Saturday Night Special

– Castle Baldemar's Dungeon –



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By Scott Casper

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- Castle Baldemar's Dungeon -By Scott Casper

Introduction

Castle Baldemar's Dungeon is designed for 4-6 PCs of levels 6-8. A wellbalanced party of as many classes and races as possible is recommended and even high ability scores may make a difference to the outcome. This adventure is based on the first half of the *GEN CON IX Dungeons*, written by Bob Blake, originally for a tournament played in 1976 and published by Judges Guild in 1978.

Many liberties have been taken in altering the original text. The Village of Corvusrook, based on a single, unelaborated place name, has increased both in detail and significance. The unwritten "one monster per room" rule of the original has been discarded, though many encounters in the dungeon are still arranged so the monsters are met one at a time. Some monsters were discarded or replaced with others that made more ecological sense for this dungeon. Encounter areas have been greatly fleshed out from the originals, some of which were only 2-4 lines long. Where the original tournament adventure excelled, and what drew me to update it, were the clever puzzles which I felt would still challenge gamers today. Some of the details have still been changed on the puzzles to fit today's game mechanics (or simply to befuddle Old School gamers with long memories), but in principle they have remained much the same.

- Scott Casper

Adventure Summary

While in the small town of Corvusrook, the characters are accosted by the mage **Framnagle**. The irritated mage insists they undertake a quest for him, exacting revenge on his former apprentice **Hymor** — now in the form a blue dragon and living in the dungeons under Baron Baldemar's deserted castle. The characters are not expected to kill the dragon (though they can if they like), but are asked to at least steal back the *Staff of Naphozol* that the dragon had stolen from him, and are even told on which level of the dungeon to find him. The characters are free to pursue the staff right away, or seek additional help or information in Corvusrook. The castle and the upper levels of the dungeon are empty, but the dragon can be found on a still-thriving third dungeon level full of monsters, puzzles, and traps that must be overcome before the confrontation with Hymor.



GM's Section

Encounter Types: Keyed and Random

Keyed Encounters are linked to specific locations. If the PCs are not going out of their way to attract attention to themselves in the dungeon, most encounters will occur in their keyed encounter areas. Some keyed encounter areas already have notes about when monsters might move from one room to another to reinforce allies, but the GM must use common sense too. If the PCs make a lot of noise in a corridor dealing with a wandering encounter, it is likely that monsters from neighboring rooms will come to investigate.

Random Encounters may be rolled randomly or selected from tables found in this book or other wandering encounter tables of the GM's preference. This adventure has no real time limit, so the GM does not have to worry about using wandering monsters to "push" the PCs in a desired direction, unless that result is desired. Further advice on using wandering encounters is found in Chapter Two, as well as the stats for wandering encounters.

Wandering Encounters

Roll	Encounter	CR	
1	1-4 morlocks	1-4	
2	1 ooze mephit	3	
3	1 gray ooze	4	
4	1 pseudodragon	1	
5	1-4 morlocks	1-4	
6	1-3 shadows	2-6	
7	1-6 troglodytes	1-4	
8	1-2 wights	3-5	

Adapting the Adventure

The dungeon, as written, is meant to include several very difficult encounters, and yet most of the toughest monsters have checks in place that keep them from being able to fight the characters effectively, unless the characters are spoiling for a fight.

Weaker parties, with 3 or fewer characters, or characters below 6^{th} level, should warrant the following downgrades: take away the minotaurs' class levels; reduce the number of spectres to 2; place the stone giant in chains and make him a prisoner to be rescued; make the stone golem permanently slowed (as per the *Slow* spell); have the ogre mage avoid combat or remove it altogether; lower Hymor's level by one or two.

Stronger parties, with 7 or more characters, or characters above 8th level, should warrant the following upgrades: make Asteron a 3rd- or 4th- level Cleric; modify traps to do 1d6 more damage; replace the gray mold spores with yellow mold spores; add 1-2 giant ants; add 1 more to the gargoyles, 1-2 more to the ghouls, and add 1 more giant badger; give the ogre mage a magic item; make Hymor one or two levels higher.

This adventure focuses exclusively on the third level of a dungeon, assuming that the castle and the upper two levels are empty. The easiest way to scale the adventure is to add to the castle and upper dungeon levels, or insert another published adventure in their stead. Weaker parties can be brought up in level from exploring the upper levels, while stronger parties can be beat down and weakened up above (or even captured and tossed into this dungeon level as prisoners!). The original adventure, although published by Judges Guild, was not set in the Wilderlands campaign setting, but an unnamed "world roughly similar to Celtic mythos." Since the adventure takes place over a short distance within a barony, the adventure could be fitted into any campaign setting that would support a fairly "conventional" post-feudal town society. Some place names mentioned, but not detailed (the City of Vanace, the Gilded River, *etc.*), may need to be renamed to fit a wellmapped campaign setting.

Getting the Players Involved

The most obvious method of having the characters arrive in the Town of Corvusrook is to have them come already planning on looting Baron Baldemar's abandoned castle. Rumors of treasures left behind when the baron was assassinated and the inhabitants hastily fled would lure most adventurers to this spot. Such rumors could easily be widespread after 14 years.

Alternately, the adventurers could be passing through the area near Corvusrook and be sold a treasure map with a floorplan of the baron's castle (as crude or as detailed as the GM wishes to provide), and then have the rumors explained to them.

Also alternatively, the adventurers could be passing through Corvusrook itself with no intention of visiting the castle. While this is the most spontaneous approach, it then hinges entirely on Framnagle being able to coerce them into exploring the castle dungeon.

History of the Castle

Baron Baldemar inherited his lands, but he earned them many times over in a young life of high adventure. His companion for many of his adventures was his wizard, both retainer and friend, Grwn Gruenwald. Baldemar retired to a life of leisure with his accumulated wealth, but Grwn still thirsted for more. Grwn also hungered for power and it was this that led him to black arts and a path to evil. Baldemar saw none of it until it was too late. It was 14 years ago when Baldemar was assassinated in his sleep. His servants fled the castle or stayed and were slain by monsters that had mysteriously appeared in the castle. Gruenwald then made it clear that he ruled the barony.

The people of the barony were terrified and called on the Church for protection. High Priest Selecyn the Wise was called in and led his fellow clergymen in an assault on the castle. It was thought that Grwn was slain in that raid, but later events suggested otherwise. Seven years later, an event occurred that the locals refer to still as "the night of doom." That night, the sky over the castle turned green for miles around and gibbering and shrieking, as if of a thousand demons, could be heard throughout the village. It has been thought since that Grwn was weaving spells of a fearful magnitude that night, intended to supplement his monstrous guards in protecting his vast, ill-gotten treasure hoards.

The proof of the protection seemed to appear months later when a coven of wizards risked entrance to the castle. They are now said to wander Golmanur Forest, permanently insane. And yet...the protections on the castle ground must have lessened over the years, for it has also been said that other adventurers have come and gone and looted the castle in recent years with minimal resistance. Bold thieves have boasted openly in the Flying Horse Inn of having plundered two levels of the castle dungeons as recently as a year ago.

Corvusrook was just a village 2 miles away from the Village of Baldemar 14 years ago, but as Grwn's control waned over the surrounding lands, the villagers around the castle gradually fled and relocated to Corvusrook. Corvusrook has swollen in size in just this last generation, absorbing

resources and skilled manpower from Baldemar, which today stands as deserted as the castle.

The story the wizard Framnagle will soon be telling the PCs may seem at first unrelated to this one, but they intertwined recently when Framnagle was visiting, with his young apprentice Hymor, his friend Osferth in the City of Vanace one day some weeks ago. Imbibing had slaked the thirst of the two friends, but had also steered their conversation in such unusual directions as whether or not Framnagle could turn Hymor into a dragon. One specially modified Baleful Polymorph spell later, Hymor acted predictably upset at being a blue dragon and flew off in a huff. Framnagle and Osferth had a good laugh. They might not have laughed had they known that Hymor had repaid the deed by dropping boulders through the roof of Framnagle's tower and snatching the Staff of Naphozol from the top floor. They had not guessed that Hymor's personality would be subsumed so quickly by his new dragon persona. They could not have anticipated Hymor then encountering Grwn Gruenwald himself, being shapechanged into a true blue dragon permanently, and being invited to guard Gruenwald's lair while Grwn left to attend to old vendettas. But all was made clear to Framnagle a week later when he received a taunting letter detailing the location of his missing staff.

Divinations revealed the letter was true, but Framnagle resisted confronting his ex-apprentice and retrieving the staff himself for fear of encountering Gruenwald. What he decided he needed was a party of adventurers to go in first and flush Hymor, or Gruenwald, out first.



Chapter I: Corvusrook

Rumor Mill

Each character will begin the adventure with one rumor from the ordinary rumors table. More rumors can be obtained by asking around town. Throwing money around town is the best way to gain modifiers, adding +1 for every 10 gp spent.

Ordinary Rumors (1d10)

1. There is a haunted castle near the town [Partially True].

2. Corvusrook is officially a free town, but an evil wizard really controls this whole area [Was True; Grwn Gruenwald has turned his attention elsewhere in recent years].

3. Corvusrook is supposedly a free town, but Mayor Blakely is still paying tribute to someone [Was True; Grwn Gruenwald's servants have not collected tribute from Corvusrook in six years].

4. The worst problem in these parts has been poaching.

Or maybe some monster is making off with livestock ...

[The former is true; the monsters at Castle Baldemar rarely raid in this direction, so far].

5. The town looks so new because half of the town is just a generation old, back when refugees from an abandoned village moved in (True).

6. Corvusrook used to be part of a barony, but with the death of the baron it became a free town [True].

7. A horrific event known locally as "The Night of Doom" struck the nearby Village of Baldemar seven years ago [True].

8. The town has long employed a powerful wizard for its own protection [True; Framnagle collects a modest stipend].

9. The local baron had a castle nearby, but the baron is gone and his castle has been stripped bare by his ex-servants [True]. 10+ See special rumors table.

Special Rumors (1d6)

 The character knows/learns the history of Baldemar and Gruenwald.
The character knows/learns the history of Selecyn the Wise vs. Gruenwald.

3. The character knows/learns of the history and fate of the insane wizards of Golmanur Forest.

4. The character knows/learns of the "bold thieves" who plundered the dungeons under Castle Baldemar a year ago.

5. The character knows/learns of Hymor's transformation from a source other than Framnagle.

6. The character knows/learns of recent sightings of Grwn Gruenwald far from Castle Baldemar.

Players Start

Read or paraphrase the following:

Corvusrook is a common stop for travelers along the Judges Road or following the Gilded River. Yet few caravans use the old road and no deep-keeled boats can sail the shallow river, so Corvusrook remains a small, sleepy town. The market opens twice a month in town and wakes up the locals. There is one such market day, a common event in most places but treated like a holiday here. The Flying Horse Inn ("It's not a pegasus; it's just a flying horse," the innkeeper says) is bustling, or so it appears on the outside. While a high on your list of destinations in town, you are just passing it when you slow down to observe an old man leaving the inn. About as old as any man you have ever seen, this fellow is hunched over and leaning on his tall, fancy staff as if to keep his balance. His health might elicit pity, but he suddenly addresses you in a harsh voice. "Think I'm a shriveled old nit, do you? Think I can't read your minds? Didn't know I was a powerful mage, did you? You think I couldn't turn the lot of you into frogs with a gesture? Turn you into stone with a word? Shrivel the flesh from your bones with a spell? Bah, but that still wouldn't teach you proper respect, would it? I will teach you to sneer at wizards. To save your hides from my wrath, you must undertake a quest for me!"

It does not really matter what the characters were thinking, as **Framnagle** is bluffing about reading their minds. He is serious, though, about the quest being the only way to placate him. If the characters do not immediately accompany him to his suite in the inn to hear the details of his quest, Framnagle repeats his threats even louder. This brings **Andru**, the captain of the town watch, over to investigate from the candlemaker shop just down the street where he was flirting with pretty Sallea. Andru politely introduces both himself and Framnagle, stressing that the latter is the town wizard and anyone who doesn't like their wizard is not welcome in town. Andru tries to moderate conciliation between the two parties, but if the situation deteriorates irrevocably, then Framnagle attacks with spells to subdue, most likely starting with *hold person*. Andru, and 1-4 reinforcements from the town guard per round move to defend Framnagle as nonviolently as possible, even if it means taking blows for him.

Framnagle can be assumed to have his extended versions of *endure elements* and *protection from law* cast on himself. He has a *contingency* spell cast on himself that will *teleport* him to safety if reduced to half his hit points or less. Further precautions will be unlikely unless the players are the sort of players who see old wizards as XP hoards instead of plot hooks. At that point, the characters would likely end up being *geased* while in chains.

Interview with the Wizard

When the players are ready to learn about Framnagle's quest, and the characters have sufficient privacy, the GM can read or paraphrase the text below. The GM may also paraphrase or share information from the Background as needed, bearing in mind that Framnagle does not want to tell them anymore than he feels he has to tell them. The characters will have to use Diplomacy (Intimidate could be very dangerous!) for each question they wish to have answered.

"The Staff of Naphozol," the old wizard speaks, wistful with remembrance. "It was mine once, until it was taken by Hymor, that fool dragon. He thinks his ally, the black wizard Grwn, has shielded him from my sight, but I know where he is. Under Castle Baldemar, at the bottom of the sixth stairway, there is a grotto where Hymor rests with my staff. You will know the staff by its spiral carving and crystalline studs spaced evenly down the length of it. It is seven feet tall and carved from aspen. Capping the staff is a white opal. There will be challenges to overcome between the stairs and the grotto and, while I don't mind harm befalling any of you, at least one of you has to make it out alive to deliver the staff to me. So I offer you this," he says, producing an amber amulet on a gold chain. "This charm will offer some protection against the dragon and also be your means of coming back to me."

The amulet is an *amulet of greater spell storing* (similar in all ways to a *ring of spell storing*). It contains the following spells (CL 11th): *resist energy* (electricity only) and *teleport*. The second spell will only transport the user to Framnagle's tower, outside of Ravensrook. Framnagle makes it *very* clear he expects this powerful item to be returned to him.

Lastly, the party is likely to ask for some type of reward. Framnagle will initially be enraged, shouting, "Are you daft? I'm already letting you live AND serve my needs!" But if the characters remain firm, he will point out that Baron Baldemar has no known heirs and any other treasure they find in the castle they can keep. The characters may insist on extravagances such as healing potions, more protective spells, or arrangements to be raised if killed. Framnagle will be very difficult to persuade at this point (if resolved with opposing Diplomacy checks, give Framnagle a +2 bonus per request), mumbling, "When I was an adventurer, it was life or death and we liked it that way..."

Exploring Corvusrook

Some players may choose to minimize their interaction with the town of Corvusrook, but other players may seek out further information or other aid in town before heading to the castle initially or between forays to the castle, while other players may need the town's help in coercing them to cooperate (see above, if the characters resist Framnagle).

Corvusrook (small town):

LN small town Corruption -2; Crime -0; Economy +0; Law +0; Lore +1;

Society -1 Qualities Holy Site, Rumormongering Citizens Danger +0

Government Autocracy (Mayor Blakely)

Population 1,070 (225 able-bodied men / (1,015 humans, 25 halfling, 10 dwarves, 10 gnomes, 10 half-elves) Notable NPCs

Mayor Blakely (LN male human Aristocrat 3/Commoner 2) Town Wizard Framnagle (CN male human Transmuter 14) Sir Lars Engler, ex-knight of Baron Baldemar and now Captain of the Town Watch (LN male human Warrior 7) Wynna (CG female human Wizard 5/Expert 2.

Apothecarist, Framnagle's ex-apprentice and one-time lover)

Sister Farah (NG female human Cleric 3/Expert 4. Healer, of the Holy Order of the Holistic Hospices)

Guildmistress Hulga Doedel mostly a retired thief, now Head of the Laborers' Guild. (LN female halfling Rogue 4/Expert 2.)

Tommel (CN male human Fighter 1/Rogue 4. Rake and secret head of a gang of poachers)

Sergeant Andru of the Tow Watch (LN male human Fighter) Stablemistress Lindra of Lindra's Famous Stable (NG female half-elf Druid2/Commoner 2)

"Lucky" Falgir Head Porter of the Laborers' Guild (CN male dwarf Fighter 1/Commoner 2)

Innkeeper Orik of the Flying Horse Inn (LN male human Commoner 2)

Other NPCs

Town guards, War2 (x5), Exp2 (x2), Ftr1 (x8), War1 (x12), Wiz1 (x2), Exp1 (x6); Brd2 (x1), Brd1 (x5), Clr3 (x2), Clr2 (x3), Clr1 (x6), Drd2 (x1), Drd1 (x4), Pal1 (x1), Rgr1 (x2), Sor2 (x4), Sor1 (x8), Wiz3 (x1), Wiz2 (x2), Wiz1 (x3), War2 (x5), War1 (x10), Exp4 (x2), Exp3 (x5), Exp2 (x10), Exp1 (x70), Com3 (x3), Com2 (x7), Com1 (x870).

Base Value 1,000 gp; Purchase Limit 5,000gp; Spellcasting 6th level Minor Items 3d4; Medium Items 1d6; Major Items — **Notes:** The town is, of course, named after the crows that flock to its tall, slanted, slate-tiled roofs. The town is walled, with two fortified gatehouses manned by the town watch. The Flying Horse Inn and Lindra's Famous Stables have their own palisades. Entrance to the town is free all year except during market days, when a 1 cp toll is levied per person. The main trades of Corvusrook are farming, animal husbandry (specializing in horse breeding), a small market and some river trading.

The most obvious use of the town for characters will be a resource for gathering information (and allowing them skill checks to acquire the information from the background above). Mayor Blakely is a largely hands-off administrator who will not seek out the characters unless they have obviously done some good for the community, such as slaying a nearby dragon. Andru will also be slow to see the party after learning they accept the quest. Andru has unpleasant memories of his last days at Castle Baldemar that he would rather leave in the bottom of a tankard of ale than recall. If the characters learn of Wynna, she may be useful in smoothing things over with Framnagle, especially if they have botched Diplomacy checks with him.

The Holy Order of the Holistic Hospices maintains the only chapel in town (a pantheistic chapel, with shrines to the two major local deities). The Order has close ties to the church hierarchy in the City of Malan. With a sizable donation to the Order, Sister Farah might be able to arrange for scrolls of healing spells or other, moderate services to be sent from the larger city.

The Laborers' Guild is quick to hire out its best porters or other retainers to the party, with verbal, witnessed contracts that the retainers are to be employed by the entire party as a legal company. Guildmembers are under orders not to sabotage their employers, but should anything happen to a member of the party, the retainers are to return to the guild with as many of their fallen employer's possessions as possible. The guild will argue that they have a legal claim to this loot to settle breach of contract – said death having breached the contract. It's a tricky interpretation of regional law that a character with DC 15 Knowledge (local) might see coming. The mayor can be persuaded or bribed to null the contract.

While unethical, and run by an ex-thief, the Laborers' Guild is not a thieves' guild under all but the loosest definition. The local poaching gang functions more like a traditional thieves' guild, though it is small and disorganized. It needs to be, as Framnagle has made it clear in the past that he will squash them if they become more of a nuisance.

Rumors abound in town that Lindra's Famous Stables houses a pegasus, or at least some manner of flying horse that the local inn is named after. Lindra and Orik are both coy on the subject, as the rumors drum up business. Actually, in a locked and well-guarded stall, she keeps Framnagle's **trained griffin mount**.

GRIFFIN XP 1,200

CR4

hp 52, (see the Pathfinder Roleplaying Game Bestiary, "Griffin")

FRAMNAGLE

CR 15

XP 51,200 Male human transmuter15 CN Medium humanoid (human)Init +1; Senses Perception +15

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 87 (15d6+30 plus 15) Fort +7, Ref +6, Will +10

Speed 30 ft.

Melee touch +7 (by spell)

Ranged touch +8 (by spell) Special Attacks telekinetic fist (1d4+7 damage, 8/day)

Wizard Spells Prepared (CL 15th)

8th—moment of prescience, polymorph any object (DC 25) 7th—greater polymorph (DC24), greater teleport, widened haste

6th-age resistance, disintegrate (DC 23), monstrous

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physique IV, unwilling shield (DC 21)

5th—baleful polymorph (DC 22), break enchantment, cloudkill (DC 20), contact other plane, telekinesis x2 4th—lesser geas (DC 19), mnemonic enhancer x2, scrying (DC 19), selective fireball (DC 19)

3rd—arcane sight, dispel magic, fly, hold person (DC 18) x2, slow (DC 20)

2nd—darkvision, daze monster (DC 17), extended endure elements, extended protection from law, knock, web (DC 17) 1st—identify, mage armor, magic missile, shield, reduce person (DC 18) x2

0—detect magic, mage hand, read magic, resistance Arcane School transmutation Opposition Schools evocation, illusion

Str 10, Dex 12, Con 15, Int 20, Wis 12, Cha 16 Base Atk +7; CMB +9; CMD 20

Feats, Empower Spell, Extend Spell, Greater Spell Focus (transmutation)^B, Greater Spell Penetration, Lingering Spell, Persistent Spell, Quicken Spell, Scribe Scroll^B, Selective Spell, Spell Focus (transmutaiton)^B, Spell Penetration^B, Still Spell, Widen Spell

Skills Bluff +13, Diplomacy +10, Intimidate +10, Knowledge (arcana) +18, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Linguistics +15, Perception +15, Sense Motive +9, Spellcraft +15

Languages Aklo, common, draconic, elf, goblin, infernal Gear Staff of Transmuation, Scroll of Greater Teleport x2, pouch of spell components worth 15gp.

SQ arcane bond (none current), change shape (beast shape III or elemental body II), physical enhancement (+3 Con)

SIR LARS ENGLER XP 800

CR 5

Male human warrior 7 LN humanoid (human) Init +2; Senses Perception +7

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 53 or 84 (7d10+14) Fort +7, Ref +4, Will +2

Speed 30 ft **Melee** mwk longsword +12/+7 (1d8+3/19–20) **Ranged** heavy crossbow +10 (1d10/19–20)

Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10 Base Atk +7; CMB +10; CMD 22

Feats Cleave, Combat Reflexes, Improved Initiative, Weapon Focus (longsword), Weapon Focus (heavy crossbow),

Skills Handle Animal +10, Intimidate +10, Perception +7 **Gear** masterwork longsword, chain shirt, light steel shield, heavy crossbow, 20 bolts

GUARDSMAN MAN-AT-ARMS

XP 400

Male human warrior 2 N Medium humanoid (human) Init +2; Senses Perception -1

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 dodge) hp 11 (2d10) Fort +3, Ref +2, Will –1

Speed 30 ft.

Melee spear +3 (1d6+1/x3) Ranged sling +4 (1d4)

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +3; CMD 15

Feats Dodge, Point Blank Shot Skills Climb +5, Handle Animal +3, Intimidate +3, Ride +6, Stealth +7

Languages Common

Gear leather armor, spear, sling, 10 stones

Chapter 2: Sketch of the Castle

Castle Baldemar is surrounded by the ruins of the village that - just a few years ago -- thrived in the low hills and wide valleys around it. The castle itself is a moated, concentric castle built on the highest, broadest hill around and is composed chiefly of large, rough-hewn limestone blocks. Some terrible battles in recent years have wrecked the main gatehouse so that passage through it is almost as dangerous from its instability as it once was from defenders. The courtyard beyond is choked with weeds. The main hall is four stories tall, but is narrow. The rectangular building is entered via a ramp that accesses the level above the ground level. The drawbridge adjoining the ramp from the main doors is wrecked, but has been replaced in recent years by wooden ladders and fresh planks carelessly left behind by previous looters. The rooms within are more than spartanly furnished – it appears the looters made off with some of the tables and chairs! Nothing remaining appears to be of value, though an entrance to the lower levels appears sturdy and unharmed, promising the chance of untouched wealth below.

The dungeon levels prove equally barren. The grimy, cobwebbed rooms and adjoining corridors are separated by thin, crumbling walls. Any furnishings down here were looted or pulverized into debris. The levels are not even and uniform, but staggered with some rooms deeper than others. Multiple staircases provide access up and down throughout the levels, but the sixth stairway the PCs encounter leads deeper than any others, and is a little dustier from disuse. The oaken door that seals off the lowest dungeon level seems sturdier and less often forced than those before it. Beyond this point should lay unspoiled challenges and unclaimed treasures – including the dragon and staff you seek.

Although it is beyond the range of this module to detail the entire castle and dungeons, the following could serve as a brief summary for players willing to gloss over the preliminaries:

Searching in and Around the Castle

Persistent players may remain convinced, even after the above summary, that the upper levels of the castle or dungeons warrant further exploration. *The GM may wish to award, instead of punish, such persistence with wandering encounters (see below) or small caches of treasure.*

More specifically, players may be concentrating on finding a hidden entrance to the dungeon levels, expecting a large dragon to have some more direct egress to the outside world than dungeon corridors. There is none, as Hymor is not a large dragon (Framnagle could tell them so if asked). It would likely not hurt to have them make a few Perception checks as they reconnoitered, but at some point they may need to be nudged in the right direction.

Wandering Monsters

In and around the castle, or anywhere in the dungeons, there is a 1 in 8 chance every 20 minutes of a wandering encounter. These monsters are low on the food chain in this dungeon, lacking their own territory. They rove the castle and dungeon, hiding and scavenging. They are unlikely to attack five or more characters, but may try to follow and ambush a resting party later (with the exception of the pseudodragons, which are more likely to steal food or treasure instead, and apologize for it if caught). Roll 1d8 to determine monsters encountered from the following table:

<u>Roll</u> 1	Encounter MORLOCK XP 600 hp 22, (see the Pathfinder Roleplaying Game Bestiary, "Morlock")	CR 2
2	OOZE MEPHIT XP 800 hp 19, (see the Pathfinder Roleplaying Game Bestiary, "Mephit, Ooze")	CR 3
3	GREY OOZE XP 1,200 hp 50, (see the Pathfinder Roleplaying Game Bestiary, "Grey Ooze")	CR 4
4	PSEUDODRAGON XP 400 hp 16, (See the Pathfinder Roleplaying Game Bestiary, "Pseudodragon")	CR 1
5	MORLOCK XP 600 hp 22, (see the Pathfinder Roleplaying Game Bestiary, "Morlock")	CR 2
6	SHADOW XP 800 hp 19, (see the Pathfinder Roleplaying Game Bestiary, "Shadow")	CR 3
7	TROGLODYTE XP 400 hp 13, (see the Pathfinder Roleplaying Game Bestiary, "Troglodyte")	CR 1
8	WIGHT XP 800 hp 24, (see the Pathfinder Roleplaying Game Bestiary, "Wight")	CR 3

Chapter 3: eyond the Sixth Stair

The following are fixed encounter areas for the third dungeon level of Castle Baldemar.

Area 1. Stairwell Room

The stairwell empties out into a small room at its base. The room is made from grey, worked stone with a floor of smooth flagstones. The air is unusually fresh for this deep. There is a large door in one wall that is 8 feet tall and 4 feet wide, triple-bound with iron. It is probably made from oak and appears well-preserved.

All doors in this dungeon level match this description unless specified otherwise. These doors are stuck tight unless described otherwise. The description of the walls and floor are typical of the whole dungeon level, though this is a rare, flat-ceiling room. Most rooms have rough ceilings with wooden rafters supporting them.

Rafters are typically spaced 5 ft. apart along the width of the room. Each rafter destroyed has a 5% chance of causing a cave-in that destroys the whole room (causing 8d6 points of damage to all inside, DC 18 Ref save for half).

Ceilings are typically half as high as the length or width of the room (whichever is shorter). So, a room that is 30 ft. by 20 ft. will have a 10 ft. ceiling. The corridors are all 10 ft. high, unless specified otherwise in a nearby room description.

Hewn stone walls: 3 ft. thick; Break DC 50; Hardness 8, hp 540; DC 22 Climb.

Strong wooden doors: 2 in. thick; Hardness 5; hp 20; Break DC 23, Stength check DC 15 to open doors without breaking them down. Strong wooden rafters: 10 in. thick; Hardness 5; hp 100; Break DC 30.

Area 2. Well Room (CR 4 or 8)

The oaken door opens into a worked stone room with a flagstone floor. The 10-foot high ceiling is supported by oak beams. The air feels damp and the floor looks slick. In the same wall as the (main) entrance is a fireplace with a rough stone mantle built around it. The fireplace is overflowing with ash and charred logs and bones. Its chimney must extend to the upper levels. There is a rectangular well or basin filled with what appears to be clear water along the west wall. There is a 2-foot tall, rough stone retaining wall around this well or basin and, sitting on the retaining wall, is a bucket. Between the fireplace and the pool is only a tall, thick, wooden stool.

Creten the minotaur guards this room. He is normally sitting on the stool, tossing things into the well, or drinking water from the bucket. If he has surprise, he is waiting behind the door for a sneak attack. In combat, he prefers to lead with a charge and gore attack, but is likely to try grappling an armored foe every other round and toss his foe into the well.

Unless the battle is unusually short or silent, Minora (from Room 3) will arrive to join the battle on round 3 and Asteron (from Room 4) will reinforce them on round 5. They do not work better as a group, relying on the same tactics together as they would individually. Every eight hours, the three minotaurs on this level switch off so a fresh one is present on

guard duty here (so characters who leave and come back may not meet the same minotaur again; see Rooms 3 and 4 for the other two minotaurs).

The well runs 50 ft. deep. The water is relatively fresh and drinkable, though there are quite a few unclean objects farther down, including skulls, helmets, and various small weapons - but nothing of real value. Creten carries nothing of value on his person.

CR4

CR4

CRETEN THE MINOTAUR XP 1.200

hp 57, (see the Pathfinder Roleplaying Game Bestiary, "Minotaur")

Area 3. Rubbish Room (CR 4)

This room is composed much like the others, with its smooth flagstone floor and oak rafters. Along one wall is a wide, but shallow stone basin that holds rubbish instead of water. Against the opposite wall is a huge stone chest, 4 feet wide and 3 feet tall, with the image of a minotaur engraved on the lid. Broken chains litters the floor, the rings that once held them still moored to the walls.

Minora the minotaur adept usually rests here, praying to Baphoment (the minotaur demon-god), resting, or getting ready to entertain one of her minotaur companions. Minora defers to Asteron as their leader, though both males know she is smarter. Though Minora does not know Common, her ability to speak Orc makes her more likely to be the one parlaying with characters, should they choose to do so. In combat, Minora casts obscuring mist over obvious spellcasters (second choice is people holding back with missile weapons) before wading into melee with armored foes. She holds two morningstars in battle, though mostly for bluff (or if she loses one) since she is only skilled enough to attack with one at a time. Minora will surrender if Asteron is slain.

The rubbish heap is rotten straw, charred wood, and a few rusty weapons. There is nothing of value there. The chest has no ordinary lock and radiates abjuration magic. It opens by touching a special medallion with a minotaur engraving to the engraving on the lid. This chest's medallion is in Room 28. The chest contains a silver ring with a turquoise stone worth 700 gp, a folded, decorative tapestry with gold thread worth 350 gp, a silver bracer worth 60 gp, 3 lapis lazuli stones worth 10 gp each, 250 gp, and 250 sp. The fact that the engraving matches the occupant of the room is pure coincidence, though it may lead the players to make false conclusions.

MINORA THE ADEPT

XP 1,200

(see the Pathfinder Roleplaying Game Bestiary, "Minotaur") Female minotaur adept 1 CE Large monstrous humanoid Init +0; Senses darkvision 60 ft.; Perception +13

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size) **hp** 49 (6d10+1d6+14) Fort +6, Ref +5, Will +8 Defensive Abilities natural cunning

Speed 30 ft.





Melee large morningstar +9/+4 (2d8+4) and gore +4 (1d6+2) Space 10 ft.; Reach 10 ft. Special Attacks powerful charge (gore +11, 2d6+6) Adept Spells Prepared (CL 1st) 1st—obscuring mist a dept sound (DC 10), quidance, monding

0-ghost sound (DC 10), guidance, mending

Str 19, Dex 10, Con 15, Int 10, Wis 12, Cha 8

Base Atk +6; CMB +11; CMD 21

Feats Alertness, Great Fortitude, Improved Bull Rush, Power Attack

Skills Heal +3, Intimidate +5, Perception +13, Sense Motive +3, Stealth +2, Survival +11; Racial Modifiers +4 Perception, +4 Survival

Languages Giant, orc Gear 2 large morningstars

Magically treated iron chest: 1 in. thick; Hardness 10; hp 80; Break DC 28.

Area 4. Room of Tattered Hangings (CR 6)

The smell of mildew is strong in this hall. The tattered remnants of tapestries line the walls, as do torch sconces, alternating, with spaces between them. Most of the tapestries depicted a hunting scene, but some suggest a more sober outdoor ceremony. Whatever details might have linked the two scenes have long since faded. Under one sconce rests an iron chest, its lid engraved with the image of a scorpion. Asteron, the minotaurs' leader, has made his lair here. The tattered tapestries hang 6 inches out from the north wall, giving Asteron cover if he has surprise on the characters. Asteron's spells are more geared towards keeping his followers in line, but he will cast *protection from law* on himself if he has heard the characters coming or before arriving to reinforce Creten or Minora. He will also try to activate his *cloak of shadows* and turn it into a shadow before any attack, having it fight beside him or ambush anyone not in melee with him.

The 8 tapestries are worthless in their current condition, though casting *mending* on a tapestry should restore it enough to fetch 20 gp each. The chest is, except for the engraving, identical to the chest in room 3. The matching medallion that opens this chest is in **Room 26**. The contents of the chest are 1 masterwork shortsword in a silver engraved scabbard worth 50 gp, 1 silver necklace inset with zircon gems worth 450 gp, 1 copper mask inset with topaz worth 300 gp, 1 small gold holy symbol worth 100 gp, 50 gp, and 1,000 sp.

ASTERON THE CLERIC XP 2,400

CR 6

(see the Pathfinder Roleplaying Game Bestiary, "Minotaur") Male minotaur cleric 2 CE Large monstrous humanoid

Init +0; Senses darkvision 60 ft.; Perception +12

AC 18, touch 9, flat-footed 18 (+4 armor, +5 natural, -1 size) hp 57 (6d10+2d8+16) Fort +9, Ref +5, Will +10 Defensive Abilities natural cunning

Speed 30 ft.

Melee large heavy flail +12/+7 (2d10+6/19–20) and gore +5 (1d6+2)

Space 10 ft.; Reach 10 ft. Special Attacks powerful charge (gore +12, 2d6+6) Divine Spells Prepared (CL 2nd; concentration +6) 1st—command (DC 13), doom (DC 13), protection from law 0—guidance, light, read magic, resistance

Str 18, Dex 11, Con 15, Int 8, Wis 14, Cha 10 Base Atk +7; CMB +12; CMD 22

Feats Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +5, Perception +12, Stealth +2, Survival +12; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

Gear Chain shirt, large heavy flail, cloak of the shadow

SHADOW

CR 3

XP 800 hp 19, (see the Pathfinder Roleplaying Game Bestiary, "Shadow")

Cloak of Shadows

Aura moderate conjuration and transmutation; CL 15th Slot shoulders; Price 60,000 gp; Weight 1 lb.

Description

This cloak of black silk is indistinguishable from an ordinary (though valuable) cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +2 competence bonus on Stealth checks. Further, once per day the cloak can be commanded to take the form and function of an undead shadow for up to 10 rounds, or until destroyed. If destroyed in shadow form, the cloak is irrevocably destroyed.

Construction Requirements

Craft Wondrous İtem, create greater undead, invisibility; **Cost** 30,000 gp

Area 5. Embalming Room (CR 4)

This smaller room reeks of old, stale embalming fluids. There is a broken slate-and-wood table along one wall with smashed clay jars underneath the wreckage. Standing along the opposite wall are three sarcophagi with bronze lids. Each bronze surface is etched with the image of a person in repose – an old man, a young man, and a woman. A trail of tattered linen seems to lead from the table to the sarchophagi, or vice versa.

The remains of the table and urns hold nothing of value. The sarcophagi are stuck shut (Break DC 13), but are also empty. Everything is here to distract the characters while they breathe the **poisonous air**. Removing the danger of breathing in here is as simple as leaving the door spiked open for at least 10 minutes.

SILENT DEATH POISONOUS AIR TRAP CR 4 XP 1,200

Type mechanical; Perception DC 19; Disable Device DC 20

Trigger touch; Reset repair

Effect poison gas (**Silent Death**: inhaled; save Fort DC 14; frequency 1/round for 4 rounds; initial effect 0; secondary effect 2d6 Con damage; cure 1 save); never miss

Area 6. Fire in the Chest (CR 5)

The floor of this smaller room is littered with several humanoid and small monster corpses, with bones and garment fragments sticking out of them. Just past this refuse, against the far wall, is a huge iron chest, its lid engraved with the image of a manticore.

Although similar, the chest here is different from the chests in **Rooms 3** and 4 in less obvious ways. First, this chest has a keyhole (the key is in **Room 14**). Secondly, this chest functions much like an *iron flask*, with the exception that it can only hold an extraplanar being of 4 HD or less and it can use any special attacks it has through the keyhole. Third, it is currently occupied by an unusually intelligent **fire mephit** (smart enough to speak) that has been trapped here for decades. Fourth, the iron chest is further protected by a **poison needle trap**.

The fire mephit calls out to anyone in the room and beg to be released, making all kinds of promises and assuming contradictory identities ("I'm a magically imprisoned knight! Let me out and I'll share the treasure in this chest with you! Wait, I'm really a prince and I can reward you with a castle!"). The characters can look through the keyhole and see it (DC 20 Perception check), but will have an easier time if they dim their lights first (DC 15 Perception, though they will notice the flickering flame on the other side of the keyhole first). Even if spotted the mephit will not admit to what it is, but claim to be altered by the magic of the chest. The mephit is a little crazy from its imprisonment - so much so that on every other round it attacks the very people it is trying to convince to free it. It can use its breath weapon (though, through the keyhole, it assumes the shape of a ray of fire instead of a cone) or its spell-like effects like scorching ray or *heat metal.* On subsequent rounds of lucidity, the mephit insists the chest is responsible for the attacks. The mephit also fails to mention the poison needle trap on the chest.

The keyhole is large enough to allow the mephit to be attacked, but no weapon larger than a dagger can strike through the keyhole. The mephit enjoys no Dex bonus and is considered prone, but also gains a +10 bonus from cover. It is immune to touch attacks so long as it is locked in the chest.

Besides the mephit, the chest holds 4 citrine stones worth 50 gp each, 3 lapis lazuli stones worth 10 gp each, 950 gp, and 950 sp.

FIRE MEPHIT

XP 800

CR 3

CR4

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Mephit, Fire")

POISON NEEDLE TRAP XP 1,200

Type mechanical; Perception DC 30; Disable Device 23

Trigger touch; Reset repair Effect Atk +15 melee (1 hp plus large scorpion venom); Blue Whinnis Poison Type poison (injury); Save Fortitude DC 17 Frequency 1/round for 6 rounds Effect 1d2 Str damage; Cure 1 save

Iron Chest: 1 in. thick; Hardness 10; hp 80; Break DC 28.

Area 7. The Hanging Room (CR 4)

There are three stone slabs spread out across this long room, each large enough for a person to lay atop them. They are uncovered slabs, but lying on the floor near them is a pair of rotten corpses. The broken remains of two wooden chests also litter the floor. A third rotten corpse, probably dead for years, is hanging from the rafters by, of all nooses, a gold chain. Charging at you from the rear of the room is a huge beast that is half-owl, half-bear!

The **owlbear** in this room seems to be charging at the characters as soon as they open the door, but it is actually trying to charge past them to escape after being accidentally stuck in this room for several days. It retaliates as soon as it is attacked and then stays to fight.

The amulet hanging from the rafters is the *cursed amulet of Dryctmon*. Because of the amulet, both it and the corpse hanging from it radiate a continuous aura of *antipathy* that keeps all beings of neutral alignment from wanting to come within 5 ft. (DC 20 Will save negates). At least the previous owner's adventuring companions had the decency to cast a warning *magic mouth* on the amulet before looting his corpse of all valuables. If the amulet is touched, a *magic mouth* appears on the back of it and says, "May the curse of Dryctmon quake your spirits! You will rue the day you found me!" The corpse is wearing nothing but the amulet and a loincloth. The *amulet* no longer has any beneficial magical properties.

The chests are empty, the slabs are of no importance, and the other corpses have been stripped, mauled, and decayed. Some incidental treasure can be found on the owlbear, however. Three small bloodstones worth 25 gp each are stuck in its dirty fur.

OWLBEAR

XP 1,200 hp 57, (see the Pathfinder Roleplaying Game Bestiary, "Owlbear")

Area 8. The Dusty Room (CR 2)

There is very little in this smaller room. There is some decomposing matter on the floor that would probably still be unidentifiable even without the thick blanket of dust settled over it.

The thick, loose dust on the floor is not all dust, but also spores from **gray mold** growing under the dust layer.

There is nothing of value or importance in the dust.

GREY MOLD XP 600

CR 2

CR 4

If disturbed, a 5 ft. square of this mold bursts forth with a cloud of spores. Luckily, while they cause choking and sneezing (those failing a DC 15 Fortitude save take 1d4 points of Constitution damage immediately. Those who succeed on this saving throw are nonetheless disabled by choking [treat as stunned] for 5d4 rounds), the spores are not lethal like yellow mold spores. Water will kill gray mold spores, at the rate of 5 sq. ft. per gallon.

Area 9. The Fountain Room (CR 6)

The trickling of water can be heard from inside this rectangular hall. Half of the room appears to have been a dining room, but the furniture is badly charred and barely recognizable, while once-fine tapestries on the walls are shredded and scorched. The other half of the room has fared better. There is a marble fountain there with an alabaster statue of a woman pouring a trickle of real water from a vase in her hands into the fountain's basin. There are also two, iron-bound, open chests propped against the basin. Curled around the fountain and the chests are seven large, serpentine heads and necks, all attached to the same monstrous body.

The **7 headed hydra** is quick to attack, being fiercely territorial over its lair and its steady source of drinking water. If not being overwhelmed in melee by superior numbers, it may play with its food by trying to grapple opponents and hold them prone for biting.

Little of value can be carried from this room. A *Mending* spell can restore the tapestries enough to sell 4 for 20 gp each, or 8 gp worth of gold thread can be unraveled from the lot of them. The alabaster statue is worth 6,000 gp, but weighs 800 lbs. There is harmless, drinkable water in the

fountain, fed by an underground stream and a simple water wheel under the fountain. The chests have long since been cleaned out.

CR 6

CR 3

SEVEN-HEADED HYDRA XP 4,800

(see the Pathfinder Roleplaying Game Bestiary, "Hydra") N Huge magical beast Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +12

AC 17, touch 9, flat-footed 16 (+1 Dex, +8 natural, -2 size) hp 65 (7d10+28); fast healing 5 Fort +9, Ref +8, Will +4

Speed 20 ft., swim 20 ft. Melee 5 bites +9 (1d8+3) Space 15 ft.; Reach 10 ft. Special Attacks pounce

Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 9 Base Atk +7; CMB +12; CMD 23 (can't be tripped) Feats Combat Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (bite) Skills Perception +12, Swim +11; Racial Modifiers +2 Perception SQ hydra traits, regenerate head

Area 10. The Trapped Chest (CR 3)

The walls of this small room are unusual in that they are smoothly daubed. On the more normal flagstone floor sits a lone, iron-bound chest of normal size.

The chest is on a 10 ft. by 10 ft. section of floor that pivots over a 20 ft. deep spiked pit trap when the chest is opened. The opener, as well as anyone within five feet of the opener, must make a Reflex save. The chest is cemented to the pivoting floor section. The spikes below are 1 ft. tall and also cemented to the floor of the pit. Between the 20 spikes is a former victim, now a rotting corpse covered in centipedes, wearing ruined padded armor. The torn-open sack by its side contains 3 tiny sapphire gems worth 25 gp each and 100 gp.

SPIKED PIT TRAP XP 800

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 20 ft. deep pit (2d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

Area 11. The Sand Box (CR 4)

This hall would appear empty if not for the loose sand completely covering the floor.

The floor of this room is 5 ft. below the doorways and is filled, up to that level, with loose sand. Characters moving across the sand will not sink far, but their feet will sink enough to slow their Speed by one-half (unless they weigh 75 lbs. or less or have a Strength of 20 or higher) and give them a -2 modifier to their Dexterity while in the sand (unless they can take the form of a burrowing monster).

As luck would have it, this is the lair of a burrowing monster – an **ankheg** that dug into this room from underneath months ago. It will rise almost to the surface as soon as it senses one or more people moving in the sand, though for the first 2 rounds before it surfaces, characters will only see movement under

the sand. A DC 30 Knowledge (arcana) check recognizes the emerging threat. Until it surfaces, the ankheg enjoys concealment (20% chance to miss). Its first attack will be to grapple, but it still treated as a charge attack (+2 to hit, -2 to AC), with a successful hit dragging the victim under the sand. The victim must best the ankheg in an opposed grappling check or Escape Artist check, followed by a DC 10 Swim check to breach the surface of the sand, or be drowning in sand (see the *Pathfinder Roleplaying Game Core Rulebook*, "Environment; Environmental Rules, Drowning"). Only if this attack fails will the ankheg resort to spitting and biting.

There is no treasure here.

ANKHEG

XP 800

CR 3

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Ankheg")

Area 12. The Skeleton's Room (CR 4)

In the center of the flagstone floor of this smaller room is a sunken firepit, half-full of char and ash. Up between the rafters is a 2-footdiameter opening in the ceiling directly above the pit. There is a portcullis set in the middle of one wall, apparently blocking an empty alcove. Towards the middle of the room, between the firepit and the portcullis, is a skeleton stretched out on the floor. Tattered rags still cling to its bones and its right arm and pointer finger are outstretched toward a blank wall.

Although the skeleton on the floor appears real at a glance, any inspection automatically reveals it to be a statue of a skeleton instead. The stone carving is pinned to the ground at the pelvis and is only attached to the ground there, allowing the skeleton to be pivoted clockwise or counterclockwise. The skeleton moves in no other way (Break DC 24).

Pulling the chain or trying to lift the portcullis causes a 10 ft. by 10 ft. section of floor in front of the portcullis to drop at a 45 degree angle, making a slide that ends in a narrow space right below the portcullis. Right afterward, the portcullis drops lower into the angled pit, so that anyone tumbling to the bottom of the slide may be hit by the falling portcullis.

The easiest way to disable **the trap** (short of dismantling the portcullis, such as can be done with a DC 25 Disable Device roll) is to turn the skeleton so its hand is pointing to the portcullis. If the characters do so, a *magic mouth* will appear behind the portcullis, make a gong sound, and then laugh maniacally. After that, pulling the chain causes the portcullis to lift while the trap door stays shut (lifting the portcullis is a DC 24 Strength check, while pulling the chain is DC 15).

There is nothing of value or importance in the firepit.

PIT/PORTCULLIS TRAPCR 4XP 1,200Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual; Bypass skeletal hand Effect falling portcullis (+14 melee touch, 4d6/x2 damage); DC 20 Reflex avoids

Area 13. The Altar Room (CR 10)

This hall has traded the rafters, characteristic of other rooms, for a vaulted ceiling, 25-foot high, supported by six stone pillars. The walls are also unusual, being decorated by mural instead of tapestries. That the mural encircling the room is still in excellent condition is more the pity, for it is a loathsome scene of cowering, naked humans and various other races all being consumed by a firestorm. The fire in the mural is emanating, or being hurled, by some foul, dog-faced devil, prominently featured behind a huge, stone altar (9 feet square) covered with a blood-stained slab. The altar is on a wide, but short (4 foot tall), square dais, reached by short stairways on either side of the dais. Three spectres guard the altar, but remain hidden in niches behind the stairs and dais until someone touches the mosaic, stairs, dais, or altar. If the mosaic or altar is desecrated, one (and only one) of the spectres is granted an additional +1 bonus to resist turning for the duration of the encounter.

The slab on the altar lifts off (DC 24 strength check to lift), revealing a 5 ft. deep pit with an iron-rung ladder built into the side of it. At the bottom of this cavity is a large chest carved from basalt (worth 50 gp) that holds a LE *candle of invocation*, a divine spell scroll (CL 7) with *augury*, *darkness*, and *desecrate* on it, 2 gold clasps (shaped like skulls) worth 250 gp each, 150 gp, and 3,500 sp.

The secret door in the wall behind the dais pivots open when a loose stone is pushed (DC 20 Perception).

CR7

SPECTRES (3) XP 3.200

hp 62, (see the Pathfinder Roleplaying Game Bestiary, "Spectre")

Area 14. The Stone Giant's Lair (CR 11)

The room behind the stone door is not like any other room encountered so far. Indeed, it is so un-worked as to appear more like a cave than a finished room. The stone here has a reddishhue, unlike the stonework encountered elsewhere. To the left of the entrance, the floor slopes upward steeply, like a natural drapery, towards a ledge overlooking the rest of the cave. The ledge is covered in round boulders of the same red sandstone. The only obviously worked feature of this room is in the far right corner, where a 6-foot tall half-circular wall juts out.

The atypical door to this room is 4-inch thick stone (Break DC 28).

The occupant of this chamber was responsible for making it in the first place. The stone giant up on the ledge (and shielded behind the boulders), **Nefilgda**, was employed by Baron Baldemar 20 years ago as foreman on the project to add this dungeon level. The reclusive giant accepted the assignment with the condition of having a room of his own as part of his payment. The rest of his payment he scattered about in specially-enchanted stone chests around this dungeon level. This area was chosen for aesthetic reasons, because of the hue from the iron-rich vein here.

Nefilgda is either hiding behind the boulders when the characters enter or, if surprised, is lying down on his bed on the ledge behind the boulders. If the characters do not leave right away, or begin to investigate the 6-foot wall or the slope leading up to the ledge, Nefilgda calls out to them in Common and demands they leave him alone. Nefilgda uses boulders for cover (+4 to AC) and continues to verbally threaten the characters until the characters attempt to climb the slope, cast a spell, or unsuccessfully use Intimidate on him. Nefilgda then attacks by rolling boulders down the slope at characters (treat as hurled rocks, without the Str bonus to damage). He can roll down up to 5 boulders and still have enough rocks left for cover. If injured, he will step up the lethality of his counterattacks. Climbing the slope is possible (DC 11 Climb check for smoothness).

The 6 ft. wall is a retaining wall around a very tall water basin. The water inside has the same reddish tinge as the walls and, while the mineral content is high, it is still safe for drinking. It is fed from the same underground stream as **Room 9**.

The ledge has, behind the rock cover, a stone bed large enough for Nefilgda with two blankets on it. The bed looks crude, like the rest of the room, but is serviceable and has a working drawer in it (DC 15 Perception to recognize it as a drawer). The drawer holds 16 large blue quartz stones worth 20 gp each, 30 gp, and 350 sp.

GMNote: If this module is being modified for lower level characters, then Nefilgda should be imprisoned on his own ledge, chained there by Grwn Gruenwald for some imagined slight. Nefilgda would be grateful and beholden to any rescuers, even so far as to aid them against the dragon.

NEFILGDA XP 12,800

CR 11

(see the Pathfinder Roleplaying Game Bestiary, "Giant, Stone") Male stone giant expert 6 N Large humanoid (giant) Init +2; Senses darkvision 60 ft., low-light vision; Perception +12

AC 26, touch 11, flat-footed 24 (+4 armor, +2 Dex, +11 natural, -1 size) hp 162 (12d8+6d8 +72) Fort +14, Ref +8, Will +12 Defensive Abilities improved rock catching

Speed 40 ft. **Melee** large heavy pick +20/+15 (2d6+12/x4) or 2 slams +20 (1d8+8) **Ranged** rock +15/+10 (1d8+12) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** rock throwing (180 ft.)

Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 10 Base Atk +13; CMB +22; CMD 34

Feats Combat Reflexes, Iron Will, Martial Weapon Proficiency (heavy pick), Master Craftsman, Point Blank Shot, Power Attack, Precise Shot, Skill Focus (profession), Weapon Focus (heavy pick)

Skills Climb +18, Disable Device +12, Intimidate +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +14, Perception +11, Profession (Stonemason) +13, Stealth +8 (+16 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain Languages Common, Giant

Gear hide armor, large heavy pick

Area 15. The Carnelian-Tiled Floor (CR 10)

The walls of this room are smoothly daubed and the floor is uncharacteristically tiled with white marble. Bronze incense burners hang from the rafters, though no discernable odor wafts from them. Certain areas of the floor, always in 5-foot squares, are decorated with a T-shaped design of smaller, carnelian tiles. On one side of the room is a raised, square dais, 2 feet high, with a stone throne atop the dais and a large stone statue of a king sitting on the throne.

The only "safe" way to cross the floor of this room is to walk only on the colored-tile squares (see map, or players handout appendix). The players may simply announce that they intend to follow the colored-tile squares without studying the handout, but they will then miss the clue of the path that leads safely to **Room 13**'s secret door. If characters walk outside the safe pattern, the **clay golem** on the throne will begin to awaken. The clay golem will rise slowly from the throne, so the characters will have two free rounds to either attack it or move everyone back onto the colored-tile squares again. Once it is standing, the golem will start with attacking anyone not on colored-square tiles, but is programmed to kill everyone in the room at that point.

Characters entering on the north or south sides will not be able to see the opposite exit around the dais until they have moved further into the room.

There are four incense burners hanging from the rafters and, if cut or pulled from the rafters, would fetch 15 gp each. The carnelian tiles could be scraped up from the floor (Break DC 21) and, even damaged, would be worth a total of 2,000 gp.

CLAY GOLEM CR 10 XP 9,600 hp 106, (see the Pathfinder Roleplaying Game Bestiary, "Golem, Clay")

Area 16. The Dish in the Niche (CR 7)

A fetid, nauseating stench taints the air as soon as the door is opened and rancid offal spills over the door frame into the corridor. The flagstones must have been laid on a slanted floor here, as the near end of the room is awash in a putrid stew of refuse, while the other end of the room looks clean and new, with a fresh coat of daub over the far wall. At eye level in the far wall is a niche with something shiny in it.

The filth runs 1 ft. deep at the north end of the room, with the floor being low enough that characters will have to step down into the room. As awful and disease-ridden as this stuff is, it is not particularly dangerous unless characters wallow in it (DC 10 Acrobatics check to avoid slipping and falling in it). Treat immersion in the refuse as exposure to **filth fever**.

The niche holds what appears to be a bronze serving dish. It will be identifiable as such by any character at least halfway across the room (or DC 10 Perception check from across the whole room). The characters do not need to enter the room, only pause at the doorway, before they will telepathically hear a woman's voice say, "I commend you brave heroes on finding me." She will identify herself as the Lady in the Wine and claims responsibility for protecting "this tiny corner of the dungeon from the corruption that has gradually claimed the rest of this dark place." She claims she can speak to the characters more directly if they come take the object from the niche. The serving dish is full of a red liquid, apparently wine, and any characters looking in the wine will see the reflection of a beautiful woman's face speaking to them as the voice in their heads speak.

The bronze dish has the essence of a **succubus demon** bound inside it. It tries communicating with the characters to stall while it tries to use its *charm monster* ability on each of them, one per round. Neither the wine nor the reflection in it is really there, but a product of a *permanent image*. If the dish is turned so as to spill the wine, the wine will appear to spill, vanish, and re-appear in the dish. The wine responds to no other senses but sight and (if spilt) sound, which the succubus will explain is part of the magical nature of the dish. Always it will give the impression that it is speaking to them through the wine and try to divert them from the true nature of the dish.

Assuming the demon has succeeded in *charming* at least one character, it will begin communicating telepathically with just those who are *charmed*. It wants the party to return with the dish to the altar room (**Room 13**) and sacrifice one of the characters on the altar. This ritual will free the devil from the dish and allow it to *teleport* away. If this stratagem fails, the devil will try to make as many characters fight each other as possible, using *suggestion* and lastly *dominate person* on a fighter-type. It is also possible to separate the demon with a *dispel magic* (against CL 21). Without its occupant, the dish is worth a mere 3 gp.

SUCCUBUS

XP 3,200

CR 7

hp 83, (see the Pathfinder Roleplaying Game Bestiary, "Demon, Succubus")

FILTH FEVER

Type disease, injury; Save Fortitude DC 12 Onset 1d3 days; Frequency 1/day Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

Area 17. The Rusty Room (CR 2)

At the center of this room, reaching from floor to ceiling, is a column of brilliant, bluish-white light, 5 ft. in diameter. At the center of the column of light is a carved, highly polished, 3-ft. tall pedestal of onyx or some similar crystal. Scattered on the floor are some old, rusty swords, shields, and wooden poles and sticks.

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Closer inspection of the pedestal reveals **5 gems** are on top of it. Cautious characters might try to knock the gems off the top of the pedestal with a long object, but will find the gems are stuck fast with resin to the pedestal and not easily moved (DC 14 Strength check per gem). The easiest way to collect the gems is to move into the **light beam** and be subjected to its effect – which happens to be a powerful rusting effect similar to the spell *rusting grasp*, but more powerful. The beam has no effect on someone not wearing metal. Such a person can pry loose the gems easier too (DC 12 Strength check, with the benefit of leverage). A silver mirror large enough could deflect the beam.

The gems are a *gem of brightness* (21 charges left), a ruby worth 1,000 gp, and 3 small emeralds worth 100 gp each.

RUST BEAM TRAP XP 600 Type magic; Perception DC 0; Disable Device DC 22

CR 2

Trigger proximity; Reset none

Effect spell effect (rusting effect; any ferrous metal item touched by the beam takes 40 points of damage, ignoring hardness. The effects are permanent.)

Area 18. The Sprung Trap Room

There is no visible door to this room, but the presence of an arch over a section of stone wall is a good clue to a secret door (DC 15 Perception check to find the opening mechanism). There are characters carved into the arch, but unless the characters read Infernal, they will need magic like *comprehend languages* to learn that it reads, "Beyond lay naught but doom and death. Away, all ye of lowly birth!"

It appears at first that there are ten 8-foot long iron poles jutting out from the wall to the right, but they are actually heavy lances deeply embedded both into the wall and a lone skeleton in chainmail armor that is supported in the air by two such spears. Past this scene is an iron chest by the far wall.

The dead man's chainmail cannot be removed without damaging it beyond usability. The chest is identical in form and function to the *iron chest* in **Room 5**, but the ooze mephit that had been imprisoned here was freed some time ago (see the Wandering Monsters section).

Area 19. The Troll Pit (CR 6)

The floor of this room is tiled, not with large flagstones, but with small, uneven stones. Many of the stones are carved with glyphs and runes, increasingly so further into the room. At the center of the room is a 10-foot diameter pit, the base of which is surrounded by square copper plates engraved with some arcane design and arranged in a star pattern around the circular pit. On one side of the copper star is a small mound of bones and, on top of the bones, sits a fat troll.

The composition of the floor acts as the components for a *suggestion* **spell trap** that affects anyone entering the room. The *suggestion* is that the pit is soft at the bottom, safe to jump into, and contains whatever each person or thing is seeking most. Anyone missing their Will save will try to jump into the pit (unless others prevent them from doing so) as their second round action. Once someone has been hurt in the pit, everyone is allowed a second Will with a +2 circumstance bonus. If someone dies from falling into the pit, the *suggestion* loses its power over all witnesses. The pit is 20 ft. deep, but filled to the depth of 5 ft. in animal bones, including two complete skeletons of owlbears and a dire badger.

The pit was intended as a sort of pest control trap for the dungeon, but this somewhat-smarter-than-average **troll** is intelligent enough to know what a good set-up this was for a lair. The troll hangs back and throws bones at intruders, hoping to lure them into the room. It has no strategy beyond that, so if it is taking more damage than it is causing at a distance, then it charges into melee instead.

The troll's treasure is at the bottom of the pit and mixed in with the bones (DC 20 Perception check to find it all, or DC 10 for half). There is a masterwork throwing axe, a bronze helmet worth 5 gp, 2 onyx stones worth 50 gp each, 220 gp, 450 sp, 3 halfspears, 20 crossbow bolts, and a light crossbow with a broken string.

TROLL

XP 1,600

hp 63, (see the Pathfinder Roleplaying Game Bestiary, "Troll")

SUGGESTIVE PIT TRAP XP 800

CR 3

CR 5

Type mechanical and magical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect spell effect (suggestion, DC 13 Will save negates); 20 ft. deep pit (effectively 15 ft., 2d6 falling damage); DC 20 Reflex avoids (no Reflex if Will save failed); multiple targets (all targets in a 10 ft. square area)

Area 20. The Gargoyle Shelf (CR 6)

Torch sconces, plain, iron, and empty, line the walls of this room. Against one wall is a large iron chest with the image of a chimera engraved in the lid. The wall behind the chest has a large shelf 5 feet off the floor, where the wall recesses 5 feet back. Perched on this shelf, near the chest, is a gargoyle, squatting as still as a statue.

The **gargoyle** is real. It has staked out this room as its territory (though it usually hunts elsewhere, discarding corpses elsewhere rather than littering its lair) and attacks anyone who enters with a flying lunge. Further, its **companion gargoyle** is perched on a ledge (half the size of the more visible ledge) above the west door. Anyone entering through the west door will be much less likely to notice the second gargoyle directly overhead (DC 20 Perception check, as opposed to a DC 15 check from the east door). The second gargoyle delays until the end of the first round, hoping to attack with surprise from behind (+2 to attacks against flatfooted AC if the gargoyle is not detected).

The iron chest is identical in function to the chests in **Rooms 2** and 4. The chimera medallion that will open the chest is in **Room 24**. The chest contains a set of electrum ceremonial bracers and greaves worth 200 gp each or 1,000 gp as a complete set, 4 gold rings worth 700 gp each, 180 gp, and 350 sp.

GARGOYLES (2) XP 1,200

CR4

hp 42, (see the Pathfinder Roleplaying Game Bestiary, "Gargolyle")

Area 21. The Hollow Statues (CR 4)

At the center of this room is a 10-foot diameter, 2-foot tall stone retaining wall around a basin half-full of brackish water. On either side of the basin is a stone statue, roughly man-sized and –shaped, but scaly all over and with large, fanged mouths tilted open and facing the ceiling. There is a chain hanging from the ceiling directly over the center of the basin and 5 feet above the basin wall. Along the left wall are two warped wooden chests, each underneath a lever in the wall. Along the right wall is a pile of wooden debris. In the far wall is an iron door set in an iron frame.

Searching the statues reveals no evidence that they animate (they do not), but may reveal (DC 8 Perception) that the statues are hollow and (DC 12 Perception) that the heads pivot. The east statue is a counterbalance to the iron door in the south wall and the door cannot be opened until the statue is filled through the open mouth with water (or something of equivalent weight, such as sand from **Room 11**). There is enough water left in the basin to fill more than one statue, but not enough to fill both (a *create water* spell would be enough to make up the difference). The levers on the east wall (which require a DC 10 Strength check to budge) flush the statues and dump the water back into the basin through holes in the bottom of the basin. The left lever controls the west statue and the right lever controls the east statue. Once the east statue is full, the south door can be pushed open easily.

The chests are empty. The pile of debris includes a bucket and a metal helmet. Any of these things could be used to lift water to the statues' mouths. It will take about 10 minutes for one being to fill a statue by bucket, twice as long by helmet, or half as long by chest (though lifting a chest full of water requires a DC 22 Strength check).

An alternative method would be to break the east statue from its moorings (Break DC 27) and apply weight directly to the pressure plate underneath it (the weight of one Medium-sized being standing on it would do). Another even more direct method would be simply breaking down the iron door. A more elegant alternative would be reflecting the rust beam from **Room 18** with a series of large silver mirrors onto the iron door.

The hanging chain is not easily reached without standing on the basin, though one could try a running jump over the basin to snatch it (DC 16 Acrobatics). The chain is a **trap**, however, causing both statues' heads to pivot forward and regurgitate any water poured into the statues back into the basin – only mixed with **green slime** from a holding tank below each statue. Anyone standing in the basin, or otherwise in the path of the regurgitation, is eligible to be hit by the green slime.

Iron Statues: Hardness 7; hp 30; Break DC 27. **Iron Door:** Hardness 10; hp 60; Break DC 28.

GREEN SLIME REGURGITATION TRAP CR 4 XP 1,200

Type Mechanical; Perception DC 20; Disable Device DC 225

Trigger proximity; **Reset** automatic **Effect** green slime spray; multiple targets (all targets in 2 adjacent 5 ft. squares; +5 ranged touch, 1d6 Con damage per round)

Area 22. Tapestry of Magnolias (CR 3)

This room is empty except for one wall that is covered by a huge tapestry, which is bracketed by fancy, sculpted bronze torch sconces shaped like arms wrapped in vines. The tapestry shimmers with gold thread and shows a design of exotic magnolia-like blossoms growing on a twisting vine that fills the tapestry.

Whenever anyone approaches within 10 ft. of the magical tapestry, the vines in the tapestry animate and attack anyone in the room. Although not alive, the vines behave exactly like a huge **assassin vine** (to the extent of being affected by plant-specific spells). If the tapestry is attacked while de-animated, it has just as many hp as the vine. At 0 hp, whether animated or not, the tapestry is utterly destroyed.

Behind the tapestry (or behind where it was, if destroyed), is a secret niche behind a loose stone (DC 18 Perception check). The hollow behind the stone contains a gold necklace set with 3 rubies worth 3,000 gp total, and a book. The small, leather-bound book is untitled on the spine and cover, but the title page makes it clear this is the personal diary of Baron Baldemar. For 350 page-long entries, it reveals little of the duties of a baron and more about his affairs of the heart, including his secret love

for an elven princess. Later entries also mention the baron's growing suspicions of his court mage, Grwn Gruenwald. The diary would be worth 1,000 gp to a collector, sage, or spy.

The torch sconces are worth 9 gp each, but must be broken loose from the wall (Break DC 21).

CR 3

TAPESTRY VINE XP 800

hp 19, (see the Pathfinder Roleplaying Game Bestiary, "Assassin Vine")

Area 23. Where's the Door?

The most unusual feature of this room is its door - it keeps moving. The iron-bound oaken portal appears to be in one spot for only a few seconds and then appears somewhere else along the same wall. It has a large pull ring one could grab if it stayed still long enough. More ordinary, relatively, is the throne of purple-veined marble resting on a small dais (5 feet in diameter, 1 foot tall) made of the same marble. The dais and throne are in the far left corner opposite the wall with the shifting door.

Not only the door, but the entire length of the west wall is covered in a *permanent image* (DC 19 Will Save negates) that creates the impression of the blinking door while concealing the presence of the true door. The illusionary door appears in a seemingly random sequence of six different locations along the west wall (DC 15 Intelligence check to spot the pattern, though its exact sequence is not important). There is a 1 in 6 chance of the illusionary door being in the right location of the real door at any given time. Unless the illusion is *dispelled*, the real door cannot be opened until the illusionary door overlays it, and even then the door will be found to be locked, but with no keyhole.

The *image* is itself just a blind from the true method of opening the door, the throne, which conceals a counterbalance mechanism similar to under the hollow statues in **Room 21**. In this case, the throne sinks into the floor 1 inch for every 100 lbs. of weight placed on it, up to 3 inches. At 3 inches, the real door is unlocked and can be opened as soon as the illusionary door is aligned with it (or *dispelled*).

Illusion-Hidden Door: DC 24 Perception; Hardness 5; hp 25; Break DC 25.

Area 24. Ashes, Ashes . . . (CR 5)

This room is much different in design from previous rooms, or perhaps only half-finished. The walls are rough, the floor unpaved, and the ceiling free of rafters (but blackened with soot). One wall in particular is rougher than the others and is pockmarked with small niches and crevices. On the other side of this cave-like room is a large mound of ash, about 8 feet in diameter and 3 feet high.

The mound of ash is actually overflow from a 15 ft. deep pit full of ash, as well as **3 ghasts** buried in the ash. The stench of the ghasts is partially concealed by all that ash and is not noticeable unless the characters are right next to the ash mound. The ghasts are content to remain where they are as long as the ash is not molested. If touched, the ghasts emerge from the ash at the rate of one per round and attack.

The ghasts' treasure is buried in sacks within the ash-filled tunnel, requiring the characters to perform one man-hour of digging with a shovel (or an improvised one) before being rewarded with a Perception check (and then still DC 22 per sack). Sack #1 contains 115 gp. Sack #2 contains 290 sp and the chimera medallion to the chest in Room 20. Sack #3 contains an arcane spell scroll in a bone scrollcase (CL 3rd, holds *identify, reduce,* and *knock*), as well as 57 gp.

GHASTS (3) XP 600

CI

(see the Pathfinder Roleplaying Game Bestiary, "Ghoul") CE Medium undead Init +4;**Senses** darkvision 60 ft.; Perception +9

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 17 (2d8+8) Fort +4, Ref +4, Will +7 Defensive Abilities channel resistance +2

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis) Special Attacks paralysis (1d4+1 rounds, DC 15, effects elves normally), stench

Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18 Base Atk +1; CMB +4; CMD 18 Feats Weapon Finesse Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4 Languages Common

Stench (Ex)

Ghast's exude an overwhelming stink of death and corruption in a 10 ft. radius. Those within the stench must succeed at a DC 15 Fortitude save, or be sickened for 1d6+4 minutes

Area 25. Contested Territory (CR 5)

It appears no work was ever done to convert this cave into a finished room. Stalactites and stalagmites dot the ceiling and floor respectively. The floor is extremely uneven, with multiple puddle-filled depressions. The cave is also occupied, though its occupants are too busy to notice anyone. An owlbear and a smaller dire badger are circling each other and putting on a ferocious show.

The characters can intervene or choose not to do so. There is no unnatural benefit to saving the **badger**, though players may feel they are being tested to save it. If the monsters are left to duke it out, the **owlbear** wins in 3 rounds, having only suffered 6 points of damage. Neither combatant attacks the characters unless attacked first, except for after the dire badger dies, at which time the owlbear immediately attacks the characters.

The water in the puddles is not stagnant, but it is polluted and unpleasant to drink, being spring-fed and downstream of the hydra in **Room 9** and the giant in **Room 14**.

OWLBEAR

XP 1,200

CR4

CR 2

hp 47, (see the Pathfinder Roleplaying Game Bestiary, "Owlbear")

DIRE BADGER

XP 600

hp 22, (see the Pathfinder Roleplaying Game Bestiary II, "Badger, Dire")

CR2 Area 26. Basin of Wine

Here is a mostly-finished room, its floor flagstoned except for one patch just shy of the center of the room. In this spot, a basin has been crudely carved out of the stone floor and lined with battered bronze. The basin is half-full with a purple liquid, apparently wine, with a heady fragrance of fruit and alcohol. There is a stone shelf along one wall with five clay goblets on it.

The magical wine, if drank by the goblet-full, heals 1 hp (as per *cure cinor wounds*), but also requires a DC 13 Will save or the imbiber will not be able to resist drinking as much wine as possible. Unless prevented, the imbiber will drink themself into a stupor and be unable to take any actions for 1 hour. There is no further healing benefit until after the 1 hour stupor ends. There is always some wine left over in the basin, unless the characters try to remove all the wine at once, in which case there is enough to heal 100 hp. The magic of the wine is tied directly to its consumption from the goblets in this room and there is no effect if drank from any other vessel. The goblets themselves are not magical, though.

Area 27. Deadly Chasm (CR 7)

Here, the roughly-worked tunnel has widened to 20 feet wide and 20 feet high and, just as abruptly, has been interrupted by a much rougher chasm running perpendicular to the tunnel. The jagged, steeply-sloped walls of the chasm run 30 feet deep and deeper than that in some spots. Gold and gems can be seen in the crevices of the chasm's slopes. It is 20 feet across to the other side where the tunnel continues.

There are no rings, protuberances, or any other easy means of securing a rope on this side of the chasm, though the characters could create their own with spikes or other devices. The apparently easier method of crossing the chasm is to climb down and then climb up, especially since this method would allow them to collect the scattered gold and gems through the ravine. This method, assuming a base speed of 30, requires four DC 9 Climb checks.

The ravine is home to an unusual **rakshasa**, a mutant with a mental impairment that has kept it from learning arcane spells. Shunned by its own king, it eventually fell in with Grwn Gruenwald. Though it could have claimed any part of the dungeon, it chose and the ravine and is content here – so content that it will not attack anyone crossing the ravine unless they actually descend it. Anyone so much as taking a gold piece from the ravine in transit will be chased down and punished severely before the rakshasa allows death to claim the transgressor.

The rakshasa wears its own form as little as possible, preferring a countenance from its own nightmares – that of a walking, man-like corpse covered in tiny, purple worms (some players may confuse this with a mohrg, a vaguely similar undead). If it senses another form feared even more by the characters, it will assume that form at its first convenience.

There are numerous "safe" ways to cross the ravine without arousing the rakshasa's ire, most of them involving magic spells such *levitation* or *fly*. Someone flying to the other side of the chasm could spike a taught rope to the far side and other characters could walk it or hang from it and move hand-over-hand (even though they would be dangling into the ravine, the rakshasa would consider this within the spirit of his rule).

The ravine contains 1 white opal worth 1,000 gp, 2 golden topaz gems worth 500 gp each, 2 amethyst stones worth 100 gp each, 3 small tourmalines worth 50 gp each, 4 blue quartz stones worth 10 gp each, 13 small white quartz stones worth 5 gp each, and 745 gp (DC 21 Perception check to find it all).

RAKSHASA

XP 9,600

CR 7

hp 146, (see the Pathfinder Roleplaying Game Bestiary, "Rakshasa")



Area 28. Grotto of the Dragon (CR 11)

Past the vaulted doors is a short flight of roughly-hewn stairs that descend into a grotto...well, perhaps it is more like a cavern than a grotto. Though narrow at this end, the cavern extends and widens considerably to the left. It is a natural cavern, replete with stalactites, stalagmites, and columns surrounded by shelf-lined walls. Suddenly, an inhuman voice echoes across the cavern, saying, "Grwn Gruenwald did not send you here. Why have you come?"

The double doors at the end of the hallway are large, each 8 f t. tall and 7 ft. wide, made of iron. Though not locked, they are stuck tight. They are not adorned in any way, even with pull rings, as they push open. However, any contact with the doors activates a series of *magic mouth* spells on the inside of the doors. The mouths produce a cacophony of shrieks and moans that build in intensity, but are cut off by a deathly silence. Since the spells were cast by Grwn himself, the characters are unlikely to be able to *dispel* them (CL 20th), though magical *silence* could still evade them. It goes without saying that **Hymor** is alerted by all the noise.

Iron double doors: Hardness 10; hp 90; Break DC 29.

Framnagle had only *polymorphed* Hymor into his present form, but Grwn Gruenwald has since cast *shapechange* to give Hymor the full capabilities of a dragon, and then *wished* it permanent. Hymor's size category is not based on his age, but based on how large he can be and still enter and exit the dungeon, as well as keeping him weak enough so that Grwn can easily control him.

Hymor is in the northeast corner of the cavern. He is almost impossible to surprise and will likely have had time to cast some or all of the following spells before the characters enter the cavern (one per round that it takes for the characters to make it through the doors): *shield*, *blur*, *invisibility*, *fire shield*, and *stoneskin*. With the benefit of all these spells, Hymor will have a +4 bonus to AC, a 20% chance of being missed, damage reduction 10/adamantine, plus cause 1d6+8 points of fire damage to melee attackers, take half-damage from fire, and almost assuredly attack first with surprise. If he did not have time to cast at least the first three spells, he may opt to hide from the characters with *invisibility* or *gaseous* form and confront them later while fully ready. Also, smart characters who spend too long at the doors might realize they have no advantage of surprise and simply leave to try again later. Hymor will then evade encountering the characters until he has his full complement of spells back.

Even under the best of circumstances, Hymor is initially wary of combat. He does not really know for sure that the characters are not agents of Grwn, come to test his reactions or his loyalty, so Hymor is not sure how to respond. It is possible to Bluff Hymor into giving up the staff (opposed Bluff check vs. Hymor's Sense Motive +6) as long as the characters answer the following questions more or less as follows:

Q: "Who sent you?" A: "Grwn Gruenwald."

Q: "Why did Grwn not come himself?" **A:** "Grwn would not bother coming himself for the staff."

Q: "How much will you give me for the staff?" *A*: "Grwn takes what he wants; you will not be compensated."

Any answer that deviates too much from these grants Hymor a + 2 bonus to Sense Motive checks opposing Bluff. Any mention of Framnagle by name makes Hymor suspicious and grants him a +4 bonus to Sense Motive checks.

Diplomacy is more difficult, as Hymor has little reason to willingly give up the staff. The characters have a chance (DC 25 Diplomacy check) as long as they make points more or less like the following:

• If Hymor does not give up the staff now, treasure hunters will continually come after it.

· As Hymor kills more treasure hunters, his reputation will increase and

he will attract more and more powerful treasure hunters.

• Grwn is not around and cannot be counted on to be there and protect or save Hymor from treasure hunters that are too powerful for him.

Hymor is even harder to Intimidate, being so confident in his new form (DC 30 Intimidate).

If all else fails, Hymor will resort to combat to deal with the intruders. He will likely begin his attacks as follows:

• **Round 1:** Breathe lightning on as many obvious spellcasters as possible, or cast *stoneskin* on self if not already cast.

• **Round 2:** Use *wall of fire* from the *Staff of Naphozol* to cut himself off from melee, or cast *fire shield* on self if not already cast.

• Round 3: Cast *fireball* on as many characters as possible.

• **Round 4:** Use *cone of cold* from the *Staff of Naphozol* on as many characters as possible, or cast *blur* on self if not already cast.

• Round 5: Breathe lightning, or cast shield on self if not already cast.

If dropped to 7 or fewer hp, Hymor attempts to flee, preferably with his *gaseous form* spell. If he cannot escape, he surrenders and gladly trades his treasure, including the *Staff of Naphozol*, for his life.

There is no visible mound of treasure in the cavern, but there is a *bag of holding* (type IV) concealed in a crevice in the northeast corner (DC 12 Perception check to notice). The following treasure is inside the bag: +5 *bracers of armor*, a *cloak of elvenkind*, a +1 *dagger*, a spellbook containing all of Hymor's prepared spells, a small silver coffer with pearl inlay worth 250 gp, 2 pearls worth 100 gp each, 3 zircon stones worth 50 gp each, 7 small peridot stones worth 25 gp each, 8 pp, 425 gp, 8,500 sp, and 308 cp.

CR 11

HYMOR XP 12,800

(see the Pathfinder Roleplaying Game Bestiary, "Dragon, Blue")

LE Large dragon (earth)

Init +5; **Senses** dragon senses; Perception +6 **Aura** frightful presence (120 ft., DC 18)

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size) hp 126 (12d12+48) Fort +12, Ref +9, Will +10 Immune electricity, paralysis, sleep

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor) Melee bite +18 (2d6+9), 2 claws +17 (1d8+6), 2 wings +15 (1d6+3), tail slap +15 (1d8+9) Space 10 ft.; Reach 5 ft. (10 ft. with bite) Special Attacks breath weapon (80 ft. line, DC 20, 8d8 electricity), desert thirst (DC 20), hand of the apprentice (+15 ranged, 6/day) Spell-Like Abilities (CL 12th; concentration +16) At will—ghost sound (DC 12), minor image (DC 14) Spells Known (CL 8th; concentration +12) 4th—fire shield, stoneskin 3rd—fireball (DC 16), gaseous form, hold person (DC 16), suggestion (DC 16) 2nd—bear's endurance, blur, hypnotic pattern (DC 15), invisibility 1st—expeditious retreat, magic missile x2, shield, sleep (DC14) 0-detect magic, mage hand, open/close, read magic,

U—detect magic, mage hand, open/close, read magic, resistance

Arcane School universalist Opposition Schools none

Str 23, Dex 12, Con 19, Int 17, Wis 15, Cha 11 Base Atk +12; CMB +19; CMD 30 (34 vs. trip) Feats Combat Casting^B, Eschew Materials, Improved Initiative, Iron Will, Scribe Scroll^B, Spell Mastery (Invisibility, Fire Shield, Stone Skin)

Skills Appraise +10, Fly +2, Intimidate +4, Knowledge

(arcana) +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (local) +10, Perception +6, Sense Motive +6, Spellcraft +10 Languages Auran, Common, Draconic SQ metamagic mastery (1/day), sound imitation Combat Gear Staff of Naphozol

Desert Thirst (Su)

A blue dragon can cast create water at will (CL 12). Alternatively, it can destroy an equal amount of liquid in a 10 ft. burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 20) or be destroyed.

Sound Imitation (Ex)

A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Staff of Naphozol

Aura strong varied; CL 13th Slot none; Price 58,934 gp; Weight 5 lbs.

DESCRIPTION

Crafted from a seven foot length of spirally-carved aspen, studded with crystals, and capped with a white opal, the *Staff of Naphozol* is a slightly weaker variant of the *staff of evocation*. This staff allows the use of the following spells:

- cone of cold (3 charges)
- flaming sphere (1 charge)
- light (50% chance 1 charge)
- lightning bolt (heightened to 5th level) (1 charge)
- shocking grasp (1 charge)
- wall of fire (3 charges)

CONSTRUCTION

Requirements Craft Staff, cone of cold, flaming sphere, light, lightning bolt, shocking grasp, wall of fire; **Cost** 28,467 gp



Conclusion

Failure

"What are you lazy louts doing back here without my staff?" Framnagle asks angrily. "Do you think I sent you up to Castle Baldemar for a little quiet relaxation? I am willing to give you another chance to prove yourselves by facing Hymor and retrieving my staff, but you will find it unwise if your intention was to cross me."

Framnagle has somehow spread word quickly through town of his displeasure with you, for you encounter the same displeasure everywhere you go in Corvusrook. It seems you are unwelcome in these parts until Framnagle says otherwise.

Success!

"I will trouble you for both my staff and amulet now," Framnagle says coldly as he watches you with threatening eyes. Only after both items are in his hands does his mood soften. "I owe you lot much thanks," he says. "The staff is really more of a family heirloom, less valuable than the amulet I entrusted to you really, but more importantly my former apprentices have been shown what happens to those who steal from me, and I too have learned valuable information. That you have returned here alive means that Grwn Gruenwald, the old baron's mage, cannot be using the dungeons as his lair any longer. That he has moved out so quietly causes me some concern and I cannot begin to guess his motives, but that is a mystery for another day. At least he will never count Hymor as an ally again."

Though Framnagle may be stingy with praise to one's face, it soon becomes apparent that he has been as generous as all outdoors in terms of praising you to the local citizenry. In no time at all, you are the talk of all of Corvusrook, enjoying deep discounts on all local services as well as extra attention and care from everyone, from the mayor to the tavern servers. Word of your deeds, you have learned, is also spreading farther, with merchants and other business people from towns leagues away coming to see you. Eventually, all this excitement will quiet down, but for now Corvusrook is as delightful a place to stay as you can imagine.

Rewards

Award group experience for this adventure as usual, assigning discretionary role-playing experience awards (no more than 800 xp) for special contributions (such as keeping the game fun!). Awards for the following objectives are also discretionary and should be increased or decreased depending on how important they were to the flow of the game:

Objectives

Learning of Grwn before entering the dungeon	100 XP
Acquiring <i>cloak of the shadow</i> without destroying it	125 XP
Avoiding rooms 5-7, 10	200 XP
Destroying the evil treasure in room 13	375 XP
Winning Nefilgda as an ally	500 XP
Crossing room 15 without fighting the golem	150 XP
Defeating the succubus without freeing it	350 XP
Using the rust beam in room 17 to destroy iron doors	175 XP
Avoiding rooms 18-20	175 XP
Solving the puzzle in room 21	200 XP
Acquiring Baron Baldemar's diary	400 XP
Avoiding rooms 24-27	200 XP
Acquiring the staff of Nophozol without killing Hymor	550 XP

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