

SHADOWED KEEP ON THE BORDERLANDS

A Pathfinder Roleplaying Game Compatible adventure for four 1st-level characters by Creighton Broadhurst



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A ruined monument to folly and ego, the Shadowed Keep stands atop an isolated bluff deep in a mist-wreathed forest. Sacked by marauding goblins decades ago the place was thought abandoned, but shadows now creep among the forest's great boles and footprints have appeared on the single, overgrown track leading to the keep. Travellers have begun to disappear with alarming regularity from the nearby road and the local folk fear some slumbering evil has claimed the ruin as its own.

Dare you brave the terrors of the Shadowed Keep to crush that which lurks within or will darkness shroud the surrounding lands?

Shadowed Keep on the Borderlands is a Pathfinder Roleplaying Game compatible adventure for four 1st-level characters. Designed to be easily inserted into a GM's home campaign, *Shadowed Keep on the Borderlands* is an excellent starting locale to test the mettle of neophyte adventurers.

Shadowed Keep on the Borderlands is designed for the medium advancement track. 1st-level PCs completing all the challenges of the place can expect to reach 3rd-level by the time they have exhausted all the keep has to offer.



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Dedicated to E. Gary Gygax. Thank for the Moathouse, Gary!

BONUS MATERIAL

Thank you for purchasing *Shadowed Keep on the Borderlands*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

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ERRATA

We hope *Shadowed Keep on the Borderland* is error free. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

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*Through encroaching trees brave souls creep,
To the walls of the Ironwolf's tumbling keep,
Much blood has been spilled o'er this hidden fortress,
Whose once-fine halls echo with death's caress.*

*They say tormented souls still haunt the place,
Hearts to be broken by a child's tear-stained face,
And amid the debris, all things rotten and old,
Lost treasures await the brave and the bold.*

*But what factions and powers now hold sway,
When the ruin's great lord has had his day?*

*What sneaking evil guards the stout tower?
And what makes the donjon's prisoners cower?*

*They tell of a struggle day and night,
The Blood Moon are rising, growing their might,
But cutthroats and bandits yet hold their ground,
Against a tribe skulking beneath the ground.*

*Could the donjon yield up its secrets to your clever band?
Or will its dangers and villains prompt their final stand?
And could the keys to a lost kingdom soon be at hand,
'Neath the Shadowed Keep On The Borderland..?*

USING THIS ADVENTURE

The notes below describe how to use *Shadowed Keep on the Borderland*.

ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

Title: This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

Initial Set-Up and Read Aloud: The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

Players' Handouts: Many of the encounters in this adventure have an attendant Players' Handout. The encounter text notes when this should be displayed to the players.

Tactics: Details of how the encountered creatures work together to defeat the PCs.

Area Features: This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

Stat Blocks: The encounter includes full stat blocks for all creatures present.

Treasure: This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

Scaling the Encounter: This section provides brief details of how to increase or decrease the encounter's EL by 1.

Sidebars: Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP: The trap's name, followed by its CR and XP value appear first.

Read Aloud: Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search: The required DC to discover the trap.

Type: The trap's type.

Disarm: The Disable Device check required to disarm the trap. This section also includes how long it takes to make

the check and the DC for accidentally activating the trap.

Bypass: If there is a special way to bypass the trap, it is noted here.

ATTACK

Trigger: How and when the trap activates.

Reset: How long it takes for the trap to reset.

Effect: The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

Identify a magic item: When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

Appraising an Item: A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

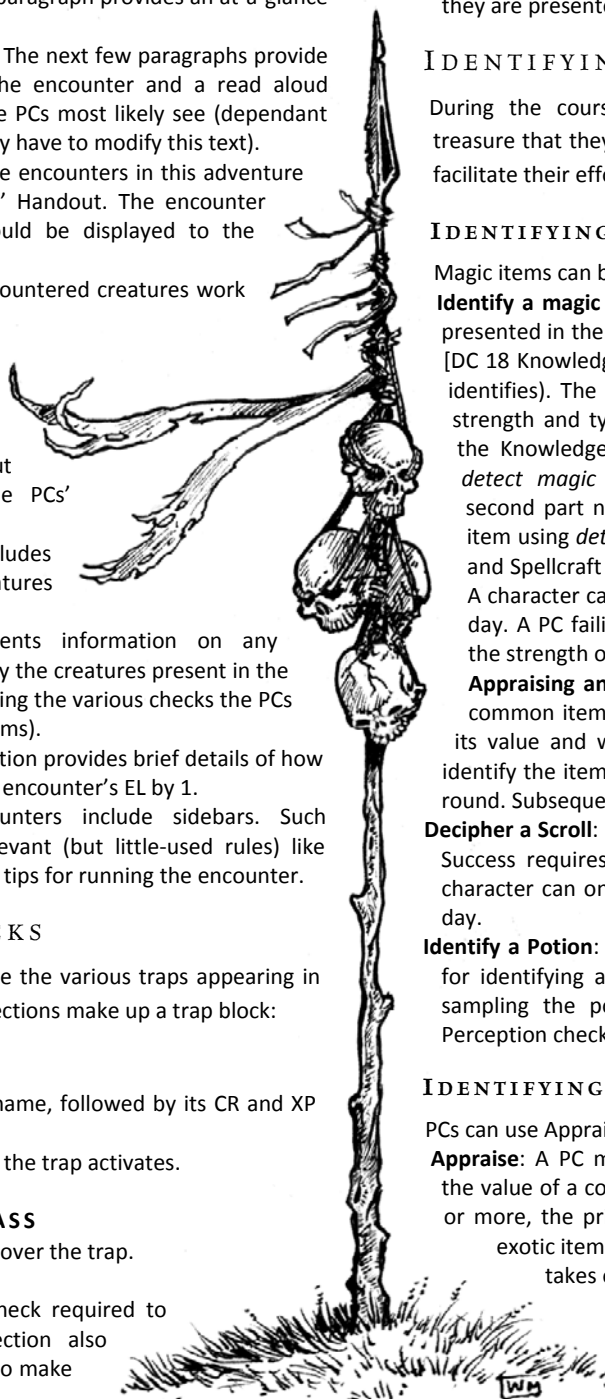
Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

Identify a Potion: Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

Appraise: A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



READING STAT BLOCKS

Shadowed Keep on the Borderlands includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for

example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

SHADOWED KEEP ON THE BORDERLANDS

BACKGROUND

Forty years ago the famed adventurer Valentin Ironwolf sought a place to make his home. Retirement was not in his heart, but the wanderlust of his youth had long since died and he now sought a corner of the world to call his own. Along with his wife, Kaarina, his small child, Einar, and his faithful retainers he claimed the site upon which now stands the Shadowed Keep.

For the next five years, he built his home, slowly turning it into a powerful fortified position from which to dominate the surrounding woodlands. At the same time as his builders and masons laboured to build his fortress, Valentin and his wife sallied forth into the surrounding woodland carrying sword and spell against the warring humanoids that incessantly fought over the place. Over the course of the following campaign, he exterminated the Kobolds of the Ebon Scales and defeated the Orcs of the Severed Hand and the Goblins of the Blood Moon in battle.

However, looting the corpses of the fallen earned him little coin and Valentin lacked the funds to both finish his home and to crush the last humanoids skulking in their subterranean lairs. With work stalled on his fortress, Valentin sunk into a great depression and began to drink heavily. Slowly many of his servants and retainers drifted away until only his most loyal followers remained. By then, Valentin lacked the will or might to continue campaigning against his enemies. His enemies, however, had not forgotten the woes he had visited upon them and slowly they gathered their strength and waited. Entering into a short, but ultimately bloody, pact the Goblins of the Blood Moon and the Orcs of the Severed Hand united to destroy Valentin and his followers.

On a moonless night, when Valentin sat deep in his cups surrounded by his dwindling band of retainers, goblin scouts scaled the once well-guarded walls and soundlessly slew the few remaining guards before opening the gates to admit the bloodcrazed berserkers of the Severed Hand. Bloody slaughter engulfed the castle. Surprised and hopeless outnumbered most of the castle's defenders died before they even realised their enemies were within the walls. A few gathered in the Great Hall about their liege to make their final stand, but once the tide of violence receded all lay stark in their own blood.

With their mutual enemy slain, the orcs and goblins swiftly fell to arguing among themselves and violence quickly (and inevitably) ensued. Where once man had struggled against goblin and orc now goblin fought orc. When this new fresh wave of violence subsided the Goblins of the Blood Moon stood triumphant over the hacked and bloody corpses of their enemies. But it was a hollow victory for so many of their warriors had fallen that the tribe's power was broken in the region. Hounded by other enemies a few months later the tribe's survivors retreated to the now ruined Ironwolf Keep to hide and rebuild their shattered strength.

Abandoned by humanity, Ironwolf Keep has thus stood abandoned for decades. Twenty years ago a minor earthquake struck the area, creating a link with a network of caves deep below the keep and allowing a necrotic taint to slowly seep into the Undercrypts.

Now and then adventurers came to poke about the ruins in search of lost treasures. Most did not return and the keep gained a sinister aspect. Named now variously as the Shadowed Keep or Valentin's Folly only the old and learned still refer to it as Ironwolf Keep.

In the last six months or so an increase in raids on those using the nearby woodland trails has begun to affect trade between the nearby villages. Folk mutter that something terrible has claimed the ruins while others blame bandits. Whatever the truth of the matter, the locals demand action...



IN YOUR CAMPAIGN

Shadowed Keep on the Borderlands' design enables a GM to easily insert the fortress into a home campaign. The fortresses' location – a bluff surrounded by dense woodland – is generic enough to fit into any but the most atypical campaign. Similarly, the one-time ruler of the fortress is nothing but an adventurer made good and not the scion of some noble house.

Once the PCs have cleared the keep they can simply move on or they can choose to claim the fortress as their own. In this way, the keep can become the focus of an entire campaign as the PCs battle to clear the surrounding woodland of enemies (or explore the caverns below) while repairing the shattered fortress. The obstacles to successfully completing such a task are legion. (Refer to *Further Adventures* for more details.)

RUNNING SHADOWED KEEP ON THE BORDERLANDS

Shadowed Keep on the Borderlands is designed for the medium advancement track. 1st-level PCs completing all the challenges of the place can expect to reach 3rd-level by the time they have exhausted all the keep has to offer.

The Shadowed Keep is something of a sandbox adventure in that the PCs can choose to explore the distinct parts of the keep in almost any order. Thus the PCs will find some areas easier than others, and they may never even discover other portions of the complex (particularly Areas D14 – D16). Similarly, there is no real time pressure for the PCs during this adventure – they can

explore the Shadowed Keep at their leisure. If you would rather a faster-paced adventure, consider placing a rival group of adventurers in the area also intent on exploring the ruins. This gives the PCs an impetus to explore swiftly and potentially sets up a climactic fight with the rival adventurers!

CONCLUSION

Shadowed Keep on the Borderlands has no set end (except, of course, if the PCs cleanse it of evil or all die). The PCs are free to explore only the portions that interest them (or that they find).

INTRODUCTION

Before the PCs set forth to explore the Shadowed Keep, the GM should work with the players to determine exactly why they seek to explore the ruins.

- **Bandits:** The PCs have heard of the bandit raids emanating from the Shadowed Keep. As neophyte adventurers, they resolve to end the threat.
- **Glory & Wealth:** The PCs know of Valentin Ironwolf and have heard the rumours of his wealth.
- **Lost Map:** The sage, Tenho Isotalo (N male human wizard 3/cleric 3), believes that Valentin Ironwolf held a pair of maps showing the location of the legendary lost dwarven hold of Hadramkath. He offers the PCs 500 gp to retrieve the two maps from the ruined keep.
- **Related to Valentin:** One or more of the PCs are related to Valentin. Having heard of their famous relative, they have determined investigate the keep.

SHADOWED KEEP LORE

A character making a Knowledge (local) or Knowledge (history) check may know information about the Shadowed Keep. A successful check reveals all information gained by a lesser check.

DC 10: Originally named Ironwolf Keep, the abandoned fortress is now known as the Shadowed Keep or Valentin's Folly.

DC 15 Valentin was a skilled warrior-adventurer who built the place forty years ago. Valentin's enemies – the goblins and orcs of the surrounding woodlands – slew him and his retainers at the culmination of a long and savage conflict.

DC 20: Valentin was a famous adventurer and was rumoured to have hidden a great treasure in the keep somewhere.

GATHERING INFORMATION

The PCs will likely prepare for their first adventure by trying to learn as much about the Shadowed Keep as possible. A PC spending 1d4 hours and 2d6 sp in local taverns and markets may learn rumours about the Shadowed Keep. A PC spending an extra 1d4 sp gains a +1 bonus to this check. (A PC can spend as much silver as he likes to gain additional bonuses).

If a PC makes a DC 10 Diplomacy check he learns one rumour. For every 5 points by which he exceeds this check, he learns another rumour. Determine which rumours the PC learns by consulting the table below:

d20	RUMOUR
1	(Partially False). Valenin Ironwolf was fantastically wealthy and hid much of his loot in a secret treasure vault below the keep.
2-3	(False) Kaarina Ironwolf owned a magnificent necklace of gold and pearls that disappeared with the fall of the fortress.
4-6	(Partially False) Wolves lurk in the woodlands surrounding the keep; some are particularly powerful and have preternatural powers of stealth.
7-9	Bandits lurk in the ruins; led by a vicious she-devil they rob and murder those using the nearby roads. Ex-soldiers and thieves make up their ranks.
10-14	Goblins lurk in the ruins, claiming the cellars below the place as their realm. Not as numerous as they once were, the goblins still pose a threat to travellers and adventurers alike.
15-17	Two levels of cellars lie below the keep. The sole survivor of a previous expedition also spoke of an even deeper network of natural caverns.
18-19	A chapel lies below the keep; undead and other guardians may lurk within.
20	A ghost lurks in the donjon – the pitiful remnant of one of those who died during the keep's fall.

SURROUNDING TERRITORY

The keep stands upon a wooded bluff overlooking a steep-sided valley. A small pack of wolves dwells in the wood as does a single grizzly bear. PCs wandering the woods may also encounter small hunting parties of bandits and goblins skulking in the gloom.

RANDOM ENCOUNTERS

Characters exploring the area around the keep may encounter some of the denizens lairing nearby. Alternatively, they may encounter some of the creatures dwelling in the keep. Every hour the PCs are in the area surrounding the ruin, they have a 1 in 20 chance of encountering something. Roll on the table to see what they encounter.

D20	EL	ENCOUNTER
1-5	—	Tracks The PCs discover the tracks of bandits near to a prominent trail. A DC 10 Survival check identifies the tracks as those of four humans. They lead to the keep.
6-8	—	Crossbow Bolt A crossbow bolt sticks in a tree.
9-10	3	Bandits: Veteran Warrior-Bandit (1) and Warrior-Bandits (3) The bandits are only interested in attacking defenceless travellers. If the PCs have previously attacked their tower, they unleash a volley of crossbow bolts before fleeing. This encounter does not occur at night.
11-12	3	Wolves (2) Searching for food, the wolves attack focusing their attention on the smallest PC. Injured wolves flee.
13	—	Campsite The PCs discover a recently used campsite. A DC 15 Survival check reveals the campsite was used two days ago by a small group.
14	1	Goblins: Blood Moon Warriors (3) Three goblins sneak through the woodlands searching for prey. They only attack small or weak groups; otherwise they retreat to warn their master of the intruders' presence.
15-17	3	Goblins: Blood Moon Warriors (6) Six goblins search for bandits to kill and loot. Emboldened by their numbers, they attack from ambush if they get the chance.
18-19	4	Grizzly Bear (1) The bear is initially indifferent to the PCs and attacks only if provoked. It dwells in a small cave nearby.
20	—	Discarded Sack A small sack lies in the undergrowth (DC 15 Perception); it contains trail rations (4 days), a waterskin and a pouch containing 15 sp.

SURROUNDING WOODLAND

When designing random encounters in the woodlands surrounding the Shadowed Keep consider adding several of the following terrain features to reward tactical play.

Illumination: Enough light filters through the tree canopy to illuminate the forest floor.

Woodland Sounds: Background noise increases the DC of sound-based Perception checks by 2 per 10 ft., not 1.

Boggy Ground: Filled with mud or standing water about 1 ft. deep, it costs 2 squares of movement to enter such areas. Boggy ground increases the DC of Stealth checks by 2.

Bones: Partially hidden by undergrowth the weather-bleached bones of a goblin, human or orc lie amid mouldering equipment. A DC 10 Heal check reveals the unfortunate died a violent death.

Stream: Normally no more than 2 ft. deep, it costs 2 squares of movement to enter any square containing a stream. If the stream has raised banks, those in the stream have cover (+4 AC, +2 Reflex saves). Characters on the banks gain the benefits of higher ground (+1 on melee attacks) against anyone in the stream.

Trail: A muddy, rutted 10 ft. wide trail winds its way through the trees. Movement on the trail is uninhibited.

Trail (Game): A narrow trail winds its way through the trees. Animal tracks and droppings cover the ground.

Tree: A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb check) gains partial cover (+2 to AC, +1 on Reflex saves).

Tree (Massive): These trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square and provide cover (+4 AC, +2 Reflex saves).

Tree (Fallen): A fallen tree trunk provides cover (+4 AC, +2 Reflex saves). Characters can clamber over it with a DC 5 Climb check or leap atop it with a DC 12 Acrobatics check. Characters on a fallen tree gain the benefits of higher ground (+1 on melee attacks) but are considered balancing. Treat the fallen tree's canopy as heavy undergrowth.

Undergrowth (Light): Vines and roots cover many non-trail squares, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Undergrowth (Heavy): Dense thorn bushes and other tangled growths make movement through these areas extremely difficult. It costs 4 squares of movement to enter such a square. It is also impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

ANIMALS

GRIZZLY BEAR

CR 4 (XP 1,200)

This large and powerful bear has brown fur, long, curved claws and a maw full of sharp teeth.

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 40 ft.; **ACP** 0; Stealth -3, Swim +14

AC 16, touch 10, flat-footed 15; **CMD** 20 (24 vs. trip)
(+1 Dex, +6 natural, -1 size)

Fort +8, **Ref** +5, **Will** +2

hp 42 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee 2 claws +7 (1d6+5 plus grab) and
bite +7 (1d6+5)

Grab (Ex) If it hits a Medium or smaller target with its bite, the bear can try to grapple as a free action without provoking attacks of opportunity.

Abilities Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Feats Endurance, Run, Skill Focus (Survival)

Skills as above plus Survival +5

WOLF

CR 1 (XP 400)

This powerful, gray-furred canine has fearsome jaws and piercing yellow eyes.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 50 ft.; **ACP** 0; Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 14 (18 vs. trip)
(+2 Dex, +2 natural)

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

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +2 (1d6+1 plus trip)

Trip (Ex) A wolf can trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 using scent to track)

BANDITS

VETERAN WARRIOR-BANDIT

CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; Climb +2, Stealth +2

AC 16, touch 12, flat-footed 14; **CMD** 14

(+2 Dex, +3 armour [studded leather], +1 shield [light wooden])

Fort +4, **Ref** +2, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee flail +2 (1d8)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)

Combat Gear bolts (10)

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

Feats Skill Focus (Perception)^B, Toughness

Skills as above plus Intimidate +3

Languages Common

Gear as above plus 2d8 sp

WARRIOR-BANDIT

CR 1/3 (XP 135)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; Climb +2, Stealth +1

AC 16, touch 12, flat-footed 14; **CMD** 13

(+2 Dex, +3 armour [studded leather], +1 shield [light wooden])

Fort +3, **Ref** +2, **Will** +0

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee morningstar +1 (1d8)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Combat Gear bolts (10)

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

Feats Skill Focus (Perception)^B, Toughness

Skills as above

Languages Common

Gear as above plus 1d8 sp

GOBLINS

BLOOD MOON WARRIOR

CR 1/3 (XP 135)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and short sword.

Male goblin warrior 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +3, Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 13

(+1 size, +3 Dex, +2 armour [leather], +1 shield [buckler])

Fort +2, **Ref** +3, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee short sword +5 (1d4/19-20)

Ranged shortbow (range 60 ft.) +5 (1d4/x3)

Combat Gear arrows (20)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus belt pouch, 1d6 sp

THE KEEP

Ironwolf Keep is a small, simple fortification. Construction was never completed and so it lacks some of the features of a more sophisticated, grander and better financed fortress. It lacks a stout gatehouse and the donjon never gained crenulations or much of an upper floor. Although the keep is a ramshackle ruin, much of its structure remains relatively intact.

OUTER WALLS

Stout, crenulated outer walls protect the courtyard and donjon.

COURTYARD

The keep's muddy courtyard once held several wooden buildings including a stable and smithy.

Tumbled Buildings: All that remains are heaps of charred and rotten, moss-covered wood.

Tracks: Tracks criss-cross the courtyard; mainly they lead between the donjon, the watchtower and the main gate.

WATCHTOWER

The keep boasts but one watchtower. A small band of bandits now claim the tower and guard it carefully against the Blood Moon Goblins that lurk in the donjon's cellars. When they are not waging inconclusive war against the goblins, the bandits skulk in the woodlands surrounding the keep waiting for foolish or unlucky travellers to fall into their clutches. The bandits never wander the woods at night.

Encounter areas in the watchtower are prefaced with a W. Refer to pages 15 - 24 to run encounters in the watchtower.

DONJON

This two-storey building is of solid construct, but even those with no engineering knowledge can tell the donjon was never completed. The building lacks crenulations and several large stone blocks stand on the roof (presumably where Valentin's labourers left them when the money to pay them ran out).

Encounter areas in the donjon are prefaced with a D. Refer to pages 25 - 38 to run encounters in the donjon.

DUNGEON-CELLARS

The Goblins of the Blood Moon claim the donjon's cellars as their lair. They creep forth at night to hunt for food and victims and occasionally try to break into the bandits' tower.

Encounter areas in the cellars are prefaced with a M. Refer to pages 39 - 58 to run encounters in the dungeon-cellars.

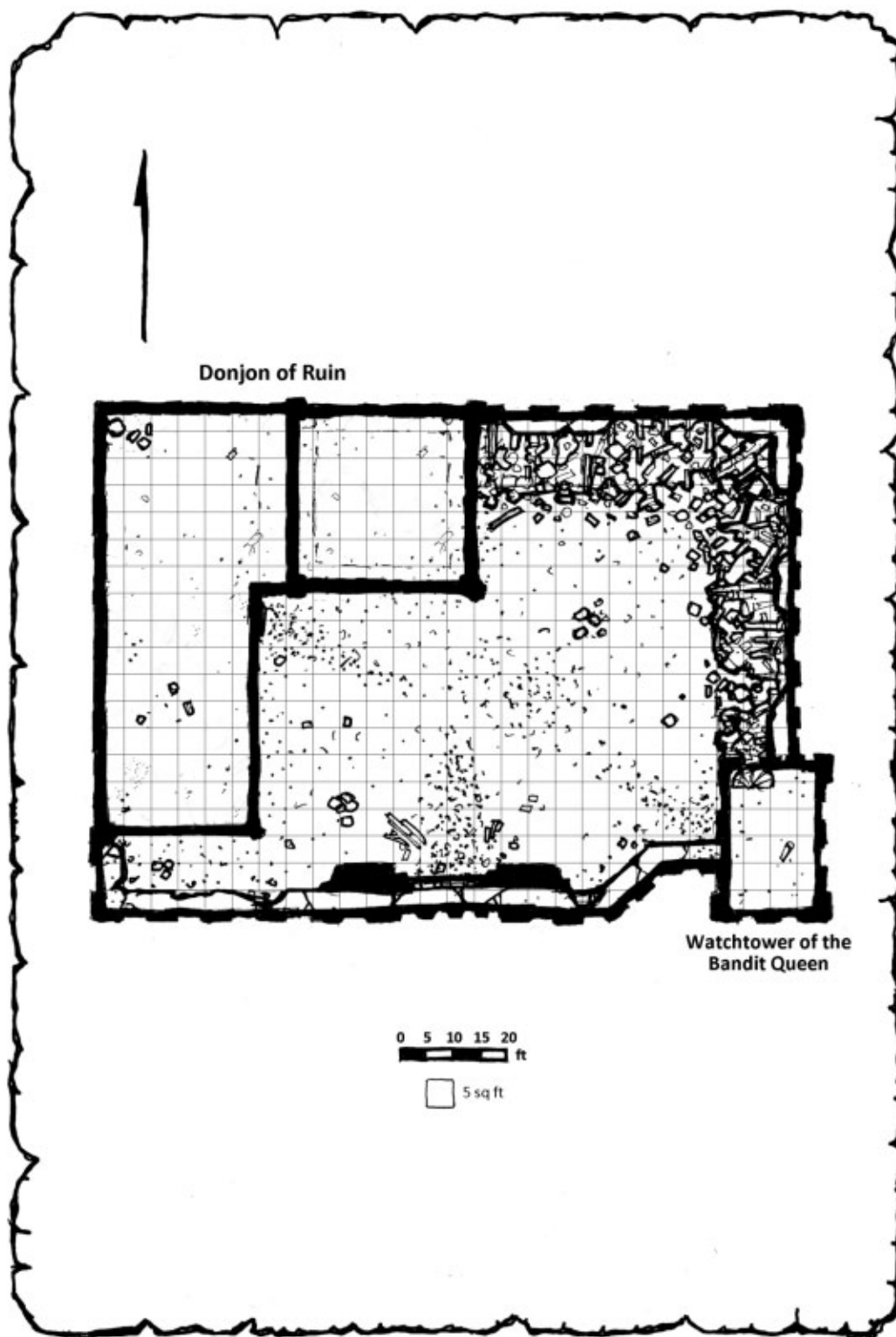
UNDERCRYPT

Encounter areas in this unexplored, undead-infested portion of the dungeons are prefaced with a U. Refer to pages 59 - 66 to run encounters in the Undercrypt.



HANDOUT 1: KEEP OVERVIEW MAP

An untagged version of this map suitable as a player handout appears on page 78.



TIMELINE

The Shadowed Keep is a dynamic, living environment. Therein, the Blood Moon Goblins war with the bandits of the watchtower for control of the place, while within the goblins' ranks the shaman Sar (M11) plots to overthrow his chieftain.

Thus, when the PCs arrive each of these groups is pre-occupied with defeating the other. When not fighting the PCs, the bandits and the goblins don't simply sit around doing nothing. A few bandits might sneak into the woods in search of prey, while the goblins may launch a night-time attack on the bandit's tower.

The following notes suggest a sequence of events a GM can use to bring the Shadowed Keep to life. The GM can follow the timeline below as detailed or simply pick and choose events that look interesting or that will enhance play in some way.

Some of these events happen at specific times while others are triggered by the PCs. PC actions, of course, might render some of these events moot; simply ignore or modify such events as required. For example, if the goblins attack the bandits' watchtower after the PCs have killed all the bandits the goblins will either fight the PCs or ransack the tower (if the PCs are elsewhere).

DAY 1

The PCs arrive at the Shadowed Keep. Neither the goblins or the bandits initially know of their presence. That night, the goblins launch a raid on the bandit's tower. A group of six goblins led by Razogen, Ruknar's son, sneak out of the tower and try to burn the tower's front door down. The goblins fail and withdraw when two of their number are slain by bandits hurling down chunks of masonry into the courtyard from the tower's roof.

EL 6 (XP 2,400): Razogen (M12), Veteran Blood Moon Warriors (3; M12) and Blood Moon Warriors (9; M7 and M1).

CUSTOMISING EVENTS

As GM, you'll know how fast your players will likely explore the Shadowed Keep. If your players are the type to very cautiously explore the place over several weeks or months, you might want to slow down the pace of the events detailed here so they don't all occur while the PCs are off resting elsewhere.

Conversely, if you want to emphasise the low-grade conflict between the goblins and bandits, have the bandits approach the PCs for aid pretty much as soon as they reach the Shadowed Keep. Most PC groups are much more likely to aid the bandits than the goblins, but for fun you could also have Sar approach the PCs with his proposal as soon as is practicable. Such interactions give the PCs a real sense of the antipathy between the goblins and the bandits; clever players will no doubt find a way to exploit this!

DAY 2

A light drizzle greets the dawn. Around midmorning this turns into a downpour that lasts for much of the rest of the day. For the next two days the stream connecting W2 and M2 is a raging torrent; travel along its course is impossible.

DAY 4

Three bandits led by a veteran bandit emerge from the woods and return to the watchtower. If they discover it sacked (or in the hands of the PCs) they loot what they can and flee. If not, they reinforce their fellows and can be found in Area W5.

DAY 5 (NIGHT)

Four hungry wolves enter the courtyard hunting for food. They scratch at the door of the watchtower, but do not enter the donjon.

DAY 6 (NIGHT)

Six goblin warriors return to the tribe. Unless needed elsewhere, they lair in M7.

EL 2 (XP 600): Blood Moon Warriors (6; M1)

DAY 7

Three bandits led by a veteran bandit leave the tower in search of prey. They disappear into the woods and set up watch over a nearby trail or road. They return empty-handed (and in a foul mood) at sunset.

RIVALS

If you want to introduce an element of haste to the PCs' exploration you can have a group of rival adventurers enter the area. At first, these NPCs can linger at the local tavern, searching for information, interrogating locals and (possibly) even trying to get information out of the PCs. (This warns the PCs that rival the adventurers may soon venture to the keep and gives them an impetus to speed up their own exploration.) If you want to build the rival theme further, engineering a barroom brawl between the two groups can be fun.

When you judge the time right, the adventurers can finally reach the Shadowed Keep and start poking around. Of course, they are somewhat more unsavoury than the PCs and have no qualms slaying the party for its treasure.

Web Enhancement: Check out ragingswan.com/shadowedkeep for a free download presenting a rival band of adventurers perfect to pit against your players.

EL 2 (XP 600): Veteran Warrior Bandit (1; W1) and Warrior-Bandits (3; W5).

DAY 8

A gentle shower falls over the area during the morning.

DAY 8 [NIGHT]

Angered at continually being stuck in the kitchen, Bareli gathers her treasure and deserts the bandits, slipping out of the tower at dusk. She immediately makes a run for the woods, trusting to her darkvision to see her through. She avoids contact with the PCs if she can help it and flees to the nearest town. If she encounters the PCs, she tries to strike a bargain with them – they let her go free in return for detailed information about the tower's defences and so on.

EL 1 (XP 400): Bareli (W4).

DAY 9

Three bandits – bored by the drudgery of living in the tower – decide to explore some of the donjon. They investigate D1 and D3i (where they find a cold iron dagger [result 11-15 on the random treasure table]) before losing their nerve when confronted by the viper in D6 and returning to the watchtower.

EL 1 (XP 405): Warrior-Bandits (3; W5).

DAY 10 (NIGHT)

Ruknar stirs himself from the company of his concubines and leads an assault on the watchtower. The goblins attack in the dead of night. Ruknar batters down the tower's front door and his goblin warriors surge inside. They easily take the ground floor, but Firean is a skilled warrior and manages to keep the goblins contained downstairs. The goblins discover the prison in

BANDIT PARLEY (PC TRIGGERED)

If the PCs first arrive and investigate the ruined donjon without attacking the bandit's watchtower, the bandits notice their arrival. Realising that the PCs could be powerful allies in her battle against the Blood Moon Goblins, Firean decides to enlist them to her cause. She sets sentries atop the watchtower to keep an eye out for the returning adventurers.

When the PCs emerge from the donjon, the sentry hails them and also calls for Firean. She quickly climbs to the tower top and negotiates with the PCs for help eradicating the goblins. If the PCs agree (and if she believes them) Firean allows them to rest in the watchtower between forays. Unless victory is certain, she does not commit her forces to the attack.

Sadly (but unsurprisingly), Firean is unpredictable and greedy. Unless the PCs seem content to leave the keep after defeating the goblins she has her warriors fall upon them when they are sleeping, disorganised or otherwise distracted.

the basement and rescue Yar before brutally slaying Reithic.

By the time the goblins withdraw, dawn is breaking. Three bandits and six goblin warriors, lie dead.

EL 8 (XP 4,800): Ruknar (M13), Nig, Sbus and Zus (M13), Razogen (M12), Veteran Blood Moon Warriors (3; M12) and Blood Moon Warriors (9; M7 and M1).

Note: Be careful running this encounter if the PCs have claimed the watchtower from the bandits. This is an incredibly tough encounter for a low-level group of PCs; however, the watchtower provides significant defensive advantages. Even if the goblins get inside, they balk at fighting their way up the stairs into the tower's upper reaches. Have them retreat when you deem the PCs have done enough to break their morale.

DAY 12

A thick fog shrouds the area, providing concealment in the courtyard as *obscuring mist*. The fog burns off by about midday.

DAY 18

In the early morning, the grizzly bear living in the surrounding woods (see Surrounding Territory) wanders into the courtyard looking for food. It only fights if attacked or threatened.

GOBLIN ATTACK (PC TRIGGERED)

If the PCs have made two forays against the Blood Moon, but have not yet slain Ruknar, the goblins organise a counter-attack. At night, a large force led by Ruknar's son, Razogen, emerge from the cellars and fall upon the PCs. If the PCs are lairing in the watchtower, the goblins attack both outside doors at once and try to burn their enemies out. If the PCs are camping in the woods, the goblins surround their campsite before unleashing a hail of missile fire.

EL 6 (XP 2,400): Razogen (area M12), Veteran Blood Moon Warriors (3; M12) and Blood Moon Warriors (9; M10 and M1). The goblins retreat, when half their number are slain.

SAR'S TREACHERY (PC TRIGGERED)

After the PCs' first successful foray into the Blood Moon's lair, Sar realises they represent his best chance of getting rid of Ruknar. Accompanied by his two guards, he creeps out to negotiate with the PCs.

Sar desperately wants to be the ruler of the Blood Moon and agrees to practically anything to get what he wants. He can give the PCs a full rundown of the cellars, explain where guards are hiding and so on. Of course, he doesn't want to stand by any agreement he makes and turns on his puppets as soon as is practical.

EL 3 (XP 800): Sar (M11) and Blood Moon Wardens (2; M11).

FURTHER ADVENTURES

The GM should consider the role (if any) the keep is to have in the campaign once the PCs have cleared it of monsters and bandits, before designing additional adventures. Of course, the keep can simply fade from the campaign – an adventure site cleansed and then forgotten.

Alternatively, the keep could be occupied in the future by bandits or by a force that menaces the whole kingdom – perhaps a large migrating tribe of orcs or the armed forces of a rival power. As the PCs know the area, they are called upon to once again enter the keep to end whatever menace lurks within. If this second threat emerges when the PCs are relatively powerful and famous they may subsequently be given the right to rebuild the keep by a grateful local lord.

CLAIMING THE KEEP

If the GM desires, the keep could again fall under the influence of an evil power later on in the campaign and the PCs could return once again to destroy the evil. Once the keep is again empty the PCs could claim it as their own. In this way, the keep can become the focus of an entire campaign as the PCs battle to clear the surrounding woodlands of enemies while repairing the shattered fortress. The obstacles to successfully completing such a task are legion.

Of course, the remaining denizens of the woods do their utmost to stymie such efforts. If any serious attempt at rebuilding is to be undertaken, the PCs must first make the area safe not just for the many workers they must employ but also they must secure the routes by which men and material flow to the fortress.

Nearby barons and rulers of other petty fiefdoms may take exception to the PCs' grab for power or simply see them as a nascent threat best nipped in the bud.

Over all this hangs the spectre of money. The PCs cannot rebuild their new home if they do not have the funds to do so and thus they must adventure to gain the necessary wherewithal or come up with other, inventive schemes to meet the high costs of rebuilding and completing Ironwolf Keep.

Once the keep is firmly under their command, they have a base from which they can extend their control over the surrounding woodlands. (A cruel GM could then have a relative of Valentin Ironwolf appear and demand the PCs return the castle to its rightful owner, creating interesting role-playing opportunities.)

CAVERNS

There are deep caverns below the keep, that have never been explored by surface dwellers. If the PCs discover their hidden entrance (area M6) they could begin an epic quest to explore the lightless realms below. Alternatively an invasion of deep dwellers could boil forth from the darkness. If the PCs have claimed the keep as their own, they must end this threat or lose their home.

Finally, it is unlikely that the PCs completely wipe out the goblins and bandits. Survivors could hold a grudge and return later on in the campaign to exact their revenge.

HADRAMKATH

In two locations (W7 and M13), the PCs can find information regarding the lost dwarven hold of Hadramkath.

Hadramkath is a legendary dwarven hold long lost to the depredations of goblins and their troll allies. The hold fell over 300 years ago and has been the objective of several expeditions.

A PC making a Knowledge (local) or Knowledge (history) check may know information about the place. (A dwarf making either of these checks automatically knows the information revealed by a DC 15 check and gains a +5 circumstance bonus to the check.) A successful check reveals all information gained by a lesser check.

DC 15: Hadramkath was a dwarven hold. Goblins and trolls slew its inhabitants hundreds of years ago.

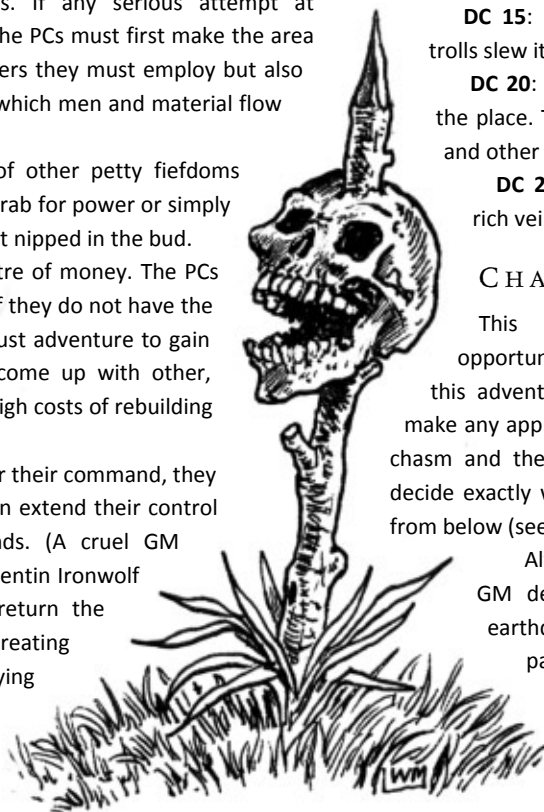
DC 20: Several sages are looking for information about the place. The sage Tenho Isotalo is offering gold for maps and other information pertaining to the place.

DC 25: Hadramkath was founded to exploit several rich veins of cold iron and adamantine.

CHASM OF EBON DEPTHS

This water-filled fissure (area U6) presents opportunities for further adventures beyond the scope of this adventure. However, the PCs likely require magic to make any appreciable progress. If the GM decides to stock the chasm and the caverns radiating out from it he should first decide exactly what is causing the corruption seeping upwards from below (see Necrotic Corruption [page 66]).

Alternatively, if the PCs lack such magic and the GM desires to expand upon these notes, a minor earthquake or rock fall could open up a new passageway that slowly drains the chasm.



WATCHTOWER OF THE BANDIT QUEEN

WATCHTOWER OF THE BANDIT QUEEN

A small bandit gang claims the watchtower. Led by Firean (CE female half-elf cleric 2/fighter 1 [page 23]) and Cullen (CN male human rogue 2 [page 22]) the bandits have had little success recently in their skirmishes with the Blood Moon Goblins lairing in the chambers below the donjon. The goblins keep travellers away from the keep's immediate environs and the bandits lack the numbers to decisively defeat the goblins. Firean dreams of defeating the goblins and claiming the whole fortress for her own. She plans to use the fortress as a base from which to exert her dominion over the nearby villages.

Most of the bandits within the tower are typically black-hearted but nondescript villains, but a few are worthy of note:

- **Bareli (W4):** This half-orc woman is an army deserter, a terrible cook and a mean drunk. Firean sees her as a threat to her hold over the bandits and forces the half-orc to work in the kitchen.
- **Cullen (W6):** Devoted to his dog, Fang, Cullen is a coward at heart and flees if the bandit's cause seems lost.
- **Firean (W7):** With delusions of grandeur and the dream of making the Shadowed Keep the foundation of a kingdom forged in war and blood, Firean is the most dangerous of the tower's inhabitants.

TOWER FEATURES

The tower has the following general features. See individual encounter area listings for unique area features.

Ceilings: The ceilings in the tower are 12 ft. high.

External Walls: Although of solid construction, the tower's outer walls (DC 20 Climb check) have begun to deteriorate. Mortar between the great stone blocks has begun to flake away.

Arrow Slits: Chambers without windows have arrow slits. Arrows slits provide improved cover (+8 AC, +4 Reflex saves, improved evasion) and enable dim light (20% miss chance) to filter into the room.

Spiral Staircase: A steep five-foot wide spiral staircase provides access to the upper levels of the tower. Characters cannot run or charge on the stairs. Characters fighting on the stairs get the advantage of higher ground (+1 on melee attacks) against foes below them. Additionally the staircase provides cover (+4 AC, +2 Reflex saves) against attacks originating from lower down the stairs.

Wooden Doors: A standard, unlocked wooden door (hardness 5, hp 10, DC 13 Break DC) wards most rooms. Doors open inwards.

Wooden Floor Boards: The tower's first and second floors have wooden floorboards that creak when walked upon. The floorboards impose a -2 penalty to Stealth checks made to move quietly across such areas.

TOWER DEFENCES

Having fought several skirmishes with the Blood Moon Goblins, the bandits have prepared defensive plans to fight off any intruders. Unless in use, external doors are barred day and night and the bandits react quickly to defeat any incursion.

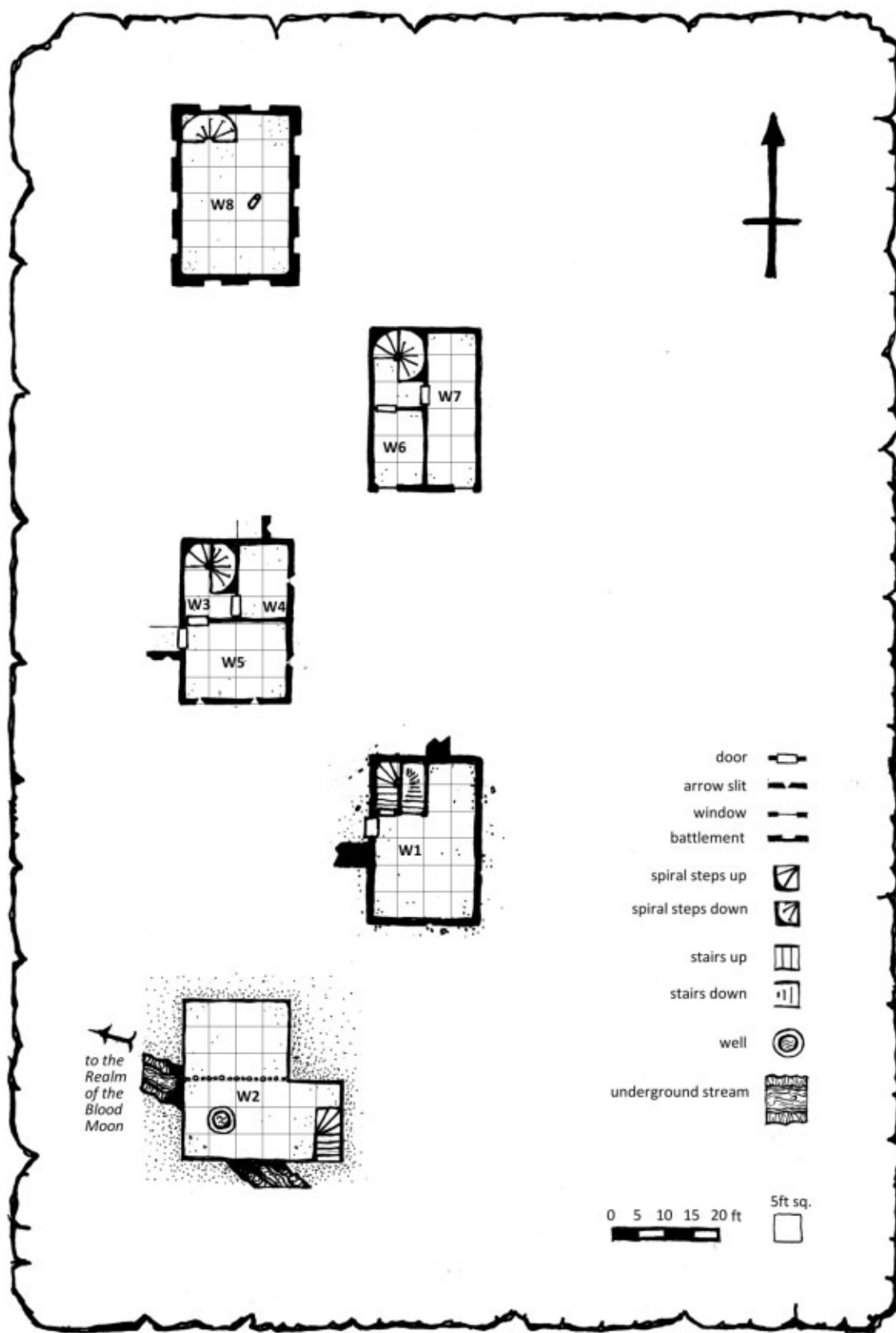
If enemies are without, two bandits move to the tower roof and hurl stones down upon their enemies. The others hold the guard room (Area W1) as long as possible before retreating upwards. They tenaciously defend Area W3, hurling stones down upon any daring the stairs. If intruders force their way into Area W3, the bandits either flee onto the battlements via Area W5 or retreat to the tower roof. If both Cullen and Firean have fallen or fled, surviving bandits surrender.

RANDOM ENCOUNTERS

The PCs have a 1 in 10 chance of encountering some of the tower's denizens for every 10 minutes they remain in the watchtower. Each encounter can occur only once. If the creatures are defeated, remove them from the relevant encounter area.

Determine what the PCs encounter, using the table below:

D20	EL	ENCOUNTER	ENCOUNTER
1-5	1/3	A warrior-bandit descends to W2 to draw water.	W5
6-9	1/2	A veteran warrior-bandit wanders the tower looking for someone to gamble with.	W5
10-13	1	Bareli carries a tray of food and drink to the prisoners in W2.	W4
14-16	1	Fang (wolfhound) wanders the tower looking for snacks.	W6
17-18	3	Cullen decides to take Fang (his wolfhound) for a hunt in the surrounding woodlands	W6
19-20	2	Firean Maiethil makes an surprise inspection of her troops.	W7



W1: BANDIT WATCHERS (EL 1; XP 400)

When the PCs reach this area, read:

A well fitting iron-bound door provides access to the tower. In places the door's sturdy wood is pitted and splintered and the bottom portion bares scorch marks. It is otherwise in good condition and appears firmly shut.

Characters making a DC 6 Perception check at the door hear a murmured conversation from within. A DC 5 Perception check reveals the presence of Medium- and Small-sized tracks around the door. A subsequent DC 13 Survival reveals the tracks mainly lead out of the keep's gate. A few old tracks head to the donjon.

GETTING IN: GUILLE & CUNNING

The PCs can use guile and cunning to get into the tower:

Bluff: The PCs bluff their way into the tower, by convincing the bandits that they want to join the band. Have the PCs make a Bluff check opposed by the bandits' Sense Motive check (overall +5 modifier for the unlikely lie).

Diplomacy: The bandits start as unfriendly folk asked to render dangerous aid (DC 24 Diplomacy check succeeds, and the PCs can aid another).

Outcome: If the PCs are successful, the bandits unbar the door and let them in. If they fail, the bandits refuse to open the door and one goes upstairs to alert his companions.

GETTING IN: VIOLENCE & CUNNING

The PCs can climb the tower's walls or batter down the door.

Break the Door Down: Characters breaking down the door (DC 25 Break) automatically alert the bandits within.

Climb: Climbing the tower's walls requires a DC 20 Climb check. A successful climber can reach Areas W6, W7, W8 or the battlements outside Area W5.

TACTICS

Weary from occasional goblin attacks, the bandits nevertheless quickly move to defend the tower. If intruders try to break into the tower, one dashes upstairs to alert his fellows while the other flips over the table and loads his crossbow. Two rounds later, his fellow returns and they ready to shoot at the first

intruder through the door. If this drops the attacker, they fight on. If not, they drop their crossbows and retreat up the stairs while fighting defensively.

AREA FEATURES

This chamber has several noteworthy features:

Illumination: A single arrow slit allows dim light (20% miss chance) into the chamber.

Iron Bound Door: A sturdy, barred (but not locked) iron-bound door (hardness 5, hp 20, DC 23 Break or DC 25 when barred) provides access to this area from the outside.

Table and Bench: A flagon of vinegary wine and four cups sits atop the table. The bandits sit about a table engaged in desultory gambling and conversation.

Characters leaping atop the table (DC 12 Acrobatics) gain the benefits of higher ground (+1 on melee attacks). Flipped over the table provides cover (+4 AC, +2 Reflex saves).

Spiral Staircase: A spiral staircase leads to the upper floors.

Cellar Door: A wooden door (hardness 5, hp 10, DC 13 Break) protected by a simple lock (DC 20 Disable Device) controls access to the cellar. The door opens inward. A bunch of keys comprising the door key and keys for the cell door and manacles in Area W2 hangs from a hook by the door.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1/2 (XP 200): Remove one veteran warrior-bandit.

EL 2 (XP 600): Add one veteran warrior-bandit.

VETERAN WARRIOR-BANDIT (2)

CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; **Climb** +2, **Stealth** +2

AC 16, **touch** 12, **flat-footed** 14; **CMD** 14

(+3 armour [studded leather], +2 Dex, +1 shield [light wooden])

Fort +4, **Ref** +2, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee flail +2 (1d8)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)

Combat Gear bolts (10)

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

Feats Skill Focus (Perception)^B, Toughness

Skills as above plus Intimidate +3

Languages Common

Gear as above plus 2d8 sp

ADHEARN & CONN

Adhearn: Adhearn is a cantankerous drunk. Lazy, he is on guard duty as punishment for falling asleep at his post several days ago. He is short-tempered and tired.

Conn: A veteran bandit, Conn has known no other life. He dislikes Adhearn. He is a romantic who dreams of finding wealth and fame as well as love through his banditry.

W2: DUNGEON OF THE BANDIT QUEEN

This room served as a jail and well room and the bandits use it for the same purposes. Here they incarcerate prisoners until they receive their ransom. When the PCs reach this area, read:

A small, dank chamber divided by a wall of iron bars stands at the bottom of the stairs. Within the cell, a dwarf and a small humanoid with a wide, ungainly head sit manacled to the wall. A well, surrounded by a low wall, pierces the chamber's floor. Nearby, lie several buckets attached to damp lengths of rope.

When the PCs enter the chamber, Reithic immediately calls out, asking to be released. Yar says nothing, sullenly observing intruders. The two are unhappy cell mates and spend much of their time insulting and threatening each other. They don't share a common language, but this has not stopped their invectives.

REITHIC YURGIRN

Background: A skilled warrior, Reithic is trying to carve out a career as a purveyor of fine dwarven weapons and armour. The bandits captured him during his first trade mission.

Personality: Gruff and quick to anger, Reithic craves vengeance. He loudly asserts his desire to kill Yar.

Mannerisms: Reithic roars challenges in battle.

Hooks & Reward: Reithic aids the PCs to defeat the bandits and 2d4 weeks after they free him he seeks them out and gifts them two masterwork daggers of dwarf craft.

REITHIC YURGIRN

CR 1/2 (XP 200)

Wide and heavily muscled this dwarf has a thick black beard, black, glittering eyes and thick, bushy eyebrows.

Male dwarf fighter 1

LN Medium humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; **ACP** 0; **Acrobatics** +1 (-3 jumping), **Climb** +6

AC 11, touch 11, flat-footed 10; **CMD** 14 (+18 vs. bull rush or trip); +4 vs. giant-type creatures (+1 Dex)

Fort +5 (+7 vs. poison), **Ref** +1, **Will** +2; +2 vs. spells and spell-like abilities

hp 8 (17) (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee unarmed strike +3 (1d3+2)

Atk Options +1 attack vs. orc- and goblin-type foes

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 14, Cha 6

SQ weapon familiarity (dwarven)

Feats Toughness, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4

Languages Common, Dwarven

Gear ragged clothing

YAR

Background: Captured by the bandits several weeks ago, Yar has endured several beatings and starvation.

Personality: Miserable and terrified, Yar is no longer a rapacious warrior of the Blood Moon. He has no desire to rejoin the tribe, preferring to flee the ruins if given the chance.

Mannerisms: Yar only speaks Goblin. He has developed a hacking cough during his incarceration.

Hooks & Reward: Yar just wants to survive. In return for his freedom, he shows the PCs the stairs in the donjon leading to the cellars below the keep. He also warns them of the exploding door trap.

AREA FEATURES

This chamber has several noteworthy features:

Illumination: Darkness fills this chamber.

Well: A crumbling 2 ft. high wall (DC 10 Knowledge [engineering] check reveals the danger) encircles the well. If a character sits or leans on the wall it collapses and the character falls into the well (DC 10 Reflex negates; 1d6 lethal and 1d6 nonlethal damage). The well's rough-hewn walls (DC 15 Climb check) descend 20 ft. to a stream that flows to the southwest (eventually intersecting Area M2.) The bandits (and goblins) are unaware of this connection.

Iron Bars: Iron bars (hardness 10, hp 60, DC 25 Break) form a cell. A simple padlock (DC 20 Disable Device) protects the door.

Manacles: Manacles (hardness 10, hp 10, DC 26 Break or DC 30 Escape Artist) affixed to the wall secure both prisoners.

YAR

CR 1/3 (XP 135)

Clad in ragged, bloodstained clothes this small, scrawny humanoid has a wide, ungainly head. Covered in sores and many partially healed cuts and scrapes it is a sorry sight.

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Climb** +4, **Ride** +7, **Stealth** +11

AC 14, touch 14, flat-footed 10; **CMD** 13 (+3 Dex, +1 size)

Fort +2, **Ref** +3, **Will** +0

hp 2 (6) (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee unarmed strike +5 (1d2)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear ragged clothes

W3: HALLWAY

When the PCs reach this area, read:

A barrel full of stones stands at the head of the stairs. Several doors lead away from this hallway. The spiral staircase continues upwards.

If the bandits in Area W1 have alerted their comrades, the warriors from Area W5 make their stand here, hurling rubble and stones at intruders during the stairs.

AREA FEATURES

This area has several noteworthy features:

Illumination: Dim light (20% miss chance) during the day and darkness (50% miss chance) at night fills the staircase.

Barrel of Rubble: A barrel full of small rocks and stones stands by the spiral staircase. The bandits push these rocks down the stairs at intruders. A PC struck by a falling rock suffers 1d6 damage (DC 15 Reflex save negates).

W4: KITCHEN (EL 1; XP 400)

The bandits use this chamber as a kitchen. When the PCs reach this area, read:

The smell of rotting food and simmering stew greet you. This room is obviously a kitchen. A fat half-orc woman clad in food-splattered scale mail stands behind a steaming iron cauldron.

An army deserter, Bareli, now serves as the bandits' cook. A skilled soldier, Cullen and Firean see her as a threat to their leadership and thus they keep her here.

TACTICS

Bareli kicks over the cauldron of stew while her enemies are bunched in the doorway and follows this up with a thunderstone before entering melee. She uses her handaxe, striking prone foes in preference to others. During battle, she calls to nearby bandits for aid and shouts insults at her attackers.

AREA FEATURES

This chamber has several noteworthy features:

Illumination: Bright light during the day.

Door: The door is shut, but not locked.

Smoke: A haze of smoke hangs in the air.

Cauldron: A large cast iron cauldron (containing simmering stew) hangs over a small fire. A character can kick over the cauldron with a DC 5 Strength check. The stew within creates a 15 ft. cone of slippery floor. Characters within the cone suffer 1 fire damage from the scalding stew. Those moving at full speed through the area must make a DC 10 Acrobatics check or stop in the first square containing stew it enters. A character failing the check by 5 or more falls prone.

Boxes and Sacks: The boxes and sacks contain basic foodstuffs – flour, hardtack biscuits, salted meats and so on.

Barrels: Two barrels (one half full) contain thin watery wine (each worth 10 gp full). A third barrel contains 20 pints of lamp oil.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1/2 (XP 200): Bareli is horribly hung-over. Apply the young creature template (+2 on all Dex-based rolls, -2 on all other rolls; hp 14) to simulate her condition.

EL 2 (XP 600): Apply the advanced creature template to Bareli (+2 on all rolls [including damage], AC 19, touch 14, flat-footed 19. CMD 18; hp 26).

BARELI

CR 1 (XP 400)

This fat half-orc woman wears food-splattered scale mail and clutches a handaxe.

Female half-orc warrior 2/expert (soldier) 1

NE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 20 ft.; base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping), Climb +3, Ride +1

AC 15, touch 10, flat-footed 15; **CMD** 14

(+5 armour mwk scale mail)

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

hp 20 (3 HD); orc ferocity

Orc Ferocity (Ex) Once per day when below 0 hp, Bareli, can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, she falls unconscious.

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk handaxe +5 (1d6+2/x3)

Ranged dagger (range 10 ft.) +2 (1d4+2/19-20)

Combat Gear antitoxin, thunderstone (2)

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

Feats Iron Will, Toughness

Skills as above plus Intimidate +6, Profession (cook) +4, Profession (soldier) +5

Languages Common, Orc

Gear as above plus belt pouch, 120 gp

W5: BANDIT BARRACKS (EL 2; XP 600)

Once a barracks for the tower's garrison, the rank and file bandits dwell here. When the PCs reach this area, read:

Obviously a barracks, this plain, unassuming chamber houses eight two-tier bunks. A half-dozen men stand by the bunks readying themselves for battle.

Unless the PCs have made a lot of noise defeating the guards in Areas W1 or W4, violence does not have to immediately ensue. PCs making a Bluff or Diplomacy check can ward off battle:

Bluff (-5 penalty; DC opposed by Sense Motive): A successful check averts bloodshed, but the bandits send one of their number to fetch Cullen and Firean.

Diplomacy (DC 14): The bandits are unfriendly and suspicious, but assume the PCs are meant to be here. If the PCs render the bandits friendly (DC 9) or helpful (DC -1) they win their trust and can learn the band's composition, brief details of Cullen and Firean and so on.

TACTICS

Bandits fighting in this chamber are cornered and fight desperately. If a chance to escape presents itself, they take it – rushing out of the room and down the spiral staircase.

In the chamber, the bandits use bunk beds as cover and unleash a barrage of crossbow bolts at anyone entering the chamber. If time permits, they drag a bunk bed across the door. Bandits may also push over bunk beds (+4 on trip attacks; target knocked prone) onto enemies. Prone enemies are dealt with swiftly.

WARRIOR-BANDIT (3)

CR 1/3 (XP 135)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; **Climb** +2, **Stealth** +1

AC 16, **touch** 12, **flat-footed** 14; **CMD** 13

(+2 Dex, +3 armour [studded leather], +1 shield [light wooden])

Fort +3, **Ref** +2, **Will** +0

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee morningstar +1 (1d8)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Combat Gear bolts (10)

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

Feats Skill Focus (Perception)^B, Toughness

Skills as above

Languages Common

Gear as above plus 1d8 sp

AREA FEATURES

This chamber has several noteworthy features:

Illumination: A lantern hanging from a hook in the ceiling provides illumination.

Iron-Bound Door: A sturdy, barred (but not locked) iron-bound door (hardness 5, hp 20, DC 23 Break or DC 25 when barred) provides access to the battlements.

Bunk Beds: Eight two-tier bunk beds stand against the walls. Some are obviously unused.

Two small unlocked chests sit under each bunk bed. These contain the bandits' personal possessions, such as spare clothes and mundane equipment (flint and steel, spare pouches and other odds and ends), but a careful search may uncover several items of note:

- **Chest 1:** DC 15 Perception (hidden in an empty wineskin); a small black gem (an onyx worth 50 gp; DC 20 Appraise).
- **Chest 3:** DC 5 Perception (carefully folded at the bottom of the chest); a dark blue fur-lined cloak (30 gp; DC 20 Appraise).
- **Chest 4:** DC 10 Perception; a silver belt buckle (10 gp; DC 20 Appraise).
- **Chest 8:** DC 10 Perception; a selection of ladies' silk underthings (10 gp; DC 20 Appraise).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1 (XP 600): Remove one veteran warrior-bandit.

EL 3 (XP 1,200): Add one veteran warrior-bandit.

VETERAN WARRIOR-BANDIT (1)

CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** -2; **Climb** +2, **Stealth** +2

AC 16, **touch** 12, **flat-footed** 14; **CMD** 14

(+2 Dex, +3 armour [studded leather], +1 shield [light wooden])

Fort +4, **Ref** +2, **Will** +0

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee flail +2 (1d8)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)

Combat Gear bolts (10)

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

Feats Skill Focus (Perception)^B, Toughness

Skills as above plus Intimidate +3

Languages Common

Gear as above plus 2d8 sp

W6: CULLEN'S CHAMBER (EL 3; XP 800)

Firean's lieutenant, Cullen, dwells here with his beloved wolfhound, Fang. When the PCs reach this area, read:

The musty smell of wet dog fills this small bedchamber. A bed stands against one wall; at its foot lies a pile of wet and muddy cloaks. A chest stands against the opposite wall.

Cullen is here if the PCs have affected a relatively quiet approach to this floor. Otherwise, he has likely fled (see "Tactics").

CULLEN

Background: Unloved by his family, Cullen left home while still a child. Falling into the clutches of a smuggler gang, Cullen was abused and exploited. An argument over loot left many of his fellows dead; with no ties (and none of the treasure), he departed and soon after fell in with Firean.

Personality: Unpredictable, violent and prone to brooding, Cullen has few friends. He respects Firean, but does not like her, and thus does not have much loyalty to his fellows. He loves Fang. He is an inveterate hoarder and has squirreled away a small cache of silver and gold. He does not willingly abandon it.

Mannerisms: Cullen talks to Fang, as a parent to a child.

TACTICS

Cullen investigates sounds of battle and if all seems lost, he retreats to his chamber, barricades the door (DC 18 Break opens) and gathers his treasures before tying a rope to his bed. He lowers his beloved Fang to the ground and then flees never to return. In battle, Cullen flanks opponents with Fang. If things go badly, he drinks his *potion of invisibility* and slips away.

FANG (WOLFHOUND)

CR 1 (XP 400)

This large dog has a shaggy black and gray coat and a large head sporting powerful jaws.

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 40 ft.; **ACP** 0; Acrobatics +6 (+14 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip) (+2 Dex, +1 natural)

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

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d6+3 plus trip)

Trip (Ex [free]) If Fang hits with his bite he can attempt to trip his opponent without provoking an attack of opportunity. If the attempt fails, he is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Skills as above plus Survival +1 (+5 tracking by scent)

AREA FEATURES

This chamber has several noteworthy features:

Illumination: Windows allow light into the chamber during the day. At night, a lantern provides illumination.

Door: The door is shut, but not locked.

Shuttered Windows: Stout wooden shutters (hardness 5, hp 10; DC 15 Break) protect these windows. During the day they are thrown open, but at night they are firm shut.

Bed: This large bed is comfortably appointed.

Chest (Locked; DC 20 Disable Device): This chest contains Cullen's spare clothes and other mundane equipment as well as a small sack containing 127 cp, 39 sp and 3 gp.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 400): Apply the young template to Fang (+2 on all Dex-based rolls, -2 on all other rolls; hp 9).

EL 4 (XP 1,200): Apply the advanced creature template (+2 on all rolls [including damage]) to Fang (AC 17, touch 16, flat-footed 15; CMD 19 [23 vs. trip]; hp 17) and Cullen (AC 19, touch 16, flat-footed 17; CMD 18; hp 20).

CULLEN

CR 1 (XP 400)

Greasy black hair frames the face of a human male dominated by high cheek bones and acne.

Male human rogue 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +8 (+9 vs. traps), Sense Motive +3

Speed 35 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7 (fast stealth)

AC 15, touch 12, flat-footed 13; **CMD** 14

(+3 armour [mwk studded leather], +2 Dex)

Fort +2, **Ref** +5 (evasion), **Will** +1

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee short sword +2 (1d6+1/19-20)

Ranged mwk shortbow (range 60 ft.) +4 (1d6/x3)

Atk Options sneak attack +1d6

Combat Gear arrows (16), *potion of invisibility*, *potion of cure light wounds*

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8

SQ rogue talent (fast stealth), trapfinding (+1)

Feats Alertness^B, Fleet

Skills as above plus Appraise +6, Bluff +4, Disable Device +10, Knowledge (local) +6, Sleight of Hand +8

Languages Common, Goblin

Gear as above plus backpack, 50 ft. rope, oil (2), masterwork thieves' tools, key

W7: FIREAN MAIETHIL (EL 2; XP 600)

This is Firean's chamber. When the PCs reach this area, read:

This chamber is very lived in. A few papers lie scattered on a desk against one wall, while an unmade bed stands against another. Clothes are scattered on the floor and across a bearskin rug.

Firean is unlikely to be encountered here as she conducts the tower's defence vigorously on the lower levels.

FIREAN MAIETHIL

Background: A product of war, suffering and rape, Firean has wandered for many years, unable to find a place in the world.

Personality: Dedicated to the god of strength, chaos and war, Firean dreams of establishing her own dominion from which she can war on her neighbours. The Shadowed Keep represents her chance to realise that dream. For her, might is

FIREAN MAIETHIL

CR 2 (XP 600)

Muscular and attractive, this half-elf woman wears form-fitting half-plate and wields a large flail. Her dark brown eyes regard you with a mixture of malevolence and boredom.

Female half-elf fighter 1/cleric 2

CE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +7, Sense Motive +2

Speed 20 ft.; base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Ride -2, Swim +0

AC 18, touch 10, flat-footed 18; **CMD** 14

(+8 armour [mwk half-plate])

Immune sleep

Fort +6, **Ref** +0, **Will** +7; +2 vs. enchantments

hp 25 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk heavy flail +6 (1d10+2/19-20) or

Melee mwk longspear (reach 10 ft.) +5 (1d8+3/x3)

Melee Touch touch of chaos +4 (1 round; when subject rolls a d20, it must roll twice and use the worst result)

Special Actions channel negative energy (4/day, 1d6, DC 12), strength surge (5/day, +1), touch of chaos (5/day)

Cleric Spells Prepared (CL 2nd; concentration +4 [+8 casting defensively or grappling]; spontaneous casting [*inflict* spells], Chaos, Strength)

1st—*bleed*, *cure light wounds*, *enlarge person*^D, *shield of faith*

0—*detect magic*, *light*, *resistance*, *stabilize*

Combat Gear scroll of *cure light wounds* (3), scroll of *protection from good*

Abilities Str 15, Dex 10, Con 12, Int 10, Wis 14, Cha 13

SQ evil aura (moderate), multitalented (cleric, fighter)

Feats Combat Casting, Improved Initiative, Skill Focus (Perception)^B, Weapon Focus (heavy flail)

Skills as above plus Heal +6, Knowledge (history) +4, Knowledge (religion) +5

Languages Common, Elven

Gear as above keys, holy symbol

right and the weak are worthy of nothing but scorn.

Mannerisms: Firean cannot decide whether she wants her followers to love or fear her; consequently she explains her decisions in great depth before threatening violence against any not sharing her perspective (or obeying her commands).

TACTICS

If the PCs defeat the bandits below, Firean retreats to the tower roof with any survivors to make a last stand. Once there, she casts *enlarge person* and *shield of faith* and uses her longspear to keep her opponents in the spiral staircase. She switches to heavy flail when enemies reach the roof.

AREA FEATURES

This chamber has several noteworthy features:

Illumination: Windows allow light into the chamber during the day. At night, a lantern provides illumination.

Shuttered Windows: Stout wooden shutters (hardness 5, hp 10; DC 15 Break) protect these windows. During the day they are thrown open, but at night they are firmly shut.

Bed: This large bed is comfortably appointed.

Table and Chair: A few sheets of scattered paper and an inkpot and quill stand upon the table. Characters can leap atop the table (DC 12 Acrobatics) to gain the benefits of higher ground (+1 on melee attacks).

Bearskin Rug: This worn bearskin rug smells of musty. A DC 20 Perception check finds a small gold ring (worth 50 gp; DC 20 Appraise) hidden deep in the bear's mouth. The rug is worthless.

Chest 1 (Locked; DC 20 Disable Device): This chest contains Firean's spare clothes and mundane equipment and a scrap of parchment (page 24; also see Further Adventures [page 14]).

Chest 2 (Locked; DC 20 Disable Device): The chest contains 430 cp, 126 sp and 16 gp as well as a set of silver cutlery (worth 50 gp; DC 20 Appraise check).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1 (XP 400): Firean is horribly hung-over. Apply the young creature template (+2 on all Dex-based rolls, -2 on all other rolls; hp 19) to simulate her condition.

EL 3 (XP 800): Apply the advanced creature template to Firean (+2 on all rolls [including damage] and special ability DCs; AC 22, touch 14, flat-footed 22; CMD 18; hp 31).

RELIGION

Firean's religion has been left deliberately vague, so that the GM can utilise a deity of his home campaign.

W8: TOWER ROOF

The tower's roof provides a marvellous view of the surrounding area. When the PCs reach this area, read:

The tower's battlemented roof is empty, save for a battered, oaken flagpole.

Only when they expect trouble, do the bandits garrison this area.

AREA FEATURES

The roof has several noteworthy features:

Crenulations: The tower's battlements provide cover (+4 AC, +2 Reflex saves) against attacks originating from below. The crenulations make bull rushing an opponent from the roof difficult. A character that is pushed far enough to fall from the roof can make a DC 10 Reflex save to arrest his movement in the square containing the wall.

Spiral Staircase: Characters cannot run or charge on the stairs. Characters fighting on the stairs get the advantage of

higher ground (+1 on melee attacks) against foes below them. Additionally the staircase provides cover (+4 AC, +2 Reflex saves) against attacks originating from lower down the stairs.

Flagpole: This flagpole is 15 ft. high. Characters can stand in the same square as the flagpole and it provides partial cover (+2 AC, +1 Reflex saves).

Falling: The tower is 40 ft. high. Characters falling from its roof suffer 4d6 damage.

Rubble: The bandits have stored rubble here to hurl down upon attackers' heads. Squares containing rubble cost 2 squares of movement to enter. Small pieces of rubble deal 1d6 damage while larger pieces deal 2d6 damage, on a successful ranged touch attack (but attackers suffer a -4 penalty on attack rolls when using these improvised weapons).

HANDOUT 2: YAR'S DOOR

This map is reproduced in Player Handout 2. Additionally, refer to Further Adventures for more information regarding this locale.



DONJON OF RUIN

THE RUINED DONJON

Much fought over and looted, the Shadowed Keep's donjon stands empty and abandoned. Vermin now claim much of the place as their own, although no one has explored the upper level for years because of two giant spiders lairing in the citadel's great hall.

The goblins from below occasionally poke about some of the unoccupied chambers in search of lost treasures, but the tribe has learnt to avoid the most dangerous occupants of the donjon.

DONJON FEATURES

The donjon has the following general features. See individual encounter area listings for unique area features.

Ceilings: The ceilings in the donjon are 12 ft. high.

Illumination: Darkness shrouds much of the ruined donjon. Few windows pierce the walls of the ground floor.

External Walls: Although of solid construction, the donjon's outer walls have begun to deteriorate. Mortar between the great stone blocks has begun to flake away. A character can scale the walls with a DC 20 Climb check.

Arrow Slits: Arrow slits enable dim light (20% miss chance) to filter into a room. Arrows slits provide improved cover (+8 AC, +4 Reflex saves, improved evasion).

Light Rubble: Pieces of rotten furniture and the trash of previous explorations litter the floor. Light rubble adds 2 to the DC of Acrobatics checks.

Dense Rubble: Debris – substantial pieces of rotting furniture and so on – covers the floor. It costs 2 squares of movement to enter a square filled with dense rubble. Dense rubble adds 5 to the DC of Acrobatics checks and 2 to the DC of Stealth checks.

Spiral Staircase: A steep five-foot wide spiral staircase provides access to the upper levels of the donjon. Characters cannot run or charge on the stairs. Characters fighting on the stairs get the advantage of higher ground (+1 on melee attacks) against foes below them. Additionally the staircase provides cover (+4 AC, +2 Reflex saves) against attacks originating from lower down the stairs.

Wooden Doors: A standard, unlocked wooden door (hardness 5, hp 10, DC 13 Break) once warded each room. Now most have fallen or rotted away. The few remaining doors open inwards.

Wooden Floor Boards: The tower's first floor has wooden floorboards that creak when walked upon. The floorboards impose a -2 penalty to Stealth checks made to move quietly across such areas.

DONJON DRESSING

Use this table to generate minor points of interest, as desired. Such features have little or no impact on play, but serve to underscore the current state of the donjon.

D20	FEATURE
1-5	The bones of a small animal (rat, rabbit and so on) lie crushed on the ground.
6-10	A small pile of leaves or other windblown detritus cover the floor.
11-12	One or more old skeletons lie where they fell in battle, surrounded by mouldering, worthless equipment.
13	An old, dried spray of blood splatters on one wall.
14-15	Thick spider webs obscure the ceiling.
16	A smear of charcoal on one wall shows where a previous explorer extinguished a torch.
17	A shattered arrow lies on the ground.
18	Crudely drawn pictures – depicting battle and slaughter – are daubed over one wall. They show small, goblin-like creatures killing humans.
19	The word "Danger" has been scratched onto the wall with a dagger or similar object.
20	An empty potion vial lies under some leaves.

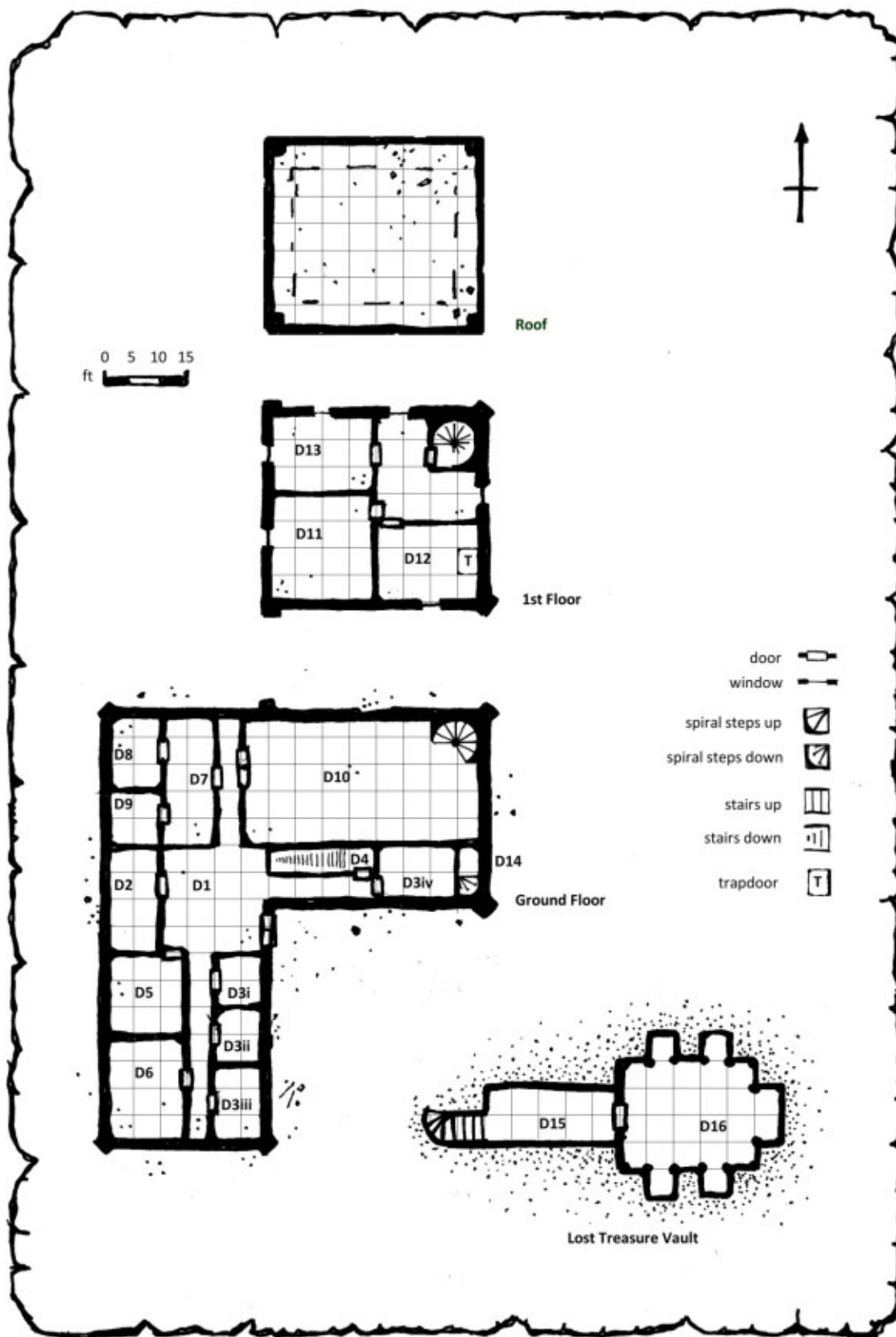
RANDOM ENCOUNTERS

The PCs have a 1 in 10 chance of encountering some of its denizens for every 10 minutes they remain on the ground floor of the donjon. No random encounters occur on the first floor or in the lost treasure vault. Each encounter can occur only once. If the creatures are defeated, remove them from the relevant encounter area.

Determine what the PCs encounter, using the table below:

D20	EL	ENCOUNTER	ENCOUNTER
1-5	1/3	Dire Rat (1)	D2
6-10	1	Adult Venomous Snake (1)	D6
11-13	2	Warrior Bandit (3), Veteran Warrior Bandit (1)	W5
14-15	1	Blood Moon Warrior (3)	M7
16	1	Wolf (1)	—
1-19	—	A sudden gust of wind sends leaves and other pieces of detritus swirling through the air.	—
20	1/4	Blood Moon Young (1)	M7

Remove the creatures encountered from the relevant encounter area.



D1: GUARD CHAMBER

A stout pair of double doors once warded the donjon. Now they stand open. When the PCs reach this area, read:

A set of steps leads up to a wide doorway. Stout iron-bound doors once warded access to the donjon. Now one hangs crazily off one hinge while the other lies upon the steps.

Beyond stand the remains of a guard chamber. When the PCs enter the chamber, read:

Beyond the ruined doors lies a disused, leaf-strewn chamber. Three doors lead from the chamber; one seems to access a corridor leading deeper into the donjon, while darkness shrouds what lies beyond the others.

D2: SERGEANT'S CHAMBER (EL 1; XP 400)

Sergeants of the guard once occupied this ruined chamber. Now, a small colony of dire rats dwells within. The rats have suffered terribly at the hands of the giant snake in Area D6 and now only three remain.

When the PCs reach this area, read:

This small chamber is mostly empty. Two sagging and rotting beds stand against one wall. A pile of rotting wood and other detritus has been piled up on and under the beds.

The rats do not attack unless someone disturbs their home.

TACTICS

The rats attack savagely, focusing their attacks on the intruder disturbing their home. They fight to the death, to protect their home, but do not pursue intruders from the room.

AREA FEATURES

The area has several noteworthy features:

Illumination: Dim light.

Dilapidated Beds: Two beds stand against one wall. Both are sagging and rotten; they collapse if any creature of Small or larger size stands on them.

Rat Warren: The rats have created an extensive warren in and under the room's two beds. The bodies of three dead rats lie in the warren. A DC 13 Heal check reveals they were poisoned. A DC 20 Perception check reveals two puncture marks on each body.

Treasure: The rats have unknowingly incorporated some treasures into their nest. A PC making a Perception check among the detritus of the warren may discover some small treasures:

AREA FEATURES

The area has several noteworthy features:

Illumination: Dim light fills the guard chamber.

Flagstone Floor: The floor is of flagstones. It does not impede movement. Wind-blown leaves cover much of the chamber's floor. Leaves add 2 to the DC of Stealth checks.

Graffiti: Bored guards scratched crude graffiti into the chamber's walls. None is of immediate use to explorers, instead describing the sexual proclivities of several folk.

- **DC 15** : 15 cp and 12 sp.
- **DC 20**: A soft, black velvet pouch. The pouch needs a good wash, but is worth 10 gp (DC 20 Appraise check values).
- **DC 25**: A single teardrop-shaped silver earring (worth 35 gp; DC 20 Appraise check values).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Apply the advanced creature template to the dire rats (+2 on all rolls [including damage]; DC 15 filth fever; AC 18, touch 18, flat-footed 15; CMD 16 [20 vs. trip]; hp 7).

DIRE RATS (3)

CR 1/3 (XP 135)

This filthy oversized rat is covered in mangy gray fur and its shining black eyes glitter menacingly.

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4, Sense Motive +1

Speed 40 ft., climb 20 ft., swim 20 ft.; **ACP** 0; Climb +11, Stealth +11, Swim +11

AC 14, touch 14, flat-footed 11; **CMD** 12 (16 vs. trip) (+3 Dex, +1 size)

Fort +3, **Ref** +5, **Will** +1
hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +1 (1d4 plus filth fever [DC 11 Fortitude {2 saves}; frequency 1/day; effect 1d3 Con and 1d3 Dex damage])

Abilities Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Feats Skill Focus (Perception)

Skills as above

D3 (I – IV): PERSONAL CHAMBERS

These chambers once housed important folk of the keep. Now nothing remains but wrack and ruin. When the PCs reach this area, read:

This chamber – probably once the personal chamber of an important fellow – now lies empty and abandoned. Dust along with rotten and shattered furniture cover the floor.

Looters, bandits and Blood Moon Goblins have repeatedly searched these chambers; little now remains.

AREA FEATURES

The area has several noteworthy features:

Illumination: Dim light filters into the chamber from a high, narrow window.

Ruined Furniture: Ruined furniture – rotted and hacked – lies scattered about the chamber.

Treasure: A character making a DC 25 Perception check finds a small trinket overlooked by previous looters. To determine what is found, roll once per chamber on the table below:

D20	LOCATION & TREASURE
1-5	Under a loose flagstone, the PC finds a small mouldy pouch containing 57 sp and 56 gp.
6-10	Hidden in the folds of an old cloak, the PC finds a forgotten vial of antitoxin.
11-15	Wrapped in a mouldering cloth, the PC finds a cold iron dagger; dark green opaque stones decorate its hilt (malachites; total worth 60 gp [DC 20 Appraise]).
16-20	Under a slashed mattress riddled with mildew, the PC finds a worn quiver holding four masterwork arrows fletched with pure black feathers.

Each treasure can be found only once.

D4: STAIR OF THE BLOOD MOON (EL 1; XP 400)

This staircase leads to the cellars below the donjon claimed by the Blood Moon Goblins. When the PCs reach this area, read:

Ahead the smashed remains of a door lie across the corridor. Beyond a staircase disappears into subterranean darkness. Crude red circular symbols decorate the wall on either side of the stair.

EXPLODING DOOR TRAP

CR 1 (400 XP)

As you step on the remains of the wooden door, you hear the sounds of cracking glass below. Moments later, an explosion of flame engulf you.

Search DC 20; **Type** magic mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less

Trigger location; **Reset** manual

Effect This trap takes affect over two rounds:

Round 1: The goblins have set two vials of alchemist's fire beneath the door. Any character standing on the door, breaks the vials and takes 2d6 fire damage (DC 20 Reflex halves, but the door provides cover [+2 Reflex saves] to the character on it) from the resultant fiery explosion. Those within 5 ft. of the door suffer 2 fire damage.

Round 2 (Catching on Fire): In the round after the explosion, the character on the door catches on fire (taking 1d6 fire damage) unless he spends a full-round action and makes a DC 15 Reflex save to put himself out. Rolling on the ground provides a +2 bonus to this save. *Create water* cast over the burning character provides a +4 bonus. This bonus stacks with other castings of *create water*. Failure means he takes another 1d6 fire damage next round and must make subsequent checks each round to extinguish the flames.

The remnants of the smashed door lie directly in front of the stairs. Unless a character specifies he avoids the door, when entering the stairway, he sets off the goblins' crude trap.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Blood Moon Symbol: A PC making a DC 11 Knowledge (local) check knows these symbols are that of the Blood Moon Goblins. A PC making a DC 21 Knowledge (local) check knows that an ogre warrior leads the tribe. Appropriately, the symbols are daubed in dried blood.

Smashed Door: The remains of the smashed door form part of a crude trap. If the characters move or step on the door, they set off the exploding door trap.

Staircase: This staircase is oft-travelled by Blood Moon Goblins. It leads 20 ft. down to the cellars below.

A DC 15 Perception check reveals the presence of many tracks and a DC 20 Survival check confirms that many Small tracks – intermixed with a few Medium-sized tracks – travel up and down the stairs.

Characters cannot run or charge on the stairs. Characters fighting on the stairs get the advantage of higher ground (+1 on melee attacks) against foes below them.

Treasure: If the PCs deactivate the trap, they gain two vials of alchemist's fire (each worth 20 gp).

D5: ABANDONED ARMOURY

The garrison used this place as an armoury. When the PCs reach this area, read:

Dusty, cobweb-shrouded weapon racks line this chamber's walls.

This chamber has been repeatedly looted. A small colony of spiders dwells in this chamber. Although they are not numerous enough to form a swarm, paranoid explorers may assume otherwise.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Weapon Racks: Cobwebs shroud the weapon racks. Many spiders dwell within and PCs making a DC 10 Perception check see many of the creatures scuttling about. A DC 11 Knowledge (nature) check reveals there are not enough spiders to form a swarm.

D6: LAIR OF THE SNAKES (EL 2; XP 600)

An adult snake lairs here with its young, amid the pile of smashed furniture. When the PCs reach this area, read:

A large pile of smashed and rotten furniture stands against one wall. The remains of a collapsed chest jut forth.

The goblins know of the snake and avoid this chamber.

TACTICS

The adult snake ignores intruders unless they enter the chamber. If they do so, it slithers forth to protect its young. It attacks the enemy nearest to its nest, repeatedly biting until the target collapses. The young snake hides in the nest and only strikes if someone stands in, or searches, its lair.

AREA FEATURES

The area has several noteworthy features:

Illumination: Dim light.

Dust: A DC 20 Perception check notes the faint marks of a

slithering creature in the dust. A DC 20 Survival check reveals the creature seems to live amid the smashed furniture.

Smashed Furniture: Broken, rotting wood – remnants of their chamber's furnishings – stand against one wall. It costs 4 squares of movement to enter a square with smashed furniture. Smashed furniture adds 5 to the DC of Acrobatics checks and snakes within the pile gain cover (+4 AC, +2 Reflex saves.)

Nest: A rotten, collapsed chest is the snakes' lair. A character searching the nest must make a Perception check opposed by the young snake's Stealth check. If the character fails to spot the snakes, it attacks with surprise. If the character spots the snake, and retreats it does not strike; it is content to hide. If the character attacks, run combat as normal.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1 (XP 400): Remove one young venomous snake.

EL 3 (XP 800): Add one young venomous snake.

ADULT VENOMOUS SNAKE (1)	CR 1 (XP 400)
<i>This large snake has patterned black and red scales and long, thin fangs.</i>	
N Medium animal	
Init +5; Senses low-light vision, scent; Perception +9, Sense Motive +1	
Speed 20 ft., climb 20 ft., swim 20 ft.; ACP 0; Acrobatics +9 (+5 jumping), Climb +9, Stealth +9, Swim +9	
AC 14, touch 11, flat-footed 13; CMD 11 (can't be tripped) (+1 Dex, +3 natural)	
Fort +5, Ref +4, Will +1	
hp 13 (2 HD)	
Space 5 ft.; Base Atk +1; CMB +0	
Melee bite +2 (1d4-1 plus poison [DC 13 Fortitude {a save} frequency 1/round for 6 rounds; effect 1d2 Con])	
Abilities Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2	
Feats Improved Initiative, Weapon Finesse ^B	
Skills as above	

YOUNG VENOMOUS SNAKE (1)	CR 1/2 (XP 200)
<i>This small, slender snake has patterned black and red scales and long, thin fangs.</i>	
N Small animal	
Init +7; Senses low-light vision, scent; Perception +9, Sense Motive +1	
Speed 20 ft., climb 20 ft., swim 20 ft.; ACP 0; Acrobatics +11 (+7 jumping), Climb +11, Stealth +15, Swim +15	
AC 13, touch 12, flat-footed 12; CMD 10 (can't be tripped) (+1 Dex, +1 natural, +1 size)	
Fort +3, Ref +6, Will +1	
hp 9 (2 HD)	
Space 5 ft.; Base Atk +1; CMB -3	
Melee bite +5 (1d3-3 plus poison [DC 11 Fortitude {a save} frequency 1/round for 6 rounds; effect 1d2 Con])	
Abilities Str 4, Dex 17, Con 10, Int 1, Wis 13, Cha 2	
Feats Improved Initiative, Weapon Finesse ^B	
Skills as above	

D7: KITCHEN

The cooks who once worked here prepared the garrison's meals. During the keep's fall those who worked here rushed to the Great Hall to aid in its defence (and died there). When the PCs reach this area, read:

This area was obviously once a kitchen. A large soot-stained fireplace dominates one wall. Toppled tables surrounded by shattered crockery and rusting utensils lie about the room.

Like many other chambers in the donjon, this area has been comprehensively looted. No fighting took place here during the keep's fall and so there are no obvious signs of violence (beyond the ruin of looting).

D8: PANTRY

This storeroom once held the fortresses' food supplies. When the PCs reach this area, read:

Sagging shelves starting at waist height and reaching almost to the ceiling line this chamber's walls. Dust, cobwebs and rotting food cover the shelves. Patches of green and brown mould as well as small stands of mushrooms cover the floor.

Successive waves of invaders and intruders have comprehensively looted this chamber. The PCs find nothing of interest here.

D9: BUTTERY

This storeroom once held the fortress' supply of beer and wine. When the PCs reach this area, read:

Smashed and broken barrels lie about the floor. Amid the shattered wood lie the skeletal remains of at least one humanoid.

During the keep's fall, one of the defenders locked himself in the buttery. While he survived longer than his brethren, eventually the goblins battered down the door and killed him.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Door: The door leading to this chamber has been hacked and battered down. Its rotten shards lie in the doorway.

AREA FEATURES

The area has several noteworthy features:

Illumination: Dim light filters in through several narrow, high windows.

Toppled Tables: Three toppled tables lie on the floor surrounded by a mass of broken pottery and rusting utensils.

Great Fireplace: A huge fireplace dominates one wall, its walls blackened with soot.

Characters can scale the chimney to reach the donjon's roof (DC 15 Climb check). Birds now nest in the chimney's upper reaches and characters climbing the chimney startle them. A character startling the birds must make a DC 15 Reflex check or slip 10 feet back down the chimney (taking a 1d3 damage) before catching himself. Characters climbing the chimney get covered in soot and emerge filthy.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Smell: The faint stench of rotten food pervades the room.

Mushrooms & Mould: Green and brown mould cover the walls and shelves of this chamber. A DC 10 Knowledge (nature) check reveals they are harmless.

Smell: The faint odour of stale beer pervades this chamber.

Skeleton: The skeleton of a man-sized humanoid lies on the floor surrounded by mouldering equipment. A DC 15 Heal check reveals the remains are human and that the unfortunate died of a heavy blow to the head. The skeleton still wears rotting leather armour, but its weapon is missing. A character making a DC 15 Perception check discovers a small hidden pocket sewn into the leather armour. It contains 5 sp and 18 cp.

Wooden Butts: These large butts once held beer. They are now empty, but the slight smell of hops and barley remains.

Small Barrels: Split and broken open these small barrels once held wine.

Loose Stone: Characters making a DC 15 Perception check discover a loose stone set into the floor. Below, lies a small cavity in the rock; it contains three small dusty bottles of brandy (DC 20 Appraise; each worth 10 gp).

D10: THE GREAT HALL (EL 3; XP 800)

The Great Hall was the social centre of the keep. Now, claimed by a mated pair of spiders, it is a charnel house strewn with the bones of the fallen. Stout double doors, secured with chain through the door handles (see Area Features), block the PCs' access to the Great Hall. When they open the doors, read:

Dust and cobwebs fill this large chamber. Long feasting tables fill the main part of the chamber and at the far end stands a dais with another table atop. Shadows wreath the high, web-shrouded ceiling. Bones and rusting equipment cover the floor.

When the PCs enter the chamber, the spiders are lurking in their web. Characters succeeding on a Perception check opposed by the spiders' Stealth check (+11 modifier) notice the spiders. If the characters do not notice the spiders, they strike when intruders reach the hall's midpoint.

TACTICS

The spiders prey on any creature entering the Great Hall. When their prey reaches the centre of the room, they emerge and throw their webs (targeting enemies carrying light sources above all others). A spider continues entangling its enemies with webs until it is injured (or runs out of webs). An injured spider climbs down the walls to bite entangled foes.

If their enemies use fire to clear the spider webs the spiders scuttle forth, hurl one web each and then attack entangled foes.

AREA FEATURES

The area has several noteworthy features:

Illumination: Light filters into the hall through three narrow windows high up on one wall. Consequently, dim illumination (20% miss chance) fills the chamber.

Ceiling: The ceiling is 30 ft. high in the Great Hall. Thick six-inch wooden rafters set in a "V" shape hold aloft the upper floor. A great mass of cobwebs obscure them.

A character can traverse a beam with a DC 10 Acrobatics check. Characters failing this check by 5 or more fall and can attempt a DC 20 Reflex save to grab the beam. If they fail, they plummet to the ground taking 3d6 damage. A character on the rafters can make its way to the six web-shrouded corpses.

Walls: The walls are of dressed stone and hard to scale (DC 20 Climb check).

Stout Double Doors: Stout, iron banded double doors (hardness 5, hp 20; DC 23 Break) provide access to the Great Hall. After discovering the spiders within, the Blood Moon Goblins secured the doors by wrapping chains around their handles. The spiders can make a DC 10 Perception check (-8 adjusted modifier for the stout door and distance) to hear the

PCs remove the chain (or beat a PC's Stealth check if he tries to remove the chain quietly).

Spider's Nest: A great mass of webs serve as the spiders' lair. Simply burning the spider webs away is sufficient to destroy the nest, but doing so fills the upper level with smoke for 1d6 x 10 minutes. Burning the web also causes the bodies within to plummet to the ground.

Cobwebs: Cobwebs obscure much of the ceiling. A character making a DC 10 Perception check notices several humanoid shapes wrapped within the webs:

- **Goblins (4):** A partially eaten goblin corpse. It has no treasure.
- **Human Bandit:** Dead, but uneaten this human bandit carries 12 gp and 34 sp in a worn belt pouch and wears studded leather armour and has a longsword.
- **Elf:** Obviously an adventurer, this elf wears leather armour and carried two daggers. His pouch contains a vial of antitoxin, a set of masterwork thieves' tools and a *potion of reduce person* (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies). If the body falls to the floor, both vials shatter.

Dais: A raised two-foot high dais stands at one end of the chamber. Here, Valentin, his family and retainers feasted. The shallow steps do not impede movement.

Great Tables: The tables (hardness 5, hp 60; DC 20 Break) at

GIANT WEB-SPINNING SPIDER (2)

CR 1 (XP 400)

N Medium vermin

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4 (+8 in webs), Sense Motive +0

Speed 30 ft., climb 30 ft.; **ACP** 0; Climb +16, Stealth +7 (+11 in webs)

AC 14, touch 13, flat-footed 11; **CMD** 15 (27 vs. trip) (+3 Dex, +1 natural)

Immune mind-affecting effects

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

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee bite +2 (1d6 plus poison [DC 13 Fortitude {1 save} frequency 1/round for 4 rounds; effect 1d2 Str damage])

Ranged Touch web (range 10 ft.) +5 (entangled)

Web (Ex [standard; 8/day]) A Large or smaller creature struck by the spider's hurled web is entangled (DC 12 Escape Artist or Strength check breaks free) in the web (DR -/5; hp 2). A web-spinning spider can also create a sheet of web three times their size. Targets making a DC 20 Perception check spot the web, but others tumble into it and become trapped (as above). Attempts to escape gain a +5 bonus if the trapped creature has something to walk on or grab.

Abilities Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills as above

which the donjon's inhabitants feasted have resisted the elements well and are still sturdy. A character can jump atop a table with a DC 12 Acrobatics check to gain the benefit of higher ground (+1 on melee attacks). Characters under a table gain cover (+4 AC, +2 Reflex saves).

Bones: When the donjon fell, the defenders made their final stand here. The bones and rusting equipment of the slain litter the floor. It costs 2 squares of movement to enter such squares. However, characters may uncover a few small treasures:

- **DC 5:** One of the human skeletons was obviously the focus of many attacks; it's skull has been cleaved several times by cutting weapons and several other bones are broken. These are Valentin Ironwolf's remains.
- **DC 10 Perception:** Every minute of searching uncovers 1d8 gp worth of mixed coinage. Characters spending more than 7 minutes searching find no more coins.
- **DC 15 Perception:** A bone scroll tube stoppered by black, smoothed stones containing a *scroll of identify* (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft identifies).
- **DC 20 Perception:** An alchemical silver masterwork dagger.

Chandeliers: Two wrought iron chandeliers hang from the ceiling on thick iron chains. Wreathed in dust and webs, the

chandeliers can be raised and lowered using chains. A character must spend a move action to lower a chandelier. The chains are strong enough to hold up to 150 lbs. of additional weight. Characters raised on a chandelier can reach the rafters.

Faded Tapestries: Faded, cobweb-draped tapestries showing scenes of battle and slaughter cover the walls.

Characters behind a tapestry gain concealment (20% miss chance). A tapestry can be scaled with a DC 10 Climb check; however, they only support 130 lbs. of weight. Heavier characters rip the tapestry from the wall once they have climbed 10 ft. off the floor; such climbers suffer 1d6 falling damage and land prone. A DC 10 Knowledge (engineering) check reveals the tapestries cannot support a great weight.

Wooden Door: A stout unlocked wooden door (hardness 5, hp 15, DC 16 Break) controls access to a dusty spiral staircase that leads to the upper level and the roof.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Remove one giant web-spinning spider.

EL 4 (XP 1,200): Apply the advanced creature template to both giant web-spinning spiders (+2 on all rolls [including damage]; +2 on web and poison DCs; AC 18, touch 17, flat-footed 15; CMD 19 (31 vs. trip); hp 22).



D11: EINAR'S BEDCHAMBER (EL 1; XP 400)

This chamber belonged to Einar Ironwolf. During the keep's fall, he was slain here. Characters making a DC 10 Perception check (modified for distance) hear the sound of sobbing from this chamber. When the PCs reach this area, read:

Dust shrouds this obviously looted bedchamber. The small skeleton of a child lies sprawled among the ruin. Above the skeleton hovers the translucent figure of a young boy, his spectral face streaked with tears.

Einar died in this chamber, but his spirit lingers on, unable to find rest until he is laid to rest with his parents. He is not immediately hostile to intruders, but if they attack him he fights back. He cannot leave the chamber.

TACTICS

If the PCs attack Einar, he screams loudly and rushes them using his corrupting touch to slay his tormentors. Consumed by sorrow he fights until destroyed. If he is destroyed, his rejuvenation ability returns him to "life" in 2d4 days.

SPEAKING WITH THE DEAD

A homely, shy child in life with a love of knowledge, Einar is now wracked by grief; nearly driven insane by the terror and pain of his last few minutes among the living, he craves to rest alongside his parents. To simulate his state of mind, treat him as hostile toward the PCs (but he does not attack without provocation).

Initial Attitude: Hostile.

Goal: Einar wants his bones and those of his parents to be laid to rest together. He senses the necrotic taint in the undercrypt and does not want to be buried there. Valentin's bones lie in the Great Hall (D10 page 32) while his mother's lie in her bedchamber (D12 page 35).

Diplomacy: If the PCs shift Einar's attitude to friendly or better (hostile → unfriendly DC 27; unfriendly → indifferent DC 22; indifferent → friendly DC 17; friendly → helpful DC 12) refer to Reward. During the conversation, Einar relates the history of Ironwolf Keep (page 8) while emphasising the horror of the keep's fall.

The PCs can aid another in these checks and the GM should apply ad-hoc bonuses of +2 or -2 for good (or bad) roleplaying.

Intimidate: Attempts to Intimidate Einar automatically fail.

Reward: If the PCs agree to Einar's request he tells them his father hid treasure behind a secret door (D16). He does not know exactly where the door is, but he knows it is somewhere on this floor from overhearing his parents speak of it. He also tells them his father often boasted of the terrible guardian lurking within.

If the PCs lay the family's bones to rest award them 400 XP.

AREA FEATURES

The area has several noteworthy features:

Illumination: Windows framed by open shutters allow bright light into this chamber.

Bed: The moulding sheets and bedspread have obviously been slashed. A large dried bloodstain covers much of the bed.

Skeleton: The skeleton is of a young human child of about 10-years-old. A DC 15 Heal check reveals deep gashes in his vertebrae that suggest someone sawed at this throat with a jagged blade.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Add the advanced creature template to Einar (+2 on all dice rolls [including damage]; corrupting touch DC 14; AC 21, touch 21, flat-footed 17; CMD 19; hp 8).

EINAR IRONWOLF

CR 1 (XP 400)

Gaping, ragged wounds (including a slashed throat) pierce this spectral child's bloodstained nightshirt and body. Tears roll down its cheeks as it regards you with red eyes filled with a mixture of fear and loathing.

Male young human ghost expert 1

N Small undead (augmented humanoid, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +4

Speed fly 30 ft. (perfect); **ACP** 0; Fly +13, Stealth +15 (incorporeal)

AC 17, touch 17, flat-footed 13; **CMD** 15

(+2 deflection, +3 Dex, +1 dodge [Dodge], +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +2, **Ref** +3, **Will** +2 (+6 vs. channelling)

hp 6 (1 HD); half-damage from spells and magic weapons

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee **Incorporeal Touch** corrupting touch +4 (1d6 [DC 12 halves])

Abilities Str —, Dex 16, Con —, Int 13, Wis 11, Cha 15

SQ rejuvenation

Feats Dodge, Weapon Finesse

Skills as above plus Knowledge (arcana) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +5, Profession (sage) +4

Languages Common, Draconic

Gear ragged nightshirt

D12: BEDCHAMBER

When the PCs reach this area, read:

What was once an opulent bedchamber is now a shattered wreck. Dust lies thickly and scorched, broken furniture is scattered about. A skeleton lies on the bed and several more blackened skeletons lie by the door.

This was Valentin's and Kaarina's bedchamber. The skeleton on the bed is Kaarina's. On the night the keep fell, Kaarina fought by her husband's side until he was struck down. She fled her to gather her possession before escaping, but before she could reach her son (Einar, Area D11) she was cornered and killed.

AREA FEATURES

The area has several noteworthy features:

Illumination: Windows framed by open shutters allow bright light into this chamber.

Skeleton: A DC 10 Knowledge (local) Heal check reveals the skeleton on the bed to be of a human female; a DC 15 heal check reveals she died from a caved-in skull. She yet wears mouldering, blood-spattered clothes that were once high quality.

A DC 10 Knowledge (local) on the skeletons by the door reveals they belong to two goblins and an orc. A DC 10 Heal checks reveals they were burnt to death.

D13: AUDIENCE CHAMBER

Here, Valentin met privately with trusted henchmen and close friends and plotted his conquest of the surrounding area. When the PCs reach this area, read:

A large table and six chairs stand in the centre of this chamber. Against another wall stands a dusty desk, its drawers pulled out and smashed on the floor. Mouldering paper surrounds the desk.

This area has been looted, but not as comprehensively as other parts of the keep. A few treasures yet remain. Additionally, this makes an excellent place to rest as the large conference table can be used to barricade the chamber's door.

AREA FEATURES

The area has several noteworthy features:

Illumination: Windows framed by open shutters allow bright light into this chamber.

Conference Table: A character searching the table (DC 20 Perception check) discovers a secret compartment in one of its stout legs. Within lies a masterwork dagger.

Desk: A DC 25 Perception check reveals a loose floorboard beneath the desk. Within lies a mouldering pouch containing 25 gp and a vial (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies as an *oil of magic weapon*).

D14: SECRET STAIR

When the PCs reach this area, read:

A very narrow stair spirals downwards into darkness. Thick dust cloaks the ground and thin spider webs hang down from the low ceiling.

This spiral staircase leads to Area D15.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Secret Door: An extremely well hidden secret trapdoor (DC 30 Perception check locates) hides a narrow spiral staircase that leads to a secret treasure vault hidden deep below the keep. If Einar has told the PCs of the secret door's existence, award a +5 circumstance bonus to Perception checks made to find the door.

BEYOND THE SECRET DOOR

The area beyond the secret door has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is barely 6 ft. high.

Spiral Staircase: A steep three-foot-wide staircase spirals downwards to Valentin's secret treasure vault. Small or larger creatures must squeeze on the stairs. Characters cannot run or charge on the stairs, but those fighting on the stairs gain the advantage of higher ground (+1 on melee attacks) against foes below them. Additionally the staircase provides cover (+4 AC, +2 Reflex saves) against attacks originating from below.

Thick Dust: Thick dust lies on the stairs. A DC 20 Perception or Survival check reveals that nothing has come this way in decades.

D15: THE DEMONIC DOOR (EL 3; XP 800)

The secret door and spiral staircase beyond in Area D14 provide access to this subterranean passageway. As the PCs descend the stairs, they catch the flicker of torchlight from below.

When the PCs descend the stairs, they are the first explorers to enter this area in decades. Read:

A wider passageway bathed in flickering torchlight stands at the bottom of the narrow stairway. A stout wooden door bars further progress. Above the door, a horrible carving of a demon leers down at you. Either side of the door, torches burn brightly.

Valentin built this hidden vault to store his (now much depleted) treasures. No one has entered the corridor since the keep's fall, but the door's fell trap still protects the treasures beyond.

AREA FEATURES

The corridor has several noteworthy features:

Illumination: Two *everburning torches* cast normal light throughout the corridor.

Ceiling: The ceiling reaches a height of 7 ft. above the centre of the corridor.

Spiral Staircase: This steep three-foot-wide staircase spirals upwards to Area D14. Small or larger creatures squeeze (each square of movement counts as two squares, -4 penalty on attack rolls, -4 penalty to AC) on the stairs. Characters cannot run or charge on the stairs, but those fighting on the stairs gain the advantage of higher ground (+1 on melee attacks) against foes below them. Additionally the staircase provides cover (+4 AC, +2 Reflex saves) against attacks originating from below.

Demon Face Carving: Intricately carved, the demon face above the door represents no commonly known individual demon (DC 15 Knowledge [planes]).

SMALL FIRE ELEMENTAL (1)

CR 1 (XP —)

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 50 ft.; **ACP** 0; **Acrobatics** +5 (+13 jumping), **Climb** +4, **Escape Artist** +5, **Stealth** +5

AC 16, touch 13, flat-footed 14; **CMD** 13

(+1 Dex, +1 dodge [Dodge], +3 natural, +1 size)

Immune fire; **Weaknesses** cold

Fort +3, **Ref** +4, **Will** +0

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee slam +4 (1d4 plus burn [1d4 fire, DC 11 Reflex])

Burn (Ex) A character struck by a fire elemental must make a DC 11 Reflex save or catch on fire for 1d4 rounds.

Abilities Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills as above plus Intimidate +4, Knowledge (planes) +1

Languages Ignan

The demon's mouth is hollow. A DC 20 Perception check reveals a small raised piece of rock at the back of the demon's throat. Pushing it unlocks or locks the door (as appropriate). A round after the stone is pressed, the mouth springs shut dealing 1d8+5 damage (DC 15 Reflex halves) to a character whose hand is still in the mouth. The mouth stays shut for one minute before opening again.

Destroying the carving destroys the trap (see Droning Demon Trap for more details).

Door: An average lock (DC 25 Disable Device) protects this stout (hardness 5, hp 20, DC 23 Break) iron bound door. Valentin once held the only key, but it is now long lost.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Reduce the DC of the *hypnotism* to 12; DC 26 Perception detects; DC 26 Disable Device disarms.

EL 4 (XP 1,200): Increase the DC of the *hypnotism* to 14; DC 28 Perception detects; DC 28 Disable Device disarms. The trap summons 1d3 small fire elementals. If three elementals arrive, one appears behind the party.

DRONING DEMON TRAP

CR 3 (800 XP)

As you step forward, a sinister low droning starts up from the leering demon face.

Search DC 27; **Type** magic

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less; **Bypass** DC 25 Perception discovers a small catch halfway up the spiral staircase that deactivates the trap for one hour.

Destroy Destroying the demon head carving (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap.

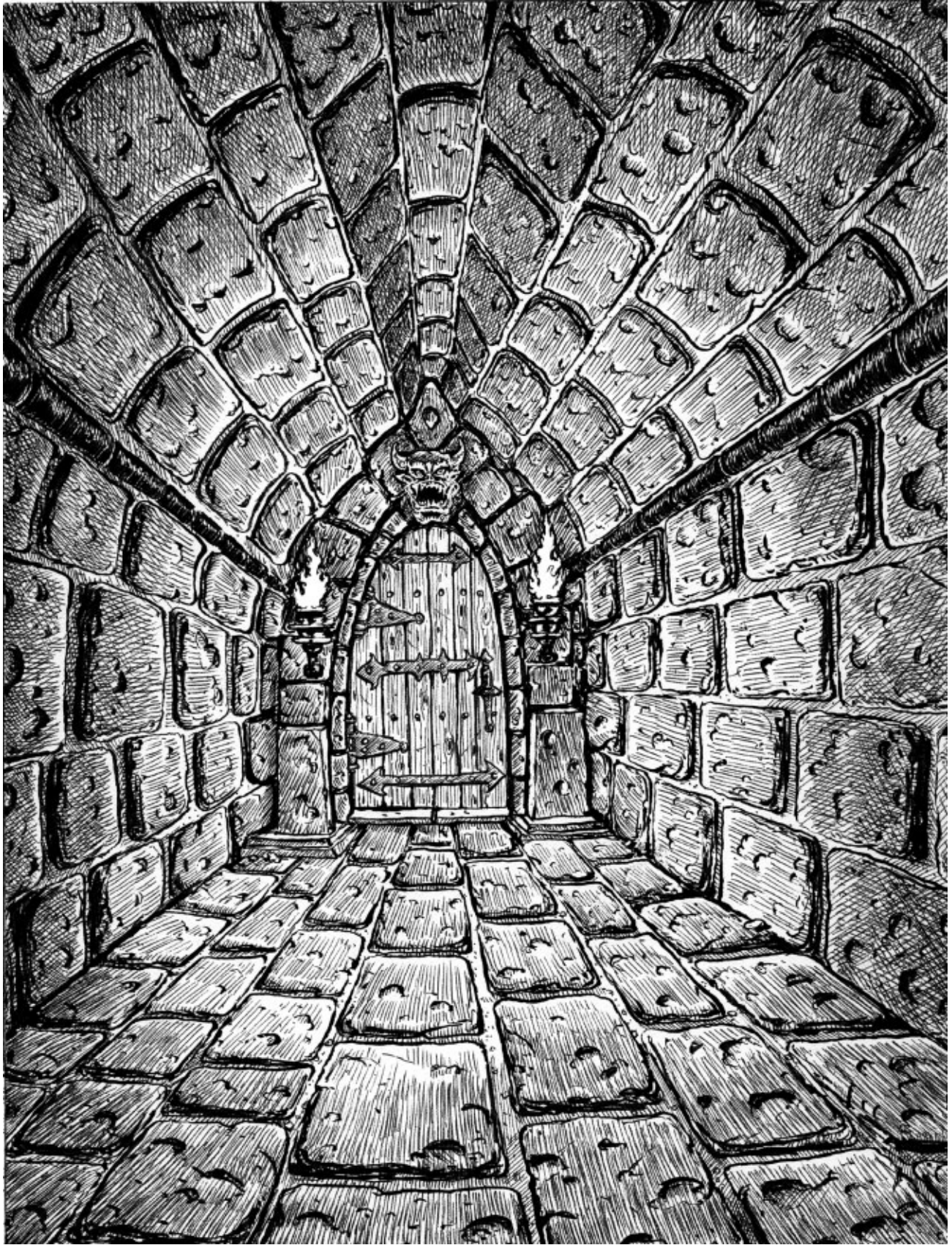
Trigger Proximity (15 ft. of the door); **Reset** automatic (1 hour)

Effect When triggered, this trap has two distinct effects:

Round 1 (Hypnotism): The doors droning creates a heightened *hypnotism* effect (2nd-level spell; DC 13 Will negates) affecting 2d4 HD of targets. Those that fail the save stare blankly at the door for 2d4 rounds. (Because this effect occurs before combat begins, the targets do not gain any bonuses to the initial save).

Round 2 (Summon Monster II): A small fire elemental appears in front of the door and remains for six rounds. It attacks the nearest intruder. Once it has set fire to a target, it moves onto the next, delighting in the elemental destruction it is wreaking.

- **Fascinated:** Creature stands quietly, taking no action. Potential threats allow the fascinated creature a new saving throw to negate the effect. Obvious threats (such as attacks) automatically end the effect. A fascinated creature's ally can shake it free of the effect with a standard action.



DI6: LOST TREASURE VAULT (EL 3; XP 800)

Here, Valentin stored his (now sadly depleted) wealth. This area was not looted during the keep's fall and has lain undisturbed ever since. When the PCs reach this area, read:

This dusty chamber has a low ceiling – barely eight-feet high and several niches pierce the walls. Against one wall rests a black shield and a longsword of obviously fine make. In front of you a sinuous snake skeleton topped with a fanged human skull rises gracefully from the floor.

Valentin was more than a little paranoid and thus he expended a goodly portion of his loot commissioning a deathless, incorruptible guard for this treasures – a necrophidius.

TACTICS

The necrophidius attacks everyone entering the room that does not bear the Ironwolf sigil. It starts with dance of death and then bites the nearest foe. It ignores paralysed foes, unless it has no other targets.

TREASURE VAULT FEATURES

The treasure vault has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 8 ft. high.

Stone Niches: Stones niches have been cut into the chamber's walls. Each is about a five-foot square.

Treasure: In niches or resting on the floor, the PCs find:

- **Mixed Coinage:** 1,287 cp, 427 sp and 378 gp in small sacks.
- **Masterwork Cold Iron Longsword:** This finely balanced weapon has the Ironwolf crest on its pommel.
- **Darkwood Heavy Shield:** The Ironwolf crest decorates the shield.
- **Spellbook:** This spellbook (worth 150 gp) has a plain black leather cover and contains 1st—*disguise self*, *hold portal*, *hypnotism*; 2nd—*darkvision*, *false life* and *invisibility*.
- **4 Screaming Bolts:** The bolts (faint [DC 16 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies) have black fletching.

SCALING THE ENCOUNTER

For a 1st-level party, this can be a very dangerous encounter – particularly if more than half the group succumb to the necrophidius' dance of death. In this instance, consider halving the duration of the dance of death.

To modify this encounter, apply the following changes:

EL 2 (XP 600): Apply the young creature template to the necrophidius (+2 on all Dex-based rolls; -2 on all other rolls; hp 30).

EL 4 (XP 1,200): Apply the advanced creature template to the necrophidius (+2 on all rolls [including damage]; paralysis [DC 15]; AC 19, touch 17, flat-footed 16; CMD 23; hp 42).

NECROPHIDIUS

CR 3 (XP 800)

The sinuous skeleton of a large snake topped with a humanoid skull, complete with a snake's fangs, sways menacingly.

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Stealth** +15

AC 15, touch 13, flat-footed 12; **CMD** 19 (can't be tripped) (+3 Dex, +2 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

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

hp 36 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +3; **CMB** +3

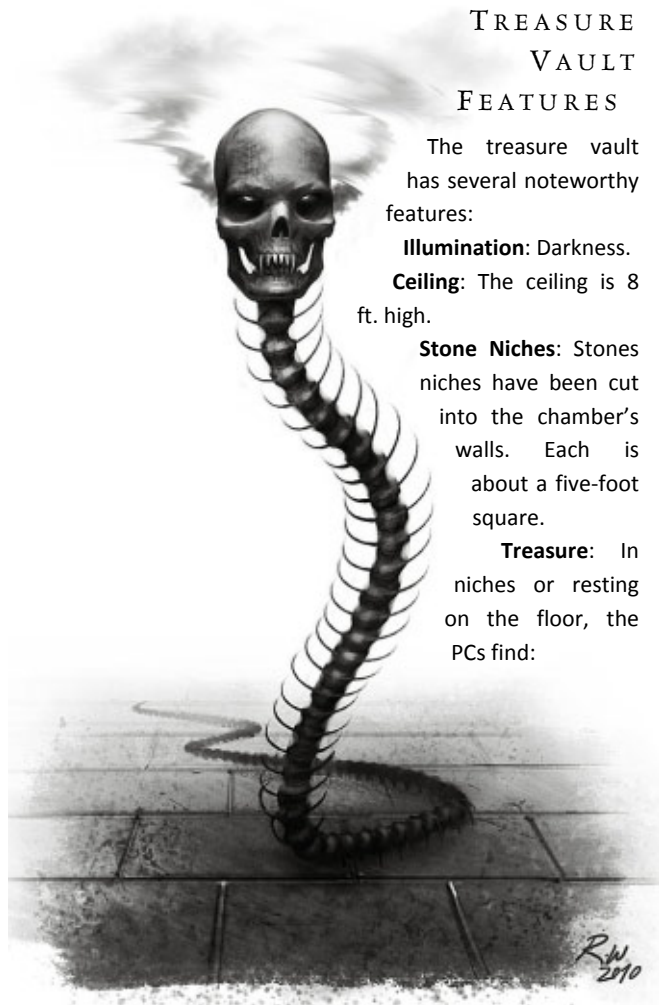
Melee bite +6 (1d8+4 plus paralysis [DC 13 Fortitude; paralysed; 1d4 rounds])

Special Actions dance of death

Dance of Death (Ex) As a full-round action, a necrophidius entrances its foes by swaying back and forth. All creatures within 30 ft. are dazed for 2d4 round (DC 15 Will save negates). This is a mind-affecting effect.

Abilities Str 16, Dex 17, Con —, Int —, Wis 11, Cha 1

Skills as above



REALM OF THE BLOOD MOON

REALM OF THE BLOOD MOON

The Blood Moon tribe claim the cellars below Ironwolf Keep and are led by their dread chieftain, the fiendish ogre warrior, Ruknar, and his son. Several in the tribe resent Ruknar and secretly plot to overthrow him, but his martial prowess and boundless appetite for barbaric cruelty dissuade all but the bravest, stupidest or maddest from striking against him.

ECOLOGY & SOCIETY

The tribe have many small lairs scattered through the forest. This small band dwells below Ironwolf Keep. They jealously guard their subterranean home and skirmish with the bandits claiming the watchtower. Vicious combatants, the concept of a fair fight is totally lost on Blood Moon Goblins.

TRIBAL PERSONALITIES

The vast majority of the tribe are typical unimaginative and brutal goblins. A few are of note, however:

Razogen (M12): Ruknar's young son, Razogen, desperately craves his father's approval and is fanatically loyal to him.

Ruknar (M13): The tribe's chieftain, this fiendish ogre is a bully, sadist and a powerful warrior.

Sar (M11): The tribe's shaman, Sar, incessantly plots against Ruknar and tries to enlist the PCs to his cause.

BLOOD MOON TRIBE LORE

Character with ranks in Knowledge (local) can learn more about the Blood Moon tribe with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 6: This creature is a goblin.

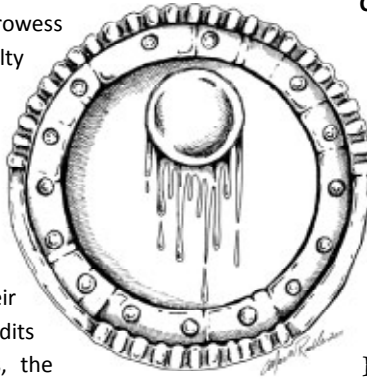
DC 11: The goblin belongs to the Blood Moon tribe. The Blood Moon tribe are vicious and opportunistic raiders.

DC 16: A terrible ogre warrior leads the tribe.

A COORDINATED DEFENCE

Because they constantly skirmish with the bandits of the upper ruins the goblins have a plan to combat serious incursions into their lair. When it becomes clear that the tribe faces a serious threat, Ruknar emerges from his chambers to lead the defence. Accompanied by his concubines and son, he gathers any nearby warriors and charges to the sound of battle.

If Ruknar falls, the remaining goblins flee the ruins as quickly as possible, taking with them anything of value they can quickly collect. If Razogen survives his father's death he also flees, but swears revenge against his father's killer.



DUNGEON FEATURES

The dungeon has the following general features.

Ceilings: The ceilings are 10 ft. high.

Illumination: Darkness.

Flagstone Floor: The floor's flagstones have started to shift and move but generally they do not inhibit movement.

Dressed Masonry Walls: The walls are of dressed stone (hardness 8; hp 90 [per 1 t. depth]; DC 35 Break; DC 20 Climb) and are in fair condition. In places, moss and lichens grow on the walls and water oozes through the mortar.

DUNGEON DRESSING

Use this table to generate minor points of interest. Such features serve to underscore the cellar's current state.

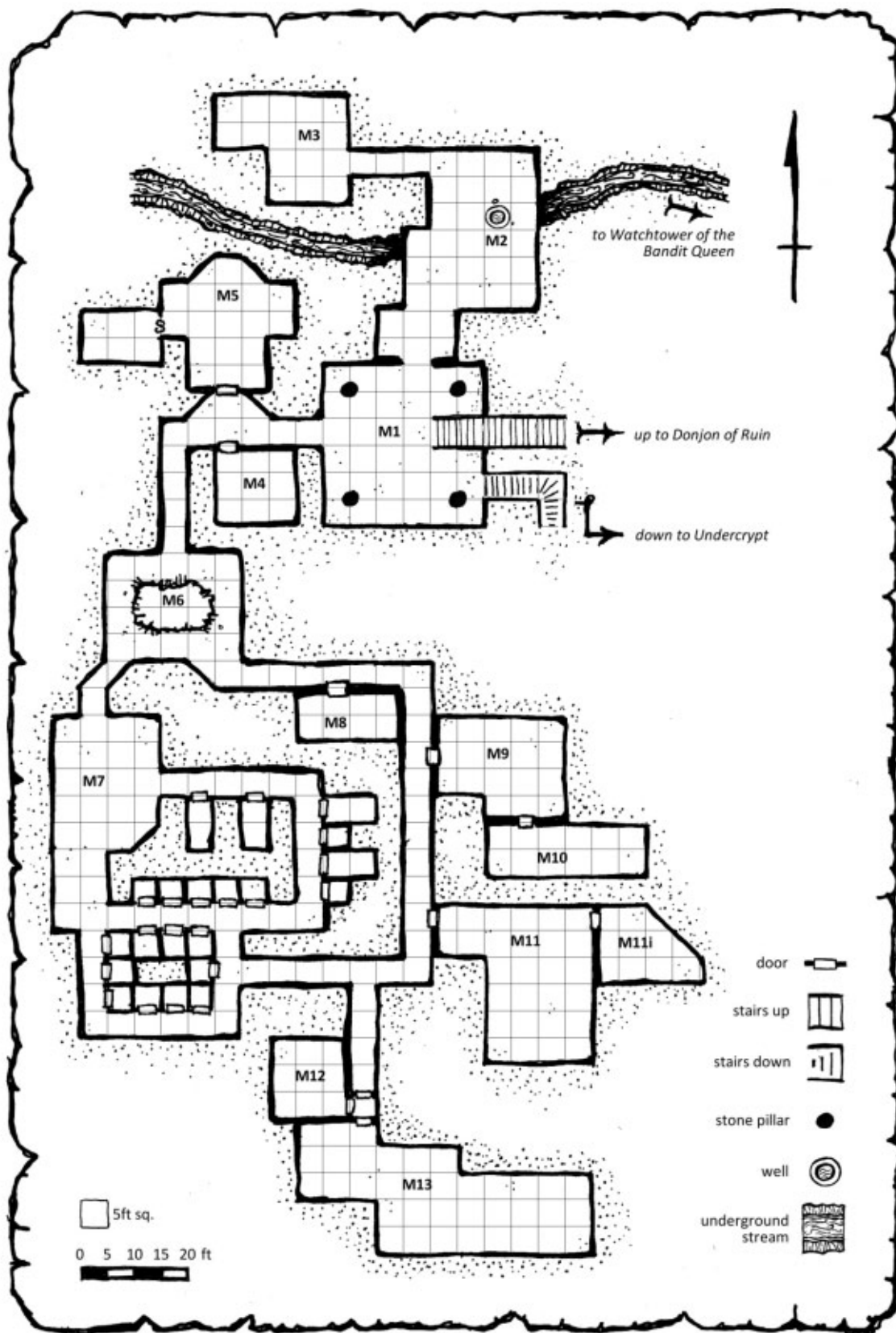
D20	FEATURE
1	A partially gnawed rat corpse lies on the floor.
2-5	Crude graffiti in blood covers the wall; it comprises curses and suchlike in Goblin.
6-8	Water oozes through the wall to form a small puddle.
9-12	Gnawed bones lie on the floor.
13-15	Guttural laughter or brief conversation (in Goblin).
16	Broken and slashed equipment – backpack, pouch, hilt of a dagger and so on.
17	A rancid smell akin to that of a wet, flatulent dog hangs in the air.
18	A small puddle of green, foul smelling liquid.
19	Deep scratches in the wall (possibly caused by a powerful warrior striking it with a bladed weapon).
20	A small patch of slightly phosphorescent fungus.

RANDOM ENCOUNTERS

The PCs have a 1 in 10 chance of encountering some of the dungeon's denizens for every 10 minutes they remain below ground. Each encounter can occur only once. If the creatures are defeated, remove them from the relevant encounter area.

Determine what the PCs encounter, using the table below:

D20	EL	ENCOUNTER	ENCOUNTER
1-5	1	Blood Moon Warriors (3)	M7
6-12	1	Blood Moon Scout (1), Blood Moon Warriors (2)	M1
13-16	1	Blood Moon Young (4)	M7
17-18	1	Blood Moon Females (1), Blood Moon Young (3)	M7
19	4	Fuzght & Mugut	M8
20	4	Razogen & Veteran Blood Moon Warriors (3)	M12



M1: GUARDROOM (EL 3; XP 800)

This is the main guard area for the Blood Moon Goblins but intruders rarely venture into the keep's cellars. Thus, the goblins' vigil has become somewhat lax of late.

The first time the PCs descend the stairs, the guards are arguing over a game of chance. PCs making a DC 5 Perception check hear the argument. PCs failing the check blunder into the chamber; determine surprise normally when the first PC reaches the bottom of the stairs.

A faint glimmer of light emanates from a small fire smouldering between four slender pillars. Tables and chairs – occupied by a half-dozen filthy humanoid – stand about the fire.

The goblins are distracted by their argument (suffering a -5 on their Perception check to notice approaching intruders). Once aware of intruders, they move quickly to crush the threat.

TACTICS

If a goblin is injured, it retreats to warn the tribe of the attack. Once one goblin has fled toward M7, the others retreat using withdraw or total defence to reach safety.

The Blood Moon scouts retreat from intruders and take cover before targeting obvious spellcasters with their crossbows. They use tanglefoot bags to stop opponents closing on their position.

The Blood Moon warriors swarm intruders, trying to take one down before moving onto the next. They lack discipline and fight as a mob.

BLOOD MOON WARRIOR (4)

CR 1/3 (XP 135)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and short sword.

Male goblin warrior 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +3, Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 13

(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)

Fort +2, **Ref** +3, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee short sword +5 (1d4/19-20)

Ranged shortbow (range 60 ft.) +5 (1d4/x3)

Combat Gear arrows (20)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus belt pouch, 1d6 sp

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness throughout much of the chamber; the fire increases the light level by one step in a 10 ft. radius.

Ceiling: The ceiling is 10 ft. high and covered with black soot above the fire.

Fire: A small fire smoulders amid a pile of rubble. Several rats wrapped in leaves slowly cook in the embers. Characters can leap the fire with a DC 5 Acrobatics check, but a character standing in the fire takes 1 fire damage.

Downward Stairs: The air in this stairway is cold (page 60).

Walls: The walls of this chamber are of dressed stone. Here and there water oozes down the wall and mould grows. On the drier patches of wall, goblins have scrapped and drawn lurid graffiti. Many of the scenes depict slaughter and torture.

Slender Pillars: Four slender pillars stand here. A character in an adjacent square gains partial cover (+2 AC, +1 Reflex saves). An iron torch sconce hangs from each pillar.

Tables and Benches: Two long tables and four benches stand near the fire.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Remove two Blood Moon Warriors.

EL 4 (XP 1,200): Add one Blood Moon Scout; apply the advanced creature template to the Blood Moon Warriors (+2 on all rolls [including damage]; AC 21, touch 18, flat-footed 18; CMD 17; hp 8).

BLOOD MOON SCOUT (2)

CR 1/3 (XP 135)

Covered in mud this leather-clad goblin is filthy. It carries a small crossbow and a light mace swings at its belt.

Male goblin expert 1

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +1

Speed 30 ft.; **ACP** -1; Acrobatics +6, Climb +2, Ride +6, Stealth +14

AC 17, touch 14, flat-footed 14; **CMD** 13

(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)

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

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -2

Melee light mace +0 (1d4-1)

Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)

Combat Gear bolts (20), tanglefoot bag

Abilities Str 9, Dex 17, Con 10, Int 9, Wis 12, Cha 6

Feats Improved Initiative

Skills as above plus Survival +5

Languages Goblin

Gear as above plus backpack, belt pouch, 2d6 sp

M2: WELL CHAMBER

This small chamber's main feature is a well that takes its water directly from the same stream that flows under the bandit's watchtower (see Area W2).

A crumbling low wall surrounds what looks to be a well. Two buckets – attached to ropes – lie nearby. The room appears deserted.

This area is not normally garrisoned. If goblins from M1 have retreated to this area, they use the well's low wall for cover.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 10 ft. high.

Well: A crumbling 2 ft. high wall (DC 10 Knowledge [engineering] check reveals the danger; provides cover [+4 AC, +2 Reflex saves]) encircles the well. If a character sits or leans on the wall it collapses and the character falls into the well (DC 10 Reflex negates; 1d6 lethal and 1d6 nonlethal damage).

The well's rough-hewn walls (DC 15 Climb check) descend 20 ft. to a stream that flows to the southeast (eventually intersecting with Area W2.) The goblins (and the bandits) are unaware of this connection.

Buckets: Two battered wooden buckets – attached to long coils of rope – lie near the well.

Torch Sconces: Three empty torch sconces hang from the chamber's walls.

M3: EMISSARY OF THE BLEACHED SKULL (EL 3; XP 800)

Ruknar has billeted a visiting pair of Bleached Skull Gnolls here.

Two piles of sleeping furs lie against one wall; camping gear is strewn nearby.

The Bleached Skull's chieftain has recently proposed an alliance between the two groups, which Ruknar is considering. While they await his response, the gnolls linger here.

TACTICS

The gnolls make no move to aid the goblins in defending their lair, but fight viciously if attacked. If attacked, the gnolls retreat, seeking to escape at the first opportunity.

If the PCs initially bypass this area, the gnolls flee to inform

their tribe of the attack.

AREA FEATURES

The area has one noteworthy feature:

Camping Gear: The gnolls' gear – two small piles of fur, the remains of several meals and odds and ends – lie scattered about.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Apply the young creature template to one of the Bleach Skull Warriors (+2 on all Dex-based rolls, -2 on all other rolls; hp 7).

EL 4 (XP 1,200): Add one Bleached Skull Warrior.

BLEACHED SKULL WARRIOR (2) CR 1 (XP 400)
This furry, hyena-headed humanoid carries a morningstar and a shield decorated with the lurid depiction of a white skull.

Male gnoll

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +0

Speed 30 ft.; **ACP** -2

AC 15, touch 10, flat-footed 15; **CMD** 13

(+2 armour [leather], +1 natural, +2 shield [heavy wooden])

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

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee morningstar +4 (1d8+2)

Ranged javelin (range 30 ft.) +1 (1d6+2)

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Feats Weapon Focus (morningstar)

Skills as above

Languages Gnoll

Gear as above plus 3 gp, 6 sp

BLEACHED SKULL TRIBE LORE

Characters with ranks in Knowledge (local) can learn more about the Bleached Skull Gnolls with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 6: This creature is a gnoll.

DC 11: The gnoll belongs to the Bleached Skull Tribe.

DC 16: Atypical for gnolls, the Bleached Skull Tribe lurks in the deep forest and worships ancient, blood-soaked spirits of the trees.

For more information on the tribe, check out *Bleached Skull Gnolls* or *TRIBES: Anthology I* at ragingswan.com.

M4: STOREROOM

The tribe uses this chamber to store their foodstuffs. While they enjoy the taste of fresh meat, when their supply of prisoners runs low they use the food here.

An untidy tangle of boxes and barrels fills much of this chamber.

Goblins are not normally encountered here. If the PCs decide to rest in the complex, this area makes an excellent camp as the many boxes and barrels can be used to block the door.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Door: The wooden door leading to this chamber is swollen shut (hardness 5; hp 10; DC 15 Break). It is not locked.

Ceiling: The ceiling is 10 ft. high.

Boxes: The many boxes here hold looted foodstuffs, captured by the tribe during their raids. They contain salted meats, flour, grain and so on and can be looted as rations.

Barrels: Three large barrels hold a sour, vinegary red wine. One is half-empty.

M5: ARMOURY

The Blood Moon store their weapons and armour in this chamber. They also store captured mundane equipment here.

This small room appears to be an armoury. Small-sized suits of leather armour lie heaped in one corner and nearby a pile of bucklers adds to the disorganisation. Covered with an array of weapons, sagging shelves line the walls.

Although the goblins come here often, they have not discovered this room's hidden bolthole.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Door: The wooden door leading to this chamber is swollen shut (hardness 5; hp 10; DC 15 Break). It is not locked.

Ceiling: The ceiling is 10 ft. high.

Sagging Shelves: The shelves here sag dangerously. A DC 10 Knowledge (engineering) check reveals they could not take the weight of a human. However a light climber (weighing under 50 lbs.) could scale the shelves (DC 5 Climb check) without causing them to collapse.

- **Hidden Treasure:** A small dust-covered pouch lies on the top shelf hidden behind a rotting rag. A character climbing the shelves who makes a DC 15 Perception check finds the pouch. It contains 13 gp and a small tarnished gold ring (worth 25 gp; DC 20 Appraise values).

Armour: Eleven Small-sized suits of leather armour – all emblazoned with the tribe's sigil – lie in a pile. Several have gashes in them (in all likelihood, evidence of fatal wounds).

Bucklers: A score of Small-sized bucklers – all emblazoned with the tribe's sigil – lie next to the pile of leather armour.

Weapons: Roughly a dozen daggers, morningstars, short swords and shortbows (along with around 200 arrows) fill the shelves.

Captured Equipment: The goblins store the equipment of captured bandits and travellers here. This disorganised pile holds four morningstars, two longswords, five suits of studded leather armour and two suits of scale mail along with backpacks, belts, pouches and so on.

Secret Door: A character making a DC 20 Perception check finds a secret door behind the pile of leather armour. A loose stone at its base hides its opening mechanism (an easily depressed catch). The door is only 2 ft. high and leads to a long forgotten hidden bolthole.

HIDDEN BOLTHOLE

Never found by the goblins, this place was designed as a refugee to be used in time of attack. During the keep's fall, none of the defenders made it to this safe haven. Read:

Cobwebs throng the ceiling of this small, roughly finished chamber and dust lies thickly on the floor. A small chest stands against one wall next to a pile of mouldering bedrolls. The flickering light of a torch fills the room.

The niche contains:

- One everburning torch.
- Four musty bedrolls.
- An empty barrel.
- An unlocked chest containing rotten and decayed food, once-fine clothes and so on.
- A DC 20 Perception check finds a *potion of invisibility* hidden in the bottom bedroll (faint [DC 17 Knowledge {arcana} illusion; DC 18 Spellcraft or Perception identifies]).

M6: LAIR OF THE DEVOURER (EL 3; XP 800)

The goblins utilise a sinkhole in this area to dispose of rubbish and occasionally Ruknar drags a goblin that has earned his ire (or sometimes a prisoner) here. The unfortunate is hurled into the cavern below, whereupon the trapped gelatinous cube within feeds upon him. Such events are much anticipated by the tribe – and many come to watch the spectacle.

When the PCs see into the cavern, read:

This large natural cavern is roughly 30-foot wide, 40-foot long and 30-foot deep. The natural stone floor is completely clear of any debris. Several small passageways – high up in the cavern walls – lead away from the cavern.

GELATINOUS CUBE CR 3 (XP 800)
This quivering cube of slime contains bits of broken weapons and armour as well as many coins.

N Large ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5, Sense Motive -5

Speed 15 ft.; **ACP** 0; transparent

Transparent (Ex) Gelatinous cubes are hard to spot; a DC 15 Perception check is required to notice a motionless cube. A creature that fails to notice a cube and walks into it is automatically engulfed.

AC 4, touch 4, flat-footed 4; **CMD** 9 (can't be tripped) (-5 Dex, -1 size)

Immune electricity, mind-affecting effects, gaze attacks, visual effects, illusions, poison, sleep, paralysis, polymorph, stunning, critical hits, flanking, precision-based attacks

Fort +9, **Ref** -4, **Will** -4

hp 50 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +4

Melee slam +2 (1d6 plus 1d6 acid plus paralysis [3d6 rounds; DC 20 Fortitude negates])

Atk Options acid, engulf

Acid (Ex) A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex) A gelatinous cube can engulf Large or smaller targets in its path as a standard action. It cannot make a slam attack during a round it engulfs. The gelatinous cube moves over opponents, affecting as many as it can cover. Opponents can make an attack of opportunity, or a saving throw (DC 12 Reflex) to avoid being engulfed. A successful save indicates the target is pushed back or to the side (target's choice). Engulfed creatures are subject to the cube's acid and paralysis, gain the pinned condition, are in danger of suffocating and are trapped within the cube until they are no longer pinned.

Paralysis (Ex) A target hit by a cube's slam or engulf attack is paralyzed for 3d6 rounds (DC 20 Fortitude save negates). The cube can automatically engulf a paralyzed target.

Abilities Str 10, Dex 1, Con 26, Int –, Wis 1, Cha 1

SQ ooze traits

Gear 15 gp, 12 sp, Small cold iron dagger

The gelatinous cube mindlessly patrols the chamber searching for food; it has not realised that food often appears from above and thus does not lurk beneath the sinkhole.

TACTICS

Using blindsight, the gelatinous cube immediately notices a character entering the cavern-pit. It moves toward its target, repeatedly attempting to engulf its prey.

Once it has fed, it returns to patrolling the cavern.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 10 ft. high.

Sinkhole: Two decades ago or so a sinkhole opened here, providing a link between the keep's cellars and a hitherto unknown cavern complex.

THE CAVERN-PIT

The cavern-pit has several noteworthy features:

Depth: The pit is 30 ft. deep. Characters falling into the pit can make a DC 20 Reflex save to grab the edge as they tumble in. A character failing this check suffers 3d6 damage and lands prone.

Ceiling: The cavern ceiling is of natural stone (DC 30 Climb check).

Walls: The cavern and sinkhole walls are of natural stone (DC 15 Climb check). Several small passageways lead away from this cavern; they are high up on the walls and the gelatinous cube cannot reach them. The passages either end in a dead-end or alternatively could lead to an extensive network of caverns deep below the Shadowed Keep (see Further Adventures [page 14]).

Floor: The pit's floor is of stone; no mud, sand or other detritus mar its surface. For perceptive PCs, the floor provides an important clue as to what lurks within this chamber.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Apply the young creature template to the gelatinous cube (+2 on all Dex-based rolls, -2 on all other rolls; hp 42).

EL 4 (XP 1,200): Apply the advanced creature template to the gelatinous cube (+2 on all rolls [including damage]; engulf DC 14; paralysis DC 22; AC 8, touch 8, flat-footed 8; CMD 13; hp 58).

M7: COMMON ROOM COMPLEX (EL 3; XP 800)

This network of chambers – once a series of small prison cells and associated chambers – now serves as the tribe’s common area. It is here that the tribe’s young and females live with their warrior mates.

Four large tables and benches stand in the centre of this chamber and a huge fireplace – complete with a blazing fire and gigantic spit upon which some kind of unidentifiable meat cooks – dominates one wall.

The state of this area depends on whether the PCs take the occupants by surprise.

Surprised: If the PCs surprise the goblins, around a score of females and young are congregated in the area cooking, talking, arguing and so on. PCs approaching the area that make a DC 10 Perception check hear the general commotion of the goblins going about their daily lives.

Three warriors are here as well. When the PCs arrive, the non-combatants scatter. The other Blood Moon Warriors arrive on the third round of combat.

Alerted: If the PCs are expected, no non-



combatants linger in the communal eating area; rather they have all taken shelter in their personal chambers. Instead, all six Blood Moon Warriors are here hiding among the tables and are ready for battle. If the PCs don’t spot them, they unleash a barrage of arrows at the most capable looking warriors.

TACTICS

The warriors fight hard to protect the tribe’s females and young. They prefer to snipe from cell doorways or from behind tables, hoping to keep the intruders away from the living areas.

Unless cornered and given no chance to surrender, the young and females do not fight, instead fleeing intruders at the earliest opportunity.

COMMUNAL EATING AREA

This large area was once a guardroom; now the tribe eat and relax here.

Illumination: Normal light within 30 ft. of the fireplace. The fire increases the level of illumination by one step out to a range of 60 ft.

Ceiling: The ceiling is 10 ft. high in the communal area.

Flagstone Floor: Around the tables and benches, scraps of food and wine stains cover the floor.

Table: There are four sturdy wooden table in this room. Each is 3 ft. high and covered in food and wine stains.

Characters under a table have cover (+4 AC, +2 Reflex saves).

Characters can leap atop a table (DC 12 Acrobatics) to gain the benefits of higher ground (+1 on melee attacks).

Benches: The benches are 2 ft. high. Characters can leap atop them (DC 8 Acrobatics) to gain the benefit of higher ground (+1 on melee attacks), but are considered balancing.

BLOOD MOON WARRIOR (6)

CR 1/3 (XP 135)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and short sword.

Male goblin warrior 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +3, Ride +6, Stealth +10

AC 17, touch 14, flat-footed 14; **CMD** 13

(+2 armour [leather], +3 Dex, +1 shield [buckler], +1 size)

Fort +2, **Ref** +3, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee short sword +5 (1d4/19-20)

Ranged shortbow (range 60 ft.) +5 (1d4/x3)

Combat Gear arrows (20)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus belt pouch, 1d6 sp

Alternatively, a character in an adjacent square can push a bench at an opponent to make a trip or bull rush attack (increasing the attacking character's reach by 5 ft. and giving a +2 bonus to the attack).

Fireplace: A huge fireplace, its stones blackened with soot, pierces one wall. The fireplace features a fiercely burning fire and a huge spit upon which the decapitated corpse of a human cooks (DC 5 Knowledge [local] check identifies).

The fireplace is 15 ft. wide and utilises a natural fissure in the rock that rises directly upwards for 10 ft. before turning west. A character can climb the chimney with DC 15 Climb checks. After another 30 ft. the fissure opens into a small cave, the walls, floor and ceiling of which are covered in soot.

"CELL" FEATURES

The cells have several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 7 ft. high.

Doors: Each small cell has a rusting iron-bound door (hardness 5; hp 20). While each has a simple lock (DC 20 Disable Device), the keys are long lost and thus they all stand open.

Cells: Each cell serves as the sleeping quarters for a goblin family. Typically each holds a warrior, female and two young. Mangy blankets, mouldering bracken and rotting grass cover the floor. Mingled with this are the family's pathetic possessions. Most are of no value. If a character searches a cell and makes a DC 15 Perception check, refer to the following table to determine what is found. If the character makes a DC 20 Perception check apply a +5 bonus to this roll.

Roll on the table for each cell searched. Each treasure can be found only once; reroll duplicate treasures.

D20	TREASURE ¹
1-3	12 cp and 1 sp
4-6	Rancid pouch containing 25 cp and 9 sp.
7-9	12 cp, 11 sp
10-12	13 sp and 1 gp
13-14	Bolt of good quality, deep blue cloth (worth 5 gp).
15-16	Small flask of good quality brandy (worth 8 gp).
17	Medium-sized dagger, its hilt chased with silver (worth 5 gp)
18	Shards of broken ivory statuettes (worth 5 gp).
19	One silver ring crudely decorated with meaningless runes (worth 10 gp).
20	Two tiny opaque grey gemstones (hematite, each worth 10 gp).
21	A pear-shaped golden necklace (worth 30 gp).
22-24	<i>Potion of stabilise</i> (faint [DC 15 Knowledge {arcana} conjuration]; DC 16 Spellcraft or Perception identifies).
25+	Iron scroll tube containing a scroll of <i>jump</i> (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies).

1: Unless noted, a DC 20 Appraise check values an item.

SCALING THE ENCOUNTER

Remember when running this encounter that the females and young are essentially defenceless and should take little or no part in the battle – except for running away while shrieking. Slaying helpless creatures, gains the PCs no XP.

To modify this encounter, apply the following changes:

EL 2 (XP 600): Remove two Blood Moon Warriors.

EL 4 (XP 1,200): Add three Blood Moon Warriors.

BLOOD MOON FEMALE (20) CR 1/3 (XP 135)

This small, scrawny humanoid is barely 3 ft tall. It has a wide, angular head seemingly too big for its body.

Female goblin commoner 1

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 30 ft.; **ACP** 0; Ride +6, Stealth +10

AC 14, touch 14, flat-footed 11; **CMD** 12

(+2 Dex, +1 dodge [Dodge], +1 size)

Fort +1, **Ref** +2, **Will** +0

hp 4 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee dagger +1 (1d3/19-20)

Ranged dagger (range 10 ft.) +3 (1d3/19-20)

Abilities Str 11, Dex 15, Con 12, Int 9, Wis 10, Cha 6

Feats Dodge

Skills as above

Languages Goblin

Gear as above plus 1d6 cp, 1d4 sp

BLOOD MOON YOUNG (37) CR 1/4 (XP 100)

This small, scrawny humanoid is barely 3 ft tall. It has a wide, angular head seemingly too big for its body.

Young goblin commoner 1

NE Tiny humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

Speed 30 ft.; **ACP** 0; Ride +8, Stealth +16

AC 15, touch 15, flat-footed 12; **CMD** 11

(+2 Dex, +1 dodge [Dodge], +2 size)

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

hp 2 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -4

Melee dagger (reach 0 ft.) +0 (1d2-2/19-20)

Ranged dagger (range 10 ft.) +6 (1d2-2/19-20)

Abilities Str 7, Dex 19, Con 8, Int 9, Wis 10, Cha 6

Feats Dodge

Skills as above

Languages Goblin

Gear as above

M8: BUGBEAR MERCENARIES (EL 4; XP 1,200)

Two bugbear mercenaries, Fuzght and Mugut, dwell in this chamber. They serve as the tribe's shock troops, only venturing forth on important raids or to repulse particularly pernicious intruders.

This decent-sized chamber features two large beds, a sturdy chest and a table with two chairs.

The bugbears rest here unless aiding their goblin paymasters. If battle has raged throughout the complex the bugbears are armed and armoured and ready for action. If not, they sit at the table drinking cheap, sour wine.

TACTICS

Aggressive fighters, the bugbear's instinct is to take the fight to intruders. Trusting to their prodigious strength and vitality, they force their way from the room, using the benches (with bull rush attacks) to push foes into the corridor. They delight in slaughtering their enemies and if not pressed closely stop to finish off fallen foes (with coup de grace actions).



AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Beds: Two large and sturdy beds stand against one wall.

Table: This sturdy wooden table is 3 ft. high. Characters under it have cover (+4 AC, +2 Reflex saves) and automatically spot a key (DC 20 Perception check also locates) nailed to the table's underside. This opens the bugbear's chest.

Characters can leap atop the table (DC 12 Acrobatics) to gain the benefits of higher ground (+1 on melee attacks).

Benches: The benches are 2 ft. high.

Characters can leap atop a bench (DC 8 Acrobatics) to gain the benefit of higher ground (+1 on melee attacks), but are considered balancing. A character in an adjacent square can push a bench at an opponent to make a trip or bull rush attack (increasing the attacker's reach by 5 ft.; +2 bonus to the attack).

Locked Chest: The bugbears store their pay and loot in a large, locked chest (hardness 5; hp 25; DC 23 Break; DC 25 Disable Device). Along with their mundane personal possessions the chest holds 367 cp, 197 sp and 87 gp.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to both bugbears (+2 on all Dex-based rolls, -1 on all other rolls; hp 10).

EL 5 (XP 1,600): Add a Veteran Blood Moon Warrior (page 49), who serves as the bugbears' servant.

FUZGHT & MUGUT

CR 2 (XP 600)

This muscular, dark-furred creature has milk-white eyes. It wields a morningstar and wears leather armour.

Male bugbear

CE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft., scent; Perception +8, Sense Motive +0

Speed 30 ft.; **ACP** -2; **Stealth** +9

AC 18, touch 11, flat-footed 17; **CMD** 16

(+2 armour [leather], +1 Dex, +3 natural, +2 shield [heavy wooden])

Fort +2, **Ref** +4, **Will** +1

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee morningstar +5 (1d8+3)

Ranged javelin (range 30 ft.) +3 (1d6+3)

Combat Gear javelins (3)

Abilities Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 9

SQ stalker

Feats Intimidating Prowess, Skill Focus (Perception)

Skills as above plus Intimidate +7

Languages Common, Goblin

Gear as above plus 2d6 sp

M9: GUARDROOM (EL 2; XP 600)

Some of the tribe's most skilled warriors guard this room (which also doubles as a torture chamber). Tasked with watching the bugbear mercenaries (Area M8) and guarding the tribe's prisoners (Area M10) they are complacent. The door to this chamber is partially open, when the PCs first reach this point. Read:

A table and two benches stand in the rough centre of the chamber. A barred, stout door pierces the far wall. Another table against another wall holds objects of obvious torture. A rust-coloured stain covers a nearby bench and the surrounding floor.

The guards do not expect trouble and so are distracted (-5 on Perception checks). If the PCs reach here without alerting them, the guards are sitting about the table swapping lies about their raids and kills. If they have heard the PCs, refer to Tactics.

TACTICS

If they hear sounds of battle, the goblins push over their table (for cover) and get ready to drink their *potions of shield of faith*. When enemies appear, they drink their potions and shoot their bows until forced to melee.

If one of the goblins is slain, the survivors retreat to Area M10. Once inside, one holds the door using total defence (+4 to AC) while the other slaughters the prisoners (starting with the humans).

VETERAN BLOOD MOON WARRIOR (3)

CR 1/2 (XP 200)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and handaxe.

Male goblin warrior 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +4, Ride +7, Stealth +12

AC 17, touch 14, flat-footed 14; **CMD** 14

(+2 armour [leather], +3 Dex, +1 shield [mwk buckler], +1 size)

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

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee handaxe +6 (1d4/x3)

Ranged shortbow (range 60 ft.) +6 (1d4/x3)

Combat Gear *potion of shield of faith* (+2)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus 20 arrows, belt pouch, 1d6 sp

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness throughout much of the chamber; the burning coals of a brazier increases the illumination level by one step in a 10 ft. radius.

Smell: A DC 15 perception check detects the slight stench of burnt flesh in the air (along with the smell of goblin sweat and cheap wine).

Ceiling: The ceiling is 10 ft. high.

Stout Wooden Door: A sturdy, barred (but not locked) stout wooden door (hardness 5, hp 15, DC 18 Break) provides access to the tribe's prison (Area M10).

Table: This sturdy wooden table is 3 ft. high.

Characters under the table have cover (+4 AC, +2 Reflex saves). Characters can leap atop the table (DC 12 Acrobatics) to gain the benefits of higher ground (+1 on melee attacks).

Benches: The benches are 2 ft. high. Characters can leap atop them (DC 8 Acrobatics) to gain the benefit of higher ground (+1 on melee attacks), but are considered balancing.

Alternatively, a character in an adjacent square can push a bench at an opponent. This increases the attacking character's reach by 5 ft. and gives a +2 bonus to bull rush and trip attacks.

Torture Equipment: A bench against one wall holds several objects of torture – clamps, pokers and so on.

Bloodstained Bench: The goblins strap prisoners prone to this bench before torturing them. Dried blood covers the bench and surrounding flagstones.

Brazier: Several irons poke from a smouldering coal-filled wrought iron brazier.

Characters can draw a poker from the fire as a move action and use it as an improvised weapon (-4 on attack rolls) that inflicts 1d6 piercing damage and 1d4 fire damage. A character holding a poker suffers 1 point of fire damage at the end of his turn if he is still holding the poker.

Having seen the effects of a red-hot poker many times, the goblins are shaken (-2 on attack rolls, saving throws, skill checks and ability checks) when fighting a character wielding such a weapon.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1 (XP 400): Remove one Veteran Blood Moon Warrior.

EL 3 (XP 800): Add one Veteran Blood Moon Warrior.

M10: PRISONERS OF THE BLOOD MOON (EL VAR.; XP VAR.)

The Blood Moon Goblins utilise this unfinished part of the keep's cellars as a prison. Currently, two bandits, a mercenary guard and five goblins languish here. Read:

This long chamber's natural walls glisten with moisture. The ceiling here is low – barely that of a grown man. Within, slumped against the walls are three humans and five goblins. All are chained to the walls and look like they have been recently beaten. At the sight of you, the men call for aid, while the goblins hiss and draw back.

All those incarcerated here are very keen to be released. Refer to the relevant sections below, to roleplay the party's interaction with the prisoners.

TACTICS

If attacked, the prisoners cower from their attackers, and try to strike back using their fists. Attacked prisoners realise they are doomed and fight with savage desperation.

JORMA

One of the bandits lairing in the watchtower above, Jorma thirsts for revenge upon his captors.

Background: Jorma grew up in a nearby town, but was a troubled child from an early age. Sadistically beaten by his father, he grew into a terrible bully. Eventually, he murdered one of his peers and fled the town. Alone in the wilderness, it was not long before he fell in with bandits.

Personality: Vicious, depraved and with an impressive capacity for violence, Jorma is foul-mouthed and particularly

inventive when it comes to torture.

Mannerisms: Jorma is perpetually scowling and appears to be in a bad temper. His speech is abrupt and aggressive.

Distinguishing Features: Jorma's wide nose has been repeatedly broken.

Hooks: Jorma promises to aid the PCs against the goblins (DC 20 Sense Motive reveals he is being truthful). If freed and armed he gleefully slaughters goblins and keeps his word while the PCs fight the Blood Moon tribe. As soon as the group leaves the keep, he begins plotting his escape. However, a sympathetic PC (and good roleplaying) might bring about a change in Jorma (eventually shifting his alignment to true neutral).

KERKKO

A mercenary guard – now the only survivor of his small caravan – Kerkko has been here for two weeks.

Background: Of simple peasant stock, Kerkko once harboured dreams of becoming a holy warrior. Sadly, he lacked the discipline and aptitude to master the divine mysteries of such orders and instead became a caravan guard.

Personality: While he dislikes Jorma and Unto intensely he will not leave them to the non-existent mercy of the goblins. Kerkko is a devout follower of the god of chivalry and war and tries to live up to his standards. He is a skilled soldier and exhibits the discipline of such.

Mannerisms: Kerkko is extremely religious and often praises his patron.

Distinguishing Features: Kerkko perpetually scratches his hair and arms.



Hooks: If released, Kerkko aids the PCs against the goblins and bandits. If he forms a bond with a particular PC of a like ethos, he asks to join the group.

UNTO

Jorma's friend and fellow bandit, Unto is a coward and desperate to escape.

Background: Born into a peasant family, he was forced to flee his village after a bout of prolonged thievery.

Personality: A snivelling coward, Unto is drawn to strength and becomes the shadow of the most dominant PC. He loves animals.

Mannerisms: Unto agrees with practically everything he hears – he is obsequious in the extreme.

Distinguishing Features: A deep scar runs down Unto's left cheek and neck.

JORMA & UNTO

CR 1/3 (XP 135)

Clad in ripped and stained clothes, this human male is skinny and shifty-looking. Bruises and abrasions cover his body.

Male human warrior 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +3, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Climb** +4, **Stealth** +3

AC 12, **touch** 12, **flat-footed** 10; **CMD** 13
(+2 Dex)

Fort +3, **Ref** +2, **Will** +0

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee unarmed strike +1 (1d3 nonlethal)

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

Feats Skill Focus (Perception)^B, Toughness

Skills as above

Languages Common

Gear peasant's outfit

KERKKO (1)

CR 1/2 (XP 200)

Wearing ripped and muddy clothes, this muscular human male is dirty and unkempt. Sores and bruises cover his body.

Male human warrior 2

LG Medium humanoid

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 10, **touch** 10, **flat-footed** 10; **CMD** 14

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

hp 18 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee unarmed strike +4 (1d3+2 nonlethal)

Abilities Str 15, Dex 11, Con 13, Int 9, Wis 10, Cha 8

Feats Toughness^B, Weapon Focus (longsword)

Skills as above plus **Handle Animal** +3, **Intimidate** +2, **Profession** (soldier) +4

Languages Common

Gear peasant's outfit

Hooks: Unto offers to aid the PCs against the goblins, but flees if things go badly. Shortly after release, he finds a pet rat and becomes devoted to its care.

GOBLINS

The goblins here have all displeased Ruknar in some way and are doomed to either be eaten by their fellows or fed to the Devourer (Area M6). They are desperate to escape and agree to anything – even fighting against their comrades. Of course, they are lying (successful opposed Sense Motive confirms) and if armed turn on their rescuers as soon as they encounter more of their comrades.

AREA FEATURES

The area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 6 ft. high.

Walls: This area was unfinished when the keep fell. Thus the walls are of hewn rock (DC 15 Climb check).

Stout Wooden Door: A sturdy, barred (but not locked) stout wooden door (hardness 5, hp 15, DC 18 Break) provides access to this area.

Manacles: Each prisoner is bound with manacles (hardness 10; hp 10; DC 30 Escape Artist, DC 26 Strength). Each is secured to the wall by a simple lock (DC 20 Disable Device).

SCALING THE ENCOUNTER

It is unlikely that this encounter will end in a fair fight – that is the goblins and bandits here are tied up and essentially helpless. If the PCs slaughter the prisoners, award no XP.

BLOOD MOON WARRIOR (5)

CR 1/3 (XP 135)

Clad in filthy leather armour this dirty, skinny humanoid looks miserable.

Male goblin warrior 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; **Climb** +4, **Ride** +7, **Stealth** +11

AC 14, **touch** 14, **flat-footed** 11; **CMD** 13
(+1 size, +3 Dex)

Fort +2, **Ref** +3, **Will** +0

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee unarmed strike +4 (1d2 nonlethal)

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above

M11: SHAMAN OF THE BLOOD MOON (EL 3; XP 800)

These chambers serve both as the tribe's "church" and their shaman's home. Sar is as loyal a member of the tribe as any goblin – that is he lusts for power and advancement, but is terrified of Ruknar's power. The PCs' arrival gives Sar an idea; he immediately starts plotting to use them to kill Ruknar so that he may become chieftain.

This large chamber was obviously once some kind of storage vault. Several slender pillars hold aloft the roof and at the chamber's far end a large recess holds an altar covered in candles. Strange, obviously felled symbols cover the walls.

Two elite goblin warriors guard this place. When the PCs arrive, they are hiding behind slender pillars watching the entrance. If they spot intruders, they shout for Sar and ready themselves for combat. Once Sar becomes aware of intruders, he calls for parley (see "Sar" for details). If the PCs attack, refer to Tactics.

TACTICS

Favoured tribal warriors, the Blood Moon Wardens know they owe their exalted position to Sar's patronage. As such they protect him fiercely. Confident in their abilities, they advance to meet intruders and fight until slain.

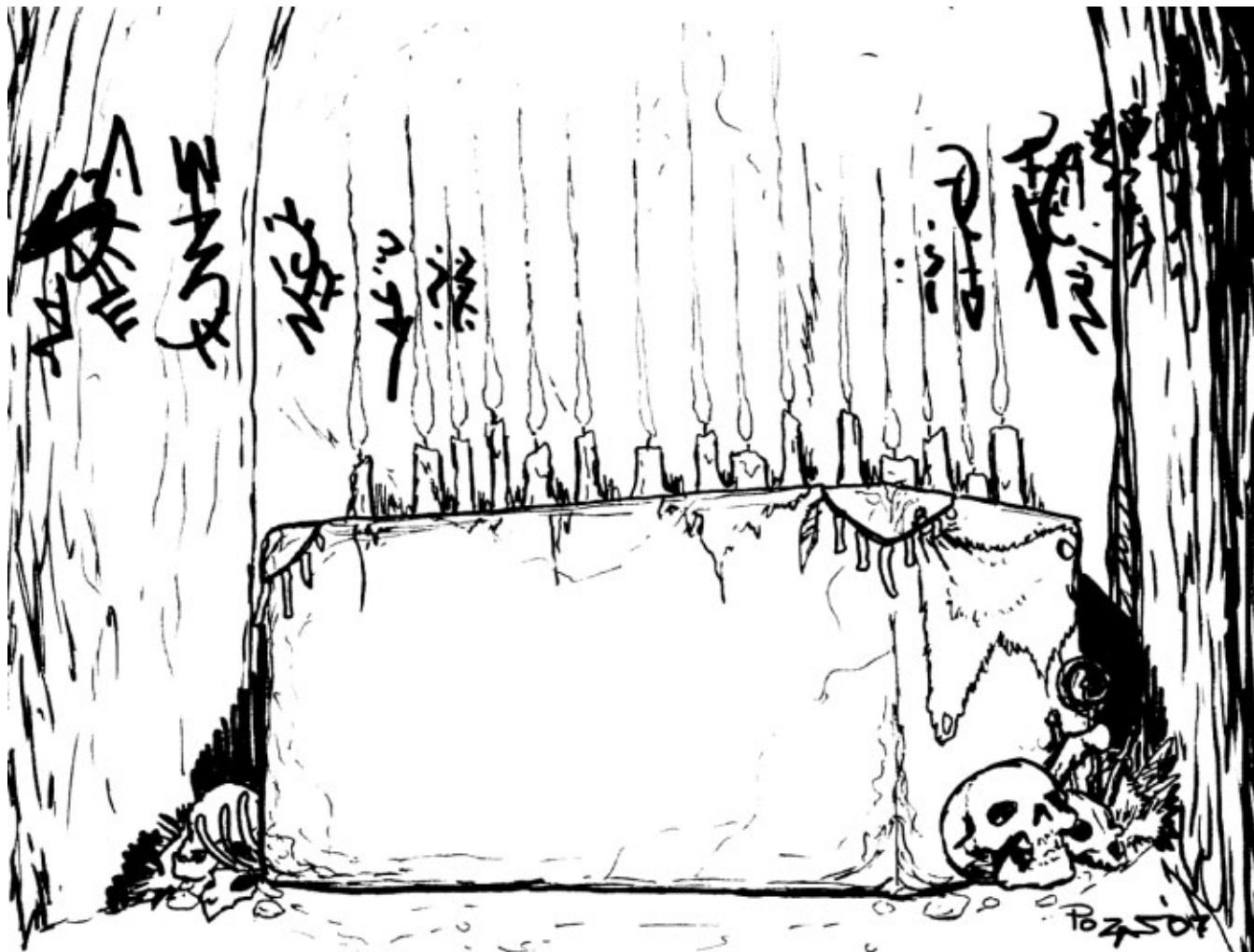
Sar supports his guards with *bless* and uses *burning hands* on a foe meleeing him. Otherwise, he hurls darts at intruders, saving his *wand of scorching ray* for obvious clerics of good-aligned gods, paladins or his most hated foes – dwarves.

If reduced to below half hit points, Sar begs for a parley.

SAR

Sar lusts to overthrow Ruknar and rule in his place. Although not a coward, Sar is not stupid and knows that he is no match for the ogre chieftain. The PCs' arrival presents him with a great opportunity to achieve his goal. Thus, he is keen to speak with the intruders. Use these notes, if the PCs speak with Sar.

Background: The favoured servant of the tribe's previous



shaman, Sar gruesomely murdered his teacher several years ago.

Personality: Obsessed with his own importance and consumed with a lust for power, Sar is self-obsessed to the point of mania. Totally immoral, he agrees to anything – no matter how shocking – to get his own way. He enjoys torture, and has spent time with the prisoners in Area M10. He expresses no regret for his actions.

Mannerisms: Sar has a hacking cough.

Distinguishing Features: Impressively ugly, Sar stinks of blood, sweat and spell components.

TEMPLE FEATURES

The temple has several noteworthy features:

Illumination: The candles upon the altar bathe it in normal light and increase the illumination level by one step in a 5-foot radius. Darkness fills the rest of the chamber.

Stout Wooden Door: A sturdy, stout wooden door (hardness 5, hp 15, DC 18 Break [DC 23 if barred]) provides access to this area. If Sar has been warned of intruders abroad in the complex, the door is barred from within.

Ceiling: The ceiling arches to 15 ft. in height.

Slender Pillars: Four slender pillars stand here. A character in the same square gains partial cover (+2 AC, +1 Reflex saves). An empty iron torch sconce hangs from each pillar.

Altar: The altar is actually a heavy table covered in an old,

SAR, BLOOD MOON ADEPT

CR 1 (XP 400)

This bald and skinny humanoid wears dirty robes and its head seems too large for its body

Male goblin adept 3

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Ride +6, Stealth +10

AC 15, touch 14, flat-footed 12; **CMD** 12

(+1 armour [bracers of armour +1], +2 Dex, +1 dodge [Dodge], +1 size)

Fort +2, **Ref** +3, **Will** +4

hp 19 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** -2

Melee dagger +0 (1d3-2/19-20)

Ranged dart (range 20 ft.) +4 (1d3-2)

Adept Spells Prepared (CL 3rd; concentration +4)

1st—*burning hands* (2; DC 12), *cure light wounds*

0—*detect magic*, *ghost sound*, *touch of fatigue* (DC 11)

Combat Gear dart (5), *scroll of bless*, *wand of scorching ray* (2 charges)

Abilities Str 6, Dex 15, Con 12, Int 10, Wis 13, Cha 7

SQ summon familiar

Feats Dodge, Toughness

Skills as above plus Heal +6, Knowledge (religion) +6, Spellcraft +6

Languages Goblin

Gear as above plus wooden holy symbol, spell component pouch, black gems (2; onyx [50 gp each]), key, 4 gp, 12 sp

rancid sheet drenched with bloodstains, melted candle wax and other unidentifiable substances.

Symbols: Symbols of obviously evil, malign intent cover the walls. Sar daubed these in blood, but in truth doesn't really understand them. A DC 10 Knowledge (religion) check reveals that although they appear sinister they are essentially gibberish.

Skulls: The skulls of four Medium-sized humanoids flank the altar. A DC 15 Heal check reveals their skin and other soft tissues were removed by boiling.

MIII: SAR'S PERSONAL CHAMBER

This small chamber is full of bric-a-brac. A bed of furs lies in one corner. Against another wall stands a workbench covered with magical paraphernalia and a chest.

The room has several features of note:

Fur Bed: A pile of rank fur comprises Sar's bed. The furs are flea-bitten, dirty and smell. They are worthless.

Workbench: Covered with objects of supposed magical power, the bench is a triumph of disorganisation. A character spending 10 minutes sorting through it finds enough material to make one healer's kit and one spell component pouch.

Chest: The locked chest (hardness 5; hp 25; DC 23 Break; DC 20 Disable Device) contains four sticks of incense (each worth 5 gp), a golden statue of a dretch (DC 11 Knowledge [planes] identifies; worth 50 gp [DC 20 Appraise values]) and 136 sp.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Remove one Blood Moon Warden.

EL 4 (XP 1,200): Add two Blood Moon Wardens.

BLOOD MOON WARDEN (2)

CR 1/2 (XP 200)

This small humanoid has a flat face, squashed nose and a wide mouth full of fangs. Clad in studded leather armour it carries a heavy wooden shield and longsword.

Male goblin warrior 1/expert 1

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +3

Speed 30 ft.; **ACP** -2; Climb +3, Ride +5, Stealth +13, Swim -1

AC 19, touch 14, flat-footed 16; **CMD** 13

(+3 armour [mwk studded leather], +3 Dex, +2 shield [heavy wooden], +1 size)

Fort +2, **Ref** +3, **Will** +1

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee longsword +3 (1d6/19-20)

Combat Gear *potion of cure light wounds*

Abilities Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6

Feats Weapon Focus (longsword)

Skills as above plus Knowledge (religion) +4

Languages Goblin

Gear as above plus belt pouch, 15 sp

M12: GUARDIANS OF THE BLOOD MOON (EL 4; XP 1,200)

Razogen has been honoured with the task of defending the approach to his father's inner sanctum. He is very keen to add to his skull display and attacks intruders immediately.

This smallish room contains a blazing fire set into the floor, a table and several benches. A primitive display of skulls atop a tripod stands near the door.

Unless the PCs surrender, they cannot avoid a fight here.

TACTICS

Razogen is a ferocious warrior, desperate to gain his father's approval. He hurls himself into battle, seeking out the biggest opponent to slay. He uses smite good with his first attack, concentrating on one foe until it falls.

One of the veteran warriors aids Razogen, flanking the young ogre's target, while his companions hold the other interlopers at bay. If warned of battle, they coat their handaxes with *oil of magic weapon*.

The room's occupants chase fleeing intruders.

CHAMBER FEATURES

The chamber has several noteworthy features:

Illumination: The fire fills the room with normal light.

Ceiling: The ceiling is 10 ft. high.

Door: The wooden door leading to this chamber is swollen (hardness 5; hp 10; DC 15 Break) but partially open so the occupants can keep an eye on the corridor.

Fire: A large fire burns inside a ring of stones. Characters can leap the fire with a DC 5 Acrobatics check; a character failing this

check by 5 or more lands in the flames, takes 1d6 fire damage and must make a DC 15 Reflex save or catch on fire. The fire's smoke escapes through many cracks in the ceiling.

Table: This sturdy wooden table is 2 ft. high.

Characters under the table have cover (+4 AC, +2 Reflex saves), but are squeezing (-4 to AC and attack rolls and each move into a square costs 2 squares of movement). Characters can leap atop the table (DC 8 Acrobatics) to gain the benefits of higher ground (+1 on melee attacks).

Benches: The benches are 1 ft. high. Characters can leap atop them (DC 4 Acrobatics) to gain the benefit of higher ground (+1 on melee attacks), but are considered balancing.

Alternatively, a character in an adjacent square can push a bench at an opponent to make a trip or bull rush attack (increasing the attacking character's reach by 5 ft. and giving a +2 bonus to the attack).

Decorative Skulls: Razogen has started to collect the skulls of those he has slain to create an interesting sculpture.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove two Veteran Blood Moon Warriors.

EL 5 (XP 1,600): Remove one Veteran Blood Moon Warrior and add one additional Scion of Ruknar (Jerlax), Razogen's brother and rival.

VETERAN BLOOD MOON WARRIOR (3)

CR 1/2 (XP 200)

Clad in leather armour this dirty, skinny humanoid carries a shortbow and handaxe.

Male goblin warrior 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** 0; Climb +4, Ride +7, Stealth +12

AC 17, touch 14, flat-footed 14; **CMD** 14

(+1 size, +3 Dex, +2 armour [leather], +1 shield [mwk buckler])

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

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee handaxe +6 (1d4/x3)

Ranged shortbow (range 60 ft.) +6 (1d4/x3)

Combat Gear arrows (20), *oil of magic weapon*

Abilities Str 11, Dex 16, Con 11, Int 9, Wis 10, Cha 6

Feats Weapon Finesse

Languages Goblin

Gear as above plus belt pouch, 1d6 sp, 1d4 gp

RAZOGEN, SCION OF RUKNAR

CR 2 (XP 600)

This lumbering humanoid has small, beady eyes and a wide mouth filled with ill-fitting teeth. It wears chainmail and wields a spear.

Male young fiendish ogre

CE Medium humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +4, Sense Motive +0

Speed 30 ft., base speed 40 ft.; **ACP** -5; Climb +3

AC 22, touch 11, flat-footed 21; **CMD** 17

(+1 Dex, +6 armour [chainmail], +5 natural)

Resist cold 5, fire 5

Fort +4, **Ref** +2, **Will** +3; **SR** 7

hp 22 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee spear +6 (1d8+4/x3)

Ranged heavy crossbow (range 120 ft.) +3 (1d10/19-20)

Atk Options smite good (1/day; +0 attack, +4 damage)

Combat Gear bolts (10)

Abilities Str 17, Dex 12, Con 11, Int 6, Wis 10, Cha 7

Feats Iron Will, Toughness

Skills as above plus Linguistics -1

Languages Giant, Goblin

Gear as above plus mixed coinage (20 gp)



M13: CHIEFTAIN OF THE BLOOD MOON (EL 6; XP 2,400)

Ruknar dwells here with his large and aggressive concubines. Each concubine vies for the honour of bearing his young and attacks intruders savagely in an attempt to gain his favour.

In this chamber, a long, very low table stands behind a blazing fire. Piles of furs surround the table, which is heaped with food and drink. The fire's flames light the room illuminating many old and faded tapestries hanging from the walls.

If Ruknar and his concubines are unaware of intruders, they are lounging about the table when the PCs arrive. If alerted to impending danger, they are ready for battle.

TACTICS

Ruknar's concubines hate each other and only cooperate if he can see them doing so. They hurl themselves at intruders, screaming and cursing. Two try to flank an enemy warrior while the third uses Acrobatics to reach the party's rear ranks.

Ruknar wades into battle – trusting to his impressive vigour and otherworldly resistances to see him through. Advancing to battle, he hurls a javelin at an unarmoured target. In melee, he uses smite good immediately against an obviously dangerous enemy warrior.

Ruknar fights until slain, but if the tribe's chieftain falls, any surviving concubines immediately flee.

NIG, SBUX AND ZUS

CR 1 (XP 400)

This female goblin is larger and more muscular than her ilk. Clad in studded leather, she radiates an aura of aggression and violence. She wields two wickedly-curved sickles.

Female giant goblin warrior 1/expert (acrobat) 1

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1

Speed 30 ft.; **ACP** 0; Acrobatics +7, Climb +7, Ride +6, Stealth +10, Swim +3

AC 18, touch 12, flat-footed 16; **CMD** 15

(+3 armour [mwk studded leather], +2 Dex, +3 natural)

Fort +4, **Ref** +2, **Will** +1

hp 15 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee sickle +3 (1d6+2 plus Small centipede poison [DC 11 Fortitude; *freq.* 1 rd./4 rds.; *effect* 1 Dex]) or

Melee sickle +1 (1d6+2 plus Small centipede poison [DC 11 Fortitude; *freq.* 1 rd./4 rds.; *effect* 1 Dex]) and sickle +1 (1d6+1)

Abilities Str 14, Dex 15, Con 15, Int 10, Wis 9, Cha 6

Feats Two-Weapon Fighting

Skills as above plus Perform (dance) +2

Languages Goblin

Gear as above plus belt pouch, 15 sp, tawdry jewellery (worth 50 gp)

RUKNAR

A foul, odious bully who delights in the pain, suffering, dismemberment and death of his foes, Ruknar is a terrible enemy.

Background: The taint of the Abyss lurks in Ruknar's past. As the only survivor of his original tribe, he easily wrested command of the Blood Moon from its previous chieftain a decade ago. Since then, he has lived the good life – plentiful women, loot and battle. He is content.

Personality: Ruknar enjoys his concubines' competition – even fostering it. He also enjoys dismembering and cooking his enemies as a warning to those who plot against him.

Mannerisms: Ruknar spits and drools when excited.

Distinguishing Features: Ruknar is immensely fat.

NIG, SBUX AND ZUS

Ruknar's concubines are vicious creatures obsessed with bearing Ruknar's "blessed" seed. They see each other as competition and only cooperate when Ruknar commands it. They hiss and curse at their foes and exult when someone succumbs to their attacks.

RUKNAR, BLOOD MOON CHIEFTAIN CR 4 (XP 1,200)

This lumbering giant has small, beady eyes and a wide mouth filled with ill-fitting teeth. He wears miss-matched pieces of plate armour and clutches an immense falchion.

Male fiendish ogre fighter (unbreakable) 1

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6, Sense Motive +1

Speed 30 ft., base speed 40 ft.; **ACP** -7; Climb +5, Stealth -10

AC 19, touch 9, flat-footed 17; **CMD** 23

(+2 armour [plate arms & legs], +1 Dex, +5 natural, +2 shield [+1 buckler], -1 size)

Resist cold 5, fire 5

Fort +9, **Ref** +1, **Will** +4; **SR** 9

hp 48 (5 HD); Diehard

Space 10 ft.; **Base Atk** +4; **CMB** +12

Melee mwk falchion (reach 10 ft.) +11 (2d6+10/18-20)

Ranged mwk javelin (range 30 ft.) +5 (1d8+5)

Atk Options smite good (1/day; +0 attack, +5 damage)

Combat Gear mwk javelins (3), *potion of cure moderate wounds*, *oil of magic weapon*

Abilities Str 25, Dex 12, Con 17, Int 6, Wis 12, Cha 5

Feats Diehard^B, Endurance^B, Iron Will, Toughness, Weapon Focus (falchion)

Skills as above plus Linguistics -1

Languages Giant, Goblin

Gear as above plus golden earrings (worth 120 gp)

AREA FEATURES

The area has several noteworthy features:

Illumination: The fire fills the room with normal light.

Ceiling: The ceiling is 20 ft. high.

Torch Sconces: Four empty torch sconces hang from the chamber's walls.

Fire: A large fire burns inside a ring of stones. Characters can leap the fire with a DC 5 Acrobatics check; a character failing this check by 5 or more lands in the flames, takes 1d6 fire damage and must make a DC 15 Reflex save or catch on fire. The fire's smoke escapes through many cracks in the ceiling.

Ruknar hides a large key in a secret hollow beneath the fire (DC 25 Perception check locates). The key opens Ruknar's large ironbound chest.

Tapestries: Faded and stained tapestries cover the chamber's walls. Depicting scenes of battle and death, they have been looted from the ruins above. All have been defaced and are worthless.



The tapestries provide concealment (20% miss chance) to those behind them. They are only loosely affixed to the wall and can be pulled free with a DC 15 Strength check. The tapestry makes a grapple check (+8 CMB) against adjacent targets, who gain the grappled condition until they free themselves (CMD 15).

Low Table: This sturdy wooden table is 1 ft. high; its legs have obviously been deliberately shortened.

Characters can leap atop the table (DC 4 Acrobatics) to gain the benefits of higher ground (+1 on melee attacks).

Fur Piles: Mounds of fur surround the low table. Characters running or charging across them must make a DC 12 Acrobatics check or slip and stop moving. A character failing this check by 5 or more falls prone.

Large Ironbound Chest: This large ironbound chest (hardness 5; hp 15; DC 23 Break; DC 25 Disable Device opens) holds the tribe's accumulated wealth.

- **Mixed Coinage:** 795 cp, 497 sp, 296 gp and 19 pp.
- **Jewellery:** A golden necklace set with four small translucent yellow gems (carnelians; DC 20 Appraise identifies) worth 300 gp (DC 20 Appraise check values).
- **Masterwork Thieves' Tools:** In a soft black leather pouch (which bears the initials A.H.)
- **Wand of Cure Moderate Wounds:** This long, tapered wand is of white willow and engraved with runes of healing power (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies). It has 12 charges.
- **Treasure Map:** This faded map shows the location of a dwarven hold (see Player Handout 2).

Trophy Wall: Broken weapons, skulls, sundered armour and other items of battle booty have been nailed to one wall. All are worthless, but serve as a testimony to Ruknar's battle prowess.

SCALING THE ENCOUNTER

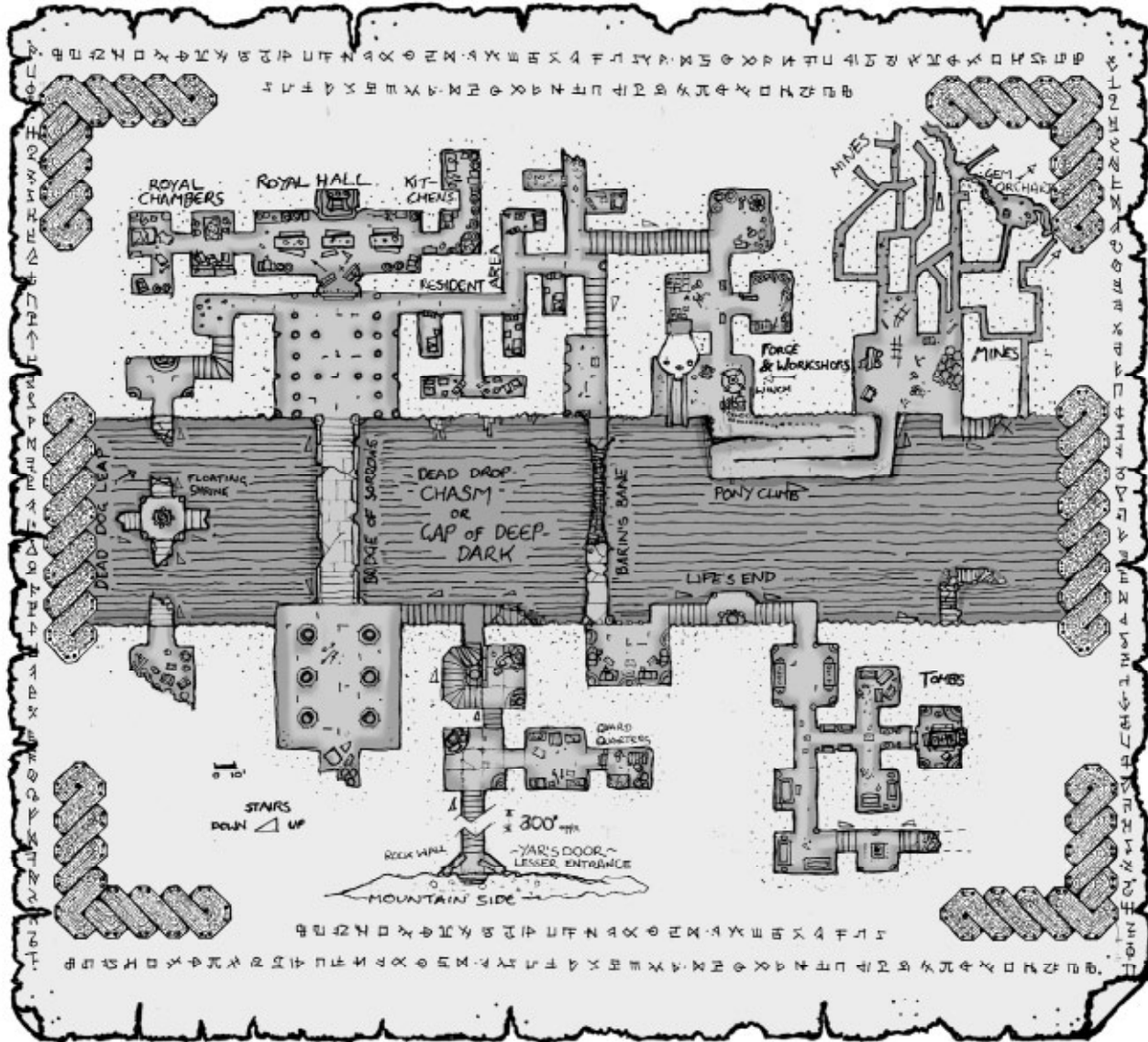
To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Remove Nig and Sbuz.

EL 8 (XP 3,200): Add two concubines (Jarx and Lila).

HANDOUT 3: THE LOST HOLD OF HADRAMKATH

This map is reproduced in Player Handout 3. Also refer to Further Adventures for more information.



THE UNDERCRYPT

THE UNDERCRYPT

This small sublevel lies below the cellars and is free of the Blood Moon Goblins. Built by Valentin to house the remains of those who fell in his service the undercrypts have laid undisturbed since the keep’s fall. However, an earthquake two decades ago linked the undercrypt to deep caverns below the keep.

UNDERCRYPT FEATURES

The Undercrypt has the following generic features:

- Illumination:** Darkness.
- Ceiling:** In most areas, the ceiling is between 10 – 15 ft. high.
- Temperature:** It is noticeably colder in the Undercrypt than

in the other caverns and cellars below the keep.

Grey Sludge: Water dripping down from above has turned the deep dust into a grey sludge. A DC 15 Knowledge (dungeoneering) check reveals the sludge to be harmless.

The sludge makes tracking much easier. Characters making Survival checks to follow tracks or Perception checks to spot tracks gain a +4 circumstance bonus to their check.

Dripping Water: Water drips down into the Undercrypt from above. The water is cold and the constant sound of dripping increases by 2 the DC of any hearing-based Perception checks.

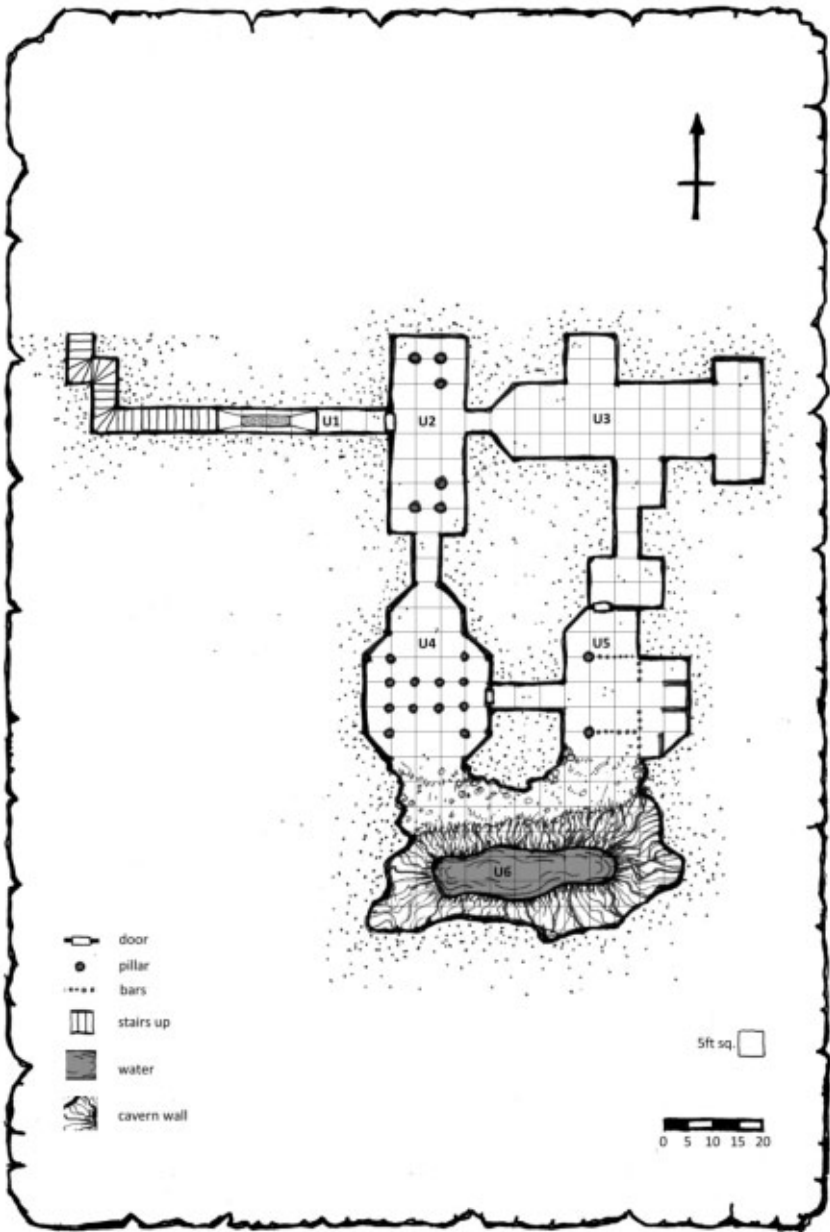
Additionally, unless the PCs rig some kind of protection from the unceasing dripping, it is impossible to get a good night’s rest in the Undercrypts.

- Hewn Stone Walls:** The slick walls are of hewn stone. Crudely hacked from the hill’s bedrock, they provide numerous hand and footholds for climbers (DC 20 Climb check).
- Necrotic Corruption:** Necrotic corruption has leaked into the crypt from below, corrupting the bodies of those interred within. The exact source of this corruption is a matter for the GM, but page 66 presents two possible sources. *Detect evil* reveals faint evil radiating throughout the undercrypt.

UNDERCRYPT DRESSING

Use this table to generate minor points of interest, as desired. Such features have little or no impact on play, but serve to underscore the current state of the undercrypt.

d20	FEATURE
1-10	Thick gray sludge covers the floor. Treat affected areas as difficult terrain.
11-14	Pocket of frigid air; the temperature is noticeably colder in such areas.
15	A faint breeze issues from the direction of the stairs leading up to the cellars.
16	A DC 10 Perception check reveals the faint sound of rainfall (this is the sound of water falling into the Ebon Chasm [U6]).
17-19	Deep cracks run through the walls and ceiling.
20	The sludge hides a small hole in the floor. The first character stumbles and falls prone in the sludge (DC 15 Reflex save negates).



U1: STAIRWAY AND TRAPPED CORRIDOR (EL 2; XP 600)

The PCs must cross this area to access the Undercrypts. Read:

A narrow dust-shrouded stair descends about thirty feet and ends in a corridor. The walls and floor are wet and glisten in your light. The sound of dripping water fills your ears.

When the PCs reach the bottom of the stairs, read:

Ahead of you a narrow corridor ends in a wall pierced by a single doorway, partially filled by a rotting wooden door. An open 20 ft. long pit blocks further progress. Black, brackish water fills the pit to an unknown depth.

Two sodden human zombies lie unseen in the water. The remains of two bandits who triggered this trap long ago, they rise up to attack living creatures in the pit. The zombies are so water-logged that they gain resist fire 5 while in the pit and for one hour after they emerge.

AREA FEATURES

The stairs and corridor have several noteworthy features:

Steeps Stairs: Characters must make a DC 12 Acrobatics check to run or charge on the stairs. A character failing this check by 5 or more falls 1d2x5 ft. and lands prone.

Ceiling: The ceiling in the stairs is only six-foot high. In the corridor it rises to 12 ft.

Walls: The slick, hewn stone walls require a DC 20 Climb

check to scale. Water oozes down the walls.

THE PIT

The pit blocks progress along the passageway and has the following noteworthy features:

Depth: The pit is 20 ft. deep. Characters falling into the pit suffer 2d6 damage and land prone in the water.

Walls: Characters can scale the pit's walls with DC 20 Climb checks.

Water: 4 ft. deep black, brackish water fills the pit. Characters in the water gain improved cover (+8 AC, +4 Reflex saves) against attacks from opponents on land.

Rotten Door: This rotten door blocks the view of what lies beyond, but collapses as soon as a character touches it.

TACTICS

The zombies stand up when a living creature enters the pit. They ferociously attack any such targets, pummeling them to death.

If after they awaken, there are no more living targets in the pit, they attempt to climb out to kill any other visible targets.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 1 (XP 400):
Remove one fast human zombie.

EL 3 (XP 800)
Add two fast human zombies.

FAST HUMAN ZOMBIE (2)

CR 1/2 (XP 200)

The putrid stench of death emanates from this shambling, sodden, partially decayed corpse.

NE Medium undead

Init +2 **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

Speed 40 ft.; **ACP** 0; **Acrobatics** +2 (+6 jumping), **Climb** +3

AC 17, **touch** 12, **flat-footed** 15; **CMD** 16

(+3 armour [studded leather], +2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** fire 5

Fort +0, **Ref** +2, **Will** +3

hp 12 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slam +4 (1d6+4)

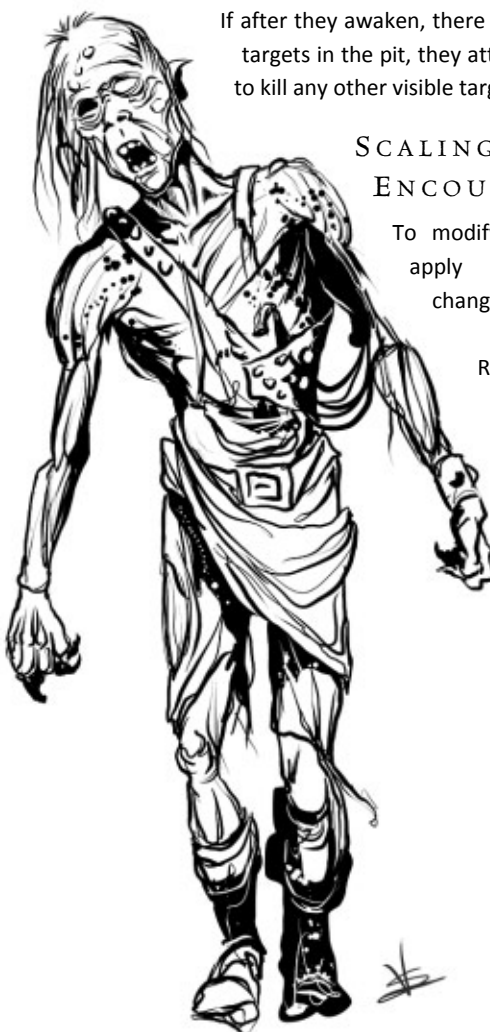
Atk Options quick strike

Quick Strike (Ex) Whenever a fast zombie makes a full-attack, it can make one additional slam attack.

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

Feats Toughness

Gear as above plus 8 gp in mixed coinage



U2: HALL OF BATTLE

This hallway is unoccupied.

An intricate bas-relief carving of human warriors fighting a battle against a host of orcs and goblins completely covers one long wall of this hallway.

Valentin had this hallway decorated in celebration of a great victory won against his orc and goblin enemies.

AREA FEATURES

The corridor has several noteworthy features:

Illumination: Darkness.

Battle Carving: This intricate bas-relief carving depicts a woodland battle between Valentin's followers, the Orcs of the Severed Hand and the Blood Moon Goblins. The humans are

shown crushing their enemies and trampling on the many corpses of the fallen. A particularly powerful warrior is shown surrounded by piles of the fallen. PCs viewing the scene may make various Knowledge check to learn more:

- **DC 10 Knowledge (history):** Forty years ago, Valentin fought against the Orcs of the Severed Hand and the Goblins of the Blood Moon. He also exterminated the Kobolds of the Ebon Scales.
- **DC 15 Knowledge (local):** The orcs are from the Severed Hand tribe while the goblins hail from the Blood Moon tribe. The scene probably depicts one of his famous victories, possibly the Battle of Slaughter Meadow, wherein he broke the tribes' strength and slew the Severed Hand's chief (and many of his bodyguards) in single combat.

U3: CHAPEL

This large chamber served as the keep's chapel. Read:

This large chamber is obviously a chapel. An altar at the far end of the chamber is flanked by two statues of warriors clad in plate and wielding battleaxes. A small rotting iron-bound coffer stands on the altar.

Grey sludge covers much of the floor and in several places unhealthy-looking black mould grows in thick patches.

The chapel is unoccupied.

AREA FEATURES

The chamber has several noteworthy features:

Illumination: Darkness.

Grey Sludge: A thick layer of grey sludge covers much of the floor. A DC 10 Survival check reveals nothing has recently moved through the sludge. The sludge is particularly thick in the chapel and characters running or charging through the area must make a DC 12 Acrobatics check or stop moving in the first sludge-filled square it enters. A character failing this check by 5 or more falls prone.

Black Mould: Several patches of black mould grow around the warrior statues. A DC 15 Knowledge (nature) reveals the mould to be harmless.

Air Temperature: It is cold within the chapel.

Warrior Statues: Each statue stands 10 ft. tall and depicts a muscular warrior of severe mien clad in plate armour and wielding a battleaxe two-handed. The statue is intricately carved. Each statue provides cover (+4 AC, +2 Reflex saves) and can be scaled with a DC 15 Climb check.

Altar: This plain, stone altar stands 4 ft. high. Characters can leap atop it with a DC 12 Acrobatics check to gain the benefits of higher ground (+1 on melee attacks).

Rotting Coffer: This small, rotting iron-bound coffer (hardness 2; hp 20; DC 10 Break) contains items of religious significance. Many – such as a sacred text – have rotted away leaving the chest half-full of sludge, but a few treasures remain. A DC 20 Appraise check reveals each item's value.

- A gold idol of a warrior wielding a battleaxe (worth 30 gp).
- A set of silver chimes (worth 10 gp) that produce a harsh, discordant sound when struck.
- A small wrought iron tripod (worth 10 gp) holding a sludge-filled iron bowl. The sludge hides three matched small opaque dark green gems (malachites each worth 15 gp).

A NOTE ON RELIGION

This chapel was dedicated to the hero-god Kalron, god of battle and heroic struggle. It is a simple job to exchange this personage for one more suitable to a GM's personal campaign. If you decide to do so, remember to change the descriptions of the various statues, religious symbols and so throughout this area and surrounding chambers to better suit the chosen deity.

U4: COLUMNED HALLWAY (EL 3; XP 800)

This columned hallway suffered some damage when the earthquake that linked this sublevel to the Ebon Chasm struck 20 years ago.

A myriad of slender pillars – carved to represent human warriors clad in platemail and holding a battleaxe grounded in front of them – hold aloft this chill hallway’s sagging ceiling.

PCs suspecting an ambush or inspecting the pillars may spot the caryatid column’s true nature by making a DC 20 Perception check (modified for distance). Those that do not are surprised when the caryatid column animates.

TACTICS

The caryatid column attacks the first foe to reach the mid-way point of the hallway. The column strides into battle, focusing its attacks on the intruder furthest down the hallway. The column pursues intruders as far as Area U1 but does not cross the pit.

CARYATID COLUMN

CR 3 (XP 800)

This stone statue of a plate-clad warrior holding a battleaxe at rest stares impassively ahead.

N Medium constrict

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 20 ft.; **ACP** 0; Acrobatics -1 (-5 jumping), Stealth -1 (statue)

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue. An observer must make a DC 20 Perception check to notice the caryatid column is alive.

AC 14, touch 9, flat-footed 14; **CMD** 16 (cannot be disarmed) (-1 Dex, +5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, massive damage, any effect that requires a Fortitude save, magic

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. *Transmute rock to mud* deals 1d6 damage per caster level with no saving throw. *Transmute mud to rock* heals any lost hit points. *Stone to flesh* negates the statue’s damage reduction and immunity to magic for one full round.

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

hp 36 (3 HD); **DR** —/5; shatter weapons

Shatter Weapons (Ex) When a character strikes a caryatid column with a weapon (magical or normal), the weapon takes 3d6 damage. Apply the weapon’s hardness normally.

Space 5 ft.; **Base Atk** +3; **CMB** +7

Melee mwk battleaxe +8 (1d8+6/x3)

Abilities Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Gear as above

AREA FEATURES

The chamber has several noteworthy features:

Illumination: Darkness.

Air Temperature: It is barely above freezing.

Ceiling: The cracked and sagging ceiling is 15 ft. high. A DC 10 Knowledge (engineering) or DC 10 Craft (stonemasonry) check reveals it is unsafe. Exceeding this check by five or more reveals the destruction of two pillars will cause a cave-in.

Warrior Columns: Damaged slender columns (AC 4, hardness 8, hp 40, DC 20 Break) – all depicting warriors standing at rest, a battleaxe before them – hold the ceiling aloft. Characters in the same square as a column gain partial cover (+2 to AC, +1 on Reflex saves). A column can be scaled with a DC 15 Climb check.

Treasure: The only treasure in this area is the caryatid column’s battleaxe. At first glance the axe appears of stone, but this can be chipped off once the column has been defeated.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 2 (XP 600): Apply the young creature template to the caryatid column to simulate damage (+2 to all Dex-based rolls, -2 on all other rolls; hp 30) caused by the earthquake.

EL 4 (XP 1,200) Apply the advanced creature template to the caryatid column (+2 on all rolls [including damage] and special ability DCs; AC 18, touch 13, flat-footed 18; CMD 20; hp 42).

COLLAPSING CEILING

The PCs may deliberately (or accidentally) cause the ceiling to cave-in. Use these notes to adjudicate such actions. Chapter 13 of the *Pathfinder Roleplaying Core Rulebook* has more information on cave-ins (including how to free buried characters).

First Round: In the round after the second column falls, the ceiling noticeably sags; dust and small rocks fall. The caryatid column does not understand the danger inherent in a collapsing ceiling and makes no special move to avoid the effect.

Second Round: The ceiling caves-in. Any character within 15-foot of a fallen pillar is caught in the bury zone (4d6 damage [DC 15 Reflex halves] and is buried). Any character within 10-foot of a bury zone is caught in the slide zone and buried (2d6 damage [DC 15 Reflex negates]).

Rubble: Treat areas in the bury or slide zone as dense rubble (it costs 2 squares of movement to enter such areas; the DC of Acrobatic checks increases by 5 and the DC of Stealth checks increases by 2).

U5: THE CRYPT (EL 4; XP 1,200)

Here, Valentin Ironwolf interred his slain followers in honour and state. Unfortunately, the corruption emanating from the Chasm of Ebon Depths (U6) has animated them as fell undead creatures. Read:

It is very cold here. Chains, a skull hanging from each one, are suspended from the ceiling of this large chamber. In the centre of the room, a silver aspergillum hangs from a stout chain.

Rusted iron bars running from floor to ceiling divide this chamber into a number of distinct sections. Within each section, a jumble of bones covers the floor.

As soon as a living creature enters the chamber, the skull chains animate; the clacking of their jaws alerts the skeletons to intruders. They rise and move to attack in the next round.

TACTICS

The skeletons move mindlessly toward intruders and hack at them with their swords. They fight until destroyed.

The grave chill skeletons sense the intruders' body heat and move toward the largest such source. If confronted with several similar sources of heat, they move toward the nearest. They fight until destroyed.

AREA FEATURES

The crypt has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 20 ft. high.

Air Temperature: It is barely above freezing, within the crypt.

Skull Chains: Frost-rimmed chains (harness 10, hp 5; DC 26 Break) hang from the ceiling to height of about 4 ft. from the floor. A grinning goblin or orc skull (AC 6, hp 3; affected by channel energy as normal [Will +2]) hangs from each one. The skulls animate, gnashing their teeth, when a living creature enters the chamber.

- **Movement (Medium or Larger):** Medium or larger characters can avoid the animated skulls by moving slowly and carefully through the room. (It costs 2 squares of movement to enter a square in such a manner). Alternatively, they can ignore the skulls and move at normal speed. Every round a character does so they take two points of damage as the skulls bite and bash at the living target moving through their square.
- **Movement (Small or Smaller):** Small or smaller characters move normally under the skulls and do not take damage from the skulls.



The skull chains provide concealment (20% miss chance) against opponents more than 10 ft. away.

Bone Piles: Squares containing piles of bones count as difficult terrain (it costs 2 squares of movement to enter such a square).

Chained Silver Aspergillum: A silver aspergillum hangs from a chain in the centre of the chamber. It is filled with holy water.

- **Silver Battle Aspergillum:** simple weapon; damage 1d6/x2 (bludgeoning); a struck target susceptible to holy water suffers 1 damage. After five hits, the aspergillum must be re-filled (a standard action provoking attacks of opportunity); cost 25 gp.

Stone Columns: Thick stone columns hold the roof aloft. The pillars provide cover (+4 AC, +2 Reflex saves).

GRAVE CHILL SKELETON (2)

CR 1/2 (XP 200)

Ice and frost wreath this animated skeleton. It wears a rusted and frozen chain shirt and wields a longsword.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 16, touch 12, flat-footed 14; **CMD** 14; chill aura (+2 armour [rusted chain shirt], +2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold;
Weakness fire vulnerability

Fire Vulnerability (Su) A grave chill skeleton suffers an extra 50% damage from fire-based attacks.

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

hp 5 (1 HD); frozen death; **DR** bludgeoning/5

Frozen Death (Su) A grave chill skeleton explodes in a burst of intense cold when destroyed. Adjacent creatures suffer 1d6 cold damage (DC 12 Reflex halves).

Space 5 ft. (chill aura 5 ft.); **Base Atk** +0; **CMB** +2

Chill Aura (Su) Creatures adjacent to a grave chill skeleton take 1d6 cold damage at the start of their turn. Anyone striking a grave chill skeleton with an unarmed strike or natural attack suffers 1d6 cold damage.

Melee longsword +2 (1d8+2/19-20 plus 1d6 cold) and claw -3 (1d4+1 plus 1d6 cold) or

Melee 2 claws +2 (1d4+1 plus 1d6 cold)

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 12

Feats Improved Initiative

GRAVE CHILL SKELETONS

Grave chill skeletons are a skeleton variant based on the burning skeleton template (*Pathfinder Roleplaying Game Bestiary*). They are identical to burning skeletons in all regards, except an aura of cold instead of flames surrounds them and they are vulnerable to fire attacks. All relevant changes are included in the skeleton's stat blocks.

Iron Bars: Rusted iron bars (each 2 in. thick, hardness 7, hp 45, DC 22 Break) divide the room. The iron bars provide partial cover (-2 AC, +1 Reflex saves).

Treasure: Some of the glorious dead were interred with items of sentimental or actual value. A character making a Perception check may uncover one or more items:

- **DC 10:** A rotted grave shift embroidered with electrum braiding. The bright yellow braiding is in good condition (DC 20 Appraise check values at 20 gp), but the shift is valueless.
- **DC 15:** A pair of golden earrings in the shape of intricate flowers (DC 20 Appraise check values at 150 gp).
- **DC 20:** A small steel potion vial containing *oil of bless weapon* (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies).
- A tapered one-foot long iron rod carved with symbols of strength and heroism (a DC 10 Knowledge [arcana] check identifies the symbols and bestows a +2 bonus to subsequent Spellcraft checks made to identify the wand). It is a *wand of bull's strength* with 10 charges worth 450 gp (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies]).

SCALING THE ENCOUNTER

The skull chains festooning this chamber are worth 400 XP. To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove all the human skeletons; add one grave chill skeleton.

EL 5 (XP 1,600): Add two grave chill skeletons.

HUMAN SKELETON (3)

CR 1/3 (XP 135)

This animated skeleton wears a rusted chain shirt but its longsword is yet sharp and deadly.

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; **ACP** -2

AC 16, touch 12, flat-footed 14; **CMD** 14

(+2 armour [rusted chain shirt], +2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold

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

hp 5 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +2

Melee longsword +2 (1d8+2/19-20) and claw -3 (1d4+1) or

Melee 2 claws +2 (1d4+1)

Abilities Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Feats Improved Initiative

U6: CHASM OF EBON DEPTHS

A connection to the Chasm of Ebon Depths was formed when an earthquake struck the area and dumped a large portion of the undercrypts into the chasm below. Read:

The water filling this chasm is black and gleams sinisterly in the light. An aura of malign cold hangs in the air above the calm water. Water drips down from above, filling the cavern with the sound of rain.

The flooded chasm now provides a barrier to exploration, but could (in the future) hold the key to further adventures.

AREA FEATURES

The flooded chasm has several noteworthy features:

Black Water: Calm, black water (DC 10 Swim check) fills the chasm. Even magical light is severely limited within; the properties of the water cause the illumination level of such lights to drop by one step in the same fashion as the *darkness* spell.

Detect evil reveals a moderate aura radiating from the pool.

SHADOW

CR 3 (XP 800)

This vaguely humanoid black wisp of shadow writhes with unholy life.

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +1

Speed fly 40 ft. (good); **ACP** 0; Fly +11, Stealth +8 (+12 in dim light, +4 in bright light; incorporeal)

AC 15, touch 15, flat-footed 12; **CMD** 17; Dodge (+2 Dex, +2 deflection, +1 dodge)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +3, **Ref** +3, **Will** +4 (+6 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting a shadow

hp 19 (3 HD); half damage from corporeal spells or magical weapons

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee incorporeal touch +4 (1d6 Strength damage vs. living creatures)

Atk Options create spawn

Create Spawn (Su) A humanoid creature slain (when its Strength damage equals or exceeds its Strength score) by a shadow's Strength damage becomes a shadow under the control of the killer in 1d4 rounds.

Abilities Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15

Feats Dodge, Skill Focus (Perception)

Skills as above

Temperature: The water filling the chasm is only a few degrees above freezing and the air above the chasm is no warmer. A character without the protection of *endure elements* or cold weather gear must make a DC 15 (+1 per previous check) Fortitude save after one hour in the proximity of the chasm. Those that fail suffer 1d6 nonlethal damage and are beset with hypothermia (the character is fatigued until the nonlethal damage is healed). A character must make subsequent checks for every additional hour spent in the proximity of the chasm.

Characters in the black water of the chasm must make these checks every ten minutes.

Depth: The chasm plunges 120 ft.

Chasm Walls: The walls of the chasm are of natural stone and contain many niches and several entrances to small, inundated cavern systems.

NECROTIC CORRUPTION

The flooded chasm is the source of the necrotic corruption warping the remains of the heroic dead interred in Area U5. The corruption's cause is up to the GM. Some examples of the corruption's vile source include:

- The barrier between the Shadow Plane and the Material Plane is weak in the area around the chasm. This weakness allows negative energy to seep into the surrounding caverns. A small colony of six shadows have also slipped through the weak barrier. They lurk in the flooded caverns radiating outward from the chasm. Occasionally, they enter the cavern and immediately attack anyone they find there.
- Ancient, terrible things slither and ooze in the Ebon Realm. Although the Ebon Chasm is but 120 ft. deep, cracks and fissures in the rock descend far deeper into places where light and surface dwellers have never ventured eventually intersecting with the frozen lair of a mighty shoggoth. The shoggoth (fortunately) does not know of the connection between its realm and the Ebon Chasm, but certain of its unspeakable activities are propagating the chill of its lair upwards.

The PCs can contain the necrotic corruption in two ways:

- **Consecrate:** If the PCs cast *consecrate*, it keeps the necrotic corruption in check for the duration of the spell. This also hedges out the intensely cold temperature, enabling anyone within the area of affect to act and dress normally.
- **Hallow:** *Hallow* acts in the same way as *consecrate*, but it permanently stops the spread of the necrotic corruption. Award the PCs 1,200 XP if they cast *hallow* in this area.

PRE-GENERATED CHARACTERS

KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 1

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3
Speed 20 ft.; base speed 30 ft.; **ACP** -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 17, touch 10, flat-footed 17; **CMD** 11
(+5 armour [scale mail], +2 shield [heavy wooden shield])
Immune *sleep*
Fort +3, **Ref** +1, **Will** +6; +2 vs. enchantments
hp 12

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1
Melee longsword +1 (1d8+1/19-20) or
Melee short spear +1 (1d8+1/x3)
Ranged short spear (range 20 ft.) +0 (1d8+1/x3)
Ranged sling (range 50 ft.) +0 (1d4+1)
□□□□ □□□□
Special Actions channel positive energy 5/day (1d6; DC 12), resistant touch, spontaneous casting (*cure* spells)
Channel Energy When Kethaith channels positive energy to damage undead, they suffer 1 extra point of damage and do not apply any channel resistance bonus to their saving throw.
Resistant Touch (Sp [standard; 6/day]) When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

SPELLS

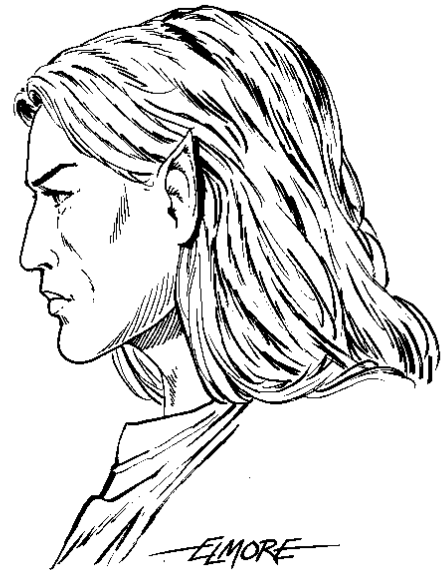
Concentration +4
Cleric Spells Prepared (CL 1st; DC 13 + spell level); Domains: Protection, Sun
1st (2+1/day)—*bleed*, *endure elements*^D, *shield of faith*
0 (at-will)—*detect magic*, *guidance*, *stabilize*

ABILITIES

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 17, Cha 14
Feats Skill Focus (Heal), Toughness
SQ good aura (faint), multitiered (cleric, fighter)
Skills Heal +10, Knowledge (religion) +4
Languages Common, Elven

GEAR

Traveller's outfit, wooden holy symbol
Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)
Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)
Spell component pouch
Belt pouch (6 gp, 4 sp, 12 cp)



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets: The Justicar, the Shining Light, the Noble One

Symbol: The rising sun

Domains: Good, Law, Protection, Sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings: The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts: Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

WERTHIC BOLHAK

LG male dwarf fighter 1

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Climb +0

DEFENCE

AC 17, touch 10, flat-footed 17; **CMD** 13 (17 vs. bull rush or trip); +4 dodge vs. giant type opponents
(+5 armour [scale mail], +2 shield [heavy steel])

Fort +5 (+7 vs. poison), **Ref** +0, **Will** +2; +2 vs. spells and spell-like abilities

hp 14

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee dwarven waraxe +4 (1d10+2/x3)

Ranged javelin (range 30 ft.) +1(1d6+2)
javelins □□□

Atk Options Power Attack (-1 attack, +2 damage), +1 attack vs. orc and goblin type opponents

Combat Gear *potion of cure light wounds*

ABILITIES

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 14, Cha 9

Feats Power Attack, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +4

Languages Common, Dwarven

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



URBREN GLITTERHEART

NG female halfling rogue 1

SENSES AND MOVEMENT

Init +3; **Senses** Perception +7 (trapfinding), Sense Motive +1
Speed 20 ft.; **ACP** 0; Acrobatics +9 (+5 jumping), Climb +5,
Escape Artist +7, Stealth +11, Swim +3

DEFENCE

AC 16, touch 14, flat-footed 12; **CMD** 11
(+1 size, +3 Dex, +2 armour [leather])
Fort +2, **Ref** +6, **Will** +2; +2 vs. fear
hp 9

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -2
Melee short sword +4 (1d4-1/19-20)
Ranged light crossbow (range 80 ft.) +4 (1d6/19-20)
□□□□ □□□□
Atk Options sneak attack +1d6

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11
Feats Weapon Finesse
Skills Appraise +6, Disable Device +7, Knowledge
(dungeoneering) +6, Knowledge (local) +6, Sleight of Hand +7
Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit
Backpack (bedroll, traveller's gear, 3 days trail rations, 1
waterskin, 50 ft. hemp rope)
Belt pouch (flint and steel, whetstone, candle, tindertwig,
caltrops)
Belt pouch (thieves' tools)
Belt pouch (9 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 1

SENSES AND MOVEMENT

Init +1; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0

DEFENCE

AC 11, touch 11, flat-footed 10; **CMD** 10

(+1 Dex)

Fort +1, **Ref** +1, **Will** +3

hp 7

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee dagger -1 (1d4-1/19-20)

Blinding Ray (**Sp** [standard; 7/day]) +1 ranged touch (range 30 ft.); creatures with 1 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 1 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

SPELLS

Concentration +5 (+9 when casting defensively or grappled)

Wizard Spells Prepared (CL 1st; DC 14 + spell level; barred schools: transmutation, necromancy)

1st (3/day)—*colour spray* (DC 16), *mage armour*, *silent image* (DC 16)

0 (at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *read magic*

Bonded Object (ring) Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (**Su**) Any illusion Paradan casts with a duration of “concentration” lasts one additional round.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Feats Combat Casting, Scribe Scroll, Spell Focus (illusion)

Skills Knowledge (arcana) +8, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Spellcraft +8

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan

GEAR

Traveller's outfit

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, spellbook)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)



Spellbook 1st—*colour spray*, *disguise self*, *mage armour*, *magic missile*, *obscuring mist*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

ABEBI KAMAU

NG female human oracle (life) 1

SENSES AND MOVEMENT

Init +0; **Senses** Perception +0, Sense Motive +0

Speed 30 ft.; **ACP** -1

DEFENCE

AC 14, touch 10, flat-footed 14; **CMD** 11

(+3 armour [studded leather], +1 shield [buckler])

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

hp 10 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee morningstar +1 (1d8+1)

Melee dagger +1 (1d4+1/19-20)

Ranged light crossbow (range 80 ft.) +0 (1d8/19-20)

bolts □□□□□ □□□□□

Special Actions channel positive energy (4/day; 1d6; Selective Channelling [3]; DC 13)

SPELLS

Concentration +4

Oracle Spells Known (CL 1st; DC 13 + spell level)

1st (4/day)—*bless*, *protection from evil*

0 (at-will)—*create water*, *detect magic*, *ghost sound* (DC 13),
light, *mage hand*, *read magic*

ABILITIES

Abilities Str 12, Dex 11, Con 12, Int 14, Wis 10, Cha 16

Feats Selective Channelling, Self-Sufficient

SQ oracle's curse (haunted), revelations (channel)

Haunted Malevolent spirits haunt Abebi causing minor mishaps and strange occurrences. Retrieving any stored item from her gear takes a standard action, unless it would take longer. Any item she drops lands 10 feet away from her in a random direction.

Skills as above plus Diplomacy +7, Handle Animal +7, Heal +2, Knowledge (history) +6, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +6, Survival +6

Languages Common, Elven, Sylvan

GEAR

Traveller's gear, wooden holy symbol

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Spell Component Pouch

Belt pouch (14 gp, 4 sp)



ILONA KARONEN

N female human witch (agility) 1

SENSES AND MOVEMENT

Init +2; **Senses** Perception -1 (+1 when familiar within arm's reach), Sense Motive -1 (+1 when familiar within arm's reach)

Speed 30 ft.; **ACP** 0; **Stealth** +4

DEFENCE

AC 13, touch 13, flat-footed 10; **CMD** 12; **Dodge** (+2 Dex, +1 dodge)

Fort +1, **Ref** +4, **Will** +1
hp 7 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee cold iron dagger -1 (1d4-1/19-20)

Special Actions hex (slumber)

Slumber (Su [standard]) Iлона can cause a creature within 30 ft. to fall into a deep, magical sleep as *sleep* (DC 14 negates) for 1 round. The creature does not wake because of noise or light but others can rouse it with a standard action; the hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be affected by this hex for 1 round.

Combat Gear alchemist's fire (2), thunderstone

SPELLS

Concentration +5

Witch's Spells Prepared (CL 1st; DC 14 + spell level; share spells)

1st (2/day)—*mage armour*, *ray of enfeeblement*

0 (3/day; at-will)—*detect magic*, *message*, *resistance*

ABILITIES

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

Feats Alertness^B, Dodge, Scribe Scroll^B

SQ witch's familiar

Skills as above plus Heal +3, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Spellcraft +8, Use Magic Device +5

Languages Abyssal, Common, Draconic, Giant, Infernal, empathic link

GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

Belt pouch (21, 4 sp, 2 sunrods)

Spell Component Pouch



WEASEL FAMILIAR

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1, Sense Motive +1

Speed 20 ft., climb 20 ft.; **ACP** 0; **Acrobatics** +10 (+6 jumping), Climb +10, **Escape Artist** +6, **Stealth** +18

AC 16, touch 14, flat-footed 14; **CMD** 6 (10 vs. trip) (+2 Dex, +2 natural, +2 size)

Fort +2, **Ref** +4 (improved evasion), **Will** +3

hp 3 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +0

Melee bite (reach 0 ft.) +4 (1d3-4 plus attach)

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foes, inflicting automatic bite damage each round.

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

SQ store spells

Feats Weapon Finesse

Skills as above

Languages empathic link

Stored Spells 1st—*burning hands*, *cure light wounds*, *comprehend languages*, *identify*, *mage armour*, *obscuring mist*, *ray of enfeeblement*; 0—*bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *putrefy food and drink*, *read magic*, *resistance*, *spark*, *stabilize*, *touch of fatigue*

MARATRI LAEMAR

CG female elf ranger 1

SENSES AND MOVEMENT

Init +2; **Senses** low-light vision; Perception +7 (+9 vs. goblinoids), Sense Motive +1 (+3 vs. goblinoids)
Speed 30 ft.; **ACP** -2; Climb +4, Stealth +4, Swim +4

DEFENCE

AC 16, touch 12, flat-footed 14; **CMD** 15
(+2 Dex, +3 armour [studded leather], +1 shield [buckler])
Immune *sleep*
Fort +2, **Ref** +4, **Will** +1; +2 vs. enchantments
hp 11

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee longsword +4 (1d8+2/19-20) or
Melee dagger +3 (1d4+2/19-20)
Ranged longbow (range 100 ft.) +3 (1d8/x3)
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Atk Options favoured enemy (goblinoid [+2])

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10
Feats Weapon Focus (longsword)
Skills Bluff +0 (+2 vs. goblinoids), Heal +5, Knowledge (geography) +6, Knowledge (nature) +6, Survival +5 (+6 tracking, +8 tracking goblinoids)
Languages Common, Elven, Goblin, Sylvan
Abilities track +1, wild empathy +1 (-3 magical beasts)

GEAR

Traveller's outfit
Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin, 50 ft. hemp rope)
Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)
Belt pouch (3 gp, 14 sp, 23 cp)



SENSES AND MOVEMENT

DEFENCE

Fort +4, Ref +2, Will +0

Ferocity (Ex) Once per day, when brought below 0 hit points (but not killed) Talek can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

OFFENCE

Melee falchion +4 (2d4+4/18-20)

Ranged shortbow (range 30 ft.; Point Blank Shot, Precise Shot)
+3 (1d6/x3)
arrows □□□□□□□□□□□□□□□□□□□□

ABILITIES

SQ orc blood

Feats Point Blank Shot, Precise Shot

Skills as above

Languages Common, Orc

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. silk rope with grapple hook, 5 pitons, small hammer)

Belt pouch (flint and steel, whetstone, candle, tindertwig)

Belt pouch (25 gp, 17 sp)



BAELVAIN THARETH

CG male elf magus 1

SENSES AND MOVEMENT

Init +3; **Senses** low-light vision; Perception +2, Sense Motive +0
Speed 30 ft.; **ACP** -1; Climb +4, Ride +6

DEFENCE

AC 16, touch 13, flat-footed 13; **CMD** 14
(+3 armour [studded leather], +3 Dex)
Immune *sleep*
Fort +3, **Ref** +3, **Will** +2; +2 vs. enchantments
hp 10 (1 HD)

OFFENCE

Space 5 ft.; **Base Atk** +0; **CMB** +1
Melee longsword +2 (1d8+1/19-20)
Melee dagger +1 (1d4+1/18-20)
Ranged longbow (range 100 ft.) +3 (1d8/x3)
arrows □□□□□ □□□□□ □□□□□ □□□□□

Atk Options spell combat

Spell Combat (Ex) When he has a free hand, as a full-round action, Baelvain can both cast a spell and make melee attacks. All his attack rolls take a -2 penalty and he can cast a prepared spell with a casting time of 1 standard action. If he casts defensively, he can take up to a -2 penalty on all his attack rolls and add the same amount as a circumstance bonus on his concentration check. If the check fails the spell is wasted and his attacks still take the penalty. Baelvain can choose to cast, or make his weapon attack, first.

Special Actions arcane pool

Arcane Pool (Su) Baelvain has 3 points in his arcane pool, which refreshes daily when he prepares spells. As a swift action, Baelvain grants a weapon he is holding a +1 enhancement bonus for 1 minute by spending 1 pool point.

Combat Gear silver dagger

SPELLS

Concentration +3; **Spell Penetration** +3
Magus Spells Prepared (CL 1st; DC 12 + spell level; spell combat) 1st (2/day)—*colour spray* (DC 13), *expeditious retreat*, *shield* 0 (3/day; at-will)—*dancing lights*, *detect magic*, *prestidigitation*

ABILITIES

Abilities Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 10
Feats Weapon Focus (longsword)
SQ weapon familiarity
Skills as above plus Knowledge (arcana) +3, Spellcraft +6 (+8 identifying magic items)
Languages Celestial, Common, Draconic, Elven



GEAR

Traveller's gear

Backpack (bedroll, traveller's gear, 3 days trail rations, 1 waterskin)

Belt pouch (flint and steel, candle, 1 tindertwig)

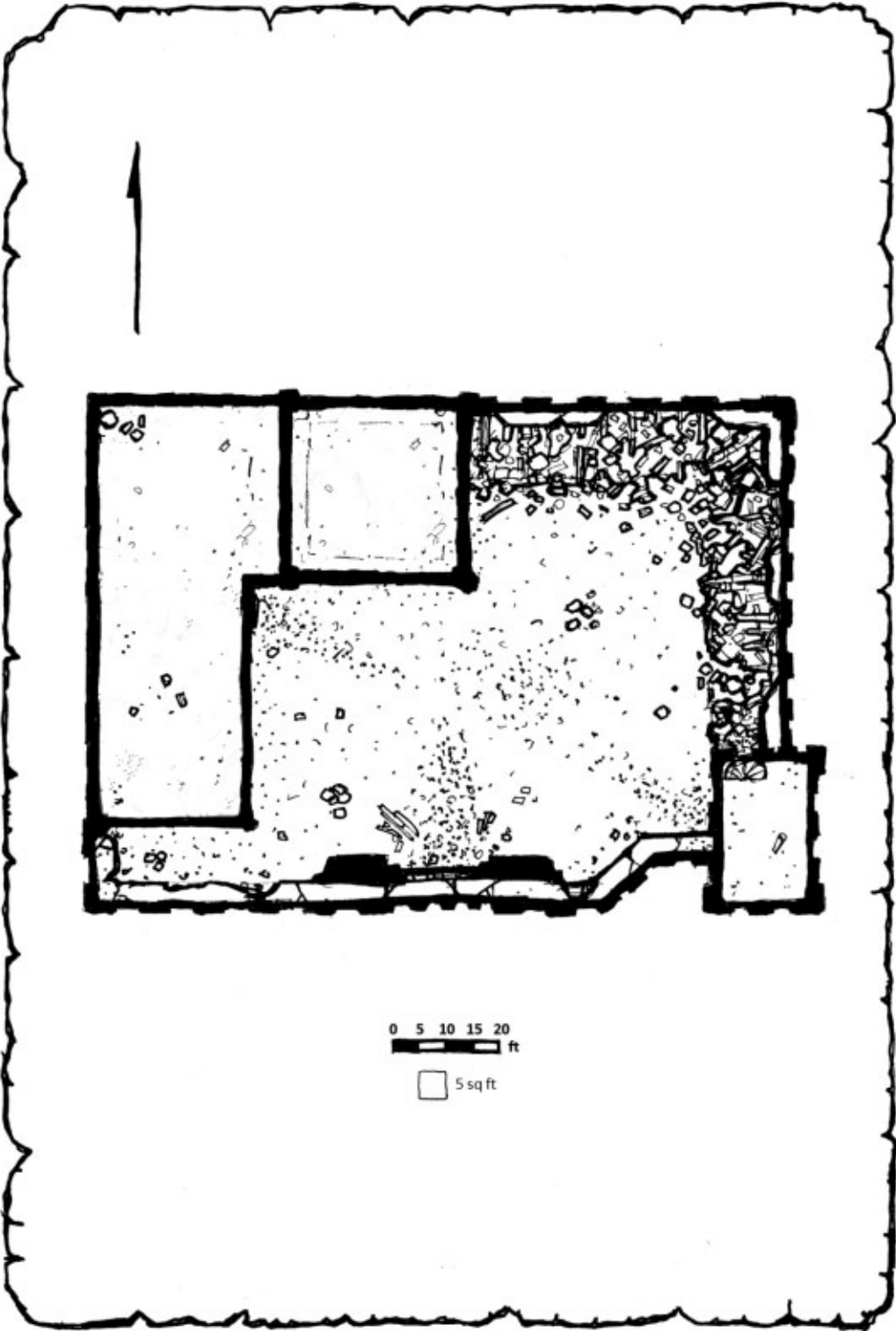
Belt pouch (18 gp, 4 sp)

Spell Component Pouch

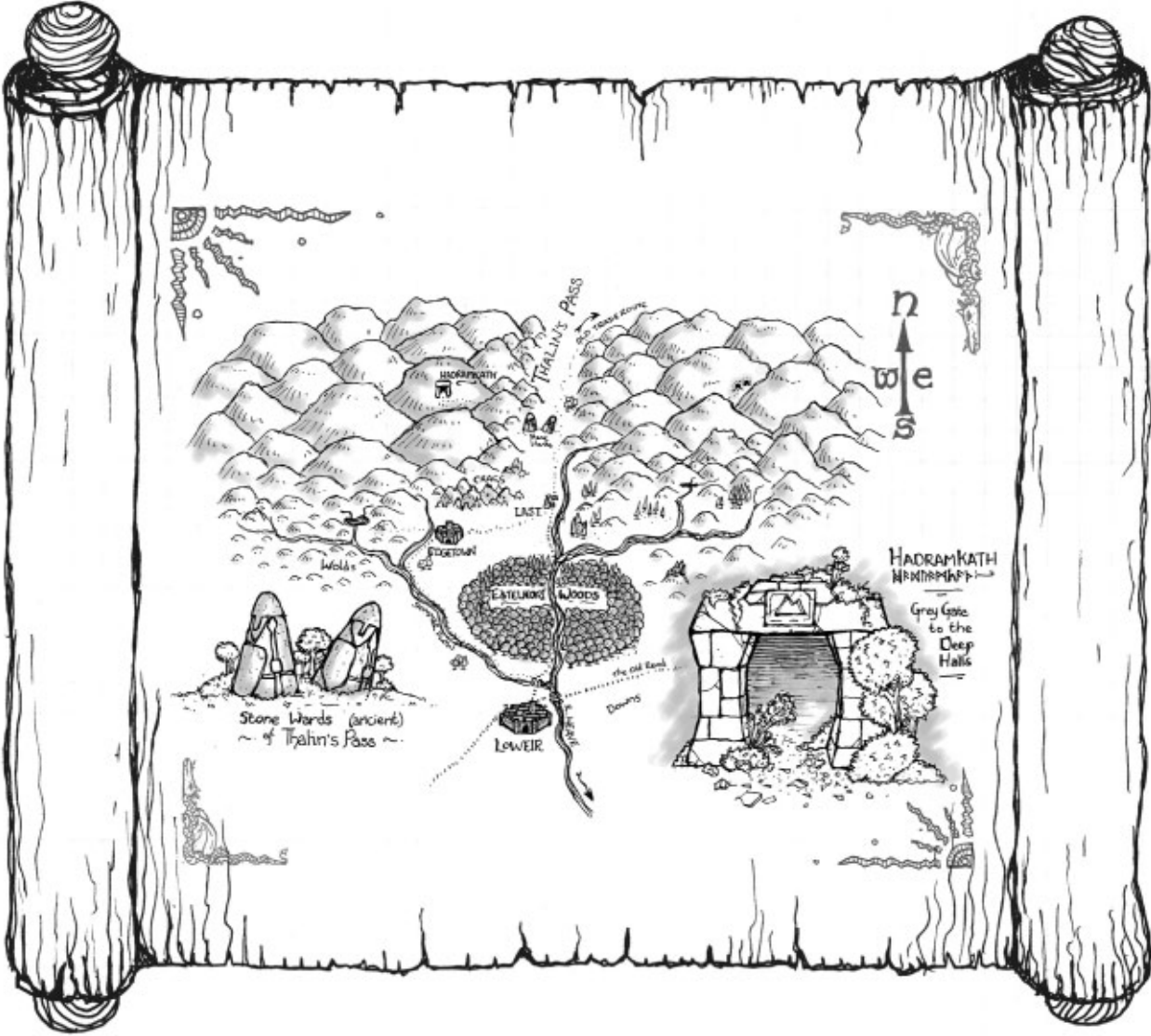
Spellbook 1—*colour spray*, *expeditious retreat*, *jump*, *magic weapon*, *shield*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *spark*

PLAYER HANDOUTS

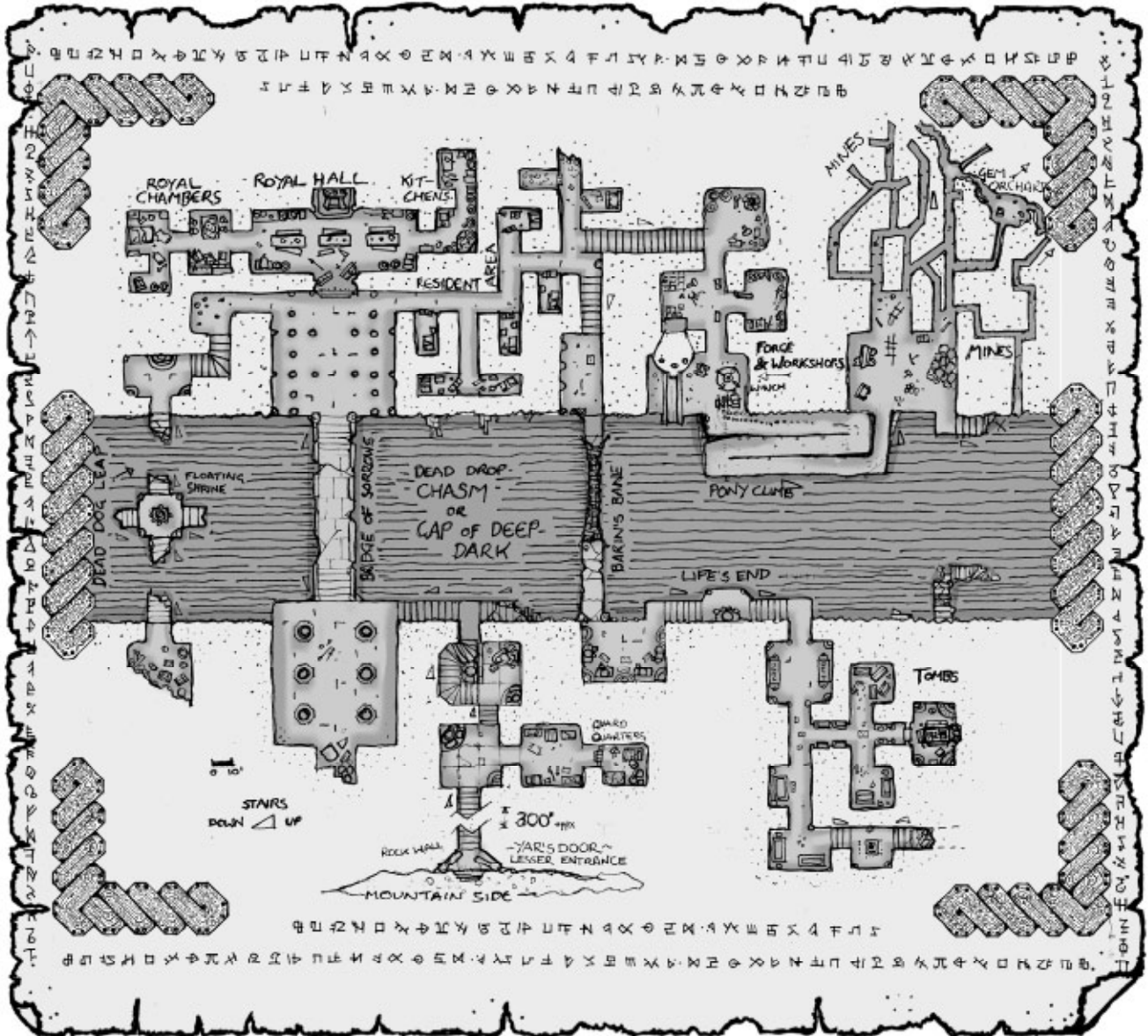
PLAYER HANDOUT 1: SHADOWED KEEP OVERVIEW



PLAYER HANDOUT 2: YAR'S DOOR



PLAYER HANDOUT 3: THE LOST HOLD OF HADRAMKATH



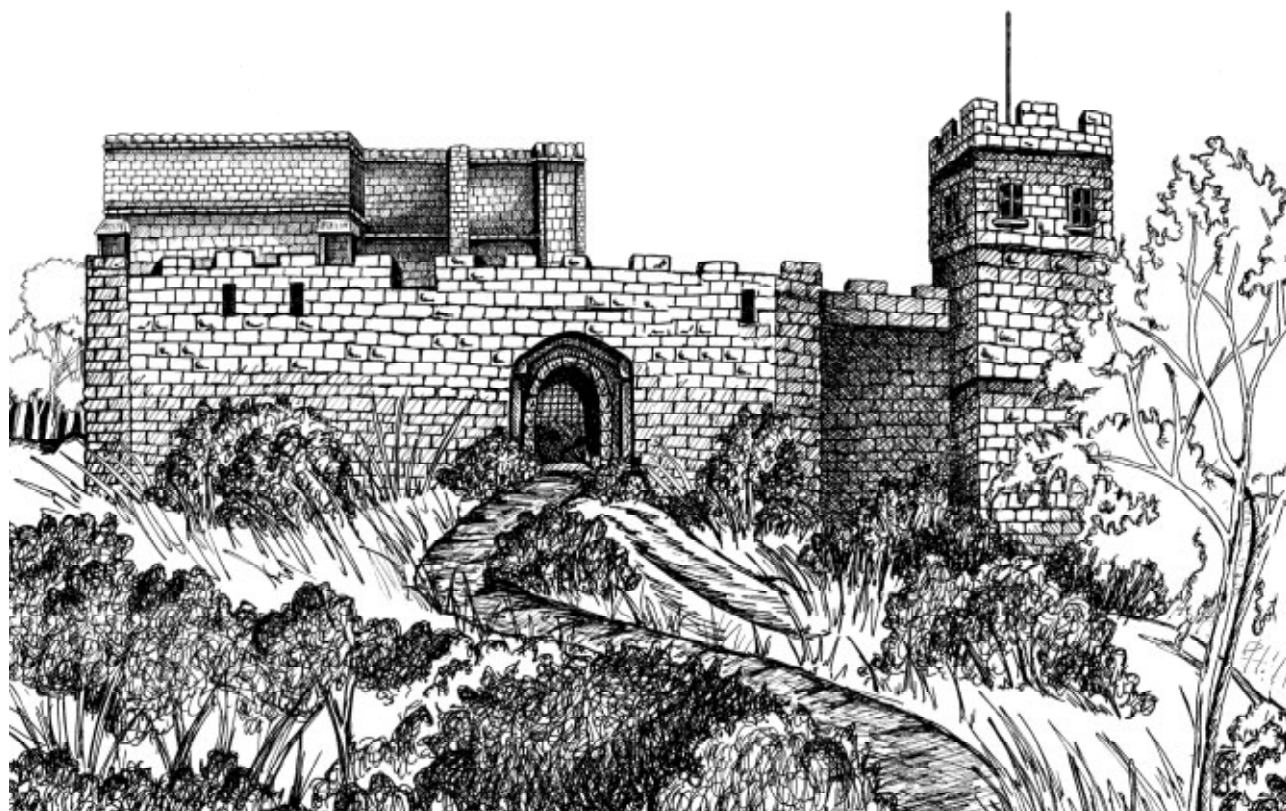
ILLUSTRATIONS

GENERAL ILLUSTRATIONS

IRONWOLF SHIELD



IRONWOLF KEEP

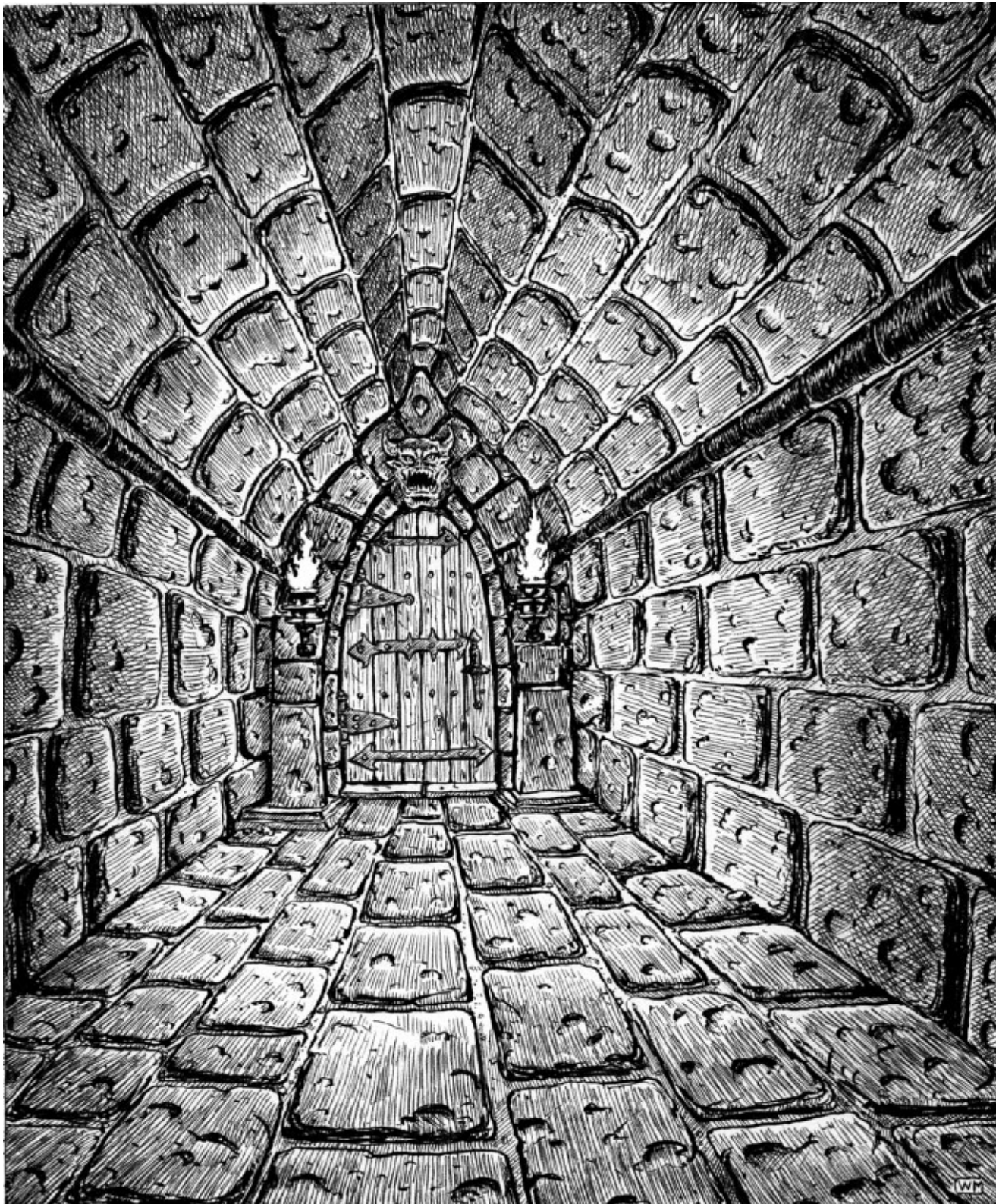


DONJON ILLUSTRATIONS

Dio: THE GREAT HALL



D15: THE DEMONIC DOOR

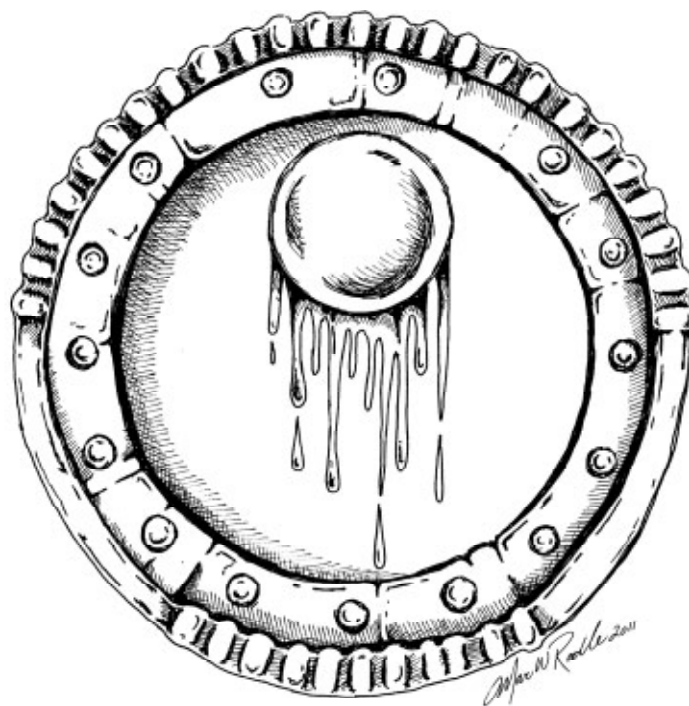


Di6 LOST TREASURE VAULT



BLOOD MOON ILLUSTRATIONS

BLOOD MOON SHIELD



MIO PRISONERS OF THE BLOOD MOON



MII SHAMAN OF THE BLOOD MOON





M13 CHIEFTAIN OF THE BLOOD MOON



UNDERCRYPT ILLUSTRATIONS

U5: THE CRYPT



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Dare you brave the terrors of the Shadowed Keep to crush that which lurks within or will darkness shroud the surrounding lands?

Shadowed Keep on the Borderlands is a Pathfinder Roleplaying Game compatible adventure for four 1st-level characters. Designed to be easily inserted into a GM's home campaign, *Shadowed Keep on the Borderlands* is an excellent starting locale to test the mettle of neophyte adventurers.

Shadowed Keep on the Borderlands is designed for the medium advancement track. 1st-level PCs completing all the challenges of the place can expect to reach 3rd-level by the time they have exhausted all the keep has to offer.

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