

escape from

Skullkeep Prison



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CREDITS



CREDITS

AUTHOR ~ Matthew A. Bogdan

EDITOR ~ Word Queen Pro

ARTWORK ~ Rick Hershey, William McAusland, Matthew A. Bogdan, Joyce Maureira, Matthew Richmond, Jakub Zbyszynski, Henriette Boldt, Joe J. Calkins of Cerberus Illustration, Lord Zsezse Works, Justin Hernandez of Headless Hydra Games, David Lewis Johnson, Jeremy Mohler, Daniel Comerci

MAPS & GRAPHIC DESIGN ~ DARKBYDEZIGN

Escape From Skullkeep Prison © 2018 DARK BY DEZIGN

Open Content: Subject to designation as Product Identity (see below), the only portion of this Dark By Dezin game product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the *Pathfinder Reference Document*) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, logos, design and trade dress. Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

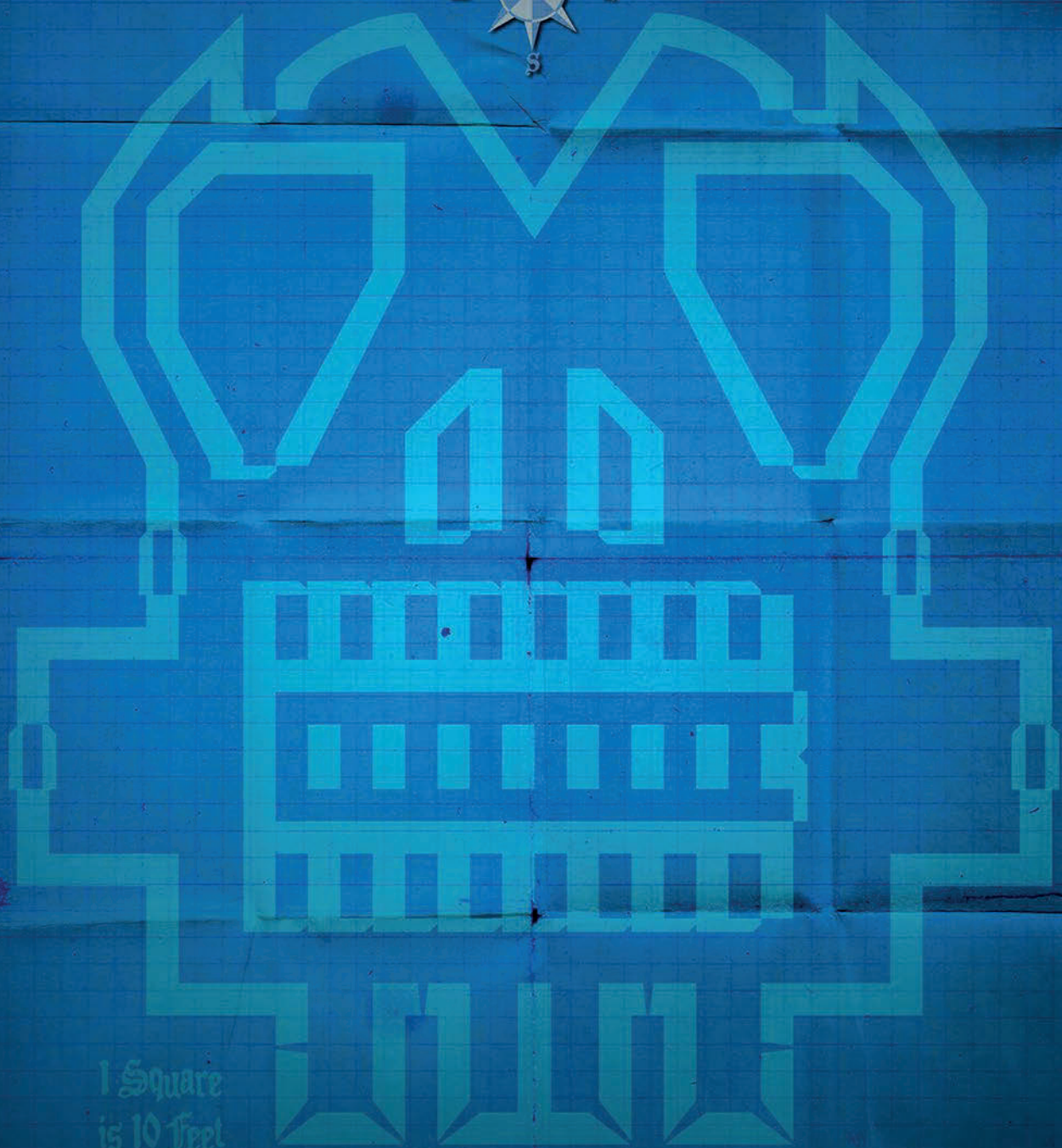
This product makes use of the Pathfinder RPG Core Rulebook, Pathfinder RPG Bestiary, Pathfinder RPG Bestiary 2, Pathfinder RPG Bestiary 3, Pathfinder RPG Bestiary 4, and Pathfinder RPG GameMastery Guide. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd/

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



Skullkeep Prison



1 Square
is 10 Feet



ADVENTURE INTRODUCTION



Sheriff McKlaive lays out the original prison blueprint on the heavy oak table. At first glance, the map looks sparse and incomplete. The sheriff confirms your initial perceptions as he speaks,

“As I’ve told you before, Skullkeep Prison runs much deeper than this, but this is all I have for you. This is the upper level of the prison, and while it is quite accurate, the textual labeling was left off at the warden’s command.”

“This diagram doesn’t reveal to you the deepest bowels of this hellhole. You may have heard tall tales of Skullkeep Island and the Underground Ocean, but I assure you that it exists. It is there where Krast performs his brutal and bloodthirsty acts upon those he deems to be wicked. Petty thieves are massed in with the hardest of thrill slayers in some perverse underground carnival of death.”

“This madman, the warden, bribed our equally corrupt judge to get his unholy hands on my brother. While no angel dwelling among the skies, my brother is no killer. He was simply chosen for his magical skills. My brother is a sorcerer of no small skill. Specifically, he is what might be referred to as being a warlock. My brother, Neville, was “commissioned” to fortify Skullkeep prison and to provide Warden Krast and his henchmen with a cache of magically enchanted weapons. Magicks to do with a Witch’s Bottle or some such. After Neville completed his spells, Warden Krast then took it upon himself to have my brother taken into custody for unlawful witchcraft. It was at that point that my brother’s fate was sealed.”

“I managed to be able to visit Neville just a fortnight ago. He described the most horrible conditions and treatments I have heard in all of these surrounding lands. My brother is no saintly deity, but he does perform the services he is paid to do. The wicked things he has been accused of doing and was charged with were simply the delusional imaginings of a madman. *He was never even paid.*”

“What I am asking of your party is to break into Skullkeep Prison and to rescue my brother at all costs. *I would also like for you to procure any evidence of the “good warden” performing his nefarious deeds within this prison.* From what my men have ascertained, we have come across such atrocities as private, invitational torture sessions, unsanctioned executions and even tours of the slain and deformed that the warden has put in to some form of grisly underground museum. I must have evidence of these things. Save my brother, if he is still alive, and bring me the evidence I need to show the King that this prison is no more than a butcher shop for the unjustly accused.”

“My friends, I’m afraid I have made a *foolish mistake* and hired the sorcerer Dokaebno to invade this prison without proper authority or approval. I was informed, all too late, that he intends on using powerful weather spells such as earthquakes and tornados to breach the prison. I have also heard he employs the likes of Goblins and Orcs as well. This activity must be stopped as well.”

“For your services, I will reward each of you 500 pieces of gold for the successful extraction of my brother Neville, and 200 gp for each document or piece of genuine evidence that you can deliver to me. As for Warden Krast, since you are operating under the pretense that your expedition is to be of your own volition alone, you may do whatever you wish to this slayer of men. Any trophies you would care to share with me would be most appreciated.”

“Half pay now, to fortify yourselves, and half upon returning. My men will then provide safe escort for all of you out of this and neighboring lands.”

The sheriff leans in close to you and gazes into your eyes intently and asks,

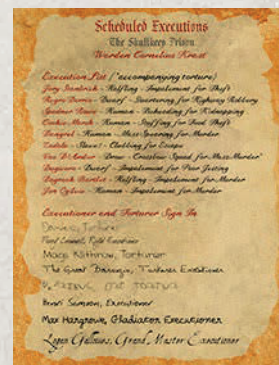
“So, what will it be, my friends? will you take on this mission for me?”

How To Use THIS PRODUCT

This adventure has been designed for 4-7 player characters of levels 1-3. This adventure would also be an excellent choice for a GM that wishes to introduce first time role-players, or even experienced players with brand new characters. **The Experience Point Values that the GM can choose to bestow are shown in red and are entirely optional.** The goals of this mission are to:

1. Rescue Sheriff McKlaive's warlock brother, Neville. If he is dead, then proof would still be needed.
Optional and Suggested XP Value Range: 100-200 xp for each PC.
2. Obtain any or all of the 4+ documents that prove that the good Warden Krast is indeed crooked.
Optional and Suggested XP Value Range: 50-100 xp for each document and for each PC.
3. Survive, return to report these things to Sheriff McKlaive and the PCs shall receive their rewards.
Optional and Suggested XP Value Range: 50-100 xp for each PC.

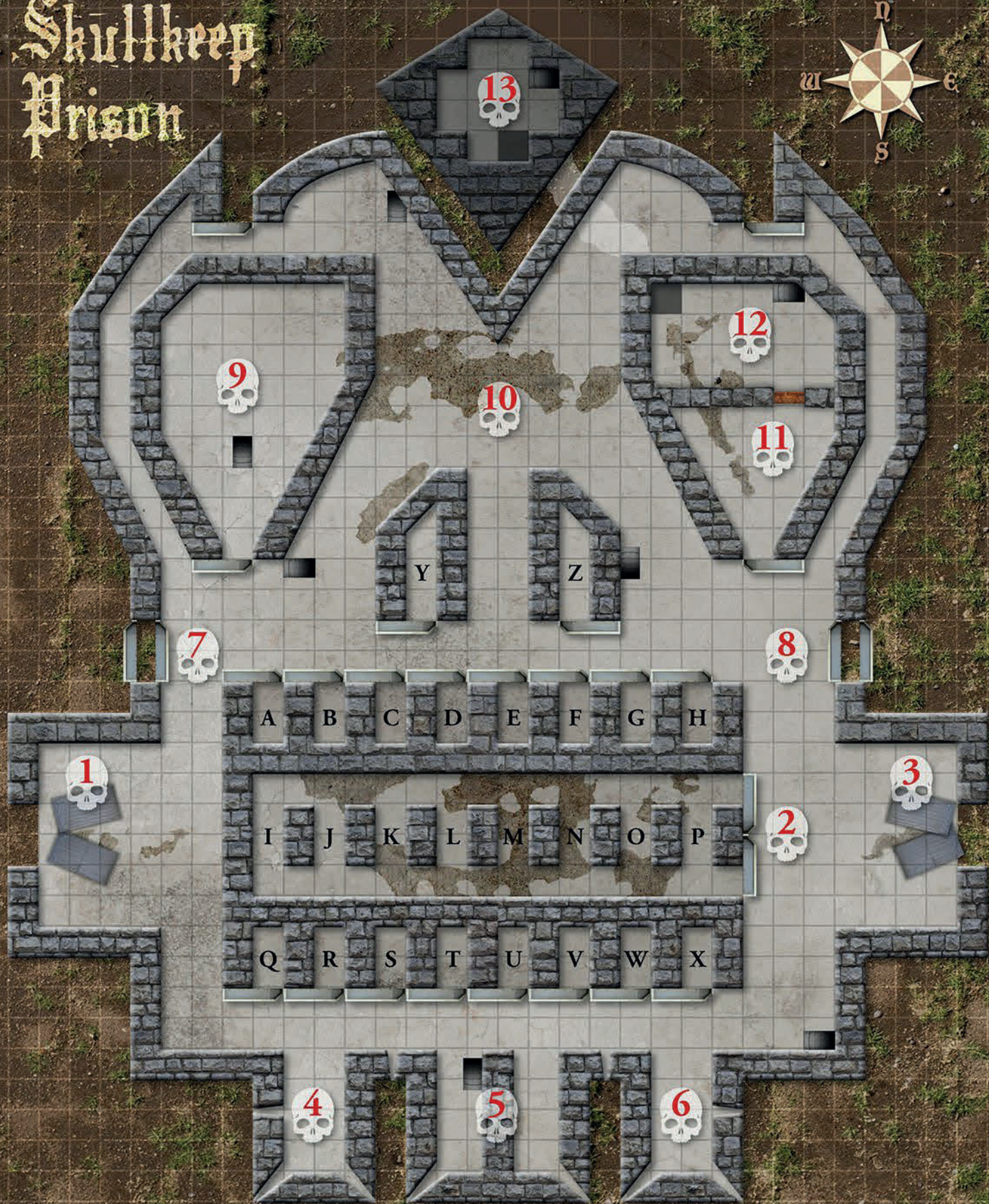
The following images reveal to the GM many of the "proof" documents to be found within the prison.



OPTIONAL WANDERING MONSTERS

01. **KOBOLD PATROL** - 1d8 Kobolds trying to gain hold of the damaged prison.
02. **GOBLIN PATROL** - 1d6 Goblins trying to gain hold of the damaged prison.
03. **ORC PATROL** - 1d6 Orcs trying to gain hold of the damaged prison.
04. **GNOLL PATROL** - 1d4 Gnolls trying to gain hold of the damaged prison.
05. **SKELETONS** - 1d6 Skeletons wandering aimlessly.
06. **ZOMBIES** - 1d6 Zombies roving aimlessly in search of brains.
07. **GIANT RATS** - 1d12 Giant Rats seeking shelter inside the damaged prison.
08. **GIANT SPIDERS** - 1d8 Giant Spiders trying to find food for the night.

Skullkeep Prison



1 Square = 10 Feet

SKULLKEEP PRISON

Leaving the tavern's safety and warmth to brave this violent storm seems like the worst idea you've had in years. Ice cold rain fires down upon you in sheets that shift in waves by the heavy gusts of wind. Nearby in a hollow ravine, a tornado rages. Thankfully, it has moved far enough away to not be too dangerous. Bolts of lightning ignite and sear the sky with a surreal and markedly short delay between thunder clap reports. You plod along into the wet mud that completely covers your ankles. The wetness seeps in and chills you to the marrow and as you come up over the rise, you finally see the infamous prison. Skullkeep Prison lays flat at the base of the canyon like some dying granite giant whose life force is ebbing out before your very eyes.

The prison below has been damaged to a very large degree by the magical storm that the sorcerer Dokaebno has created. This violent, unnatural storm fills you with dread as the damage it has already done was more extensive than you thought. The dome-shaped roof or ceiling of the prison has been caved in from several different locations. Even though the holes are not massive, the gaping apertures are easily large enough to allow for torrents of icy rain to pour in like a dam that could burst at any moment. The dome resembles a crushed skull, and if this were from a greater and safer distance, you might very well have admired the dark beauty that lies before you. But no, this is reality, and the dozens of lit objects being brandished by unknown creatures down below makes your gut turn and twist into knots and seems to groan for you to go back. You wonder how torches can be lit in this downpour. The torches, there must be two dozen, are surrounding the prison and are evenly spaced. Despite the massive doors having been battered or blown down, someone or something is keeping the humanoids from gaining entry into the structure. *The creatures are just waiting.* Suddenly, a war horn trumpets and echoes, adding to the chaos of the night.

1. WEST OUTER ENTRY - Taking the steep descent down the slushy side of the steep cliff, the skull-shaped prison and the torchbearers below become more apparent. From this vantage point, gazing at the west side of the prison, you notice that the torchbearers have disappeared around the corner. The prison itself not only resembles a massive skull, but was literally shaped in the form of a skull with the horns of a demon. A pair of metal double doors have been violently smashed open, revealing a glimpse into the prison's interior for but a moment. A long, wicked crack spans both sides of the smashed in doors. Something powerful was used to blast these doors open. The smell of burnt metal pierces your nostrils and before your eyes you notice that the doors are scorched black and in two locations.

A small patrol of Kobolds comes from around the corner, each carrying short bows adorned with tiny skulls. Their arrows lit as if they were soaked in a long-lasting flaming oil. You do remember instantly, Kobolds can see in the dark. These arrows were enchanted in some way to inflict lethal fire damage. One of the vile Kobolds notices you and yells to his brethren,

“Bezbloori! Louthrahz!”
(Get them! Kill them!)

6 KOBOLD ARCHERS - There are a total of 6 Kobolds patrolling this side of the prison. The lowly Kobolds have been assigned the duty of guarding the outside of the prison and killing all prisoners or prison guards as they escape. All of the Kobolds wield wicked short swords and short bows. Their arrows have had the sorcerer spell **FLAME ARROW** cast upon them. *These arrows add an additional 1d6 points of damage to a target.* The sorcerer Dokaebno is nowhere to be found.

KOBOLD CR 1/4 ~ AC 15 ~ HP 5 ~ XP 100

STR 9, DEX 13, CON 10, INT 10, WIS 9, CHA 8



2. THE CELL BLOCKS



2. CELL BLOCK - As you approach the heavy metal double doors to this area, you hear the unmistakable and intermittent yells and threats being carried out within the depths of whatever lies inside. A rhythmic, drum-like rapping and tapping is now heard - the distinctive sounds of metal weapons striking other metal objects. A closer look reveals that hasty, makeshift repairs have been attempted upon these doors, so while you cannot see specifically what lies beyond, you *can* see a faint flicker of torchlight from within. As you open the doors, the noises get louder and they seem to be coming from two separate areas. It becomes immediately apparent that *this expansive chamber is an entire cell block* of the prison. There are two tiers running east to west and 10 foot by 20 foot blocks of solid stone stand between these two pathways. The large, dark chamber smells of urine and blood and the floors are cracked and have been chipped away in massive chunks. It is as if some group of beings were so scared or threatened, they were willing to start digging into the gouged stone floor. As your eyes adjust to the dim lighting, the first sight of a human being is indeed quite dead. In front of the first stone block lies the horribly eviscerated body of what appears to be

a former prison guard. The body is holding a rough wooden sign which reads,

I TOLD YOU SO!

What frightens you even more is that the corpse has been feasted upon. Chunks of flesh have been torn with what appears to be human-sized teeth. You hear the unmistakable sounds of feasting deeper into the cells. Then it stops. You hear sniffs, as if the sounds are being made by a large hunting dog or wolf, yet somehow slightly human. A deep grunt emits even louder and you hear the patter of bare feet heading in your direction. From the inky blackness, three pale and shirtless figures sprint at you with alarming speed. *These aren't human beings, these are 3 starving Ghouls.*

These **3 Ghouls** have been feasting on all of the prisoners left shackled out in the open. The Ghouls have just finished their last meal in this area. The last victim is a prison guard with 5gp.

GHOUL CR 1 ~ AC 14 ~ HP 13 ~ XP 400

STR 13, DEX 15, CON —, INT 13, WIS 14, CHA 14



CELLS A, B & C

A - CELL - This 10' x 20' cell was designed to hold 4 or more prisoners. Two empty bunkbeds draped with bloody sheets are at either side of this prison cell. It appears to be quite empty.

B - CELL - You gaze into this dimly-lit cell and see 4 Goblins playing cards. The 4 Goblins have pushed two bunkbeds together to have a closer proximity to each other. *They attack on sight!*

4 GOBLINS - Are part of the guard force that oversees this northern half of the 24 prison cells. Any loud noises may or may not be responded to as total chaos and constant battles reign supreme in this insane prison. These 4 carry short swords.

The 4 stacks of coins are worth 5pp, 35gp, 52sp.

C - CELL - This prison cell holds 2 rather large Goblins. They are on the floor armwrestling with the helpful aid of a very fat and gravely wounded man being used as their makeshift arm wrestling table. This man-table is groaning and coughing while these two Goblins laugh aloud.

GOBLIN CR 1/3 ~ AC 16 ~ HP 6 ~ XP 135

STR 11, DEX 15, CON 12, INT 10, WIS 9, CHA 6

2 GOBLINS - Are part of the guard force that works in tandem with the Goblins in B-CELL.

These 2 Goblins guard quite a nice hoard. This treasure can be found under one of the bunkbeds in a small ebony chest adorned with (locked - GM's discretion) several brass skulls.

- 26pp, 33gp and 115sp
- A black-bladed, ivory handled **Dagger +1**
- A small and crudely drawn picturebook revealing Goblin depictions of various ways to behead an Elf. (worthless to all but Goblinfolk and the like)

Somehow, the fat man that the Goblins are using as a makeshift table is actually (barely) still alive and with 2 hit points. His name is Randolph. A heavily-bearded bull of a man incarcerated for smuggling Beckendorf Rum, a true luxury in these regions.

Randolfo will help the party if healed. Fighter-2.



CELLS D & E



D - CELL - Upon peering into this cell, you immediately notice 5 dead Goblins stacked almost ceremoniously in a heap in the center of the room. They have been hacked and carved to death. Most likely, each Goblin has received at least three distinctive killing blows.

E - CELL - The nameplate on the door to this cell is much different than that of the rest of the cell doors that you have seen. The nameplate here is a much larger one and of a much heavier construction. It is bolted into the metal door and written in a mixture of common and in another, different language, the sign reads:

Convict: Tairn Linborn. Also on the sign, and in bright red paint, is a word unfamiliar to all, but it appears to be a dire warning of sorts.

There is a dim light emanating from within this cell and you catch a brief glimpse of a pair of eyes that reflect the dim light from within. The eyes are watching you and from a height that suggests the being inside is sitting on a bed or chair. The eyes quickly rise to a height higher than what is normal from a human being. You can see the silhouette of a man. A very lean but



TAIRN LINBORN

muscular man. The man comes into view as he nears the iron door and before you is a rather ugly being with slight tusks instead of where his lower canine teeth should be. He's tall and broad and bald and adorned with tattoos in the way that is popular with many of the Orc tribes that typically dwell further north of here. He is without armor, and in a non-threatening way, he is carrying a rather unique weapon that resembles a cross between a flail and a grappling hook. This being sees your eyes affixed to this large and wicked-looking weapon, and he smiles with a definite glint of intelligence and *knowing* boldly beaming from his Half-Orc eyes.

"I've been waiting for you, gentlemen."

The massive Half-Orc says to you. Then, as quick as it came, his smile suddenly vanishes. He cocks his head to the right as if expecting some form of bad news to be imparted, then says in a surprisingly well-spoken manner,

"Well, are you going to come in and talk about what needs to be done, or just play cards or something? The door's unlocked..."

TAIRN LINBORN

Half-Orc Barbarian Scout - 4

N - Medium Humanoid

Age: 27 Ht: 6'9" Wt: 270

Hair: Black Mohawk Wig Eyes: Ice Blue

Build: Tall, lean and muscular.

Mannerisms: Numerous head tilts and a wide variety of grimaces.

Manner of Speak: Tairn has a sarcastic sense of humor, yet is highly-intelligent, especially for a Half-Orc barbarian.

Overall: Tairn is Neutral, but leans toward doing good things. As he so eloquently puts it, *"Evil is way too easy and true evil is for cowards!"*





Convict: VVVVVVVV

H.XXCK

Tairn Linborn

TAIRN LINBORN

TAIRN'S FATHER - Played an important part in Tairn's life. His father, Baltro, was a rarity when it came to Orcs. While he was no stranger to killing, these acts of violence were done to protect his tribe and while going to war, even when fighting battles he did not fully believe in. When it came to executing some of the more unsavory deeds that the typical Orc lives for, Baltro engaged in one of these activities and somehow found himself filled with shame and a deep sense of loathing. After this event, Baltro would not only *object*, but he would actually have the temerity to intercede and stop many of the atrocities his brethren tried to commit.

This soon wore thin on his Orcish tribe and sensing imminent punishment by death, Baltro decided to leave the tribe and set out on his own, but not without the human woman he so shamefully assailed. The terrified woman soon realized that staying with **The Black Plume Tribe** would eventually bring about nothing but the most vile nightmares just after giving birth to her Half-Orc son. Baltro despised the idea of interbreeding and knew that Orcs did this merely to raise and train their Half-Orc offspring to be the more cunning, intelligent and wise battle lords and leaders. Baltro, despite his hatred for much of his own kind, was still very much the opportunist and offered his "wife" a choice. To stay with the tribe or to come with him. She chose Baltro.

Tairn was raised by Baltro and his wife and lived in seclusion. Tairn was taught combat skills from his father and a wide variety of skills from his mother including how to read, write and he even turned into a fairly good artist as well.

Tairn loved both of his parents, and naturally loathed other Orcs and any of the evil humanoids that would delight in inflicting cruel miseries upon the innocent. Still, Tairn was shunned by humanity almost unanimously, and he soon resorted to crime





የዐርቱተኛው ዐር ሂወዐቶቶቶ
 ለፍቅሩ ተቀባይ ተቀባይ ገብረው
 ተቀባይ ገብረው ተቀባይ ገብረው
 ተቀባይ ገብረው ተቀባይ ገብረው
 ገብረው ተቀባይ ገብረው...

TAIRN'S STAT BLOCK

and violence. Tairn found himself longing for and being accepted by other full-blooded humans, but *very rarely was his admiration ever returned to him.*

Realizing this, Tairn knew that his chances were heavily weighted towards pursuing a career as a warrior, and upon reaching his 20th birthday, Tairn left his family to prove himself and to join the Northern Waste Barbarians far to the north.

Tairn thrives in combat and looting, but he never took any part of anything outside of those two acts. He would offer his services as a mercenary, and not only began making his fortune, he quickly adopted a reputation as an exceptional hunter, tracker and warrior. Still, some of the missions he was paid to do turned into situations Tairn could never have foreseen. To escape his arrest or even death, Tairn killed a band of bounty hunters in self-defense.

The law did not see it that way, and sent out a posse that numbered nearly two-dozen, and finally took Tairn down and brought him to the courts. The "Good Warden" Krast bribed the jailers handing down the sentence and Tairn was shipped to Krast's Skullkeep Prison to be tortured and forced to fight as a gladiator for the amusement of Warden Krast and his twisted and depraved fans.

Tairn has been imprisoned for six weeks and has suffered a virtually endless onslaught of convict and prison guardian attacks throughout his entire stay. *To this date, no one has gotten the better of Tairn Linborn.*

One of the very few objects Tairn was allowed to keep in his cell is a painting he made of his father, Baltro. No one dares take this painting away from Tairn Linborn. Tairn's goals are simple. To escape the prison and to wage a swift but lethal war on the Warden and his minions, and to leave to go back to his family for as long as possible. Tairn will risk

TAIRN LINBORN CR-4

XP 1,200 AL N Med. Hum. (Half-Orc)

Barbarian Scout, Level - 4

Init +2 **Senses** Darkvis. 60, Perception +11

AC 18 Touch 12, Flat-footed 16
(+2 Dex, +2 Natural, +4 Armor)

HP 47 (4d12+12 +4)

Fort +7 **Ref** +3 **Will** +5

Speed 30 ft.

Melee Heavy Flail +11 (1d10+9/19-20)

Special Attacks Rage (Ex) +4 Con, +4 Str,
+2 Will save -2 AC. Per day = Con mod +10

Rage Power lasts as long as Raging.

STR 22

DEX 15

CON 17

INT 15

WIS 18

CHA 12

Base Attack 4, **CMB** 10, **CMD** 22

Feats No Escape, Powerful Blow, Weapon
Focus +1 Attack rolls

Skills Acrobatics +6, Climb +9, Handle
Animal +8, Intimidate +3, Know Nature +7,
Ride +2, Stealth +6, Survival +10, Perc. +11

Languages Orc, Common

Special Abilities Fast Movement, Trap Sense,
Uncanny Dodge, Ferocity

CELLS F, G & H

his life for others if they show him due respect. If, however, they treat him as an uneasy ally or even a slave at arrow point, he will label his fellow adventurers as mere captors that will eventually kill him in the end. Knowing this, Tairn will escape at the first opportunity.

The one thing holding Tairn back are the many wounds that he has suffered, namely his legs. Tairn, in his natural state, has 47 hit points. He now has 33 hit points. At this point however, Tairn has numerous small wounds, but three fairly severe wounds, including a crossbow bolt lodged in his abdomen and one in each of his legs, inhibiting his movement drastically. He needs healing fast.

The lettering cut into the wall of Tairn's cell, just under the painting he did of his father Baltro says,

*History is written by those that declare
themselves the victors.
It doesn't mean it's
accurate...*

F - CELL - This room is completely empty save for bedsheets rolled into pillow-sized bundles.

G - CELL - This room is a dumping ground for a handful of slain Goblins. They have been neatly stacked in a heap and placed in the middle of the room, as if to declare some type of victory or territorial marking.

H - CELL - As you peer into this dark room, you instantly hear the stifled whimperings of a large man being poked and prodded in and around his chest and abdomen by 4 fat Goblins using their spears in the cruelest of ways. The tortured man is tied, bound and gagged and does not at all notice you. The Goblins do, however.

4 GOBLINS - The 4 fat Goblins are entertaining themselves while waiting for their next move on to Cell-E, which houses Tairn Linborn. If Tairn is with the party at this point, he grimaces broadly and charges headlong into the fray in a wild battle frenzy, and will not stop until all are dead.

These 4 Goblins share the following treasures that they have compiled over the last 24 hours of greedy looting. 34gp, 14sp, a **Golden Loupe** worth 125gp.

The tortured man does not make it.



CELLS I, J, K & L

I-L - CELLS - As you approach this area, you hear the whisperings of a group of humanoids exchanging snippets of conversation. The group seem to be from beings that are on the same side, yet are opposed somehow. Flickering flames and sparks can be seen around both sides of the 20' x 10' blocks that separate these open cells. The glow is strong indicating a very large fire. You see shadows of humanoids project themselves in a rather animated way across the furthest wall. As you get closer, the whisperings halt at once. You think to yourself, do they hear us coming their way? But a better question that arises just after that is, what is that massive grunting coming from just beyond the whispers?

This area that covers the last 4 of the open cells is the temporary lair of 5 Goblins and a massive pet **Dire Ape** known as **Buju**.

5 Goblins are standing around a shoddy, makeshift camp fire, arguing about nothing. They all wield the typical wicked short swords that Goblins love so very much. If the party destroys the Goblins, they will uncover a **silver ape whistle worth 55gp**.

GOBLIN CR 1/3 ~ AC 16 ~ HP 6 ~ XP 135

STR 11, DEX 15, CON 12, INT 10, WIS 9, CHA 6

DIRE APE - You soon realize that your mad battle with the Goblins is the least of your worries. Besides the sounds of steel on steel with your current battle, a ferocious and very deep roar emits from the darkness further on into the cell block. The angry growls are accompanied by the chaotic rattling of chains. Despite this current battle, you cannot help but wonder - with no small amount of dread - what could this massive beast possibly be? Chained to the back wall is a creature closely resembling a massive white ape. You instantly discern however, that this ape is by no means normal. It stands a full 9 feet in height and has a thick chain tied to it's neck that is bolted to the wall. You ask yourself if the mad beast can reach you. The creature sees you and with an expression closely resembling outrage, the ape attacks with unmatched ferocity. Obviously, the chains binding it weren't quite long enough!

DIRE APE CR 3 ~ AC 15 ~ HP 30 ~ XP 800

STR 19, DEX 15, CON 16, INT 2, WIS 12, CHA 7



CELLS M, N, O & P



M - CELL - Amidst all of the havoc and ambient sounds of looting and destruction, your eyes rest upon 3 dead prison guards huddled and heaped together in a small pile. The fallen guards have been stripped of their armor and weapons and they are all arranged in a particularly crude and obscene manner.

N - CELL - Written in blood on the walls of this open air cell is the message:

***IF THE WARDEN, GUARDS OR BLOODY
GLADIATOR BATTLES DONT GET U,
THE FOOD SURELY WILL!***

O - CELL - Bolted to the wall are a pair of shiny manacles that seem to be of a better quality than the others you have noticed here.

These cuffs are **Masterwork Manacles**.

P - CELL - You make your way past one of the metal doors. The looting and riotous sounds emanating from other areas of the prison seem to transform as you enter this area. A variety of tapping sounds and whispers and an occasional grunt can be heard in this open-celled prison tier. A long hallway extends directly in front of you for 60 feet then gives way to darkness. A 20 foot wide stone wall juts up through the grimy, pock-marked prison floor. Two dead prison guards lie sprawled before you. A large sign made of stained brass is bolted into the rock wall before you. The engraved words boldly state,

***WELCOME TO SKULLKEEP PRISON.
IT IS HERE THAT YOU WILL DIE.***

Directly below this ominous sign is an open sack. A sheaf of wrinkled papers sandwiched between ragged leather juts out from the bag.

Skullkeep Prison



Death Ledger

KILL THEM
ALL



THE DEATH LEDGER



A PC clearly stating that they carefully look through the entire contents of the sack will most definitely find a heavy, leatherbound book.

Upon carefully sifting through the papers and soiled parchment, you come across a heavy, leatherbound book partially adorned with iron accents and bright red semiprecious stones. A nameplate at the top of the book is embossed with the words Skullkeep Prison. Below this top nameplate is a half-arch made of engraved iron with an artistic skull painted expertly in white upon a jet black field. Another shapely piece of iron covers the mouth of this leering skull and carries the words, DEATH LEDGER proudly upon its surface. Below that, carved into the scuffed leather are the words, KILL THEM ALL! This last bit of artistry appears to be the handiwork of an extremely disturbed or angry individual, as you notice that in order to form these words, several dozen slashes had to have been made in order to produce this result.

Glancing through the book, the first pages share a basic history of the prison, which was created fairly recently. The commentary reveals that Cornelius Krast is indeed the prison's warden and there is something to the effect of it being one of few prisons to never allow a successful escape by any of the prisoners held here.

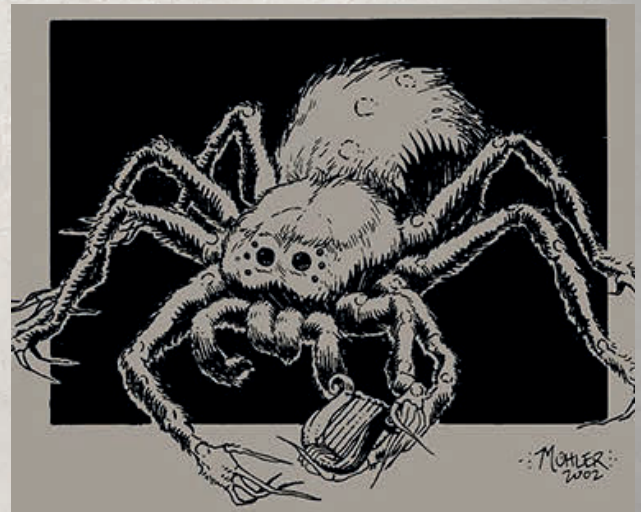
A further study reveals a crisp piece of bright yellow parchment that is entitled in the most dubious of ways: **Scheduled Executions**

Below this title is a list of the victims names, followed by their race and their misdeeds that they have allegedly conducted. Even further down is a list that widens your eyes even further. It is a list of torturers and executioners that have signed in to witness this event. Not only is the ledger signed by Krast himself, it is dated today.

This page, as well as the cover of the Death Ledger itself are just two of the many pieces of ephemera that can be used as proof to bring back to the Sheriff. This vital evidence could not only prosecute (or condemn him if he is dead) the warden, but to also provide a way to soften the trouble that McKlaive is going to get into for hiring a madman mage like Dokaebno and having an entire prison destroyed.

This book was stolen from Warden Krast's private bedroom, and the greedy Goblins that procured it found it to have no value.

GIANT SPIDER - A very peculiar sound that could only be characterized as a rapid vibrational purring comes from directly above you. You immediately look up at the exact same time that a huge, hairy insect leg brushes roughly against your cheek! Your heart thuds harshly against your rib cage, seemingly wanting to be freed. You are now staring into the hideous yet oddly hypnotic eyes of a giant, hairy spider. The creature's slick mandibles begin to retract as a sickening green liquid seeps from its mouth. You have but a split second to react and fight!



GIANT SPIDER CR 1 - AC 14 - HP 16 - XP 400

STR 11, DEX 17, CON 12, INT —, WIS 10, CHA 2

Scheduled Executions

The Skullkeep Prison

Warden Cornelius Kraast

Execution List (*accompanying torture)

Jory Stanbrick ~ Halfling ~ Impalement for Theft
Regro Derrio ~ Dwarf ~ Quartering for Highway Robbery
Spadner Rowe ~ Human ~ Beheading for Kidnapping
Cookie Marsh ~ Human ~ Stuffing for Food Theft
Dangrel ~ Human ~ Mass Spearing for Murder
Zadala ~ Slave! ~ Clubbing for Escape
Vox D'Amber ~ Drow ~ Crossbow Squad for Mass Murder*
Dugwero ~ Dwarf ~ Impalement for Poor Jesting
Dagrook Bartlet ~ Halfling ~ Impalement for Murder
Jon Ogilvie ~ Human ~ Impalement for Murder

Executioner and Torturer Sign In

Damienz, Torturer

Percy Cromwell, Royal Executioner

Mags Klithrow, Torturer

The Great Baronzio, Torturer Executioner

NEZERIBUL, ORE TORTUR

Henri Samson, Executioner

Max Hargrove, Gladiator Executioner

Logan Gallows, Grand Master Executioner



MARION CROWLEY



Q - MARION CROWLEY - You slide the closed and slightly disabled metal door open and you can scarcely believe your eyes. Sitting in the middle of the room facing you is a slim, lanky man with long, pitch black hair. The man has his eyes closed and you can clearly see his eyes moving frantically left to right beneath his eyelids. His eyelids have some kind of arcane red writing on them, and they very well may be tattoos. Amidst all of the chaos and noise clattering around him, you can't help but wonder if this particularly odd human being is supremely powerful or supremely crazy. Then, as if in answer to your own thoughts, the man opens his eyes as if from some drug-induced reverie. The man smiles thinly and gazes at each of you and says,

"Well, well, well, welcome to my humble abode. Are you the shabby contingent that has been sent to rescue me? Or did you go well out of your way having the unmitigated gall to come to *me* for aid in escape? There are more Kobolds, Goblins and Orcs *outside* than there are *inside* of this charming prison. A party so small is going to definitely need some help, but I do not advise going back out in this nasty storm. We'll

need to escape down below, by way of the deadly Underground Ocean. My name, my friends, is Marion Crowley, by the by. I'm more than sure you've heard of my Great Uncle Abner."

The man's last sentence is more of a statement than a question. A near impossible to believe look of arrogance is permanently etched upon the man's pale and gaunt face. He opens his thin, imperious mouth to speak yet again,

"Now, if one of you will provide me with a weapon of sorts, I am sure I can put myself to some use. *I have a particularly deadly way with a dagger or a sickle.*"

With a 13 DC Knowledge (arcana) check a PC will most certainly know the infamous name of Abner Crowley as one of the most evil and powerful arch mages in the entire world. He is known for his unnecessarily cruel nature and his "marvels" of having such a stone cold heart.

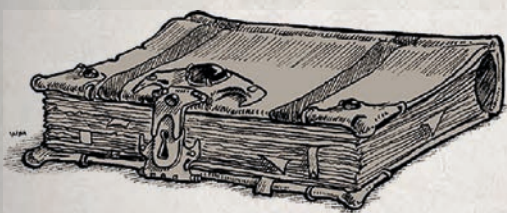


MARION CROWLEY'S PORTRAIT

Marion is not too far away from retaining dear Uncle Abner's cruelty. In fact, Marion will attempt to slay the party at the very first opportunity he gets. The next battle that the party finds themselves in will prove it. Marion will sulk back behind the party and pretend to flee, then he will unleash a variety of magical spells upon the party. He then plans on looting the corpses, acting as one of the executioners invited to Skullkeep Island, and then making his way off the accursed island via Krast's private boat. Little does Marion know that Krast's private boat has been told to pull away from the island and to return only upon sunrise.

Some of the spells he might use against the party are the following and are at the GM's discretion:

1. Darkness 2. Burning Hands 3. Venemous Bite
If the GM is feeling particularly evil, he or she may go for the throat and have Marion cast his Sleep spell on the party and slit as many throats as possible. But where is the fun in that?



MARION CROWLEY - Will try to use his high intelligence and intuition in order to discern where his magical kit might have been stored. He might spring his attack *after* he finds his magical wares.





MARION CROWLEY STAT BLOCK



MARION CROWLEY - CR 2 - XP 600

Lawful Evil Medium Human

Shaman level 3

Init 0; Senses

DEFENSE

AC 10, Touch 10, flat footed 10

(No Armour, Shield, none)

hp 26 (0d8+3d8+6+3);

Fort +3, Ref +1, Will +5

OFFENSE

Speed 30

Melee

Single Attack Sickle +2 (1d6)

Full Attack

Sickle +2 (1d6)

Space 5ft.; Reach 5

Shaman Spells

CL 3 Concentration 5

Level 0 (4) DC 12

Bleed, Daze, Purify Food and Drink,

Touch of Fatigue

Level 1 (3) DC 13

Burning Hands, Magic Mouth, Sleep

Level 2 (2) DC 14

Darkness, Venomous Bite

STATISTICS

Str 11, Dex 11, Con 14, Int 16, Wis 15, Cha 8

Base Attack 2 CMB 2 ; CMD 12

Feats

Chant (Ex)

Skills Craft Alchemy 9, Diplomacy 4, Fly 5,

Handle Animal 5, Heal 8, Know Nature 9,

Know Religion 8, Know the Planes 8,

Ride 0, Spellcraft 9, Survival 6

Languages Common

SPECIAL ABILITIES

Spirit (Su) -1 A shaman forms a mystical bond with the spirits of the world. She forms a strong and lasting bond with a single spirit, which grants her a number of abilities and defines many of her other class features.

At 1st level, a shaman gains the spirit ability granted by her chosen spirit. She adds the spells granted by that spirit to the list of spells that she can cast using spirit magic. She also adds the hexes possessed by that spirit to the list of hexes that she can use with the hex and wandering hex class features.

Spirit Animal (Ex) At 1st level, a shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability. A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells like a witch's familiar does, the spirit animal serves as her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

Marion Crowley is a shaman that worships the dark god **NORVAUTH**. He views himself as a highly-valued member of the infamous Crowley family with great potential that his favorite Uncle Abner would be proud of. Little does Marion know that his uncle cares very little for him and views Marion as "a pathetic stage and cantrip magician." Still, holding tight to their deceptive ways, Uncle Abner still pretends to love this poor, misguided soul. Uncle Abner Crowley, a warlock of truly fearsome power, has literally offered his nephew, poor Marion here, to die at the hands of Warden Krast in exchange for future favors. The dark god Norvauth would take great delight in this as well.

GOBLIN TREASURE ROOM

Marion operates using a fairly convincing aura of fear. He knows, deep down, that his powers are among the weakest in the Crowley family tree, but as long as he feels some semblance of power, primarily in the form of instilling fear in others, he is quite satisfied and at home.

Marion has absolutely no friends in the prison and in real life, yet his pride and sense of entitlement force him to constantly maintain an air of power, courage and greatness. This foolish pride could very well be his undoing. He has the belief that even if lowly Goblins and Orcs such as the ones holding up here were to witness him flee in panic or perform any form of cowardly act, that it would somehow be known to the uncle that he so worships. It is for these reasons that Marion will continue to “calmly” chant and pray to his dark god Norvauth. All the while suffering with the false belief that his legendary uncle Abner will come and save him at some profound moment in time. He will wait until the realization strikes him that no one is coming to his aid. This will happen mere moments before the entire roof, walls and ceiling of Skullkeep Prison implodes on top of him.

Marion Crowley's confiscated equipment is stored in a locked iron chest in area 11, Krast's private room. His items of note include: A silver sickle and dagger, each worth 50 gp apiece. 40gp, 5sp and 4 potions. **Potion of Cure Serious Wounds, Spider Climb, Cure Light Wounds and Purify Food and Drink** make up Marion's potion collection.



GOBLIN CR 1/3 ~ AC 16 ~ HP 6 ~ XP 135

STR 11, DEX 15, CON 12, INT 10, WIS 9, CHA 6

R - CELL - This standard prison cell appears to be completely empty.

S - TREASURE CELL - From the hallway, it is obvious to see activity coming from the cell beyond the closed iron door. The room is dimly-lit and you hear a conversation taking place in the ugly Goblin tongue,

“Vasperozo dom slahzo?”

“Do you think I could pocket a few coins?”

“Ag dah rhah, Skreato, oo ario deh gah!”

“I dunno, Skeeter, you might get caught!”

The Goblins cannot be seen from outside unless the PCs state that they get close enough to the door to look through. The Goblins simply aren't tall enough to see from a distance through the 4 foot by 3 foot barred window.

This chamber is acting as the temporary treasure room. The Hobgoblin leader has assigned these Goblins to guard the various treasures that have been procured throughout the night. Everything of value is ready to roll out of the prison at the **Hobgoblin Horvul Dormuth's** command.

A tripwire has been set up here using very fine and nearly invisible wire. The trip wire is set up 3 feet away from the closed iron door and will automatically go off if the PCs do not detect it on a 20 DC Perception check. The tripwire is not lethal, but the wire runs into this room and is attached to several empty glass jars. The alarm is designed to allow the jars to fall upon the hard stone floor and shatter, thereby alerting the Goblins instantly. 4 Goblins will rush out and attack and 2 more will stay inside and guard their loot. If the PCs vanquish the 4 Goblins that rush out of the cell, the remaining 2

GOBLIN LOOT

will do any number of things. Some options are:

1. Begging.
2. Loot offerings in exchange for their escape. This is when they will run to the closest group of Goblins for aid, borrow either a sword or bow and to come back for a more favorable battle.
3. A simple, straightforward fight to the death.

All of the Goblins in this location wield short swords and short bows with 15 arrows apiece.

Despite the chaos and the sounds of thunder and tornados from outside, there is still a chance that a skirmish here could alert the 5 Goblins guarding areas 4 and 5. The 5 Goblins at these two areas are bored with their assigned duty to man the arrow slits and shoot anything outside that moves. They too have short swords and 15 arrows apiece.

The room has the typical bunk beds and filthy sheets, but it quickly becomes apparent that the 3 wooden wheelbarrows contain some items of value. There are several sacks that have been heaped into these wheelbarrows - obvious spoils from the Goblins looting the crumbling prison.

Inside the sacks are a variety of items, including:

- 220gp, 155sp, and 122cp
- Black silk bed sheets worth 40gp
- A golden smoking hookah worth 100gp
- Mahogany coffer filled with vanilla tobacco 90gp
- An emerald worth 200gp
- A fire opal worth 120gp
- **Scroll of Read Languages x3**
- Ornate helmet with a red ruby headband 120gp
- Short sword in an ebony scabbard with a large fire opal worth 75gp



T - SUPPLY CELL - Upon gaining access to this cell, it becomes apparent that this unmanned room has become a makeshift supply chamber. There are several burlap sacks heaped amongst two barrels and two small crates. The supplies are in the center of the room yet close to the door for easy access.

These various supplies collected here include:

- 2 sacks of rice
- 3 sacks of flour
- 1 sack of brown sugar
- 1 crate of iron rations for 1 person/4 days
- 1 crate of iron rations for 4 persons/4 days

U - GOBLIN HO - Peering into this cell, you notice that it has no form of illumination. From the darkness, you hear a crude humanlike voice make itself known from the black.

The voice seems to be coming from someone or something lying on a bed.

“Mee zho shoney, mee zho shoney...”

“Me so hauny, me so hauny...”

Inside this former prison cell lies **GWENDERLYN POE**. “Gwen” is the Goblin tribe’s resident ho.

Gwen is the most intelligent and capable of the Goblins in the tribe she serves, yet she is currently providing services that she is not particularly pleased with. Gwenderlyn is allowed a small pittance that she uses for trading and bartering with other Goblins without having to bed them down.

GOBLIN HO



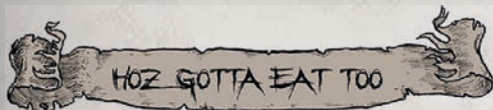
Gwen has a highly-paranoid mindset and believes that everyone is out to get her. Sadly for her, she is quite correct with these assumptions. Gwen has a hair-trigger temper and is known and feared for going from pleasant and cordial to downright evil and vicious. She attacks if offended in the slightest of ways, and her weapon of choice is a dagger. Her battle cry never changes, and is known throughout the entire tribe,

“ZOK! Mi gunta hazlo!”

“***, I’m going to ***** cut you!”**

Gwen has amassed the following treasures in less than a few hours:

- 5gp, 2sp, 18cp
- A fresh round of almond swiss cheese
- An insensitive note from a Gob named **Breenus**



GWENDERLYN POE - CR 2 - XP 600

Neutral Evil Small Goblin Ho

Rogue level 3 Pickpocket (Spy)

Init +3; Senses Darkvision 60; Perception +4

DEFENSE

AC 15, Touch 14, flat footed 12 (Quilted Cloth, Shield, none)

(+3 Dex, +1 size, +1 armour)

hp 20 (0d8+3d8+3);

Fort +1, Ref +6, Will +0

OFFENSE

Speed 30

Melee

Single Attack Dagger +6 (1d3/19-20)

Full Attack Dagger +6 (1d3/19-20)

Space 5ft.; Reach 5

Special Attacks

Sneak Attack Sneak attack at an extra (D6) 2

STATISTICS

Str 11, Dex 17, Con 11, Int 11, Wis 8, Cha 12

Base Attack 2 CMB 1 ; CMD 14

Feats Fast Stealth: Move at full speed while sneaking, Armour Prof Light, Evasion: No damage on reflex save, Simple Weapon Proficiency, Skill Focus (Sleight of Hand): +3 Sleight of Hand, Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit

Skills Acrobatics 9, Appraise 5, Bluff 7, Climb 0, Diplomacy 1, Disable Device 3, Disguise 6, Escape Artist 9, Intimidate 1, Know Dungeon 0, Know Local 5, Linguistics 0, Perception 4, Ride 7, Sense Motive 4, Sleight of Hand 11, Stealth 16, Swim 3, Use Magic Device 5

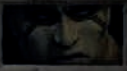
Languages Common, Goblin

SPECIAL ABILITIES

Evasion Reflex, Poison Use, Skilled Liar, Trap Sense
Reflex save and AC when dealing w/traps bonus 1



HORVUL DORMUTH, HOB CHIEF



V - HOBGOBLIN CHIEFTAIN - A very large Hobgoblin is seated in a desk that has been dragged from somewhere else in the prison. The Hobgoblin is facing the door to the prison cell and he has two Goblin subordinates facing him. It appears that they are talking about plans of some sort. They appear to be animated and very much to the point, especially as they have just now noticed you entering the room. All 3 of the beasts pounce to attack!

This area acts as the temporary Goblin command center manned by the Hobgoblin chieftain known as **HORVUL DORMUTH**. He is flanked by two of his Goblins that have been assigned the duty to find any and all entryways to gain access to the rock island prison directly below the main prison level.

Defeating the Goblinfolk at this location could prove to be valuable. On the desk that the Hob chief was seated at is a prison blueprint littered with what appears to be Goblin writing. There are 7 Xs scrawled on the map that obviously indicate something of importance. Any PC that can speak Goblin or has found the Scroll of Read Languages from area **S TREASURE CELL** will be able to read the map quite easily. At this point, please share the handout map to the players.

The 2 Goblins are named **Roomuth** and **Gorpho** and they are to be treated as regular Goblins, save for the fact that they are just a bit more robust than the average Gob, **blessed with 8 hit points each**. A sack of coins covers the Hobgoblin's command post desk. 121gp, 83sp, 59cp.



HORVUL DORMUTH - CR 2 - XP 600
Lawful Evil Medium Humanoid Hobgoblin
Barbarian Viking level 3
Init +1; Senses Darkvision 60; Perception +6

DEFENSE

AC 16, Touch 11, flat footed 15
(Scale mail, Shield, none)
(+1 Dex, +5 armour)
hp 37 (0d8+3d12+9+3);
Fort +6, Ref +2, Will +2

OFFENSE

Speed 30

Melee

Single Attack Greatsword +6 (2d6+2/19-20)
or Crossbow, heavy +4 (1d10 /19-20 X2)
Full Attack Greatsword +6 (2d6+2/19-20)
Axe, throwing-1 (1d6+1) or Crossbow, heavy +4
(1d10 /19-20 X2) range 120
Space 5ft.; Reach 5
Special Attacks
Rage (Ex) +4 Con +4 Str +2 Will save -2 AC. Per
day = Con mod + 8
Rage Power Last as long as raging. Number = 1

STATISTICS

Str 15, Dex 13, Con 16, Int 11, Wis 13, Cha 8
Base Attack 3 CMB 5 ; CMD 16

Feats

Guarded Stance: Gains +1 dodge bonus to AC (and +1 / 6 levels) for con bonus rounds (move action) ,
Armour Prof Light, Armour Prof Medium,
Martial Weap Prof,
Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,
Shield Proficiency: Can use shields,
Simple Weapon Proficiency,
Weapon Focus: +1 to attack rolls

NIMROZ THE BARBARIAN

Skills Acrobatics 2, Climb 3, Craft Wood Working 4, Handle Animal -1, Intimidate 4, Know Nature 4, Perception 6, Ride 1, Stealth 1, Survival 1, Swim -1

Languages Common, Goblin

SPECIAL ABILITIES

Fast Movement Land Movement raised by 10
Trap Sense Reflex save and AC when dealing with traps bonus 1 Uncanny Dodge Retains Dex bonus if flat footed 1

Horvul has a way with words, especially during the heat of combat. Some of his favorite battle cries may find their way into this particular combat:

“B’ri bordek daz talzo!”

“**Bring me their heads on a shingle!**”

“Graz mi a nosche yanki!”

“**Cut off their goddsdamned baubles!**”

“Rhargh! Slazo mee-lah!”

“**Rhargh! KILL THEM!**”

Horvul reports directly to the sorcerer Dokaebno. He has a tenuous relationship sharing equal power with the Orc chieftain, Ortigo.



W - NIMROZ - Approaching the 4 foot by 3 foot barred window, you can see a very nasty Goblin with dirty brown sideburns and widow's peak tying something to a human prison guard. The man has been tied up and is serving as this ugly Goblin's unwilling plaything. The captured guard is gagged and this Goblin is tying slim ribbons of raw meat about and around the guard's ankles, thighs, arms and chest. The sight disturbs you on a deep, visceral level. The guard and Gob notice you as you peer inside the cell. A look of hope intermingled with stark terror etches across the man's face while a gleeful look of pure evil lights up that of the Goblin's. The foul little creature reaches for a wicked cleaver and a 4-bladed knuckle knife with the other. The Goblin bolts for the door, eager to attack!

This area acts as the command station for Horvul's right hand Gob **NIMROZ**. He acts as the main keymaster and is in charge of the 2 Goblin Dogs next door. Nimroz keeps his high-ranking position by continuing to be the meanest, most aggressive and frenetic Goblin in the **WILD TUSK** tribe. Nimroz attacks the PCs savagely for interrupting his favorite game - tying raw and rancid meat to a bound subject and having him get a head start for Nimroz and his 2 Goblin Dogs to hunt down and brutally devour. If the PCs defeat cruel Nimroz, the following will unfold:

After defeating the maniacal Goblin, the bound prisoner curls up in the corner of the cell. His eyes are filled with horror. You notice that resting on the bed you clearly see the following items: *a ring of keys and a separate black key whose handle is shaped like a skull.*

The keys on the ring can open all doors on this upper level. The **Black Skull Key** can open every door and locked area throughout the entire prison. The guard, **Shalto**, will gladly help the party.

Skullkeep Prison



TUNNEL HERE
CANNOT GET THRU DOOR

MESS HALL

WARDENS
ROOM

BARRACKS

ORC HALF

SOLITARY CELLS

CELL BLOCK

GOB HALF

1 Square
is 10 feet

X~STAIRS TO BELOW
WILL TAKE TIME TO BREAK THRU
IRON DOORS HERE
VERY STORNG

GOBLIN DOGS

NIMROZ - CR 1 - XP 400

Neutral Evil Small Goblin

Barbarian level 2 Animal Handler

Init +1; Senses Darkvision 60; Perception +6

DEFENSE

AC 14, Touch 12, flat footed 13

(Leather, Shield, none)

(+1 Dex, +1 size, +2 armour)

hp 20 (0d8+2d12+2);

Fort +3, Ref +1, Will +1

OFFENSE

Speed 40

Melee

Single Attack Dagger, punching +5 (1d3+1 X3)
or Javelin +4 (1d4+1)

Full Attack Dagger, punching +5 (1d3+1 X3)

Dagger-2 (1d3/19-20)

or Javelin +4 (1d4+1) range 30

Space 5ft.; Reach 5

Special Attacks

Rage (Ex) +4 Con +4 Str +2 Will save -2 AC. Per day = Con mod + 6

Rage Power Last as long as raging. Number = 1

STATISTICS

Str 13, Dex 13, Con 11, Int 11, Wis 13, Cha 6

Base Attack 2 CMB 2 ; CMD 13

Feats Intimidating Glare: Move action

Intimidation check demoralize foe for 1d4 rnds
+ 1/ 5pnts exceeds the DC ,

Armour Prof Light,

Armour Prof Medium,

Martial Weap Prof,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Weapon Focus: +1 to attack rolls

Skills Acrobatics 6, Climb 5, Handle Animal 3,

Intimidate -2, Know Nature 0, Perception 6,

Ride 5, Stealth 9, Survival 5, Swim 1

Languages Common, Goblin

SPECIAL ABILITIES

Fast Movement Land Movement raised by 10

Uncanny Dodge Retains Dex bonus if flat footed 1



GOBLIN DOG CR 1 ~ AC 13 ~ HP 9 ~ XP 400

STR 15, DEX 14, CON 15, INT 2, WIS 12, CHA 8

X - GOBLIN DOGS - As you get within 5 feet of this prison cell, 2 creatures bark out their shrill protests ferociously. The barking is an odd cross between that of a dog and some other creature such as a starving hyena. Getting slightly closer to the door, you see the door being jolted an inch as 2 deformed doglike heads appear in the prison cell window. Both of these dogs seem to carry the physical traits of Goblins.

These are Nimroz's 2 Gob Dogs **Murk & Zurk**.

PCs getting to within 5 feet of the prison cell's door will alert the Goblins keeping watch in area 6.

Y-Z - SOLITARY - These 2 cells are completely empty, save for manacles bolted to the walls.



GOBLIN GUARD POSTS



3. EAST OUTER ENTRY - You find yourselves on the east side of the prison's upper level. The ambient sounds of looting in the distance is occasionally interrupted by the darkly deep and ominous rumbling coming from the unnatural thunder and lightning bolts striking the outside of the prison. A man-sized chunk of the ceiling gives way and falls to the hard, stone ground, crashing before you. A rude reminder that you haven't much time to complete your mission.

You see a pair of double doors made of iron that have been battered inward. You notice the rain flooding in and commands in the Kobold tongue coming from outside. Oddly enough, this area seems unguarded on the inside.

Most of the torches throughout the rest of this, the upper level of the prison have been extinguished. It is very dim but not completely dark. The sorcerer Dokaebno continues to pelt the prison using his deadly Staff of Weather and other spells of mass destruction. Dokaebno plans to nearly level the prison and eventually gain access to the lower levels of the prison to "rescue" the imprisoned warlock Neville McKlaive in his own inimitable way. This, Dokaebno reasons, will be the ultimate assault that will propel his name and deeds into that of legend. He cares not for his heavy handed approach, as he has already demanded - and received - full payment from Sheriff Flavius McKlaive.

The sense of timing can be a very valuable and fun storytelling device the GM can use throughout the rest of this adventure. Dokaebno is a powerful foe and it might be more advantageous for the party to avoid him completely by accomplishing their risky mission as quickly as possible. How the GM chooses to handle this is up to him or her. The GM can opt to occasionally throw an additional danger at the party in the form of falling debris from the collapsing ceiling. This hazard could be handled in the following manner:

The GM should decide how often the PCs are to be in harm's way from falling ceiling debris. If the PCs are having a very easy time, the amount of falling debris should definitely be more. If the players are already having trouble in the adventure, consider far fewer hazardous happenings, or eliminate them from the rest of the adventure altogether.

When a falling chunk of debris falls, it comes in 4 different sizes and with a different damage total.

- 1=1d4 - Large handful chunk.
- 2=1d6 - Crystal ball-sized debris.
- 3=2d6 - Ogre's head-sized block.
- 4=3d6 - Halfling-sized hunk.

If any PC makes a DC 15 Reflex save, the debris misses the entire party.

4-6. SOUTH SIDE GOBLIN POSTS - This 20 foot wide by 40 long area is used to post guards to man the arrow slits that open to the south end of the prison.

If not alerted due to overhearing combat in other nearby areas of the (areas Q-X) prison block, the Goblin forces are as follows:

- 4. 3 Goblins with short swords, and short bows.
- 5. 2 Goblins with short spears, and short bows.
- 6. 3 Goblins with short swords, & light crossbows.

7. BLACK ORC POST WEST - This open area seems to match the blueprint map that shows the west side of the prison between the cell blocks and the right eye of the skull. From the darkness, you hear a threatening voice hiss, undoubtedly in Orcish.

"ROSH! Gozen av alay!"
"HALT! What is the passsword?!"

BLACK ORC GUARD POSTS

The password(s) to this area is **BLACK HAND SLAUGHTERHOUSE**. This catch phrase is used between the Goblins and Orcs that are joining forces throughout this prison raid. The sorcerer Dokaebno has used mercenary humans and elves in times past, and the Orcs have not been notified that neither have been employed for this particular mission. Still, upon seeing the party, the **2 Black Orcs** here allow for only 5-6 seconds before they attack with their wicked **Orcish Double Axes**.

ORC CR 1/3 ~ AC 13 ~ HP 6 ~ XP 135

STR 17, DEX 11, CON 12, INT 7, WIS 8, CHA 6

8. BLACK ORC POST EAST - This open area seems to match the blueprint map that shows the east side of the prison between the cell blocks and the left eye of the skull. From the darkness, you hear a threatening voice hiss, undoubtedly in Orcish.

“ROSH! Gozen av alay!”

“**HALT! What is the password?!**”

The password(s) to this area is **BLACK MOON RISING**. This catch phrase is used between the Goblins and Orcs that are joining forces throughout this prison raid. The sorcerer Dokaebno has used mercenary humans and elves in times past, and the Orcs have not been notified that neither have been employed for this particular mission. Still, upon seeing the party, the **2 Black Orcs** here allow for only 5-6 seconds before they attack with their wicked Orcish **Horsechoppers**.

The GM may opt to allow for one or more of the cruel yet cowardly Goblins to offer up these passwords in exchange for their lives. Whether the PCs keep their part of the bargain is up to them.

The Black Orcs in areas 7 and 8 also carry heavy crossbows with 10 crossbow bolts strapped to leg bandoliers. Each Orc carries 10 gold pieces, and a flask of fortifying Orcish Black Rum.

9. MESS HALL - The iron door is closed to this area and you notice a stairway leading down into the gloom just off to your right. There appears to be a host of weapon marks blistered over the surface of this door. It appears someone wanted to break down this door and failed.

This is one of the 8 staircases that lead down to the hard rocks of Skullkeep Island. All 8 doors that lead down to the island are of the highest quality.

This stairway leads down to (a green watch tower) **area F** below. If, however, the PCs choose to try their luck with the iron door before them, read the following paragraph:

You gain entry to the “right eye” of the prison. This is clearly the mess hall, yet it has been trashed beyond comprehension. The dimly-lit chamber is 60 feet wide at its widest point and 90 feet long. There are dead bodies of both human prison guards and Black Orcs strewn throughout all areas of this large chamber. Obviously, there was a major battle here and judging by the identities of the dead, obviously the Orcs have won. There are 6 dead Orcs heaped into 3 wheelbarrows while the death toll of the human guards numbers well over two dozen. A stone stairwell directly in front of you reaches down into the darkness below. Coming from the blackness of the descending steps, 4 burly Orcs dressed in slick, polished black leather and carrying spears rushes up to attack!

The 4 Orcs here are taking turns hacking away at the strong iron door with their spears - not exactly the best decision for hacking through a door. This stairwell winds down to **area E** below.

The **Black Skull Key (area W)** is the only key that can easily open any of the doors leading below.



BLACK ORC GUARD POSTS



This door has been hacked at for awhile now and has suffered 40 hit points of damage so far.

10. UNNATURAL ATRIUM - You are now at the northernmost portion of Skullkeep Prison's upper level. Based on your map blueprint, you are right at the skull's "widow's peak," directly between both of the skull's "eyes." The floor damage here is the worst you've seen so far. The roof directly above is far worse. Rain is pouring down from the gaping hole in the ceiling high above. The flashes of lightning sear the dark, midnight blue sky while the thunder is getting more and more deafening.

Looking diagonally in the southwest direction, you see an open staircase leading down to the depths below. Another bright flash of lightning illuminates a glint of metal coming from this direction. An instant later, an arrow flies.

There are **2 Orcs** here armed with long bows and have been stalking the party. They now have the PCs in a nice little crossfire between the SW stairs and just around the corner outside of area Z. Both of the Orc archers are behind cover and both have set up a shielded fire to light their arrows and fire them forth at the party.



HUGE IRON DOOR

Hardness **10**, Hit Points **120**,
Break DC-Stuck **28**, Break DC-Locked **28**

If the GM chooses, s/he can opt to have *multiple* Orcs sniping at them from the cover of the steps.

11. BARRACKS - As soon as you gain entry to this triangular chamber, it is immediately apparent that this was the barracks for the many prison guards manning Skullkeep Prison. You also take immediate notice of several Black Orcs within the room. Some on their newfound double bunks, some standing around waiting for any new form of violent entertainment. Judging by the suddenly joyful Orc faces, you know that violence is definitely about to come.

There are **5 Orcs** here guarding the master in area 12 while also awaiting further instructions for orders to deal out more violence and carnage.

Several dead prison guards have been propped up and posed in disrespectful and dishonorable ways. Their bodies appearing like nothing more than discarded mannequins. There are **4 dead guards here, peppered with crossbow bolts.**

A PC making a successful DC 15 Perception check will discover what many of the Orcs were gleefully marveling at just moments before their deaths.

A gorgeous and complete set of gaming dice.

04-sided ~ BRONZE - 5gp
06-sided ~ COPPER - 10gp
08-sided ~ SILVER - 20gp
10-sided ~ ELECTRUM - 30gp
12-sided ~ GOLD - 50gp
20-sided ~ PLATINUM - 200gp

ORTIGO, BLACK ORC CHIEF



This set of dice is worth more as a complete set as opposed to the 315gp piecemeal total value. The value as a complete set is 500gp.

12. ORTIGO'S QUARTERS - The door opens to a massive personal quarters. Unlike the other desecrated areas of the prison, this room has been left very much intact. Rain seeps in from holes in the ceiling, but a rope ladder leads up to the ceiling and makeshift repairs have relieved the potential flood to be nothing more than several steady trickles of water. A giant, bald dark-skinned Orc is seated at a massive oaken desk directly across from you. The brute is nearly the size of the average Ogre and its face is painted for battle in white and red. Both of the beast's ears are pierced as well as his slightly humanlike nose. His muscles bulge and ripple beneath his thick hide armor studded with tiny armorial tusks. He contemplates the scene for a split second, smirks as he rises with his wicked war cleaver in his blistered right hand and musters a war cry in the Common tongue.

"Oh, such human FILTH! I have not come all this way to be stopped now. I will chop every one of you bastards to pieces!"



This is **ORTIGO**, the Orc chieftain in charge of the north half of the prison. Ortigo and the dark sorcerer Dokaebno have a very strong working relationship bordering on actual respect. Ortigo has every intention of outshining his Hobgoblin counterpart Horvul, and he intends on doing this by not only surviving, but cleaving and hacking as many intuders that are intent to stop their plans as is possible.

If the PCs are able to destroy the Orc chief, he has amassed the following treasure (he has had no shame in leaving out) in a heaping pile upon the desk he was seated at.

- 222gp, 203sp, and 123cp
- Black silk bed sheets worth 40gp
- An ivory and gold smoking pipe worth 280gp
- Silver shot glass set of 6 worth 60gp each glass
- A sapphire worth 220gp
- A black pearl worth 100gp
- The **DETHENSIA VALA RELIC**



THE DETHENSIA VALA RELIC



ORTIGO - CR 2 - XP 600

Chaotic Evil Medium Orc Chief

Barbarian level 3 Viking

Init 0; Senses Darkvision 60; Perception +4

DEFENSE

AC 14, Touch 10, flat footed 14 (Hide, Shield, none) (+4 armour)

hp 34 (0d8+3d12+6+3);

Fort +5, Ref +1, Will +1

Ferocity Can continue to fight when below 0 hps, staggered dies at -ve Con, Sensitivity to Light dazzled in bright sunlight

OFFENSE

Speed 30

Melee

Single Attack War Cleaver +8 (2d4+6/18-20)

or Javelin +3 (1d6+4)

Full Attack War Cleaver +8 (2d4+6/18-20)

or Javelin +3 (1d6+4) range 30

Space 5ft.; Reach 5

Special Attacks

Rage (Ex) +4 Con +4 Str +2 Will save -2 AC. Per day = Con mod + 8

Rage Power Last as long as raging. Number = 1

STATISTICS

Str 19, Dex 11, Con 14, Int 9, Wis 11, Cha 6

Base Attack 3 CMB 7 ; CMD 17

Feats Guarded Stance: Gains +1 dodge bonus to AC (and +1/6 levels) for con bonus rds (move act) Armour Prof Light, Armour Prof Medium, Martial Weap Prof,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee dam. rolls. Every +4 base attack penalty increases by -1 and dam. by +2,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Weapon Focus: +1 to attack rolls

Skills Acrobatics 2, Climb 6, Craft Wood Working 3, Handle Animal -2, Intimidate 2, Know Nature 3, Perception 4, Ride 0, Survival 0, Swim 2

Languages Common, Orc

SPECIAL ABILITIES

Fast Movement Land Movement raised by 10

Trap Sense Reflex save and AC when dealing with traps bonus 1. Uncanny Dodge Retains Dex bonus if flat footed 1. Ferocity: A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round.

A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

THE DETHENSIA VALA RELIC - On the table before you, amidst the other treasures that have been hoarded by the Orc chief, a unique item stands out. The item is a skull-studded leather band with a larger silver skull in the center that is inlaid with four brightly-colored precious stones. The band rests over a slip of parchment that seems to be a concise account of the item's alleged powers.

GM, this is a subtle but potentially powerful magic item. The extent of the powers is up to you and could be modified based on the player's current performance. This item could lose its powers once taken from the prison, you could modify the # of charges, you could allow for each power to expend a certain amount of (44) charges. This item can be used by anyone and expends charges automatically. It can be turned off (counter clockwise) and turned back on. The interesting caveat with this is that the PC MUST declare when this item is on or off. This should keep the players on their toes and keep them a bit more focused on the importance of the current and/or future adventures.

Dethensia Vala Relic



I present to you my crowning achievement. The Dethensia Vala Relic! Also known as the Detection Band, it is a potent magical item of my own making. It is a skull-studded leather band that attaches to either wrist and has the powers to detect traps, secret doors, magical auras and metals and minerals.

It also has the unique ability to be able to be turned off if you decide to investigate a city or marketplace where there is bound to be many things to detect!

It works automatically. All one needs do is get within range and one (or more!) of these four precious stones will alight and glow ~ ~ ~ ~ warning the wearer as to what is near. Or just around the corner....

Traps ~ 10 ft. range ~ **RED** ~ detects **TRAPS**, but does not disable them.

Secret Doors ~ 60 ft. range ~ **GREEN** ~ detects **SECRET DOORS** & caches.

Magic ~ 60 ft. range ~ **BLUE** ~ reveals **MAGIC** auras & the most potent auras.

Metals & Minerals ~ 30 ft. range ~ **PURPLE** ~ reveals **METALS** & rough amount.





THE SECRET CHAMBER



The GM can also decide if the “relic” is on or off. Turning it on would take a 180 degree clockwise turn of the band’s dial and the opposite direction is required to turn the band off.

Regardless, the item could have an immediate and pleasing effect if/when they discover the hidden tunnel to area 13. This secret door and tunnel has already been discovered by the Orcs, and it is in the form of a 3 foot square section of stone flooring that blends seamlessly into the surrounding stones of the floor. The Orcs, however, have replaced this secret door, so at this point it remains hidden. There is also a clue written by a Goblin soldier onto the upper level map blueprint that suggests that something hidden can indeed be found in this area.

An open stairwell leads down to a closed and locked iron door of the highest quality. The stairs lead down to **area CC** (a red-roofed command shed.)

13. SECRET CACHE - You found the hidden passage and took the path. The passage itself sinks down almost 10 feet, then rises back up leading to a trap door cut into the floor some 70 feet away to the northwest direction. This area was not marked on the original blueprint map in any way, shape or form. As you open the creaking secret door, the thought runs through your mind that something important must be hidden here. The trap door opens and falls off its weak hinges and smashes back onto the floor with a loud crash. The room is dark, and is a vertical cross shape measuring about 40 feet by 40 feet at its widest points. There is a breezy staircase in the northeast corner leading down. A strong iron door bars your path from going any further, however. A howling breeze struggles to whistle up the stairwell through the thin cracks. An eerie howling sound is heard that wheezes in and out. There is a faint scent of sea water coming from the stone steps that lead into the darkness below. Another sound can be heard

which is almost as loud as the storm thrashing about on the outside of the prison. Waves.

In the north alcove is a shiny black open casket. Resting in the casket is a corpse. At this stage, the corpse is now nothing more than a skeleton wearing banded mail that is so popular with the Naponese people that have battled Ogre Magi and their kin for centuries. The shabby skeleton is encrusted with dust and clods of dirt as well as cobwebs and spiders scampering over the dead knight’s body. The skeleton eagerly holds a two-handed sword in its bony hands and tight to its chest.

The west alcove holds a treasure of sorts as well. An ornate black glazed ceramic vase with white swirls occupies the corner. The vase is massive and seems as if it would be more at home in a giant’s treasure trove. A massive cork larger than your head has stoppered the vase at its lips.

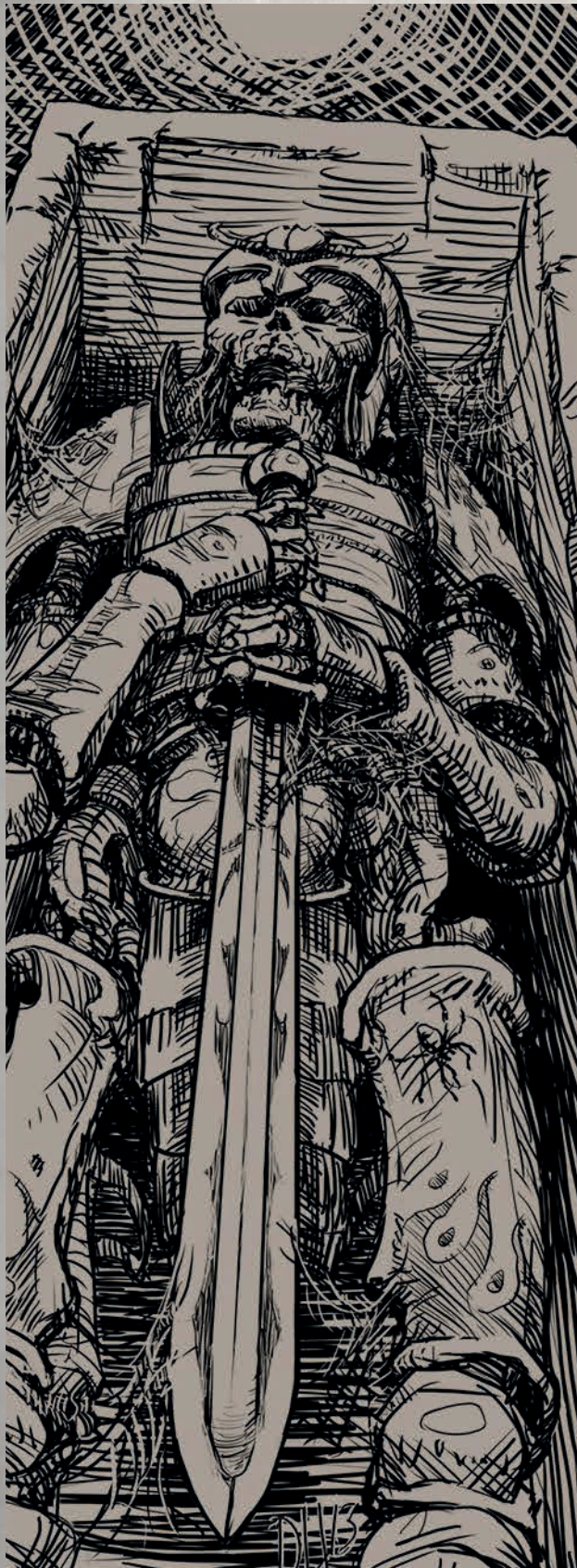
The skeleton is a Skeletal Champion. If any PC makes any move toward the stairs, the vase or other treasures, the skeleton rises quickly in a cloud of dust and slips from his open casket to attack with his masterwork great sword.

SKELTAL CHAMPION CR 2 - AC 21 - HP 17 - XP 600

STR 17, DEX 13, CON —, INT 9, WIS 10, CHA 12

Inside the enormous black vase are 5 enchanted, +1 magic weapons. Cornelius Krast hired Neville to perform several magical tasks, and this is one of them. The 5 weapons are for his 5 most highly-favored guardsmen and soldiers. The +1 magical weapons are as follows:

- +1 MACE
- +1 BATTLE AXE
- +1 LONG SWORD
- +1 SHORT SWORD
- +1 THROWING SPIKES (3)



Any PC stating that they look behind or move the vase will automatically discover the treasures that lay upon the floor here. A PC making a DC 10 Perception check will notice the treasures as well.

Hidden behind the gigantic vase is a scroll of fine parchment, a quality pair of manacles, and yet another very curious item. A severed right hand attached to a thick, shiny black stick is sprawled out partially grasping a handful of playing cards. The 5 cards are face down, showing only the backs. A few more moments pass as you are nearly transfixed by the odd hand and stick. Then it occurs to you that this does not seem to be some gruesome trophy of a man killer, but a finely-crafted *magic wand*.

The wand is almost (22 inches) 2 feet in length, and the right hand is that of what appears to be an Orc. The hand is tied securely with quality twine and the shaft is a smooth ebony wood. The end cap has a pommel of sorts made out of silver and is attached to a ring and loop which could have been added to ensure it does not fall easily from one's grasp. *Suddenly, the first two fingers of the severed hand moves...*

The treasures here include a pair of Masterwork Manacles, a Scroll of Witch's Bottle and a **GRISLY HAND OF GLORY WAND**. This wand is unique in that it was especially crafted by the imprisoned mage Neville for Warden Krast to sell as a very high-priced souvenir for Krast's many thieving marauder associates. His plans were to have poor Neville craft as many of the devilish things as possible, and then sell them to the invited guests frequenting the island to watch the various grisly executions and torture sessions.





GRISLY HAND OF GLORY WAND



The powers and charge expenditures of the wand are as follows: (GM's discretion applies)

1. **MAGE HAND** ~ 0 charges. No command.
2. **KNOCK** ~ 1 charge. Command: **DORBA!**
3. **HOLD PERSON** ~ 2 charges. **UTHRA!**
4. **BLACK LIGHT** - 2 charges. This power allows the bearer of this wand to cast light as if from a torch. When the magical command word **SHIMRA!** (engraved on its handle) is spoken, all 5 fingers alight magically. This light can only be turned off by the holder speaking the word **SHIMRA!** again, Dispel Magic and the like, and milk from any benign creature extinguishes it. *The light can only be seen by the wielder of the wand and up to 7 additional party members or brethren.*

This is obviously an exceptional magical tool to plunder a household in the middle of the night, without killing anyone.

The wand also has the power for the user to add a **THIRD RING** to their person, as opposed to the allowable two rings. The only prerequisite is that if a magic ring is placed upon the wand's hand, it must be a ring that casts some form of attack or missile spell and not, say, another protection ring.

The wand has 42 charges. Any other information regarding this wand is up to GM's discretion.

WITCH BOTTLE SPELL - You carefully unfurl the mysterious scroll and it is quite obvious that this is a magic spell of sorts. It also seems to be a spell that you have yet to hear of.

This is yet another spell that evil Warden Krast paid Neville for - then stole it right back. This is a unique spell that has the following powers:

1. **Craft magic weapons.**
2. **Removes Curses over time.**
3. **Create a Protection From Good or Evil Spell.**

Witch Bottle Spell

SCHOOL Transmutation, Abjuration

CAST TIME 1 Standard Action

COMPONENTS V, S, M/DF,

RANGE 100 ft. + 10 ft/Caster Level

TARGET Weapon touched + all within the spell's range radius.

DURATION Instantaneous

SAVE THROW None

This spell (GM's discretion applies) acts largely as other more well-known spells.

1. **Greater Magic Weapon**
2. **Remove Curse**
3. **Protection From Evil or Good**

This spell was intended to create protection and magic weapons for Krast's loyal henchmen. This spell takes a bit of time to simmer and gain the appropriate powers however, and this is affected by the number of weapons to be enchanted. The base time required for this complex spell to take full effect is (1d4) 28-31 days for **ONE** weapon and with the remove curse and protection spell benefits. A week is then added for each additional weapon to become enchanted, with a maximum of 5 weapons that will take a total of one month + 4 weeks.

Krast was terrified that his crimes have come back to haunt him and believed that many of the restless dead were coming back to destroy him.

Witch Bottle Spell



1~OBJECTS to CUT and HURT

Find a sturdy bottle or ceramic container.

Fill this container with sharp, rusty blades, spikes, nails, graveyard nails and loosely pack it with graveyard dirt. Ideally, 9 sharp items of each, or whatever feels right to you. Sprinkle with Four Thieves Oil.

CHANT - 1

Rusty barbs and poisoned points, Objects and blades to sever joints,
Anything trying to get close or near, Will soon find something to forever fear.

2~MIXTURES to CAUSE THIRST

Add the following to your Witch Bottle:
Hot peppers, ginger, SALT, vinegar, etc.

CHANT - 2

This morbid salt and acidic brew,
Has been powerfully crafted just for you,
Forever you will feel a most terrible taste,
As if you've been left in The Desolate Waste.

4~ADD PIECES of YOU

Add YOUR OWN hair, nails, blood, spittle.
and throw it into the batch.
Write your name on parchment and add it to the bottle.

CHANT - 4

I now add a bit of myself,
To place deep within this earthen shelf,
These tiny pieces and fragments of me,
Will protect me for all eternity.

6~BURY The BOTTLE

Bury your WITCH BOTTLE near the entrance to your home,
or somewhere important to you. Ideally, under your fireplace.

CHANT - 6

I inter this bottle deep into the earth,
Attempts to harm me will soon be my mirth!

3~SHIELDED PROTECTION

Take 9 Silver Pieces and throw it into the batch.

CHANT - 3

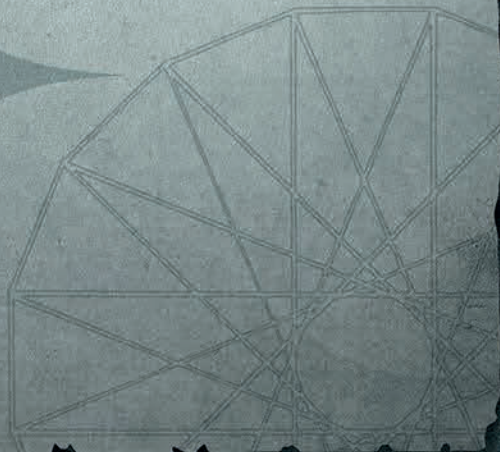
Blessed silver with your gleam of the moon,
Please protect me now and soon!

5~SEAL The BOTTLE

Seal the bottle most securely, ideally with Wax,
hemp or ribbon.

CHANT - 5

I now enclose this potent brew,
To protect myself from the likes of you.





Skullkeep Island



1 Square
= 10 Feet

■ = Stairs
& 8 Inch
Iron Doors

SKULLKEEP ISLAND

WHAT GOES ON BELOW - All of Krast's bloodthirsty guests have arrived onto Skullkeep Island via Krast's stolen warship **THE VERIDIAN**. This ship was stolen from Fletcher Greene - a dashing privateer that swept Krast's former wife (also quite dead) Shelia off of her feet. Once their trysts were found out, Krast had both Fletcher and poor Shelia "walk the plank" from this very boat into the Underground Ocean. The two lovers were bound together by chains and quickly became a topic of debate for the **SKUM** that dwell in these waters. Which of the Skum would get to eat Fletcher and what would the Skum Lord do with Shelia - make her a meal as well, or a far more disturbing fate? The Skum leader, **Fleegeth-Lorpcthu**, chose to take Shelia as one of his most unwilling wives... The manner to which Shelia died was a considerably hellish experience and the GM may elect to add some spice to this adventure by having Shelia (and Fletcher) come back as Poltergeists in order to exact a most brutal revenge.

Krast has since renamed this stolen vessel **THE VENGEANCE**, and he has been using this vessel to ferry in his favored guests from nearby Raynor Harbor, just miles away. The mad Cornelius Krast, his henchmen, and all of the paying attendees have all congregated onto the underground Skullkeep Island. The catastrophic events occurring on the upper level, as well as a small army of Goblins and Orcs lurking above, have made escape seemingly impossible. Krast actually knows that his beloved prison has been breached, yet Krast believes that "the show must go on." The show includes the various tortures, maimings, executions & gladiator duels that are to be enjoyed throughout the night. He knows the incredibly thick iron doors will hold for quite some time, and intends to give his greatest and most famous audience to date a show they will never forget. Krast does not yet realize that a very special **BLACK SKULL KEY** is upstairs and **can be found at area W**. A mistake that Captain Korpovich would pay for with his life if the island below were to be accessed in this way.

None of the visitors that have come to witness **THE GAMES** have the slightest clue as to what is taking place just 60 feet above their heads. Upon hearing that **THE VENGEANCE** will return to pick them up and deliver them back to Raynor Harbor only at sunrise has prompted a few of the killers from the **SCHEDULED EXECUTIONS** list to opt out from this restriction. The following killers are:

Percy Cromwell ~ Royal Executioner

Mags Klithrow ~ Torturer

Logan Gallows ~ Grand Master Executioner

Krast's plan is to escape with all of his followers and fans intact. After all, a paying customer is a *future* paying customer, no matter how depraved the spectacle is. Krast has spent a very long time building this "dark web" form of entertainment and knows that good help is hard to find these days. His original plans were to leave the prison via **THE VENGEANCE**, but sunrise is quite a long ways away. The more likely and potentially more exciting way that Krast intends to escape is through the sewer system heading east. This is a filthy trek indeed, but one that leads to safety for anyone taking its path. If set up carefully, the GM can allow Krast and some of his fellow deviants an exciting chase that could lead to a very satisfying encounter and final battle. All of the steps leading down to Skullkeep Island wind 60 feet below in a zig-zag pattern. The Underground Ocean is not truly underground. The lands above are like a massive bridge that spans over this area of the sea.

SKUM CR 2 ~ AC 13 ~ HP 20 ~ XP 600

STR 15, DEX 13, CON 17, INT 10, WIS 10, CHA 6





WALLS, GATES & DOORS



BARRIERS - There are a wide variety of barriers strewn about Skullkeep Prison.

THE OUTER WALLS - All of the outer walls that surround Skullkeep Island are 10 feet thick. All of the outer walls have the following properties:
Break DC 50, Hardness 8, Hit Points 2,000,
Climb DC 25

INNER WALLS - The inner walls here match the height of the 30 foot high outer walls, but are only 5 feet thick. All of the inner walls have the following properties:
Break DC 50, Hardness 8, Hit Points 1,000,
Climb DC 25

STONE DOORS - The shaded sections of both the inner and outer walls designate the stone doors here. All of the stone doors have unique depictions of leering demons and devils. All stone doors are 2 feet thick and are below archways that are either 5 feet (inner walls) wide or 10 feet (outer walls) wide. All of these stone doors have the following properties:
Break DC 45, Hardness 8, Hit Points 540

STRONG WOOD DOORS - Any of the (double thickness) 4 inch thick, strong wooden doors that can be found within the walls of Skullkeep Prison have the following properties: Break DC - Stuck 23 Locked 25, Hardness 5, Hit Points 40

3 INCH IRON DOORS - Any of the 3 inch thick iron doors that can be found within the walls of Skullkeep Prison have the following properties:
Break DC 28, Hardness 10, Hit Points 90

4 INCH IRON DOORS - Any of the 4 inch thick iron doors that can be found within the walls of Skullkeep Prison have the following properties:
Break DC 30, Hardness 10, Hit Points 120

8 INCH IRON DOORS - Any of the 8 inch thick iron doors that can be found within the walls of

Skullkeep Prison have the following properties:
Break DC 30, Hardness 10, Hit Points 240

IRON PORTCULLIS - Found in the sewers.
Break DC - Stuck 25 Locked 25, Hardness 10,
Hit Points 60

COMMAND SHEDS - These 20 foot square buildings with the rusty red roofs are all 10 feet in height and have anywhere from 1 to 4 doors for each command shed.

WATCH TOWERS - These green-roofed watch towers are 30 feet in height when not a part of a wall. When mounted atop the walls here, they extend upward another 10 feet, making these towers a total of 40 feet in height. These towers also have between 1 to 4 doors.

LOCKS - The locks found on Skullkeep Island and within Skullkeep Prison run the gamut and have the following properties determined by the GM if not mentioned.

Disable Device Skill

Simple - DC 20

Average - DC 25

Good - DC 30

Excellent - DC 35

Superior - DC 40

WATER DANGERS - The variations regarding water hazards, as well as the many detailed rules that accompany them, are way too deep to cover here. Please consult the appropriate guides for these encounters. The GM can decide how far the fall is from the craggy edges of Skullkeep Island, to the icy waters below. The range of heights vary and are between 20 feet to as far as a 40 foot drop.

And then there are the sharks...

SHARK CR 2 ~ AC 14 ~ HP 22 ~ XP 600

STR 17, DEX 12, CON 13, INT 1, WIS 12, CHA 2

ALL ALONG THE WATCH TOWERS

There are a total of 12 watch towers studded across Skullkeep Island. All of these towers are 15 feet square, and all have green rooftops. Each of these watch towers is manned by up to 2 of Krast's guards and all of these towers are 30 feet high.

4 of these watch towers have a special spell that has been added to them. Neville has been working hard on yet another magic spell to appease the dishonorable Cornelius Krast. The name of this spell is called SUNLIGHT, and it allows a mage the ability to cast a permanent light onto an object. The wondrous aspect of this spell is that it causes a cone of light to emit from the object, and this cone of light can extend far and penetrate the deepest fog. In short, it makes for the perfect lighthouse light. In the case of these 4 towers, Neville has cast this spell upon 4, 3 foot in diameter wooden spheres. These spheres have then been encased in a giant iron hooded lantern of sorts. This "hooded lantern" is mounted on an axis capable of rotating 360 degrees. When the hood is lifted and the light is exposed, this light can be cast out to 1,000 feet per spell level of the caster. This light can be used to illuminate large areas of city blocks, castle chambers or even used as a spotlight as it is being done here.

One of the reasons that Warden Krast has not allowed anything to happen to Neville is that he realizes that the mage has tremendous potential and vision. He has already invented several spells so early in his magical career and he is always thinking of new ways to capitalize on Neville's skills before he ransoms him back to his Sheriff brother. He may also just kill the talented mage.

If a battle ensues in any of the towers and a guard or a PC should fall from the top, it is a deadly 20 foot (2d6 damage) drop to the unforgiving ground below. Some of the other deadly and dangerous hazards are falling into the water. The sheer slopes on the entire outer rim of the island will cause a potential spill into The Underground

Ocean itself. The grimy edges all along this island are extremely slimy and slippery. Falling into these deadly shark and Skum-infested waters can be avoided by a PC making a successful DC 15 Reflex roll.

If anyone should fall into The Underground Ocean, the churning waters make it difficult to swim to shore. Anyone ultimately failing these rolls could get sucked out to sea with the 1 in 6 chance of attracting a SHARK or 1-2 Skum along the way. Staying out of the waters here is generally a good idea. Hypothermia is also an issue. Again, this is a very broad topic and the GM should have the appropriate rules in place to make these waters quite deadly. This is a prison, after all.

There are also 6 command sheds on Skullkeep Island. These are the 20 foot square guard posts that also act as secondary living quarters for Krast and some of his men.

Each of these common guards have the following general statistics:

PRISON GUARDS - CR 0.5 - XP 200

Any Medium Human

Fighter level 1

Init 0; Senses ; Perception +1

DEFENSE

AC 15, Touch 10, flat footed 15 (Scale mail)

hp 6

Fort +3, Ref +0, Will +0

OFFENSE Speed 20

Full Attack Shortsword +3 (1d6+1)

Sword, short-4 (1d6/19-20)

or Longbow, Composite +1 (1d8+1 X3) range 110

Space 5ft.; Reach 5

STATISTICS

Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8

Base Attack 1 CMB 2 ; CMD 12



ROCK ISLAND NORTH WEST



14-ROCK ISLAND-NORTH WEST - One of the 4 craggy rock formations that surrounds Skullkeep Prison, this mass of rock is about 20 feet in height and a thick rope is attached to the very edge of the rock. The rope runs a straight line southward and is connected to a watch tower about 10 feet below. The watch tower that the rope is connected to is one of the larger “red-roofed” towers. This structure has no legs extending high up into the air, but the tower itself is situated at the very edge of a pier jutting out from the west side of the island. The water churns especially hard here as the current is constantly heading east and thrashing into the base of the island. Like all of the rocks surrounding Skullkeep, the formations here resemble gigantic, pock-marked pumice rocks that have turned a sickly greenish-grey from the dark, murky ocean waters. The pockmarks look deep. In fact, from this vantage point, they do not look like natural alcoves or fissures, they look like caves.

A PC making a DC 12 Perception check will spot a series of rusty bells that are attached to the end of this rope on the side of the rock.

This is one of the 4 large rock formations that surround Skullkeep Island. All of the heavy ropes that are attached to bells serve a purpose for Warden Krast and his deranged troupe of thrill killers. There is a band of Skum that greedily hunt these waters... When Krast learned that his wife was cheating on him, he was shattered. Sheila was the only person that seemed to accept and forgive his dark and evil ways. His ways soon got darker, however, as Krast learned how to turn his personal tragedies into someone else's suffering.

It was then that Krast learned to form a bond between these aquatic devils that constantly circled his island. This bond was simple, and it worked out rather well for both parties. The Skum that lurk in these depths would protect Krast's beloved island...

while Krast would furnish offerings to the Skum in the form of human sacrifices. *Edible* sacrifices for their tribe and chief Skum, **Fleegeth-Lorpcthu**.

Anyone choosing to take hold of these stout ropes and shake them vigorously in order to ring these bells will quite often bring unwanted visitors from these dark waters. There is a 90% chance that 1 or 2 Skum will appear, waiting patiently for a fresh and savory meal. The only condition is that when a Skum is summoned and a meal is provided, *the seafaring Skum must execute their half of the deal by devouring the victim before the very eyes of all eager onlookers*. It has become quite the popular sight to behold whilst visiting Skullkeep Island.

A clever (or lucky party) might come up with the idea of stirring up bad blood in the form of a broken bond. If a PC rings a dinner bell and 1 or more Skum surface waiting for their meal - and it is not delivered - shortly after, 1d4+1 Skum will be appointed to climb the rocky island walls to confront Warden Krast for his breach of covenant. This could start a battle between the prison guards and the Skum. This could be a creative way for the PCs to thin the herd, so to speak.

15-THE WITCHING WELL - The outer walls surround an irregularly shaped area of grass and rock. A staircase from above comes very close to a large, enclosed well with a rotting grey and black rooftop. The wind whips in from the west along with the ocean mist that easily sprays over these massive, 30 foot high walls. The crash of the ocean against the rocks is the only thing you can hear at this time. It makes the storm from up above and outside a thing of distant past. This enclosed area seems to be a courtyard of sorts and measures roughly 50 feet by 65 feet in size. 2 stone doors depicting leering demonic faces lead east and south. Two watch towers overlook these grounds and there are doors leading to the inside of these 2 towers as well.

THE WITCHING WELL

Just as the thrashing sound of the waves subsides, you hear the panicked sound of a wounded dog crying for help. Judging by the sounds, the cries seem to be coming from the well. Again, another pathetic and agonized yelp can faintly be heard over the incoming waves. It seems that a puppy of sorts has fallen down into the well - or thrown down there. Its mewling continues weakly as you gather in your mind what you plan to do next.

Before the arrival of Neville, Cornelius Krast made an unsuccessful attempt to take "the cheap route" and hire a beautiful witch living alone in the swamps. Krast's desire was for the witch to cast the many spells that the warden desired. The witch that Krast hired was in reality a deeply disturbed GREEN HAG. The beautiful woman that had charmed Krast and had been granted access to his prison had shown her true face and transformed instantly to the hideous atrocity that all Green Hags truly are. Realizing his mistake, Krast ordered a squad of his men to unceremoniously pitch the deranged lunatic into The Underground Ocean. A fight then ensued, and to Krast's horror, the witch fought back fiercely, killing several of Krast's men. Desperate, the men were ordered to rush her and throw her into the well. The well in question also happened to be the drinking well that provided much of the clean water for the residents of Skull-keep Island. This incident happened a month from today. The surviving prison guards that witnessed the brutal battle have been threatened by Krast to keep their mouths shut if they do not wish to incur a visit from Gruenor in the middle of the night.

While no one goes anywhere near the area that the well rests upon, many of the rotating watch tower guards have reported strange moaning and cackling sounds coming from the cold depths of the well. This is no mere auditory hallucination or a trick of some dying second-rate witch. This Green Hag, even after 30 days within the well, is still alive. She

has been surviving off of the plentiful water here, and her magicks have been able to sustain her by summoning salamanders, lizards, toads and snakes down into her new home. The hag, **BERBELIA**, is currently spending almost all of her waking hours crafting some new spell that has the power to get her out of the well and to have the ability to exact her revenge that she holds so dear.

If any PC(s) are brave or foolish enough to enter and descend into the depths of the well, they will soon have their chance to meet the Green Hag that patiently waits for them. GM, to add to the effect, you may consider waiting for all of the descending PCs to make it into the water, or as close to it as possible. The hag here loves mass slaughter and this party would be no exception.

You decide to descend into the depths of the well, and the sounds of the wounded animal get louder and louder. The walls to the well are quite slimy, and while you can see the water's surface some 50 feet below, the water smells strange here - almost stagnant. As you reach the bottom, the cries get louder. Not because of your close proximity to the source, but almost as if the wounded creature senses you coming. The poor and wounded animal gives one more mewling protest before the sound of it *changes*. The sad animal's cries have changed instantly to that of a shrill and echoing cackle.

"Well, it took you *long enough*... Don't you care that I am in *PAIN*!?"

From the southeastern corner of the cave, a torn and ratty woman with long, filthy hair rushes at you with alarming speed. There is no wounded animal here, just a wounded, wild WITCH! The enraged and maniacal being extends its talons towards your throat as it closes in on you just 20 feet away. Even at this range you can clearly see that no trace of humanity or sanity remains!



BERBELIA THE HAG



GREEN HAG CR 5 ~ AC 19 ~ HP 58 ~ XP 1,600

STR 19, DEX 12, CON 12, INT 15, WIS 13, CHA 14

GM's discretion regarding the occupancy and level of alertness from the guards (if any) stationed in watch towers A & D. There are stone doors leading to areas 17 and 19.

16-NORTH EAST WATCH TOWER - This watch tower is perched directly upon the bare rock at the very northeast corner of Skullkeep Island. A bright, conical beam of yellow light burns deep into the night and slowly sweeps over the thrashing ocean and scours the island adjacent to it. The rounded edges on this side of the island and in this area reveal that the drop into the churning waters below is the highest on the island at around 40 feet.

There is but 1 guard manning this watch tower.

17-OPEN AREA - This open area measures roughly 30 feet wide by 60 feet in length. There are 2 of the tall watch towers that seem to be watching over this area, yet both of these watch towers seem currently unmanned. The ground here is rocky with very little grass showing, and there are 2 chains extending from the east wall. At the ends of both of these chains are 2 dog collars made from studded black leather. There are no dogs to be seen, however. There is a stone door leading west and one leading south.

18-WESTERN COMMAND SHED - This red-roofed command shed is at the very end of a pier that extends 50 feet westward. The drop from the pier to the water is 20 feet here and there is a heavy rope ladder that allows guards to move freely from the command shed back up to the island. There is a stone door in the large outer wall here and a watch tower looming upward into the salty night air. Both the shed and watch tower seem to be unmanned. A massively-thick manilla rope extends from the command shed upward to the pock-marked northwestern rock island to the north.

Command shed AA is indeed unmanned, but watch tower E is manned by 2 prison guards armed with crossbows. Their attentions are transfixed by the gladiatorial combat that is taking place below on the bloodstained wooden floor of the arena.

19-GLADIATORS - This 60 foot square area is completely enclosed by the thick, 30 foot tall walls, and there are 2 watchtowers that are overlooking what takes place in this arena. Spanning the entire width of the west wall are 2 dozen prisoners with their backs to the wall. These prisoners have been bound in leg manacles bolted firmly into the wall, securing all of the prisoners completely.

GLADIATORS



There simply is no possibility of escape. There are 5 prison guards armed with loaded heavy crossbows in the direction of the north, west and south walls and 2 gladiators are in the very center of this open air amphitheatre fighting for their lives.

A left-handed swordsman in dark blue steel chainmail is battling another left-handed warrior hefting a hand axe and wearing a heavy warrior's helmet with four tusks jutting outward from the sides. This warrior also wears a finely-crafted chainmail shirt and carries a heavy, oaken shield. Black panther or leopard skin is wrapped around this man and serves as his cape. Both of the gladiators close in towards each other. The prisoners are cheering and yelling so loudly, it overpowers the sound of the ocean crashing against the western side of the island. Both of the men pause for a moment and look each other over carefully. They then engage in a fierce battle.



It immediately becomes clear that the swordsman seems to be getting the best of the axeman.

This current battle pits the honorable **TRUGHEN RHINEHARDT** against the not so honorable **BORDRO THE LEOPARD**. Trughen is a long-term prisoner here at Skullkeep Island and Bordro is a free man that has paid 300 gp to battle Trughen to the death. Part of his payment, should Bordro win, is to be allowed the victim's head to mount in his private trophy room.

The GM may wish to describe the duel unfolding as he/she likes. If Trughen is victorious, he will gladly accompany the party, and will also be able to help offer certain clues regarding prison guard strength, various areas of interest and a way of escape through the sewer pipeline at area 25.

"The prison's master executioner lives in the sewers. The largest Ogre I have ever seen."



TRUGHEN THE RANGER



TRUGHEN - CR 3 - XP 800
Lawful Good Medium Human
Ranger level 4 (Woodland Tracker)
Init +3; Senses ; Perception +9

DEFENSE

AC 19, Touch 13, flat footed 16
(Chain Shirt, Shield, heavy wooden)
(+3 Dex, +4 armour, +2 shield)
hp 42 (0d8+4d10+12+4);
Fort +7, Ref +7, Will +3

OFFENSE

Speed 30

Melee

Single Attack Longsword +7 (1d8+3/19-20)
or Crossbow, heavy +8 (1d10 /19-20 X2) +1 to hit
and +1 damage if within 30ft
Full Attack Longsword +7 (1d8+3/19-20)
or Crossbow, heavy +8 (1d10 /19-20 X2) range
120 +1 to hit and +1 damage if within 30ft
Space 5ft.; Reach 5

Special Attacks

Favored Enemy (+2 attack pathfinder only) +2
damage. Number of Favored enemies = 1
Favored Enemy -2 +2 bonus on Bluff, Knowledge,
Perception, Sense Motive, and Survival checks
against Favored Enemy

Ranger Spells

CL 4 Concentration 6
Level 1 (1) DC 13
Abundant Ammunition

STATISTICS

Str 17, Dex 16, Con 17, Int 13, Wis 14, Cha 13
Base Attack 4 CMB 7 ; CMD 20

Feats

Point Blank Shot: +1 to hit +1 dam. within 30 ft,
Armour Prof Light, Armour Prof Medium,
Deadly Aim: -1 to hit with ranged attacks +2
damage per every +4 base attack, Endurance: +4 on
checks to resist non-lethal damage, Martial Weap
Prof, Precise Shot: Can shoot into melee without

-4 penalty, Shield Proficiency: Can use shields,
Simple Weapon Proficiency,
Weapon Focus(Ranged): +1 attack rolls

Skills Climb 5, Handle Animal 7, Heal 7,
Intimidate 1, Know Dungeon 1, Know Geography
8, Know Nature 8, Perception 9, Ride 8, Stealth 6,
Survival 9, Swim 0

Languages Common

SPECIAL ABILITIES

Favored Terrain +2 bonus on init, know geog,
Perception, Stealth, Survival in selected terrain 1
Hunters Bond Either animal companion or bond
with party that allows 1/2 favorite enemy bonus
to be added to party for WIS bonus number of
rounds, this takes a move action.

Track (Ex) Adds half level on Survival skill checks
made to follow or identify tracks.

Wild Empathy A druid can improve the attitude of
an animal. This ability functions just like a
Diplomacy check made to improve the attitude of
a person. The druid rolls 1d20 and adds her druid
level and her Charisma modifier to determine the
wild empathy check result.

The typical domestic animal has a starting
attitude of indifference, while wild animals
are usually unfriendly.

To use wild empathy, the druid and the animal
must be able to study each other, which means that
they must be within 30 feet of one another under
normal conditions. Generally, influencing an
animal in this way takes 1 minute but, as with
influencing people, it might take more or less time.

A druid can also use this ability to influence a
magical beast with an Intelligence score of 1 or 2,
but she takes a -4 penalty on the check.



Foiled Escape Attempts

The Skullkeep Prison

Warden Cornelius Krast



Bloveeta

Half-Orc Assassin

SLAIN~ Fed to the many sharks of the Underground Ocean.



Nate Amerskoll

Human Rogue

SLAIN BY~ Guillotine.

ARENA ~
Executions, torturings and gladiatorial combat.

BARRACKS ~
Houses 38 guards. Many more if needed.

SOUTH WEST PIER ~
Slave Lords meeting place.



Vlahitava Half-Orc Elder. SLAIN BY~ Ghoul Sacrifice on the southwestern corner of the Underground Ocean. Ghoul Island G'Narshleg.

MY COTTAGE ~
Family has been moved here.



Sommo Kan

Ore Champion

SLAIN BY~
Sporn Greediguts
Executioner
In mortal combat.

SEWER PIPELINE ~
Guarded constantly. Infested with rats and spiders.

MAGIC MUSHROOMS ~
Cultivated for Slave Lords.



KRAST'S COTTAGE

20-KRAST'S COTTAGE - Upon this 40 foot by 60 foot plot a single cottage sits. It is 20 foot square and about 10 feet in height. The cottage itself is a plain beige in color with rust-colored terra cotta shingles. There is a door made of iron that is visibly locked with a large padlock and there are windows on all 4 sides of the dwelling. Nothing on the inside can be seen, however, as there are heavy curtains preventing this. There is no light coming from within and there are no signs of activity, either.

The grounds here are very simple and are made up of long planks of wood. The make of the wood reminds you of the long, treated planks that are used in the construction of warships. This seems to make sense, the fact that this tiny island is situated on the ocean. There are numerous potted plants lining the base of this walled-in area, but other than that the grounds seem to be bare bones, suggesting that whoever lives here only enjoys temporary stays. A viewing window about 6 inches wide by 10 feet high has been cut into the east wall and you can see the rolling ocean out past a walled pier and command shed.

If the PCs gain entry past the locked iron door, please read the following.

Inside, you notice that the cottage is neat yet sparsely furnished. There is a large bed in the northeast corner with a footlocker resting at its base. A few rugs here and there adorn the floor as well as a few paintings that decorate the walls. A large desk of drawers is in the northeast corner of the cottage and an ornate stone door is at the north side of the room.

A PC making a DC 15 Perception check will notice a vital piece of ephemera that Sheriff Flavius

McKlaive has hired the PCs to obtain. Hung proudly on the west wall of the cottage, a very fine parchment details several prisoners being slain due to their alleged prison escape attempts.

Any PC stating that they open the drawer to the desk will instantly uncover several high quality parchment pages conveying a rather sarcastic sense of false sympathy. Oddly, the papers have all been pre-written, *as if the writer knows that a series of tragedies is indeed going to take place.*

A PC making a DC 15 Perception check will also be able to find these pages. These letters of fake sympathy are yet another piece of vital ephemera that Sheriff Flavius McKlaive has hired the PCs to find. Upon the desk are 5 ivory and gold writing quills worth 50gp apiece.

The footlocker is locked as well (GM's discretion) and has the following contents:

- 3 Potions of Extra Healing
- 5 Potions of Healing
- 75pp, 155gp, 115sp
- A black silk bag of **Silver +1 Sling Bullets** (50)
- A silver-studded and silver bound black leather book. The 3 inch thick book contains a history of famous torturers and executioners that have come and gone over the years. Some of these legendary slayers are still alive and well. The book is entitled,

A GRAND HISTORY OF DARK DEATHS

by: Matthias Algernon Bogdanove



Sympathies




A Most Unfortunate EVENT!

We deeply regret to inform you that _____
has been **SLAIN** trying to _____

THE BODY!


We deeply regret to inform you that the aforementioned's
body cannot be recovered due to magical combat.

The Skullkeep Prison and **THE WARDEN**
extend a hearty handshake of peace and wishes
of much continued success in your lives.



ONE GREAT WAY TO LOOK AT THIS!

You no longer need worry about visiting Skullkeep prison.
We sincerely hope that this convenience provides you
some degree of comfort to you and your family.



Warden Cornelius Krast



COMMAND SHED NORTH EAST



21-COMMAND SHED NORTH EAST - An old wooden pier extends east 80 feet or so and ends in a command shed. A thick rope connecting the island to the watch tower sways in the ocean breeze as a barely audible bell clanks weakly off in the distance. These intermittent bell sounds are without pattern and seem to be sounding due to the violently swirling wind torrents.

The Skum know the difference between the wind and feeding time and ignore any bell sounds such as this, yet can quickly be summoned by anyone that is willing to manually jar the long rope with force. The rope extends inside the command shed and can only be operated from the inside. Inside the command shed are 2 prison guards that are quite upset that they were chosen to man this guard post instead of witness the festivities that are being enjoyed by others in area 19 and 24. These 2 guards are lazily drinking and telling the same stories over and over again. The 2 expect no one to disturb their excessive drinking.

22-ROCK ISLAND NORTH EAST - This is another large chunk of pock-marked rock that is attached to a long tow rope that connects a command shed to the rock itself.

23-LONG PIER - There is a very long, walled pier that stretches over 200 feet running north to south. This vertical pier connects 2 other piers and runs directly under the great sewer pipeline that runs on seemingly forever west to east. There are 2 sentries armed with heavy crossbows that gaze out into the ocean. One of the guards is smoking a long-stemmed pipe while the other paces aimlessly back and forth the entire length of this massive pier.

Each of these sentries carries a backpack of 40 bolts.





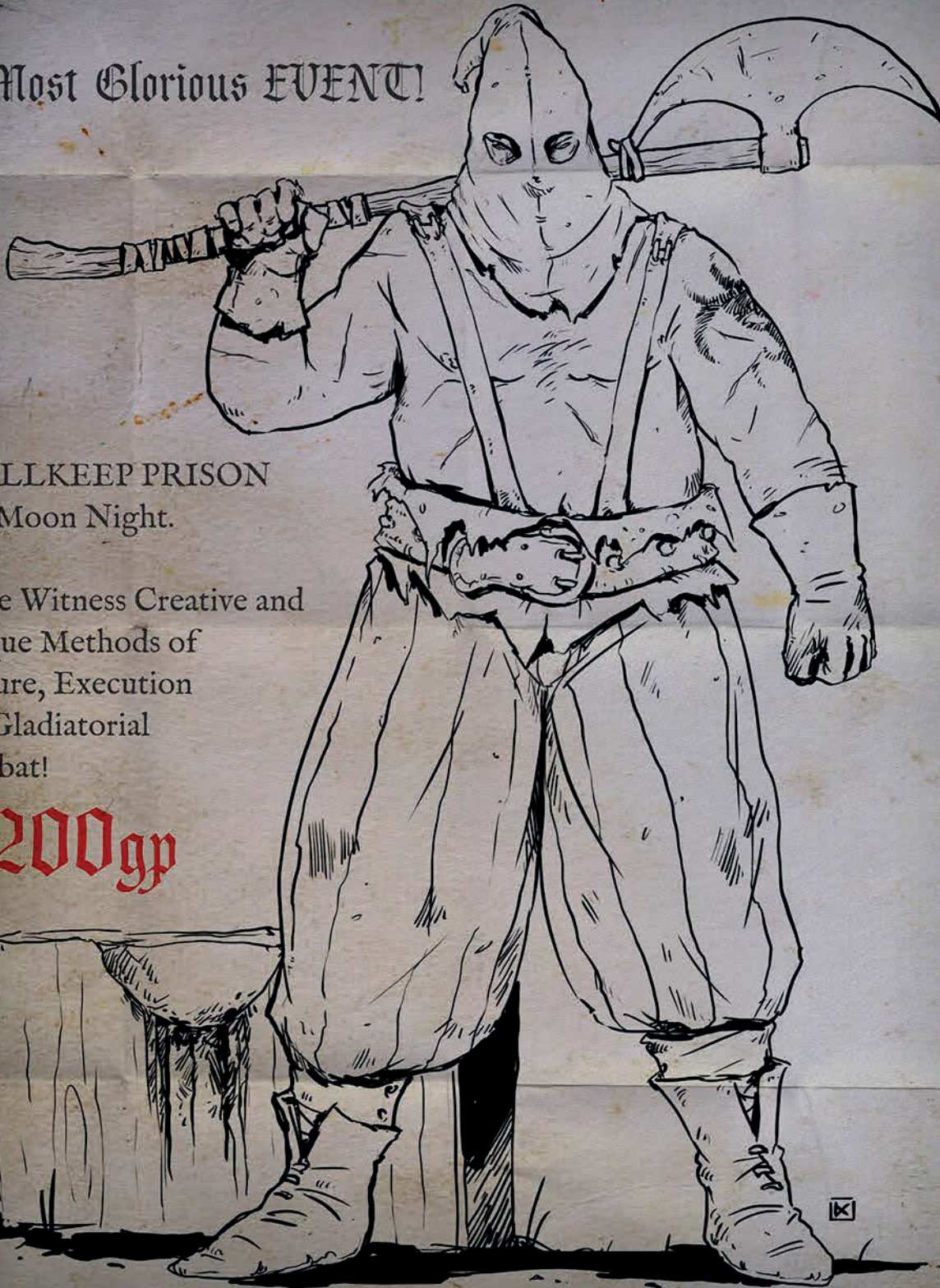
Death & Torture

A Most Glorious EVENT!

SKULLKEEP PRISON
Full Moon Night.

Come Witness Creative and
Unique Methods of
Torture, Execution
and Gladiatorial
Combat!

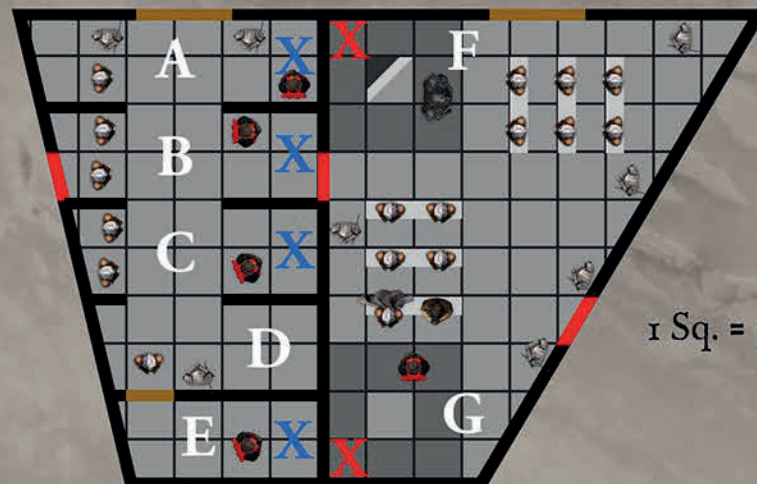
1,200gp



Warden Cornelius Kraast

TORTURE & EXECUTION MAP

TORTURE & EXECUTION CHAMBERS



- ~ Viewer
- ~ The Judge
- ~ Warden Krast
- ~ Gruenor The Ogre
- ~ Door Or Secret Door

- ~ Torturer
- ~ Executioner
- ~ Prison Guard
- ~ Torture Victim
- ~ Execution Victim

24-TORTURE AND EXECUTION AMPHITHEATRE - This roofed structure is by far the largest building on Skullkeep Island. The building runs 80 feet wide by 50 feet in length and 20 feet in height. There seems to be only two ways to enter into this area and both entryways have 2 armored guards stationed at each door. Each of the 4 guards are wearing black executioner's hoods and carries an ornate great axe made of black metal. Both sets of double doors are made of iron and the surface of these doors depict what appears to be a vision of hell. Demons and devils with pitchforks are forcing naked captives off a plank into a meat grinder. From the other end of the meat grinder sprout 6 serpents with anguished human faces screaming in agony. On a 10 foot wide nameplate are the words:

WELCOME TO YOUR NEW HOME.

**YOU HAVE MADE YOUR DECISION.
NOW YOU COME HERE TO DIE.**

This is a very dangerous area that the PCs have found themselves in. If the PCs actions are foolish, the adventure could end right here. There are 2 watch towers (F & G) that are on opposite ends of the walkway to the torture and execution dome. To give the PCs a better chance of survival, you may opt to allow for these 2 watch towers to be unguarded. Or, if the PCs have wisely rescued either Tairn Linborn (Cell E upstairs) and/or Trughen The Ranger from area 19, any of these 2 could provide very detailed information as to what the PCs will undoubtedly discover. A suggestion or two that a well placed arrow or crossbow bolt here or there could take these guards out without raising any commotion.



THE TORTURE DOME



Just don't miss. Missing might give any of these sentries here a chance to open a door and yell a warning inside of the death dome. The one thing that is on the PCs side throughout this entire adventure is the cover of NOISE. The storm above and the raging, thrashing ocean can easily cover up any and all ambient sounds of combat. It is SIGHT that could give the PCs away. Disguise is another excellent way of gaining access to guarded areas. If the PCs do not come up with something, Tairn and/or Trughen most certainly can.

24-TORTURER'S ROW - You decide to enter the door on your right and your senses suddenly take in a tremendous amount of information all at once. Screams and shrieks of pain fill your ears and seemingly echo throughout your very soul. The smell of blood and perspiration is thick. So thick, *you can almost taste the pain.* A Dwarf garbed in black and red robes stands atop a ladder just 10 feet away, wickedly torturing a chained and screaming human victim. Guards and onlookers and even more torturers are all over the place. Within a second, you quickly assimilate that there are a half dozen or so men being tortured and another 10 or so men are either standing by and watching - or performing upon their own subjects. *You are now under attack!*

The diagram provided shows that only 3 men are being tortured that are in view. Another is behind closed doors at area E, the unlucky recipient of an all-too eager invitee that is plying his trade - the gruesome art of torture. There are 2 guards at the inside of the door and 1 more sentry guarding area E. There are 6 commoners of high ranking that are enjoying the bloody show. The 4 torturers are:

1. **MAX HARGROWE** - Dwarf
2. **HENRI SAMSON** - Burly Half-Ogre
3. **NEZRIBUL** - Black Orc
4. **THE GREAT BARONZIO** - Human (area E)

1. **MAX HARGROWE** - The Dwarf in black and red armor and robes turns to sneer at you. His face is ugly and haggard and his brows are quite furrowed. His beard is a deep black and ends in 2 sharp points. He postpones his grim dental work with a look of sheer outrage imprinted upon his face. This enraged Dwarf is quite upset that you've interrupted his brutal handiwork *and reaches for a very sharp axe.*

2. **HENRI SAMSON** - This tall and burly, bare-chested Half-Ogre was taking great delight in headbutting a man's ribs while his arms were bound high and tight and bound above him. The mass of bruises covering the subject's torso are extreme and almost too much to believe. His thick muscles rippling and drenched with sweat, this evil torturer now turns his focus at trying to brutally assault you.

3. **NEZRIBUL** - A massive, 7 foot tall Black Orc decked in black armor and wearing white war paint now stands before you. The Orc hefts a heavy iron Ogre Hook in his right hand - a chain is attached to it that's been wrapped several times around his waist. The beast's unwitting victim was receiving multitudes of razor cuts to his face before you so rudely interrupted this twisted Black Orc's fun.

4. **THE GREAT BARONZIO** - You gain entry into the last area of this house of pain. Standing shirtless, wearing nothing but a tight red leotard and black mask, is a man with an amazing physique and build. His mustache is enormous and curled in all of the wrong ways. His smile is in no way forced, and he is obviously enjoying his handiwork in front of a paying customer. This prancing lunatic is currently having his fun by quickly and arbitrarily puncturing his bound victim with a gleaming silver rapier. The man smiles broadly at each and every wound that he inflicts - his eyes show you everything that you did not want to see. Pure evil.

MAX HARGROWE, DWARF

MAX HARGROWE - CR 1 - XP 400

Lawful Evil Medium Dwarf

Warrior level 4

Init +1; Senses Darkvision 60; Perception +2

DEFENSE

AC 22, Touch 11, flat footed 21

(Full-plate, Shield, heavy steel)

(+1 Dex, +9 armour, +2 shield)

hp 34 (0d8+4d10+8+4);

Fort +6, Ref +2, Will +1

Resistance to poison +2, Resistance to spells +2

OFFENSE

Speed 20

Melee

Single Attack Waraxe, dwarven +8 (1d10+3 X3)
or Crossbow, light +5 (1d8 /19-20 X2)

Full Attack Waraxe, dwarven +8 (1d10+3 X3)

Axe, throwing +1 (1d6+1) or

Crossbow, light +5 (1d8 /19-20 X2) range 80

Space 5ft.; Reach 5

Special Attacks

Hatred +1 attack Orcs, Goblinoids,

Weapon Famil. Dwarven waraxes and urgroshes

STATISTICS

Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 7

Base Attack 4 CMB 7 ; CMD 18

Feats

Armour Prof Heavy, Armour Prof Light,

Armour Prof Medium, Martial Weap Prof,

Power Attack: You can choose to take a -1 pen. on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and damage by +2,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties,

Weapon Focus: +1 to attack rolls

Skills Climb 1, Craft 0, Handle Animal -2,

Intimidate 4, Perception 2, Profession 0,

Ride 1, Swim -13

Languages Common, Dwarven

SPECIAL ABILITIES

Defensive Training +4 Dodge AC against

Giant type

Greed +2 Appraise related to stone or metal work

Slow and Steady Base speed of 20 ft, speed is never modified by armor or encumbrance.

Stability +4 bonus on being bullrushed or tripped

Stonecunning +2 bonus on Perception

for unusual stonework

Max Hargrove is a thick and stocky ex-soldier that served as a heavy footman for the forces of good in **The Battle of Norgia**. This battle was between Dwarves and Gnomes against the wickedly evil **Black Orcs of Norock**.

Max was a front line Dwarven Marine that left the safe haven of his bunker to take on a squad of Black Orcs as they planned their next brutal attack. The single-handed assault was completely unexpected and Max killed all but one of the Orcs. Max knew that at least one Orc had to be brought back to camp to be interrogated, so the Dwarf tied the sole Orc up and dragged his prize back to the Dwarven encampment. The two Chief Interrogators from the Dwarven faction had recently been slain, and there was no one trained or qualified to perform the grim but necessary duties of extracting vital information from enemy soldiers. Max eagerly volunteered, and within moments, he changed from a noble soldier to a Dwarven torturer. In times of need and desperation, beings are often called upon to perform unsavory tasks for the greater good. In this case however, it soon became quite apparent that Max Hargrove loved his newfound duties a bit too much. *Max Hargrove learned from that day forth that he loved to administer pain...*



HENRI SAMSON, HALF-OGRE



HENRI SAMSON - CR 2 - XP 600

Neutral Evil Medium Half-Ogre

Brawler level 3

Init +2; Senses Darkvision 60; Perception +4

DEFENSE

AC 15, Touch 13, flat footed 12

(No Armour, Shield, none)

(+2 Dex, +2 armour, +1 feats)

hp 24 (0d8+3d10+6+3);

Fort +5, Ref +5, Will +0

OFFENSE

Speed 30

Melee

Single Attack Unarmed strike +8 (1d6+4/19-20)

Full Attack

2 Unarmed strike +6 (1d6+4/19-20)

Space 5ft.; Reach 5

Special Attacks

Maneuver Training (Ex) -1 A brawler can select combat maneuvers to receive additional training in. She gains a bonus on combat maneuver checks when performing that combat maneuver and a bonus to her CMD when defending against that maneuver. Number of Maneuvers and CMD = 1

Martial Flexibility (Ex) -1 A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feats prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. Martial Training (Ex) Brawler At 1st level, a brawler counts her total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. He also counts as both a fighter and a Monk

STATISTICS

Str 19, Dex 14, Con 15, Int 9, Wis 9, Cha 8

Base Attack 3 CMB 7 ; CMD 20

Feats

Improved Critical: Doubles critical chance of weapon,

Armour Prof Light,

Dodge: Add 1 to AC ,

Improved Unarmed Strike: Considered armed even when unarmed,

Simple Weapon Proficiency,

Two-Weapon Fighting:

Get extra attack at -2 to all attacks,

Weapon Focus: +1 to attack rolls

Skills Acrobatics 7, Climb 4, Craft -1, Escape

Artist 6, Handle Animal -1, Intimidate 6,

Know Dungeon -1, Know Local -1, Perception 4,

Profession -1, Ride 6, Sense Motive 3, Swim 4

Languages Common, Giant

SPECIAL ABILITIES

Imposing Figure get a +2 racial bonus to Intimidate checks.

Brawlers Cunning (Ex) If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Brawlers Flurry (Ex) -1 Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the monk special feature. She does not need to use two different weapons to use this ability.

Henri Samson is a Half-Ogre standing 6 feet 6 inches tall and is a very solid 300 pounds. His broad shoulders are wider than most Dwarves are tall and he loathes using any form of torture tools other than his brutal brawn and stony fists. He is well-known for bruising a victim's body from head to toe and enjoys breaking as many bones as he can.

NEZRIBUL, BLACK ORC

NEZRIBUL - CR 3 - XP 800

Chaotic Evil Medium Black Orc

Bloodrager level 4 (Abyssal Blood)

Init 0; Senses Darkvision 60; Perception +3

DEFENSE

AC 13, Touch 10, flat footed 13

(Studded Leather, Shield, none)

(+3 armour)

hp 30 (0d8+4d10+8+4);

Fort +6, Ref +1, Will -1 ; +2 bonus on saving throws against spells that he or an ally casts., Save Modifier +4 racial bonus on all saving throws made to resist any attack or effect created by an undead creature. Ferocity Can continue to fight when below 0 hps, staggered dies at -ve Con, Sensitivity to Light dazzled in bright sunlight

OFFENSE

Speed 40

Melee

Single Attack Ogre hook +8 (1d10+4 X3)

or Crossbow, light +4 (1d8 /19-20 X2)

Full Attack Ogre hook +8 (1d10+4 X3)

Glaive +2 (1d10+2 X3)

or Crossbow, light +4 (1d8 /19-20 X2) range 80

Space 5ft.; Reach 5

Special Attacks

Bloodrage (Su) The bloodragers source of internal power grants him the ability to bloodrage.

At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like bears endurance) dont increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A bloodrager can enter a bloodrage as a free action.

While in a bloodrage, a bloodrager gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the bloodrager 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A bloodrager can end his bloodrage as a free action. When the bloodrage ends, hes fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter bloodrage multiple times during a single encounter or combat. If a bloodrager falls unconscious, his bloodrage immediately ends, placing him in peril of death.

Bloodrage counts as the barbarians rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects. Claws (Su) -1 At 1st level, you grow claws while bloodraging. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small) plus your Strength modifier.

Claws (Su) -2 At 4th level, these claws are considered magic weapons for the purpose of overcoming damage resistance.

Demonic Bulk (Su) At 4th level, when entering a bloodrage, you can choose to grow one size category larger than your base size (as enlarge person) even if you arent humanoid.

Bloodrager Spells

CL 4 Concentration 5

Level 1 (2) DC 12

Biting Words(Evocation) X 2



NEZTRIBUL, BLACK ORC



STATISTICS

Str 19, Dex 11, Con 14, Int 9, Wis 6, Cha 12

Base Attack 4 CMB 8 ; CMD 18

Feats

Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn,

Armour Prof Light, Armour Prof Medium,

Eschew Materials: Cast spells without material components, Martial Weap Prof,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency

Skills Acrobatics 5, Climb 3, Craft -1, Handle Animal 1, Intimidate 7, Know Arcana 3, Perception 3, Ride 4, Spellcraft -1, Survival 3, Swim 2

Languages Common, Orc

SPECIAL ABILITIES

Blood Sanctuary (Su) At 3rd level, due to the power of his blood, a bloodrager can stand confidently amid the effects of spells cast by himself or his allies. He gains a +2 bonus on saving throws against spells that he or an ally casts.

Eschew Materials Gives feat

Fast Movement Land Movement raised by 10

Uncanny Dodge Retains Dex bonus if flat footed

Ferocity: A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.



Nezribul is a 7 foot tall and extremely well-muscled Black Orc. His eyes are red with piercing black pupils and he wears black leather armour riddled with brightly polished silver studs. He wears a tapered and forward-pointing leather executioner's hood made of firm leather that reveals the Orc's ugly, smirking face. His two large tusks have been capped by some form of black metal, dotted with small silver studs. His left nostril is pierced as is his left cheek. Two large rings of iron attached to a connecting chain hang from his face. Nezribul hefts a heavy iron Ogre Hook in his gloved right hand and a chain is attached to it that wraps around his waist. A shortened Glaive is worn in a scabbard on Nezribul's back and a light crossbow resides there as well. On the Orc's left leg is a bright black leather leg quiver that holds 10 crossbow bolts. Nezribul wears a different white war paint every night that he performs. Tonight, the left side of his face is painted as if it were a human skull. This Orc Torturer radiates an aura of true evil, and is someone to be truly feared.



THE GREAT BARONZIO!

THE GREAT BARONZIO - CR 2 - XP 600

Lawful Evil Medium Human
Rogue level 2 Acrobat
Fighter level 2 Fighter/Thief
Init +3; Senses ; Perception +7

DEFENSE

AC 15, Touch 13, flat footed 12
(Leather, Shield, none)
(+3 Dex, +2 armour)
hp 22 (0d8+2d8+2d10+4+2);
Fort +4, Ref +6, Will +0

OFFENSE

Speed 30

Melee

Single Attack Rapier +6 (1d6+4/18-20)
Full Attack Rapier +6 (1d6+4/18-20)
Starknife +0 (1d4+2 X3)
Space 5ft.; Reach 5

Special Attacks

Sneak Attack Sneak attack at an extra (D6) 1

STATISTICS

Str 18, Dex 17, Con 13, Int 12, Wis 11, Cha 18
Base Attack 3 CMB 7 ; CMD 20

Feats

Ledge Walker: Can move along narrow surfaces at normal speed, Intimidating Prowess: Add STR mod to CHA mod for intimidation check, Point Blank Shot: +1 to hit +1 damage if within 30 ft, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1 , Evasion: No damage on reflex save, Martial Weap Prof, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties, Weapon Finesse: Use DEX mod instead of STR mod for melee attack to hit, Weapon Focus (Ranged): +1 attack rolls

Skills Acrobatics 10, Appraise 5, Bluff 8, Climb 11, Diplomacy 4, Disable Device 3, Disguise 4, Escape Artist 3, Handle Animal 4, Intimidate 15, Know Arch & Eng 5, Know Dungeon 5, Know Local 5, Linguistics 1, Perception 7, Ride 8, Sense Motive 0, Sleight of Hand 3, Stealth 10, Survival 0, Swim 4, Use Magic Device 8

Languages Common

SPECIAL ABILITIES

Bravery Save vs fear + 1

Evasion Reflex save no damage instead of 1/2

Expert Acrobat-1 (Ex) No armor check penalties on Acrobatics, Climb, Fly, Sleight of Hand, or Stealth if in light armor

Expert Acrobat-2 (Ex) If not wearing armor +2 competency bonus on Acrobatics and Fly skill checks.

To say that The Great Baronzio is flamboyant is a bit of an understatement. Baronzio is almost always shirtless, constantly showing off his flawless physique. He has delusions that,

"I could charm or seduce virtually any living being in existence! I am, after all,

THE GREAT BARONZIO!"

Also known as The Great Baron, The larger than life Great Baronzio always wears a simple black mask that covers only his eyes. This is not to hide his identity, but to accentuate his handsome face and to further bolster the mystique that makes this sadist who he truly is - THE GREAT BARONZIO!

Baronzio incorporates acrobatics into his violent acts as well as a pitch black sense of humor. He enjoys puncturing a victim over and over whilst spilling forth brutal slanders and jokes. He offers a built-in discount for his services to any and all employers that choose to allow him to spend the night after the show... If the great Baron realizes he is truly trapped and cannot find a way to fight out of his predicament, he will offer his enemy a host of *other services* in order to preserve his life.



THE EXECUTION DOME



24-EXECUTION DOME - You open the door to a roughly triangular room and immediately hear the screams. They are unlike any screams you have ever heard before in your life, and they are coming from a massive brass bull with a fire lit beneath it. The screams start out clearly as a man undergoing excruciating pain, then the screams horribly transform into a roaring, beastly bull's roar. As the bull roars, a cloud of black smoke spills out of the bull's brass mouth. *They are cooking a man inside of the bull - alive!*

A roar of approval gushes forth from the 6 men seated directly in front of you. Half of them stand and cheer. They stand and cheer as a razor sharp, black-bladed guillotine falls forth and lops a man's head off. The head rolls down a slide and into a bloody trough before the men's feet. Some turn to look at you, largely unsurprised. You think that they must take you for other killers. A massive black-hooded and robed Ogre does not, however, take any delight upon your entrance. The massive executioner yells a warning in the Common tongue as he jumps off the bloody scaffolding to attack!

"Krast! Take leave NOW! They've breached the doors! FLEE NOW!"

His great axe swing forth in the most deadly of arcs. 5 guards also draw their weapons to join the fray. An imperious looking man decked in black robes and gold bracers is immediately escorted toward the eastern door accompanied by another red-robed executioner and prison guard. *A shackled man is forced along as well.*

A diagram has been supplied to show their escape route, which they knew would have to come. They intend to escape through the sewers heading east as their ship, THE VENGEANCE has had clear instructions to not return until daybreak - which is hours away.

Damienz draws his katana and has a repeating crossbow at his hip. Captain Korpovich carries a hand crossbow and mace and Warden Krast pulls his mace from his robes as well.

Any of the PCs can get off one good shot at the fleeing Warden Krast if they have clearly stated that their characters have missile weapons drawn and ready to fire. A PC making a DC 15 Knowledge (history) check will recall that this torture is referred to as **THE BRAZEN BULL** and is considered by many to be the most painful and excruciating way to die. It can take hours as the poor individual is literally cooked alive. It is said that only the most heinous criminals suffer a fate such as this. In this case, the victim was a man that had the gall to spit in Warden Cornelius Krast's direction.

This is the area where Neville McKlaive is being held against his will. The shackled man is indeed the talented mage that has been responsible for a large part of Krast's newfound income. Warden Krast, Captain Korpovich and Damienz will make a break for the sewers and (GM's discretion) run eventually to area 2 leading to freedom. Gruenor will take a hack or two at the party and follow close on their trail to escape as well. If the PCs can foil the escape of Krast and his men, a multilayered ending could occur with Neville joining the party to battle Dokaebno the Half-Orc sorcerer.

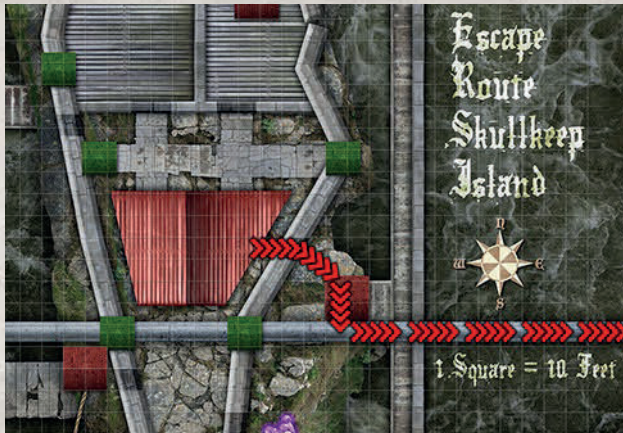


VISIONS OF EXECUTION





ESCAPE ROUTE, DAMIENZ



This escape route will lead to The Sewers at area 11. After that, the GM can choose to determine the path that the escaping warden and company will choose to take. After making a short assault, the Ogre executioner, GRUENOR intends to join with the warden's escape attempt. There are a variety of combat tactics that these miscreants can choose including splitting up, lying in wait in order to ambush the party or just head immediately for area 2. Area 2 branches off to the northeast and that is the tunnel that leads to freedom - although it is very long indeed. Ideally, the GM should set up a chase sequence with plenty of missile attacks.

DAMIENZ - CR 1 - XP 400

Neutral Evil Medium Human
Fighter level 2 (skill points 8) Thug
(Savage Warrior)
Init +1; Senses ; Perception +0

DEFENSE

AC 17, Touch 11, flat footed 16
(Breastplate, Shield, none)
(+1 Dex, +6 armour)
hp 21 (0d8+2d10+4+2);
Fort +5, Ref +1, Will -1

OFFENSE

Speed 20
Melee
Single Attack Katana +5 (1d8+3/18-20)

or Crossbow, repeating light +3 (1d8 /19-20 X2)
Full Attack Katana +5 (1d8+3/18-20)
or Crossbow, repeating light +3 (1d8 /19-20 X2)
range 80
Space 5ft.; Reach 5
Special Attacks

STATISTICS

Str 15, Dex 13, Con 14, Int 13, Wis 8, Cha 11
Base Attack 2 CMB 4 ; CMD 15

Feats

Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge +1
Combat Reflexes: DEX mod additional attacks of opportunity,

Armour Prof Heavy, Armour Prof Light,

Armour Prof Medium, Martial Weap Prof,

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls.

Every +4 base attack penalty increases by -1 and damage by +2,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties,

Weapon Focus: +1 to attack rolls

Skills Climb 3, Handle Animal 0, Intimidate 5,
Know Arch & Eng 1, Know Dungeon 1,
Perception 0, Ride 1, Survival 3, Swim -1

Languages Common

SPECIAL ABILITIES

Spark of Life (Ex) Gains a bonus on saving throws made against energy drain and death effects. +1

DAMIENZ enjoys the act of severing limbs with his katana. If a chase does happen to occur, Damienz, along with any others that choose to flee, will take a few moments to ready their missile weapons.

CAPTAIN KORPOVICH

CAPTAIN KORPOVICH - CR 2 - XP 600

Medium Human

Fighter level 3

Init +1; Senses ; Perception +1

DEFENSE

AC 18, Touch 11, flat footed 17

(Field Plate, Shield, none) (+1 Dex, +7 armour)

hp 22 (0d8+3d10+3+3);

Fort +4, Ref +2, Will +1

OFFENSE

Speed 20

Melee

Single Attack Mace, Heavy +6 (1d8+2)

or Crossbow, hand +4 (1d4 /19-20 X2)

Full Attack Mace, Heavy +6 (1d8+2)

Sword, short-1 (1d6+1/19-20)

or Crossbow, hand +4 (1d4 /19-20 X2) range 30

Space 5ft.; Reach 5

STATISTICS

Str 15, Dex 13, Con 13, Int 13, Wis 11, Cha 12

Base Attack 3 CMB 5 ; CMD 16

Feats

Combat Expertise: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1, Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Cleave: Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,

Martial Weap Prof,

Shield Focus: +1 AC when using a shield,

Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties,

Weapon Focus: +1 to attack rolls

Skills Climb 4, Handle Animal 1, Intimidate 7, Know Arch & Eng 1, Know Dungeon 1, Perception 1, Ride 7, Survival 4, Swim -2

Languages Common

SPECIAL ABILITIES

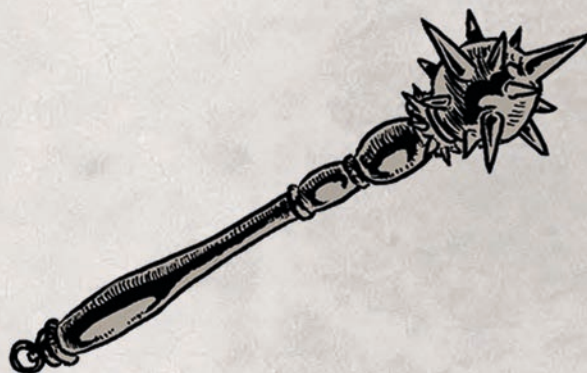
Armour Training Reduced armour check penalty and increases dex bonus by 1

Bravery Save vs fear + 1

Captain of The Guard Jon Korpovich is Cornelius Krast's right hand man and second in command. Korpovich is fiercely loyal to Krast, and he takes it upon himself to issue forth a short, sharp shock in the form of a mace being thrust into one's ribs if Krast is disrespected by any prisoner.

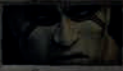
Captain Jon Korpovich is an ex-military man, yet never served in any battles. He has a massive vertical scar that runs over his forehead and left cheek. The scar is quite obvious, and the ensuing infection that invaded the wound has caused Korpovich's face to contort in a permanent disapproving grimace. The prisoner that wounded Korpovich was the first test subject to be forced to fight in the gladiator duels that are now so popular, and the offending prisoner was forced to fight Gruenor, Warden Krast's Ogre torturer and executioner. *The prisoner's four main extremities were torn from his body one by one.*

Korpovich will obey any and all commands that Krast issues forth, without hesitation.





WARDEN CORNELIUS KRAST



CORNELIUS KRAST - CR 3 - XP 800

Medium Humanoid

Inquisitor level 3 Lawful Evil

Init +5; Senses ; Perception +12

DEFENSE

AC 15, Touch 11, flat footed 14

(Leather, Shield, none)

(+1 Dex, +2 Natural, +2 armour)

hp 26 (0d8+3d8+6+3);

Fort +5, Ref +2, Will +7

OFFENSE

Speed 30

Melee

Single Attack Mace, Heavy +4 (1d8+1)

Full Attack Mace, Heavy +4 (1d8+1)

Space 5ft.; Reach 5

Special Attacks

Judgment (Su) Can pronounce judgment upon her foes as a swift action. per day = 1

Touch of Evil (Su) Melee touch sickens creatures for 1/2 level rounds. Per day = 3 + WIS mod

Inquisitor Spells CL 3 Concentration 7

Level 0 (6) DC 14

Acid Splash

Level 1 (3) DC 15

Abadars Truthtelling

STATISTICS

Str 13, Dex 12, Con 15, Int 17, Wis 19, Cha 17

Base Attack 2 CMB 3 ; CMD 14

Feats

Outflank (Team): Gain +4 bonus on attack rolls when flanking., Armour Prof Light, Armour Prof Medium, Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Skill Focus (Perception): +3 Perception,

shields, Simple Weapon Proficiency,

Weapon Focus: +1 to attack rolls

Skills Bluff 9, Climb 5, Diplomacy 9, Disguise 9, Heal 10, Intimidate 10, Know Arcana 7, Know Dungeon 7, Know Nature 7, Know Religion 9, Know the Planes 7, Percept. 12, Ride 5, Sense Motive 10, Spellcraft 3, Stealth 1, Survival 9, Swim 1
Languages Common

SPECIAL ABILITIES

Cunning Initiative (Ex) Adds Wisdom modifier on initiative checks, in addition to Dexterity modifier.

Detect Alignment (Sp) At will, can use detect chaos, detect evil, detect good, or detect law.

Judgment Destruction Gain +1 plus +1/3 levels sacred bonus on all weapon damage rolls.

Judgment Healing Heals 1hp plus 1hp /3 levels. each round as long as the inquisitor is alive

Judgment Justice Gains a +1 plus +1/5 levels sacred bonus on all attack rolls.

Judgment Piercing grants a +1 plus 1/3 levels sacred bonus on concentration and caster level checks to overcome SR

Judgment Protection Gains +1 plus +1/5 levels sacred bonus to Armor Class.

Judgment Purity Gains +1 plus +1/5 levels sacred bonus on all saving throws.

Judgment Resiliency Grants DR 1/magic increase by +1/5 levels. at 10th level changes to alignment

Judgment Resistance Gains 2 points plus 2 points/3 levels of energy resistance against one energy type

Judgment Smiting Weapons count as magic for bypassing DR, At 6th alignment, at 10th adamantine

Monster Lore (Ex) Adds WIS mod to Knowledge checks in addition to Int mod, when making identify abilities of creatures

Solo Tactics (Ex) All allies are treated as if they had same team feats inquisitor for inquis bonus only

Stern Gaze (Ex) Receives a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 her inquisitor level

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

GRUENOR, OGRE EXECUTIONER

Cornelius Krast used to hold an honorable position as assistant warden to Warden Jaimes of Raynor Prison. After years and decades of being passed over in favor of other more vicious and brutal men, Cornelius Krast finally realized that the only way that he could ever gain the power that he has always craved had nothing to do with honor or fairness. Krast realized that the way for him to achieve his fame was by unleashing his repressed and bottled up wickedness and cruelty. Within a very short period of time after exhibiting these traits, he soon rose in favor and eventually was awarded with running his own prison here at Skullkeep. Drunk with power, Krast succumbed to thirsting for even more of that power. By supplying his peers with an ongoing form of depraved entertainment, he soon became the most popular warden in the surrounding lands both near and far. In the form of private executions, torture sessions and gladiatorial matches between fellow inmates, Krast eventually received the attention and popularity he has always desperately craved. These underground "pain and pleasure sessions" have become an underground hit and Krast actually profits from these endeavors as well. By issuing personal invitations amongst only the most hedonistic and bloodthirsty of his peers, he realized he could easily command an entry fee of 1,200 gp per attendee.

The PCs should be given a fair but not guaranteed chance to kill Krast during his escape attempt.



GRUENOR - CR 5 - XP 1600

Chaotic Evil Large Humanoid

Inquisitor level 2 Sly One

Init +3; Senses Darkvision 60, Low-light Vision; Perception +10

DEFENSE

AC 19, Touch 10, flat footed 18 (Hide, Shield, none) (+1 Dex, +5 Natural, -1 size, +4 armour)

hp 44 (4d8+2d8+12+2+6);

Fort +9, Ref +2, Will +8

OFFENSE

Speed 30

Melee

Single Attack(+2/+2) Greataxe +11 (3d6+7 X3) or Crossbow, heavy +4 (2d8 /19-20 X2)

Full Attack (+2/+2) Greataxe +11 (3d6+7 X3)

Gauntlet, spiked +2 (1d6+2)

or Crossbow, heavy +4 (2d8 /19-20 X2) range 120 Space 10ft.; Reach 10

Special Attacks

Judgment (Su) Can pronounce judgment upon her foes as a swift action. per day = 1

Touch of Evil (Su) Melee touch sickens creatures for 1/2 level rounds. Per day = 3 + WIS mod

Inquisitor Spells

CL 2 Concentration 4

Level 0 (6) DC 12

Acid Splash, Bleed Brand, Daze, Read Magic

Level 1 (2) DC 13

Cause Fear, Command, Ear-Piercing Scream

STATISTICS

Str 21, Dex 12, Con 14, Int 8, Wis 14, Cha 9

Base Attack 4 CMB 10 ; CMD 21

Feats

Armour Prof Light, Armour Prof Medium,

Iron Will: +2 on will saves, Martial Weap Prof,

Shield Proficiency: Can use shields, Simple

Weapon Proficiency, Toughness: +3 Hit points or

+1 per hit dice, Weapon Focus: +1 to attack rolls



GRUENOR, CONTINUED



Skills Bluff 3, Climb 7, Diplomacy 3, Disguise 3, Heal 2, Intimidate 4, Know Arcana 3, Know Dungeon 3, Know Nature -1, Know Religion 3, Know the Planes -1, Perception 10, Ride 1, Sense Motive 7, Spellcraft -1, Stealth -2, Survival 6, Swim -1
Languages Common, Giant

SPECIAL ABILITIES

Cunning Initiative (Ex) Adds Wisdom modifier on initiative checks, in addition to Dexterity modifier.
Detect Alignment (Sp) At will, can use detect chaos, detect evil, detect good, or detect law.

Judgment Destruction Gain +1 plus +1/3 levels sacred bonus on all weapon damage rolls.

Judgment Healing Heals 1hp plus 1hp /3 levels. each round as long as the inquisitor is alive

Judgment Justice Gains a +1 plus +1/5 levels sacred bonus on all attack rolls.

Judgment Piercing grants a +1 plus 1/3 levels sacred bonus on concentration and caster level checks to overcome SR

Judgment Protection Gains +1 plus +1/5 levels sacred bonus to Armor Class.

Judgment Purity Gains +1 plus +1/5 levels sacred bonus on all saving throws.

Judgment Resiliency Grants DR 1/magic increase by +1/5 levels. at 10th level changes to alignment

Judgment Resistance Gains 2 points plus 2 points/3 levels of energy resistance against one energy type

Judgment Smiting Weapons count as magic for bypassing DR, At 6th alignment, at 10th adamantite

Monster Lore (Ex) Adds WIS mod to Knowledge checks in addition to Int mod, when making identify abilities of creatures

Stern Gaze (Ex) Receives a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 her inquisitor level

Track (Ex) Adds half level on Survival skill checks made to follow or identify tracks.

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

MAGIC ITEMS +2 Greataxe

The imposing and terrifying Gruenor bathes in the attention that Cornelius Krast has bestowed upon him. Gruenor thrives on 3 things in his life as an executioner: 1. Respect and admiration from within the dark and hidden executioner and torturer community. 2. Fear from any and all of his victims. He refers to them as his "subjects of study." 3. Showing off his depraved methods and means to inflict unique forms of pain onto "his subjects of study."

Gruenor is sharper than most Ogres. He knows that in order to attain true, widespread fame and respect, that he would have to embrace the right individuals, and yet must also have the ability to fit in with them seamlessly. It is for this reason that Gruenor chooses to speak in the Common tongue. This also adds to his many terrorizing tactics as speaking in Common, yet with the deep, rumbling octave scale of an Ogre, has an interesting and unique fear effect on his "subjects of study."

Gruenor's views on having the skills of both executioner and torturer have made many take notice. Gruenor truly believes that one day his skills will bring him the fame and adoration he so craves.

This fearsome Ogre has no true loyalty to Krast. For years he idolized the warden, but in time, he grew to realize that there are much more powerful and influential figures in the world that can help further his career far greater than Krast ever could. In short, Gruenor is smart enough to realize that the sick warden intends to keep Gruenor's skills at inflicting pain and death all to himself.

One of Gruenor's favorite torture tactics is to utilize his Inquisitor spell EAR-PIERCING SCREAM. The spell is only heard by the intended victim and dazes the individual inflicting 1d6 points of sonic damage. Even other more experienced torturers viewing this technique from afar view Gruenor as having some seriously powerful pain and suffering techniques. Most impressive, indeed...

THE GREAT SEWER PIPELINE

25-THE GREAT PIPELINE - This massive, round metal-shod sewer line bisects Skullkeep Island in half and runs west to east. There are 2 watch towers that have been built directly over the pipeline and are 50 feet apart from one another. The pipeline runs out over the ocean as far as the eye can see and it can clearly be seen that this 10 foot diameter pipeline seems to be quite secure with bridge posts every 20 feet.

26-SEWER COMMAND SHED - A command shed has been constructed right up against the massive sewer pipeline. A very short bridge extends just over 10 feet and is attached to a vertical pier that runs north to south for about 200 feet. This north to south pier has been fortified with a 4 foot high stone wall and the pier connects two more command sheds at both its north and south points.

Gaining entry into the sewer command shed, you immediately notice 4 prison guards that are stationed here. Each wears armor and has a long sword at his hip. 2 are playing cards in the southeast corner, one is leaning against the wall in the northeast corner, and another guard is standing cross-armed guarding the double iron doors undoubtedly leading to the actual sewer itself. Despite the double iron doors separating the interior of the shed with the insides of the sewer itself, the rancid smell is quite apparent and strong. All 4 of the guards take notice of your entrance and seem quite shocked. The guard in the corner yells out to you.

“Oi, what’re yeh doing here?! This part of the island has nothing to do with tonight’s festivities. Get back to the show now!”

All 4 of the guards stare at you, waiting for your reaction. The guards eye you nervously and the tension, even in just seconds, is immense. For a torturous moment, it is dead silent...



If the PCs have declared that upon entering any guard shed that they have their weapons sheathed, 3 of the 4 guards step to attention and proceed to make an attempt to escort the PCs back to the violent festivities taking place. If the PC’s weapons are drawn, the guards wait 2 seconds then draw their blades to attack.

This command shed is of prime importance, as it is the main access way to enter the sewers. Passing through the doors at the south end of the room will *lead directly to area 11 of The Sewers.*

27-SOUTH WEST PIER - There is a pier here that is about 25 feet wide and extends into the ocean another 200 feet heading out west. The wood of this pier is in relatively poor condition and has holes peppered throughout. Although the missing chunks of wood may appear a bit unsettling, the pier still seems quite strong enough to support several dozen men. A shed stands at the beginning of the pier. A massively

SOUTHWEST PIER

thick rope is connecting this shed and a bare rock island 70 feet away. A massive hole has been carved into the side of Skullkeep Island and the hole extends out to the other side. The tunnel is approximately 60 feet wide and there are docks on both sides for boats, although no boats are visible. This is obviously a secret dock that cannot be seen from above. There are no visible doors to be seen anywhere - leading you to believe that any passengers that may visit disembark onto the old and ratty pier here.

The following description is for if the PCs choose to enter this guard shed.

Upon entering this guard shed, you instantly take notice of 4 prison guards. They are all seated at a large table playing a game of cards. A doorway directly opposite to where you've entered is wide open for some reason and you can see the churning waters and ocean spray reach all the way up to the open doorway. A large and black-bearded guard stands up and away from the card table immediately and yells,

"You lot here. What're you all doing up around here?! Get back to the party or we'll take you back there ourselves!"

A singular, idiotic laugh erupts, and then there is a moment of complete silence. 3 of the 4 guards get up from the table and advance, blades drawn.

If the PCs have declared that upon entering any guard shed that they have their weapons sheathed, 3 of the 4 guards step to attention and proceed to make an attempt to escort the lost and direct them back to the violent festivities taking place. If the PC's weapons are drawn, the guards wait 2 seconds then draw their blades to attack.



You notice that there are 2 crossed gaffs that are mounted to the wall that hang directly over a long staff crafted from a rich, 4-color wood. These 4 swirling colors twist erratically yet beautifully and taper to a corkscrew point. Beneath this gaff and staff display is a wooden shelf merely a foot in length. Resting atop this shelf are 3 silver vials.

The staff is a **STAFF OF CHARMING** with 8 charges (charm person = 1 charge, charm monster = 2 charges) left. This staff was confiscated from Neville when Cornelius Krast realized that Neville was worth a veritable gold mine. This staff is used to charm the Basilisk in area 28. Each time the staff is used, the spell lasts for 6 days. Krast has some knowledge of this staff and is prepared to force Neville (at threat of a very prolonged torture) to replenish the charm monster spell that is needed to command this deadly creature. Like most of his decisions, Krast has yet to decide what to do with his exotic and deadly pet. The 3 corked silver vials contain a single dose each of **STONE SALVE**. Among other things, this salve has the ability to turn stone to flesh.

BASILISK'S LAIR

28-BASILISK'S LAIR - This walled-in outdoor area is triangular in shape and is surrounded by 4 tall watch towers. The ground here is completely natural and consists of large, cracked rocks with an occasional handful of grass and reeds stretching out from between the rocks. The area is 50 feet across at its widest point and almost 80 feet in length before tapering to a dark, shadowy corner at the south end of this area. Littered throughout this area are a dozen extremely lifelike statues. None of the statues are alike in any way, and they vary in size and shape and portray halflings, gnomes, elves and humans in a state of either panic or terror. The creations are so lifelike that you cannot help but marvel at the skill with which it took to craft such magnificent pieces.

Unlike other watch towers you have seen, there are iron shutters covering the tower windows here. You see no signs of life coming from these 4 towers. Immediately after realizing this, something stirs in the dark south tip of this area. A creature almost 15 feet long emerges from the darkness. A serpentine tongue slips out of its mouth, makes a slight quiver, then retracts back into the beast's maw. The creature has a tail almost 7 feet long and its skin is a rough, bumpy dark green. The creature has 8 legs, and if it was not moving, you might very well not have even noticed the beast. A secret door from the west wall opens and 2 guards wearing strange and bulky goggles throw a long-haired, skinny man into the yard. The man is shirtless and his hair and beard are grey. The old man is terrified as his gaze scans left to right as if expecting some demon from hell to pop up from the very earth. The two guards continue to watch from the opening of the secret door. The beast stirs again, this time a bit quicker. It turns its horned head toward the old man and begins to lazily lumber in the man's direction. The beast is 60 feet away. 50 feet away, the beast picks up pace ever so slightly. The man continues to back up.

BASILISK CR 5 ~ AC 17 ~ HP 52 ~ XP 1,600
STR 16, DEX 8, CON 15, INT 2, WIS 13, CHA 11



The beast is now 40 feet from the man. The man presses his bare back against the metal sewer pipeline as if to somehow be sucked away to safety. The beast is 35 feet away and a brief, fiery glow flashes from the creature's eyes.

The 2 guards have the good fortune of wearing very special goggles. These **GOGGLES OF THE BLIND MONK** have the ability to protect against creatures that turn men to stone like this **BASILISK**. Do the PCs make an attempt to save this old man, or do they allow the scene to play itself out before reacting? If the players attack the creature, they might very well save this man's life, but will also most definitely alert the two guards wearing the goggles. If these 2 guards are not dispatched immediately, they could escape and begin to alert other prison guards, opening a potentially massive can of worms. If, however, the PCs make no mention of taking any action, the following scene unfolds:

MAGIC MUSHROOMS

35 feet away from the terrified man, the beast's mouth opens seemingly with a mind of its own. It's tongue wavers and tastes the air as it gets closer. It's eyes glow a bright amber and then a flash brightly as the old man's panicked motions stop at once. The old man starts to turn a shade of light grey. It starts at his head and moves slowly down his body and covers him completely. The two guards chuckle and close the secret stone door behind them. You hear a harsh latching sound as the door is being locked. A second later you realize what has happened. *This man has just been turned to stone.*

If the PCs continue to watch, they then experience the feeding habits of a Basilisk.

The creature lazily waddles up to the petrified man. He circles it once and then again, curling its body around its creation. Suddenly, the fiend opens its mouth wide and takes a rather large bite from the right side of the man's stony torso. The beast chews on this nourishing stone and a sickening crunching noise can be heard even from your hidden vantage point. Another bite is taken. With that, the entire upper half of the petrified man falls heavily to the stone ground. The beast continues to feed.

29-MAGIC MUSHROOMS - The southeast part of the island is the only part of the island where grass grows in abundance. The 30 foot high wall that surrounds the entire island falls short of closing this grassy area in. Two giant mushroom patches grow from this area. One patch is made up of white, brown and tan mushrooms and they range in size from the size of a halfling up to the size of a very large man. The other patch consists of a 25 foot by 40 foot mass of glowing purple mushrooms. These too vary in size and some are as large as a grown man, yet



they emit a purple phosphorescent glow that radiates outward for an entire yard. This patch of purple mushrooms is adjacent to the southeast pier, and it crosses your mind that this might very well be some form of natural light house beacon to prevent other ships from crashing into the island in the dark of night.

The brown and tan mushrooms are just ordinary mushrooms, despite their massive size. Krast had Neville cast a scroll spell to enlarge these particularly delicious mushrooms. The magical experiment was quite successful in that the mushrooms not only retained their flavor, but the amount of mushrooms increased by ten times the original amount. This was made to instantly provide Krast's guards with more food. Once again, however, Krast is plotting and planning on how to exploit this phenomenon to help make him become even more wealthy. Yet another reason that Krast is keeping Neville alive. He intends to tap him dry before finally ransoming him back to the care of his brother, Sheriff Flavius McKlaive. If Neville should give Krast too much trouble, he will simply kill him.

GOGGLES OF THE BLIND MONK

The *glowing purple mushrooms* are another one of Cornelius Krast's pioneering experiments. Once again, capitalizing on the spells and scrolls of his favorite captive Neville, Krast has created a mutant strain of mushroom that has a variety of powers and effects. Krast has given every one of his invitees a jar of them to try and to pass on to likeminded friends. In less than a year from now, he intends on selling these mushrooms, also known as **GLOW STEMS** at 10gp per hallucinogenic (66) dose.

A PC making a DC 18 Perception check will notice that there is a decayed man lying amongst these shrooms. A PC making a DC 22 Perception check will notice that there is also a large, man-shaped mushroom that does not appear to glow like the other mushrooms. This human-looking mushroom towers 7 feet tall and has bulk that could pass for coiled up muscle. This is, in fact, a **MYCELOID**. A Myceloid is an evil humanoid fungus that feeds off of the decaying corpses. It is said that they feed off of the fearful emotions of their unfortunate victims. This one is no different.

MYCELOID CR 4 ~ AC 16 ~ HP 37 ~ XP 1,200

STR 17, DEX 11, CON 16, INT 9, WIS 12, CHA 10

This Myceloid is quite vigilant as it has been promised to be fed a steady diet of victims (provided by Cornelius Krast, of course) in exchange for the relatively easy mission to guard these mushrooms. This Myceloid (**Machio-Fen-Ghah** is his name) finds this to be a very sweet deal in more ways than one. If a PC notices the Myceloid, Machio-Fen-Ghah arrogantly steps even closer to the PCs. What appears to be his chest puffs out and appearing out of nowhere, a razor-thin mouth unfurls and says,

“Dyton there was delicious. One of the best I’ve had... In case you were wondering, Dyton tasted like dashed hope, desperation and unbridled FEAR!”

With that, the evil mushroom attacks!

GOGGLES OF THE BLIND MONK

At first glance, these bulky goggles consist of normal leather straps that can adjust around a metal pair of “blind man’s glasses.” The two eye pieces are seemingly without any glass lens. They are made from a solid block of either brass, bronze, silver or gold and there are sigils and symbols transcribed along the rims and particularly around the sides. The viewing areas have no lenses, but there are numerous neat, round holes cut through the front of these goggles. They almost always form a distinctive pattern that varies from each pair. There is an invisible layer of some form that takes the place of any lens. It has no ability to magnify the vision of a being, but they have a much more important function. These goggles have the power to completely protect any and all humanoids wearing these goggles from any creature that can turn another being to stone with its gaze. This does NOT protect against petrification attacks such as that from the breath of a Gorgon or a spell. Warden Krast has somehow come into owning TWO of these incredibly valuable goggles and loans them out to whoever are the lucky two guards that man the southwest command shed. Krast does this not out of the goodness of his heart, but rather for morale reasons. All but two of the guards that reside on this island take particular enjoyment at witnessing the rare spectacle of watching a Basilisk turn a grown man to stone before their very eyes. An NPC could tell the PCs of these artifacts, per GM’s discretion.

These goggles will give the PCs a fair chance in future adventures when they could face other creatures such as this.





TOWERS AND ROCKS



30-SOUTH EAST PIER - This pier runs east about 60 feet and ends in a guard shed. A thick tow rope extends from the inside of the tower upwards, and looms up and into the darkness until it reaches the end, attached to a large, craggy, pock-marked island directly south. There seems to be no movement on this island, but you can see tiny caves throughout its slimy surface.

There are 2 guards stationed here and they are waiting to be relieved by the next 2 guards in the shift. The guards are the atypical lot and are armed accordingly. They are quite anxious to join the brutal and bloody festivities, so they will be gazing inward to watch for their approaching associates. Their chances to see wayward, armed adventurers is higher, but this could also be an advantage. If the PCs are getting beat down, and an NPC is still with the party, one of the NPCs could suggest disguises taken from slain prison guards.

31-SOUTH WEST ISLAND - Yet another bulky outcropping of rocks stretches up through the ocean. A heavy rope floats lazily downward and is attached to the command shed on the south west side of the island. The sound of the ocean's waves smashing against the islands is the only thing that you can hear. Your eyes catch a yellow light beam sweeping back to and fro from one of the 30 foot tall watchtowers.

32-SOUTH TIP - This is the southernmost tip of the entire island and it is also the shortest drop into the ocean at only 20 feet or so. A 30 foot tall watch tower is here as well, and a bright cone of yellow light shines out and performs its duty, sweeping the nearby lands and waters for anything out of the ordinary.

There is only 1 guard here manning the watch tower. He is in an extreme emotional state and *will attack anyone on sight coming through the door!*

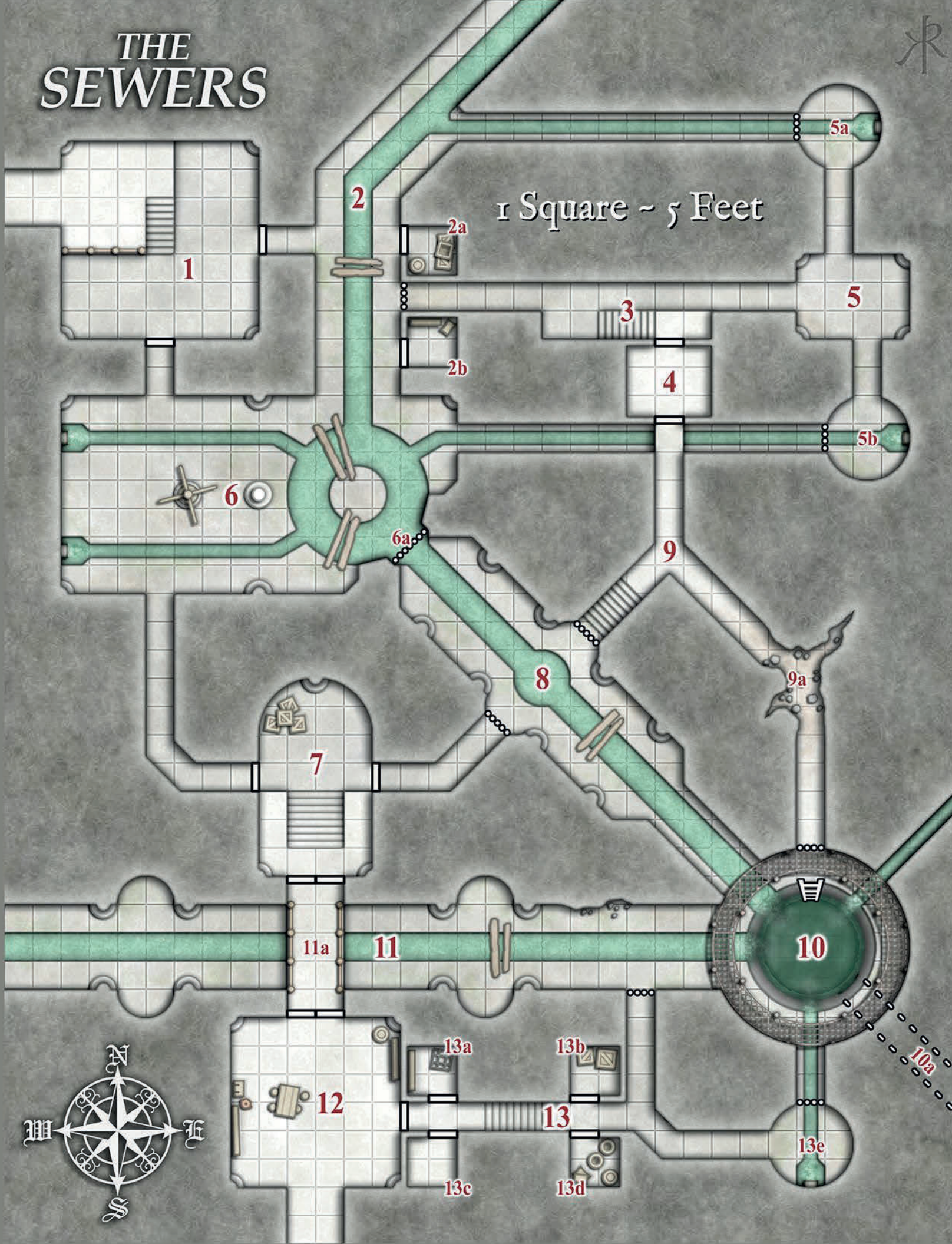
33-SOUTH EAST ISLAND - This craggy island that is just diagonal from Skullkeep Island's southeast corner is the site of something quite disturbing. At the very top, and in plain view for any and all to see, 2 green, fish-like humanoids are disemboweling a victim with wicked, craggy spear-like weapons. You see a yellow watch light intermittently scan the scene and then depart from it again and again. This suggests that whoever is manning this light is either ashamed of what he is seeing, or very angry indeed...

To keep morale high for the prison guards in the various guard and watch towers, Warden Cornelius Krast, in his infinite wisdom, has asked a favor of the Skum leader for tonight. The favor is to bring as many human captives up to the very top of this island so his disgruntled men could watch some kind of violent action, as they are missing out on the various tortures and slayings occurring in other areas of this godsforsaken rock.

Little does Krast know that the lone guard from the watch tower at area 32 is very deeply disturbed and *vehemently against* this supremely evil and deviant behavior. This guard, **Corporal Briggs Hendrix**, could not help but watch this brutal nightmare unfold, and is at the end of his breaking point. If any NPCs from this adventure are still alive, they will point out that Hendrix is not an evil man, and may even join the PCs to hunt down Krast.

Corporal Briggs Hendrix has a son around the age of this poor wretch being tortured. He has hated Cornelius Krast since day one, yet desperately needed this, his current job. Upon witnessing this violent act, Corporal Briggs Hendrix has lost a bit of himself. He knows there is nothing that can be done to save this young man, but is ready, willing and quite able to destroy Krast and as many of his wicked guards as possible. Treat this righteously angry man as a common guard with twice the hit points and ten times the rage.

THE SEWERS



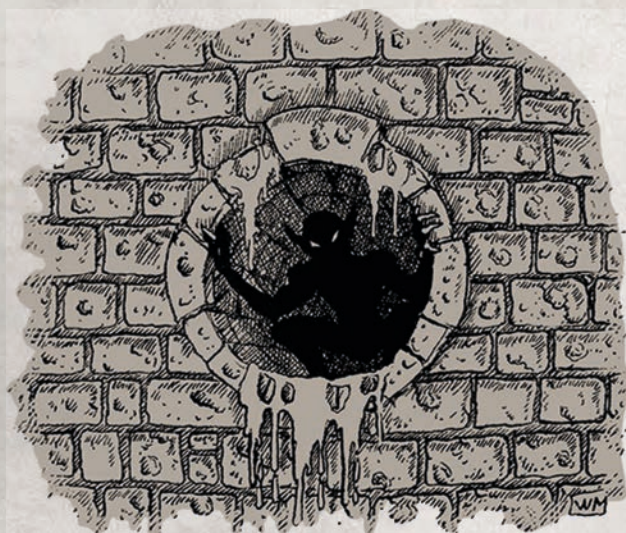
THE SEWERS



1-UNFINISHED CHAMBER - This 35 foot square room is much cleaner than any of the other chambers in these putrid sewers. It is also completely empty, and has nothing stored or stacked here. There is a door in the east wall and a raised, 10 foot high platform that leads up to a 20 foot square platform. A wide open passage leads ten feet heading west, then ends with no way to proceed. Your overall impression of this chamber is that of an unfinished, forgotten, or abandoned chamber.

2-ESCAPE FROM SKULLKEEP PRISON -

This could make for an excellent last stand made by Krast, Gruenor and/or anyone that has survived the PCs to this point. **It is through this passage that a legitimate escape can be made.** There are many ways at the disposal of the GM to formulate a fun and satisfying conclusion.



2-A-STORAGE ROOM - This 10 foot square room is completely dry and clean. There is a barrel to your right, and directly ahead, there are 3 stacked crates. The bottom 2 crates have lids to support the crate on top that is open.

The unlabeled barrel is filled with oil. 5 torches rest upon the top of this barrel, along with a fist-sized chunk of both flint and tinder.

The bottom 2 crates contain the following items: A large backpack quiver filled with 80 crossbow bolts. This is attached to an adjustable harness that can be adjusted to fit onto the back of any average-sized humanoid. Another backpack filled with iron rations for a week, and 3 liter flasks filled with water.

The topmost crate is filled with a spindle of very fine fishing wire.

This is Gruenor's survival cache, in case he ever needs to escape from Skullkeep. If Gruenor gets this far, and the PCs are on his heels, Gruenor may choose to smash open the locked door here and roll the barrel of oil out. He might then pour the oil over as much of the walkways as is possible and light the oil. Then, he will proceed to make the easy 5 foot jump over the sewer line and sprint up the passage heading northeast to freedom.

The spindle of fine wire is intended to further bolster Gruenor's grand escape. In times past, Gruenor has nailed studs into the walls of the escape tunnel. These nails have been pounded into the walls here

TROPHY ROOM

at various heights from the filthy floor. The heights are at 3 feet, 4 feet and 5 feet. They are there so that Gruenor can take the spindle of fine wire and tie it across the escape path.

This has a great chance of snagging a Dwarf, Elf or Human Being at some point, and potentially causing damage to a face or neck to anyone following.

A PC making a DC 20 Perception check will notice the deadly makeshift trap. This is for each of the 3 traps that Gruenor sets. He has no interest in setting more than 3. His chief concern is escape.

2-B-GRISLY SOUVENIRS - This 10 foot square room has a bookshelf against the north wall and a smaller bookshelf pushed diagonally into the northeast corner. Resting upon the tops of both bookshelves are a wide variety of personal effects. It is quite clear that someone has amassed a rather large souvenir collection, and judging by the varied items, it seems that these could belong to as many as a dozen or so victims.

The larger bookcase includes a black fiddle that has been broken in half, a bamboo flute that has also been broken in half, a roll of raw canvas, a jar filled with sable hair paint brushes, a small, wooden box of oil paints and three open cigar boxes containing neat stacks of 100 copper pieces, 100 silver pieces and 100 gold pieces. A clear jar holds 66 platinum pieces and there are also a few loose coins here as well, consisting of 5cp, 11sp, and 3 gp.

The smaller bookcase of souvenirs holds a silver tin of moist tobacco plugs, a brass tin filled with aromatic vanilla pipe tobacco, 3 thick red candles, a pound of prison beef jerky, 2 clear bottles of 120-proof harsh prison hooch, and numerous graphite drawings of forests, lakes and mountains. All appear to be from the same artist, as they are all signed by "Donto."

3-SLIGHT STEPS - There is a wide ledge that is overlooking another passage running east to west. This passage is slightly lower than the ledge, roughly a 5 foot dip, and stairs lead down to this passage. Just under 40 feet west, the passage ends with a closed portcullis. Looking east, you see the passageway runs another 30 feet or so, and leads to an open chamber.

4-EMPTY - The 15 foot square chamber is bare but has doors leading both north & south.

5-A-DRAIN OFF - This is a circular room that is 15 feet in diameter. The flowing sewer line runs through here beneath the portcullis, and leads to the east wall. There are 2 holes cut into the floor. Each hole is a square foot in size and the edges of these 2 holes are blackened with filth. These are 2 drain off areas. The gods only know where these ultimately lead.

5-B-DRAIN OFF - This is a circular room that is 15 feet in diameter. A skeleton wearing the signature grey prisoner uniforms of Skullkeep Prison can be seen face down with a crossbow bolt deeply embedded into his back and one in the back of his head. The poor soul is of halfling size and is a mere 3 feet away from one of the two scummy drain off holes. The flowing sewer line runs through here beneath the portcullis and leads to the east wall and through the floor. There are two holes cut into the floor here and each hole is a square foot in size and the edges of these two holes are blackened with filth. These are two drain off areas. The gods only know where these ultimately lead. Was the halfling just 3 feet away from freedom or more poop? You *very carefully* ponder your next actions...

6-THE WINCH - This 50 feet by 35 feet room has two live sewer lines running up to the west wall. There are a pair of 2 foot wide dump off holes which are open, and the filthy sewer water drops off to somewhere best not thought upon.



TREATMENT SUPPLY ROOM



There is a huge, 4-handled vertical winch that is obviously used to regulate the opening and closing of these 2 drain-off holes. A white stone pedestal just a few paces away from the winch holds an open book that shows a diagram revealing a clockwise turning of the winch closes the drains, and a counter-clockwise turning of the winch opens the apertures.

Any PC flipping through the pages of the book will soon see a valuable surprise. A PC making a DC 10 Perception check will flip through the pages long enough to *discover this unlabeled but numbered sewer map*. **The GM should reward the PCs with a copy of The Sewers map on page 77.** This is a very important find indeed.

6-A- There are 2 pairs of wooden planks that span the 5 foot wide sewer line in this area.

7-TREATMENT SUPPLY ROOM - This is a 20 foot by 35 foot room with opposing doors leading to both the west and east directions. A staircase has been cut into the raised, U-shaped ledge that makes up the south side of the room. There are 2 closed double doors here and just below the ledge are 4 closed crates. Your eyes burn slightly and a strong odor pervades your nostrils more than the sewage lines do.

An examination of any of the 4 crates reveals a smoking white powder. A PC making a DC 20 (dungeoneering) check will know that this powder is a strong chemical mix known as **WHITELIME**, which is used to break down most of the filthy unmentionables found in your typical sewer lines. The substance burns the eyes and makes them water profusely. A very clever fella might be smart, enterprising, and resourceful enough to find a way to use this white powder as some form of weapon.

If such a fella (or lady) exists, and this material is brought to an alchemist to fashion into some kind of weapon, for the right price (GM's discretion, of course) any alchemist worth his powder can craft a very special and unique non-lethal weapon.

The statistics of this weapon are described thusly:

Whitelime can be administered in a variety of ways:

1. BLOWGUN - Blown out through a blowgun, a compressed lump of the stuff can be shot up to 50 feet away.

2. SILK PACKET - Very much like the various magic dusts, Whitelime can be substituted instead of magic dust.

3. TRAPPED OBJECTS - A clever PC making his own traps could have a blast with this versatile compound. It can burn and blind a foe.

4. INGESTED - If a victim's goblet of wine is dosed with this mix, it acts as an ingestable poison.

5. INHALED - If a victim inhales this substance, it has the same capabilities as inhaled gas.

6. STUCK ON HARD SURFACE - Whitelime has a tendency to stick to almost anything if the right additives are introduced. This property could also act as a temporary (water washes it away) marking material.

Each usable dose could cost (optional 1d6) *about 50-100gp per dosage.*

1=050gp	2=060gp	3=070gp
4=080gp	5=090gp	6=100gp

It could be sold for up to 2x the cost that it took to create each dose. **GM to apply ALL specifics.**

PCs could also have the option of cutting each dose. 75% strength, 50% strength, 25% strength, etc. to be rendered at GM's discretion. Each of the 3 foot square crates contains 40 pounds of the mix. Each pound is further refined to yield 10 doses per pound. Adding POISON (GM's creativity) to this mix can add to the lethality of the Whitelime. ***It is an extremely useful and versatile substance.***

ALPHONSE THE ALLIGATOR

8-ALPHONSE THE ALLIGATOR - You come to a large chamber that runs 15 feet wide by 60 feet in length. The chamber is like all of the sewer chambers - damp, filthy and smelling of a host of different loathsome things. The chamber runs diagonally from northwest to southeast and there passages leading northwest, northeast and southwest. There are 2 wooden boards that cross over the 5 foot wide sewer and the sewer running southeast seems to run off into an area below. 10 feet above this area is a circular walkway fitted with railings and the floor to this walkway is soaking wet.

This is the home of Gruenor's pet alligator that he lovingly calls **Alphonse**. Alphonse is a very well-fed alligator that Gruenor has been raising for years. Alphonse is now 18 feet in length and **seems to enjoy patrolling areas 2, 5A, 6A and 8**. When the Ogre has sufficient time, he will open the portcullis at area 6A and drag a prisoner of his choosing to throw into the filthy waters here. This always alerts Alphonse to new prey, and Gruenor will pace along the safe sides of these areas and watch the carnage ensue. Gruenor is quite careful to closely monitor the progress of anyone unfortunate enough to try to go to area 2. He watches with a loaded heavy crossbow, in case the victim somehow avoids his pet. This area branches off to the northeast, and is the only practical way to escape Skullkeep Prison.

ALLIGATOR CR 2 ~ AC 15 ~ HP 22 ~ XP 600

STR 19, DEX 12, CON 17, INT 1, WIS 12, CHA 2

9-CROSSROADS - A 3-way crossroad leads north, southwest and southeast. There is a door in the north direction 20 feet from the fork. Looking in the southeast direction, there are steps leading down a slight grade and ending with a closed portcullis.

A larger, open chamber with a sewer channel running northwest to southeast can be seen beyond the portcullis. Gazing down the southeast

passage, after 10 feet or so, the hallway starts to degrade into an even dirtier, rubble-filled area that is extremely dark.

9-A-SPIDER NEST - There are several large boulders that have been cut out from the sides of the slanting hallway revealing the raw limestone beyond. These boulders are chunks of manmade wall and limestone. The area is still quite dark and silent, yet just as you are about to make your next move, you hear the scuttling. Soft scrapes, barely perceptible, are heard coming from this dark area. Several sets of red eyes appear from the dark, almost as if they were there the entire time and were just sleeping. What emerges from the shadows is definitely not sleeping. *3 giant spiders dart forth eager for their next meal!*

10-CESSPOOL - This circular chamber is 20 feet across, and there are 4 sewer lines that are depositing filth to this one area.



ZOMBIES!



11-MAIN SEWER LINE - After traveling east along this filthy sewer line, you see that you are finally coming to the end of the line. About 50 feet ahead, you see that a bridge looms above the sewer water and is running north to south about 25 feet in length. The bridge has strong wooden railings, and beneath the overhead bridge are double doors cut into the north side of the sewer tunnel and double doors on the south side. All of these doors are closed.

A PC making a DC 16 Perception check will hear creaking coming from the overhead wooden bridge. The sounds seem to be coming from 5 or more people, maybe more. The creaking sounds like footsteps, but the footsteps are sporadic and uncertain. And the shufflings vary in intensity from a low volume to a higher volume.

A PC making another DC 20 Perception check will smell the undeniable odor of dead and rotting flesh coming from area 11-A.

11-A-ZOMBIES! - You open the double doors and are instantly appalled by the stench, and overwhelmed by the moldy, rotting mass of humanity that surges and pushes forth right on top of you. It is unmistakable. You have just opened the doorway to a horde of hungry zombies! All of the zombies wear large wooden manacles around their necks. Each manacle is thick and of very solid wood and each has an iron ring bolted into the throat area. *Rotting limbs and rotten teeth seek to devour you!*

GM's discretion as to how many zombies are stored



THE SUGAR SHACK

here. Some suggestions are 6, 9 or 12. If you are a bit of a purist, try rolling 3d4. This is a potentially very dangerous encounter that may cause a large number of casualties. This encounter should be thought through carefully by the GM and played out the way he/she desires.

The ringed manacles have been fashioned by the Ogre Gruenor and they have a functional purpose. Gruenor has 4, 10 foot poles that have hooks at the end of them. These hooks are used to “safely” capture and corral these zombies to any place that Gruenor so desires. Currently, he is enjoying having them all here on this bridge. He enjoys the prison guards that he forces to play cards with him sweat and panic at the constant scraping and thumping sounds coming from behind these double doors.

12-ENTERTAINMENT CHAMBER - This dim chamber is well-lit and reveals a 30 foot square room with what appears to be a poker table near the center of the chamber. There are 4 chairs near the table, and along the west wall is a liquor bar. An enormous “group” spittoon made of bronze rests on the floor at the base of an open crate of wine. Along the east wall is a door

and in the northeast corner is an empty weapon rack. A huge stool fit for an Ogre can also be seen in the corner of this room. Double doors at the north side of the room guard what lies beyond. At the south side of the room is a hall that runs 10 feet and just stops at a dead end. The raw limestone behind the manmade walls can clearly be seen here. On either side of this apparent dead end are two boards. The board to the left is a dart board and the one to the right is a knife board that consists of a black pine silhouette of an average-sized man. 3 throwing knives stick out from the face of the target. Written in enormous letters, and rather crudely, is the phrase **WELCOME TO THE SUGAR SHACK!**

Gruenor sometimes gets lonely and bored with torture. It isn't often, but perhaps once or twice a month, Gruenor will put aside his hood and ask (tell) 2-4 of the available prison guards to come with him to what he calls THE SUGAR SHACK. This is the place where Gruenor comes to unwind when his violent ferocity has subsided a bit. He attributes this as some form of imbalance that he has learned to embrace and give in to. No prison guard has ever denied accompanying Gruenor.





THE SUGAR SHACK



On the table, there are five substantial heaps of coins. Near one of the coin heaps is a severed hand. The hand appears to be from a human, and is recent. It has been severed neatly at the wrist, and a large pool of dried blood has formed beneath this grisly trophy. Sticking deep into and through the wood is a short sword. Whatever caused such a savage wound had to be either incredibly angry, very large, or simply wanted to make a very clear-cut statement... There is a deck of cards placed in the middle of the table and an enormous pair of solid silver dice next to it. Each die is 4 or 5 times larger than the standard dice and the pips are circles neatly cut away from the smooth, polished silver surface. The dice appear to be as smooth as silk.

There is a grand total of 1,895 cp, 1,232 sp, 1,146 gp and 457 pp. This is where the vast majority of the confiscated coins end up - at The Sugar Shack.

13-A-This 10 foot square storage room contains an elaborate and decidedly out of place display case against the west wall. The display case is 10 feet long and around 7 feet in height. It is made

of cherry wood and on the inside of the case is a rich, red velvet lining obscuring 9 human skulls.

13-B-This is an empty 10 x 10 storage room.

13-C-This 10 foot square room is completely empty. The floor is damp here, suggesting that it is not a suitable place to store anything of value worth keeping.

13-D-This 10 foot square storage room contains 2 barrels marked RUM and a slightly larger barrel marked WATER. Two stacked crates in the south west corner are labeled RATIONS.

A basic search of these items reveals the contents to be exactly what they are labeled as - rum, water and rations.



DON'T FORGET DOKAEBNO

"He is half black man and half Orc. A born sorcerer who has the power to extend his arms 5 FEET out to his enemy, and light a man's hair afire with barely a touch! Worse than his arms, his spells are carefully selected to cause death to many victims, and damage castles that would normally shrug off rocks thrown forth by a catapult. Believe me, it's best if you don't take this fight head on. Not yet. Not yet. There will be another time. Trust me."

Dokaebno has been employed by the impetuous and extremely hot-headed SHERIFF FLAVIUS McKLAIVE. The sheriff's hasty and irresponsible decision was made with the foolish notion that destroying the entire prison would somehow free the sheriff's renegade warlock brother, Neville McKlaive. A more important factor regarding the employment of DOKAEBNO was the sheriff's burning hatred of Warden Cornelius Krast. McKlaive believes Krast has employed his brother to cast several protective and beneficial spells for himself and his prison. Upon completion of these magical tasks, Neville was immediately bound and gagged and imprisoned in Krast's gloomy prison. Sheriff McKlaive's suspicions were entirely accurate and upon realizing his grave mistake on unleashing Dokaebno upon Skullkeep Prison, he realized that

the only way to salvage his career and stay off of the hangman's scaffolding is to provide legitimate, indisputable evidence of Warden Krast's numerous illegal activities and atrocities.

The GM may choose to incorporate Dokaebno in a variety of ways. One way would be to leave him out of the adventure. Another way would be to have him appear seemingly at random on Skullkeep Island to throw a wrench into the works. He could also appear and join in the chase in the sewers. Finally, he could also appear at the other end of the tunnel waiting patiently for everyone!

The GM can also construct Dokaebno's remaining allies. He has control over a host of evil creatures including Kobolds, Goblins and Orcs and a small assault team could provide a final epic battle for both freedom and survival.

A rough guideline of Dokaebno's fighting force could consist of: 8 Kobolds, 6 Goblins and 4 Orcs. He can also assign them to spread out, making these piecemeal forces not as overpowering to the PCs. All of Dokaebno's creatures will do precisely as he says as he is extremely lethal and fearsome.



DOKAEBNO

DOKAEBNO - CR 5 - XP 1600

Chaotic Evil Medium Half-Orc

Sorcerer level 6

Init +2; Senses Darkvision 60

DEFENSE

AC 13, Touch 13, flat footed 10

(No Armour, Shield, none)

(+2 Dex, +1 feats)

hp 41 (0d8+6d6+12+6);

Fort +4, Ref +4, Will +5

Ferocity Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

OFFENSE

Speed 30

Melee

Single Attack(+1/+1) Pitchfork +6 (1d8+3) Shock

Full Attack (+1/+1) Pitchfork +6 (1d8+3) Shock

Bayonet-1 (1d6+1)

Space 5ft.; Reach 5

Special Attacks

Acidic Ray (Sp) Standard action 40ft range 1d6 + 1 /2 levels. Times/day 3 + CHA mod

Sorcerer Spells

CL 6 Concentration 9

Level 0 (4) DC 13

Acid Splash, Breeze, Ghost Sound, Message, Ray of Frost, Read Magic, Spark

Level 1 (7) DC 14

Discern Next Of Kin, Disguise Self, Ear-Piercing Scream, Enlarge Person, Magic Missile

Level 2 (6) DC 15

Flaming Sphere, See Invisibility, Storm Of Blades

Level 3 (4) DC 16

Sheet Lightning

STATISTICS

Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 16

Base Attack 3 CMB 5 ; CMD 18

Feats

Combat Casting: +4 Concentration checks for Defensive casting, Dodge: Add 1 to AC, Empower Spell: Numeric effects are increased by one-half, Eschew Materials: Cast spells without material components, Simple Weapon Proficiency

Skills Appraise 1, Bluff 11, Fly 7, Intimidate 5, Know Arcana 6, Spellcraft 9, Stealth 9, Use Magic Device 3

Languages Common, Orc

SPECIAL ABILITIES

Bloodline Aberrant When cast a Polymorph subschool spell duration increases by 50%

Eschew Materials Gives feat

Long limbs (Ex) Reach increases by 5ft at 3rd, 10ft at 11th, 15ft at 17th level

Ferocity:A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

MAGIC ITEMS

+1 Pitchfork Shock: +1d6 electricity damage

Staff of Electricity (5 charges left)

Staff of Weather (5 charges left)



NEVILLE McKLAIVE

NEVILLE McKLAIVE - CR 5 - XP 1600

CN Medium Human

Wizard level 6

Init +1; Senses ; Perception +6

DEFENSE

AC 11, Touch 11, flat footed 10

(No Armour, Shield, none)

(+1 Dex)

hp 41 (0d8+6d6+12+6);

Fort +4, Ref +3, Will +5

OFFENSE

Speed 30

Melee

Single Attack No Melee +4 (+1)

Full Attack No Melee +4 (+1)

Space 5ft.; Reach 5

Special Attacks

Acid Dart (Sp) Standard action 30ft ranged touch
1d6+ 1/2 level 3+INT modday ignores spell res.

Wizard Spells

CL 6 Concentration 10

Level 0 (4) DC 14

Acid Splash, Arcane Mark, Mending,

Message, Ray of Frost

Level 1 (5) DC 15

Alter Winds, Glue Seal, Handy Grapnel,

Jump, Web Bolt

Level 2 (5) DC 16

Arcane Lock,

Create Pit, Darkness, Invisibility,

Obscure Object

Level 3 (4) DC 17

Fireball, Ice Spears, Phantom Steed,

Rune of Warding

STATISTICS

Str 12, Dex 13, Con 14, Int 18, Wis 11, Cha 11

Base Attack 3 CMB 4 ; CMD 15

Feats

Brew Potion,

Combat Casting: +4 Concentration checks for Defensive casting, Maximize Spell: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spells actual level.,

Scribe Scroll, Simple Weapon Proficiency,

Spell Focus: +1 to DC for save against 1 school of magic, Spell Penetration: +2 caster level checks to defeat spell resistance

Skills Appraise 8, Fly 10, Know Arcana 13, Know Arch & Eng 11, Know Dungeon 4, Know Geography 4, Know History 11, Know Local 4, Know Nature 4, Know Nobility 11, Know Religion 8, Know the Planes 11, Perception 6, Spellcraft 13

Languages Common

SPECIAL ABILITIES

Arcane Bond (Ex or Sp) Wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object.

Scribe Scroll

Summoners Charm (Su) Conjuraton spells are increased by 1/2 wizard levels rounds, at 20th perm.

MAGIC ITEMS

Staff of Transmutation

Neville is extremely arrogant. He knows he is gifted and offers zero apologies. Neville is not at all evil, despite his wildness and his great potential. His ego is rather large, however, and if given the chance, he will go way out of his way to make "the good warden" suffer immensely. His spells were carefully selected to be of great help for the party's success. There are several options and additions regarding Neville that can bring extra flavor to this deadly escape adventure.



AREA 2 ESCAPE & POLTERGEISTS



The following should be read if the players find their way to Area 2 of The Sewers and escape successfully:

The sewer tunnel has been tapering slowly but steadily the entire time you have been crawling through this hideous muck and filth. The diameter of the sewer tunnel is little more than 3 feet wide, and you count your blessings that you are fit enough and light enough to make this journey to survival. It's dirty and filthy beyond what you thought possible, and it takes considerable effort to not regurgitate. You can't help but think - and even pray - that your hands can somehow be cleaned of this unholy muck. You have distracted yourself for the entire horrid trek, and just as you begin to think this sewer will never end, you see it. You finally see the light. It is but a dagger point in size, but the hope swells up in you and you know nothing is going to stop you. Nothing is going to stop you from escaping from Skullkeep Prison. Now the only question remains... Who is to buy the first round of spirits at the nearest tavern?

Poltergeist	CR~2	XP~600
	AC~12	HP~16
NAME- SHEILA KRAST		
TIME of DEATH- 6 Months ago ~ AGE~38		
FORMER STATUS- The Warden's Wife		
CRIME- Infidelity with Fletcher Greene.		
PUNISHMENT- Made to walk the plank, chained to privateer Fletcher Greene.		
APPEARANCE- You see before you something from the grave. A deep, dark, <i>watery</i> grave. Water-soaked for months, this rotting ghost lurches toward you on unsteady, rotted feet.		
RESOLUTION- Warden Krast Must Die!		
STR~	DEX~13	CON~
INT~5	WIS~12	CHA~12

Poltergeist	CR~2	XP~600
	AC~12	HP~16
NAME- FLETCHER GREENE		
TIME of DEATH- 6 Months ago ~ AGE~45		
FORMER STATUS- Dashing Privateer		
CRIME- Seducing Warden's Wife.		
PUNISHMENT- Made to walk the plank, chained to Sheila Krast.		
APPEARANCE- You see before you something from the grave. A deep, dark, <i>watery</i> grave. Water-soaked for months, this rotting ghost lurches toward you on unsteady, rotted feet.		
RESOLUTION- Warden Krast Must Die!		
STR~	DEX~13	CON~
INT~5	WIS~12	CHA~12

These 2 modified stat blocks are for if the GM should choose to use 2 of Warden Cornelius Krast's main victims. These 2 have suffered horrible deaths as a result of Krast's wrath, and in seeking vengeance, either of these poor souls could return as POLTERGEISTS to try and make Krast's life a living hell. These 2 could appear for short appearances and at different prison locations, or they could appear at the very end if/when the escape attempt and chase take place. These 2 undead could help tip the scales a bit and throw the evil warden and his minions off just enough to allow some more fortunate things to happen for the players. They will vanish forever if they are successful in bringing about Krast's well deserved demise.

CONCLUSION & THANKS

After the adventure and successful **ESCAPE FROM SKULLKEEP PRISON**, the GM can choose to simply end the adventure and assume that all of the loose endings are tied and secure and all is well. If, however, the GM feels as if the adventure should be carried out to the very last, you can allow for a meeting between the player characters and Sheriff Flavius McKlaive. The PCs can then hand deliver Neville to the Sheriff as well as any and all damning pieces of vital ephemera the players have found throughout their adventure. The rewards can then be finalized with the option that the GM can award the PCs an XP amount proportionate to the number of pieces of evidence found within Skullkeep Prison and Skullkeep Island.

Sheriff Flavius McKlaive meets with the party.

“You have done very well, and I am grateful beyond measure. Escaping from that hell hole was no easy task, I’m sure. I can allow you to stay for free at the local tavern until you fully heal. All meals and drinks are on the house, and then perhaps you might be interested in yet another escape mission. There will be more to talk about after your respite, but as of now, There is a certain Holy Order I have some knowledge of that would have need for a band of tough cases such as yourself...”

At this point, the adventure concludes and the next adventure - **ESCAPE FROM THE LAIR - LICH’S BREW** - awaits only the brave.

I would like to thank the awesome people that helped make this Kickstarter a successful and FUN venture. **THANK YOU VERY MUCH!**

Sincerely,
Matthew A. Bogdan
DARKBYDEZIGN

Steve Fortier
Andrea M
Erik Talvola
Bob Robinson
Cordolin
Nick Williams
Emil Enbuska
Iam McFarlin
Corey Tindall
Mike Douglas
Nick Beebe
Robert Smith
Chris Stewart
Aaron Foote
William Mearman
John Bowlin
Oliver von Spreckelsen
Korey Beatch
Sam Hing
Cirk R. Bejnar
Martin Blake
Martin Heim
Stanislas Biron
Ed Kowalczewski
Frank Bloom
Neil
David Starnier
John V Moore III

Benjamin Reyes
Kraig Crockett
Dwayne Conrad
Bo Tarl Johnson
James Porter
Martin StLaurent
davrion
TurboGuy16
Birr Joerg
Christopher
Denise Mac Pherson
J. Stewart
Chris Skuller
Demandred
Fragle
Dana Boychuk
incandescens
Joe Medica
Derek David Bruton
Ron Richmond
Oliver D. Dickerson III
TODD HODES
William Thomas Beck
Clint Doyle
Roger Haxton
J. Evans Payne
Andreas Loeckher



CREDITS

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K. Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K.C. Stevens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Black Orc from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games, Author Casey Christofferson.

Pathfinder Roleplaying Game Horror Adventures. © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Escape From Skullkeep Island © 2018, Dark By Design; Author: Matthew A. Bogdan

Ready to face the dark...?



*"Skullkeep Prison was built to be a
stronghold meant to keep evil from getting out.
Skullkeep Prison is really a melting pot for
evil to incubate and grow, waiting to be set free."*

- Melbor Torr