



The Silent Barracks

A Four-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

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The discovery of a hidden staircase and the ruins of past battles lure brave adventurers ever deeper into the bowels of Castle Greyhawk. What dangers (and treasures) lie hidden there in the wrack of past battles? A “Greyhawk Ruins” adventure for characters level 1-7 (APLs 2-4) set in the Domain of Greyhawk.

Resources for this adventure [and the authors of those works] include *City of Peril* [Ed Stark], *Complete Arcane* [Richard Baker], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, and Robin D. Laws], *Dungeonscape* [Jason Bulmahn and Rich Burlew], *Expedition to the Ruins of Greyhawk* [Jason Bulmahn, James Jacobs, Erik Mona], *Greyhawk Ruins* [Blake Mobley, Timothy B. Brown], *Greyhawk Ruins Sourcebook* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Player's Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], and *The Adventure Begins* [Roger E. Moore].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Core adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-

check that he fully understands any new rule items presented in this adventure before play begins.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a Living Greyhawk adventure record (AR). You need one copy of this for each participating player.

LAYOUT AND ORGANIZATION

This adventure has several sections:

- **CGR7-02:1 *Into the Silent Barracks***: This section contains the adventure text, all relevant stat blocks, handouts, and maps. This is the first zone of the adventure and contains a mixture of encounter traps and scavenger monsters all lurking to catch unwary adventurers.
- **CGR7-02:2 *Pit of the Gouger***: Much of this section of the ruins are controlled by Uro'thon a huge, but horribly dismembered, troll. Other parts of the complex are plagued by strange magical affects.
- **CGR7-02:3 *Convert and Die...or Vice Versa***: This part of the ruins is actually split into two sections. One section, (Rooms 330 – 334) contains the living remnants of a group of bandits that are licking their wounds from a nasty encounter they had a couple days back with the ghoul-lord Wraeth Blackstone. The other section (Rooms 320, 325 – 329) contains Wraeth himself, and many of the bandits who have become ghouls themselves.
- **CGR7-02:4 *Blackstone Crypt***: This part of the dungeon were claimed by the dwarven clan Blackstone as somewhere to bury their dead.
- **Appendices**: This section contains all the New Rules Items required for this adventure as well as affiliation briefing sheets and any other required generic information.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a "Greyhawk Ruins" adventure. Each "Greyhawk Ruins" adventure comprises four distinct rounds (or zones), set in the Domain of Greyhawk. Treat each adventure as a separate round. Thus, it costs most characters 2 TUs to participate in each round but characters with the Domain of Greyhawk as their home region pay only 1 TU per round. Characters must pay upkeep for each round in which they participate.

Each round has its own AR. A character receives an AR for a round at the end of the session in which he first earns XP or gp from that particular part of the dungeon. Once a character has received an AR for a zone, he may never again adventure in that area.

A character can choose to explore all the rounds of this adventure in a single (mega) session (equivalent to four adventure rounds) or can choose to enter them one at a time (taking up to four sessions to complete the entire adventure).

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury

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

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Read these notes before play begins.

GREYHAWK RUINS SOURCEBOOK

To play this adventure you also need a copy of the *Greyhawk Ruins Sourcebook*. The sourcebook contains information about the free city, its laws, and statistics for watchmen, and the like. Download the map free from www.wizards.com/default.asp?x=lg/welcome. The DM should ensure that he reviews the city's laws before play.

AFFILIATION BRIEFING SHEETS

Many of the PCs participating in this adventure will be members of one of the free city's affiliations (as detailed in the *Greyhawk Ruins Sourcebook*). Before play begins, hand out the relevant briefing sheet to each player. PCs not belonging to any affiliation must determine for themselves exactly why they are exploring the ruins.

ADVENTURE BACKGROUND

Momentous events once again threaten to overwhelm the free city of Greyhawk. To the south, Turrosh Mak demands peace with the Domain while bandits once again grow emboldened by Greyhawk's widely spread armed forces. Indeed, some of these bandits have powerful friends within the free city who manipulate the bandits for their own ends.

The rise of banditry has not gone unnoticed in the free city. Many within the city grow concerned at the increase of lawlessness in the Near Domain. Chief among these is Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert and member of the free city's Directing Oligarchy. Several weeks ago, she dispatched Korenth Mauk, a trusted servant, to learn more.

Korenth's investigations quickly bore fruit and he swiftly came to the conclusion that the ruins of the infamous Castle Greyhawk – only a few miles from the city itself – was in some way connected to the rise of lawlessness in the Domain. Unfortunately, his investigations drew the attention of certain powerful individuals who were angered

at Eritai's servant poking his nose into such sensitive matters. Thus, Korenth had to die and was slain by a master assassin two days ago. Korenth resisted mightily, however, and the sound of battle alerted those staying in the nearby rooms, so the assassin could not complete a thorough search of the room, leaving vital evidence unrecovered.

In CGR7-01 *Ruins of Discovery*, the PCs uncovered certain clues within Korenth's room that led them to discovery that his investigations centered around the ruins of Castle Greyhawk. Setting out to the ruins, bandits beset the PCs but were eventually slain. Once they reached the ruins, they entered the War Tower after bargaining with the Wartower Wardens. Exploring the dungeons, they destroyed many foul creatures and odious individuals and discovered that the bandits were in some way using portions of the first level (and perhaps areas below) that as a kind of base of operations.

In this adventure, the PCs return to the ruins to uncover the true extent of the bandits' control over the subterranean levels of the War Tower.

INTRODUCTION

As the adventure opens, the PCs are in the Greyhawk City. They could be at the Griffon's Nest or at another venue. Each of the PCs has been contacted by their affiliation and asked to continue their investigation of the dungeons below the War Tower (refer to the Affiliation Briefing Sheets for more information).

Before play begins, hand out the affiliation briefing sheets to the appropriate PCs and allow them time to assimilate and discuss the included information. PCs without any affiliation score must decide why they want to explore Castle Greyhawk; likely the lure of fame and wealth have proved too strong to resist!

Again, you find yourselves in the Free City of Greyhawk. Adventure beckons in the dark halls below the ruins of Zagig's old home and you have banded together with several likeminded individuals.

Once the PCs have introduced themselves to each other, proceed with the adventure. If the PCs wish to learn more about the castle before setting off, proceed to encounter one. Before setting out, the PCs have enough time to buy consumable magic items, visit old friends, call in favors and so on. If the PCs want to role-play the journey to the castle, use encounter two. Once they arrive at the ruins, use encounter three.

1: LEARNING MORE

Doubtless, at some point during the adventure, the PCs will seek to learn more about Castle Greyhawk and other things of interest. When they do so, consult the tables below to determine exactly what they learn.

Characters with ranks in Knowledge (local: core) or bardic knowledge can learn more Castle Greyhawk and its environs. When a character makes a successful skill check,

the following lore is revealed, including the information from lower DCs.

GETTING THERE

- **DC 10:** Castle Greyhawk stands eight miles from the city beyond the mighty Selintan. The safest and quickest way to reach it is to follow Marsh Path across Zagig's Bridge.
- **DC 15:** Most people avoid Zagig's Bridge – some say it is haunted or cursed. Several hovels have grown up around the span, mainly populated by landless immigrants from the Wild Coast.

CASTLE GREYHAWK

- **DC 10:** The shattered stumps of the castle's three great towers are clearly visible from North Hills Park. There are rumored to be at least 10 levels of dungeon below each tower as well as strange portals to other planes. The castle was abandoned in 421 CY after Zagig disappeared. Only adventurers explore the ruins now.
- **DC 15:** The three towers are known as the Tower of War (to the east), the Tower of Power (to the west), and the Tower of Magic (in the centre).
- **DC 20:** Returning in secret, Zagig captured nine demigods in the dungeons below his castle around the turn of the century and used their power to propel himself to godhood.

2: GETTING THERE

Use this encounter when the PCs decide to leave the city and travel toward the ruins of Castle Greyhawk. This encounter assumes that the PCs leave through Marsh Gate (the gate nearest to Castle Greyhawk). If they leave through another gate, modify the encounter as necessary. If time is tight, skip this encounter.

For simplicity, assume that any PC with weapons that had to be left with the City Watch did so at Marsh Gate. Thus, as they leave the city they can retrieve their weapons without any problems. The City Watch do not hinder the PCs in any way as they leave.

Set just north of the junction between the city walls and the Black Wall, Marsh Gate gives access to the southern end of the Foreign Quarter. It is mainly used by wagons bringing piles of waste to the city's refuse tip, which lies at Garbage Hill, outside the western walls. It is also common to see funeral processions bearing bodies to the city's cemetery – also just outside the western wall. Those bound for Castle Greyhawk leave the city by Marsh Gate, heading along the river trail leading to Zagig's Bridge. Two Watch patrols guard the gate Read:

As you retrieve your weapons from the City Watch, several large wagons laden with rubbish and filth pass by on the way to Garbage Hill. Travelers, merchants, and watchmen all get out of the way of the foul-smelling carts.

The PCs are free to leave the city.

DEVELOPMENT

Proceed to encounter 3. DM Maps 1 and 2 shows the location of the ruins in relation to Greyhawk City.

3: THE RUINS

In this encounter, the PCs finally reach the ruins of Castle Greyhawk and meet the Wartower Wardens. Use DM Map 5 to handle Encounters 10 and 11. Read:

A small, squat building stands just outside the shattered ruin of the Tower of War. The building is of grey stone and is obviously of much newer construction than the surrounding ruins. A lone dwarf sits outside, sitting on a shattered stone block. He is smoking a long pipe.

When the PCs approach the dwarf or enter his field of vision, continue:

At your approach, he looks up. "Well met, strangers. You have the look of adventurers about you. Have you come to try your luck in the War Tower?"

This is Grebold Blitzhame (LN male dwarf fighter 5). A member of the Wartower Wardens he shares this guard duty with this brother, Thren (who watches here at night).

If the PCs confirm that they are here to explore the War Tower, Grebold insists that they speak with Stillguar, leader of the Wartower Wardens. Grebold calls inside and presently, a grizzled dwarf emerges. If the PCs try to enter the tower without speaking with Stillguar, the entire guild turns out to stop them. See Development for more details.

Stillguar explains that the Wartower Wardens controls access to the ruins and that to enter, the PCs must promise to pay 25% of the treasure to the guild when they leave. To facilitate this, the dwarves demand that they inventory the PCs' possessions and wealth so that they only tax what the PCs find.

STILLGUAR

Short, stocky and heavily bearded this muscled dwarf carries an axe at his side and has an air of authority about him.

Attitude: Indifferent (PH 72).

What He Knows: See Learning More.

Background: Stillguar has dwelt here for two decades, taxing adventurers seeking to enter the War Tower. In that time he has seen many things and is happy to paint a lurid picture of the terrors lurking in the dungeons below the tower.

LEARNING MORE

The PCs may have some questions for Stillguar. His responses to such questions appear below:

Have you seen any bandits around here? No. (A DC 20 Sense Motive check reveals that Stillguar is holding something back. If the PCs push this point and threaten to tell the free city's authorities that bandits have been using the tower, Stillguar drops his demand to 10% of treasure found as long as they promise to keep the knowledge to themselves. He denies helping the bandits but argues that everyone should be allowed access to the ruins, no matter their personal philosophy.

Has anyone recently entered the War Tower? A small group of adventurers went into the tower two days ago. They have not yet returned.

Why are you here? We of the Wartower Wardens believe that much wealth lies unclaimed in the dungeons below. We guard this entrance to claim a fair share.

How long have you done this? About 20 years.

DEVELOPMENT

If the PCs try to muscle their way into the tower without speaking to, and making a deal with, the Wartower Wardens twelve members of the guild emerge from the guildhouse to stop the PCs. In total, the PCs are confronted by 10 guards (LN male dwarf fighter 4) and 2 lieutenants (LN male dwarf fighter 7). If combat ensues, use the statistics starting on page 110 of the *Dungeon Master's Guide*. The dwarves beat the PCs unconscious, steal half their coin wealth and deposit the PCs outside the ruins.

If the PCs agree to Stillguar's demands, the PCs may enter the dungeons. Proceed to the appropriate adventure zone. If this is the PCs first visit to the Silent Barracks they should ideally proceed to zone 1. If the bulk of the party has already adventured there, though, but one or more of the PCs has not, move immediately to the zone they wish to investigate giving no details about the layout of zone one. (In this situation it is assumed that zone one has been temporarily cleared out). In summary, the zones are:

- **CGR7-02:1 Into the Silent Barracks.** This section contains the adventure text, all relevant stat blocks, handouts, and maps. This is the first zone of the adventure and contains a mixture of encounter traps and scavenger monsters all lurking to catch unwary adventurers.
- **CGR7-02:2 pit of the Gouger.** Much of this section of the ruins are controlled by Uro'thon a huge, but horribly dismembered, troll. Other parts of the complex are plagued by strange magical affects.
- **CGR7-02:3 Convert and Die...or Vice Versa.** This part of the ruins is actually split into two sections. One section, (Rooms 330 – 334) contains the living remnants of a group of bandits that are licking their wounds from a nasty encounter they had a couple days back with the ghoul-lord Wraeth Blackstone. The other section (Rooms 320, 325 – 329) contains Wraeth himself, and many of the bandits who have become ghouls themselves.
- **CGR7-02:4 Blackstone Crypt.** This part of the dungeon were claimed by the dwarven clan Blackstone as somewhere to bury their dead.

Into The Silent Barracks

By Creighton Broadhurst

ADVENTURE BACKGROUND

The Silent Barracks comprise the second dungeon level below the Tower of War. This level is a complete ruin. Originally made to service the troops above, it was laid waste during battles between clerics of Nerull and the humanoid followers of Vaprak. Many of the monsters dwelling here now have been forced out of the deeper levels by the constant warfare continuing there.

A small band of bandits has also set up a small fortress here (zone three) which they use to store and sort the many items they have acquired from the Near Domain. These bandits had some small level of control over some portions of the dungeon and have set some traps to control the scavengers endemic here and the passage of meddlesome adventurers. However, the sudden emergence of packs of undead from the lower levels has broken their hold over much of the dungeon.

ADVENTURE SUMMARY

In this adventure, the PCs first enter the Silent Barracks and begin their exploration of that level. A mix of scavengers that prey on passing adventurers and the like mainly inhabits the many chambers and passageways here. The monsters and challenges they face include:

1-01: A hidden pit has been set to catch the unwary.

1-03: This area contains a cleverly trapped statue. Once activated, torches set in the surrounding walls hurl fire and ice at would be thieves.

1-04: A small pack of darkmantles hides in the chamber above and attack any adventurers reaching this area.

1-07: A trash-filled chamber containing one or more carrion crawlers and the entrance to several other areas awaits the PCs here.

Once the PCs have explored this zone of the dungeon they will discovered how to get to zones two and three. Zone four is only accessible from zone three.

PREPARATION FOR PLAY

This should be the first zone that the PCs play in this adventure. If it is not, gloss over the party's progress through this portion of the dungeon, describing the various chambers extremely vaguely. Scavengers and such inhabit this portion of the dungeon so when the PC returns to adventure in this area simply assume that the monsters described herein are recently arrived in the area. Similarly, previous adventurers did not trigger the encounter trap in area 103 – perhaps they believed the statue was too obviously a trap.

INTRODUCTION

Once the PCs have reached the War Tower and have negotiated their way past the Wartower Wardens, the adventure proper begins. If the players are handling this adventure in more than one session, use this section each time, but paraphrase its contents. Read:

Once past the Wartower Wardens, you move through the now silent and abandoned tunnels of the Hungry Halls. There is only one way down to the next level – the Silent Barracks – a stairway held by a small but determined band of bandits. The bandits are now dead and nothing stands between you and further adventure!

Proceed to area 1-01.

1-01: TO THE SILENT BARRACKS

This chamber and the long stairway leading down from the first level (area 9 of zone 2 in CGR7-01 *Ruins of Discovery*) is the first area of the Silent Barracks the PCs encounter. Read:

The stairs leading downwards from the upper level quickly widen to 10 ft. and plunge steeply downwards.

A character with Track succeeding on a DC 20 Survival check can tell that small groups of humanoids travelling both upwards and downwards infrequently use the stairs.

When a PC enters the indicated squares, he activates a pit trap.

APL 2 (EL 2)

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

APL 4 (EL 2)

⚡**Hidden Spiked Pit Trap:** CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each; Search DC 24; Disable Device DC 15).

With the exception of the spikes at APL 4, the pit is empty. The inhabitants of zone 2 know of its location and easily avoid it as they move through this area.

CHAMBER FEATURES

This chamber has the following features of note:

Steep Stairs: A flight of 10 ft. wide steep stairs leads into the room. Another stair leads from the chamber to area 303.

Characters moving up either stair must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

DEVELOPMENT

Once the PCs have bypassed or survived the pit trap they can either investigate the raised chamber to the northwest (area 102) or continue down the stairs to area 103.

1-02: RAISED CHAMBER

This chamber can only be accessed from area 101. When the PCs can see into this chamber, read:

A 5 ft. high ledge separates this chamber from the one in which you currently stand. Its main features are a large (closed) chest against one wall and a flipped over table missing a leg.

CHAMBER FEATURES

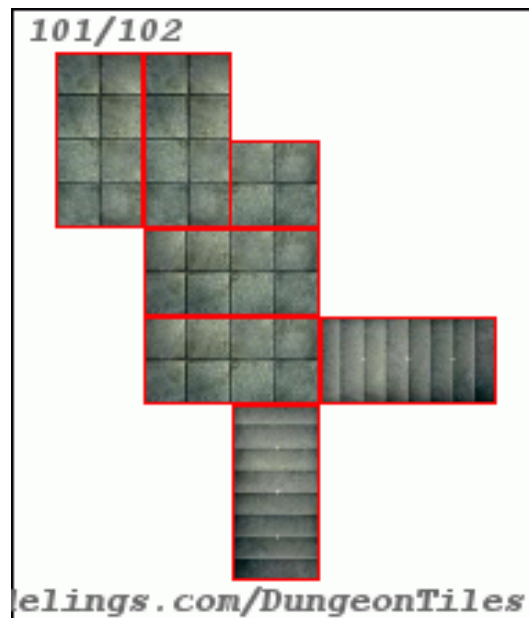
This chamber has the following features of note:

Ledge: This chamber is 5 ft. above the floor level of area 301. It costs 2 squares of movement to clamber over the ledge into this chamber.

Large Chest: A large chest (hardness 5, hp 15, Break DC 23) stands against one wall of that chamber. Although it has long since been looted, the lid has fallen closed. Inside, it is empty of obvious loot. However, previous explorers missed the chest's false bottom, which a PC can find with a DC 25 Search check. A small amount of mixed coinage still lies here waiting to be recovered.

Flipped Over Table: A large table lies flipped over against the northeast wall; one leg has been hacked off and is visible nearby. Several pieces of paper are trapped under it and the surface bears numerous ink stains. The writing is long since faded and is illegible.

Treasure: The only treasure in this area is hidden in the chest's false bottom. Refer to the Treasure Summary to determine what the PCs find here.



1-03: WRATH OF VAPRAK

In many ways, this chamber is the centre of this zone. The bandits dwelling in zone three have laid a cunning trap upon the statue, setting it to activate if anyone comes within 10 ft. of the statue's head. (In practice this means that someone must either climb the statue or be flying or levitating nearby). To further entice foolish adventurers to their death they have replaced the statue's eyes with two large (but relatively) inexpensive gems. When the PCs enter the chamber, read:

Ahead of you a short, steep stair leads upwards in this chamber. A huge scarred and defaced stone statue of a mottled brown and green humanoid stands in the centre of this chamber. Black gems glitter in its eye sockets. To your left, right and above your heads, a balcony, accessed by steep narrow stairs, runs along the walls

At the far end of the chamber another set of stairs leads down to a set of double doors. Another door pierces the wall to your right.

APL 2 (EL 2)

↗ Cold Fire: Appendix 1.

APL 4 (EL 4)

↗ Cold Fire: Appendix 1.

When a PC gets within 20 ft. of the statue's head, the trap activates and runs for the number of rounds listed in the relevant stat block. Read:

The torch scones on the left hand wall suddenly erupt in cold, blue flame while fire bursts from those to your right.

In subsequent rounds, each PC is randomly targeted by the affect of a single torch. The torches burning with blue flames hurl a *lesser orb of cold* at APL 2 or a *ray of ice* at APL 4. The other torches emit a *lesser orb of fire* (APL 2) or a *scorching ray* (APL 4). PCs can stop a torch targeting them by destroying it (see stat block). If there are fewer torch scones than PCs in the chamber determine randomly who is not targeted each round.

When the trap's duration ends the flames in any surviving torch scones die down. The trap is then inactive for 10 minutes before resetting.

CHAMBER FEATURES

This chamber has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Balcony: A balcony 10 ft. above the floor of this chamber runs around much of this chamber. To steep staircases provide access to the balcony. Torch scones (see Appendix 1 for stats) stud the walls behind the balcony. All are either empty or hold the remains of expended torches. PCs under the balcony gain cover (+4 to AC, +2 on Reflex

saves) from the torch scones on the opposite wall if the cold fire trap activates.

Steep Staircases: Characters moving up either set of stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Huge Statue: The scarred and defaced bulk of this huge stone statue (hardness 8, hp 540, Break DC 50) is 20 ft. high and depicts a mottled brown and green humanoid. A DC 20 Knowledge (religion) check identifies the statue as representing Vaprak (CE lesser deity of ogres, combat, greed, destruction, aggression, frenzy, and trolls).

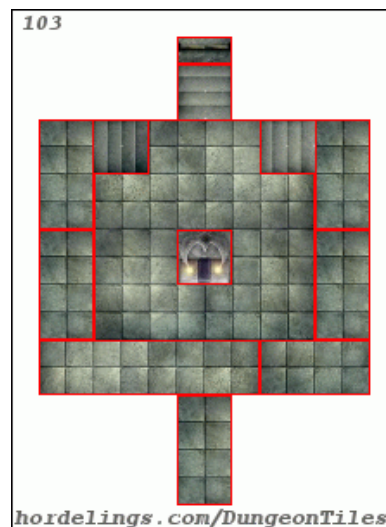
Characters succeeding on a DC 15 Climb check can scale the statue.

Eye Socket Gems: To further entice fools to their death, the bandits have placed a *Nystul's magic aura* on each gem. A DC 16 Spellcraft check reveals that they both emit an aura of faint enchantment. PC examining the gems, and making a DC 15 Appraise check, correctly estimate each gem's worth at 30 gp.

Treasure: The only treasure in the chamber is the gems placed in the eye socket of the statue. Refer to the Treasure Summary for more details.

DEVELOPMENT

If the PCs battle the cold fire trap in this chamber, the darkmantles in area 104 may hear the battle and prepare accordingly. Have them make a DC -10 Listen check (modified by -15 for interposing door, distance, and distraction). If the darkmantles hear the PCs, they prepare for combat by clustering around the lip of the oval hole in the ceiling of area 104. Refer to that combat encounter for more detailed tactical notes on the ensuing battle. The darkmantles do not enter this area if the cold fire trap is still active.



1-04: DEATH FROM ABOVE

A small flock of darkmantles has recently taken up residence in this chamber arriving here when adventurers left the doors connecting 1-05 and 1-10 open. They lurk in the chamber above this area, keeping a watch for prey moving below. When the PCs enter this chamber, read:

Ahead of you, the main part of this chamber is roughly 30 ft. wide and is reached by climbing a short but steep flight of stairs ahead of you.

Add, if the PCs can see the hole in the ceiling (which is 30 ft. from the doors):

The ceiling here is 20 ft. high and is pierced by a large oval-shaped hole almost 15 ft. wide.

If the darkmantles did not hear the PCs battling the trap in area 103 give them a DC 0 Listen check to hear the PCs open the door (modified by -8 for distance and distraction). PCs entering the chamber who can see the oval hole in the ceiling can make a Spot check opposed by the darkmantles' Hide check to notice the creatures lurking above.

APL 2 (EL 4)

➔ **Darkmantles** (4): hp 6; MM 38.

APL 4 (EL 6)

➔ **Shadow Darkmantles** (4): hp 13; Appendix 1.

Once the PCs can see the darkmantles, a DC 11 knowledge (arcana) identifies them as such. At APL 4, a DC 12 Knowledge (arcana) check reveals that these are not normal darkmantles.

Tactics: When they become aware of prey in the chamber below, each darkmantle casts *darkness* on itself. In the next round, they fly out of their lair and attack, using their limited aerial mobility to attack weaker looking members of the party. If a darkmantle hits an opponent with its slam attack, it uses improved grab to start a grapple (free action, no attack of opportunity). In subsequent rounds, it constricts its opponent until slain.

If the darkmantle is reduced to fewer than half hit points, it flees combat seeking the safety of the chamber above. Once in the upper chamber, it stays out of line of sight of opponents in the main chamber any only attacks those entering its lair.

CHAMBER FEATURES

This chamber has the following features of note:

Ceiling: The ceiling is 20 ft. high and can be move across with a DC 25 Climb check.

Oval Ceiling Hole: An oval 20 ft. long, 10 ft. wide hole pierces the ceiling in the exact centre of this chamber. It opens into another, smaller chamber (see What Lies Above, below). Falling from this chamber inflicts 2d6 points of

falling damage. A PC succeeding on a DC 15 jump check reduces this to 1d6 points of falling damage.

Steep Stairs: A short flight of stairs leads up into this chamber from area 103. Similarly, a short flight of stairs leads down to the set of double doors leading to 119.

Characters moving up either set of stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Stone Doors: Several stone doors (hardness 8, hp 60, Break DC 28) block further exploration of the rest of the dungeon.

Walls: The stone walls of this chamber can be scaled with a DC 20 Climb check.

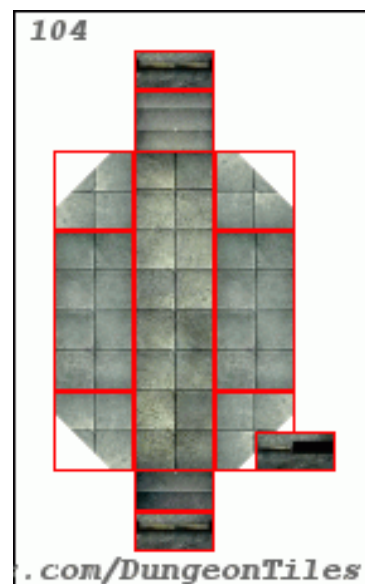
WHAT LIES ABOVE

This area is only accessible from area 104 and has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Dung: The floor of the chamber is coated in dung and other detritus. This thin coating does not hinder movement.

Treasure: During their short tenure here the darkmantles have managed to slay only a single halfling adventurer. His partially eaten body lies among the dung, a few of his possessions yet survive, but most of his equipment is now worthless. Two successful DC 25 Spellcraft checks identifies the *potion of remove paralysis* and the *potion of enlarge person*. Refer to the Treasure Summary for details of the rest of the treasure.



1-05: LONG CORRIDOR DEVELOPMENT

One of the doors in area 1-04 opens onto this corridor. Since the carrion crawlers took up residence in area 107, few creatures have come this way.

A steep stairway leads down into a long, wide corridor. To your left at the bottom of the stairs an archway gives access to a room or alcove beyond. There is a lot of dust here but much of it is disturbed.

When the PCs open the door from area 104, have the carrion crawlers in area 107 make a Listen check (modified by -14 for distance and distraction) to detect the presence of intruders. If the PCs are fleeing the trap in area 104 and break down the door the carrion crawlers must make a DC 10 Listen check. If, however, the PCs do not batter the door down, have the carrion crawlers make opposed Listen checks against the PCs' lowest Move Silently check. If the carrion crawlers hear the PCs, they move up the corridor to investigate.

CHAMBER FEATURES

This chamber has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Stone Door: This door (hardness 8, hp 60, Break DC 28) stands at the top of the steep stairs leading down into the main part of this corridor.

Steep Stairs: A flight of steep stairs leads into the room. Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Wooden Door: This unlocked wooden door (hardness 5, hp 15, Break DC 18) leads to 2-01 (zone two, see Development, below for more information).

Tracks: A DC 20 Search check reveals several footprints of a human-sized creature leading down the passage. A DC 20 Survival check by someone with Track confirms that the tracks head down the corridor but do not return. This check also reveals the presence of other tracks made by a large, many legged creature. These tracks move up and down the corridor.

Broken Tooth: A DC 25 Search check made at the bottom of the steps leading into this corridor reveals a single, large broken tooth several inches long. A subsequent DC 16 knowledge (nature) or Knowledge (dungeoneering) check reveals that this probably came from a Large creature. It is impossible to determine what kind of creature, however. (The tooth actually belongs to one of the carrion crawlers in area 107).

This area links with zone two. If you are playing this adventure without restrictions, the PCs can pass through the door leading to zone two without incident. If however, you are playing this adventure under time restraints, refer to the below notes.

Restricted Play Notes: If this adventure is being played under time constraints (such as at a convention and play in other zones is not possible), this doorway has been spiked shut from the other side and cannot be opened at this time. (By the time the PCs return to investigate zone two, either one of the defenders of that area has dislodged the spikes or a prior frustrated explorer has broken down the door).

1-06: ALCOVE OF WATCHERS

This small, arched alcove opens off area 1-05.

Two dented and scratched pillars hold loft the plain archway into this small alcove. The walls of this place are covered in graffiti showing armed humanoids of some type guarding smaller stockier creatures working at some kind of forge or smelter. Several large bloodstains cover much of the floor.

CHAMBER FEATURES

This alcove has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Scratched Pillars: To slender pillars (+2 to AC, +1 on Reflex saves to characters in the same square) support the archway. Several large scratches – probably made by swords or axes – mar their surface.

Graffiti: The walls of the alcove are covered in crude graffiti, gouged into the rock and colored in with a number of unidentifiable pigments. The graffiti shows a number of primitive-looking humanoids (DC 11 Knowledge [local – any] identifies them as orcs) overseeing a number of short squat humanoids (obviously dwarves but another successful DC 11 Knowledge [local – any] identifies them as actually duergar) working at some kind of smelter.

Blood Stains: Much of the floor of the alcove is covered in a number of old bloodstains. A DC 15 Heal check reveals that whoever bled here almost certainly died from their wounds.

1-07: THE CRAWLING ONES

One or two carrion crawlers have claimed this chamber as their own. These aggressive creatures attack anyone or anything entering their domain. On occasion, they move up the corridor into areas 1-05 and 1-06 in search of decaying flesh on which to feast.

When the PCs open the door from area 104, the carrion crawlers may have detected their presence (see area 105 for details). If they become aware of intruders, they move into 105 in search of warm food. If they do not hear intruders, they are resting in the trash in the centre of the room.

This large chamber is full of debris and trash. As far as you can see, the trash is deepest around the edges of the chamber where fragments of furniture are visible.

One/two multilegged creatures each with a segmented 10-ft. long body, eight writhing tentacles and a tooth-filled maw launch themselves out of the debris toward you.

If the PCs can see to the back of the chamber, add:

Two doors – one in the east corner and in the west lead to other areas. Between the two, on the far wall, the image of a taloned claw has been graven into the rock.

A DC 14 Knowledge (dungeoneering) check identifies the creatures as carrion crawlers.

APL 2 (EL 4)

🐞 **Carrion Crawler (1):** hp 19; MM 30.

APL 4 (EL 6)

🐾 **Carrion Crawler (2):** hp 19; MM 30.

Tactics: Carrion crawlers are aggressive scavengers. When they detect intruders, they attack using their tentacles to incapacitate a foe. Each carrion crawler concentrates on a single foe. Once an opponent is paralyzed, the carrion crawler moves onto another target. A carrions crawler only stops to finish off a paralyzed opponent if there are no active enemies in the area.

The carrion crawlers do not pursue fleeing foe into 104; they know of the creatures therein.

CHAMBER FEATURES

This chamber has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Trash and Refuse: Trash and refuse covers the floor of this chamber. Along the walls, this trash is particularly thick, while it is lighter in the other parts of the chamber. Fragments of broken chairs, tables, and other furniture comprise most of the trash. Intermixed with this are dried excrement, pieces of gnawed bone, lengths of moldering rope, and so on.

Dense Refuse: Squares adjacent to the chamber's walls contain dense refuse. Entering such squares filled with dense refuse costs 2 squares of movement; increases the DC

of Balance and Tumble checks by 5, and increases the DC of Move Silently checks by 2.

Light Refuse: Light refuse fills any square not filled by dense refuse. Light refuse adds 2 to the DC of Balance and Tumble checks).

Taloned Claw Carving: The southwest wall displays the large, crude carving of a taloned claw. A DC 20 Knowledge (religion) check reveals that this is the symbol of Vaparak (CE lesser deity of ogres, combat, greed, destruction, aggression, frenzy, and trolls).

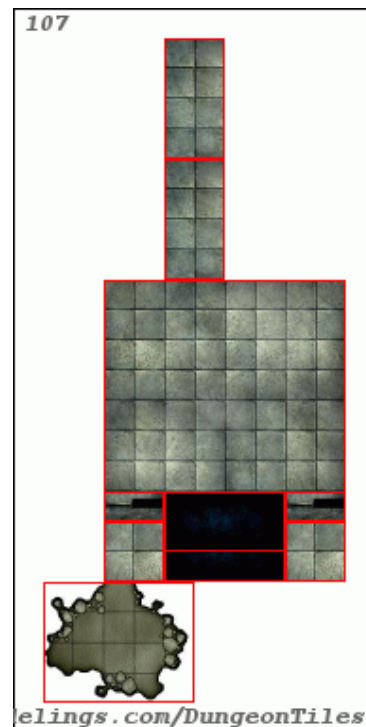
Skeletal Remains: The remains of eight humanoids are scattered about this chamber. A DC 15 Heal check reveals that all died violent deaths; several skulls are shattered and many other bones show signs of crushing or piercing injuries inflicted years ago. A DC 17 Knowledge (local – any) check reveals the skeletons as those of troglodytes.

Treasure: Refer to the Treasure Summary for details on what the PCs find here.

Doors: Sturdy wooden doors (hardness 5, hp 15, Break DC 18) swollen shut deny access to two small rooms opening off this chamber.

DEVELOPMENT

Once the PCs have neutralized the carrion crawlers, they can investigate the wooden doors leading to area 108.



1-08: DWARF LAIR

These two small chambers can be accessed from 1-07. Essentially, they are identical except for the secret door leading to 1-09 in the northwest chamber.

This small chamber was obviously once a barracks of some sort as the remains of several wooden cots lie scattered about. Intertwined with these remains are the skeletons of three short, stocky humanoids. Dust lies thickly in this area.

CHAMBER FEATURES

These chambers have the following features of note:

Doors: Sturdy wooden doors (hardness 5, hp 15, Break DC 18) swollen shut deny access to these small rooms.

Ceiling: The ceiling is 10 ft. high.

Secret Door: The northwestern chamber has a secret door (hardness 8, hp 60, Break DC 28) in the west corner that leads to area 109. PCs can locate this door with a DC 25 Search check.

Ruined Furniture: The remains of three wooden cots lie scattered about his chamber; they have obviously been hacked up. Several pieces are scorched; a DC 21 Spellcraft check reveals that this was likely caused by a *burning hands* spell.

Dwarf Skeletons: The skeletons of three short, stocky humanoids also lie here. A DC 16 Knowledge (local – any) identifies them as dwarves. A DC 15 Healing check reveals that they died in battle years ago; all have signs of violence upon them.

Treasure: There is nothing of interest here.

DEVELOPMENT

If the PCs discover the secret door, proceed to area 109. If the wish to rest in one of these areas for the night they will not be molested by any of the dungeon inhabitants. If, however, the PCs fled here to escape the carrion crawlers, they are unable to get a good night sleep while resting here. Periodically, the carrion crawlers bang against the doors in an effort to get at those within.

If one or more PCs have fled to this area and do not emerge for fear of falling to the carrion crawlers, another band of adventurers eventually rescues them five days later. Such PCs must pay 1 TU to simulate this period of incarceration.

Treasure: Although they had to be rescued by other adventurers, their savors pity the poor trapped adventurers and let them share in the carrion crawlers' loot. Each trapped PC receives half the listed treasure for this encounter (refer to the Treasure Summary for area 107 for more details).

1-09: CHAMBER OF THE SIX

This small, natural cavern is reached through a secret door in the northwestern chamber leading off of 1-07.

This small, irregularly shaped natural chamber is barely 20 ft. long and 15 ft. wide. Three stone chairs, seemingly part of the floor, stand need the opposite wall. A body is slumped against the middle chair. Immediately to your right a deep rock shelf pierces the wall.

CHAMBER FEATURES

Dust lies thickly in this chamber. This chamber has the following features of note:

Ceiling: The ceiling is 10 ft. high.

Natural Stone Walls: Many small ledges and handholds pockmark this area's rough stone walls (Climb DC 15 to scale).

Shelf: A natural shelf in the north wall has been smoothed and polished. While the shelf is empty, some graffiti has been carved into the wall behind it in Dwarven. A PC who can speak Dwarven, *comprehend languages*, or a DC 15 Decipher Script check reveals that the carvings reads "the secret chamber of the six" and is signed "Gundo". Next to Gundo's signature appear five red marks.

Stone Chairs: Three Medium-sized stone chairs (hardness 8, hp 540, Break DC 50) have been carved out of one wall. A DC 15 Knowledge (engineering and architecture) reveals that they are of dwarven make. The chairs are attached to the floor and cannot be moved.

Dead Adventurer: The body of a human female lies slumped against the middle chair. Equipment is strewn around the body. A cause of death isn't readily apparent but there is no food among her equipment and the only water skin present is empty. A reddish crystal lies close to one hand (this is an *empowered spellshard* [Spellcraft DC 19 identifies an aura of moderate evocation]; a successful DC 30 Spellcraft check reveals that it is keyed to *magic missile*). Another *empowered spellshard* lies nearby (identifiable as detailed above) keyed to *cure moderate wounds*.

Treasure: Refer to the Treasure Summary for more information on the items found here.

DEVELOPMENT

If the PCs return the corpse to the Free City, they can, by sending a day talking to fellow adventurers, identify the slain woman as Etressa Gamboral an associate member of the Guild of Wizardry. Returning her corpse to her family earns their gratitude. PCs doing so gain the Thanks of Family Gamboral AR item (refer to the Treasure Summary for more information).

1–10: PARTING OF THE WAYS

This area provides access to zone three of the dungeon.

This large hallway has a set of shallow steps leading up to another double door directly ahead of you. To your right more steps lead upward to another hallway. Shattered planks and pieces of wood litter the corners and floor adjacent to the walls. Atop the stairs to your left is a makeshift barricade of wood, broken armor and so on.

CHAMBER FEATURES

This chamber has the following features of note:

Shallow Stairs: Two sets of shallow stairs lead out of this chamber. Characters can move up and down the stairs without hindrance. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

Shattered Bench: A bench once ran around much of this chamber but it has long since been broken. Its remains and other detritus are piled up haphazardly against the walls and in the corners.

Tracks: PCs succeeding on a DC 20 Search check discover many footprints in the dust in the vicinity of both doors and both stairs. A PC with Track making a DC 20 Survival check discovers that the tracks lead from the northeast door to the other stairs and back and from the northeast door to the door through which they entered.

DEVELOPMENT

This area links with zone three. If you are playing this adventure without time restrictions, the PCs can pass through the double doors or climb the stairs to the northwest without incident. If, however, you are playing this adventure under time restraints, refer to the below notes.

Restricted Play Notes: The double doors to the northeast are securely fastened from the inside and cannot be broken down. A DC 5 Listen check made at the door reveals the sound of something being dragged across the floor and of a low moaning. The doors are chained shut from the inside and cannot be opened.

If the PCs approach the makeshift barricade, a storm of arrows and javelins forces them back. No one is seriously injured and the PCs do not expend any resources in this assault but they are forced back into area 1-04.

CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs successfully clear the zone and discover the links to other zones.

Congratulations! The way is clear into the further recesses of the Silent Barracks. Your skill and bravery have crushed the many foes you have faced and defeated the deadly traps set here to slay intruders. Your exploration has revealed several more corridors and as yet unopened doors leading deeper into the dungeon.

FAILURE

Use this text if the PCs fail to clear the first zone of traps and monsters.

The perils of the War Tower have proved too much for you. The dangers lurking in the dark of the Silent Barracks and defeated you and the survivors of your ill-fated expedition have retreated to Greyhawk City. You will have to wait for braver (or perhaps luckier) adventurers to clear the initial tunnels and passageways before you investigate further.

AFFILIATION AWARDS

Successfully completing the first zone of the Silent Barracks does not net the PCs any affiliation awards. To gain such, they must explore further and face more deadly challenges.

DEVELOPMENT

The PCs can now explore zones two, three, and four.

Zone Two: Area 105 houses the door that leads to this zone.

Zone Three: This area is accessed from area 110.

Zone Four: Zone four cannot be accessed until the PCs have retrieved a certain item from zone three. In any event, the tunnel leading to zone four is also found in zone three.

EXPERIENCE POINT SUMMARY

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

101: To the Silent Barracks

Survive/bypass the pit trap

APL 2 60 XP

APL 4 60 XP

103: Wrath of Vaprak

Survive the encounter trap

APL 2 60 XP

APL 4 120 XP

104: Death From Above

Slay the darkmantles

APL 2 60 XP

APL 4 120 XP

104: Death From Above

Slay the carrion crawlers

APL 2 60 XP

APL 4 120 XP

Discretionary Roleplaying Award

APL 2 90 XP

APL 4 135 XP

Total Possible Experience

APL 2 450 XP

APL 4 675 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round

or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

102: Raised Chamber

All APLs: Coins 25 gp; Total 25 gp.

103: Wrath of Vaprak

All APLs: Coin 10 gp; Total 10 gp.

104: What Lies Above

APL 2: Loot 12 gp; Coin 4 gp; Magic 45 gp *potion of remove paralysis* (25 gp), *potion of enlarge person* (20 gp); Total 61 gp.

APL 4: Loot 12 gp; Coin 4 gp; Magic 45 gp *potion of remove paralysis* (25 gp), *potion of enlarge person* (20 gp), *ring of sustenance* (208 gp); Total 269 gp.

107: The Crawling Ones

APL 2: Loot 50 gp; Coin 10 gp; Magic 115 gp, *silversheen* (20 gp), *hand of the mage* (75 gp), *elixir of vision* (20 gp); Total 175 gp.

APL 4: Loot 50 gp; Coin 10 gp; Magic 285 gp, *silversheen* (20 gp), *hand of the mage* (75 gp), *elixir of vision* (20 gp), *universal solvent* (4 gp), *horn of fog* (166 gp); Total 345 gp.

109: Chamber of the Six

All APLs: Loot 25 gp; Coin 20 gp; Magic 125 gp; *empowered spellshard (magic missile)* 125 gp, *empowered spellshard (cure moderate wounds)* 250 gp; Total 420 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

Total Possible Treasure

APL 2: 691 gp

APL 4: 1,069 gp

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

- **Thanks of Family Gamboral:** Thanks of Family Gamboral. If the PCs return Etressa's body (area 109) to her family they gain this item.
- **Cleared the Halls:** PCs who successfully clear the first zone of monsters and traps gain this AR item.

☛ **Thanks of Family Gamboral:** In thanks for returning the body of his beloved daughter, Etressa, her father offers to lend you one of his magic items for use during a single Greyhawk Ruins adventure. For one adventure (that is one AR) you may borrow either an *eternal wand of protection from evil* (CL 1; MIC 159) or a *ring of brief blessing* (MIC 122). You must return this item at the end of the adventure.

☛ **Clear the Halls:** You have cleared the first part of the Silent Barracks and have discovered several passageways and doors leading deeper into the dungeon. While doing so you have gained an affinity – or perhaps minor connection – with the place. Thus, while in the Silent Barracks when you make a Knowledge check to identify a monster, or a Survival or Search check you can immediately reroll the check, taking the higher of the two totals as your result. You can do this three times.

□□□

ITEM ACCESS

APL 2:

- *Silversheen* (Any; DMG)
- *Potion of vision* (Any; DMG)
- *Hand of the mage* (Adventure; DMG)
- *Empowered spellshard (magic missile)* (Core; Magic Item Compendium; 1,500 gp)
- *Empowered spellshard (cure moderate wounds)* (Core; Magic Item Compendium; 3,000 gp)

APL 4 (all of APL 2 plus):

- *Ring of sustenance* (Core; DMG)
- *Universal solvent* (Core; DMG)
- *Horn of fog* (Adventure; DMG)

303: STATUE OF DEATH

COLD FIRE

CR 2

Search DC 17; **Type** magic

Trigger location; **Init** +1

Effect *lesser orb of fire* (Atk +4 ranged touch, 1d8 points of fire damage per target) or

Effect *lesser orb of cold* (Atk +4 ranged touch, 1d8 points of cold damage per target)

Duration 5 rounds

Destruction AC 12; hp 5; hardness 8 (each torch sconce)

Disarm Disable Device DC 26 (each torch sconce)

Disarm Disable Device DC 26 (entire trap)

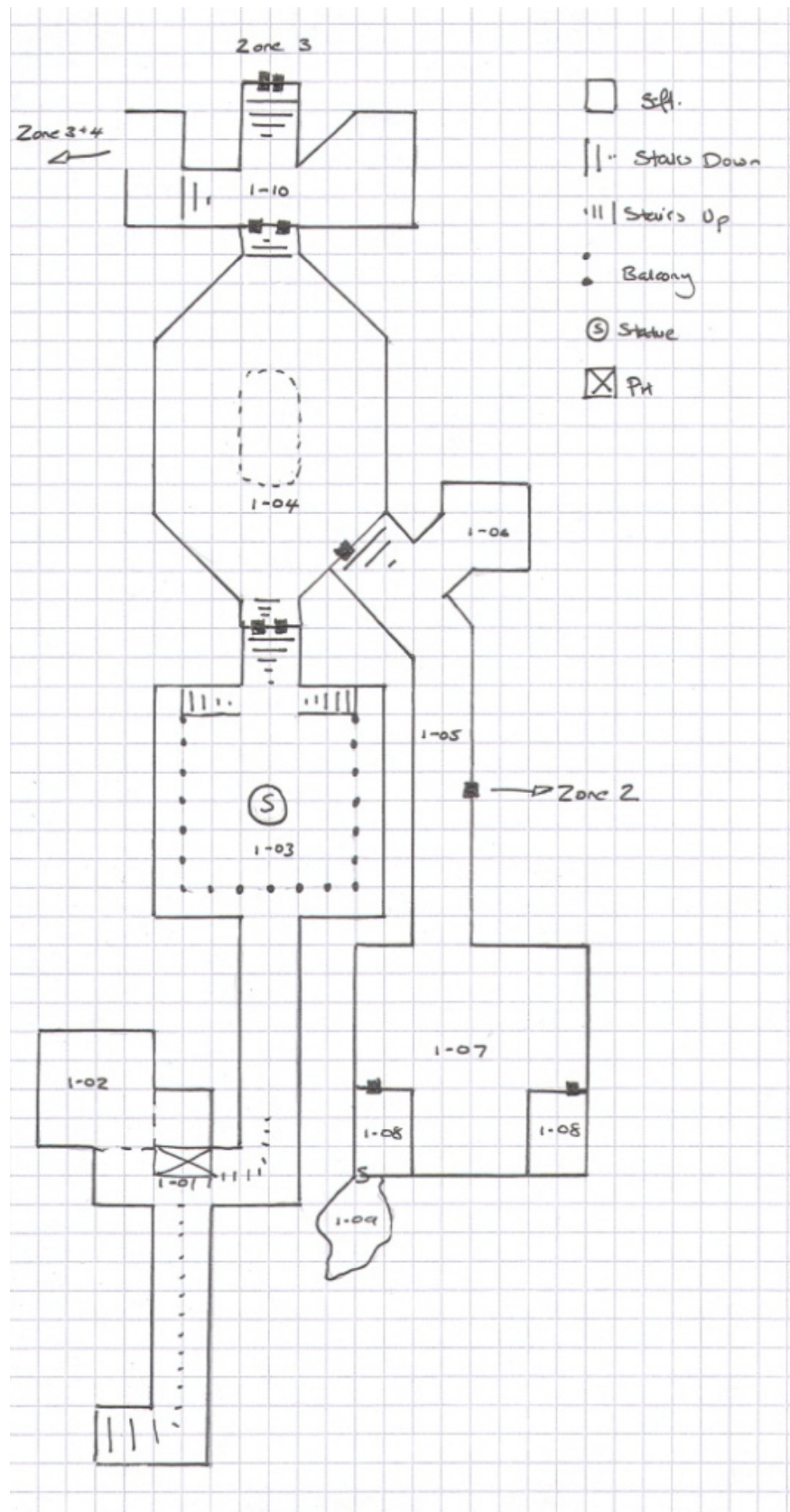
303: STATUE OF DEATH**COLD FIRE****CR 4****Search** DC 19; **Type** magic**Trigger** location; **Init** +2**Effect** *scorching ray* (Atk +6 ranged touch, 4d6 points of fire damage per target) or**Effect** *ray of ice* (Atk +6 ranged touch, 2d6 points of cold damage plus frozen to ground [DC 13 Reflex save negates last effect])**Duration** 7 rounds**Destruction** AC 14; hp 10; hardness 8 (each torch sconce)**Disarm** Disable Device DC 27 (each torch sconce)**Disarm** Disable Device DC 27 (entire trap)**104: DEATH FROM ABOVE****SHADOW* DARKMANTLE CR 2****Lords of Madness 167*

NE Small magical beast (extraplanar)

Init +5; **Senses** blindsight 90 ft., darkvision 60 ft.; Listen +5, Spot +5**Languages** None**AC** 17, touch 11, flat-footed 17 (+1 size, +6 natural)**hp** 13 (1 HD); DR 5/magic**Resist** cold 6**Fort** +5, **Ref** +3, **Will** +0**Speed** 30 ft. (4 squares), fly 45 ft. (poor)**Melee** slam +7 (1d4+7)**Base Atk** +1; **Grp** +2**Atk Options** constrict, improved grab**Special Actions** shadow blend**Spell-like Abilities** (CL 5th):1/day—*darkness***Abilities** Str 20, Dex 13, Con 17, Int 4, Wis 10, Cha 8**Feats** Improved Initiative**Skills** Hide +11, Listen +5 (+1 if blindsight negated),

Move Silently +7, Spot +5 (+1 if blindsight negated)

Blindsight (Ex) A shadow darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds a shadow darkmantle.**Constrict (Ex)** A shadow darkmantle deals 1d4+7 points of damage with a successful grapple check.**Improved Grab (Ex)** To use this ability, a shadow darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.**Shadow Blend (Su)** A shadow darkmantle can, in any condition less than full daylight, disappear into the shadows giving it total concealment, Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

CGR7-02: Into The Silent Barracks

Pit of the Gouger

By Christian J. Alipounarian
Cartography: Kevin Lawson

ADVENTURE BACKGROUND

Uro'thon was a troll of superlative size, strength, and cunning. He was also one of the leaders of Vaprak's forces. He was known as the Gouger to friend and foe alike and his followers made a climactic final stand against Nerull's forces in this area of the dungeons. The troll inflicted horrendous damage on his tormentors before being dismembered by a blackguard's *life-drinker*.

The axe's weird necromantic energies inhibited the troll's natural regenerative processes, and over time Uro'thon was horrified to find that he could only regenerate a portion of his shattered body. In the wake of the battle, he survived by eating the numerous corpses littering the room and drinking from the waterskins of the fallen. A few scattered followers of Vaprak found Uro'thon and now serve, quite literally, as his limbs.

Over the years, the Gouger has fueled a mad hope that the magic that holds his regeneration at bay can be overcome and his form made whole. To this end, his followers have been instructed to capture alive any interloper that seems capable of magic. Such intruders are the favored targets of Uro'thon's gang. A few unfortunates have met this fate, only to be eaten alive when they fail to rectify the troll's condition.

In the wake of the battle, this area was permeated with unstable magic that lingers to this day in various unusual, seemingly random effects.

ADVENTURE SUMMARY

Upon entering this area of the dungeon through room 2-01, characters discover several discrete areas, as follows:

Areas 2-02 through 2-05 serve as the demesne of Uro'thon and his followers, entry to which is concealed by a damaged secret door in Area 2-01. The humanoids here attempt to viciously kill and eat all intruders, save interlopers that appear to be spellcasters as noted in the Adventure Background.

Area 2-04 is the site of the final pitched battle that disfigured Uro'thon. The remnants of Vaprak's followers avoid this area and those beyond because of the prevalence of lingering necromancy and the odd interactions of various magical auras left over from the fight. A number of the

bandits that operate in the locality stumbled on this area looking for a base of operations, with disastrous results.

Areas 2-07 through 2-09 are the domain of an animated guillotine with a thirst for fresh heads. Vaprak's followers avoid it.

PREPARATION FOR PLAY

Encounters in this section of the dungeon fall into one of two types. The first are hostile zones, where the PCs run afoul of creatures that viciously defend their territory from intruders. The second are areas that have been subject to magic that lingers creating a variety of odd effects. As a rule, areas that were the sites of the most pitched fighting are those that host such strange odd magic affects.

Any time that the PCs enter a room listed as being "Magic-Corrupted," roll to see what effect is in play there. While none of the effects is harmful, some may lead to interesting complications. Use each effect only once.

1. Sound is amplified in the room (+10 to Listen checks)
2. Sound is dampened in the room (-10 to Listen checks)
3. Butterflies burst from anything the PCs or their items touch (except the floor) in the room, disappearing after one round.
4. Heavy or light gravity (roll randomly; -10/+10 to Jump and Tumble checks and increase/decrease encumbrance category by one step, to a minimum of Light load and a maximum of Heavy load)
5. Light sources flare to double strength or diminish to half strength (roll randomly; +5/-5 Spot checks)
6. Walls appear to expand and contract as if breathing
7. Eyes open at random points on the walls, ceiling, and/or floor, watching the PCs for 1d4 rounds before closing
8. Occupants of the room begin to emanate a strong random odor (DM's choice)
9. Creatures burst into (magical, non-damaging) green flames (light equivalent to a torch)
10. All normal speech (not spell-casting) while in the room sounds like yowling cats, making communication impossible.

INTRODUCTION

This zone of the dungeon is accessed from area 1-05 in zone one. If any of the PCs have not completed zone one (and therefore don't have an AR for the zone) gloss over the party's progress through that portion of the dungeon, describing the various chambers extremely vaguely. Scavengers and such inhabit zone one so when the PC returns to adventure in that area simply assume that the monsters described herein are recently arrived. Similarly, the encounter trap in area 1-03 was not triggered by previous adventurers – perhaps they believed the statue was too obviously a trap.

When the PCs are ready to proceed, read:

You have traversed many corridors and passageways to reach this point. Ahead of you a wooden door set in the wall of this long corridor is the only obstacle to overcome before proceeding deeper into the dungeon.

CHAMBER FEATURES

This area has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Wooden Door: This unlocked wooden door (hardness 5, hp 15, Break DC 18) leads to area 2-01. PCs listening at the door hear nothing and no light wells out from the area beyond.

DEVELOPMENT

Once the PCs have opened the door, proceed to area 2-01.

AREA 2-01

This area was the scene of intense fighting between the followers of Vaprak the Destroyer and Nerull the Reaper. The character of the room should serve to indicate that the PCs are entering a new area of the ruins.

This area is **magic-corrupted**.

A small alcove beyond the door from the hallway outside leads into a chamber fifteen feet square. The flagstone floor has buckled in many places, as has the wall opposite where you entered. Scorching can be seen everywhere, even on the ceiling twenty feet overhead. Large, blackened bones litter the area.

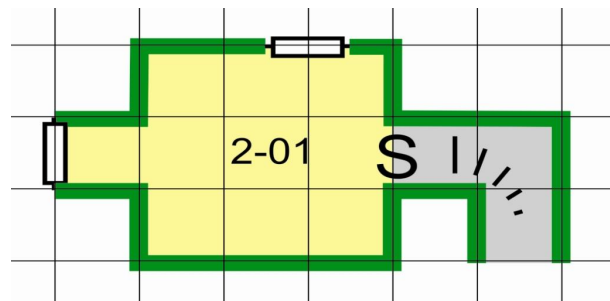
This area was the scene of secondary combat and the last gasp for Vaprak's loyal forces. The followers of the Destroyer had made a fighting withdrawal into this area, but the entire room was the target of a *flame strike*, killing all the humanoids that had not already fled. The bones are readily identifiable (DC 10 Heal check) as being that of Large humanoids; a DC 20 Heal check or a PC with giants as a favored enemy can more specifically conclude that the bones are those of ogres and trolls.

The *flame strike* damaged the secret door in the far wall, leaving it to resemble an area of the wall that has buckled under heat and/or pressure. A DC 15 Search check discerns that it is a secret door, once operated by pushing on its bottom to cause it to pivot at its center. The door is not locked, nor is it trapped; however, it is so badly warped that a DC 18 Strength check is required to lever it open.

If the PCs open the northeastern door, read:

A straight stair ascends at a modest angle to a landing twenty-five feet beyond. More bones - similar to those already found - are also here, though the walls do not bear any of the same scorching.

If the PCs continue up the stairs, proceed to area 2-06.



AREA 2–02

This oddly shaped room marks the boundary of the area claimed by the Gouger and his followers.

Beyond the ruined secret door, a stairway descends into darkness from northwest to southwest.

If the PCs descend, read:

The stair terminates in short tunnel that opens into a chamber to the southeast. Roughly in the room's center is a ceiling-high pillar. A groove in its surface, facing you, is blocked by an inset piece of metal. A lingering scent in the room is faint, but rancid. The room is otherwise quiet and appears bare.

In the northern corner of the room, initially unseen by the PCs as they enter from 2-01, are the smashed remnants of an old chest. This room was once used by troglodytes to ambush would-be intruders to great effect. The Gouger decided that if something isn't broken, don't fix it. As a result, this room is the first line of defense.

The pillar is essentially a "pillbox" – the pillar is hollow, with a single arrow slit covered by a metal plate that can be shut to provide cover. The plate features two extremely small peepholes. Inside the pillar, the occupant enjoys cover (+4 to AC), and an additional +4 circumstance bonus to AC against missile weapons.

The room's current occupant is a hobgoblin sorcerer in service to the Gouger.

All APLs (EL 1)

🧙 **Hobgoblin Wizard:** hp 9; Appendix 1.

🏹 **Pillbox arrow slit cover:** hardness 8; hp 8.

Tactics: The wizard observes the PCs for one round, trying to discern the general nature of the group (who are warriors, rogues, casters, and so on). He then makes an educated guess as to which might be an easily influenced (read as: low Will save) target – preferably a large-looking fighter, and slides open the arrow slit cover. This likely begins the surprise round. On his turn, he casts *cause fear* on his primary target before attempting to pick away at arcane casters (especially any using *magic missile*) with his own *magic missiles*.

Because he is both overconfident due to his superior position, and because he is sure no one in the rest of the area can hear his cries of alarm, the hobgoblin doesn't sound any kind of alarm.

The Pillbox: While the pillbox does provide him with some distinct advantages, it's not foolproof. First, *magic missiles* can target him without penalty while he is in the pillbox – the reason why the hobgoblin focuses his attention on opponents that may have the spell. Second, the pillbox becomes a liability because any PCs that get adjacent to him can use piercing and slashing weapons to stab at him inside. (Bludgeoning weapons are too wide to effectively

strike through the hole.) While the pillbox still provides cover in this case, the immobility of its interior allows such attacks against him to gain a +4 circumstance bonus (effectively negating his cover). In such a case, the hobgoblin throws the cover to his arrow slit back into place and attempts to quietly escape through the secret door. If cornered before he can reach the trap door, he fights to the death; so great is his fear of the Gouger that only magic coercion convinces him to reveal anything about the area.

The Trap Door and the Tunnel: The trap door in the floor is immediately visible (complete with large iron ring on the surface for easy use), and is neither secured nor trapped. A rusty but serviceable ladder, crude and apparently of more recent construction than anything seen thus far, descends 20 ft. to a tunnel below. The passage travels to the southeast before turning towards the northeast. When the PCs pass the corner, read:

The passage turns northeast and comes to gently rising stone stairs. This tunnel is heavy with moisture, and algae, moss, and mushrooms of great size grow along its length. Puddles accumulate on the floor.

The puddles form the water source for the Gouger and his band. If the PCs press on, they come to another (older and badly corroded) iron ladder that ascends 30 ft. to area 2-03. At the bottom of the ladder, one of the larger toadstools is actually a shrieker. If the PCs specifically ask about the various fungi, a DC 12 Knowledge (nature) check identifies the shrieker.

All APLs (EL 1)

🦎 **Shrieker:** hp 11; MM 112.

A howling shrieker alerts the occupants of area 2-03, who are then prepared for the PCs' arrival (see Tactics in the next section).

AREA 2–03

This room is among the largest in the dungeon. In years past, the area served as an enormous storehouse of gold and other treasures, used to fund the salaries of all manner of monstrous troops. The occupants – and their treasures – are long gone now, and this room instead serves as the likely battleground between intruders and the Gouger's forces.

This area is **magic-corrupted**.

Ascending the ladder, you find yourself on a landing overlooking a large area. The landing is fifteen feet deep and twice that in width. Floor to ceiling iron bars cordon off the upper area of the room where you now stand. The bars run from northwest to southeast and are spaced two feet apart, providing an unrestricted view into the rest of the room to the southwest. There, a pair of broad, gently rising stairs ascend to a stone ledge in the room's southern corner, forty-five feet away. Two ominous-looking doors, carved in relief and depicting leaping demons, can be seen. Throughout

the room, the walls, ceiling, and floor sport heavy damage – burns, gouges, and cracks hint at a terrific battle that once took place here.

Beyond the intrusion into the room formed by the walls of area 2-02, a long table serves as a makeshift guard area. Guards stand watch there, intending to use the table as cover against any intruders.

APL 2 (EL 3)

👉 **Kobold** (4): hp 4; MM 161.

👉 **Wolves** (2): hp 13; MM 283. Note that these wolves have rough-sewn leather barding that increases their AC by +2 (armor bonus).

APL 4 (EL 6)

👉 **Ogre**: hp 29; MM 198.

👉 **Wolf**: hp 13; MM 283. Note that this wolf has rough-sewn leather barding that increases its AC by +2 (armor bonus).

Tactics – General Notes: The below descriptions of tactics assume that the room's occupants have been alerted by the shrieker in area 2-02's. If this isn't the case, use the tactics listed as a guideline but note that the monsters likely do not enjoy a surprise round.

Whenever possible, the kobolds and the ogres attempt to knock out obvious spellcasters instead of killing them (typically by attacking full force until the foe is reduced to a few hit points, and then attacking for non-lethal damage). As noted in the Adventure Background, the Gouger is always on the lookout for those who might be able to magically restore his regenerative abilities.

Tactics – Kobolds: Upon sighting targets, in the surprise round, two of the kobolds up-end the large table on its side, providing an area behind with cover (+4 AC) from which to fire. The other two kobolds signal the wolves to attack (a free action) and open fire on the PCs. Their fellows join them as soon as possible.

Tactics – Ogre: The ogre wades into the fray as soon as it sees the PCs. The ogre and the wolves are used to working with each other, and make full use of opportunities to flank. The ogre is especially fond of timing his attacks such that the wolves trip a foe first, and then uses the maximum Power Attack while it enjoys the advantage of attacking a prone enemy.

Tactics – Wolves: These creatures attack on command and fight to the death. As pack animals, they work in tandem with each other and the kobolds or the ogre to flank foes and bring them down cooperatively.

Development: As with the hobgoblin in area 2-02, these guards are too terrified to think of parley or surrender and only help the PCs if magically compelled to do so.

AREA 2–04

This room serves as the lair of the Gouger. This great, embittered old troll has lost much of his power, but is still a great menace to inexperienced adventurers. This area has the potential to be tactically complex, so read this area description thoroughly before running the fight.

The Gouger likely hears the noise of battle outside and so is aware and prepared for the PCs to open either of the doors into this area. If he is, he gains a surprise round attack on any PC that opens the door (see Tactics, below).

Important Note: Adjudicate the surprise round before reading the read-aloud text. The doors open inward, allowing the Gouger to yank them open or to push them shut if needed.

Beyond the door is an extraordinary sight. This room is laden with offal and droppings, and cracked, gnawed bones are everywhere. From two points in the corner of this fifteen-foot square room, heavy iron chains come down in a V towards the floor from the ceiling twenty feet overhead. They connect to a leather and mail harness hanging in mid-air in the center of the room. Held within this harness is what could only be a troll... or rather, most of a troll. The great creature is nothing more than a head, neck, torso, and a single, heavily muscled clawed arm.

"HAIL VAPRAK! HAIL THE DESTROYER!" the creature bellows as it flails at you.

DM Note: Mechanically, the Gouger is an ogre, with a few modifications (two smaller attacks instead of an ogre's single large greatclub attack, different feats, Improved Grab, regeneration 5, and scent). The Improved Grab and regeneration abilities increases the Gouger's CR by +1 each; his immobility reduces it by –1, resulting in a net CR adjustment of +1 (bringing his base CR to 4 at APL 2).

APL 2 (EL 4)

👉 **The Gouger**: hp 26; Appendix 1.

APL 4 (EL 6)

👉 **The Gouger**: hp 50; Appendix 1.

Setup: The Gouger's harness keeps him suspended ten feet off the ground. This allows him to reach any targets in the room while keeping him safely away from PCs who are not Large or who do not have reach or missile weapons. This also leaves the area beneath him open for any PCs that wish to enter the room.

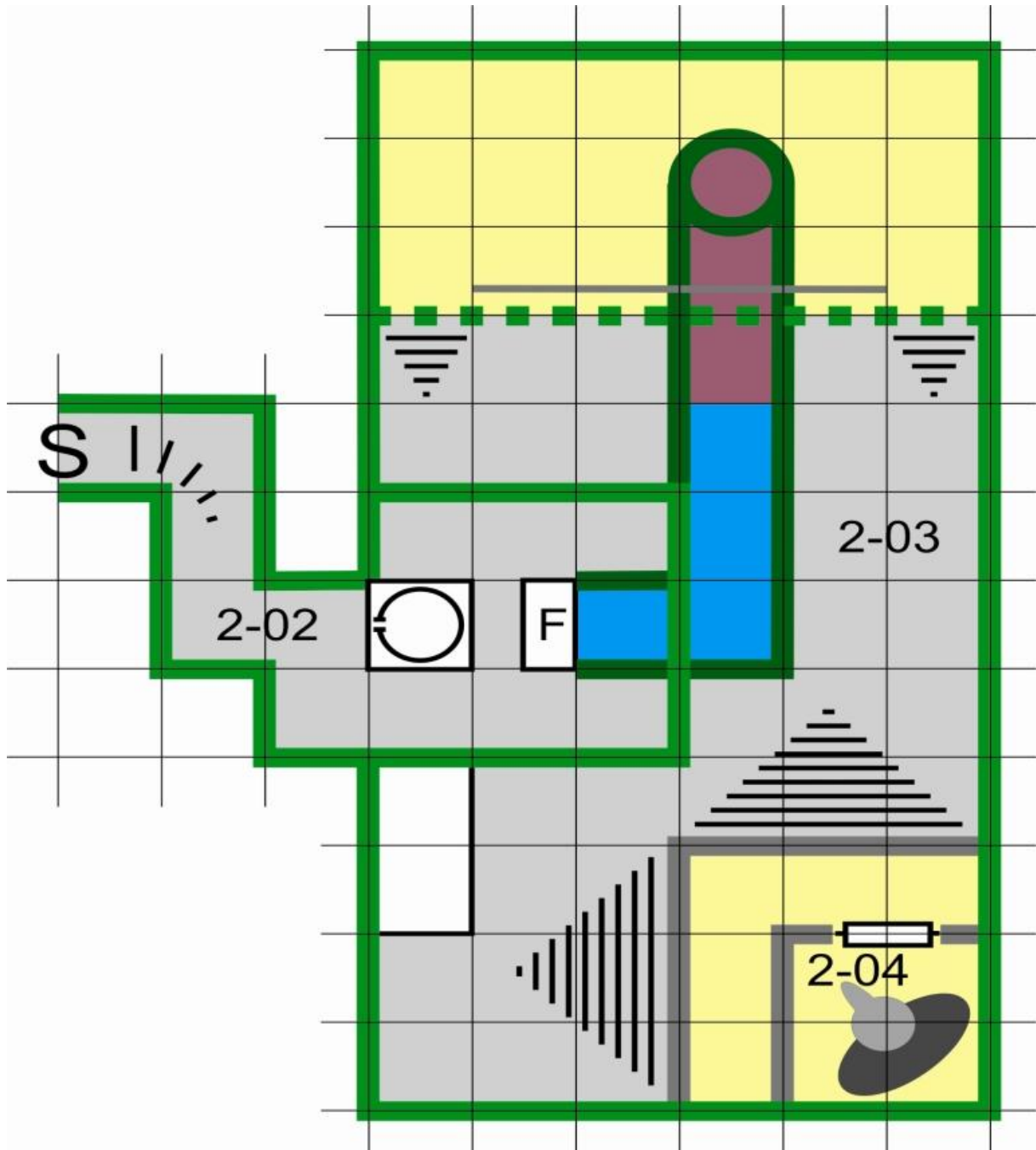
Basically, because The Gouger is suspended, PCs can't get a line of sight to him without coming to the threshold of the doorway, which obviously brings them within his reach. Because of his elevated position, PCs can't get line of sight for ranged attacks anywhere outside of area 2-04 (so they can't stand on the other side of the doors' thresholds and attack with ranged weapons).

Tactics: Should the Gouger catch any PCs by surprise, he makes a single attack – a grapple attempt - against the first PC that opens the door. He won't take the -20 penalty to allow himself to act as if he was not grappled; he is relying on his regeneration to keep him in the fight long enough to kill or incapacitate the party.

The Gouger's aim is to yank a PC into the room, forcing the other PCs to engage him rather than fleeing. The creature works on killing whatever target it managed to grab before moving on to the next foe. The wretched creature fights to the death.

Note that it too attempts to refrain from killing casters of any sort, as long as its life is not put in serious jeopardy, by doing so.

Development: The Gouger bargains for its life if it is reduced to 5 hp or less. It freely tells the PCs of its predicament and history, perhaps luring the PCs into allowing to regenerate its wounds and begin the combat in earnest once more.



AREA 2-05

This area is the boundary between dungeon levels; it should be painfully clear to the PCs that proceeding down into the pit is a *bad* idea.

This area is **magic-corrupted**.

Beyond this room's burnished brass double doors is a chamber that reeks of death. At random points on the room's ceilings, walls, and floor are the corpses of all manner of humanoids. While their species differ, the method of their dispatch is identical – a steel rod has impaled them into the wall. A pair of dilapidated winches flanks a yawning pit from which cold, damp air flows, keeping the room chilly and slick with moisture. The pit is covered with an enormous, crudely crafted metal grate.

The grate is two inch-thick iron. Though stout, the high levels of moisture in the room have led to a great deal of oxidation taking place, making it marginally easier to destroy than would otherwise be normal. It is secured to the floor via forty-eight iron bolts, anchored directly into the stone floor.

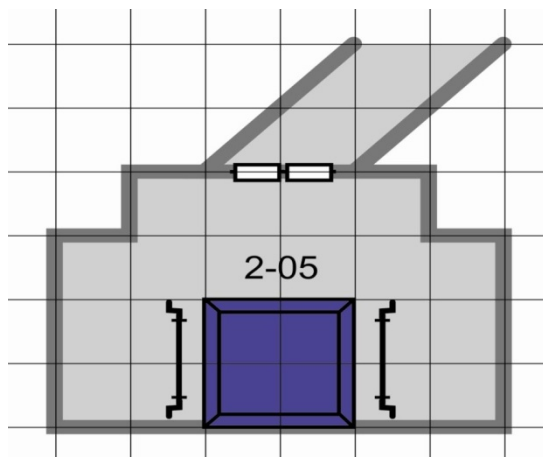
As an additional effect of the magic corruption of this area of the dungeon the grate, if struck, bleeds. This has no in-game affect but looks very nasty.

☛ **Metal Grate:** Hardness 10; hp 50; Break DC 28.

The humanoid remains appear to have been impaled into the wall with terrific force, as the steel rods did not cause the stone beneath it to crack or spider-web. While humanoids of all sorts of represented, they appear to be predominantly those of “dungeon dwellers” – goblinoids, orcs, troglodytes, and so forth.

The winches are badly damaged by the moisture and passage of time, but clever PCs might think to use the winch for leverage to pull open the grate. For this to work, the winch drum must be slowly ratcheted notch by notch. PCs using the winch gain a +10 circumstance bonus to attempts against the Break DC, but each attempt takes 10 minutes and ruins the winch in trying.

The pit leads to the part of the next adventure in the series, CGR8-01 *Crypts of the Forgotten*.



AREA 2-06

This area is **magic-corrupted**.

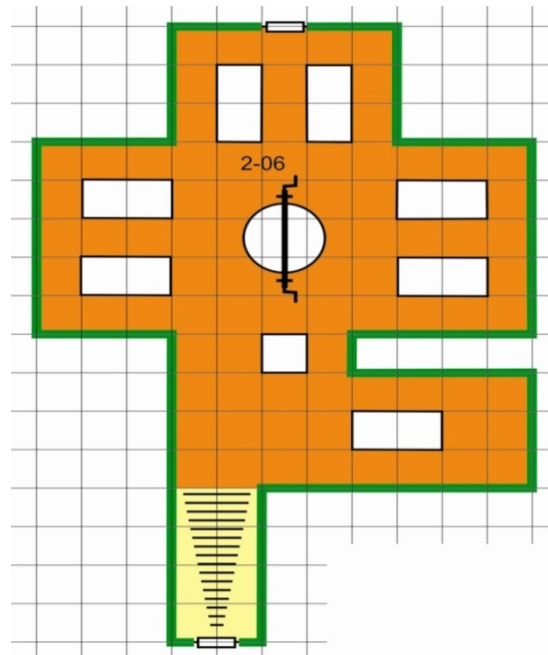
The damage to this area is so complete that only the surviving fire pit and rotating spit hint that this place was once a mess hall. Each is big enough to roast a large man. The room is cross-shaped, with an additional branch to the southeast. The ceiling above the fire pit has an iron grate, obviously a ventilation source when cooking.

Several great tables are still present, but badly scorched and burned. Whatever the fiery explosions were that took place here, the tables were simply too large to have burned completely. Here and there, cooled puddles of melted pewter and shards of glass can be seen.

There were once a great many humanoid remains here, but any edible bones were long ago cracked and eaten by the Gouger. Searching a room of this size and with this much debris promises to be a laborious task and anything of value has long ago been taken away.

The door to the northeast has stout iron chains crisscrossing it, anchored off at an eyehook bolted into the stone floor. While the chains are easily pulled away from this side of the door, it's clear that this door was deliberately secured, and has remained so for some time.

As an additional effect of the magic corruption of this area of the dungeon the door, if opened, creates a *magic mouth*-like effect in which the sobbing of males and females is heard, followed by the sound of a guillotine (you should not describe it as such, but rather mimic the noise – sssssssssSSSSSS-SHWUNK!).



AREA 2-07

Beyond the door, a short, steep series of steps leads up to a landing and the main part of this chamber. This room was once a holding pen for duergar prisoners. A crude guillotine was built in the room and the hapless unfortunates were witness to their own eventual fates as others were beheaded and dragged to the fire pit to be eaten. The same adventurers that killed the duergar saved a few fortunate survivors. However, the traumatic events that took place here, focused on the guillotine, have caused a poltergeist-like manifestation. Now, the guillotine is animated, and the dead are not resting peacefully.

From the top of the steep stairs the chamber beyond is visible. The corners of the room are shrouded in shadows and a thick silence hangs over all. A monstrously large guillotine stands in the room's western corner. Floor-to-ceiling iron bars cordon off much of the northeastern part of the room. A single iron door leads into that pen, and a pair of more mundane oak doors stand to the northwest and southeast.

If any of the PCs enter the room, read:

At your approach, the guillotine stirs, its angled blade making a threatening noise. From the area of the pen, you see the specters of a number of humanoids – mainly humans, with a few elves, halflings, and others – standing there observing you. Their heads are tucked under their shoulders, and they cheer as the instrument of their execution – and perhaps yours – leaps to the attack.

At APL 4 add:

A spectral duergar wearing an executioner's hood appears and join the fray.

APL 2 (EL 3)

👉 **Large Animated Object:** hp 52; MM, 14. This animated object has a hardness of 3 (rotted wood).

APL 4 (EL 5)

🐉 **Large Animated Object:** hp 52; MM 14. This animated object has a hardness of 5 (wood).

Shadow: hp 19; MM 221.

Tactics: The animated object fights mindlessly until destroyed. If present, the shadow focuses on PCs that look likely to have low Strength scores, hoping for a quick kill. All the while, the specters cheer on the PCs' behalf. They are harmless, and can neither affect the

PCs, nor can they be affected.

Development: Any PC slain by the guillotine is assumed to have fallen afoul of its blade and is beheaded; her spectral form appears the following round, holding her own head under her shoulders, and cheering for the PCs.

Any party that successfully defeats the guillotine gains the Defiance of the Headsman AR item. Once the guillotine is destroyed, the specters fade away, seemingly at peace, never to reappear.

The area is otherwise empty. The cell door is unlocked.

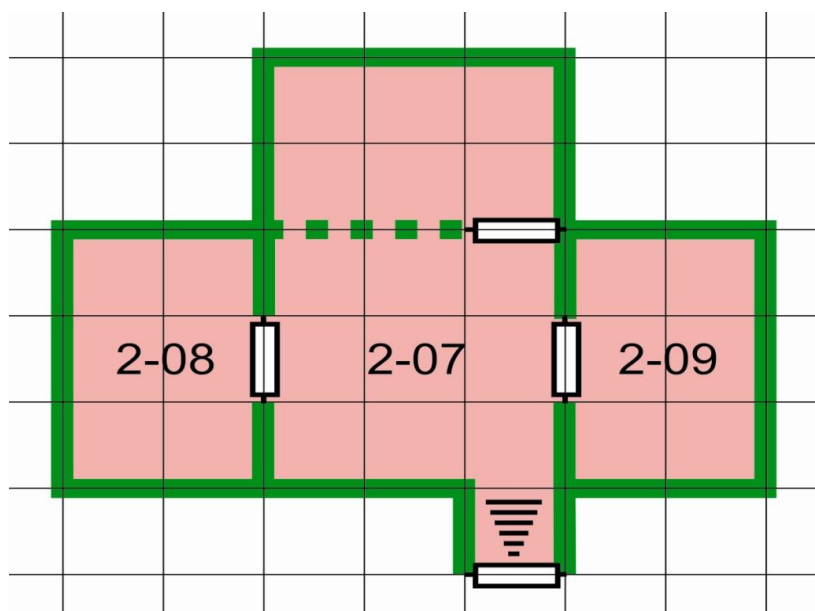
AREA 2-08

This area was once the quarters of a group of outcast troglodytes, and their rancid stench still hangs faintly in the air. Aside from a single smashed piece of pottery, this room is bare.

AREA 2-09

This chamber once housed the duergar headsmen/cooks. The remnants of cots are found here, but the area is otherwise vacant.

Treasure: The body of a dwarf adventurer lies in the room. A member of the Watchtower Wardens who foolishly explored the dungeons on his own, his equipment is intact. However, when the PCs return to the surface the dwarves recognize the items and confiscate them. PCs gain the Warden's Thanks AR item.



CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs successfully explore this portion of the dungeon slaying The Gouger and destroying the guillotine.

Victory is yours. You have managed to slay the last servants of Vaprak in this dungeon level and to destroy the animated guillotine, laying to rest many tortured souls in the process.

FAILURE

Use this text if the PCs do not clear this zone.

The monsters of this zone have proven too ferocious for you forcing you to retire without clearing out their infestation. Several weeks later, you hear that a different band of adventurers finally managed to slay those that escaped your blades.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

Mercenaries' Guild

- +1 for killing The Gouger

Nightwatchmen

- +1 for killing The Gouger

Religious Organizations

- +1 for destroying the guillotine

EXPERIENCE POINT SUMMARY

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

Area 2-02

Defeat the hobgoblin wizard

APL 2 30 XP

APL 4 30 XP

Defeat the shrieker

APL 2 30 XP

APL 4 30 XP

Area 2-03

Defeat the kobolds / ogres

APL 2 30 XP

APL 4 90 XP

Defeat the wolf / wolves

APL 2 60 XP

APL 4 30 XP

Area 2-04

Defeat The Gouger

APL 2 120 XP

APL 4 180 XP

Area 2-07

Defeat the guillotine

APL 2 90 XP

APL 4 90 XP

Defeat the shadow

APL 4 90 XP

Discretionary Roleplaying Award

APL 2 90 XP

APL 4 135 XP

Total Possible Experience

APL 2 450 XP

APL 4 675 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per

every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Area 2-02

APL 2 & 4: Loot 5 gp; Coin 0 gp; Magic 167 gp *headband of intellect* +2, 4 gp *potion of cure light wounds*, 2 gp *scroll of magic missile*, 12 gp *wand of magic missiles* (10 charges); Total 190 gp.

Area 2-04

APL 2: Loot 0 gp; Coin 0 gp; Magic 125 gp *brooch of shielding*, 167 gp *ring of protection* +1; Total 292 gp

APL 4: Loot 0 gp; Coin 0 gp; Magic 97 gp +1 *hide armor*, 500 gp *amulet of mighty fists* +1, 167 gp *ring of protection* +1; Total 764 gp

Treasure Cap

APL 2: 450 gp.

APL 4: 650 gp.

Total Possible Treasure

APL 2: 450 gp.

APL 4: 650 gp.

ADVENTURE RECORD ITEMS

ITEM ACCESS

APL 2:

Brooch of shielding (Adventure; DMG)

Spellbook (Any, see above, 1,200 gp)

Pearl of power (1st-level) ^{ww} (Core; DMG)

Salve of slipperiness^{ww} (Core; DMG)

APL 4 (all of APL 2 plus:)

Elixir of fire breath^{ww} (Core; DMG)

Pearl of power (2nd-level)^{ww} (Core; DMG)

Horn of fog^{ww} (Core; DMG)

SPECIAL

Use these notes to determine which AR items the PCs gain:

- **Favor of the Headman:** PCs that defeat the guillotine gain access to this AR item.
- **Spellbook:** PCs defeating the hobgoblin wizard in area 2-03 gain access to this AR item.
- **Wardens' Thanks: PCs returning the equipment found in 2-09** to the Wartower Wardens receive this AR item.

☛ **Favor of the Headsman:** You have defeated the guillotine - quite literally. Zagyg watches the goings-on in Castle Greyhawk and, finding this amusing, has blessed you. The next time you are successfully affected by a vorpal effect (such as a *vorpal sword*, the vorpal tusks of a razor boar, and so on.), it is completely negated (thus you are not decapitated and you take no damage from the attack). Cross off this AR item when it is expended.

☛ **Spellbook:** You have gained access to a minor spellbook.
o—all PH.
1st—*burning hands, cause fear, color spray, sleep, Tenser's floating disk.*

☛ **Warden's Thanks:** You have gained the thanks of the Wartower Wardens for returning the equipment of one of their fallen comrades. In thanks, they grant you Core access to the items marked^{ww} below.

APPENDIX 1: APL 2

AREA 2–02

HOBGOBLIN WIZARD

CR 1

Male hobgoblin wizard 1

NE Medium humanoid (goblin)

Init +3; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Giant, Goblin

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 9 (1 HD)

Fort +2, **Ref** +3, **Will** +3

Speed 30 ft. (6 squares)

Melee morningstar +2 (1d8+2) or

Ranged light crossbow +3 (1d8)

Base Atk +0; **Grp** +2

Combat Gear *potion of cure light wounds*, scroll of *magic missile*, wand of *magic missile* (10 charges).

Wizard Spells Prepared (CL 1st; +3 ranged touch):

1st—*cause fear* (DC 14), *color spray* (DC 14)

0—*acid splash*, *detect magic*, *ray of frost*

Abilities Str 10, Dex 16, Con 15, Int 17, Wis 8, Cha 12

Feats Iron Will, Scribe Scroll^B

Skills Concentration +6, Knowledge (arcane) +6, Spellcraft +6, Tumble +5

Possessions combat gear plus morningstar, light crossbow, case and 20 bolts, *headband of intellect* +2, spellbook, spell component pouches

Spellbook spells prepared plus 0—all; 1st—*burning hands*, *sleep*, *Tenser's floating disk*

AREA 2–04

THE GOUGER

CR 4

Male troll

CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +2, Spot +2

Languages Common, Giant, Goblin

AC 17, touch 9, flat-footed 17

(-1 size, +1 deflection, -1 Dex, +3 hide armor, +5 natural)

hp 26 (4 HD); regeneration 5

Fort +6, **Ref** +0, **Will** +3

Speed 0 ft. (immobile)

Melee claw +9 (1d6+6) and

bite +3 (1d6+3)

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

Base Atk +3; **Grp** +12

Combat Gear *brooch of shielding*, *ring of protection* +1

Abilities Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Feats Iron Will, Weapon Focus (claw)

Skills Climb +5, Listen +2, Spot +2

Possessions combat gear plus loincloth

Improved Grab (Ex) To use this ability, The Gouger must hit with a bite or claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

AREA 2–02

HOBGOBLIN WIZARD**CR 1**

Male hobgoblin wizard 1

NE Medium humanoid (goblin)

Init +3; **Senses** darkvision 60 ft.; Listen -1, Spot -1**Languages** Common, Giant, Goblin**AC** 13, touch 13, flat-footed 10

(+3 Dex)

hp 9 (1 HD)**Fort** +2, **Ref** +3, **Will** +3**Speed** 30 ft. (6 squares)**Melee** morningstar +2 (1d8+2) or**Ranged** light crossbow +3 (1d8)**Base Atk** +0; **Grp** +2**Combat Gear** *potion of cure light wounds*, scroll of *magic missile*, wand of *magic missile* (10 charges).**Wizard Spells Prepared** (CL 1st; +3 ranged touch):1st—*cause fear* (DC 14), *color spray* (DC 14)0—*acid splash*, *detect magic*, *ray of frost***Abilities** Str 10, Dex 16, Con 15, Int 17, Wis 8, Cha 12**Feats** Iron Will, Scribe Scroll^B**Skills** Concentration +6, Knowledge (arcane) +6, Spellcraft +6, Tumble +5**Possessions** combat gear plus morningstar, light crossbow, case and 20 bolts, *headband of intellect* +2, spellbook, spell component pouches**Spellbook** spells prepared plus 0—all; 1st – *burning hands*, *sleep*, *Tenser's floating disk*

AREA 2–04

THE GOUGER**CR 6**

Male troll barbarian 2

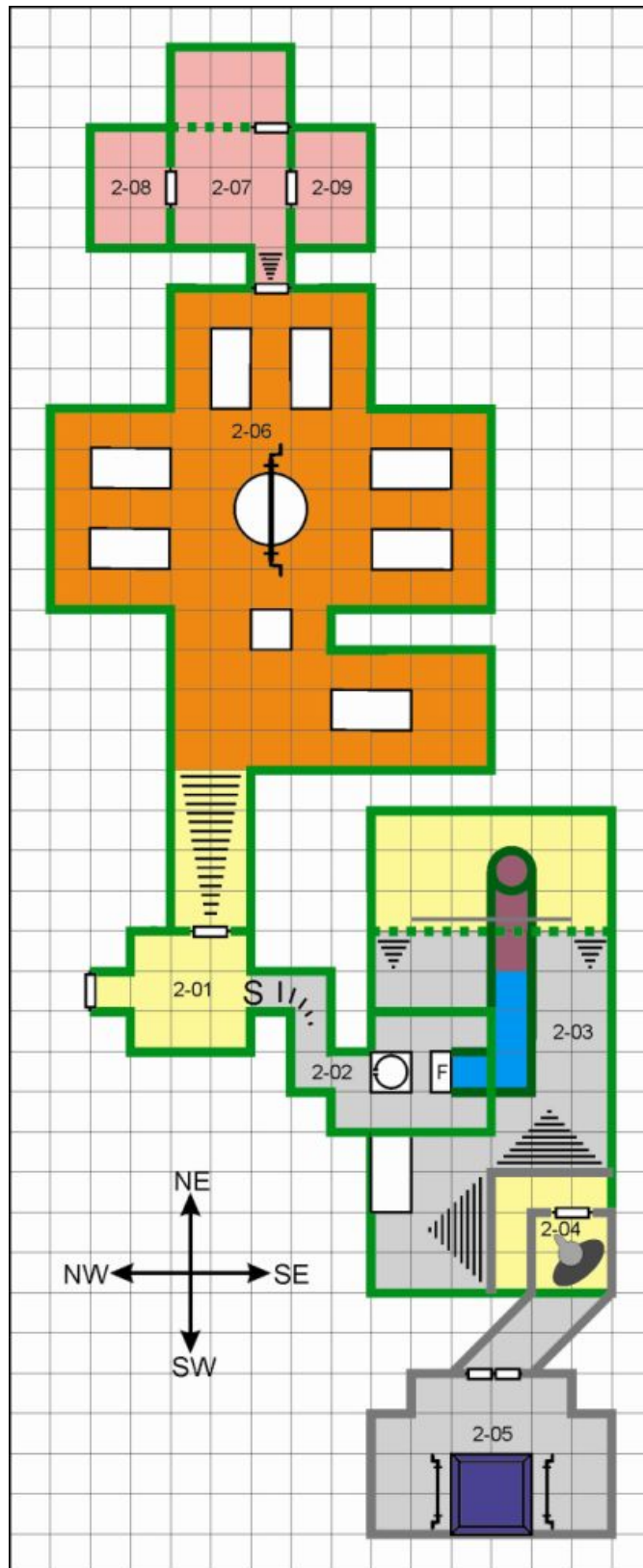
CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +2**Languages** Common, Giant, Goblin**AC** 18, touch 9, flat-footed 18(-1 size, +1 deflection, -1 Dex, +3 +1 *hide armor*, +5 natural)**hp** 50 (6 HD); regeneration 5**Fort** +9, **Ref** +0, **Will** +3**Speed** 0 ft. (immobile)**Melee** claw +13 (1d6+8) and bite +8 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +5; **Grp** +14**Abilities** Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 8**Feats** Iron Will, Weapon Focus (bite), Weapon Focus (claw)**Skills** Climb +6, Listen +6, Spot +2**Possessions** +1 *hide armor*, *amulet of mighty fists* +1, *ring of protection* +1, loincloth**Improved Grab (Ex)** To use this ability, The Gouger must hit with a bite or claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.**Rage (Ex)** A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.**Uncanny Dodge (Ex)** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

DM MAP 1: ZONE LAYOUT



Convert and Die ...or Vice Versa

By Christopher Lindsay

ADVENTURE BACKGROUND

A group of bandits has indeed taken up residence within the ruins of Castle Greyhawk. Unfortunately for them, they stumbled upon a hidden sarcophagus, and in their greed, broke the seal on the container, releasing its occupant, the ghoul lord Wraeth Blackstone. Knowing nothing but his hatred of the living, Wraeth had been planning his rampage of death and destruction in the event that some hapless fool ever decided to practice their grave robbing skills upon his particular enclosure.

A terror in combat, Wraeth killed many of the bandits in the initial encounter, and has spent the last couple days converting more of them into ghouls, enslaving them at the same time. For Wraeth, it is simply a matter of time before all of the bandits have either been converted into a state of undying servitude, or destroyed altogether. Then, the undead dwarven duskblade plans to move through the ruins, converting or destroying all living creatures he encounters.

ADVENTURE SUMMARY

The PCs begin this section of the adventure in room 319. From this chamber they have two stairways that they can investigate. How they approach this determines whether they enter the bandit's area or the ghoul area to begin with. However, circumstances typically lead the PCs into the bandit area first.

In the area controlled by bandits, the PCs encounter their guards first, who, after recent encounters with the ghouls, generally attack first. Assuming the PCs defeat this group, they can proceed further into the bandits' area, where they are likely to fight bandits in the infirmary that have finally succumbed to ghoul fever, and then have conversations with bandits that have not been converted, but are in no condition to fight.

In the area controlled by ghouls, the PCs encounter a ghoul patrol first thing. Assuming they defeat this encounter, the PCs can proceed further into the lair, where they are likely to encounter one or more chokers-turned-

ghoul. A trap has been set before Wraeth's lair, and then the PCs must contend with Wraeth himself. If the PCs defeat the ghoul lord, they have the opportunity to search his lair and find a key that allows them to proceed into the fourth and final round of this adventure.

PREPARATION FOR PLAY

Though the encounters in this round of the adventure feature primarily ghouls and bandits, both of which are base fare for most DMs, you may want to read up a bit on the duskblade (*Player's Handbook II*), though all information required for running a duskblade is given in this adventure. It is important to note that all possible light sources have been removed from the area controlled by ghouls, so PCs without darkvision have the range of their vision limited by whatever source of light they have at their disposal. Wraeth and his ghoul minions possess darkvision, which generally gives them the advantage against PCs who are forced to announce their presence with light.

It is important to note that the rooms of this zone are listed somewhat out of order, to address the probability that most groups are likely to encounter the bandit area before they fully explore the ghoul area.

GETTING HERE

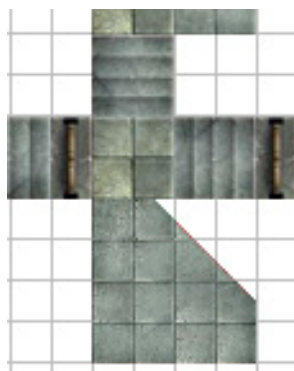
This zone of the dungeon is accessed from area 1-10 in zone one. If any of the PCs have not completed zone one (and therefore don't have an AR for the zone) gloss over the party's progress through that portion of the dungeon, describing the various chambers extremely vaguely. Scavengers and such inhabit zone one so when the PC returns to adventure in that area simply assume that the monsters described herein are recently arrived. Similarly, the encounter trap in area 103 was not triggered by previous adventurers – perhaps they believed the statue was too obviously a trap.

INTRODUCTION

Having traversed the ruins of Castle Greyhawk thus far, you find yourself in an oddly shaped chamber that contains two stairways leading up into new, unexplored areas.

Proceeding up the stairs to the north east leads the PCs into the area controlled by bandits. A pair of double doors is at the top of this stairway, and though they look very sturdy, being constructed of stone, they are unlocked and open easily.

Proceeding up the stairs to the north west leads the PCs into the area controlled by ghouls. While there is no door at the top of these stairs, the bandits have constructed a makeshift barricade of broken furniture and bits of old rusty armor they found in the area they control.



It takes ten minutes of work to pass this barricade, not to mention the noise involved in its removal. Doing so alerts the bandits in room 3-01 (assuming they still live), who come out to investigate. The bandits do not take kindly to interloping adventurers removing their barricade (attacking them as appropriate), since they put it up in an attempt to prevent further attacks by the ghouls, who they are afraid of.

3-01: TWITCHY MUCH?

The original purpose of this chamber is no longer obvious. However, the four raised platforms make it an ideal place for the bandits to set up a guard station.

Flickering torch-light illuminates most of this large vaulted chamber, casting deep shadow in some areas. High, stone platforms reside in the four corners of this chamber, a short, steep stairway leading up to each. The floor here is littered with debris from a pair of massive, smashed glass chandeliers.

If the PCs are encountering the bandits from this chamber for the first time, read:

A single scruffy human bandit stands on each of the four platforms, while a pair of greataxe toting half-orcs patrols the floor.

APL 2 (EL 3)

➤ **Human Bandits** (4): male human warrior 1; hp 6; Appendix 1.

➤ **Half-Orc Bandits** (2): male half-orc warrior 1; hp 6; Appendix 1.

APL 4 (EL 5)

➤ **Human Bandits** (4): male human fighter 1; hp 12; Appendix 1.

➤ **Half-Orc Bandits** (2): male half-orc fighter 1; hp 12; Appendix 1.



Bandit Tactics: These bandits have worked out some rudimentary tactics for defending their lair ahead of time. Having been spooked by the ghouls, unless charmed these bandits fight to the death.

Human Bandits: The human bandits start combat standing on top of their platforms, and use their raised perspective to throw spears at the PCs. They do not advance to melee combat until they have only a single spear remaining, or a PC has made their way up to the platform, forcing the issue.

Half-orc Bandits: The half-orc bandits attempt to create a bottleneck by standing in the front entryway, and blocking off the PCs as best they can. They are aware of their allies ranged attacks and so may move into position, allowing the PCs to come to them, and then switch between attacking moving away from the potential targets of thrown spears.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 20 ft. high.

Floor: The debris from the smashed chandeliers makes the entire bottom floor of this chamber difficult terrain.

Light: Torches are mounted in brackets in the corners of the room that are accessible when standing on the platforms. Though they light the room well enough for a character with normal vision to see, the platforms create areas of shadowy illumination at their base (20% miss chance), if no further light source is introduced into the room.

Platforms: The platforms are 10 feet high and constructed entirely of stone. They can be climbed unaided with a DC 20 Climb check. A Medium or smaller creature that lays prone on a platform, gains the benefit of cover from creatures on the floor below.

3-02: STORE ROOM

The bandits have been using this 'L'-shaped chamber to store their supplies, though their numbers are greatly diminished, and so most of these supplies go largely unused.

This oddly-shaped chamber is a storehouse for foodstuffs, water, and other sundries. From markings on the crates and barrels it is clear that they were only recently placed here. A two-wheel hand-cart sits toward the back of the room.

There is no danger here. This store room houses supplies that the PCs might dip into rather than travel to the free city in order to stock up again. The hand-cart was used to bring the supplies down into the ruins via the lift in 334. It is important to note that the supplies listed here were recently stolen. If the PCs attempt to sell it as loot, the supplies are identified and confiscated without payment.

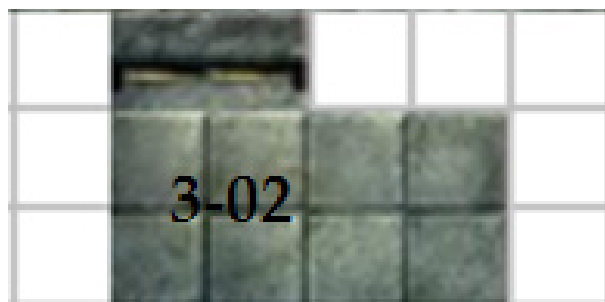
Supplies found here include:

- 40 gallons fresh water
- 10 days trail rations for thirty bandits.
- 100 ft. hemp rope
- 50 torches
- 2 healer's kits
- 6 waterskins (empty)
- 3 hooded lanterns
- 30 flasks of oil

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 10 ft. high.



3-03: FORGOTTEN SHRINE

Since the doors to this chamber are locked (DC 25 Open Locks), and thanks to the ghouls, the bandits have been hard-pressed to find time to recover and explore, this chamber remains undisturbed.

Smelling sharply of stale incense and mildew, this chamber houses a small shrine adorned with a pair of wax-laden candelabras, whose contents are largely burned out. Constructed of stone, the front of the shrine is carved with the eye of Boccob.

A wide shelf lines all walls in this chamber except the one you entered from, and holds dozens of sealed, clear glass jars. Each jar contains a viscous clear liquid in which rests a single perfectly preserved eye.

The eyes contained herein were apart of a larger experiment, whose purpose has been lost in time. Opening any given jar and exposing its contents to the air causes the liquid to turn a putrid shade of green, and the eye to blacken and decay completely over the course of a minute. The smell is rotten and fetid.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 10 ft. high.

Shrine: A DC 20 Search check reveals a hidden compartment in the center of the carved eye. Depressing the pupil on the eye causes it to spring out, revealing a cylindrical chamber large enough to hold a single scroll tube. Inside is an ivory and silver scroll tube (50 gp value), containing an arcane scroll of know vulnerabilities^{SC}. Additionally, an ancient scroll with religious text valuable only to the church of Boccob can be found here as well.



3-04: INFIRMARY

Just beyond the hall, this chamber contains five bandits, one of which (a human named Rolph) is unharmed. Rolph lost a bet and now serves as nurse to his four injured companions. Assuming the PCs have defeated the bandits in 330, Rolph immediately surrenders, begging the PC for any assistance they might be able to provide.

This chamber, which is open to the hallway contains four makeshift beds, composed mainly of bedrolls lain over straw, on the floor. It is clear that numerous beds used to line the walls here, though they've recently been removed. An injured bandit, three humans and one half-orc, lay unconscious in the bedrolls, having suffered from numerous bite and scratch wounds. A single human bandit moves among them, tending their wounds.

Rolph has a partially used healing kit from the bandits' store room (3-02), and he is doing his best to keep his buddies alive. Any assistance is appreciated, and Rolph gives his word immediately not to pull any funny business.

These bandits are no threat to anyone at this time, and so no statistics are provided for this encounter. However, if the PCs rest here this evening, they witness two or more bandits as they succumb to ghoulish fever and rise as ghouls to attack. Use the statistics blocks from 3-08: Ghoulish Bandits. Use the APL 4 statistic block (3-01) for human bandits for Rolph. This encounter is entirely optional, and should only be used if you (the DM) perceive that the PCs are either having too easy a time of it, or they are running way ahead of time. Otherwise, you should skip the combat portion of this encounter.

All APLs

➤ **Rolph, Human Bandit:** male human fighter 1; hp 12; Appendix 1.

APL 2 (EL 2)

➤ **Ghoul (2):** hp 13; Appendix 1.

APL 4 (EL 4)

➤ **Ghoul (4):** hp 13; Appendix 1.

Ghoul Tactics: The ghouls do their best to paralyze all opponents before finishing them off and consuming their remains.

DEVELOPMENT

If Rolph, or any of the other bandits survive to leave the ruins, they swear off banditry and take up lives of service, eventually becoming honest farmers.

If questioned about the other wing of this

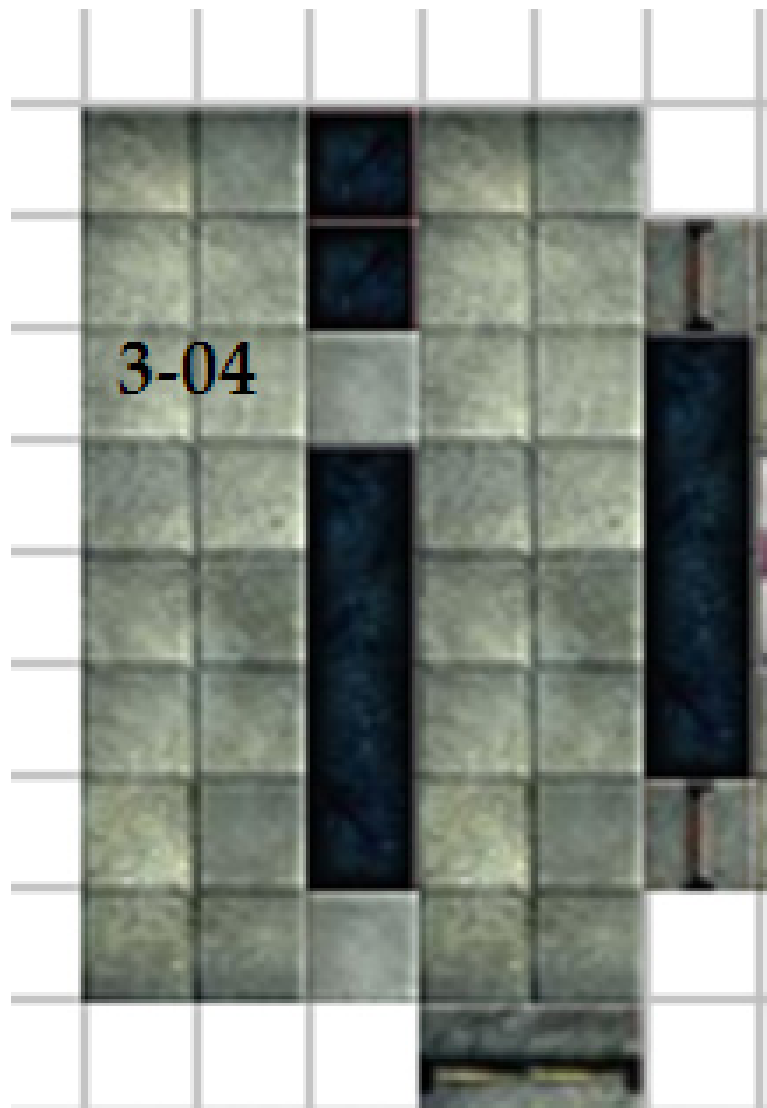
section of the ruins, Rolph can tell the PCs that he has heard reports of a decrepit old, bearded ghoul that fights like a demon, with fire coming out of its hands. He is personally terrified to meet such a creature, and chooses not to accompany the PCs unless they threaten him with death. Either way, he isn't much good in a fight, and runs at the first opportunity.

Rolph can also tell the PCs that the group of bandits he is with, is new, having just been established, and it now looks as though it has been wiped out before it began the business of banditry.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 15 ft. high.



3-05: STAGING AREA

This chamber, though uninhabited, is clearly the bandits' starting point for entry in the ruins.

This oddly shaped chamber contains three lifts of varying size, only one of which appearing to be operational. Additionally, a solid looking stone door is set into the northwest wall.

Three lifts of various sizes occupy this chamber, though only one of them is currently operational. A system of winches and pulleys are present, one having been repaired by the bandits, and allow the use of one lift to ascend to the surface of the ruins.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 20 ft. high.

Lift: The lift hoists a platform, 10 feet wide, down through a hole in the floor. While the winch can be employed from both the floor of this chamber and the top of the shaft, it requires no less than four Medium creatures (or two Large creatures) to successfully employ the winch. Because of this, the bandits needed one more relatively healthy man before they could complete the ascent (four to lift the initial load, and four to lower the platform and lift the remaining load).

Restricted Play Option: Sinister sounds emanate from below. The PCs should not proceed any further. The areas below are detailed in COR8-01 *Crypts of the Forgotten*.

Iron-Bound Stone Door: 8 in. thick; hardness 10; 120 hp; Break DC 28; Open Locks DC 40. Additional unnamed enchantments have been placed on this door that prevents it from being *knocked* open.

This door actually leads deeper into the ruins, though passing this point is not covered within the scope of this four-round adventure. Suffice it to say that the only way for the PCs to pass this point is to get the key located in zone four of this adventure.



3-06: BLOODY REMAINS

Once the PCs have cleared away the furniture and wreckage that the bandits used to seal off this area, they get their first view of the chamber beyond.

This wide hall appears to have been bathed in blood, as the viscous fluid drips and dries on nearly every surface. Four bodies lay akimbo, having been recently stripped of all flesh. Bite marks are evident on the bones of the fallen.

An archway leads toward a wide stairway leading down into darkness, though a faint hum of magical energy is in evidence, as you note a wall of force blocking passage down the stairs.

The corpses were formerly bandits, but became food for the pack of ghouls that now inhabits these chambers.

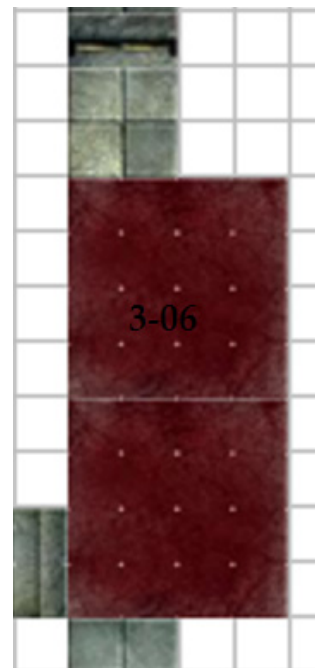
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 20 ft. high.

Archway: Any character making a Spot check DC 20 notices a slight depression in the wall next to the archway. Closer inspection reveals a dwarven family crest. Any PC that makes a DC 20 Knowledge (history) check recognizes the crest as that of the fallen clan Blackstone.

In order to pass through the archway, the PCs must defeat the ghoul lord Wraeth Blackstone and take his ring. Pressing the ring into the depression deactivates the *wall of force* until the ring is pressed into the depression once more. Gaining access to this passage is what begins zone 4 of this adventure.



3-07: FOYER (EL 0 OR 2)

There are actually two chambers on the map so marked, and both are essentially identical, with one exception. The chamber closest to the entrance has an open archway at both ends, while the chamber furthest has an open archway at one end, and a set of double doors at the other.

The chamber that lies beyond the archway is diamond-shaped, though otherwise plain. Casual observation reveals that tapestries hung from the four walls of this foyer at one time, only aged iron hangars now remain.

These two chambers use to house expensive tapestries depicting a variety of scenes involving the practice of ancient magic.

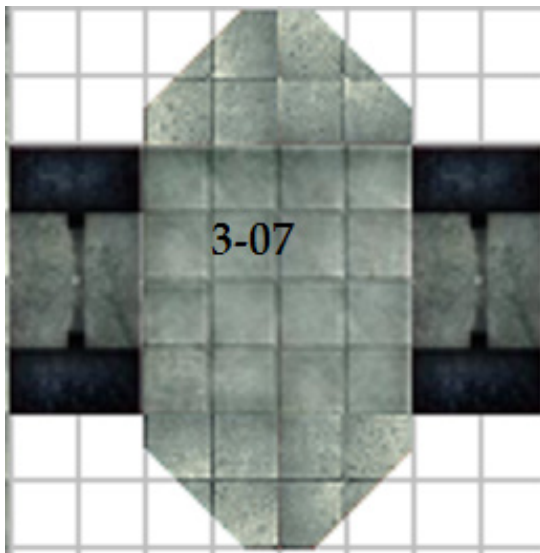
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 20 ft. high.

CHAMBER WITH TWO ARCHWAYS

The room beyond this chamber is currently the lair of a pack of ghouls that were previously bandits. Unless the PCs use considerable stealth in their approach, it is likely that they draw the attention of these creatures shortly (within 1d3 rounds) after they enter this chamber. See 326: Ghoulish Bandits.

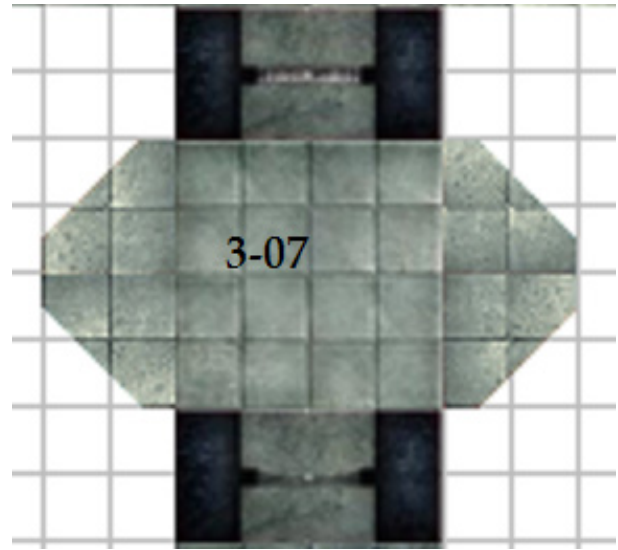


CHAMBER WITH DOUBLE DOORS

Thanks to Wraeth Blackstone, the doors here are locked and trapped. Wraeth has rigged several large stone blocks to fall on the head of unwary adventurers.

Iron-Bound Wooden Door: 2 in. thick; hardness 8; 30 hp; Break DC 23; Open Locks DC 25.

Stone Blocks from Ceiling: CR 2; mechanical; location trigger (opening the door); repair reset; Atk +8 melee (2d6, stone blocks); Search DC 25; Disable Device DC 18.



3-08: GHOULISH BANDITS

This chamber was once a gathering place for the faithful of Boccob. Now it is all but deserted. The PCs can view the following scene from within the foyer (3-07).

This large two-tiered chamber houses a full-bodied sculpture of Boccob the Archmage on its upper tier. A depiction of his symbol, the eye, adorns the front of the statue's robes, and glows with a faint violet luminescence. Two short stone stairways lead up to the tier upon which it rests, from the lower floor of this chamber.

Assuming the PCs haven't already attracted the attention of the ghouls within this chamber, once they enter the room, read:

Foul creatures, the remnants of the bandits they once were, stalk across the room. Pale skin is drawn tight across clearly visible bones, and hunger burns like hot coals in their eyes, as their lips draw back in a snarl to reveal razor sharp teeth.

These ghouls were once bandits, and are still adorned with the armor they wore in life. Though their former race is essentially irrelevant, at APL 2 they are both human, while at APL 4, two are human and two are half-orc. These ghouls are wicked feral beasts, wholly under the control of their maker, the gravetouched ghoul Wraeth Blackstone. On his behalf, they fight until destroyed.

APL 2 (EL 2)

☛ Ghoul (2): hp 13; Appendix 1.

APL 4 (EL 4)

☛ Ghoul (4): hp 13; Appendix 1.

Ghoul Tactics: The ghouls do their best to paralyze all opponents

before finishing them off and consuming their remains.

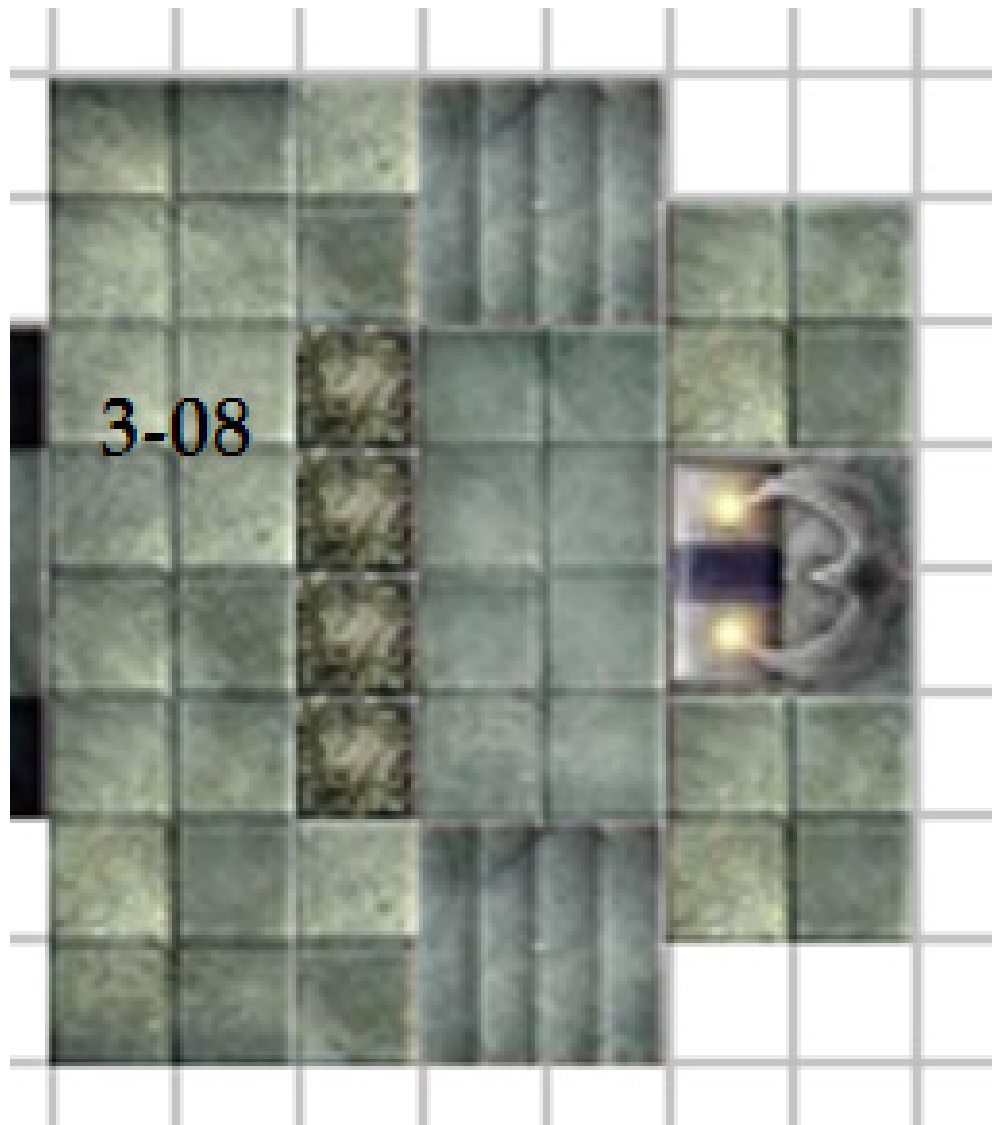
AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 20 ft. high.

Upper Tier: This level of the room is only five feet above the lower floor, though the statue is raised another two feet above that on its pedestal. A stone 4-foot high stone banister adorns the edge of the upper tier, except where the two short stairways descend to the lower floor.

Statue: A DC 25 Search check reveals a secret chamber hidden in the chest of the statue of Boccob. Rotating the iris of the glowing eye emblazoned there causes it to slide open revealing the chamber and its treasure, a *ring of brief blessing* (Magic Item Compendium 122).



3-09: CHOKE...HOLD

When Wraeth first emerged from his sarcophagus, after his initial encounter with the bandits, he found a choker lair not far from his own. Defeating the creature(s) therein, he made a conscious decision to turn them into spawn.

A single unadorned archway leads into this chamber, whose only occupants appear to be a pair of dead bandits. The bandits are hanging from the southeast and northwest walls respectively, having been anchored in place by a number of pitons which are driven through their hands, feet, and limbs, directly into the stone. A curtain of ebony beads hangs lengthwise across the room, concealing the northeast wall.

Investigating the bandit corpses reveals that they have merely been gnawed upon, and not entirely consumed. Any PC making a DC 20 Heal check recognizes that these two appear to have been strangled to death.

Investigating the curtain reveals that it is composed of worthless black beads that have been strung with a sturdy wire and hung in a curtain from the ceiling. Once the PCs disturb the curtain near the alcove, read:

A large alcove containing a statue of a nondescript dwarf wearing robes, and bearing a large axe is revealed when you disturb the curtain of beads.

Allow PCs that investigate the alcove a DC 22 Spot check to notice the choker(s) hiding there, and avoid surprise. Whether surprised or not, however, once the PCs get a look at the choker(s) read:

A creature perches in the shadows, near the ceiling. Its body resembles that of a naked, mottled halfling with limbs that are long and spindly, and its eyes glow like hot coals. It hisses, showing a mouth full of large, sharp teeth.

The choker(s) hide behind the curtain, attempting to surprise interlopers that enter their lair.

APL 2 (EL 3)

➤ **Choker** (gravetouched ghoul): hp 19; Appendix 1.

APL 4 (EL 5)

➤ **Choker** (gravetouched ghoul) (2): hp 19; Appendix 1.

Choker Tactics: The chokers begin combat using only their claw attacks, since they can do this and still take advantage of their reach, while attempting to paralyze opponents at the same time.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 10 ft. high.

Statue: The statue is a member of the Blackstone family, though it was recently defaced by Wraeth, who has no interest in recalling his past life.

Corpses: If searched, both of these dead bandits still possess a *potion of cure light wounds*.

DEVELOPMENT

Combat in this area alerts Wraeth to the presence of the PCs.



3-10: THE SOURCE

This is the lair of the ghoulish lord Wraeth Blackstone. At the moment, Wraeth is waiting patiently for the effects of ghoulish fever to do his work for him, since he is fairly confident that many of the bandits he has encountered thus far, that haven't died, are afflicted with the fatal disease. While he waits, Wraeth is using the stone that comprised his former sarcophagus, as well as the freshly peeled bones of fallen bandits, to construct a macabre throne.

A throne constructed entirely of stone and bones is the only feature of note in this otherwise plain stone chamber.

A stout dwarf whose skin appears to have been stretched too tightly over a skull with blazing eyes the color of blood, glares at you. He is wearing a mithral shirt and easily hefts a dwarven waraxe in one hand. He speaks through gritted teeth, "I suppose you've destroyed all my pets. No matter! I'll simply make new ones... starting with you!"

Released by the bandits who unsealed his sarcophagus, Wraeth plans to create an army of ghouls with which to march across the land, causing terror, death, and destruction.

APL 2 (EL 4)

➤ **Wraeth Blackstone** (gravetouched ghoul): male dwarf duskblade 3; hp 20; Appendix 1.

APL 4 (EL 6)

➤ **Wraeth Blackstone** (gravetouched ghoul) (2): male dwarf duskblade 5; hp 32; Appendix 1.

Wraeth's Tactics: Wraeth is less than subtle in combat, though not less than intelligent. If he sees a lot of ranged weapons or PCs that look like spellcasters, then he opens starts by casting *obscuring mist* to prevent them from easily targeting him. He then moves through the mist attempting to paralyze those he can, and kill those he can't.

However, if the PCs look as though they are primarily melee combatants, he opens up with *burning hands* (APL 2), or *scorching ray* (APL 4).

AREA FEATURES

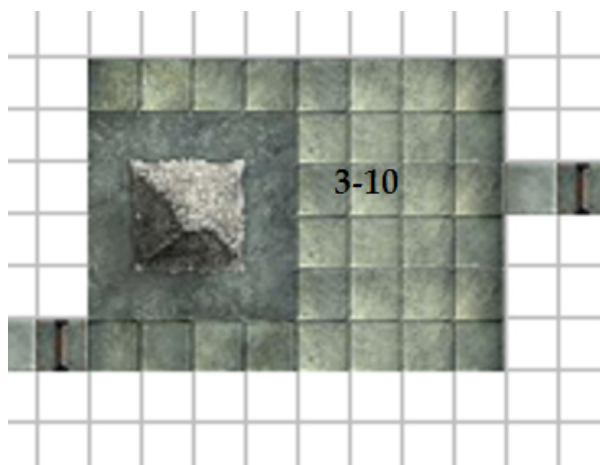
This area has the following features of note:

Ceiling: The ceiling here is 10 ft. high.

Throne: This large chair is constructed of stone taken from Wraeth's former sarcophagus, and bones taken from his victims. It has no other special qualities.

DEVELOPMENT

Defeating Wraeth, allows the PCs to claim the Blackstone family ring (which he wears), which is the key to advancing through the *wall of force*, and into zone four of this adventure.



3-11: COFFER OF THE GHOUL LORD

This small chamber previously held Wraeth Blackstone in repose. However, it bears occupants no longer.

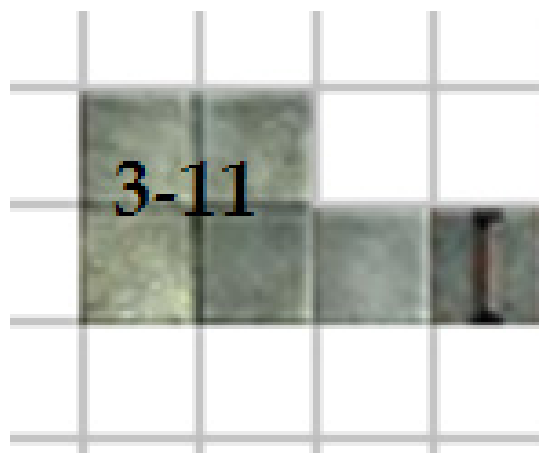
This small chamber isn't much more than a walk-in closet. The remnants of a black stone sarcophagus are stacked neatly against the far wall, apparently discarded after the construction of the throne in the main chamber. A shelf on one side of the room holds a small iron coffer and finely made tools for masonry and stonemasonry.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 10 ft. high.

Iron Coffin: This box is neither locked nor trapped. It contains a small cache of platinum coins and gems. The exact amount varies by APL, and is given in the treasure section of this adventure.



CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

If the PCs defeat Wraeth, they can take possession of his ring and use it to unlock the *wall of force* that prevents them from continuing into the final round of this adventure. It is important to note that the key needed to travel deeper into the ruins can only be obtained within zone four.

FAILURE

Failure in this adventure likely means death for the entire party, though it may be possible, if any PCs survive, to obtain the ring... or even the final key, from a party of successful adventurers. If this is the case, then PCs that survive, but fail in this round of the adventure must spend an additional time unit, above and beyond what they would use to play the fourth and final round, in order to get what they need to play in the next adventure.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

The Guild of Wizardry

- +1 for returning the arcane scroll of *know vulnerabilities*, found in the hidden shrine. Characters doing this also gain Open access to the item.

Merchants' and Traders' Union

- +1 for returning trade goods stolen by the bandits in order to support their operations.

Cartographers' Guild

- +1 for producing an accurate map of this section of the ruins.

Thieves' Guild

- +1 for saving Rolph and giving him the opportunity to rejoin the guild.

Nightwatchmen

- +1 for producing evidence of the defeat and disbandment of the bandits inside the ruins.

Religious Organizations (Boccob)

- +1 for returning the ancient religious text of Boccob, directly to the temple.

EXPERIENCE POINT SUMMARY

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

3-01: Twitchy Much?

Defeat the bandits, whether in their lair, or the main entry.

APL 2	90 XP
APL 4	120 XP

3-08: Ghoulish Bandits

Destroy the ghouls.

APL 2	60 XP
APL 4	90 XP

3-09: Choke...Hold

Destroy the gravetouched ghoul choker(s).

APL 2	90 XP
APL 4	150 XP

3-10: The Source

Destroy Wraeth Blackstone.

APL 2	120 XP
APL 4	180 XP

Discretionary Roleplaying Award

APL 2	90 XP
APL 4	135 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round

or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

3-01: Twitchy Much?

APL 2: Loot 21 gp; Coin 7 gp; Magic 25 gp - 6 *potions of cure light wounds*; Total 53 gp.

APL 4: Loot 71 gp; Coin 7 gp; Magic 25 gp - 6 *potions of cure light wounds*; Total 103 gp.

3-03: Forgotten Shrine

APL 2 & 4: Loot 5 gp; Magic 58 gp - *scroll of know vulnerabilities*; Total 63 gp.

3-10: The Source

APL 2: Loot 33 gp; Magic 179 gp 2 *potions of inflict light wounds* (4 gp), +1 *mithral shirt* (175 gp); Total 212 gp.

APL 4: Loot 6 gp; Magic 179 gp 2 *potions of inflict light wounds* (4 gp), +1 *mithral shirt* (175 gp), +1 *dwarven waraxe* (194 gp); Total 379 gp.

3-11: Coffers of the Ghoul Lord

APL 2: Loot 25 gp; Coin 100 gp; Total 125 gp.

APL 4: Loot 35 gp; Coin 100 gp; Total 155 gp.

Treasure Cap

APL 2: 450 gp; **APL 4:** 650 gp

Total Possible Treasure

APL 2: 453 gp; **APL 4:** 700 gp

SPECIAL

Use these notes to determine which AR items the PCs gain:

- **Blackstone Family Ring:** PCs that find the ring in area 3-10 can use it to penetrate the *wall of force* in area 3-06.
- **Touch of Undeath:** PCs that defeat all the undead in this zone receive the Touch of Undeath AR item.

🔱 **Blackstone Family Ring:** This heavy, gold ring bears the sigil –a pyramid with the hammer of Moradin floating inside – of the Blackstone Family upon it. It may be useful during your exploration of the ruins below the War Tower.

☞ **Touch of Undeath:** You have battled the undead and been victorious. The forces of good have recognized your valor and grant you a boon. The next time you must make a saving throw against the paralysis affect of either a ghast or ghoul you automatically succeed and ignore the affect. Cross off this AR item when used.

ADVENTURE RECORD ITEMS

ITEM ACCESS

APL 2 & 4:

Scroll of know vulnerabilities (Core; *Spell Compendium*)

+1 *mithral shirt* (adventure)

Ring of brief blessing (Core; *Magic Item Compendium*)

Potion of inflict light wounds (Adventure; DMG)

APPENDIX 1: APL 2

3-01: TWITCHY MUCH?

4 HUMAN BANDITS

CR 1/2

Human warrior 1

CN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 armor, +2 shield)

hp 6 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)

Melee spear +5 (1d8+3)

Ranged spear +3 (1d8+3)

Base Atk +1; **Grp** +4

Atk Options Point Blank Shot

Combat Gear *potion of cure light wounds*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8

Feats Point Blank Shot, Weapon Focus (spear)

Skills Climb +4, Jump +4, Ride +5

Possessions combat gear plus studded leather armor, heavy wooden shield, 3 spears, belt pouch, flint and steel, 3 torches, 5 gp

2 HALF-ORC BANDITS

CR 1/2

Half-orc warrior 1

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft., Listen +0, Spot +0

Languages Common, Orc

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)

hp 6 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)

Melee greataxe +6 (1d12+6/x3)

Base Atk +1; **Grp** +5

Combat Gear *potion of cure light wounds*

Abilities Str 18, Dex 13, Con 14, Int 8, Wis 10, Cha 6

Feats Weapon Focus (greataxe)

Skills Climb +5, Jump +5

Possessions combat gear plus studded leather armor, greataxe, 10 gp

3-08: GHOULISH BANDITS

GHOULS

CR 1

CE Medium undead

Init +2; **Senses** darkvision 60 ft., Listen +2, Spot +7

Languages Common, Orc

AC 17, touch 12, flat-footed 14
(+2 Dex, +3 armor, +2 natural)

hp 13 (2 HD)

Immune mind-affecting (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects

Resist +2 turn resistance

Fort +0, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee bite +2 (1d6+1 plus paralysis plus ghoul fever) and

2 claws +0 each (1d3 plus paralysis)

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12

SQ undead traits

Feats Multiattack

Skills Balance +5, Climb +4, Hide +5, Jump +4, Move Silently +5, Spot +7

Possessions studded leather armor

Ghoul Fever (Su) Disease – bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

3-09: CHOKE...HOLD

GRAVETOUCHED GHOUL CHOKER*

CR 3

**Libris Mortis*

CE Medium undead (augmented aberration)

Init +8; **Senses** darkvision 60 ft., Listen +3, Spot +3

Languages Undercommon

AC 21, touch 15, flat-footed 17
(+1 size, +4 Dex, +6 natural)

hp 19 (3 HD)

Resist +2 turn resistance

Fort +1, **Ref** +7, **Will** +6

Speed 20 ft. (4 squares), climb 10 ft.

Melee 2 tentacles +7 each (1d3+4) or

Melee bite +7 (1d4+4 plus paralysis plus ghoul fever) and

2 claws +5 each (1d3+2 plus paralysis)

Space 5 ft.; **Reach** 5 ft. (10 ft. with claw or tentacle)

Base Atk +2; **Grp** +6

Atk Options constrict 1d3+4, improved grab

Abilities Str 18, Dex 18, Con —, Int 6, Wis 17, Cha 9

Feats Improved Initiative, Lightning Reflexes, Multiattack, Stealthy

Skills Climb +14, Hide +12, Move Silently +8

Constrict (Ex) A choker deals 1d3+4 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex) To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action

without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

- Ghoul Fever (Su)** Disease – bite, Fortitude DC 10, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.
An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.
- Paralysis (Ex)** Those hit by a ghoul's bite or claw attack must succeed on a DC 10 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.
- Skills** A choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

3–10: THE SOURCE

WRAETH BLACKSTONE (GRAVETOUCHER GHOUL)* CR 4

Male dwarf duskblade** 3

**Libris Mortis*

***Player's Handbook II*

CE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., Listen +3, Spot +3

Languages Common, Dwarven, Goblin, Orc

AC 21, touch 14, flat-footed 17; +4 dodge bonus to AC against giants

(+4 Dex, +5 armor, +2 natural)

hp 20 (3 HD)

Immune mind-affecting (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects

Resist stability (+4 on ability checks to resist being bull rushed or tripped), +2 turn resistance

Fort +3, **Ref** +5, **Will** +6; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee mwk dwarven waraxe +8 (1d10+4) or

Melee bite +6 (1d6+3 plus paralysis plus ghoulish fever) and

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

Base Atk +3; **Grp** +6

Atk Options arcane channeling, ghoulish fever, paralysis, +1 racial bonus to attack orcs and goblinoids

Combat Gear 2 potions of inflict light wounds

Duskblade Spells Known (CL 3rd):

1st (5/day)—*burning hands* (DC 14), *obscuring mist*, *shocking grasp* (+6 melee touch), *swift expeditious retreat*

0 (5/day)—*acid splash* (+7 ranged touch), *disrupt undead* (+7 ranged touch), *ray of frost* (+7 ranged touch), *touch of fatigue* (+6 melee touch)

Spell-Like Abilities (CL 3rd)

6/day total—*dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic*

Abilities Str 16, Dex 18, Con—, Int 16, Wis 16, Cha 14

SQ stonecunning, undead traits, arcane attunement, armored mage (light), arcane channeling

Feats Combat Casting, Multiattack, Power Attack, Weapon Focus (dwarven waraxe)

Skills Concentration +6 (+10 casting defensively), Craft (trapmaking) +9 (+11 when using stone or metal), Knowledge (arcane) +9, Spellcraft +9

Possessions combat gear plus +1 mithral shirt, masterwork dwarven waraxe, gold earrings (50 gp for the pair), jade ring (20 gp), spell component pouch, Blackstone crest ring.

Ghoul Fever (Su) Disease – bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex) Those hit by Wraeth's bite or claw attack must succeed on a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Armored Mage (Ex) Wraeth's limited focus and specialized training allow him to avoid arcane spell failure when wearing light armor and light shields.

Arcane Channeling (Su) Wraeth can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

3-01: TWITCHY MUCH?**HUMAN BANDITS****CR 1**

Human fighter 1

CN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common**AC** 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 shield)

hp 12 (1 HD)**Fort** +4, **Ref** +1, **Will** +0**Speed** 30 ft. (6 squares)**Melee** spear +5 (1d8+3)**Ranged** spear +3 (1d8+3)**Base Atk** +1; **Grp** +4**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** *potion of cure light wounds***Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8**Feats** Point Blank Shot, Precise Shot, Weapon Focus (spear)**Skills** Climb +4, Jump +4, Ride +5**Possessions** combat gear plus studded leather armor, heavy wooden shield, 3 spears, belt pouch, flint and steel, 3 torches, 5 gp**HALF-ORC BANDITS****CR 1**

Half-orc fighter 1

CN Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft., Listen +0, Spot +0**Languages** Common, Orc**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

hp 12 (1 HD)**Fort** +4, **Ref** +1, **Will** +0**Speed** 30 ft. (6 squares)**Melee** masterwork greataxe +7 (1d12+6/x3)**Base Atk** +1; **Grp** +5**Atk Options** Power Attack**Combat Gear** *potion of cure light wounds***Abilities** Str 18, Dex 13, Con 14, Int 8, Wis 10, Cha 6**Feats** Power Attack, Weapon Focus (greataxe)**Skills** Climb +5, Jump +5**Possessions** combat gear plus studded leather armor, masterwork greataxe, 10 gp**3-08: GHOULISH BANDITS****4 GHOULS****CR 1**

CE Medium undead

Init +2; **Senses** darkvision 60 ft., Listen +2, Spot +7**Languages** Common, Orc**AC** 17, touch 12, flat-footed 14

(+2 Dex, +3 armor, +2 natural)

hp 13 (2 HD)**Immune** mind-affecting (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects**Resist** +2 turn resistance**Fort** +0, **Ref** +2, **Will** +5**Speed** 30 ft. (6 squares)**Melee** bite +2 (1d6+1 plus paralysis plus ghoul fever) and

2 claws +0 (1d3 plus paralysis)

Base Atk +1; **Grp** +2**Abilities** Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12**SQ** undead traits**Feats** Multiattack**Skills** Balance +5, Climb +4, Hide +5, Jump +4, Move Silently +5, Spot +7**Possessions** studded leather armor**Ghoul Fever (Su)** Disease – bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.**3-09: CHOKE...HOLD****GRAVETOUCHED GHOUL*CHOKERS****CR 3****Libris Mortis*

CE Medium undead (augmented aberration)

Init +8; **Senses** darkvision 60 ft., Listen +3, Spot +3**Languages** Undercommon**AC** 21, touch 15, flat-footed 17

(+1 size, +4 Dex, +6 natural)

hp 19 (3 HD)**Resist** +2 turn resistance**Fort** +1, **Ref** +7, **Will** +6**Speed** 20 ft. (4 squares), climb 10 ft.**Melee** 2 tentacles +7 each (1d3+4) or**Melee** bite +7 (1d4+4 plus paralysis plus ghoul fever) and

2 claws +5 each (1d3+2 plus paralysis)

Space 5 ft.; **Reach** 5 ft. (10 ft. with claw or tentacle)**Base Atk** +2; **Grp** +6**Atk Options** constrict 1d3+4, improved grab,**Abilities** Str 18, Dex 18, Con —, Int 6, Wis 17, Cha 9**Feats** Improved Initiative, Lightning Reflexes, Multiattack, Stealthy**Skills** Climb +14, Hide +12, Move Silently +8**Constrict (Ex)** A choker deals 1d3+4 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex) To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Ghoul Fever (Su) Disease – bite, Fortitude DC 10, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 10 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Skills A choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

3–10: THE SOURCE

WRAETH BLACKSTONE (GRAVETOUCHER GHOUL)* CR 6

Male dwarf duskblade** 5

**Libris Mortis*

***Player's Handbook II*

CE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft., Listen +3, Spot +3

Languages Common, Dwarven, Goblin, Orc

AC 21, touch 14, flat-footed 17; +4 dodge bonus to AC against giants

(+4 Dex, +5 armor, +2 natural)

hp 32 (5 HD)

Immune mind-affecting (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects

Resist +2 turn resistance, stability (+4 on ability checks to resist being bull rushed or tripped),

Fort +4, **Ref** +5, **Will** +7; +2 against spells and spell-like effects

Speed 20 ft. (4 squares)

Melee +1 *dwarven waraxe* +10 (1d10+5) or bite +8 (1d6+3 plus paralysis plus ghoulish fever) and 2 claws +6 each (1d4+1 plus paralysis)

Base Atk +5; **Grp** +8

Atk Options Power Attack, ghoulish fever, paralysis, +1 racial bonus to attack orcs and goblinoids, quick cast 1/day

Combat Gear 2 potions of inflict moderate wounds

Duskblade Spells Known (CL 5th):

2nd (3/day)—*scorching ray* (+9 ranged touch)

1st (6/day)—*burning hands* (DC 14), *obscuring mist*, *shocking grasp* (+8 melee touch), *swift expeditious retreat*, *true strike*

0 (6/day)—*acid splash* (+9 ranged touch), *disrupt undead* (+9 ranged touch), *ray of frost* (+9 ranged touch), *touch of fatigue* (+8 melee touch)

Spell-Like Abilities (CL 5th)

6/day total—*dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic*

Abilities Str 16, Dex 18, Con—, Int 17, Wis 16, Cha 14

SQ stonecunning, undead traits, arcane attunement, armored mage (medium), arcane channeling,

Feats Combat Casting, Multiattack, Power Attack, Weapon Focus (*dwarven waraxe*)

Skills Concentration +8 (+12 casting defensively), Craft (trapmaking) +11 (+13 when using stone or metal), Knowledge (arcane) +11, Spellcraft +11

Possessions combat gear plus +1 *mithral shirt*, +1 *dwarven waraxe*, gold earrings (50 gp for the pair), jade ring (20 gp), spell component pouch, Blackstone crest ring.

Ghoul Fever (Su) Disease – bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

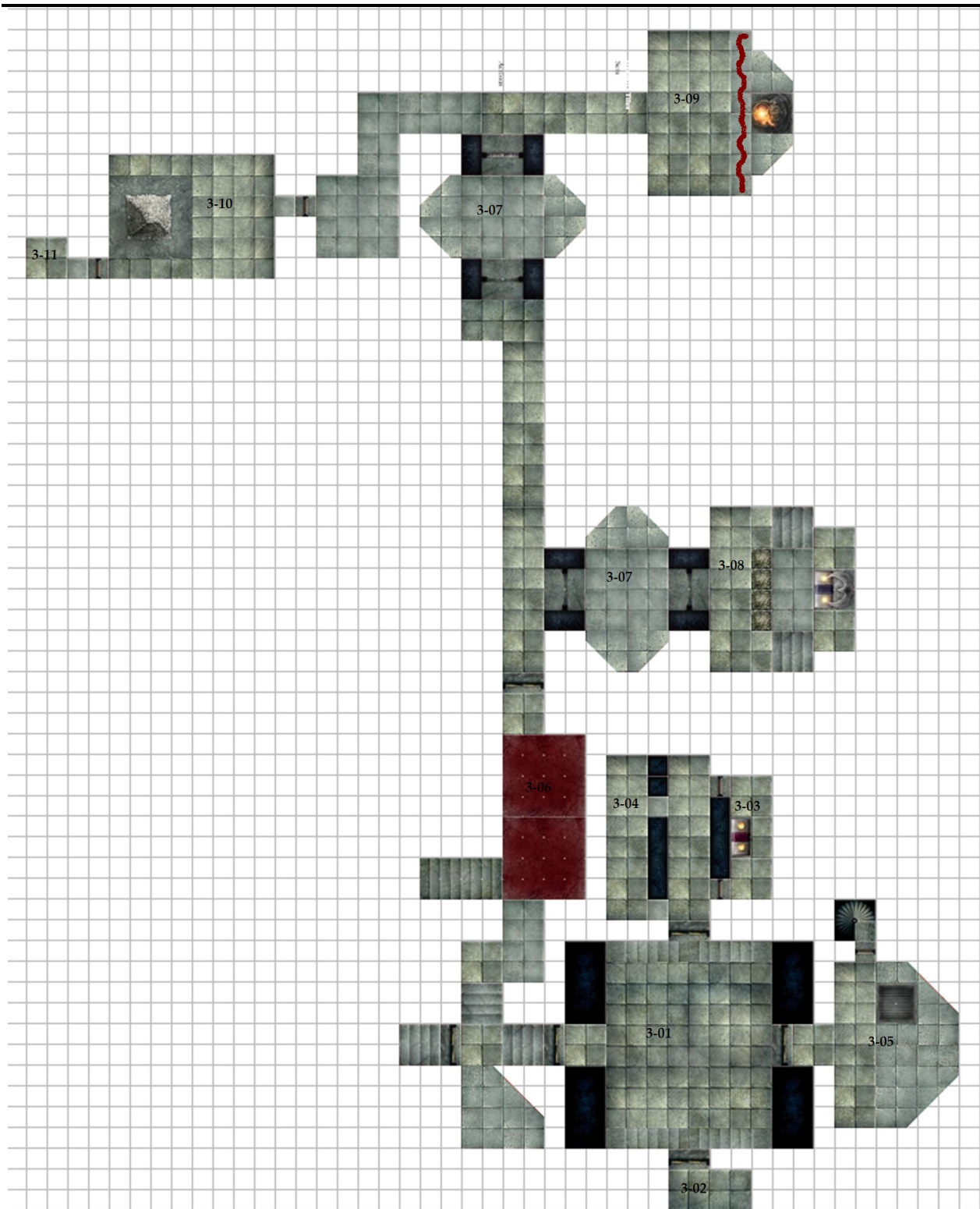
Paralysis (Ex) Those hit by Wraeth's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Armored Mage (Ex) Wraeth's limited focus and specialized training allow him to avoid arcane spell failure when wearing light or medium armor and light shields.

Arcane Channeling (Su) Wraeth can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast Wraeth can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

DM MAP 1: ZONE LAYOUT



Blackstone Crypt

By Christopher Lindsay

ADVENTURE BACKGROUND

This section of the ruins comprises all that remains of the upper level of a tomb formerly occupied by the dwarves of clan Blackstone. Though it is no longer the structure it once was, the cavernous main chamber of this structure now houses a chasm leading to the deeper levels of the dungeons below the War Tower.

The main tomb houses the former head of clan Blackstone. Though the ancient dwarf remains deceased, the corpse remains in possession of a magic key that can be used to open the door leading deeper into the ruins.

Recently, a wave of negative energy, originating from below, swept up through these ruins. This caused the spirits of those dwarves who were at rest on this level, to rise as wraiths, not to mention the proliferation of ghouls in the previous section of the ruins. Having no other place to go, and sensing life beneath them, the wraiths descended into the deeper levels to hunt. Unfortunately, for the wraiths, they happened upon a number of clerics, who promptly destroyed them or bound them to their service.

At the same time that the wraiths rose into undeath, three tomb motes emerged spontaneously, and are trapped within the main tomb, and are now its primary guardians.

ADVENTURE SUMMARY

Arriving in the main chamber, the PCs have a number of things they might discover here.

4-01: A small shrine to Moradin houses an ancient forge that possesses fire magic which has, over the ages, gained a life of its own. Tampering with the shrine can result in the release of the living fire residing within.

4-02: The central feature of this chamber is a large 10-foot by 40-foot shaft that leads into the deeper levels of the dungeons. At some point while the PCs are in this room, one or more shadlins accompanied by one or more spider swarms emerge from this shaft to investigate.

Searching the rest of the chamber reveals little else, though the door that leads into the main tomb is sealed, and can only be opened by turning a pair of rune-laden platforms to face the opposite direction. This not only unlocks the door, but seals the chasm. This is sufficient to prevent further incursions from below for the time being.

4-03: The foyer of the main tomb houses a number of sarcophagi, and a pair of guardians that serve as guardians to the main chamber beyond. Once the PCs defeat these guardians, they can explore the rest of this chamber at leisure. Another puzzle involving runes and glyphs must be decrypted before they can pass through the doors into the final chamber.

4-04: This final chamber is inhabited by three tomb motes that attack the PCs. Once they've defeated these creatures, they can search the chamber, and uncover the key they need to continue deeper into the dungeons, allowing them to proceed to the next adventure.

PREPARATION FOR PLAY

Though the area the PCs cover throughout the course of this adventure is relatively small, it is important to note that moving from one chamber to the next is impossible without deciphering the puzzles that allow them to unlock the doors to proceed further.

GETTING HERE

This zone of the dungeon is accessed from area 110 in zone three. If any of the PCs have not completed zone one (and therefore don't have an AR for the zone) gloss over the party's progress through that portion of the dungeon, describing the various chambers extremely vaguely. Scavengers and such inhabit zone one so when the PC returns to adventure in that area simply assume that the monsters described herein are recently arrived. Similarly, the encounter trap in area 103 was not triggered by previous adventurers – perhaps they believed the statue was too obviously a trap.

INTRODUCTION

Having defeated the ghoulish lord Wraeth Blackstone, and unlocked the entrance to these chambers, you find yourselves capable of proceeding further into the ruins of Greyhawk. Dwarven runes are engraved into the stone floor just past the point where the wall of force once blocked passage down the wide stairway. A dim blue radiance issues up the stairs.

If the PCs can read Dwarven, they may decipher the runes:

“Death is the key to passage beyond. So too are there keys to passage below.”

4-01: ENGULFING FIRE

This open antechamber resides just inside the larger chamber, and houses a shrine to Moradin with consists of an altar bearing an ornate forge.

This large 10-foot by 15-foot niche contains a stone altar upon which rests a miniature forge. The forge bears an engraved hammer and anvil inlaid with adamantine.

ALTAR TO MORADIN

PCs approaching the altar notice that some amount of heat radiates from the forge. It is only warm enough, however, to make the squares adjacent to the altar pleasantly, if noticeably, warm.

PCs making a DC 20 Search check on the forge, notice that the adamantine symbol (Moradin; DC 20 Knowledge [religion] to identify) can be depressed. There is no trap on the symbol, but touching it reveals it to be the source of the heat.

The inside of the altar contains the remnants of powerful magic, formerly used to craft magic weapons and armor. The magic has transmuted over time and is now a living spell, which exits its prison to inhabit one of the squares upon which the altar rests.

Depressing the adamantine holy symbol causes it to pop out into the PC's hand, revealing that the forge and altar are indeed hollow. Dwarven craftsmanship being what it is, even though the altar and forge are hollow, they are no less structurally sound, and completely functional. Once a PC depresses the holy symbol of Moradin, read:

Depressing the adamantine holy symbol, it pops out revealing a hollow in the structure of the altar and forge. The heat in the chamber immediately intensifies and

flaming ooze pours out of the altar, flowing up onto its surface before it moves to strike.

All APLs (EL 3)

☛ **Living Burning Hands:** hp 27; Appendix 1.

Living Burning Hands Tactics: The living burning hands attempts to engulf the nearest PC once it escapes the altar. Other than that the creature tends to be somewhat reactionary, going after the PC that is causing it the most pain at any given time.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling here is 10 ft. high.

Altar: The altar is made of stone, reinforced with steel from the inside. The facing of the altar, which is built into the stone of the antechamber, has a hardness 12 and 150 hp.

Treasure: The PCs can keep the adamantine holy symbol of Moradin, which has a market value of 240 gp.



4-02: INTERLOPERS

This massive chamber once served as the entryway for clan Blackstone's burial chamber.

Numerous antechambers extend off from this massive hall. The tattered remains of large steel-woven tapestries hang from the openings of all but three of these, the paint that once adorned their collective surfaces having flaked off long ago. Three of the antechambers are sealed with doors.

The centerpiece of the room is a series of steps leading up to a low platform. A large hole splits the platform in half. Four pyramids extending from floor to ceiling rest mid-way between the platform and the walls, and a large carved circular rune-crest of clan Blackstone glows with a cerulean light at either end of the pit.

Shortly after the PCs begin exploring this chamber, read:

A shrill screech echoes throughout the chamber as a short, humanlike creature with raven skin and equally dark eyes flutters on fine wings like those of a dragonfly out of the pit. Two spinnels in the creature's abdomen exude wisps of thick darkness as the creature leaves a trail of shadow in its wake. At the same time, a swarm of spiders spills out over the lip of the dark pit.

APL 2 (EL 3)

- ☛ **Shaedling:** hp 22; Appendix 1.
- ☛ **Spider Swarm:** hp 9; Appendix 1.

APL 4 (EL 5)

- ☛ **Shaedlings (2):** hp 22; Appendix 1.
- ☛ **Spider Swarms (2):** hp 9; Appendix 1.

Shaedling Tactics: Whether there are one or two shaedlings, the creatures start by creating a wall of darkness in order to split themselves off from the PCs, particularly if they don't see creatures with darkvision. A shaedling then uses the cover of the wall to fling a javelin with the sleeping curse at one of its opponents, typically choosing arcane spellcasters or rogues over fighter types that tend to be more resistant. A shaedling then uses its superior movement capabilities and Combat Reflexes in order to get as many attacks on PCs with its spiked chain as possible.

Spider Swarm Tactics: Whether there are one or two swarms, these mounds of spiders pursue whichever PCs are unlucky enough to be closest.

AREA FEATURES

This area has the following features of note:

Ceiling: The ceiling is 20 ft. high.

Open Antechambers: Each of these 10-foot by 10-foot chambers houses as many as 18 dwarves post-mortem. All

dwarves housed here are from clan Blackstone, though they have been here so long that their names are lost.

Steel-Woven Tapestries: Woven of steel fibers each of these hangs over the entrance of an open antechamber, though the paint that once adorned their collective surfaces has long ago flaked off (hardness 10, hp 30).

Door-Sealed Antechambers: Each of these 10-foot by 10-foot chambers houses as many as 12 nobles or other prominent members of clan Blackstone. Their burial spaces are somewhat larger than more common members of the clan. The doors are constructed of stone (4 in. thick, hardness 8, hp 60) and remain without locks.

Pyramids: Each of these stone structures is built on a stone pedestal capable of turning in place (a successful Strength check DC 25 achieves this). Each pyramid has four facings, and on each of these surfaces is the symbol of clan Blackstone. Any PC making a DC 20 Knowledge (history), Knowledge (nobility & royalty), or bardic knowledge check may identify the symbol as that of the now extinct dwarf clan Blackstone. They also know that Blackstone was a small, secretive clan of dwarves most of whom perished exploring the ruins below Castle Greyhawk. They were known for their guile and trickery in the arts of masonry and architecture.

The symbol resembles a pyramid with the hammer of Moradin floating inside.

On one side, the symbol is right-side up. On one side, the symbol is upside down. On one side, the symbol faces left, and on the final side, it faces right. When each of these pyramids is turned so that all right-side up symbols are facing away from the large iron-bound stone doors at the far end of the chamber, the circular pedestals bearing the glowing symbol of clan Blackstone emerge from their housings in the floor, and may then be turned. A DC 15 Search check reveals scrape marks on the floor that would lead the PCs to believe that the pyramids might be capable of turning.

Glowing Blackstone Runes: Once the circular pedestals upon which these rest emerge from where they are seated in the floor (as described under pyramids), they may be turned. A Strength check DC 25 is required to do so. When both symbols are turned to face inward toward the pit, a steel door slides across the pit, sealing it off. At the same time, the mechanism that maintains the lock on the large iron-bound stone doors in the rear of the chamber, unlock with an audible thud. This allows the PCs to proceed into the next chamber, and alerts the guardians within at the same time.

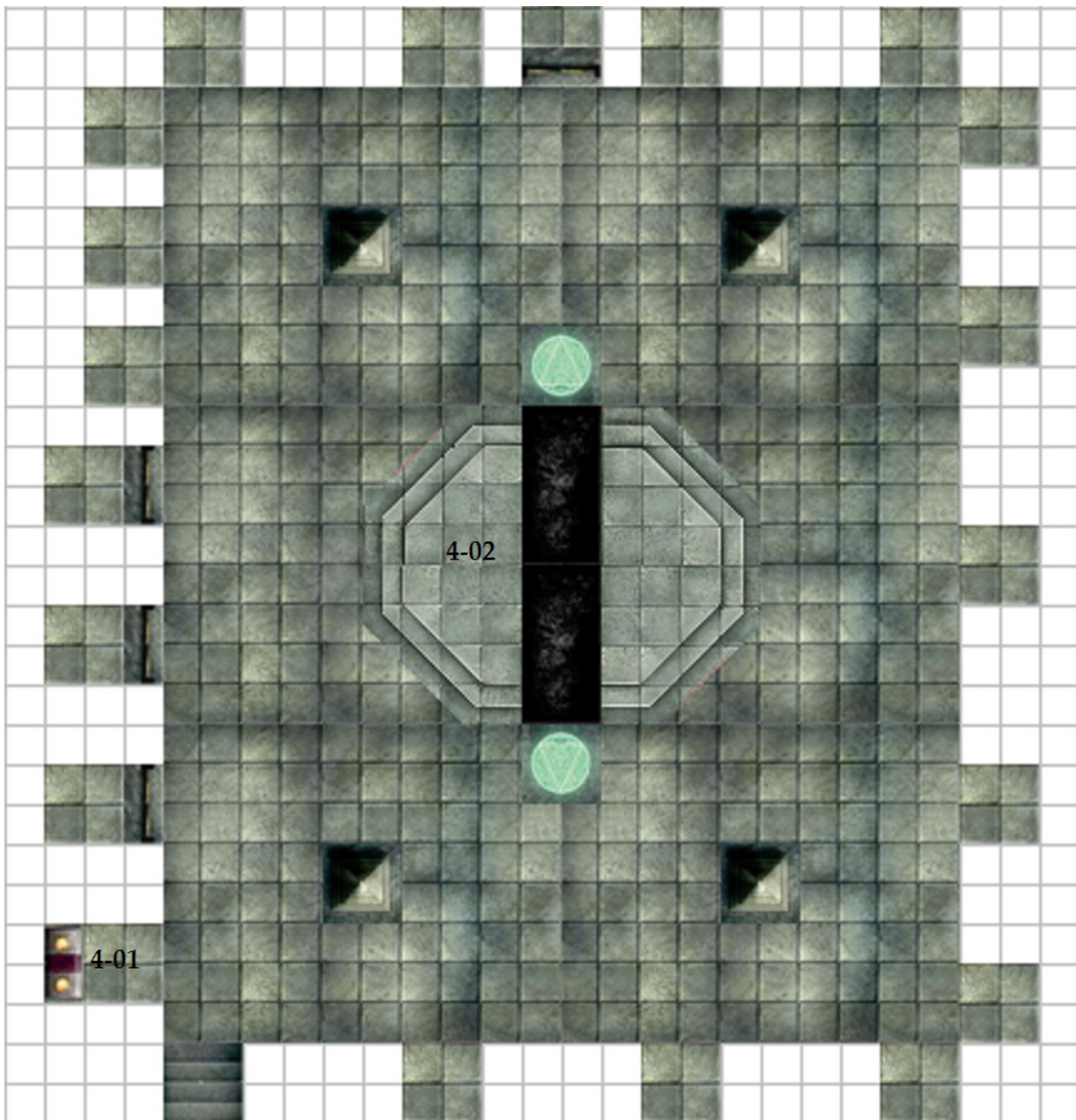
Platform: The steps leading up to this 3-foot platform are extremely shallow, and not considered rough terrain for the purpose of movement in this chamber.

Pit: The 10-foot by 40-foot wide chasm in the center of the room links to several other levels of the dungeons below Castle Greyhawk. With fairly sheer sides, numerous DC 25 Climb checks would be required to traverse this distance without ropes or the use of magic. The PCs should not proceed down the chasm—use whatever nonfatal means necessary to ensure this.

Iron-Bound Stone Double Doors (4-03): These doors (8 in. thick, hardness 15, hp 150) bar further passage into the crypt. They are held closed with an internal mechanism that cannot be unlocked using the Open Locks skill, or disabled using Disable Device. Additionally, these doors emanate antimagic (affecting only them) and may not be opened using *knock* or similar such spells. Runes are carved into the stone of the doors. Any PC that can read Dwarven understands what they say.

*Four facing forward,
Stand upright Blackstone stand.
Two facing inward,
Seal darkness-deep by hand.*

This of course, is a clue as to what the dwarves needed to do in order to enter the chambers beyond. See Pyramids and Glowing Blackstone Runes.



4-03: BLACKSTONE GUARDIANS

This chamber houses a pair of animated stone statues carved to represent doughty plate mail-clad dwarf warriors guard this chamber from intruders.

Eight sarcophagi rest toward the entrance of this 60-foot by 100-foot chamber which is lit by a pair of large everburning braziers built into the floor in the rear. A massive pair of stone doors, even larger than the ones just opened stand closed directly across from the entrance, and a large fiery eye is carved into the surface of the floor nearest them. The floor to either side of the eye is inscribed with Dwarven runes, in front of which stand a pair of ornately carved stone statues carved in the likeness of plate mail clad dwarf warriors.

Once the PCs enter the chamber, read:

The statues spring to life and move quickly to attack.

APL 2 (EL 2)

☛ Small Animated Object (2): hp 15; MM 13.

APL 4 (EL 4)

☛ Medium Animated Object (2): hp 31; MM 13.

Tactics: The statues move to attack the PCs directly in melee combat. They flail away at the nearest target until it is down or they are destroyed.

RUNE COVERED FLOOR

These are random Dwarven runes that mean very little. They are meant to divert the attention of anyone that enters this chamber. It days gone by, there was a silent *alarm* set on these runes. Anyone touching them was effectively calling the guards of clan Blackstone, now dead and gone.

Left Rune Map

Bird	Demon	Key	Water
Elf	Blood	Magic	Fire
Sword	Love	Craft	Earth
Dark	Axe	Shield	Air

Right Rune Map

Blood	Demon	Love	Axe
Sword	Elf	Dark	Bird
Air	Fire	Earth	Water
Craft	Key	Magic	Shield

BRAZIER

Braziers: Each of these is alight with a large everburning torch, the subject of which is a large, smooth stone. Removing the stone, which is easily lifted out, reveals a hidden cubby in the bottom of the brazier. Inside the left (from the entrance) brazier is a steel lever that, when pushed, stops the pupil in the eye from moving. Once the lever has been pushed the eye stops moving revealing a keyhole in the top of the eye. Inside the right brazier is a key. The right brazier, however, is trapped.

ALL APLs (EL 1)

☛ **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

AREA FEATURES

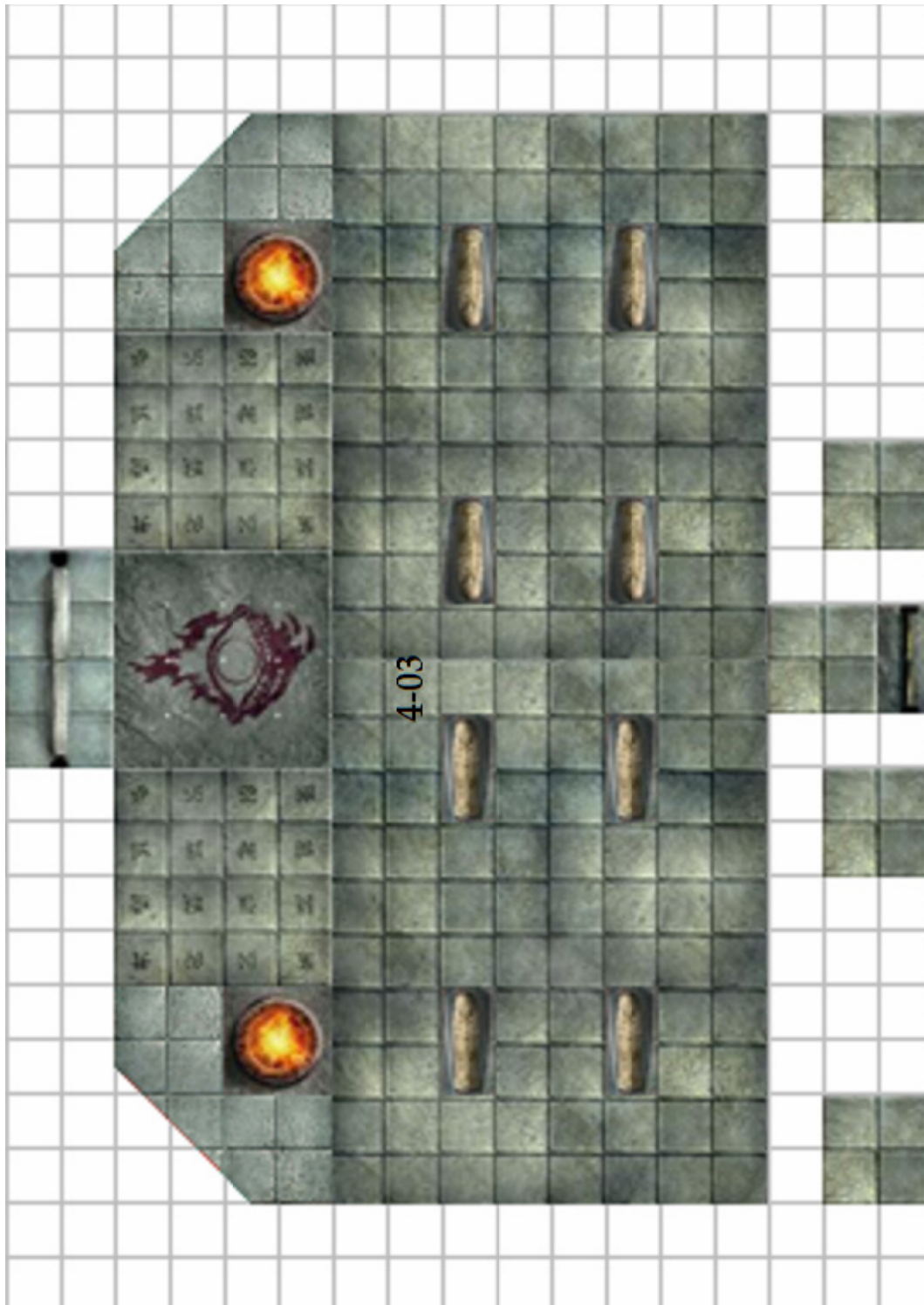
This area has the following features of note:

Ceiling: The ceiling here is 20 ft. high.

Sarcophagi: Each of these is constructed of stone and sealed. The dead dwarves contained within were previously adventurers, none of which have anything of value in their entombed state. A Strength check DC 30 is required to break the seal and slide the lid off any given sarcophagi. Inside each, however, are the moldy, worthless remains of a former dwarf adventurer.

Inscribed Fiery Eye: The pupil of this inscribed eye is a sphere that has been imbedded into the floor, and that spins rapidly in ever changing directions. Every once in a while the PCs catch sight of a keyhole in the pupil as it spins by. See Braziers, for more information.

Stone Double Doors: These doors (18 in. thick, hardness 10, hp 200) cannot be opened until they are unlocked, which can only be done by inserting the key into the keyhole in the pupil of the eye. They are held closed with an internal mechanism that cannot be unlocked using the Open Locks skill, or disabled using Disable Device. Additionally, these doors emanate antimagic (affecting only them) and may not be opened using *knock* or similar such spells.



4-04: EVIL ARISEN

This crypt is the final resting place of the last king of clan Blackstone and one of the final victims of the deeper dungeons. The massive wave of negative energy that allowed the spirits of the dwarf princes to rise as wraiths also animated the debris in this chamber, allowing it to coalesce as tomb motes.

A blood-red symbol depicting a skull and sickle dominates the center of the floor in this chamber. It peaks out through a plethora of loose bone shards, thick dust, and shattered stone. At the far end, a statue of a dwarf warrior stands with a look of solemnity, a brazier holding an everburning flame perched in its outstretched arms.

When one or more of the PCs steps into the room, read:

The air in the chamber begins to swirl up as the debris strewn across the floor coalesces into three tiny, vaguely humanoid creatures. Crackling with black energy, they dash forward, chomping wicked teeth together in their misshapen mouths.

APL 2 (EL 4)

☛ **Tomb Motes** (3): hp 19; Appendix 1.

APL 4 (EL 6)

☛ **Advanced Tomb Motes** (3): 39; Appendix 1.

Tomb Mote Tactics: The tomb motes work together to flank a single opponent, triple-teaming individual PCs in an effort to bring them down one at a time.

It is important to note that the onset time for disease at APL 4 is by rounds rather than days. This may have a much more significant effect on the PCs in the midst of this final combat. Due to the nature of RPGA events (and the fact that the effects of this disease won't extend beyond the end of this adventure), this tends to create more excitement and challenge for this final combat.

AREA FEATURES

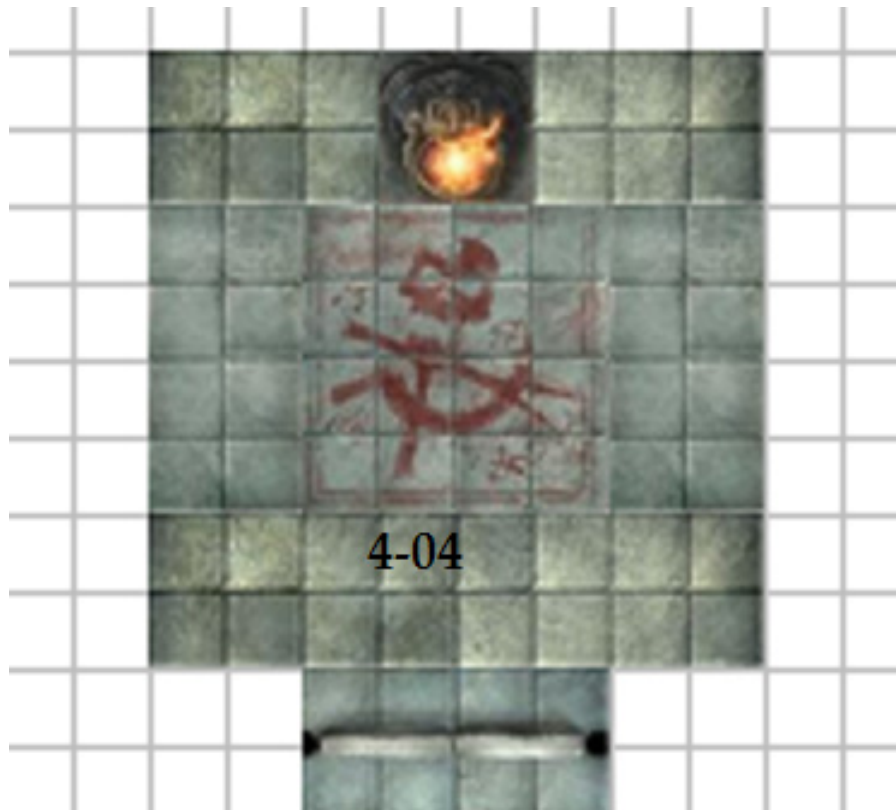
Refer to [\[insert info section title here\]](#) for information on this area's generic features.

Ceiling: The ceiling here is 15 ft. high.

Blood-Red Death Symbol: If magic is detected for, this symbol emanates a faint aura of

necromantic magic (DC 22 Spellcraft check). However, moving across its surface has no negative effects on the PCs. Whatever trap may have existed here previously is no longer effective. At this time, the fact that it radiates necromantic energy serves only to maintain a healthy level of paranoia amongst the PCs, assuming they *detect magic* in the room.

Statue: A DC 25 Search check reveals a hidden panel in the chest of the statue. A lever is housed in the small hollow which is revealed when the panel is depressed. Pulling the lever causes the entire statue to shift 10 feet to the left, revealing the remains of clan Blackstone's final king. In addition to the treasure buried with him, is an ornate key that can be used to open the door in room 3-05 (previous round). Opening this door allows the PCs to proceed along easily to the next adventure, CGR8-01 *Crypts of the Forgotten*. The rest of the treasure in this crypt is detailed in the Treasure Summary.



CONCLUSION

Once the PCs have left the ruins, proceed to the relevant section below.

SUCCESS

Use this text if the PCs successfully find their way through the crypt, defeat the tomb motes and recover the key from where it is hidden.

Having traversed the remaining chambers that comprise this crypt you have successfully located what you believe to be the key needed to proceed further into the ruins of Greyhawk. But for now, it is time to return to Greyhawk City to rest and recover.

FAILURE

Use this text if the PCs survived, but did not successfully find their way into the final crypt and/or find the key hidden there.

Leaving the crypt for a well deserved rest, you get the feeling that you're missing something, though you can't quite put your finger on it. Perhaps if you spend some time at the library in the city of Greyhawk, you might garner the clues needed to proceed further into the ruins.

AFFILIATION AWARDS

Now is time to determine how many affiliation points each PC gained for their given affiliations. Record each PC's gain (or loss) on the Affiliation Score Gained/Lost AR item. PCs can gain the following points:

Cartographers' Guild

- +1 for producing an accurate map of this section of the ruins.

Thieves' Guild

- +1 for bringing back detailed information regarding the nature of the hiding places and triggers used to get from room to room.

EXPERIENCE POINT SUMMARY

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

4-01: Engulfing Fire

Defeat the living *burning hands*.

APL 2	90 XP
APL 4	90 XP

4-02: Interlopers

Defeat the shaedling(s) and spider swarm(s).

APL 2	90 XP
APL 4	150 XP

4-03: Blackstone Guardians

Defeat the guardians.

APL 2	60 XP
APL 4	120 XP

4-03: Blackstone Guardians (Trap)

Disable/survive the trap.

APL 2	30 XP
APL 4	30 XP

4-04: Evil Arisen

Defeat the tomb notes.

APL 2	120 XP
APL 4	180 XP

Discretionary Roleplaying Award

APL 2	60 XP
APL 4	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP

TREASURE SUMMARY

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

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

characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

4-01: Engulfing Fire

All APLs: Loot 20 gp; Total 20 gp.

4-03: Blackstone Guardians

APL 2: Loot 121 gp; Magic 16 gp 4 *potions of repair light damage* (4 gp); Total 137 gp.

APL 4: Loot 135 gp; Magic 100 gp 4 *potions of repair moderate damage* (25 gp); Total 235 gp.

4-04: Evil Arisen

APL 2: Coin 110 gp; Magic 225 gp *crystal of illumination (lesser)* (33 gp), *crystal of life drinking (least)* (33 gp), *crystal of return (least)* (25 gp), *crystal of security (least)* (25 gp), *armband of elusive action* (67 gp), *brute gauntlets* (42 gp); Total 335 gp

APL 2: Coin 110 gp; Magic 225 gp *crystal of illumination (lesser)* (33 gp), *crystal of life drinking (least)* (33 gp), *crystal of return (least)* (25 gp), *crystal of security (least)* (25 gp), *anklet of translocation* (117 gp), *lightning gauntlets* (83 gp); Total 426 gp

Treasure Cap

APL 2: 450 gp.

APL 4: 650 gp.

Total Possible Treasure

APL 2: 492 gp.

APL 4: 681 gp.

ADVENTURE RECORD ITEMS

Use these notes to determine which AR items the PCs gain:

- **Adamantine Holy Symbol:** PCs that recovered the key from area 4-01 gain access to this AR item.

- **Ornate Key:** PCs recovering the ornate key from area 4-04 gain this AR item.

❖ **Adamantine Holy Symbol:** This holy symbol of Moradin – shaped to resemble a hammer and anvil – is crafted from adamantine and worth 240 gp. To own this item you must purchase it and you are considered to have Open access to it. Note below when you purchased it.

Purchase AR:

❖ **Ornate Key:** You have found an ornate key in the dungeons below the War Tower that opens a door atop a spiral staircase. The staircase leads deeper into the dungeons. Local lore has it that this staircase leads to the Crypts of the Forgotten, the next level of the dungeons below the War Tower.

ITEM ACCESS

APL 2

Potion of repair light damage (Adventure; *Spell Compendium*)
Crystal of illumination (lesser) (Core; *Magic Item Compendium*)
Crystal of life drinking (least) (Core; *Magic Item Compendium*)
 (Core; *Magic Item Compendium*)
Crystal of return (least) (Core; *Magic Item Compendium*)
Crystal of security (least) (Core; *Magic Item Compendium*)
Armband of elusive action (Core; *Magic Item Compendium*)
Brute gauntlets (Core; *Magic Item Compendium*)

APL 4 (all of APL 2 plus)

Potion of repair moderate damage (Adventure; *Spell Compendium*)
Anklet of translocation (Core; *Magic Item Compendium*)
Lightning gauntlets (Core; *Magic Item Compendium*)

APPENDIX 1: APL 2

4-01: ENGULFING FIRE (EL 3)

LIVING* *BURNING HANDS* CR 3

**Monster Manual III*

N Medium ooze

Init -1; **Senses** blindsight, Listen -1, Spot -1

AC 10, touch 10, flat-footed 10

(-1 Dex, +1 deflection)

hp 27 (5 HD); regeneration/fast healing; DR 10/magic

Immune mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking

SR 11

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

Speed 20 ft. (4 squares)

Melee slam +3 (1d4 plus spell)

Base Atk +3; **Grp** +3

Atk Options spell effect, engulf

Abilities Str 11, Dex 8, Con 11, Int —, Wis 8, Cha 11
SQ ooze traits

Spell Effect – Burning Hands (Su) A creature hit by a living burning hands slam attack is subjected to the normal effect (5d4 fire damage; DC 11 Reflex half).

Engulf (Ex) A living *burning hands* can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living *burning hands* merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living *burning hands*, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the living *burning hands* moves forward. Engulfed creatures are subject to the full normal effect of the spell each round on the living spell's turn, and are considered to be grappled.

4-02: UNDERDARK INTERLOPERS (EL 3)

SHAEDLING* CR 2

**Monster Manual V*

CE Medium Fey

Init +4; **Senses** darkvision 60 ft., low-light vision, Listen +4, Spot +4

Languages Common, Sylvan

AC 15, touch 14, flat-footed 11

(+4 Dex, +1 shield)

hp 22 (4 HD); DR 5/cold iron

Fort +3, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee spiked chain +6 (2d4)

Ranged bolas +6 (1d4 nonlethal) or javelin +6 (1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +2; **Grp** +2

Atk Options Combat Reflexes, Point Blank Shot, shadow gossamer, sleeping curse

Special Actions wall of darkness

Abilities Str 10, Dex 18, Con 15, Int 13, Wis 13, Cha 16

Feats Combat Reflexes, Point Blank Shot, Weapon Finesse

Skills Appraise +1 (+3 with weapons), Bluff +10, Craft (weaponsmithing) +8, Diplomacy +5, Escape Artist +11 (+13 with ropes), Hide +11, Intimidate +6, Listen +4, Move Silently +11, Spot +4, Use Rope +11

Possessions shadow gossamer buckler

Shadow Gossamer (Ex) As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round.

Sleeping Curse (Su) Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 15 Fortitude save or fall asleep for 1d6 rounds. A *remove curse* spell ends this effect. The save DC is Charisma-based.

Wall of Darkness (Su) Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

SPIDER SWARM CR 1

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft., Listen +0, Spot +4

AC 17, touch 17, flat-footed 14

(+4 size, +3 Dex)

hp 9 (2 HD)

Immune critical hits, flanking, spells that target, weapon damage

Fort +3, **Ref** +3, **Will** +0

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** —

Atk Options distraction, poison

Abilities Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

SQ swarm traits, vermin traits

Skills Climb +11, Hide +15, Spot +4

Distraction (Ex) Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex) Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength

modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

4-04: EVIL ARISEN (EL 4)

TOMB MOTES*

CR 2

**Libris Mortis*

CE Tiny undead

Init +7; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Abyssal, Common (understand – do not speak)

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 19 (3 HD); DR 2/cold iron or magic

Immune mind-affecting (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects

Fort +1, **Ref** +5, **Will** +4

Speed 20 ft. (4 squares), swim 20 ft.

Melee bite +6 (1d4-1 plus disease)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** -8

Atk Options quickness

Abilities Str 8, Dex 17, Con —, Int 10, Wis 12, Cha 14

SQ undead traits

Feats Improved Initiative, Weapon Finesse

Skills Hide +12, Move Silently +4

Disease (Ex) A creature struck by a tomb mote's bite attack must make a DC 13 Fortitude save or be infected with a disease known as corpse bloat (initial incubation period 1d3 rounds, damage 1d3 Str). The skin of a diseased victim turns a hue of green, bloats, and is warm to the touch. The save DC is Charisma-based. The incubation period has been accelerated from the original creature due to the virulent nature of the negative energy that animated these creatures.

Quickness (Su) A tomb mote is supernaturally quick. It can take an extra standard action or move action during its turn each round.

4-01: ENGULFING FIRE (EL 3)

LIVING BURNING HANDS*

CR 3

**Monster Manual III*

N Medium ooze

Init -1; **Senses** blindsight, Listen -1, Spot -1

AC 10, touch 10, flat-footed 10

(-1 Dex, +1 deflection)

hp 27 (5 HD); regeneration/fast healing; DR 10/magic

Immune mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking

SR 11

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

Speed 20 ft. (4 squares)

Melee slam +3 (1d4 plus spell)

Base Atk +3; **Grp** +3

Atk Options spell effect, engulf

Abilities Str 11, Dex 8, Con 11, Int —, Wis 8, Cha 11

SQ ooze traits

Spell Effect – Burning Hands (Su) A creature hit by a living burning hands slam attack is subjected to the normal effect (5d4 fire damage; DC 11 Reflex half).

Engulf (Ex) A living *burning hands* can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living *burning hands* merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living *burning hands*, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success they are pushed back or aside (opponent's choice) as the living *burning hands* moves forward. Engulfed creatures are subject to the full normal effect of the spell each round on the living spell's turn, and are considered to be grappled.

4-02: UNDERDARK INTERLOPERS (EL 5)

SHAEDLINGS*

CR 2

**Monster Manual V*

CE Medium Fey

Init +4; **Senses** darkvision 60 ft., low-light vision, Listen +4, Spot +4

Languages Common, Sylvan

AC 15, touch 14, flat-footed 11

(+4 Dex, +1 shield)

hp 22 (4 HD); DR 5/cold iron

Fort +3, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee spiked chain +6 (2d4)

Ranged bolas +6 (1d4 nonlethal) or javelin +6 (1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +2; **Grp** +2

Atk Options Combat Reflexes, Point Blank Shot, shadow gossamer, sleeping curse

Special Actions wall of darkness

Abilities Str 10, Dex 18, Con 15, Int 13, Wis 13, Cha 16

Feats Combat Reflexes, Point Blank Shot, Weapon Finesse

Skills Appraise +1 (+3 with weapons), Bluff +10, Craft (weaponsmithing) +8, Diplomacy +5, Escape Artist +11 (+13 with ropes), Hide +11, Intimidate +6, Listen +4, Move Silently +11, Spot +4, Use Rope +11

Possessions shadow gossamer buckler

Shadow Gossamer (Ex) As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round.

Sleeping Curse (Su) Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 15 Fortitude save or fall asleep for 1d6 rounds. A *remove curse* spell ends this effect. The save DC is Charisma-based.

Wall of Darkness (Su) Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

SPIDER SWARMS

CR 1

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft., Listen +0, Spot +4

AC 17, touch 17, flat-footed 14

(+4 size, +3 Dex)

hp 9 (2 HD)

Immune critical hits, flanking, spells that target, weapon damage

Fort +3, **Ref** +3, **Will** +0

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Base Atk +1; **Grp** —

Atk Options distraction, poison

Abilities Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

SQ swarm traits, vermin traits

Skills Climb +11, Hide +15, Spot +4

Distraction (Ex) Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex) Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength

modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

4-04: EVIL ARISEN (EL 6)

ADVANCED TOMB MOTES* CR 3

**Libris Mortis*

CE Tiny undead

Init +8; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Abyssal, Common (understand – do not speak)

AC 19, touch 16, flat-footed 15

(+2 size, +4 Dex, +3 natural)

hp 39 (6 HD); DR 2/cold iron or magic

Immune mind-affecting (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects

Fort +2, **Ref** +7, **Will** +6

Speed 20 ft. (4 squares), swim 20 ft.

Melee bite +10 (1d4-1 plus disease)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** -6

Atk Options quickness

Abilities Str 8, Dex 18, Con —, Int 10, Wis 12, Cha 14

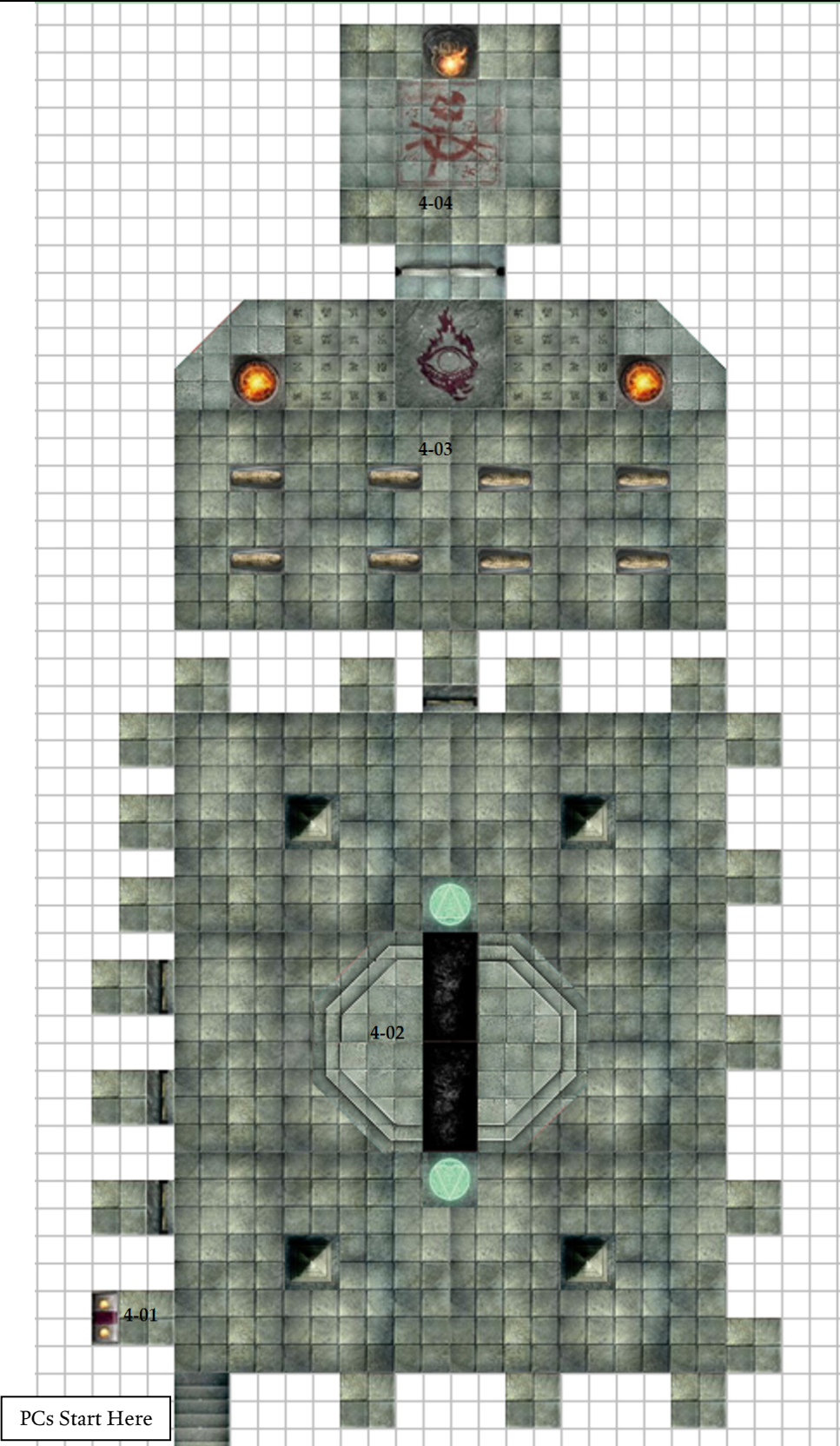
SQ undead traits

Feats Improved Initiative, Weapon Finesse, Weapon Focus (bite)

Skills Hide +19, Move Silently +11

Disease (Ex) A creature struck by a tomb mote's bite attack must make a DC 15 Fortitude save or be infected with a disease known as corpse bloat (initial incubation period 1d3 rounds, damage 1d6 Str). The skin of a diseased victim turns a hue of green, bloats, and is warm to the touch. The save DC is Charisma-based. The incubation period has been accelerated from the original creature due to the virulent nature of the negative energy that animated these creatures

Quickness (Su) A tomb mote is supernaturally quick. It can take an extra standard action or move action during its turn each round.



APPENDIX 2: NEW RULES ITEMS

MAGIC ITEMS

Empowered Spellshard

Price (Item Level): See text

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 19) varies

Activation: See text

Weight: 1/4 lb.

This reddish crystal shard is inscribed with arcane symbols, banded with mithral, and hanging from a small silver chain.

An *empowered spellshard* is keyed to a specific spell of up to 3rd level. When you cast the attuned spell, you can use your *empowered spellshard* as a focus in addition to the spell's normal components (if any). Doing this empowers the spell (as though using the Empower Spell feat, but with no adjustment to spell level or casting time). The spellshard is activated as a part of the spellcasting process. The markings on the shard reveal the spell to which it is attuned to a character who makes a successful DC 30 Spellcraft check. The prices and levels of empowered spellshards are described on the table below.

Spell Level	Price (Item Level)
1st	1,500 gp (5th)
2nd	3,000 gp (7th)
3rd	6,000 gp (10th)

An *empowered spellshard* functions three times per day. The school of magic an *empowered spellshard* radiates is the same as that of the spell to which it is attuned.

Lore: These shards were created during the last great war to assist battle mages on the front lines (Knowledge [history] DC 10). As a result, many empowered spellshards are keyed to destructive evocation spells (Knowledge [history] DC 15).

Prerequisites: Craft Wondrous Item, Empower Spell, spell to which the shard is attuned.

Source: *Magic Item Compendium* 96

Eternal Wand

Price (Item Level): See table

Body Slot: — (held)

Caster Level: See table

Aura: Faint; (see table) school of spell contained in eternal wand

Activation: Standard (command)

Weight: —

This long, tapered wand ends with a pink crystal containing red swirls.

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell

contained in it, regardless of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

Lore: During the final years of the last great war, the artificers and wizards of a powerful noble family perfected a new form of wand built around a crystal shard (Knowledge [history] DC 10).

The development of the *eternal wand* allowed lesser arcanists to take the place of war wizards during the final days of the last great war, supplementing their passive spells with more aggressive magic (Knowledge [history] DC 15). While the artificers have been searching for ways to streamline the process of creation, the technique is still in its infancy. Currently, the wands are rarely seen except in military units, but a few soldiers who served in the war brought their *eternal wands of magic missile* home from the front lines (Knowledge [history] DC 20).

Prerequisites: Craft Wand, Craft Wondrous Item, the spell contained in the eternal wand.

Cost to Create: See table.

Spell Level	Caster Level	Price (Item Level)	Spellcraft DC	Cost to Create
0	1st	460 gp (3rd)	15	230 gp, 18 XP, 1 day
1st	1st	820 gp (4th)	15	410 gp, 32 XP, 1 day
2nd	3rd	4,420 gp (9th)	16	2,210 gp, 176 XP, 3 days
3rd	5th	10,900 gp (13th)	17	5,450 gp, 436 XP, 11 days

Source: *Magic Item Compendium* 159

Ring of Brief Blessing

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

Body Slot: Ring

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command); see text

Weight: —

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

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

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

Prerequisites: Forge Ring, *bless weapon*.

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

SPELLS

Ray of Ice

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: yes

A cyan ray beams from your fingertips. You shudder with cold as the ray leaves your hand.

You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC, and incurs a -2 penalty on attack rolls.

A frozen creature can free itself with a DC 18 strength check or by dealing 15 points of damage to the ice.

Material Component: Ice or a vial of melted mountain snow.

Source: *Spell Compendium* 167

Know Vulnerability

Divination

Level: Bard 2, cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Your eyes turn red, then take on a golden hue. As you look at the creature, you see small runes dancing around its head. Each rune identifies a particular vulnerability or resistance—red for resistances, green for vulnerabilities.

You learn any special qualities, vulnerabilities, and resistances the targeted creature has. Vulnerabilities include anything that causes the creature more than the normal amount of damage (such as a creature with the cold subtype having vulnerability to fire or a crystalline creature's susceptibility to the *shatter* spell). Resistances include any effects that reduce or negate damage the creature takes and immunities to particular attacks. The spell identifies resistances and vulnerabilities granted by spell effects.

Source: *Spell Compendium* 129

Lesser Orb of Cold

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

Lesser Orb of Fire

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1

Effect: One orb of fire

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm. This spell functions like lesser orb of cold, except that it deals fire damage.

Source: *Spell Compendium* 151

ENCOUNTER TRAPS

This adventure features several encounter traps (*Dungeonscape* 120). The notes below provide a brief overview of encounter traps.

Initiative: Use the trap's initiative modifier to determine its place in the initiative order.

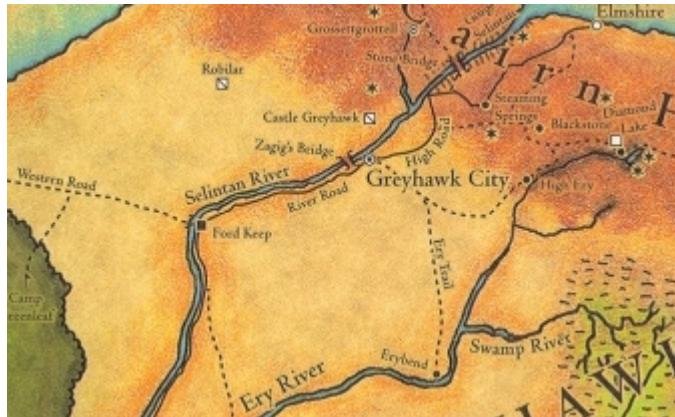
Duration: This section details how long a trap functions before it must be triggered again.

Destruction: This section of the encounter trap stat block gives the trap's physical statistics. An attack source can be attacked from any square in the area it affects or from a square adjacent to that area.

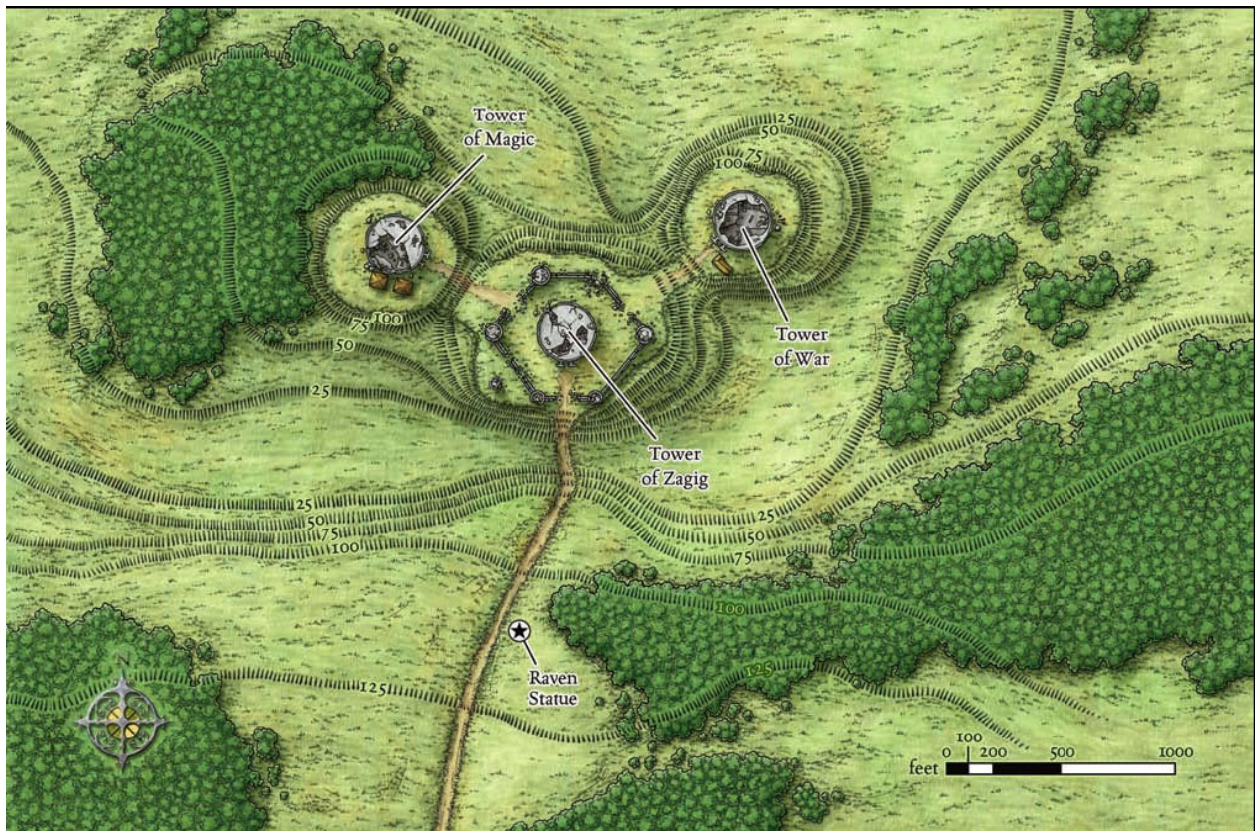
Disarm: Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disable a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

Dispel: Magic encounter traps can be dispelled through the use of *dispel magic* of similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

DM MAP 1: THE FREE CITY AND THE RUINS



DM MAP 2: THE RUINS



AFFILIATION BRIEFING SHEETS

GUILD OF WIZARDRY

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: Zagig researched many different spells during his long career. Provide us with copies of any such spells you find will grant you our favor. The ruins are littered with strange magic items and spells.

MERCHANTS' AND TRADERS' UNION

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others, were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: If the bandits have a base deeper in the dungeons they likely have stored there many of the goods they have stolen. Return these to their rightful owners to show that the Union should not be trifled with. We fear that these bandits work toward a more sinister purpose than simply mundane theft and enrichment – try to find out what this could be.

MERCENARIES' GUILD

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others, were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: Powerful monsters are said to dwell in the dark places of the tower. Slaying a particularly noteworthy foe will increase your standing within the guild. With peace potentially breaking out with Turrosh Mak (which the guild are opposed to, naturally) the potential opportunities for advancement within the guild may be soon dramatically curtailed. Act while you still can.

CARTOGRAPHERS' GUILD

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others, were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: Accurate maps of the lower dungeons of the War Tower are hard to find and notoriously inaccurate. If you can, create such a map while you explore the dungeons. Doing so increases our knowledge of the area and will help subsequent explorers. An earthquake is said to have devastated some of the dungeons a decade ago or so. Such an event would have had a dramatic effect on the layout of the dungeons, rendering many maps worthless.

THIEVES' GUILD

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others, were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: Some bandits recently slain in the Near Domain have been identified as members of the guild that recently disappeared (thought slain by the watch or vengeful marks). If you uncover any other such individuals, return them to us so that we might learn more about the bandits and their goals.

NIGHTWATCHMEN

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others, were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: Followers of Vaprak are said to still lurk under the War Tower. Destroying any remnants of this evil cult will gain our gratitude. Rumors of peace with Turrosh Mak unsettle the populace – many have lost their homes or loved ones to his armies, so tread carefully. We do not want a public panic on our hands.

RELIGIOUS ORGANIZATIONS

Mission: Previous exploration of the dungeon levels below the War Tower has revealed a veritable maze of passageways and chambers. Some were inhabited by fierce monsters or protected by terrible traps. Others, were claimed by a small group of bandits that seemed to have established a hidden base of sorts in one part of the upper level. At the very farthest recesses of these chambers, a steep stair heads downwards into the darkness. Exploration of the stair was halted by more bandits boiling out of the chambers below. We must know what lies beneath. Explore the chambers below and report on what you find.

Rumors: Many have fallen to the blades of the monsters below the War Tower. Some particularly lurid tales, however, have recently surfaced about mass executions carried out by an evil cult using some kind of sentient device. Destroy this tool of evil if it still survives and lay to rest the shades of the fallen.