Attack +5 Hand 1-6 20/x2); SV Fort +5, Ref +1, Will +0; AL NE; Str 13, Dex 11, Con 15, Int 12, Wis 9, Cha 13. Skills and feats: Handle animal +6, Hide +0, Intimidate +6, Knowledge (nature) +3, Listen -1, Move silently +0, Ride +4, Spot -1, Swim +7; Power attack, Track, Weapon focus (Hand).

**IV. Warriors Cave:** There are 5 warriors in this room, while 6 more are out with the workers protecting them from harm. Snatcher is the head warrior and has four arms, however, one of the extra arms is withered and useless. (AC 9 due to dexterity; MV 9"; HD 3; hp 20 ; #AT 2; D 1-6+2 each). These warriors are making stone clubs by chipping and shaping broken stalactites.

**Warrior Cavelings (5) War3:** CR 2; Size M; HD 3d8+6; hp 16; Init +0; Spd 30 ft.; AC 10; Attack +5 Club (1-6 20/x2); SV Fort +5, Ref +1, Will +0; AL LN; Str 13, Dex 11, Con 15, Int 12, Wis 14, Cha 8. Skills and feats: Handle animal +6, Hide +0, Intimidate +6, Knowledge (nature) +3, Listen +2, Move silently +0, Ride +4, Spot +2, Swim +7; Power attack, Track, Weapon focus (Club).

**V. Leaders Cave:** There are 4 leaders all sitting around in this cave. Though all consider themselves leader, they all accept Whisper as their spokesman. Whisper has an enlarged head, a small sphincter-like

mouth and tentacles with suckers instead of arms. Whisper speaks in barely audible whispers but can **Telepath** any creature, understand their thoughts, and send his thoughts.

**Caveling Leaders (4) Exp1:** CR 1; Size M (5 ft., 10 in. tall); HD 1d6; hp 6; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack -2 melee, or +2 ranged; SV Fort +0, Ref +2, Will +3; AL NE; Str 6, Dex 14, Con 10, Int 14, Wis 12, Cha 9.

Skills and feats: Animal empathy +1, Climb +2, Forgery +4, Heal +7, Hide +2, Knowledge (nature) +6, Listen +1, Move silently +4, Open lock +6, Ride +6, Spot +1, Tumble +6; Improved initiative, Skill focus (heal).

If outsiders are brought before them the leaders will ask a series of rambling questions through Whisper. There is a caveling legend that states that the gods will one day send "Messengers of Light" to destroy the evil Outer Markessa and lead the cavelings back to the "Bright Place", the surface world. If the party can somehow prove they are the messengers, it is likely that they can lead a caveling revolt against the slavers.

#### **28d-u. Slave Cells:**

The slaves in these cells have not yet had their spirits broken. They are afraid, but can be talked into revolt and escape. One fourth of the slaves can fight. The rest of the slaves are either too young, too old, haven't the inclination, skill or knowledge for fighting. The slaves are of assorted age race and sex. Some of the slaves' personalities are described below and the DM may use them for models for other slaves.

Use the following stats and modify them as needed.

**Slaves Com1:** CR 1; Size M (5 ft., 7 in. tall); HD 1d4+1; hp 5; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +1 ranged; SV Fort +1, Ref +1, Will +2; AL ANY; Str 8, Dex 12, Con 13, Int 10, Wis 10, Cha 10.

Languages Spoken: Common; Skills and feats: Bluff +2, Hide +1, Listen +0, Move silently +1, Ride +5, Spot +6; Iron will, Skill focus (Choose).

**d. Three women, one of whom is bald;**

**e. Five elves, one is female and with child.**

**f. Six men. One is pot-bellied and gray.** He is a merchant who will gladly pay a ransom of 300 gp if returned to his home in the southwest. He cares only for himself and his own well being.

**g. Eight children;** three are elven, four are human and one is a halfling. One fair-haired boy, who is looking after one of the smaller children, is the nephew of a duke in the north. He will not reveal this, but will be helpful and will say that his family will be grateful for his return. The duke will pay any reasonable reward requested.

**h. Six women, all human and strong workers.**

**i. Three halflings and a gnome who has been badly beaten.**

**j. Seven men.** One claims to own land in a northern province and if he is returned he will pay each as much treasure as they can carry. The man is a bandit chieftain and his home is a recovered fort. He intends to make sure he doesn't have to fulfill his promise and will make sure, once he is returned home, that his rescuers will not be able to carry much of anything.

**k. Two very powerful, nasty looking men.**

**l. Three women and four human children.**

**m. Five men and one male halfling.** One of the men is looking to win the favor of the overseers and will call out to them about any rescue attempts.

**n. Three dwarves tied back to back in the center of the cell.**

**o. Eight halflings, three are female.**

**p. Four men all middle-aged.**

**q. Ten children, mostly teenaged girls.**

**r. Six elves, two are children.**

The woman is desperate to survive and return home and is prepared to do whatever is necessary to reach that goal.

**t. One man sitting bound in the center of the cell.** He appears lithe and limber and is a first level monk.

**Sammel, male human Mnk1:** CR 1; Size M (6 ft., 2 in. tall); HD 1d8+2; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 Wis); Attack +1 melee, or +1 monk, or +2 ranged; SV Fort +4, Ref +4, Will +3; AL LN; Str 13, Dex 14, Con 14, Int 11, Wis 13, Cha 9; Languages Spoken: Common; Skills and feats: Balance +4, Concentration +4, Escape artist +6, Hide +2, Listen +5, Move silently +2, Profession +5, Spot +3, Swim +5, Tumble +4; Alertness, Blind-fight, [Improved unarmed strike], [Stunning fist].

**u. One man and three women;** all look very barbaric.

#### **28v. Overseers' Office:**

Stairs lead up to this platform and there are seven overseers. Five are hobgoblins and two are gnolls. The overseers are responsible for the care and feeding of the slaves until sold, but they will rough up troublemakers and take precautions to prevent escape.

This office contains two tables and benches, four cots and half dozen stools. The sets of keys to the rows of cells are hung on three different pegs on the west wall. The overseers have been drinking wine from a cask have been and swapping tales. They will investigate any trouble on the floor. Each carries 2-12 gp and there is a 25% chance for each that they have a gem worth 100 gp.

**Gnoll War2 (2):** CR 2; Size M (8 ft., 1 in. tall); HD 2d8+4 + 2d8+4; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 Natural, +5 Chain mail); Attack +9 Battleaxe (1-8 20/x3), or +5 Short bow (1-6 20/x3 Range 60);

SV Fort +8, Ref +2, Will +0; AL NE; Str 21 (+5), Dex 15 (+2), Con 15 (+2), Int 11 (+0), Wis 10 (+0), Cha 11 (+0); Languages Spoken: Gnome, Goblin; Skills and feats: Hide +2, Knowledge (religion) +2, Listen +3, Move silently +2, Ride +6, Spot +4; Power attack, Weapon focus (Battleaxe).

**Hobgoblin War1:** CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex +5 Chain mail); Attack +5 Long sword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (long sword).

### 29. Witchdoctor's Quarters:

This room is filled with a blue haze and the pungent odor of incense. The walls are covered with black drapes and a brazier with hot coals stands in the center of the room. There is an ornate chair before the brazier. A cot with furs thrown across it and two low tables covered with herbs and paraphernalia are all else that is in this room. The room has no occupants.

This is the room of Guliyet, a female goblin witchdoctor and Markessa's assistant. If the witchdoctor has already been encountered as a wandering monster and slain, the room will remain empty. Otherwise, Guliyet will return to her quarters in 30 minutes.

Beside the ornate chair is a box of white powdered incense. The witchdoctor often sits in this chair, burning incense and meditating. In the seat of the chair is a false compartment. Sitting in the chair and bending over and pressing a stud on each chair leg may only open this compartment. Within the compartment is a velvet pouch. It holds 3 pieces of jade worth 60 gp each and a necklace of garnet and electrum worth 1300 gp. The tables contain various items for scrying and fortune telling.

### 30. Markessa's Chambers:

Two elite Gnolls guard the entrance to this corridor. They are fiercely loyal to Markessa and will fight to the death. If attacked they will sound the alarm by striking a brass tube hanging on the north wall and then fight till help arrives.

**Gnoll Leader War3:** CR 3; Size M (7 ft., 6 in. tall); HD 5d8+15; hp 37; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 Natural, +5 Chain mail); Attack +9 Halberd (1-10 20/x3), or +6 Comp. Longbow (1-8 20/x3 Range 110); SV Fort +9, Ref +3, Will +0; AL NE; Str 20 (+5), Dex 14 (+2), Con 17 (+3), Int 8 (-1), Wis 9 (-1), Cha 12 (+1); Languages Spoken: Gnome; Skills and feats: Bluff +2, Hide +2, Listen +2, Move silently +2, Profession +2, Spot +2; Cleave, Power attack, Toughness.

### 30a. Markessa's Double's Chamber.

The party sees a female elf with ivory skin, golden hair and amber colored eyes. She is wearing studded leather armor and carrying a short sword and throwing darts. She is seated at worktable writing on a length of parchment.

If Markessa has escaped an encountered with the party they will believe that this elf is Markessa, since the elf looks exactly like her. Actually she is one of Markessa's more successful experiments, a double who has been surgically and magically altered to look like Markessa, then brainwashed to obey Markessa's commands. The elf is a 2nd level fighter/2nd level magic user She usually assists Markessa in her dealings with the slave merchants. Her spells are **magic missile and shield**.

The experiment was not a complete success. The elf has not been completely brainwashed. A spark of rebellion still flickers. When the party confronts the elf, there is an 80% she will, pretend to be Markessa, and act against the party trying to lead them into a trap; and a 20% chance she will tell the party the story of her ordeal and beg them to help her escape.

This room contains well-crafted furniture of walnut. There are two chairs, table, and a wardrobe and blanket chest. The bed is low to the floor and curtained by green velvet drapes. On the floor are two rugs made of polar bear fur worth 180 gp each. A full-length mirror stands against the western wall and a painting of Markessa hangs on the eastern wall.

Behind the mirror is a secret door (Search DC20) opened by knocking twice on the wall to the right of the door. The wall is worn at this spot. The picture on the wall has the powers of a **Scrying** spell so that Markessa can view what is going on in the chamber if she is in her room. Characters may get an uneasy feeling of being watched.

The wardrobe on the south wall also conceals a secret door (Search DC20), which is opened by pulling down a peg in the back of the wardrobe. However, this door is **Arcane locked** and only Markessa or a magic-user of 9th or higher level may open it. The wardrobe contains silk dresses and slippers worth a total of 600 gp. In the pocket of a riding robe are two gold coins.

**Markessa's Clone female elf (high) Ftr2/Wiz2:** CR 4; Size M (5 ft., 5 in. tall); HD 2d10 + 2d4; hp 22; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex +3 Studded Leather); Attack +5 Short sword (1-6+2 19-20/x2), or +5 Darts (1-4 20/x2 rng 10); SV Fort +3, Ref +2, Will +2; AL CN; Str 15 (+2), Dex 15 (+2), Con 11 (+0), Int 14 (+2), Wis 8 (-1), Cha 12 (+1); Languages Spoken: Common, Draconic, Elven.

Skills and feats: Climb +5, Craft +7, Hide +2, Jump +5, Knowledge (nature) +7, Knowledge (Biology) +4, Listen +1, Move silently +2, Search +4, Spot +1, Use rope +4.5; Combat reflexes, Dodge, [Scribe scroll], Skill focus (Nature), Point Blank Shot.

*Wizard Spells Known (4/3):*

*0th -- Detect Magic, Flare, Prestidigitation, Read Magic*

*1st -- Sleep, Magic Missile, and Mage Armor*

Studded Leather gives 15% chance of arcane spell failure

### 31. Bodyguard's Exercise Room:

This room appears to be a fighter's practice room, with weapons hung on the wall, a quintain and practice dummies of straw. There is a tall, slender, muscular elf in padded leather armor and shield working out on the quintain. He is making lightning quick blows and then ducking under the swinging arm as it comes around.

This elf is another experiment of Markessa's. He used to be ugly and weak, but she designed him to be her personal bodyguard and lover. He still bears scars from the operation on the back of his neck. He was supposed to be brainwashed to fall in love with Markessa, but instead he has fallen in love with her double. The bodyguard is the only one who can distinguish between the double and Markessa. If the party is harming the double he will attack in fury, but if she tells him they are helping her to escape, there is a 50% chance that the bodyguard will help the party. The elf fights as a 6th level fighter and if he has advance warning of the party's arrival, he will don his plate mail armor and shield and will be AC 20.

On the wall of this room is a rack of six throwing knives, two wooden shields, two pole arms with woodenheads and a goose down mattress for exercise sessions with Markessa. The quintain is a revolving crosspiece on a post. On one end of the crosspiece is fastened a shield and a sandbag is attached to the other end. Striking the shield will cause the sandbag to swing around.

**Quarian, male elf (high)** Ftr6: CR 6; Size M (5 ft., 2 in. tall); HD 6d10+18; hp 55; Init +3 (+3 Dex); Spd 30 ft.; AC 16 [20](+3 Dex, +1 Padded [+5 Breast Plate], +2 Shield); Attack +10/+5 Long sword (1-8+4 19-20/x2) melee; SV Fort +8, Ref +5, Will +3; AL CN; Str 19 (+4), Dex 17 (+3), Con 16 (+3), Int 15 (+2), Wis 13 (+1), Cha 13 (+1); Languages Spoken: Common, Elven, Gnome, Gnoll.

Skills and feats: Climb +12, Diplomacy +5, Handle animal +9, Hide +7, Listen +7, Move silently +3, Search +6, Spot +9, Swim +9; Alertness, Blind-fight, Cleave, Combat reflexes, Endurance, Power attack, Dodge

### 32. Bodyguard's Quarters:

This room is simple and austere. There is a cot, a table with food on it and a flask of wine and a stool. There is no one here.

This is the bodyguard's quarters; there is nothing of value here. Beneath his pillow is a lock of golden hair, and on the table is a pewter-eating dagger.

### 33. Minotaur's Room:

This room is musty and foul smelling. The floor is littered with old bones and a plank of wood lies just in front of the door. In one corner of the room is a pile of leaves. The room appears to be empty. There is a door on the opposite side.

**Minotaur CR 4 (1);** Large Monstrous Humanoid; HD 6d8+12; HP 44; Init +0; Spd 30ft; AC 14 (-1 size, +5 natural); ATK Huge Great axe +9/+4 melee, gore +4 melee; DAM Huge great axe 2d8+4, gore 1d8+2; 5 ft. by 5 ft./10 ft.; SA Charge 4d6+6; SQ Scent, natural cunning; SV - Fort 6, Ref 5, Wil 5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8; Skills/Feats: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8 Special Abilities/Qualities:

**Charge (Ex):** A Minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

**Natural Cunning (Ex):** Although Minotaurs are not especially intelligent; they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Minotaurs receive a +4 racial bonus to Search, Spot, and Listen checks.

He has propped a plank of wood at each door, which will fall if anyone tries to force the doors. This warns him and he will step behind the door to await the party's entrance, then he will attack with surprise.

The Minotaur is Markessa's special guard and he will attack on sight anyone not accompanied by Markessa or her double. He guards a secret door in the east wall, which leads to Markessa's spell room. Markessa rewards him with a steady supply of slaves to eat. The secret door is described in section C. below.

### C. Secret Doors: Search DC20 to find them

The secret doors are all assume to have the following statistics. (DC30 to pick or break /Hardness 5 /Hp15 to break it open)

**Magic traps and arcane locks** protect these three secret doors. They will open only to Markessa if they speak aloud the name of glyph in elfish.

The Symbol on the Spell Room #34 is DEATH, and the first character to open this door without speaking its name will receive a Disintegrate spell.

**Disintegrate Trap:** CR 8; Fortitude Save (DC16) successful save is 5d6 damage. Equipment must save as well; Search (DC 15); Disable Device (DC 28).

The glyph on the north door to room #35 is TERROR, and the first character to open this door without speaking its name will trip the trap,

**Fear Trap:** CR 5; Will Save negates (DC15); Search (DC 15); Disable Device (DC 28); In addition gets a -2 penalty on Saving throws and a 50% chance to drop what its holding. They will scream and flee in terror randomly away beating past there comrades to escape. The character will be totally unwilling to go through the door or face any other dangers that confront it for 6 rounds.

The glyph on the west door to room #35 is FROST, and the first character to open the door without speaking its name will be blasted by cold.

**Globe of Cold Trap:** CR 4; 20ft sphere (5d6); Reflex Save (DC15) avoids; Search (DC27); Disable Device (DC25)

#### 34. Markessa's Spell Room:

This room contains shelves filled with alchemical and surgical equipment and dozens of closed bins. A pentagram is painted on the floor of the room in red. White candles stand in candleholders at each of its five points; they are unlit. In the center of the pentagram is a gold amulet.

This is Markessa's Spell Room and most of the bins and shelves are filled with materials necessary to spell research and magical experimentation. Some of the items in the bins are parchment, pens carved from exotic materials, and rare inks, paints, powdered metals, string, brass hammers and plates and other magical equipment. Most of the baskets are filled with straw to protect their contents.

If anyone steps inside the pentagram the candles will burst aflame and the person will fall into a slumber from which he or she may only be roused if he or she is taken from the pentagram. The amulet is electrum, and contains a **protection from good** spell that may be activated for 3 turns once a day by speaking the command word. The amulet will remain stuck to the floor until someone enters the pentagram.

There is a slithering tracker in the bottom of one bin that is locked. If the party opens the bin they will find it filled with a semitransparent gel. There is a 10% chance that the slithering tracker will attack right away. Otherwise the tracker will act inert and when the party sleeping it will follow. If it can catch the party leaves it will flow over one of the characters and attempt to paralyze him or her. If it is successful, it will drain all of the blood out of the character in 6 turns and then will leave.

Beneath a false bottom in the third bin is Markessa's third level spell book. The first page is trapped with **Explosive Runes** (Search DC28 and Disable Device DC28/6d6 damage no save, within 10ft reflex save (DC15) for half). The book has the spell **lightning bolt** in it. All of the items in this loom are worth a total of 1,300 gp, though it would require several mules to carry the stuff.

**Slithering Tracker CR 4; Small Ooze:** HD 5d10; Init -5; Spd 10ft C 10ft; AC 6(+1 Size, -5 Dex); ATK Slam +4 Melee; DAM Slam 1d4 and Paralysis, Plasma Drain; 5ft by 5ft/5ft; SA Paralysis, Plasma Drain; SQ Ooze, Blind sight, Transparent; SV - Fort +2, Ref -4, Wil -4; Str 10, Dex 1, Con 12, Int -, Wis 1, Cha 1; Skills/Feats: Paralysis (Ex.): Slithering trackers secrete an anesthetizing slime. A target hit by a tracker's slam attack must succeed at Fortitude save (DC 13) or be paralyzed for 1d6 hours.

Plasma Drain (Ex.): Once a creature is paralyzed, the tracker slowly covers its body, draining all plasma from it. This deals 1d2 points of temporary Constitution damage to the victim per round. A victim reduced to Constitution 0 dies.

Blind sight (Ex.): The slithering tracker's entire body is a primitive sensory organ that can detect prey by scent and vibration within 60 feet.

Transparent (Ex.): The slithering tracker is nearly impossible to see, even in ideal conditions, and it takes a successful Spot check (DC 17) to notice one.

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

Special Abilities/Qualities:

The slithering tracker is transparent, plasma-draining ooze that dwells in dungeons and other underground places. The slithering tracker will not attack a creature immediately. Rather, it follows its prey back to the place it sleeps.

### 35. Markessa's Private Chambers:

This room is a luxurious bedchamber, richly outfitted with costly furniture, expensive tapestries, and brightly colored carpets. There is a curtained alcove in the southwestern corner of this room, draped with white velvet. There is a canopied bed, a blanket chest at the foot of the bed, a wardrobe, two ornate chairs and three small tables, one holding a basin and pitcher for washing. There is also a small fireplace.

This is Markessa's private quarters. If she has escaped from room #22 and is still alive she will be sitting in the curtained alcove in front of a dresser with a mirror, combing her hair or bandaging her wounds. She will be armed and armored as given in area 19. Note that she will not have available any thrown darts, and will not have re-memorized any spells used. Markessa has a wand of **magic missiles** with 12 charges left in it on the dresser and there is a pinch of **dust of disappearance** on her powder puff. If the party attacks her she will use the **dust of disappearance** to turn invisible and attack with her wand. Attacking while invisible due to **dust of disappearance** will not cancel her invisibility. She will then move to the fireplace and flee out the secret entrance. If Markessa has been killed already, the room will be empty.

The mirror or the dresser will, upon command, show what is occurring in room #30 as seen by the painting there. The furniture in this room is worth a total of 3,000 gp if sold at market. The rugs are worth 250 gp each and the tapestries depicting a hunt and a ladies' court scene are worth an additional 400 gp each. The blanket chest holds two down-filled pillows and a fur cover worth 300 gp.

Embedded into the south wall behind the bed curtains is a wall safe. The safe has a poison needle trap (CR2) in the lock. Inside the safe is a metal box containing a gold and ruby necklace worth 1,400 gp, a matching pair of earrings worth 600 gp, and a stickpin with the leering face of a gargoyle with two ruby eyes worth 75 gp. When the head of the stickpin is pressed a drop of very toxic poison (Deathblade 1d6 Con/2d6 Con) will form at its tip, Fortitude Save(DC20), if pricked, or die. There is also a velvet purse holding 50 pp and three sapphires worth 150 gp each.

Hidden behind a secret panel (Search DC20) in the back of the safe are Markessa's first and second level spell books. The first contains the spells **magic missile, protection from good, and shocking grasp**. The second contains **scare, arcane lock and darkness**.

Behind the fireplace on the east wall is a secret door (Search DC20) opened by adjusting the flue with a poker. When the secret door is opened the wooden chandelier on the ceiling will come crashing to the floor to distract attention. The fireplace will then swing out into the room revealing the secret passage beyond it. This is Markessa's escape tunnel if she is pursued to her chambers.

**Poison Needle Trap:** CR 2; +8 ranged (1, plus Deathblade (poison); Search (DC 22); Disable Device (DC 20). *Note:* See page 80 for a description of deathblade oil poison and its effects.

### 36. Escape Tunnel:

The door opens to reveal a 5' wide tunnel running to the south and out of sight.

This escape tunnel is trapped with a covered pit. The trapdoor is 20' long and will fall open once someone runs across it. The cover however, has a safety catch on it and is normally safe to walk across. If Markessa is pursued down this corridor, she will step on a stone trigger on the south side of the pit, activating the trap once she has crossed it. Any character stepping on the trap should roll a Reflex Save if they miss the save by more than five they fall into the river below. Otherwise they grab the edge and will need to make climb checks to pull themselves up.

Those characters who fall will take 2-12 points of damage, and will fall 40' into an underground river (the river cushions their fall. Victims will be carried out of sight in less than one round by the swift flowing current. The river deals 1d3 subdual damage per round. Characters may swim DC15 or facing drowning. A player can hold his breath a number of rounds equal to twice their constitution. After this the character must make a Constitution check DC10 every round to continue holding their breath. Each round after the DC increases by one. When the character fails the check she begins to drown. First round falls to unconscious, following round drops to -1 hp and third round drowns. Any one who survives will be carried out of the dungeon with the river, emerging in a lake within sight of a cave, which is the tunnel exit from the dungeon. It will take a character 20 rounds before they emerge in the lake.

**Pit Trap (40 Ft. Deep):** CR 2; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

### 37. Exit Tunnel:

This tunnel is 15' wide and 15' high. It is very long, almost 400 yards, and runs out into the hills nearly a quarter of a mile away from the fort. At varying intervals along the way, lit torches have been stuck in the wall to provide a dim light.

Part way down the tunnel, Markessa's escape tunnel exits through a secret door (Search DC20) in the west wall into this passage. The secret door looks like part of the stonewall and is opened by pushing up on a nearby rock outcropping.

### 38. Underground Cavern:

The tunnel opens into a large natural cavern. In the southeast corner of the cavern are a number of black-skinned elves leading slaves who are carrying packs.

This cavern serves as a trading station for drow caravans that trade with the hill fort. The drow caravans come from deeper inside the earth and the tunnel that the drow caravan is entering leads to a series of caves which run ever deeper under the hill (and are thus suitable for further adventures should the DM wish). The caravan consists of a merchant and seven guards

The merchant leader is wearing **Chainmail +3** and wielding a **Heavy Mace +2**.

**Ilania, female elf (drow) Ftr4/Clr4:** CR 9; Size M (4 ft., 11 in. tall); HD 4d10+4 + 4d8+4; hp 45; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+1 Dex +8 Chain mail); Attack +10/+5 Mace (1-8+5 20/x3), or +8/+3 Light Crossbow\* (1-8 19-20/x2); Spell Resistance (19); SV Fort +9, Ref +3, Will +7; AL LE; Str 17 (+3), Dex 12 (+1), Con 12 (+1), Int 15 (+2), Wis 14 (+2), Cha 10 (+0). Languages Spoken: Common, Draconic, Elven, Gnome, Sylvan, and Undercommon.

Skills and feats: Climb +7.5, Bluff +4, Handle animal +6, Hide +1, Intimidate +2.5, Jump +6, Knowledge (Religion) +4, Listen +8.5, Move silently +1, Concentration +9, Ride +7, Search +4, Sense motive +3.5, Spot +6; Alertness, Expertise, Improved initiative, Mounted combat, Point blank shot, Combat Casting

*Cleric Domains: Destruction, Trickery.*

*Destruction Domain: Inflict Light Wounds (1d8+4)*

*Trickery Domain: Invisibility*

*Cleric Spells Per Day: 5/4+1/3+1.*

*Orisons: Detect Magic, Inflict Minor Wounds, Read Magic, Resistance, Purify food and drink*

*1<sup>st</sup> Level: Cure Light Wounds (1d8+4), Command, Cause Fear, and Protection from Good*

*2<sup>nd</sup> Level: Aid, Cure Moderate Wounds (2d8+4), and Hold Person*

The guard leader is armed with **chain mail +2**, small **shield +1**, **dagger +1** and short **sword +2**.

**Eniavol, male elf (drow) Ftr4:** CR 5; Size M (5 ft., 1 in. tall); HD 4d10+4; hp 28; Init +6; Spd 30 ft.; AC 20 (+2 Dex, +6 Chain mail, +2 Shield); Attack +9 Short sword (1-6+5 19-20/x2), or +6 Light Cross\* (1-8 19-20/x2); Spell Resistance (15); SV Fort +5; Ref +3, Will +1; AL LE; Str 16 (+3), Dex 14 (+2), Con 12 (+1), Int 15 (+2), Wis 11 (+0), Cha 13 (+1); Languages Spoken: Common, Elven, Gnoll, Orc, Undercommon.

Skills and feats: Bluff +1.5, Craft (Weapon smith) +8, Handle animal +2, Hide +2, Listen +6, Move silently +4, Ride +5, Search +8, Spot +8, Swim +4; Blind-fight, Dodge, Improved initiative, Power attack, Quick draw.

The guards are each armed with **chain mail +1**, short **sword +1**, and two poisoned javelins (Tipped in Black Lotus Extract DC20 to save Initial damage 3d6 Con Secondary 3d6 Con)

**Male elf (drow) Ftr2 (7):** CR 3; Size M (5 ft., 2 in. tall); HD 2d10+2; hp 15; Init +4 (+4 Dex); Spd 30 ft.; AC 19 (+4 Dex +5 Chain mail); Attack +5 Short Sword (1-6+4 19-20/x2), or +6 Javelin (1-6 20/x2); Spell Resistance (13); SV Fort +4, Ref +4, Will +0; AL LE; Str 17 (+3), Dex 19 (+4), Con 12 (+1), Int 16 (+3), Wis 11 (+0), Cha 10 (+0); Languages Spoken: Common, Draconic, Elven, Orc, Sylvan, Undercommon.

Skills and feats: Gather information +1 (+1 Rank), Handle animal +5 (+5 Rank), Hide +8, Listen +6, Move silently +6, Ride +6, Search +7, Spot +7, Tumble +6; Alertness, Dodge, Quick draw.

Elven Traits (Ex): Elves benefit from a number of racial traits.

Immunity to magic sleep spells and effects.

+2 racial bonus to Will saves against enchantment spells or effects.

+2 racial bonus to Will saves against spells and spell-like abilities.

Drow Abilities (Ex):

Spell-Like 1/day-dancing lights, darkness, and faerie fire. These abilities are as the spells cast by a sorcerer of the drows character level.

Darkvision up to 120 feet.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

\*Drow usually coat their arrows with a potent venom: Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

All the weapons and armor carried by the Drow are of special manufacture and do not radiate magic. If exposed to sunlight they lose their magical properties immediately and corrode within two weeks.

### 39. Exit:

Here is a large cavern with an exit on the far side, through which a cool breeze blows. The room is occupied by several hobgoblins standing about a small campfire by the entrance to the cave.

These seven hobgoblins guard the cave against discovery, even though it is well camouflaged outside and is in a hidden dell. The hobgoblins are armed with pole arms and are bored. If Markessa has fled this way, they are just pretending boredom to draw the party out, at which time they will leap behind boulders and grab their bows hidden there. Each hobgoblin has 2-12 gp each.

In the dell beyond the cave entrance is a lake, which connects to the underground river at #36. Any who survive the trap there will be able to rejoin the party, if they exit here.

**Hobgoblin War2 (7):** CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Halberds (1-10+4 20/x3); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

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Special thanks to Tom Moldvay, without whom this module would not have been finished.

## Special Monsters

### Phantom

#### Medium Sized Undead (Incorporeal)

**Hit Dice:** Special

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 30 ft

**AC:** Special

**Attacks:** None

**Damage:** None

**Face/Reach:** 5 ft by 5-ft/5 ft

**Special Attacks:** Fear

**Special Qualities:** Undead, Incorporeal, Turning Immunity

**Saves:** Fort +1, Ref +4, Will +5

**Abilities:** Str --, Dex 16, Con --, Int --, Wis --, Cha 15

**Skills:** None

**Feats:** Improved Initiative

**Climate/Terrain:** Any

**Organization:** Solitary

**Challenge Rating:** See below

**Treasure:** None

**Alignment:** Any





**Advancement:** None

Phantoms are soulless shells left behind by a particularly strong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Phantoms are like a three-dimensional motion picture filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death trial of the character or images of what was foremost in the character's mind when he or she died. Phantoms are often mistaken to be ghosts, haunts or groaning spirits, but may not be turned as undead. The clerical spell banishment will dispel a phantom.

#### COMBAT

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Turn Immunity (Ex):** A haunt cannot be turned or rebuked by Clerics and paladins.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Fear Aura (Su):** Because of superstitious awe anyone who gazes on the translucent form of a phantom is affected by a fear spell (save DC 17) as cast by an 8th-level sorcerer

#### HAUNT

##### Medium Sized Undead (Incorporeal)

**Hit Dice:** 5d12 (30 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 20 ft

**AC:** 15 (+3 Dex, +2 Deflection)

**Attacks:** Incorporeal Touch +5 Melee

**Damage:** See Special Attack and Notes

**Face/Reach:** 5 ft by 5-ft/5 ft

**Special Attacks:** Ability Score Loss (Su)

**Special Qualities:** Undead, Incorporeal, Turning Immunity

**Saves:** Fort +1, Ref +4, Will +5

**Abilities:** Str --, Dex 16, Con --, Int 14, Wis 15, Cha 15

**Skills:** Hide +7, Search +4, Spot +6

**Feats:** Improved Initiative

**Climate/Terrain:** Any

**Organization:** Solitary

**Challenge Rating:** See below

**Treasure:** None

**Alignment:** Any

**Advancement:** None

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 60 ft of the site where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release from its existence. Haunts can assume either of two forms, at will: a hovering, luminescent ball of light (identical in appearance to a will o' wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a shadow, specter, or ghost, for which they are often mistaken.

#### COMBAT

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Turn Immunity (Ex):** A haunt cannot be turned or rebuked by Clerics and paladins.

**Incorporeal:** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Dexterity Drain (Su):** Living creatures hit by a Haunts incorporeal touch attack will lose two points of dexterity **NO** save every time it makes a successful hit on a character. As the character's dexterity is drained, he or she will be subject to the negative adjustments due to low dexterity. The victim will feel an increasing numbness. When the character's dexterity reaches zero, the haunt will possess the body. A body, once possessed, will have full dexterity back.

**Possession (Su):** Once the haunt has possessed a person's body, it will attempt to complete the mission left unfinished by its death. In addition the haunt is able to use the body of the possessed person normally. In the new body the haunt is no longer tied to the area of its death and may leave. However, if the possessed body dies before the task is completed, then the spirit must haunt the place that the body was slain. Once a haunt completes its task it will return control of the borrowed body to the owner, and pass on to its final rest.



When the haunt leaves a possessed body, the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point per 10 minutes of complete rest.

If the character a haunt is trying to possess is of opposite alignment (good vs. evil), the haunt will be furious and attempt to strangle the victim. The character will suffer under the suffocation rules See DMG PG 88.

When a haunt reaches zero hit points it will dissipate to reform in one week. Only a Banishment spell will destroy a haunt permanently.

Because haunts are tied to an area, the best defense is to simply walk away from a haunt. A hold person spell will force a haunt to leave a possessed body.

**Special CR.** If the party helps the haunt complete its task the haunt is considered to be equal to the party's CR+2. If they leave it alone/dispel it/ or kill it its CR is a 4.

## **BOGGLE**

### **Small Humanoid (Boggle)**

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft, climb 10 ft

**AC:** 15 (+1 size, +2 Dex, +2 natural)

**Attacks:** 2 claws +6 melee, bite +1 melee

**Damage:** Claw 1d3+1, bite 1d3

**Face/Reach:** 5 ft by 5 ft/5 ft (10 ft when elongated)

**Special Attacks:** Rend, oil secretion

**Special Qualities:** Damage reduction 5/piercing, scent, elongation, Slippery, dimension door, fire resistance 30, spider climb, dark vision 60 Ft.

**Saves:** Fort +2, Ref +6, Will +1

**Abilities:** Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7

**Skills:** Climb +8, Escape Artist +23, Hide +8, Listen +2, Pick Pocket +8, Spot +5

**Feats:** Alertness, Weapon Focus (claw)

**Climate/Terrain:** Temperate forest and underground

**Organization:** Solitary, gang (2-4), or band (5-8)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic neutral

**Advancement:** By character class

Boggles are 3-foot tall, roughly humanoid creatures. Their rubbery skin varies in color from blackish-blue to dark gray. Boggles have large bulbous heads and the rest of their body parts are disproportionate and vary from individual to individual (arms of different lengths, spindly legs, etc.). Boggles organize in tribes. A boggle lair is always well hidden and will be littered with small holes (boggle holes) in the walls. They have no language per se, but tend to whine and gibber when dealing with others. Outside their lairs they are cowardly. Inside their lairs, they are very aggressive, and will not hesitate to attack.

### **COMBAT**

Though low on Intelligence the boggle has a variety of ways they attack. One of their favorite ways, in order to gain surprise on an opponent, is to cling to the ceiling of their lair, and drop on unwary opponents. Their second favorite method utilizes their *dimension door* power. A boggle can reach into a boggle hole, *dimension door* his hands, and attack an opponent in another part of the lair. Boggles also love to cover the floor with the oil they secrete from their pores and then move in and attack a fallen opponent. A boggle will try and steal (pick pockets) any one item from a fallen character (determine item randomly).

**Rend (Ex):** If a boggle hits with both claws, it latches onto the opponent's body and bites at it's flesh. This attack requires no attack roll and automatically deals 1d3+1 points of damage.

**Elongation (Ex):** A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

**Oil Secretion (Ex):** Acts as a permanent oil of slipperiness (*Dungeon Master's Guide*, page 191)..A boggle may excrete the oil onto the floor (full round action) in a 5-foot spread. Anyone entering the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Those remaining in the area covered with this oil must make a new save each round or slip and fall. The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

**Slippery (Ex):** The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, don't affect boggles, and they can usually wriggle free from most other forms of confinement.

**Dimension Door (Su):** At will, and as the spell cast by an 8th-level sorcerer, though the range is limited to 30 feet. A favorite tactic of the boggle is, by using the various holes in the walls of its lair (boggle holes), to *dimension door* its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

**Spider Climb (Su):** At will, as the spell as cast by a 7th-level sorcerer.

**Skills:** Boggles receive a +20 racial bonus to Escape Artist checks and a +4 racial bonus to Pick Pocket and Spot checks.

### **BOGGLE CHARACTERS**

A boggle's favored class is rogue; most boggle leaders are rogues.

## **MODULE MONSTERS**

**Ankheg CR 3;** Large Beast; HD 3d10+9; HP 25; Init 0; Spd 30ft; AC 18; ATK bite +6 melee; DAM Bite 2d6+7; 5x10/5; SA Improved Grab, Spit Acid; SQ Tremorsense; SV - Fort +6, Ref +3, Wil +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6 Skills/Feats: Listen +4

Special Abilities/Qualities:

Improved Grab (Ex): To use this ability, the Ankheg must hit with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained. If the Ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

**Badger CR 1/2;** Tiny Animal; HD 1d8+2 ; HP 6 ; Init +3 ; Spd 30 ft B 10ft; AC 15(+2 Size +3 Dex) ; ATK 2 Claws +5 Melee +0 Bite ; DAM 1d2-1 Claws 1d3-1 Bite ; 0ft 2 1/2ft by 2 1/2 ft ; SA Rage ; SQ Scent ; SV - Fort +4 , Ref +5 , Wil +1 ; Str 8 , Dex 17 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Escape Artist +7 Listen +4 Spot +4; Weapon Finesse(Bite, Claw); Special Abilities/Qualities:

Rage (Ex): A badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. Its gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily

**Brown Bear CR 4;** Large Animal; HD 3d8+6 ; HP 19 ; Init +1 ; Spd 40 ft; AC 13(+1 Dex, +2 Natural) ; ATK 2 Claws +6 Melee, Bite +1 Melee ; DAM 1d4+4 Claws, bite 1d6+2 ; 5ft by 5ft/ 5ft ; SA ; SQ Scent ; SV - Fort +5 , Ref +4 , Wil +2 ; Str 19 , Dex 13 , Con 15 , Int 2 , Wis 12 , Cha 6; Skills/Feats: Climb +6, Listen +4, Spot +7, Swim +8; Special Abilities/Qualities: Massive Carnivore weight more than 1800 pounds and stand nearly 12ft tall when they rear onto their hind legs.

**Bugbear War3 (2):** CR 4; Size M (6 ft., 10 in. tall); HD 3d8+3 + 3d8+3; hp 35; Init +4 (+4 Dex); Spd 30 ft.; AC 21 (+4 Dex, +3 Natural, + Chain Shirt); Attack +9 Halberd (1-10+6 20/x3); SV Fort +5, Ref +8, Will +2; AL NE; Str 18 (+4), Dex 18 (+4), Con 12 (+1), Int 7 (-2), Wis 10 (+0), Cha 2 (-4); Languages Spoken: Common, Goblin; Skills and feats: Climb +12, Hide +6, Listen +3, Move silently +6, Spot +3; [Alertness], Blind-fight, Dodge.

**Cloaker CR 5;** Large Aberration (); HD 6d8+18; HP 45; Init +7; Spd 10ft F 40ft; AC 19; ATK Tail slap +8 melee, bite +3 melee; DAM Tail slap 1d6+5, bite 1d4+2; 5x5x10; SA Moan, engulf; SQ Shadow shift; SV - Fort ++5, Ref +5, Wil +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15 Skills/Feats: +12, Listen +11, Move Silently +12, Spot +11; Alertness, Improved Initiative

Special Abilities/Qualities:

Moan (Ex): A cloaker can emit a dangerous subsonic moan instead of biting. By changing the frequency, the cloaker may cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless noted otherwise, creatures that successfully save against these effects cannot be affected by the same moan effect from the same cloaker for one day.

A. Unnerve: All within an 80-foot spread automatically suffer a -2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 15) or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, they must repeat the save in each round the moaning continues.

B. Fear: All those within a 30-foot spread must succeed at a Will save (DC 15) or flee in terror for 2 rounds.

C. Nausea: Everyone in a 30-foot cone must succeed at a Fortitude save (DC 15) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

D. Stupor: A single creature within 30 feet of the cloaker must succeed at a Fortitude save (DC 15) or be affected as though by a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Engulf (Ex):** A cloaker can try to wrap a Medium-size or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it bites the engulfed victim with a +4 attack bonus. It can still use its whip like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Shadow Shift (Su):** Cloakers can manipulate shadows. This ability is effective only in shadowy areas and has several possible effects.

A. **Obscure Vision:** The cloaker gains one-quarter concealment (10% miss chance) for 1d4 rounds.

B. **Dancing Images:** This duplicates a mirror image spell cast by a 6th-level sorcerer.

C. **Silent Image:** This duplicates a silent image spell cast by a 6th-level sorcerer.

**Dire Ape CR 3;** Large Animal; HD 5d8+10; HP 32; Init +2; Spd 30ft; AC 15; ATK 2 claws +8 melee, bite +3 melee; DAM Claw 1d6+6, bite 1d8+3; 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12; SQ Scent; SV - Fort 6, Ref 6, Wil 5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills/Feats: Climb +14, Move Silently +9, Spot +9; Special Abilities/Qualities: Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponents body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

**Ghoul CR 1;** Medium Undead; HD 2d12; Init +2; Spd 30ft; AC 14; ATK Bite +3 melee; 2 claws +0 melee; DAM Bite 1d6+1 and paralysis; claw 1d3 and paralysis; 5 ft. by 5 ft./5 ft.; SA Paralysis, create spawn; SQ Undead, +2 turn resistance; SV - Fort 0, Ref 2, Wil 5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16; Skills/Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7  
Special Abilities/Qualities: Paralysis (Ex): Those hit by a ghouls bite or claw attack must succeed at Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.  
Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls. Ghouls and ghouls may vary depending on their original race or kind.)  
Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub dual damage, ability damage, energy drain, or death from massive damage.  
Ghouls speak the languages they spoke in life (usually Common).

### Gnolls

**Gnoll War2:** CR 2; Size M (8 ft., 1 in. tall); HD 2d8+4 + 2d8+4; hp 24; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 Natural, +5 Chainmail); Attack +9 Battleaxe (1-8 20/x3), or +5 Short bow (1-6 20/x3 Range 60); SV Fort +8, Ref +2, Will +0; AL NE; Str 21 (+5), Dex 15 (+2), Con 15 (+2), Int 11 (+0), Wis 10 (+0), Cha 11 (+0); Languages Spoken: Gnoll, Goblin; Skills and feats: Hide +2, Knowledge (religion) +2, Listen +3, Move silently +2, Ride +6, Spot +4; Power attack, Weapon focus (Battleaxe).

**Gnoll Leader War3:** CR 3; Size M (7 ft., 6 in. tall); HD 5d8+15; hp 37; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +1 Natural, +5 Chainmail); Attack +9 Halberd (1-10 20/x3), or +6 Comp. Longbow (1-8 20/x3 Range 110); SV Fort +9, Ref +3, Will +0; AL NE; Str 20 (+5), Dex 14 (+2), Con 17 (+3), Int 8 (-1), Wis 9 (-1), Cha 12 (+1); Languages Spoken: Gnoll; Skills and feats: Bluff +2, Hide +2, Listen +2, Move silently +2, Profession +2, Spot +2; Cleave, Power attack, Toughness.

**Goblin War1: CR 1;** Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 17 (+3 Dex, +1 Size +3 Studded); Attack +4 Short Sword (1-6+2 19-20/x2) +6 Half spear (1-6 20/x3 Range 20); SV Fort +3, Ref +3, Will +1; AL LE; Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 12 (+1), Cha 9 (-1); Languages Spoken: Giant, Goblin; Skills and feats: Forgery +2, Handle animal +1, Hide +7, Intimidate +3, Listen +3, Move silently +7, Search +3, Spot +3; Alertness

**Griffon CR 4;** Large Beast (); HD 7d10+21; HP 59; Init +2; Spd 30ft F 80ft; AC 17; ATK Bite +8 melee, 2 claws +3 melee; DAM Bite 2d6+4, claw 1d4+2; 5 ft. by 10 ft./5 ft.; SA Pounce, rake 1d6+2; SQ Scent; SV - Fort 8, Ref 7, Wil 3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8; Skills/Feats: Jump +8, Listen +6, Spot +11\* Special Abilities/Qualities: Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

**Pounce (Ex):** If a griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (Ex):** A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each.

Griffons receive a +4 racial bonus to jump checks. \*They also receive a +4 racial bonus to Spot checks in daylight.

**Heavy Horse CR 1;** Large Animal; HD 3d8+6; Init +1; Spd 50 ft; AC 13 (-1 Size, +1 Dex, +3 Natural); ATK 2 hooves +3 Melee; DAM Hoof 1d6+2; 5ft by 10ft/5ft; SA none; SQ Scent; SV - Fort +5, Ref +4, Wil +2; Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Skills/Feats: Listen +6 Spot +6; Special Abilities/Qualities: Carry Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201-400 pounds; a heavy load, 401-600 pounds. A heavy horse can drag 3000 pounds.

**Hill Giant CR 7;** Large Giant; HD 12d8+48; Init -1; Spd 40ft; AC 20(-1 Size, -1 Dex, +9 natural, +3 hide); ATK Huge Great club +16/+11; or rock +8/+3 ranged; DAM Huge Great club 2d6+10; or rock 2d6+7 ; 5ft by 5ft/ 10ft ; SA Rock throwing ; SQ Rock Catching ; SV - Fort +12 , Ref +3 , Wil +4 ; Str 25 , Dex 8 , Con 19 , Int 6 , Wis 10 , Cha 17 Skills/Feats: Climb +9, Jump +9, Spot +4; Cleave, Power Attack, Weapon Focus(Great club)  
Special Abilities/Qualities: Rock Throwing (Ex). Adult Giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small Objects) up to 5 range increments. The size of the range increment varies with the giant's variety. A huge giant can hurl rocks of 60 to 80 pounds (Medium size objects)  
Rock Catching (Ex): A giant of at least large size can catch Small, Medium-size, or large rocks(or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a reflex save to catch it as a free action. The DC is 15 for a small rock, 20 for a medium rock, 25 for a large rock. (If the projectile has a magical bonus to attack the DC increases by that amount.) The giant must be ready for and aware of the attack

#### **Hobgoblins:**

Hobgoblin War1: CR 1; Size M (6 ft., 7 in. tall); HD 1d8+4; hp 12; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +2 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +6 Ref +1 Will +1; AL NE; Str 16 (+3), Dex 12 (+1), Con 18 (+4), Int 11 (+0), Wis 12 (+1), Cha 9 (-1). Languages Spoken: Common, Goblin; Skills and feats: Diplomacy +0, Handle animal +3, Hide +1, Listen +1, Move silently +5, Ride +3, Spot +1; Weapon focus (longsword).

Hobgoblin War2: CR 1; Size M (6 ft., 7 in. tall); HD 2d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Chainmail); Attack +5 Longsword (1-8+3 19-20/x2), or +3 Comp. Longbow (1-8 20/x3 Range 110ft); SV Fort +5 Ref +1, Will +3; AL NE; Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 12 (+0), Wis 16 (+3), Cha 9 (-1); Languages Spoken: Common, Goblin; Skills and feats: Hide +1, Jump +8 Listen +5, Move silently +5, Spot +5; Alertness.

#### **Sub-Chief (1)**

Hobgoblin War3: CR 2; Size M (6 ft., 5 in. tall); HD 3d8+12; hp 30; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (+1 Dex, +5 Chainmail, +2 Shield); Attack +7 Longsword (1-8+3 19-20/x2), or +6 Sling (1-4+2 20/x2); SV Fort +7; Ref +2; Will +2; AL NE; Str 17 (+3), Dex 12 (+1), Con 18 (+4), Int 15 (+2), Wis 12 (+1), Cha 15 (+2); Languages Spoken: Abyssal, Common, Giant, Goblin, Infernal, Orc, Under common. Skills and feats: Hide +1 (+1 Dex), Intimidate +8 (+6 Rank, +2 Cha), Jump +9 (+6 Rank, +3 Str), Listen +1 (+1 Wis), Move silently +5 (+1 Dex, +4 Racial), Pick pocket +2 (+1 Rank, +1 Dex), Speak language +3 (+3 Rank), Spot +1 (+1 Wis), Swim +8 (+5 Rank, +3 Str); Alertness, Weapon focus (Longsword).

#### **Shaman**

Adhu Nazaryet Adp3: CR 2; Size M (6 ft., 1 in. tall); HD 3d6+6; hp 23; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 Heavy Mace (1-8 20/x2), or +2 Sling (1-4 20/x2); SV Fort +3 Ref +2, Will +5; AL NE; Str 13 (+1), Dex 13 (+1), Con 15 (+2), Int 13 (+1), Wis 14 (+2), Cha 13 (+1); Languages Spoken: Common, Giant, Goblin; Skills and feats: Concentration +8, Hide +1, Knowledge (Arcana) +7, Knowledge (religion) +7, Listen +2, Move silently +5, Spot +2; Alertness, Silent spell.

Adapt Spells Per Day: 3/3.

0 Level Spells: Cure Minor Wounds, Detect Magic, and Create Water

1 Level Spells: Detect Good, Protection from Good, Bless

**Kobold War1: CR 1;** Size S (3 ft., 5 in. tall); HD 1d8+1; hp 9; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex, +1 Size, +1 Natural); Attack +0 Dagger (1-4 19-20/x2); SV Fort +3, Ref +2, Will -1; AL CE; Str 7, Dex 14, Con 12, Int 9, Wis 8, Cha 6; Languages Spoken: Draconic; Skills and feats: Craft +1, Handle animal +0, Hide +6, Knowledge +0, Listen -1, Move silently +2, Profession +1, Search +1, Spot -1; Improved initiative.

**Medusa CR 7;** Medium Monstrous Humanoid; HD 6d8+6; HP 33 ; Init +2 ; Spd 30ft; AC 15 (+2 Dex, +3 natural); ATK Short bow +8/+3 ranged; or dagger +6/+1 melee, snakes +3 melee; DAM Short bow 1d6; or dagger 1d4, snakes 1d4 and poison; 5 ft. by 5 ft./5 ft.; SA Petrifying gaze, poison; SQ ; SV - Fort 3, Ref 7,

Wil 6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15 Skills/Feats: Bluff +11, Disguise +11, Move Silently +9, Spot +10

Special Abilities/Qualities: Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).  
Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength

**Minotaur CR 4;** Large Monstrous Humanoid; HD 6d8+12; HP 39; Init +0; Spd 30ft; AC 14 (-1 size, +5 natural); ATK Huge Great axe +9/+4 melee, gore +4 melee; DAM Huge great axe 2d8+4, gore 1d8+2; 5 ft. by 5 ft./10 ft.; SA Charge 4d6+6; SQ Scent, natural cunning; SV - Fort 6, Ref 5, Wil 5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8

Skills/Feats: Intimidate +5, Jump +8, Listen +8, Search +6, and Spot +8

Special Abilities/Qualities:

Charge (Ex): A Minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although Minotaurs are not especially intelligent; they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Minotaurs receive a +4 racial bonus to Search, Spot, and Listen checks.

**Monstrous Spider; CR 2;** Large Vermin; HD 4d8+4; HP 22; Init +3; Spd 30 ft; AC 14(-1 Size, +3 Dex, +2 Natural); ATK Bite +4 Melee; DAM 1d8+3 and Poison; 10 by 10ft/5ft; SA Poison, Web; SQ Vermin; SV - Fort +5, Ref +4, Wil +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2; Skills/Feats: Climb +14, Hide +6, Jump +2\*, Spot +7\*

Special Abilities/Qualities:

Poison (Ex) DC 16; 1d6 Strength Initial and Secondary temporary lose

Web (Ex) Both types of monstrous spiders often wait in their webs or in tress, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

+8 Competence bonus to Hide and Move Silently checks when using webs.

For detailed Information on Spider Webs see Pg 208 and 210 in MM.

**Ogre Mage;** CR 8; Large Giant; HD 5d8+15; HP 37; Init +4; Spd 30ft F 40ft Good; AC 18 (-1 size, +5 natural, +4 chain shirt); ATK Huge great sword +7 melee; -or Huge longbow +2 ranged; DAM Huge great sword 2d8+7; -or Huge longbow 2d6; 5 ft. by 5 ft./10 ft.; SA Spell-like abilities; SQ Regeneration 2, SR 18; SV - Fort 7, Ref 1, Wil 3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17; Skills/Feats: Concentration +6, Listen +5, Spell craft +4, Spot +5 Special Abilities/Qualities: Ogre mages speak Giant and Common. Spell-Like Abilities: At will-darkness and invisibility; 1/day-charm person, cone of cold, gaseous form, polymorph self, and sleep. These abilities are as the spells cast by a 9th-level sorcerer (save DC 13 + spell level).  
Flight (Su): An ogre mage can cease or resume flight as a free action. While in gaseous form it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mages take normal damage from fire and acid. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost body parts

**Orc War1: CR 1;** Size M (5 ft., 2 in. tall); HD 1d8+2; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +6 Battleaxe (1-8+4 20/x3); SV Fort +4, Ref +2, Will +0; AL LE; Str 18 (+4), Dex 14 (+2), Con 15 (+2), Int 10 (+0), Wis 11 (+0), Cha 9 (-1); Languages Spoken: Orc. Skills and feats: Hide +2 (+2 Dex), Listen +0, Move silently +2 (+2 Dex), Perform +1 (+2 Rank, -1 Cha), Ride +6 (+4 Rank, +2 Dex), Spot +0; Weapon focus (battleaxe).

**Owlbear CR 4;** Large Beast; HD 5d10+27; HP 47; Init +1; Spd 30ft; AC 15 (-1 size, +1 Dex, +5 natural); ATK 2 claws +7 melee, bite +2 melee; DAM Claw 1d6+5, bite 1d8+2; 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; SV - Fort 8, Ref 5, Wil 2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10 Skills/Feats: Listen +8, Spot +7

Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

**Viper CR 1/2;** Small Animal; HD 1d8; Init +3; Spd 20 ft; AC 17(+1 Size, +3 Dex, +3 Natural) ; ATK Bite +4 melee ; DAM Bite 1d2-2 and poison ; 5ft by 5ft(Coiled)/5ft ; SA Poison ; SQ Scent ; SV - Fort +2 , Ref +5 , Wil +1 ; Str 6 , Dex 17 , Con 11 , Int 1 , Wis 12 , Cha 2; Skills/Feats: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9; Weapon Finesse(Bite); Special Abilities/Qualities: Poison(Ex):Bite, Fortitude Save(DC

11 for all sizes Large and Smaller, DC 13 for Huge Viper) Initial and Secondary Damage 1d6 temporary Constitution

**Wild Boar** CR 2; Medium Animal; HD 3d8+9; HP 22; Init +0; Spd 40 ft; AC 16(+6 Natural); ATK Gore +4 Melee; DAM Gore 1d8+3; 5ft by 5ft/ 5ft; SA Ferocity; SQ Scent; SV - Fort +6, Ref +3, Wil +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4; Skills/Feats: Listen +7, Spot +5  
Special Abilities/Qualities: Ferocity (Ex): A Boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. (PHB 129)

**Wild Dog** CR 1/3; Small Animal; HD 1d8+2; HP 6; Init +3; Spd 40 ft; AC 15(+1 Size, +3 Dex, +1 Natural); ATK Bite +2 Melee; DAM 1d4+1; 5ft/ 5ft by 5ft; SA; SQ Scent; SV - Fort +4, Ref +5, Wil +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6; Skills/Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore +1\*  
Special Abilities/Qualities: +8 Wilderness lore when tracking by scent

**Wild Horse** CR 1; Large Animal; HD 3d8+6; Init +1; Spd 60 ft; AC 13(-1 Size, +1 Dex, +3 natural); ATK 2 hooves +2 Melee; DAM 1d4+1; 5ft by 10ft/5ft; SA none; SQ Scent; SV - Fort +5, Ref +4, Wil +2; Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Skills/Feats: Listen +6, Spot +6; Special Abilities/Qualities:  
Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; a heavy load, 301-450 pounds. A light horse can drag 2250 pound

**Winter Wolf** CR 5; Large Magical Beast; HD 6d10+18; HP 51; Init +5; Spd 50ft; AC 15 (-1 size, +1 Dex, +5 natural); ATK Bite +9 melee; DAM Bite 1d8+6; 5 ft. by 10 ft./5 ft.; SA Breath weapon, trip; SQ Scent, cold subtype; SV - Fort 8, Ref 6, Wil 3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10 Skills/Feats: Hide +6\*, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +1\* Special Abilities/Qualities:  
Breath Weapon (Su): Cone of cold, 15 ft., every 1d4 rounds; damage 4d6, Reflex half DC 16. Winter wolves can use their breath weapon while biting.  
Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.  
Cold Subtype: Cold immunity; double damage from fire except on a successful save.  
Winter wolves receive a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to hide checks. \*Their natural coloration grants winter wolves a +7 racial bonus to Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus to Wilderness Lore checks when tracking by scent.  
Winter wolves can speak giant and common.

**Wolf** CR 1; Medium Animal; HD 2d8+4; Init +2; Spd 50 ft; AC 14(+2 Dex, +2 Natural); ATK Bite +3 Melee; DAM Bite 1d6+1; 5ft by 5ft/ 5ft; SA Trip; SQ Scent; SV - Fort +5, Ref +5, Wil +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills/Feats: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1\*  
Weapon Finesse (Bite); Special Abilities/Qualities: Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. +4 racial bonus to wilderness lore when tracking by scent.

**Worg** CR 2; Medium Magical Beast; HD 4d10+8; HP 30; Init +2; Spd 50ft; AC 14 (+2 Dex, +2 natural); ATK Bite +7 melee; DAM Bite 1d6+4; 5 ft. by 5 ft./5 ft.; SA Trip; SQ Scent; SV - Fort 6, Ref 6, Wil 3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10 Skills/Feats: Hide +7, Listen +9, Move Silently +7, Spot+9, Wilderness Lore +2\*

Special Abilities/Qualities: Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg. A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

#### **Wereboar: NPC.**

HUMAN Form

Human War5: CR 6; Size M (5 ft., 5 in. tall); HD 5d8+18; hp 44; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 natural armor); Attack +9 melee, or +7 ranged; SV Fort +7, Ref +3, Will +1; AL NE; Str 18 (+4), Dex 14 (+2), Con 17 (+3), Int 11 (+0), Wis 10 (+0), Cha 12 (+1). Skills and feats: Hide +2, Intimidate +4, Jump +12, Listen +0, Move silently +2, Ride +9, Spot +0, Swim +10; Combat reflexes, Improved initiative, Two-weapon fighting.

**Boar Form:**

Wereboar CR 6; Medium Shape changer; HD 5d8+36; hp 62; Init +6(+2 Dex +4 Improved Init); Spd 40ft AC 21 (+3 Dex +8 Natural); ATK Gore +6 Melee; DAM Gore 1d8+6; 5ft by 5ft/5ft; SA Ferocity, Curse of Lycanthropy, AS Boar; SQ Boar Empathy; plus scent, Damage reduction 15/Silver as boar; SV - Fort +8, Ref +3, Wil +3; Str 22(+6), Dex 17, Con 23(+6), Int 11, Wis 10, Cha 12\*; Skills/Feats: Listen +15, Search +8, Spot +12 as Boar\*\* Blind-Fight, Improved Initiative as boar \*\*\*

**Special Abilities/Qualities:**

Ferocity (Ex): A Wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying. (PHB 129)

Lycanthropic Empathy (Ex): Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "Friend", "foe", "flee" and "attack"

Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at Fortitude save (DC15) or contract Lycanthropy. See MM PG 219

**Werewolf: NPC****Human Form**

Human War4: CR 5; Size M (5 ft., 5 in. tall); HD 4d8+4; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +8 Great Sword (2d6+4 19/20 x2melee), or +6 ranged; SV Fort +5, Ref +3, Will +0; AL CE; Str 16 (+3), Dex 15 (+2), Con 13 (+1), Int 11 (+0), Wis 8 (-1), Cha 13 (+1).

Skills and feats: Climb +9, Handle animal +3, Hide +2, Listen +3, Move silently +2, Profession +2, Sense motive +1.5, Spot +3, Swim +8; Dodge, Power attack, Weapon focus (Great sword), and Skill Focus (Profession)

**Werewolf Form**

CR 5; Medium Shape changer; HD 4d8+20; hp 52; Init +8(+4 Dex, +4 Improved Init); Spd: 50ft; AC 18(+4 Dex, +4 Natural); ATK Bite +3 Melee: +8 Great Sword(2d6+6 19/20 x2); Dam Bite 1d6+1 ; Reach: 5ft by 5ft/5ft ; SA Trip, Curse of Lycanthropy; SQ Wolf Empathy; plus scent, Damage reduction 15/Silver as Wolf/Hybrid ; SV - Fort +7 , Ref +5 , Wil +2 ; Str 18(+4) , Dex 19(+4) , Con 19(+4) , Int 11 , Wis 8(-1) , Cha 13(+1); Skills/Feats: Climb +9, Handle animal +3, Hide +3, Listen +13, Move Silently +4, Profession +8, Search +7, Sense motive +1.5, Spot +13, Swim +8; Wilderness Lore +4 Blind-Fight, Improved Initiative, Weapon Finesse(Bite)

**Wolf Form**

CR 5; Medium Shape changer; HD 4d8+20; hp 52; Init +8(+4 Dex, +4 Improved Init); Spd: 50ft; AC 18(+4 Dex, +4 Natural); ATK Bite +3 Melee; Dam Bite 1d6+1; Reach: 5ft by 5ft/5ft ; SA Trip, Curse of Lycanthropy; SQ Wolf Empathy; plus scent, Damage reduction 15/Silver as Wolf/Hybrid ; SV - Fort +7 , Ref +5 , Wil +2 ; Str 18(+4) , Dex 19(+4) , Con 19(+4) , Int 11 , Wis 8(-1) , Cha 13(+1); Skills/Feats: Hide +3, Listen +13, Move Silently +4, Search +7, Spot +13, Wilderness Lore +4 Blind-Fight, Improved Initiative, Weapon Finesse(Bite)