

The Ruins of Nol-Daer



Modified by The Cobbler

The Ruins of Nol-Daer

NOTES FROM THE COBBLER

Originally, "The Ruins of Nol-Daer" was a 2nd Edition AD&D® module for 6-8 characters of levels 5-8. A well-balanced party was recommended, containing a minimum of two fighter types, one thief, one or more magic users, and at least one cleric of up to 7th level to help balance Undead encounters in the crypt area. One or more PCs needed Ultravision or Infravision vision, and the ability to *See Invisibility* was also important. This adventure was included as part of *Dungeon Magazine* Issue #13.

This adventure has been updated to AD&D 3.5 Edition and I have tried to keep the general theme of the adventure alive during the update.

This adventure is set in the WORLD OF GREYHAWK setting, but can be relocated to any temperate forested area in the DM's own campaign world. A copy of the FIEND FOLIO tome will be very helpful for monster descriptions and statistics.

Stealth and timing are critical in this adventure. A hack-and-slash approach will alert the major foe, a Cambion name MacDaer, who will summon demonic aid and flee - only to attack later when the party is unprepared.

ADVENTURE BACKGROUND,

The site of an ancient castle, Nol-Daer has recently been the location of some strange occurrences. Quiet for almost 200 years, these ruins have often served as a refuge for roving groups of bandits and humanoid bands traveling through the northern Suss Forest. Located on the Wild Coast (hex J4-104 on the WORLD OF GREYHAWK setting maps), these ruins lie approximately 85 miles southwest of Badwall (population 3,000).

Lately, Nol-Daer has been avoided because of rumors spread by local humans and humanoids alike. One bandit lord tells tales of Gargoyles and Blood Hawks that roost in its ruined towers, and how the creatures killed and ate several of his best men. At the same time, some 60 miles west of the castle, several Dwarves are missing from mining camps in the foothills of the Lortmil Mountains. This is not the first time such a thing has happened, but local authorities are keeping the disappearances under wraps to avoid panic and possible shutdown of the silver mines, already behind in their ore output. Additionally, this area has been plagued with minor but regular thefts of cattle, horses, and other livestock from scattered farms and communities.

The PCs can become aware of the castle ruins and the unusual happenings in the area in any of several ways:

1. PCs may be secretly employed by the owners of the silver mine in an effort to explain the disappearing dwarves.
2. PCs stumble across the ruins while exploring the forest or when chasing a group of raiding Orcs.
3. Stories of the castle are overheard in a local tavern, or the information is extracted from a captured bandit.
4. PCs find a map to the castle while researching a magical item or spell.
5. PCs are hired by a farming family to investigate the livestock thefts.

FOR THE DUNGEON MASTER

The real story behind the castle is quite different from the Blood Hawks and Gargoyles of the rumors. The Cambion (MacDaer) is the son of the original castle owner (who was an evil sorceress of some repute) and has returned in an effort to recover some valuable books supposedly buried in an underground laboratory.

Long Years ago, Demara the Enchantress had a passing fling with a conjured demonic friend. MacDaer, her Cambion son, was born 11 months later. Realizing that his physical attributes would prevent him from being accepted by society, she *Plane-Shifted* him to a remote level of the Abyss and placed him in the care of a local baron, Arzial. There MacDaer grew to manhood, raised with demonic friends. He learned the arts of thieving, and when he grew bored with that, turned his attentions to the mystic arts. He progressed quickly until he reached the 5th level of magic-use, at which point he encountered some sort of mental block. Although he could understand higher-level magic, it never worked right for him. His mentor, sensing that the MacDaer had reached his limit, suggested that his mother may have had the same problem. Together they decided the solution was probably to be found in one of her spell books. Preparations were made, and MacDaer was sent back to find the answers.

When he arrived, two things were immediately apparent. First of all, there was a time differential between the Prime Material plane and his layer of the Abyss. He was only 46 years old, but more than 100 years had passed at Nol-Daer. Second, the castle was in ruins and his mother, the laboratory, and the answers he sought were gone. With no clue as to what had happened and no way back to the Abyss, he decided to claim the castle and dig until he found his mother's laboratory. After several months, and with the enlisted aid of a dozen Spriggans, the semi-demon rid the ruins of bandits and began searching for the lost library. It was only then that he found the hidden entrance to a large underground cavern nearby.

When Nol-Daer was destroyed 50 years ago by a passing Orcish army, a pair of Black Dragons, originally pets of the sorceress, were trapped inside a partially collapsed cavern far beneath the castle. Although the cavern had fresh air and water, the burrowing animals and blind fish the dragons caught were just barely enough to feed them.

Then one day a wandering hermit stumbled across the cavern. Desperate for food, the Dragons convinced the hermit to steal "a horse or two in return for gold. Eight horses and three cows later and 20 gp's richer — the hermit agreed to supply the Dragons with food on a regular basis. The hermit kept his end of the bargain and visited the cavern four times a month. He was not, however, such a fool as to listen to the Dragons' entreaties to hire workmen to come and free them from their prison. He knew if he did so, his steady income would be cut off, not to mention his own life.

The hermit used his meager earnings to build a small cottage nearby, and there raised three adopted sons, orphans from Badwall he found starving in the streets on his infrequent trips to town. He taught them to feed and, more importantly, fear the dragons. When they had grown, the sons traveled for a while with a roving group of bandits but eventually returned to the quieter life with a steady income. After the hermit died from illness, his sons stayed on and their bandit friends often camped in the castle ruins from time to time.

For the Dungeon Master (Cont)

Recently, the hermit's sons were slain and replaced by Doppelgangers (see Area 11), though the Doppelgangers have continued to bring stolen cattle and horses to the Dragons below. MacDaer, looking for a buried laboratory, had not expected to find full-grown Black Dragons. His first thought was to quickly collapse the cavern, but the natural chasm seemed to be an easy way to reach the buried castle cellars. After striking an uneasy truce with the scaly pair, MacDaer was allowed to continue digging, but only after promising that all new tunnels would be constructed large enough to allow passage for Dragons, and that the tiny cavern entrance would be enlarged once the stairs to the cellars were completed. The result of many weeks of excavation was a rough-cut, sloping passageway that promptly collapsed, killing seven Spriggans and injuring the Female Dragon. Needless to say, the Male Dragon was furious. Only after a substantial bribe and repeated promises of freedom was the Dragon convinced to spare the Sorceress's son and his Spriggan hirelings.

Since that time, the MacDaer has begun to enslave Dwarven miners taken from nearby mining camps. The kidnaped Dwarves are far better miners than the Spriggans, but they work as slowly as possible, grumbling with each swing of the hammer. The MacDaer assists the operation by using his **Amulet of the Abyss** (see "New Magical Items") to summon 1-6 Quasits each morning, instructing them to kill any short being who tries to escape. At the end of each day, the Quasits become insubstantial and return to the Abyss. The Spriggans control the Dwarves through threats, assuming giant size whenever trouble starts. Any Dwarves who cause trouble or become unable to work become dragon snacks.

The MacDaer should be the major foe in this adventure. The dragons are a higher-level encounter, but they are trapped in the cavern and thus subject to missile and spell attacks. Knowing this, the dragons never attack until intruders are well into the caverns, and they pursue any PCs that flee to prevent their return.

MacDaer, on the other hand, never confronts the PCs directly, preferring instead to escape whenever possible, then attack a weakened party from behind. He has no sense of honor or duty, but feels that the castle belongs to him and intends to keep it at all costs (see the end of this adventure for more information on MacDaer. He permits any and all monsters to lair above-ground so long as they either assist him from time to time in his work or else leave him strictly alone.

Assuming a party with good or lawful tendencies, a successful adventure includes the following:

1. The prevention of the dragons' release, thus avoiding destruction of nearby towns and resulting vengeful actions of angry townspeople.
2. The slaying or banishment of MacDaer and harmful castle inhabitants (Undead, Trolls, Jermlaine, etc.).
3. Recovery of wealth and magical items from castle inhabitants' lairs and dragons' hoard.

The PCs' journey to and arrival at the ruins of the old castle are left to the DM for development as best fits his campaign. The surrounding terrain is an uninhabited temperate forest, for purposes of generating random encounters using the table on pages 184-185 of the *Dungeon Masters Guide*.

For the Dungeon Master (Cont)

The Wild Coast encounter table in the WORLD OF GREYHAWK setting's Glossography (page 12) and the notes on the Wild Coast and Suss Forest found in the WORLD OF GREYHAWK guide book (pages 41-42 and 58) should be of great assistance in planning out encounters as well.

Note the unmapped nearby cave entrance described at Area 50. The DM should consider the possibility that a spell such as commune with nature or other appropriate divination spell will reveal this entrance or other relevant information about the castle ruins. The appearance of a Spriggan near the cave entrance might also be a clue that the area should be carefully explored. Finally, nearly all of the intelligent inhabitants of the ruins are fully aware of the location of the cave entrance, and some use it regularly to visit the cavern level.

NOTES:

CASTLE DESCRIPTION

The Castle, although once a site to behold, has fallen into disrepair. The walls, battlements, and gate houses show signs of a siege attack. Although these signs are decades old, the attack was most likely responsible for the castle being abandoned.

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AREA 1) BROKEN STONE AND UNDERBRUSH.

This area is filled with fallen pieces of wall and overgrown with weeds.

Characters attempting to move through these areas should be warned about possible dangers such as treacherous footing, snakes, etc. If they insist on traveling here, someone should twist an ankle, encounter a Rattlesnake, or disturb a hill of Red Fire Ants. PCs searching these areas find nothing of value, but may notice small Humanoid footprints mixed with Rat tracks (Spot DC: 10). Other sorts of prints may also be found, mostly Human and Dwarven (Spot DC: 12).

Lurking in the weeds and underbrush is a Rattlesnake (Medium Viper) which will attack any passers by.

SNAKE, MEDIUM VIPER (1): 9 Hp's, 2D8 HD, Mv: 20 ft., Climb 20 ft., Swim 20 ft., Ac:16 (+3 Dex, +3 Natural), Touch: 13, Flat-Footed: 13, Medium Animal, Base Attack: +1, Grapple: +0, Space: 5 ft., Reach: 5 ft., Att: Bite +4 Melee, Dam: Bite 1-4 -1 Melee plus Poison. **Initiative:** +3 (+3 Dex). **CR:** 1. **Abilities:** Str: 8, Dex: 17, Con: 11, Int: 1, Wis: 12, Cha: 2. **SA:** Poison.

Anyone bit must make a Fortitude save DC: 11 or lose initial and secondary damage of 1-6 points of constitution. **SQ:** Scent. **Alignment:** Neutral. **Skills:** Balance: +11, Climb +11, Hide: +12, Listen: +5, Spot +4, Swim: +7. **Feats:** Weapon Finesse (Bite). **Saves:** Fort +3, Ref: +6, Will: +1. **Critical:** Bite 20/x2. Snake, Medium Vipers are found on page 280 of the Monster Manual.

NOTES:

AREA 2) MAIN ENTRY

This portion of the ruins used to be the primary entrance to the castle. The passage is 10 feet wide, with a smooth stone floor and vaulted ceiling 20 feet high. At the south end of the passage lie pieces of what was once a great portcullis. The west wall has partially collapsed, leaving a large hole filled with thorn bushes and rubble. The remaining portions of both walls are lined with arrow slits, one opening every 10 feet.

Although nobody is behind the arrow slits, the DM should roll dice occasionally for effect.

NOTES:

AREA 3) COURTYARD

The courtyard is partially overgrown with weeds, although some limited traffic, Bandits, Hobgoblins, etc, has left areas of bare dirt and ashes from old campfires. At the far west end of the courtyard, a 20 feet wide opening leads into the stables and storage areas. To the east, a large portcullis stands at the top of a short flight of stone steps.

In the northern most part of the courtyard a band of Hobgoblin hunters, from a nearby Hobgoblin tribe, has decided to take a break before resuming their search for game. They will run for cover and shoot bows the party until the party get close enough for melee.

HOBGOBLINS (6): 7 Hp's each, 1D8+2 HD, Mv: 30 ft., Ac:15 (+1 Dex, +3 Studded Leather, +1 Light Shield), Touch: 11, Flat-Footed: 14, Medium Humanoid (Goblin), Base Attack: +1, Grapple: +2, Space: 5ft., Reach: 5 ft., Att: Long Sword +2 Melee; or Light Crossbow +3 Ranged, Dam: Long Sword 1-8 +1 Melee or Light Crossbow 1-8. **Initiative**: +1 (Dex). **CR**: ½. **Abilities**: Str: 13, Dex: 13, Con: 14, Int: 10, Wis: 9, Cha: 8. **SQ**: Darkvision: 60 ft. **Alignment**: Lawful Evil. **Skills**: Hide: +3, Listen: +2, Move Silently: +3, Spot: +2. **Feats**: Alertness. **Saves**: Fort +4, Ref: +1, Will: -1. **Critical**: Long Sword 19-20/x2. Each is dressed in a suit of studded leather armor and small wooden shield. Each has a Long Sword, a Light Crossbow, a case of 20 bolts, and a Waterskin. Hobgoblins are found on page 153 of the Monster Manual.

At dusk, Blood Hawks and Ghouls from the Keep search the courtyard for possible victims (see Areas 35 and 40). Those who know of the ruins (Bandits, Hobgoblins, etc.) make it a point not to be in the courtyard after dark.

The iron portcullis is dented, bent, and beaten but held fast during the Orcish siege attack. Behind the portcullis, a pair of closed Bronze Wood doors (triple barred from the inside; see Area 18) stands closed; there surface pitted from rusty arrow heads and ballista spears. Random bits and pieces of arms, armor, and bones lay scattered on the stairs in front of the portcullis. None of these items are valuable.

Anyone examining the portcullis or the bits and pieces of armor may notice (Spot DC: 15) a small tunnel opening in the north wall near the portcullis. The tunnel is only about 8 inches wide and is partially hidden by the portcullis bars. This is a Jermlaine tunnel and is more fully described at Area 23. If the PCs make a great deal of noise (as would be created by trying to break through the portcullis or batter down the doors to Area 18), the Jermlaine will send 1-2 of their number to spy upon the PCs from here.

NOTES:

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AREA 4) STABLE ENTRY

The stone floor here is littered with rotten straw and broken pieces of stone. To the north, a 10-wide alcove is filled with several empty barrels and crates. Closer inspection reveals that these crates once held goods stolen in a bandit raid on a merchant caravan, but nothing of value remains. The ceiling is 16 feet high, and the walls are of cut gray stone. To the south, a stone stairway leads up to a door on the second floor of the castle.

Beside the stairs is a 5 feet wide passageway leading south to Areas 7 and 8.

NOTES:

AREA 5) STABLES

The stables of Nol-Daer, once filled with fine horses, now lie in ruin. The east end of the stables has collapsed, and the ceiling over the center looks unsafe (just ask a dwarf). The stables are empty and contain only a few items to puzzle adventurers: a yellow candle stub, two large thigh bones, and lots of dust and rotten straw.

Hiding in the stables are 3 Dire Rats which will rush out from cover and attack.

DIRE RATS (3): 5 Hp's each, 1d8+1 HD, Mv: 40 ft., Climb 20 ft., Ac:15 (+1 Size, +3 Dex, +1 Natural), Touch: 14, Flat-Footed: 12, Small Animal, Base Attack: +0, Grapple: -4, Space: 5 ft., Reach: 5 ft., Att: Bite +4 Melee, Dam: Bite 1-4 Melee plus Disease, Initiative: +3 (+3 Dex). **CR:** 1/3. **Abilities:** Str: 10, Dex: 17, Con: 12, Int: 1, Wis: 12, Cha: 4. **SA:** Fortitude save DC: 11 or get a Disease. **SQ:** Low-Light Vision, Scent. **Alignment:** Neutral. **Skills:** Climb +11, Hide: +8, Listen: +4, Move Silently: +4, Spot: +4, Swim: +11. **Feats:** Alertness, Weapon Finesse (Bite). **Saves:** Fort +3, Ref: +5, Will: +3. **Critical:** Bite 20/x2. Dire Rats are found on page 64 of the Monster Manual.

NOTES:

AREA 6) WEST TOWER BASE

This area also has a stone floor and a 16 foot tall ceiling. The wall closest to the center of the west tower often had supplies and equipment piled against it, while the outside wall sported a raised wooden walkway (only bits of which still remain) that allowed archers access to the arrow slits in the outside walls. The arrow slits here are 4 feet tall and 9 inches wide, and start approximately 9 feet off the floor. In the final battle of Nol-Daer, a large hole was broken in the tower wall here, many old Orc made arrowheads and broken weapons lie scattered here, as well as the metal pieces and some of the wood from the Orc's ram. The forest has grown through this breach in the wall, filling the passageway with rubble, dirt, large weeds, and vines.

AREA 6) WEST TOWER BASE (Cont)

The 2 of the vines are Assassin Vines and they will attack when the party gets close.
ASSASSIN VINE (2): 32 Hp's each, 4d8+12 HD, Mv: 5 ft., Ac:15 (-1 Size, +6 Natural), Touch: 9, Flat-Footed: 15, Large Plant, Base Attack: +3, Grapple: +12, Space: 10 ft., Reach: 10 ft. (20 ft. with Vine), Att: Slam +7 Melee, Dam: Slam 1-6 +7 Melee. **Initiative:** +0. **CR:** 3. **Abilities:** Str: 20, Dex: 10, Con: 16, Int: -, Wis: 13, Cha: 9. **SA:** Constrict for 1-6 +7, Entangle, Improved Grab. **SQ:** Blindsight 30 ft, Camouflage, Immunity to Electricity, Low-Light Vision, Plant Traits, Resistance to Cold 10 and Fire 10. **Alignment:** Neutral. **Saves:** Fort +7, Ref: +1, Will: +2. **Critical:** Slam 20/x2. Assassin Vines are found on page 20 of the Monster Manual.

All residents of these ruins know of and avoid this area.

NOTES:

AREA 7) STABLE HANDS' QUARTERS

This room is open to the sky in the northeast corner because of collapsed walls and ceiling. Loose stone rubble fills most of the room, and the remainder is filled with trash and dead rats.

There is nothing of value here.

NOTES:

AREA 8) WEST TOWER CORE

The west tower is in ruins. Most of the stone work has fallen in on itself or has been rearranged by the flying inhabitants of the two towers. The room in the center of the tower was formerly furnished with a circular stone stairway cantilevered off the wall and leading upward to the second level, but now rubble and dust cover the steps.

This area now serves as the lair for four Gargoyles. Having found greater safety in numbers, the Gargoyles do not bother (but neither do they assist) the other evil inhabitants of these ruins.
GARGOYLES (4): 37 Hp's each, 4D8+19 HD, Mv: 40 ft. fly 60 ft., Ac:16 (+2 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Monstrous Humanoid (Earth), Base Attack: +4, Grapple: +6, Space: 5 ft., Reach: 5 ft., Att: 2 Claws +6 Melee, Bite +4 Melee, and Gore +4 Melee, Dam: 2 Claws 1-4 +2 Melee, Bite 1-6 +1 Melee, and Gore 1-6 +1 Melee. **Initiative:** +2 (+2 Dex). **CR:** 4. **Abilities:** Str: 15, Dex: 14, Con: 18, Int: 6, Wis: 11, Cha: 7. **SQ:** Damage Reduction 10/Magic, Darkvision: 60 ft, Freeze. **Alignment:** Chaotic Evil. **Skills:** Hide: +7, Listen: +4, Spot: +4. **Feats:** Multi-attack, Toughness. **Saves:** Fort +5, Ref: +6, Will: +4. **Critical:** Claw, Bite, and Gore 20/x2. Gargoyles are found on page 113 of the Monster Manual.

TREASURE: In the Gargoyles' nests on the steps above are 1,209 sp's, 316 gp's, and an old dagger (Keen Dagger).

NOTES:

AREA 9) MINI-MEN OUTPOST

This sealed-off area currently serves as a sanctuary for the smallest castle inhabitants, its only entrances being small tunnels approximately 9 inches wide and 18 inches high. This tiny room is inhabited by 1-12 Jermlaine and 2-40 normal Rats.

JERMLAINE (1-12): 2 Hp's each, ½ HD, Mv: 40 ft., Ac:15 (+2 Size, +3 Dex), Touch: 15, Flat-Footed: 12, Tiny Fey, Face: 2 ½ ft., Reach: 0 ft., Att: Diminutive Dart +5 Ranged; or Tiny Short Spear -2 Melee, Dam: Diminutive Dart 1-3; or Tiny Short Spear 1-3. **Initiative:** +3 (+3 Dex).

CR: 1/6. **Abilities:** Str: 3, Dex: 17, Con: 8, Int: 8, Wis: 16, Cha: 5. **SQ:** Low Light Vision, Speak with Rats. **Alignment:** Neutral Evil. **Skills:** Animal Empathy: +1, Craft (Trap Making): +3, Hide: +15, Listen: +9, Move Silently: +7, Spot: +9. **Feats:** Alertness. **Saves:** Fort -1, Ref: +5, Will: +5. **Critical:** Diminutive Dart 20/x2, Tiny Short Spear 20/x3. Each is armed with a 9 Diminutive Darts and a Tiny Short Spear. Jermlaine are found on page 131 of the Monster Manual II.

NORMAL RATS (2-40): 1 Hp each, 1/4 HD, Mv: 15 ft., Climb 15 ft., Swim 15 ft., Ac:14 (+2 Size, +2 Dex), Touch: 14, Flat-Footed: 12, Tiny Animal, Base Attack: +0, Grapple: -12, Space: 2 ½ ft, Reach: 0 ft., Att: Bite +4 Melee, Dam: Bite 1-3 -4 Melee. **Initiative:** +2 (Dex). **CR:** 1/8.

Abilities: Str: 2, Dex: 15, Con: 10, Int: 2, Wis: 12, Cha: 2. **SQ:** Low-Light Vision, Scent.

Alignment: Neutral **Skills:** Balance: +10, Climb +12, Hide: +14, Move Silently: +10, Swim: +10.

Feats: Weapon Finesse (Bite). **Saves:** Fort +2, Ref: +4, Will: +1. **Critical:** Bite 20/x2. Rats are found on page 278 of The Monster Manual.

There is no treasure here, but there are many tiny weapons used to ambush victims. The Jermlaine and Rats get along fairly well with the Dopplegangers from Area 11, and they have assisted each other against attackers in the past.

NOTES:

AREA 10) VAULTED PASSAGE

The floor in this passage is made of cool, moist stone and slopes slightly down toward the south. There are three arrow slits in the west wall and one at the south end of the passage. Beside the east door sits a pair of worn leather boots, and an oaken staff leans against the wall.

Inside one of the boots, peering over the top, is a large gray Vapor Rat. It climbs out of the boot to stand on its hind legs in the center of the passage, then attempts to flee through the rat hole in the east wall of the hallway. This rat is one of the largest, most intelligent rats in the castle, and a personal pet of the Dopplegangers in Area 11. The amulet the rat is wearing was a recent gift from the Dopplegangers.

AREA 10) VAULTED PASSAGE (Cont)

VAPOR RAT (1): 14 Hp's, 2d8+2 HD, Mv: 40 ft., Climb 20 ft., Ac:15 (+1 Size, +3 Dex, +1 Natural), Touch: 14, Flat-Footed: 12, Small Magical Beast, Base Attack: +0, Grapple: -4, Space: 5 ft., Reach: 5 ft., Att: Bite +4 Melee, Dam: Bite 1-4 Melee plus Disease. **Initiative:** +3 (+3 Dex). **CR:** 1. **Abilities:** Str: 10, Dex: 17, Con: 12, Int: 1, Wis: 12, Cha: 4. **SA:** Fortitude save DC: 11 or get a Disease, Spell-Like Abilities. Able to cast *Stinking Cloud* once per day, able to *Assume Gaseous Form* at will. Caster level 5. **SQ:** Low-Light Vision, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +11, Hide: +8, Listen: +4, Move Silently: +4, Spot: +4, Swim: +11. **Feats:** Alertness, Weapon Finesse (Bite). **Saves:** Fort +3, Ref: +5, Will: +3. **Critical:** Bite 20/x2. **TREASURE:** Strapped around the rat's neck is an amulet which consists of a leather strap with a small piece of obsidian attached (value 12 gp's).
NOTES:

AREA 11) DOPPLEGANGER LAIR

In relatively good repair, this room is simply furnished, with two wooden beds, a small writing desk, and a large oak wardrobe (locked). Inside the wardrobe are the blue and gray robes of the hermit's sons, and some tattered guard uniforms once worn by bandits. The shallow desk drawer contains a bottle of dried ink, three sheets of parchment, and two quill pens.

This room currently serves as the living quarters for two Doppelgangers.

DOPPLEGANGERS (2): 24 Hp each, 4d8+4 HD, Mv: 30 ft., Ac:15 (+1 Dex, +4 Natural), Touch: 13, Flat-Footed: 14, Medium Monstrous Humanoid, Base Attack: +4, Grapple: +5 Space: 5 ft., Reach: 5 ft., Att: Slam +5 Melee, Dam: Slam 1-6 +1 Melee. **Initiative:** +1 (+1 Dex). **CR:** 3. **Abilities:** Str: 12, Dex: 13, Con: 12, Int: 13, Wis: 14, Cha: 13. **SA:** Detect Thoughts. **SQ:** Change Shape, Immunity to *Sleep* and *Charm* effects, Darkvision 60 ft. **Alignment:** Neutral. **Skills:** Bluff: +10, Diplomacy: +3, Disguise: +9 (+11 acting), Intimidate: +3, Listen: +6, Sense Motive: +6, Spot: +6. **Feats:** Dodge, Great Fortitude. **Saves:** Fort +4, Ref: +5, Will: +6. **Critical:** Slam 20/x2. Doppelgangers are found on page 67 of the Monster Manual.

The Doppelgangers killed the hermit's three sons two weeks ago, took the places of two of them (Elmer and Fester), and claimed to other residents of the ruins of Nol-Daer that an Orc slew the third (Justin). They change shape often (out of everyone's eyesight) and may appear as grizzled hermits, middle-aged druids, unkempt bandits, or duplicates of party members. There is only a 30% chance of encountering one (and a 10% chance of both) in their lair, as they spend a lot of time exploring the surrounding area. They know about the Dragon caves, and in disguise as the hermit's sons have visited the tunnels below. Not even MacDaer knows of their duplicity, though the Doppelgangers have no intention of attacking or replacing the semi-demon - they are too afraid of him. The Doppelgangers work well with the Jermlaine and Rats in the ruins.

TREASURE: The Doppelgangers' treasure is hidden beneath a loose stone in the floor under the bed (Search DC: 18 to detect). It consists of 253 sp's, 17 gp's, and a **VAIL OF LEVITATION POTION** (Brewed at 8th level).

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AREA 11) DOPPLEGANGER LAIR (Cont)

NOTES:

AREA 12) GATEHOUSE TURRET

Both the archer hallway and small gatehouse defense tower have raised wooden floors that appear normal but are no longer structurally sound. An iron ladder on the north wall leads up to the gate-house roof.

For each round spent in these areas, there is a 20% chance of a party member falling through the rotten floor to the dirt 8 feet below, suffering 1-6 Hp's damage. The northernmost section between Areas 2 and 10 is filled with large webs from floor to ceiling. This is home for three Medium Monstrous Spiders.

MONSTROUS SPIDER, MEDIUM (3): 12 Hp's each, 2d8+2 HD, Mv:30 ft., 20 ft. (Climb), Ac:14 (+3 Dex, +1 Natural), Touch: 13, Flat-Footed: 11, Monstrous Spider, Medium, Medium Vermin, Base Attack: +1, Grapple: +1, Space: 5 ft., Reach: 5 ft., Att: Bite +4 Melee, Dam: Bite 1-6 Melee plus poison. **Initiative:** +3 (+3 Dex). **CR:** 1. **Abilities:** Str: 11, Dex: 17, Con: 12, Int: -, Wis: 10, Cha: 2. **SA:** Poison, Web. **SQ:** Darkvision 60 ft, Tremorsense 60 ft., Vermin Traits. **Alignment:** Neutral. **Skills:** Climb +11, Hide: +7, Jump +0, Spot +4. **Feats:** Weapon Finesse (Bite). **Saves:** Fort +5, Ref: +4, Will: +1. **Critical:** Bite 20/x2. Anyone bit must make a Fortitude save DC: 12 or lose temporary 1-4 points of strength. Medium Spiders are found on page 288 of the Monster Manual.

The other inhabitants of these ruins don't like the idea of Large Spiders living in their midst (the Spiders moved in a week before the PCs arrived) and are considering burning them out shortly.

NOTES:

AREA 13) EAST TOWER CORE

The east tower of Nol-Daer is still relatively intact. A circular stone stairway cantilevered off the wall leads upward to a door on the second level, and above that, a trapdoor to the roof battlements.

These stairs also serve as the lair for six Gargoyles. Roll for initiative. These Gargoyles, like those in Area 8, do nothing to help or hinder others living at the ruins, but will do all they can to take advantage of situations for their own benefit.

AREA 13) EAST TOWER CORE (Cont)

GARGOYLES (6): 37 Hp's each, 4D8+19 HD, Mv: 40 ft. fly 60 ft., Ac:16 (+2 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Monstrous Humanoid (Earth), Base Attack: +4, Grapple: +6, Space: 5 ft., Reach: 5 ft., Att: 2 Claws +6 Melee, Bite +4 Melee, and Gore +4 Melee, Dam: 2 Claws 1-4 +2 Melee, Bite 1-6 +1 Melee, and Gore 1-6 +1 Melee. **Initiative:** +2 (+2 Dex). **CR:** 4. **Abilities:** Str: 15, Dex: 14, Con: 18, Int: 6, Wis: 11, Cha: 7. **SQ:** Damage Reduction 10/Magic, Darkvision: 60 ft, Freeze. **Alignment:** Chaotic Evil. **Skills:** Hide: +7, Listen: +4, Spot: +4. **Feats:** Multi-attack, Toughness. **Saves:** Fort +5, Ref: +6, Will: +4. **Critical:** Claw, Bite, and Gore 20/x2. Gargoyles are found on page 113 of the Monster Manual.

TREASURE: Scattered on the floor and tower stairs are 368 sp's, 25 gp's, and a **VIAL OF DELUSION** (Healing) **POTION**.

NOTES:

AREA 14) EAST TOWER BASE

This area also has a stone floor and a 16 foot tall ceiling. The wall closest to the center of the east tower often had supplies and equipment piled against it, while the outside wall sported a raised wooden walkway that allowed archers access to the arrow slits in the outside walls. The arrow slits here are 4 feet tall and 9 inches wide, and start approximately 9 feet off the floor. The wooden platforms beneath the arrow slits are still in place, but do not appear to be in the best condition, and there are some burned spots on the floor that might have once been campfires.

For each round spent on the walkway, there is a 20% chance of a party member falling through the rotten floor to the dirt 8 feet below, suffering 1-4 Hp's damage.

The portcullis blocking the way into Area 18 is down, but several of the bars have been bent aside far enough to allow passage. As the party approaches Areas 15 and 16, the air becomes very damp and musty and it is very, very dark, even during daylight hours.

NOTES:

AREA 15) MUSTY HALLWAY

This 15 foot wide hallway served as an outer defense shell when the castle was young. The roof of the passage is made of stone, reinforced with heavy timbers, and forms the lower battlements that once surrounded Nol-Daer. As the party moves north, a strange figure emerges from the darkness, heading south.

AREA 15) MUSTY HALLWAY (Cont)

Formerly a Hobgoblin, this creature wears a tattered suit of Studded Leather Armor and brandishes a Long Sword. As he gets closer, the party realizes that he makes no sound, has a glazed look in his eyes, and is drooling a yellowish liquid. This is a Yellow Musk Zombie.

YELLOW MUSK ZOMBIE (Hobgoblin): 7 Hp's, 1D8+2 HD, Mv: 30 ft., Ac:16 (+2 Natural, +3 Studded Leather, +1 Light Shield), Touch: 10, Flat-Footed: 16, Medium-Size Plant, Base Attack: +3, Grapple: +3, Space: 5 ft., Reach: 5 ft., Att: Long Sword +3 Melee, Dam: Long Sword 1-8 +2 Melee. **Initiative:** +0. **CR:** ½. **Abilities:** Str: 15, Dex: 10, Con: 14, Int: 2, Wis: 10, Cha: 8. **SQ:** Creeper Loyalty, Darkvision 60 ft, Deadened Mind, Plant Traits, Seeded. **Alignment:** Neutral. **Skills:** Hide: +3, Listen: +2, Move Silently: +3, Spot: +2. **Feats:** Alertness. **Saves:** Fort +4, Ref: +1, Will: -1. **Critical:** Long Sword 19-20/x2. This Yellow Musk Zombie is dressed in a suit of studded leather armor and small wooden shield. It has a Long Sword and a Waterskin. Yellow Musk Zombies are found on page 191 of the Fiend Folio.

The Hobgoblin was a scout for a raiding force that passed by this area one month before the adventurers arrived. Having climbed over the wall at Area 16, he fell victim to the Yellow Musk Creeper. Area 14 is as far as the Creeper allows the Zombie to go. Other beings at Nol-Daer know this and avoid this area.

NOTES:

AREA 16) MORE HALLWAY

One to four rounds after the melee with the Hobgoblin begins, more Yellow Musk Zombies approach the party from the north. These are the freshest Zombies and guard the mother plant and several small seedlings. If the party flees, the Zombies do not pursue any farther than Area 14.

The mother plant, a Yellow Musk Creeper, is located in the far northwest corner of this area.

YELLOW MUSK ZOMBIE (Bandits) (4): 10 Hp's each, 2 HD, Mv: 30 ft., Ac:14 (+2 Natural, +2 Leather Armor), Touch: 10, Flat-Footed: 14, Medium-Sized Plant, Base Attack: +1, Grapple: +3, Space: 5 ft., Reach: 5 ft., Att: Short Sword +2 Melee, Dam: Short Sword 1-6 +2 Melee.

Initiative: 0. **CR:** 1. **Abilities:** Str: 15, Dex: 10, Con: 14, Int: 2, Wis: 10, Cha: 8. **SQ:** Creeper Loyalty, Darkvision 60 ft., Deadened Mind, Plant Traits, Seeded. **Alignment:** Neutral. **Skills:** Hide: +3, Listen: +2, Move Silently: +3, Spot: +2. **Feats:** Alertness. **Saves:** Fort +4, Ref: +1, Will: -1. **Critical:** Short Sword 19-20/x2. Each Yellow Musk Zombie is dressed in a suit of moldy leather armor and wields a rusty short sword. Yellow Musk Zombies are found on page 191 of the Fiend Folio.

AREA 16) MORE HALLWAY (Cont)

YELLOW MUSK ZOMBIE (Half-Orc): 51 Hp's, 4th Level Barbarian, Mv: 40 ft., Ac:14 (+2 Natural, +2 Leather Armor), Touch: 10, Flat-Footed: 14, Medium-Sized Plant, Base Attack: +5, Grapple: +9, Space: 5 ft., Reach: 5 ft., Att: Great Sword +9 Melee, Dam: Great Sword 2-12 +6 Melee. **Initiative:** +0. **CR:** 4. **Abilities:** Str: 19, Dex: 10, Con: 16, Int: 2, Wis: 10, Cha: 8. **SA:** Fast Movement, Illiteracy, Rage, Uncanny Dodge, Trap Sense +1, Rage 2/day. **SQ:** Creeper Loyalty, Darkvision 60 ft, Deadened Mind, Plant Traits, Seeded. **Alignment:** Neutral. **Skills:** Hide: +3, Listen: +2, Move Silently: +3, Spot: +2. **Feats:** Power Attack, Weapon Focus (Great Sword). **Saves:** Fort +4, Ref: +1, Will: +1. **Critical:** Great Sword 19-20/ x2. This Yellow Musk Zombie is dressed in a suit of moldy Leather Armor. It has a Great Sword and carries a 10 gp gem in a belt pouch. Yellow Musk Zombies are found on page 191 of the Fiend Folio.

YELLOW MUSK CREEPER (1): 60 Hp's, 6d8+30 HD, Mv: 5 ft., Ac:17 (-2 Size, +3 Dex, +6 Natural), Touch: 11, Flat-Footed: 14, Huge Plant, Base Attack: +4, Grapple: +12, Space: 15 ft., Reach: 15 ft., Att: 6 Vine Whips +5 melee; or Musk Puff +5 Ranged Touch, Dam: Vine Whip 1-6 per Whip. **Initiative:** +3 (+3 Dex). **CR:**4. **Abilities:** Str: 10, Dex: 16, Con: 21, Int: -, Wis: 10, Cha: 9. **SA:** Consume Intelligence, Musk Puff. **SQ:** Blind Sight 30 ft., Plant Traits, Regeneration 5. **Alignment:** Neutral. **Feats:** Weapon Finesse. **Saves:** Fort +10, Ref: +5, Will: +2. **Critical:** Vines Whip 20/ x2. Yellow Musk Zombies are found on page 190 of the Fiend Folio.

The four Bandit Zombies were from the same raiding force as the Hobgoblin, having come here in search of their comrade a week after he disappeared.

Buried near the roots of the plant is the skeleton of a mage (Search DC: 12). He carries a **ELIXIR OF SNEAKING** and a Bone Scroll Case. The case holds one scroll containing spells of *Continual Flame*, *Clairvoyance/Clairvoyance*, *Invisibility*, and *Stone Shape*, all written by a 10th-level magic-user. The mage ran into another creeper six months ago, wandered and collapsed here, and became the foundation for the plant at this place.

NOTES:

AREA 17) STOREROOM.

This room was once a storeroom and a privy. Now it's overgrown mold and fungus.

This store is the home of 3 Violet Fungi which will attack when the room is entered.

VIOLET FUNGI (3): 16 Hp's each, 2d6+6 HD, Mv: 10 ft., Ac:13 (- 1 Dex, +4 Natural), Touch: 9, Flat-Footed: 13, Medium Plant, Base Attack: +1, Grapple: +3, Space: 5 ft., Reach: 10 ft., Att: 4 Tentacles +4 Melee, Dam: 4 Tentacles 1-6 +2 Melee plus Poison. **Initiative:** -1 (-1 Dex). **CR:** 3. **Abilities:** Str: 14, Dex: 11, Con: 16, Int: -, Wis: 11, Cha: 9. **SA:** Anyone struck must make a Fortitude save DC14 or suffer initial and second of 1d4 Strength and 1d4 Constitution points. **SQ:** Low Light Vision, Plant Traits. **Alignment:** Neutral. **Saves:** Fort +6, Ref: -1, Will: +0. **Critical:** Tentacles 20/x2. Violet Fungus is found on page 112 of the Monster Manual.

There is nothing here of value. The privy shaft is covered in mold and descends 30 feet to an earthen bottom.

NOTES:

AREA 18) ENTRY HALL

The hallway here is floored with smooth stone, and the white walls are covered with faded and cracking frescoes of deep-hued woodland scenes. A large, mildewed tapestry (20 by 20 feet) hangs on the east wall directly across from a large set of bronze wood doors. The doors are barred with three huge iron bars wrapped in rusty chains and padlocked in several places. Although the doors are old, they are still very sound. To either side of the doors are large wooden wheels attached to heavy chains which extend into the ceiling 25 feet above. These wheels are winches that are used to raise and lower the portcullis outside.

Located at the north end of the hall, at the entrance to main keep foyer (Area 20) is a pair of unusual statues. The statues are 8 feet tall and carved from an unidentifiable pale-blue stone. They are shaped like large two-headed skeletons (similar to Ettins).

There are two stairways accessible from this hall. To the north of the bronze wood doors, a five foot wide staircase leads eastward to the second floor of the castle. To the south of the bronze wood doors, a 10 foot wide stairway leads northward down to the cellar level of the castle.

AREA 18) ENTRY HALL (Cont)

If a PC tries to force the doors open the DC is 40.

The statues at the entrance to the main keep foyer are Caryatid Columns that remain stone unless activated by an intruder stepping on the 5 by 10 foot section of floor between them.

CARYATID COLUMNS (4): 53 Hp's each, 6d10+20 HD, Mv: 30 ft., Ac:22 (+3 Dex, +9 Natural), Touch: 13, Flat-Footed 19, Medium Construct, Base Attack: +4, Grapple: +9, Space: 5 ft., Reach: 5 ft., Att: 2 Slams +9 Melee, Dam: 2 Slams 1-4 +7 Melee. **Initiative**: +3 (+3 Dex). **CR**: 6. **Abilities**: Str: 20, Dex: 16, Con: -, Int: 6, Wis: 1, Cha: 1. **SQ**: Break Weapon, Column Form, Construct, Traits, Hardness 8. **Alignment**: Neutral. **Skills**: Diplomacy: -3, Sense Motive +4. **Feats**: Improved Sunder, Power Attack, Weapon Focus: (Slam). **Saves**: Fort +2, Ref: +5, Will: -3. **Critical**: Slam 20/x2. Caryatid Columns are found on page 30 of the Fiend Folio.

The Caryatids are enchanted to slay any living creature standing on the floor between them. If the floor area is clear for at least two rounds, the statues return to their pedestals and turn back into blue stone. Since they are activated only when someone touches the floor between them, the statues remain inert if the PCs jump or fly over the trigger area. Each time the Caryatids return to stone, however, all damage to the statues is restored, and they begin the next melee with full hit points. If the statues are reduced to zero hit points, they crumble to dust, only to magically reform during the next week.

Should PCs run over the space between the two columns, the statues animate and stand in the doorway, awaiting the PCs' return. If this does not occur after two minutes, they move back to their positions. Obviously, these statues were meant to stop large groups of raiders, not fast-moving thieves, but they should startle and frighten some adventurers fairly well.

NOTES:

AREA 19) STAIRWAY

Located at the entrance of the stairway is a pair of unusual statues. The statues are 8 feet tall and carved from an unidentifiable pale-blue stone. They are shaped like large two-headed skeletons (similar to Ettins).

The marble staircase leads down 80 feet to the castle cellars. The stairs are littered with dust, cobwebs, tiny skeletons of rats that crunch underfoot, and fragments of stone fallen from the ceiling above. The steps are well worn and dusty.

The statues appear exactly as those located at Area 18, but are merely made of stone and pose no danger to the party.

If the party searches the stairway the dust may show two sets of recent footprints (Search or Spot DC: 12), apparently from a human and a gnome. The foot prints are actually from the MacDaer and a Spriggan. MacDaer and others habitually trot through these areas, so the Caryatid Columns activate but have no chance to attack - unless someone is pursuing MacDaer.

NOTES:

AREA 20) MAIN KEEP FOYER

Remains of once-fine tapestries adorn the walls of this large entry hall. The floor is of white stone inlaid with a black and gold star-shaped mosaic. The foyer here is open above to the third level of the keep. To the north are three great arches; one leading to the kitchen, another to the a grand stairway, and the last to the dining hall. On either side of the large center arch stand stone figures carved of black rock, veined with silver and polished to a high gloss. They are 14 feet tall and depict strange creatures with human bodies, tentacles for arms, and wolflike heads. In small alcoves just inside each arch are huge suits of rusty plate armor - purely ornamental, though of the right size for ogres.

The statues depict demonic creatures that Demara fancied, they have no value other than being ornamental.

A careful search in the southwest corner behind a tapestry reveals a secret door (Search DC: 20) opening into a 5 foot square laddered shaft that leads down to the cellar.

NOTES:

AREA 21) DINING HALL

A great banquet table of oak fills most of this room. Around the table are 28 chairs, most of which are rickety or broken. Nestled in the northeast corner is a large fireplace with a pair of crossed staves above the mantle. In the north section of the east wall is the entrance to the kitchen.

The staves above the fireplace are non-magical and made of hickory. There is nothing else here of value.

If an enterprising character tries to climb through the chimney, he finds it is only 2 feet wide (running through the 5 foot thick walls at the northeast corner of Area 33 on the second floor). The passage is clogged with soot and is totally blocked by rock and debris near the ceiling of the second floor.

NOTES:

AREA 22) KITCHEN

This large abandoned kitchen contains sinks, ovens, counters, and cabinets, most of which have not been used for years. There is an old chopping block table and an exposed beam ceiling with iron hooks overhead.

A hidden Jermlaine tunnel opens beneath one of the ovens (Search DC 18). If they search, the PCs find several odd items - piles of bones, rags with bloodstains, empty ceramic flasks - but nothing of major significance. The Jermlaine in Area 23 will be alerted by any loud noises from this room. They will send 1-2 of their number to spy on the PCs from their 8 inch diameter tunnel exit in this room. If given the opportunity, they will get help and attempt to waylay solitary adventurers, attacking them with spears and daggers.

NOTES:

AREA 23) SHAFT ROOM

This small area amidst the ruins is completely sealed from the outside elements. The only entrance is from the kitchen (Area 22) or portcullis (at Area 18) via the 8 inch diameter. Jermlaine tunnels. The most remarkable feature of this room is the 24 inch diameter tunnel that spirals downward in circular staircase fashion to Area 49 below. In the northeast corner of the room is a small silver statue of a Jermlaine in religious garb. The Jermlaine post guards here at all times because this is a front line of defense for the tunnels below, and as a lookout service for the courtyard and kitchen areas.

The inhabitants of this room are (at all times) four Jermlaine. The Jermlaine keep a suspended net above the tunnel entrances to tangle intruders.

JERMLAINE (4): 2 Hp's each, ½ HD, Mv: 40 ft., Ac:15 (+2 Size, +3 Dex), Touch: 15, Flat-Footed: 12, Tiny Fey, Face: 2 ½ ft., Reach: 0 ft., Att: Diminutive Dart +5 Ranged; or Tiny Short Spear -2 Melee, Dam: Diminutive Dart 1-3; or Tiny Short Spear 1-3. **Initiative**: +3 (+3 Dex). **CR**: 1/6. **Abilities**: Str: 3, Dex: 17, Con: 8, Int: 8, Wis: 16, Cha: 5. **SQ**: Low Light Vision, Speak with Rats. **Alignment**: Neutral Evil. **Skills**: Animal Empathy: +1, Craft (Trap Making): +3, Hide: +15, Listen: +9, Move Silently: +7, Spot: +9. **Feats**: Alertness. **Saves**: Fort -1, Ref: +5, Will: +5. **Critical**: Diminutive Dart 20/x2, Tiny Short Spear 20/x3. Each is armed with a 9 Diminutive Darts and a Tiny Short Spear. Jermlaine are found on page 131 of the Monster Manual II.

TREASURE: The silver statue is worth 25 gp's.

NOTES:

AREA 24) SECOND FLOOR HALLWAY

The stone stairway stable entry leads up to the door at the south end of this area.

The door is barred from this side, but the bar is only a rotting piece of wood (DC: 5 to open). In the eastern wall of the corridor are more arrow slits that overlook the courtyard. Directly across the hall, double doors open onto the battlements. At the north end of the passage there is a stone arch leading to an east-west passage beyond.

NOTES:

AREA 25) DUSTY PASSAGE

The hallway here is cobwebbed and dusty but shows signs of recent activity (no tracks, but scratch marks on the floor as if something had been dragged). There are arrow slits in the south wall, and the east end of the passage has collapsed, covering the floor with loose stones. If the PCs search among the stones, they can find lots of buried bones and rusted bits of armor, mostly Human and Orcish.

NOTES:

AREA 26) MEETING ROOM

The piles of dust, trash, and old rags in this room produce an acrid odor. Scattered about the floor are shards of glass, various animal bones and teeth, and ashes. There is a broken trestle table in the northeast corner with three broken chairs nearby. One chair remains at the table intact, its back to the eastern part of the north wall. Sitting at the table is the ghost-like image of a man dressed in plate-mail. This room is occupied by several rats.

The inhabitants of this room include 2-40 Normal Rats and, sitting in the chair, the Phantom of the guard captain who died here long ago. Anyone viewing the Phantom must make a Will save DC: 15 or flee in panic as per the spell *Fear*. Those who do not save, will be Panicked for 1-6 rounds, or long enough for them to reach the courtyard. (DM Note: Remember to check each PC's percentage chance to drop a weapon in hand before fleeing in fear.

Panicked PCs in the courtyard or castle make wonderful victims for Gargoyles, Blood Hawks, Jermlaine, and Dopplegangers.) Those who make their saving throws may enter the room with no penalties but have an uneasy feeling about this spectral image. The phantom is insubstantial and merely an image of the guard at the time of his death. If party members watch closely, the phantom appears to be talking to someone at the table. A startled expression passes over its face and it slumps to the table, a phantom dagger buried in its back. After this occurs, the phantom fades out for 1-8 rounds, only to reappear at the table for the cycle to begin again.

AREA 26) MEETING ROOM (Cont)

NORMAL RATS (2-40): 1 Hp each, 1/4 HD, Mv: 15 ft., Climb 15 ft., Swim 15 ft., Ac:14 (+2 Size, +2 Dex), Touch: 14, Flat-Footed: 12, Tiny Animal, Base Attack: +0, Grapple: -12, Space: 2 ½ ft, Reach: 0 ft., Att: Bite +4 Melee, Dam: Bite 1-3 -4 Melee. **Initiative:** +2 (Dex). **CR:** 1/8. **Abilities:** Str: 2, Dex: 15: Con: 10, Int: 2, Wis: 12, Cha: 2. **SQ:** Low-Light Vision, Scent. **Alignment:** Neutral **Skills:** Balance: +10, Climb +12, Hide: +14, Move Silently: +10, Swim: +10. **Feats:** Weapon Finesse (Bite). **Saves:** Fort +2, Ref: +4, Will: +1. **Critical:** Bite 20/x2. Rats are found on page 278 of The Monster Manual.

PHANTOM (1): Nil Hp's, Nil HD, Mv: Nil., Ac: Nil, Att: Nil, Dam: N/A, Initiative: N/A. **SA:** Anyone viewing the phantom must make a Will save DC: 15 or flee be Panicked as per the spell *Fear*.

A 4 foot wide section of the north wall is a secret door (Search DC: 20 to detect), activated by pushing on a stone in the wall near the northeast corner. This secret storage area is where the captain's Half-Orc assassin (a member of the army that took the castle) was hiding on the day Nol-Daer fell. There is nothing of value in this room.

NOTES:

AREA 27) SECRET ROOM

The room revealed by the secret door is a small storage closet 5 feet deep and 20 feet long. There are several boxes and crates as well as a weapons rack on the north wall, but the first thing the party will notice are two bodies laying on the floor.

This room is the lair of a Allip hides in one of the crates incorporeal. The bodies are those of a dwarven fighter and a human cleric who decided to sleep here for the evening. During the night the Allip attacked and drained the two adventurer's Wisdom while they slept.

If the party spends more than 10 minutes here, the Allip will grow agitated and attack.

ALLIP (1): 39 Hp's, 4d12 HD, Mv:30 ft (Perfect), Ac:15 (+1 Dex, +4 Deflection), Touch: 15, Flat-Footed: 14, Base Attack: +2, Grapple: +0, Medium Undead (Incorporeal), Space: 5 ft., Reach: 5 ft., Att: Incorporeal Touch: +3 Melee, Dam: Incorporeal Touch: 1-4 Wisdom Melee. **Initiative:** +5 (+1 Dex, +4 Improved Initiative). **CR:** 3. **Abilities:** Str: -, Dex: 12, Con: -, Int: 11, Wis: 11, Cha: 18. **SA:** Babble, Madness, Wisdom Drain. **SQ:** Darkvision 60 ft, Incorporeal Traits, +2 Turn Resistance, Undead Traits. **Alignment:** Neutral Evil. **Skills:** Hide: +8, Intimidate +7, Listen +7, Search +7, Spot +7, Survival +0 (+2 following tracks). **Feats:** Improved Initiative, Lightning Reflexes. **Critical:** Incorporeal Touch 20/x2. **Saves:** Fort +1, Ref: +4, Will: +4. For more details on the Allip, refer to page 10 of the Monster Manual.

BODY 1: This body is that of a dwarf dressed in half plate, a **HEAVY MITHRAL SHIELD**, and helmet. Laying on the ground next to the body is a leather backpack and war hammer. The backpack contains two sacks, a flint & steel, 50 feet of hemp rope (rotten), two torches, a flask of oil, three weeks of rations (rotten), and a sack that holds 33 gp's.

AREA 27) SECRET ROOM (Cont)

BODY 2: This body is that of a human priest dressed in banded-mail, shield, and helmet. At the bodies' waist is an silver holy symbol of fisted lightning bolts (Zeus worth 25 gp's). Laying on the ground next to the body is a light mace, and backpack. The leather back pack contains 3 sacks, a flint & steel, four torches, a flask of oil, three vials of holy water, and a **VIAL OF CURE CRITICAL WOUNDS POTION** at 8th Level.

Most of the boxes and crates along the wall contain ropes, sacks, lanterns, and torches. There are more adventuring supplies in other boxes - nothing great, but a chance to get some spare equipment as the DM allows. The weapons rack on the north wall holds four spears, two pikes and 11 short swords. These weapons are usable but of poor quality and there is a 5% chance that they will break with each successful attack.

NOTES:

AREA 28) EMPTY ROOM

This room has an extraordinary number of old bloodstains on the walls and floor (where survivors of the castle's fall were kept and eventually massacred by the Orcs who conquered them. However, it is now completely empty.

NOTES:

AREA 29) BARRACKS HALLWAY

Apparently well traveled, this hallway is relatively dust free. Along the east wall are two sets of alcoves that contain statues. The statues are made of carved and painted sandstone and are in poor condition. In the northernmost alcove, the statues are of a Gnoll with a morning star and a Bugbear with a flail. Both creatures are depicted in armor, which had once been painted red. In the southernmost alcove there are also two statues, but one has been pounded into a shapeless mass of stone. The other is a statue of a Troll, in remarkably good condition, and appears to have recently painted a coppery color.

The alcove along the south wall contains a single statue of a fighter almost 15 feet tall. The figure is humanoid, dressed in red plate mail, and wielding a dark-red footman's flail.

The armor on the fighter statue is for display only; it was welded together.

The door in the southeast corner of the hall opens onto a landing of the stairs in the east tower. Double doors in the east wall at the north end of the hall lead onto the castle battlements.

AREA 29) BARRACKS HALLWAY (Cont)

The door to Area 31 is locked from the hall (no key), and a dark-red teardrop is painted on the door to Area 30.

NOTES:

AREA 30) TROLL ROOM

There is a stone fireplace in the southeast corner, and two large tables in the north end of the room are covered with pottery shards and partially eaten chunks of fresh deer meat. At the southwest end of the room there are three pallets on the floor in front of several benches leaning against an iron door. Beside the door is an empty bucket of copper-colored paint and two large, crude paintbrushes.

This is the lair of three paint-spattered Trolls and a large Black Troll. The Trolls were invited to the castle by the three sons of the hermit who once lived near here; they had all been part of the same bandit gang some years ago. However, since the Dopplegangers killed the sons, the Trolls have been forgotten and no food has reached them (they used to borrow a cow or two from the ones brought in for the Dragons). The Trolls are rather angry about this and have hunted on their own, but plan soon to “chat” with the brothers and demand regular payments of cows and horses for their services as guards. The Trolls will aid other inhabitants of the ruins in any battle, as they love fighting.

If the Trolls hear the party in the hallway, the three Trolls attack while the Black Troll attempts to release the dogs in Area 31 (Teleporting there if necessary). The Black Troll has the key to the kennel in addition to a high-pitched whistle that keeps the dogs at bay (70% chance) when blown. If the adventurers surprise the Trolls, the three Trolls fight while the Black Troll tries to flank the adventurers by going through Area 32 (releasing the dogs in Area 31, if possible).

TROLLS (3): 63 Hp’s each, 6d8+36 HD, Mv: 30 ft., Ac:16 (-1 Size, +2 Dex, +5 Natural), Touch: 11, Flat-Footed: 14, Large Giant, Base Attack: +4, Grapple: +14, Space: 10 ft., Reach: 10 ft., Att: 2 Claws +9 Melee and Bite +4 Melee, Dam: Claws: 1-6 +6 Melee and Bite: 1-6 +3 Melee.

Initiative: +2 (+2 Dex). **CR:** 5. **Abilities:** Str: 23, Dex: 14, Con: 23, Int: 6, Wis: 9, Cha: 6. **SA:** Rend for 2-12 +9 Hp’s damage. **SQ:** Darkvision: 90 ft, Low Light Vision, Regenerates 5 Hp’s per round, Scent. **Alignment:** Chaotic Evil. **Skills:** Listen: +5, Spot: +5. **Feats:** Alertness, Iron Will, Track. **Saves:** Fort +11, Ref: +4, Will: +3. **Critical:** Claws and Bite 20/x2. Trolls are found on page 247 of the Monster Manual.

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AREA 30) TROLL ROOM (Cont)

BLACK TROLL (1): 75 Hp's, 7d8+40 HD, Mv: 40 ft., Ac:22 (-1 Size, +4 Dex, +8 Natural), Touch: 13, Flat-Footed: 17, Large Giant, Base Attack: +4, Grapple: +14, Space: 10 ft., Reach: 10 ft., Att: 2 Claws +14 Melee and Bite +13 Melee, Dam: Claws: 1-8 +6 Melee and Bite: 1-6 +4 Melee. **Initiative:** +2 (+2 Dex). **CR:** 6. **Abilities:** Str: 23, Dex: 14, Con: 23, Int: 6, Wis: 9, Cha: 6. **SA:** Rend 2-12+9. **SQ:** Darkvision: 90 ft, Low Light Vision, Fast Healing/ 5, Scent, SR: 19. Perform the following spell-like abilities at will, *Darkness*, *Dispel Magic*, *Teleport No Error*. Able to cast *Lightning Bolt* 3/day. Caster Level 8. Takes ½ damage from Cold and Poison. Immune to Electrical attacks. **Alignment:** Chaotic Evil. **Skills:** Listen: +5, Spot: +5. **Feats:** Alertness, Iron Will, Track. **Saves:** Fort +11, Ref: +4, Will: +3. **Critical:** Claws and Bite 20/x2. **TREASURE:** The Trolls' treasure consists of an iron key, the silver dog whistle, and a metal box hidden in the ashes and charred logs of the fireplace. The box contains 321 cp's, 230 sp's, 388 gp's, three 50 gp gems, 140 pp's.

NOTES:

AREA 31) DOG KENNEL

The door to this room is locked. Once the door is opened, the party will discover that this room is being used as a kennel.

The Black Troll in Area 30 has the key to this locked room. The Trolls use this room as a confinement area for four Death Dogs

DEATH DOGS (4): 16 Hp's each, 2d10+4 HD, Mv: 50 ft., Ac:15 (+2 Dex, +3 Natural), Touch: 12, Flat-Footed: 13, Medium-Sized Magical Beast, Base Attack: +2, Grapple: +4, Face: 5 ft., Reach: 5 ft., Att: 2 Bites +5 Melee, Dam: 2 Bite: 1-6 +2. **Initiative:** +2 (+2 Dex). **CR:** 2. **Abilities:** Str: 14, Dex: 15, Con: 14, Int: 3, Wis: 13, Cha: 7. **SA:** Disease, Trip. **SQ:** Darkvision: 90 ft, Low Light Vision, Scent. **Alignment:** Neutral Evil. **Skills:** Hide: +3, Listen: +6, Move Silently: +4, Spot: +4. **Feats:** Weapon Focus (Bite). **Saves:** Fort +5, Ref: +5, Will: +1. **Critical:** Bite 20/x2. Death Dogs are found on page 41 of the Fiend Folio.

The dogs are well trained and do not bark at intruders in the hall or if someone bangs on the door, but rather remain quiet and attempt to surprise (and knock down) anyone opening their door. They have no treasure. These creatures obey only their Troll masters in Area 30. They avoid entering Area 32.

NOTES:

AREA 32) BARRACKS

Formerly the guard barracks for Nol-Daer, these rooms are now filled with row after row of dusty bunk beds. Bleached bones and rusty weapons and armor litter the floor.

The dead in this room do not rest. Two rounds after the party enters, the bones animate and form themselves into undead warriors in a single round, while an evil gray mist swirls up from the floor. The party must face 25 skeletons

SKELETONS (25): 6 Hp's each, 1d12 HD, Mv: 30 ft., Ac:13 (+1 Dex, +2 Natural), Touch: 11, Flat-Footed: 12, Medium Undead, Base Attack: +0, Grapple: +1, Space: 5 ft., Reach: 5 ft., Att: 2 Claws +1 Melee, Dam: 2 Claws 1-4 +1 Melee. **Initiative:** +5 (+1 Dex, +4 Improved Initiative).

CR: 1/3. **Abilities:** Str: 13, Dex: 13, Con: -, Int: -, Wis: 10, Cha: 2. **SQ:** Damage Reduction 5/Bludgeoning, Darkvision: 60 ft, Immunity to Cold, Undead Traits. Alignment: Neutral. **Feats:** Improved Initiative. **Saves:** Fort +0, Ref: +1, Will: +2. **Critical:** Claw 20/x2. If successfully turned, they fall into pieces rather than flee. Skeletons are found on page 226 of the Monster Manual.

There is no treasure here.

NOTES:

AREA 33) STAIR LANDING

The Grand Stairway stops here, with two smaller stairways extending up to the third floor of the keep on either side. The stair landing is actually part of an east-west passage extending 25 feet in each direction. The north wall has three arched alcoves, each with a pair of tall, narrow windows that double as arrow slits.

NOTES:

AREA 34) PARLOR

This room contains a few items of interest. It has a broken desk along the west wall and an unlocked wooden chest in the southeast corner. The chest contains some old shirts and a book of Elven poetry with most of the pages torn out. The desk drawers are broken and scattered around the room, and they contain nothing of value.

There are two rickety rocking chairs against the east wall, one on either side of a moldy couch. The cushions and panels of the couch have been recently slit by a knife, and the rotten stuffing has been thrown everywhere, as if someone was looking for something.

That someone was MacDaer who tore the room apart looking for his mother's spell books and notes.

NOTES:

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AREA 35) WORKROOM

This area was evidently once used as a workroom of some sort. The large, L-shaped workbench remains, extending from the northeast corner to the center of the room. Along the east wall are cabinets and shelves, and there is a small fire pit in the southeast corner. The cabinets no longer have doors and contain only pieces of broken glassware and pottery shards. The shelves contain a few empty boxes, a 50 foot long coil of rope, and about 20 old books.

If the PCs are in this room during the day, they will also encounter the room's inhabitants, five Ghouls.

GHOULS (5): 13 Hp's each, 2d12 HD, Mv:30 ft., Ac:14 (+2 Dex, +2 Natural), Touch: 12, Flat-Footed: 12, Medium Undead, Base Attack: +1, Grapple: +2, Space: 5 ft., Reach: 5 ft., Att: Bite +3 Melee, 2 Claws +0 Melee, Dam: Bite 1-6 +1 Melee, Claws 1-3 Melee and Paralysis. **Initiative:** +2 (Dex). **CR:** 1. **Abilities:** Str: 13, Dex: 15, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ:** Undead, +2 turn resistance, Darkvision: 60 ft. **SA:** Anyone struck must make a Fortitude save (DC 14) or be paralyzed for 1-6 +2 minutes. **Alignment:** Chaotic Evil. **Skills:** Climb: +6, Escape Artist: +7, Hide: +7, Intuit Direction: +3, Jump: +6, Listen: +7, Move Silently: +7, Search: +6, Spot: +7. **Feats:** Multi-attack, Weapon Focus (Bite). **Saves:** Fort +0, Ref: +2, Will: +5. **Critical:** Bite and Claws 20 /x2. Ghouls are found on page 119 of the Monster Manual.

These were brought to the ruins by MacDaer for use as guardians. They are dressed in rotting brown monks' robes.

If the books are searched an old faded scroll may be found (Search DC: 15 or the DM can help out) stuck between two of the pages. The scroll reads as follows: *...for it came to pass that we fled for the city of Amaroath; it was there we would make our final stand. I did see a Great Forge carried by the dwarves, a Balance carried Halflings, a Bow from the elves, and a Star from mankind.... and it was he, the man of eagle vestment and lighting came who forth to guard the Star.... she held the secrets of mithral and fire and knew them well, she stepped forth to guard the Forge... and they departed in sorrow... we knew them as friends...*

The scroll of course depicts the Day of Darkness in Dar Khazad.

The Ghouls have no treasure as they work directly for MacDaer.

NOTES:

AREA 36) BALCONIES

The second-floor balconies have arched openings to the south the main keep foyer. Each arch has a black wrought iron railing, three feet high. The door leading into the parlor is open.

The door to Area 35 (Work Room) requires a normal open doors roll and if it unsuccessful the first time, the Ghouls will have time to prepare. Unless PCs are able to *Fly*, *Levitate*, or *Climb Walls*, the balconies are inaccessible from the drop into Area 20 from the south, the iron railings being too fragile to support more than 50 lbs. of weight. Except for some scattered bones on the east balcony, there is nothing here of interest.

NOTES:

THIRD FLOOR

AREA 37) BALCONY

The third-floor balconies have arched openings and also serve as a hallway and stair landing. Extending from the balcony against the east and west walls, narrow catwalks overlook the main keep foyer and provide access to arrow slits high in the wall.

There is nothing of interest here.

NOTES:

AREA 38) GARGOYLE'S ROOM

With wooden doors to the north and south, and a gaping hole in the west wall, the party can see that this room is inhabited by two humanoid creatures.

This chamber is the lair of two Gargoyles. If the party appears to be strong, the Gargoyles will simply fly out the hole in the west wall. If the party appears weak, the Gargoyles will attack. **GARGOYLES** (4): 37 Hp's each, 4D8+19 HD, Mv: 40 ft. fly 60 ft., Ac:16 (+2 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Monstrous Humanoid (Earth), Base Attack: +4, Grapple: +6, Space: 5 ft., Reach: 5 ft., Att: 2 Claws +6 Melee, Bite +4 Melee, and Gore +4 Melee, Dam: 2 Claws 1-4 +2 Melee, Bite 1-6 +1 Melee, and Gore 1-6 +1 Melee. **Initiative**: +2 (+2 Dex). **CR**: 4. **Abilities**: Str: 15, Dex: 14, Con: 18, Int: 6, Wis: 11, Cha: 7. **SQ**: Damage Reduction 10/Magic, Darkvision: 60 ft, Freeze. **Alignment**: Chaotic Evil. **Skills**: Hide: +7, Listen: +4, Spot: +4. **Feats**: Multi-attack, Toughness. **Saves**: Fort +5, Ref: +6, Will: +4. **Critical**: Claw, Bite, and Gore 20/x2. Gargoyles are found on page 113 of the Monster Manual.

TREASURE: The Gargoyles nest contains 209 sp's, 145 gp's, and a dusty old Light Mace (**Master Work Light Mace**).

NOTES:

AREA 39) GARGOYLE'S ROOM

Once a station for castle roof defense, this room is now missing most of its north and west walls. Looking out to the north, there is a 20 foot drop to the castle battlements. This room is inhabited by two humanoid creatures.

Because of the keep's height and position, if the wind is blowing outside it whips violently through this room, making movement near the edge dangerous: treat this effect as a *Push* spell of level 1-12, occurring on a 5% chance per round. In the southeast corner of the room a 5 feet wide stairway ascends 25 feet to the roof hatch, barred from the inside.

The chamber is the lair of two Gargoyles. If the party appears to be strong, the Gargoyles will simply fly out the hole in the west wall. If the party appears weak, the Gargoyles will attack.

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AREA 39) GARGOYLE'S ROOM (Cont)

GARGOYLES (2): 37 Hp's each, 4D8+19 HD, Mv: 40 ft. fly 60 ft., Ac:16 (+2 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Monstrous Humanoid (Earth), Base Attack: +4, Grapple: +6, Space: 5 ft., Reach: 5 ft., Att: 2 Claws +6 Melee, Bite +4 Melee, and Gore +4 Melee, Dam: 2 Claws 1-4 +2 Melee, Bite 1-6 +1 Melee, and Gore 1-6 +1 Melee. **Initiative**: +2 (+2 Dex). **CR**: 4. **Abilities**: Str: 15, Dex: 14, Con: 18, Int: 6, Wis: 11, Cha: 7. **SQ**: Damage Reduction 10/Magic, Darkvision: 60 ft, Freeze. **Alignment**: Chaotic Evil. **Skills**: Hide: +7, Listen: +4, Spot: +4. **Feats**: Multi-attack, Toughness. **Saves**: Fort +5, Ref: +6, Will: +4. **Critical**: Claw, Bite, and Gore 20/x2. Gargoyles are found on page 113 of the Monster Manual.

TREASURE: The Gargoyles' nest contains a **VIAL OF REDUCE PERSON POTION** (Brewed at 10th Level)..

NOTES:

ROOM 40) BEDROOM

This room is in total shambles.

Once a bedroom for the evil sorceress who was MacDaer 's mother, this area is now the lair of 11 Blood hawks.

BLOOD HAWKS (11): 6 Hp's each, 1D10 HD, Mv: 10 ft., fly 60 ft., Ac:16 (+1 Size, +3 Dex, +2 Natural), Touch: 14, Flat-Footed: 13, Small Magical Beast, Base Attack: +1, Grapple: -2, Face: 5 ft., Reach: 5 ft., Att: 2 Claws +5 Melee and Bite +0 Melee, Dam: 2 Claws 1-3 +1 Melee, Bite 1-4 Melee. **Initiative**: +3 (+3 Dex). **CR**: ½. **Abilities**: Str: 13, Dex: 16, Con: 11, Int: 2, Wis: 12, Cha: 7. **SA**: Wounding. **SQ**: Darkvision: 60 ft, Low Light Vision. **Alignment**: Neutral. **Skills**: Hide: +5, Listen: +2, Search: -3, Spot: +2. **Feats**: Weapon Finesse. **Saves**: Fort +2, Ref: +5, Will: +1. **Critical**: Claw and Bite 20/ x2. Blood Hawks are found on page 23 of the Fiend Folio.

There is a wooden peg about 4 foot off the floor in the wall of the southern alcove. A silver key hangs from the peg by an iron ring. This key fits the door leading to the crypts at Area 44 of the cellar.

TREASURE: Scattered in the nests are 10 gems: a 200 gp amethyst (deep purple), a 50 gp chrysoprase (dark green), and eight 15 gp (banded agates crown and white striped).

NOTES:

CELLAR LEVEL

Unless otherwise noted, the floors on this level are stone and the walls are carved into existing rock. The ceilings are generally from 15-20 feet high and are rock and earth above wooden bracing. The air is damp and musty, smelling faintly of decay. The main hallway is about 45 feet below ground level.

NOTES:

ROOM 41) CELLAR HALL

After the traveling stairway on the castle's ground floor the party arrives at a small landing at the entrance to the cellar hall. At the bottom of the stairs are a set of alcoves (one to the east and one to the west). Set into the alcoves is a pair of unusual statues. The statues are 8 feet tall, carved from a pale white stone, and sculptured in the likeness of Vampires with arms outstretched, mouths agape and fangs displayed. They appear ready to attack any living being that enters their domain.

Inset into the north wall are four more alcoves, each 5 feet wide with 8 feet tall arched openings. Each alcove is 3 feet deep and contains a troll's skull set atop an iron rod.

The vampires-like statues at the base of the stairs offer no danger to the party; they were placed there by Derma to add a sense of foreboding to the cellar. The statue on the east wall contains a secret portal (Search DC: 20) that contains a silver scroll cast (15 gp value). Inside the case is a piece of parchment that reads "*Demara the Enchantress*" (This being the phrase that allows safe passage past the Stone Golems leading to Demara's lab) and "*From the nether realm I call thee hence, come to me my sacred chest*" (This being the command phrase to call forth Demara's magical chest from her lab).

At the base of the stairs from Area 19 is a large hallway. Whenever someone is within 10 feet of an alcove, the inside of the skull glows brightly (equal to a *Light* spell), shining through the eye and mouth openings to light the hall. This is an old spell cast by the sorceress, and tampering with the skulls or pegs ruins the magic.

There are two stairways leading from this hall. To the south, the main stairway goes up to the ground floor. To the east, a collapsed stairway once led to the laboratory and study. The ceiling above this stairway is very unstable, and a sudden air-pressure change or physical blow has a 25% chance to cause part of the ceiling to fall, doing 1-12 Hp's damage to everyone on the steps. At the entrance to both stairways are wolf-headed statues similar to those in Area 20, but these are much smaller.

NOTES:

ROOM 42) WELL ROOM

There is a water well at the west end of the passage, with 100 feet of moldy rope and a rusty drawing bucket.

The water is 65 feet down and appears clear and cold. It will, however, make anyone drinking it helpless from nausea for 10-60 minutes unless a Fortitude save DC: 15 is made. The well was poisoned with deadly herbs long ago, but it has begun to purify itself in the last 100 years. The area marked A on the map is a shaft with a ladder that extends up to Area 20 and down to a collapsed hallway below. The hallway below is 10 feet wide and 25 feet long but leads only to rubble. It is the lair of a Ghast.

GHAST (1): 29 Hp's, 4d12 HD, Mv:30 ft., Ac:17 (+3 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Undead, Base Attack: +2, Grapple: +5, Space: 5 ft., Reach: 5 ft., Att: Bite +5 Melee and 2 Claws +3 Melee, Dam: Bite 1-8 +3 Melee and Paralysis and Claws 1-4 +1 Melee and Paralysis. **Initiative**: +3 (+3 Dex). **CR**: 3. **Abilities**: Str: 17, Dex: 17, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ**: Undead, +2 turn resistance, Darkvision: 60 ft, Ghoul Fever, Stench. **SA**: Anyone bit must make a Fortitude save (DC :15) or suffer 1d3 points of Constitution and 1d3 point of Dexterity after a days incubation period. Anyone struck must make a Fortitude save (DC 15) or be paralyzed for 1-4 +1 Rounds. Anyone who comes within 10 feet of a Ghast mast make a Fortitude save (DC: 15) or be sickened for 1d6+4 minutes. **Alignment**: Chaotic Evil. Climb: +6, Escape Artist: +8, Hide: +8, Intuit Direction: +3, Jump: +6, Listen: +8, Move Silently: +7, Search: +6, Spot: +8. **Feats**: Multi-attack, Weapon Focus (bite). **Saves**: Fort +0, Ref: +2, Will: +5. **Critical**: Bite and Claws 20 /x2. Ghasts are found on page 119 of the Monster Manual.

The Ghast was the body of a defender of the castle, dumped here after a hasty burial ceremony as the castle was falling to the enemy.

The skull in the alcove directly to the north of the poisoned well has a permanent *Magic Mouth* spell on it. Whenever someone draws water from the well, the light inside the skull flashes three times and the skull says:

*“Beneath the keep, a place to scry,
Where demons sing their songs, then die.
As deep, cold wells keep waters fresh,
So keeps she all her wickedness.”*

The “place to scry” refers to the Demara’s lab, and the songs of demons were their cries of anguish as the sorceress Demara tortured them for information. The deep well symbolizes the stairway to the caverns below where the dragons (“her wickedness”) live.

TREASURE: Scattered about the area is 830 cp’s, 760 sp’s , and a +1, +3 VS.

LYCANTHROPES AND **SHAPE CHANGERS** **SHORT SWORD**, that was thrown down the shaft by the Dopplegangers who lair in Area 11.

NOTES:

ROOM 43) LIVING QUARTERS

This room was where slaves who worked in Nol-Daer slept at night. The slaves shared this room, sleeping on crude cots and hoarding what little food they could steal from the kitchen. Except for some rotted bedding and a broken chair, this room is empty.

ROOM 43) LIVING QUARTERS (Cont)

NOTES:

ROOM 44) INTERSECTION

Just north of the main cellar hallway is this four-way intersection. To the north and east are normal wooden doors, but to the west is an odd portal, a large, heavy door with strange skeletal figures carved in bas-relief.

The door is locked (normally) and is also *Arcane Locked* (at the 18th level of spell use). With the Lock and the *Arcane Lock* the door has a DC: 27 to open. The key to the door can be found in Area 40.

NOTES:

ROOM 45) STOREROOM

Once the storeroom for dry goods and supplies, this room is now filled with smashed crates and cobwebs. There is a heavy layer of dust on the floor, disturbed only by recent footprints along the perimeter of the room.

The foot prints are those of MacDaer, made as he searched for secret doors. If the party spends more than 10 minutes in this chamber or actively searches it, they will disturb 4 Medium Monstrous Centipedes that will attack

MONSTROUS CENTIPEDES (4): 4 Hp's each, 1d8 HD, Mv:40 ft., 40 ft. (Climb), Ac:14 (+2 Dex, +2 Natural), Touch: 10, Flat-Footed: 14, Medium Vermin, Base Attack: +0, Grapple: +1, Space: 5 ft., Reach: 5 ft., Att: Bite +2 Melee, Dam: Bite 1-6 -1 plus Poison. **Initiative**: +2 (+2 Dex). **CR**: ½. **Abilities**: Str: 9, Dex: 15, Con: 10, Int: -, Wis: 10, Cha: 2. **SA**: Anyone bit must make a Fortitude save (DC: 10) or suffer 1d3 points of Dexterity. **SQ**: Darkvision 60 ft, Vermin Traits. **Alignment**: Neutral. **Skills**: Climb +10, Hide: +10, Spot +4. **Feats**: Weapon Finesse. **Saves**: Fort +2, Ref: +2, Will: +0. **Critical**: Bite 20/x2. Monstrous Centipedes are found on page 287 of the Monster Manual.

There is nothing of value.

NOTES:

ROOM 46) STOREROOM

Unusually cool, this room was once the food and wine storage area. There are a few hooks hanging from the ceiling in the northwest corner and some empty wine racks, but the room is otherwise empty.

ROOM 46) STOREROOM (Cont)

NOTES:

AREA 47) STAIRWAY

The door from the intersection opens into a 20 foot high passageway leading to the west and down. After 15 feet, the stairs turn north and descend steeply. They then turn back to the west and end in another door which sits ajar. The stairs are normal stone stairs, worn smooth in places from heavy use. The only unusual thing about the northbound section of stairway is the great number of humanoid skeletons lying to the sides of the steps, as if piled there.

As the party reaches the crypt door at the base of the stairs, an insubstantial figure in a thin, white robe glides through the door and attacks, surprising the party and catching them Flat-Footed. This is the main guardian of the crypt, an Wraith. The sorceress Demara placed the Wraith here with other undead guards to prevent the crypts of her ancestors from being disturbed. Two round after the Wraith attacks 2 Shadows will emerge from the floor and attack as well.

WRAITH (1): 35 Hp's, 5d12 HD, Mv: Fly 60 ft., Ac:15 (+3 Dex, +2 Deflection), Touch: 15, Flat-Footed: 12, Medium Undead, Base Attack: +2, Grapple: N/A, Space: 5 ft., Reach: 5 ft., Att: Incorporeal Touch +5 Melee, Dam: Incorporeal Touch 1-4 plus 1-6 Constitution Drain. **Initiative:** +7 (+3 Dex, +4 Improved Initiative). **CR:** 5. **Abilities:** Str: -, Dex: 16, Con: -, Int: 14, Wis: 14, Cha: 15. **SA:** Constitution Drain; anyone struck must make a Fortitude save (DC: 14) or take 1-6 Constitution Drain, Create Spawn. **SQ:** Darkvision 60 ft, Daylight Powerlessness, Incorporeal Traits, +2 Turn Resistance, Undead Traits, +2 Turn Resistance, Unnatural Aura. **Alignment:** Lawful Evil. **Skills:** Diplomacy: +6, Hide: +11, Intimidate: +10, Listen: +12, Search: +10, Sense Motive: +8, Spot: +12, Survival: +2 (+4 following tracks). **Feats:** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative. **Saves:** Fort +1, Ref: +4, Will: +6. **Critical:** Incorporeal Touch 20/x2. Wraiths are found on page 258 of the Monster Manual.

SHADOWS (2): 19 Hp's each 3d12 HD, Mv:30 ft. Fly 40 ft. (Good), Ac:13 (+2 Dex, +1 Deflection), Touch: 13, Flat-Footed: 11, Medium Undead (Incorporeal), Base Attack: +1, Grapple: N/A, Space: 5 ft., Reach: 5 ft., Att: Incorporeal Touch +3 Melee, Dam: Incorporeal Touch Temporary 1-6 Strength. **CR:** 3. **Abilities:** Str: --, Dex: 14, Con: --, Int: 6, Wis: 12, Cha: 13. **SQ:** Undead, Incorporeal, +2 Turn Resistance, Darkvision: 60 ft. **SA:** Strength Damage, Create Spawn. Alignment: Chaotic Evil. **Skills:** Hide: +8, Intuit Direction: +5, Listen: +7, Spot: +7. **Feats:** Dodge. **Saves:** Fort +1, Ref: +3, Will: +4. **Critical:** Incorporeal Touch 20/x2. Shadows are found on page 221 of the Monster Manual.

There are 35 Orcish skeletons present, all showing signs of having been gnawed to the bone.

NOTES:

AREA 48) CRYPT

During the final battle for Nol-Daer, some of the Orcish invaders gained entrance through a now collapsed tunnel. Rushing up the stairs to engage the defending forces, they found instead the castle crypts — and their guardians. Some of the invaders were lucky enough to be killed immediately, while others were captured and eaten alive by Ghouls and Ghosts.

If the PCs make any noise on the stairwell, the undead in this area gather around the door to await their arrival. The moment the door is opened, the undead try to force their way into the stairwell (Area 47) to *Paralyze* as many invaders as possible. The current occupants of the crypt include four ghouls, five ghosts, five shadows, and 11 skeletons.

The first thing the party notices upon opening the door is the stench from the ghosts. If the Fortitude saving throws are unsuccessful, all rolls ‘to hit’ are made at —2, and spell-casting (including clerics’ attempts to turn undead) may be delayed because of retching and nausea. Because of the evil nature of the crypts, all turning by clerics therein is at a penalty of -1. If successfully turned, the affected undead are destroyed or flee into the crypt alcoves, depending on the level of the cleric.

GHOULS (4): 13 Hp’s each, 2d12 HD, Mv:30 ft., Ac:14 (+2 Dex, +2 Natural), Touch: 12, Flat-Footed: 12, Medium Undead, Base Attack: +1, Grapple: +2, Space: 5 ft., Reach: 5 ft., Att: Bite +3 Melee, 2 Claws +0 Melee, Dam: Bite 1-6 +1 Melee, Claws 1-3 Melee and Paralysis. **Initiative**: +2 (Dex). **CR**: 1. **Abilities**: Str: 13, Dex: 15, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ**: Undead, +2 turn resistance, Darkvision: 60 ft. **SA**: Anyone struck must make a Fortitude save (DC 14) or be paralyzed for 1-4 +1 Rounds. **Alignment**: Chaotic Evil. **Skills**: Climb: +6, Escape Artist: +7, Hide: +7, Intuit Direction: +3, Jump: +6, Listen: +7, Move Silently: +7, Search: +6, Spot: +7. **Feats**: Multi-attack, Weapon Focus (Bite). **Saves**: Fort +0, Ref: +2, Will: +5. **Critical**: Bite and Claws 20 /x2. Ghouls are found on page 119 of the Monster Manual.

GHOSTS (5): 29 Hp’s, 4d12 HD, Mv:30 ft., Ac:17 (+3 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Undead, Base Attack: +2, Grapple: +5, Space: 5 ft., Reach: 5 ft., Att: Bite +5 Melee and 2 Claws +3 Melee, Dam: Bite 1-8 +3 Melee and Paralysis and Claws 1-4 +1 Melee and Paralysis. **Initiative**: +3 (+3 Dex). **CR**: 3. **Abilities**: Str: 17, Dex: 17, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ**: Undead, +2 turn resistance, Darkvision: 60 ft, Ghoul Fever, Stench. **SA**: Anyone bit must make a Fortitude save (DC :15) or suffer 1d3 points of Constitution and 1d3 point of Dexterity after a days incubation period. Anyone struck must make a Fortitude save (DC 15) or be paralyzed for 1-4 +1 Rounds. Anyone who comes within 10 feet of a Ghost must make a Fortitude save (DC: 15) or be sickened for 1d6+4 minutes. **Alignment**: Chaotic Evil. Climb: +6, Escape Artist: +8, Hide: +8, Intuit Direction: +3, Jump: +6, Listen: +8, Move Silently: +7, Search: +6, Spot: +8. **Feats**: Multi-attack, Weapon Focus (bite). **Saves**: Fort +0, Ref: +2, Will: +5. **Critical**: Bite and Claws 20 /x2. Ghosts are found on page 119 of the Monster Manual.

AREA 48) CRYPT (Cont)

SHADOWS (4): 19 Hp's each 3d12 HD, Mv:30 ft. Fly 40 ft. (Good), Ac:13 (+2 Dex, +1 Deflection), Touch: 13, Flat-Footed: 11, Medium Undead (Incorporeal), Base Attack: +1, Grapple: N/A, Space: 5 ft., Reach: 5 ft., Att: Incorporeal Touch +3 Melee, Dam: Incorporeal Touch Temporary 1-6 Strength. **CR:** 3. **Abilities:** Str: --, Dex: 14, Con: --, Int: 6, Wis: 12, Cha: 13. **SQ:** Undead, Incorporeal, +2 Turn Resistance, Darkvision: 60 ft. **SA:** Strength Damage, Create Spawn. Alignment: Chaotic Evil. **Skills:** Hide: +8, Intuit Direction: +5, Listen: +7, Spot: +7. **Feats:** Dodge. **Saves:** Fort +1, Ref: +3, Will: +4. **Critical:** Incorporeal Touch 20/x2. Shadows are found on page 221 of the Monster Manual.

SKELETONS (11): 6 Hp's each, 1d12 HD, Mv: 30 ft., Ac:13 (+1 Dex, +2 Natural), Touch: 11, Flat-Footed: 12, Medium Undead, Base Attack: +0, Grapple: +1, Space: 5 ft., Reach: 5 ft., Att: 2 Claws +1 Melee, Dam: 2 Claws 1-4 +1 Melee. **Initiative:** +5 (+1 Dex, +4 Improved Initiative). **CR:** 1/3. **Abilities:** Str: 13, Dex: 13, Con: -, Int: -, Wis: 10, Cha: 2. **SQ:** Damage Reduction 5/Bludgeoning, Darkvision: 60 ft, Immunity to Cold, Undead Traits. Alignment: Neutral. **Feats:** Improved Initiative. **Saves:** Fort +0, Ref: +1, Will: +2. **Critical:** Claw 20/x2. If successfully turned, they fall into pieces rather than flee. Skeletons are found on page 226 of the Monster Manual.

The floor of the crypt is littered with corroded Orcish armor and weapons mixed with trash and bleached bones. There are four small side passages that lead to burial vaults. For each 5 feet wide vault on the map, there are two 3 foot square doors, one above the other. Each small door opens into a 4 foot by 4 foot by 7 foot burial chamber, most of which are occupied. One of the sets of doors, however, is a false front leading to a hidden stairway to the outdoors, now destroyed. If the party searches the burial chambers, roll for their contents on the following table:

1d100 Roll	Results:
01-60	Skeleton in tattered robes with no treasure.
61-90	Skeleton in rotted leather armor with 1-12 gp and 2-24 sp.
91-98	Skeleton in chain mail, with long sword and shield*.
99-00	Dust, dirt, and dead rats.

* Weapons and armor are normal equipment in good condition, and because of their antiquity may actually be worth more than usual.

If the party finds the false doors that reveal the secret stairwell, they encounter yet another lost soul of the crypts the Haunt of Drummer the Half-Orc Lieutenant.

HAUNT (Half-Orc Lieutenant, Drummer): Anyone seeing Drummer must make a Will save DC: 15 or be possessed. This is the restless spirit of the half-Orc lieutenant who led the group that died here. His vital task was to open the portcullis in Area 18, allowing the invaders entry to the keep; he met the Wraith instead. The Haunt's sole purpose is to possess a living body and complete this unfinished task. If allowed to finish his task, the Haunt will leave the possessed body. Total Xp's for this encounter is 100 xp's.

AREA 48) CRYPT (Cont)

The Haunt first appears as a translucent image of a large man in plate mail. If the party has not encountered a Haunt before, there is a 75% chance that one of the clerics will “recognize” it as a Specter. It is not, of course, and may not be turned. The Haunt’s former body is shallowly buried in the rubble on the stairs, wearing **+1 BREAST PLATE**, and has a **+1 KEEN LONG SWORD**. The armor is dented and scratched but still in useable condition. It takes 4 minutes to completely unearth the armor.

NOTES:

AREA 49) JERMLAINE COMPLEX

There are a total of 25 Jermlaine in the entire castle. Four posted at Area 23, and 1-12 are in Area 9. From 1-8 Jermlaine are out exploring the surrounding forest, and the remainder are camped here. It is up to the individual DM to keep track of the number and exact location of each, as well as having them fight and defend themselves intelligently.

Two jermlaine guards are posted at Area A. One of these carries a small horn and blows it to announce intruders. Each carries a small spear and has no treasure.

Area B is the storage room and prisoner quarters. Currently it contains nine flasks of oil, six torches, lots of rope and tiny weapons, and the skeleton of an unlucky Sprite. Prisoners small enough to navigate the tunnels are dragged here and stripped naked, to be left in the courtyard at dusk for the Blood Hawks.

Area C is the meeting room. It has several small stools and chairs, as well as a tiny pen filled with newborn mice.

Area D is the living quarters for the Jermlaine. They sleep on stone shelves cut into the walls, much like bunk beds. Scraps of food and straw are strewn about, and each Jermlaine has a few copper coins hidden in its bedding.

JERMLAINE (1-12): 2 Hp's each, ½ HD, Mv: 40 ft., Ac:15 (+2 Size, +3 Dex), Touch: 15, Flat-footed: 12, Tiny Fey, Face: 2 ½ ft., Reach: 0 ft., Att: Diminutive Date +5 Ranged; or Tiny Short Spear -2 Melee, Dam: Diminutive Dart 1-3; or Tiny Short Spear 1-3. **Initiative:** +3 (+3 Dex).

CR: 1/6. **Abilities:** Str: 3, Dex: 17, Con: 8, Int: 8, Wis: 16, Cha: 5. **SQ:** Low Light Vision, Speak with Rats. **Alignment:** Neutral Evil. **Skills:** Animal Empathy: +1, Craft (Trap Making): +3, Hide: +15, Listen: +9, Move Silently: +7, Spot: +9. **Feats:** Alertness. **Saves:** Fort -1, Ref: +5, Will: +5. **Critical:** Diminutive Dart 20/x2, Tiny Short Spear 20/x3. Each is armed with a 9 Diminutive Darts and a Tiny Short Spear. Jermlaine are found on page 131 of the Monster Manual II.

AREA 49) JERMLAINE COMPLEX (Cont)

NORMAL RATS (2-40): 1 Hp each, 1/4 HD, Mv: 15 ft., Climb 15 ft., Swim 15 ft., Ac:14 (+2 Size, +2 Dex), Touch: 14, Flat-Footed: 12, Tiny Animal, Base Attack: +0, Grapple: -12, Space: 2 ½ ft, Reach: 0 ft., Att: Bite +4 Melee, Dam: Bite 1-3 -4 Melee. **Initiative:** +2 (Dex). **CR:** 1/8. **Abilities:** Str: 2, Dex: 15: Con: 10, Int: 2, Wis: 12, Cha: 2. **SQ:** Low-Light Vision, Scent. **Alignment:** Neutral **Skills:** Balance: +10, Climb +12, Hide: +14, Move Silently: +10, Swim: +10. **Feats:** Weapon Finesse (Bite). **Saves:** Fort +2, Ref: +4, Will: +1. **Critical:** Bite 20/x2. Rats are found on page 278 of The Monster Manual.

TREASURE: At the west end of the room is a large unlocked chest that stores the community's wealth. The chest holds 226 cp's, 832 sp's, 108 gp's, and two pink ceramic flasks sealed with wax that contain **POTIONS OF DIMINUTION**.

NOTES:

CAVERN LEVEL

The underground cavern beneath Nol-Daer was once easily accessible from the surface, but cave-ins and erosion have narrowed the entrance to less than 4 feet wide in some portions. The cavern is natural limestone with light-gray stone formations and is fairly damp. Stalactites hang from the ceiling, which ranges from 6 to 40 feet in height.

NOTES:

AREA 50) CAVERN ENTRANCE

As the party searches the perimeter of the castle, they see a large elm tree about 150 feet northeast of the castle.

A rope ladder is tied to the gnarled roots of the tree and descends into the darkness below.

The only practical entrance to the cavern level is a 4 foot diameter hole in the ground, located at the base of a large elm tree 150 feet northeast of the castle. A rope ladder, tied to the gnarled roots of the elm, descends 25 feet into the depths below. At the bottom of the ladder, a narrow earthen passage slopes 15 feet down to the south. Thirty feet along, the passage ends in a ledge overlooking a larger cavern (Area 51). Eight large iron spikes are driven into the ledge here, and they support another rope ladder extending to the floor 35 feet below.

In the castle's former days, this entrance was carefully concealed by traps and illusions. All such defenses have vanished with time, leaving the entrance open to the elements.

NOTES:

AREA 51) SPRIGGAN OUTPOST

This cavern appears to be empty. The ceiling here is about 12 feet tall. At the east end of the cavern is a ledge that drops down about 40 feet and connects to another cavern. Attached to the ledge is a rope ladder that extends to the floor, 40 feet down.

During the night, this section of the cavern is fairly quiet, the loudest sound being the gurgling of a natural spring (Listen DC: 10). During the day, however, the water's noise is covered by the faint echoes of shouts and breaking rocks (Listen DC: 10).

Unless the party is very quiet in Area 50 and while descending the rope ladder, the guard behind the rock at **A** alerts his partner at **B** (Moving Silently at +10), then starts toward Area 55 to notify the Cambion of intruders. The second guard quaffs a **VIAL OF INVISIBILITY POTION**, climbs the wall, and waits for the intruders to pass (hoping for an opportunity to sneak attack one later).

If the party has been extremely quiet and surprises them, the guards assume their Enlarged Form and attack, making as much noise as possible with shouts and catcalls. These guards are two Spriggans.

AREA 51) SPRIGGAN OUTPOST (Cont)

SPRIGGANS NATURAL FORM (2): 29 Hp's each, 5d6+5 HD, Mv: 20 ft., Ac:19 (+2 Size, +4 Dex, +4 Chain-Mail), Touch: 15, Flat-Footed, Small Fey, Base Attack: +2, Grapple: -2, Face: 5 ft., Reach: 5 ft., Att: Short Sword +6 Melee, Dam: Short Sword 1-6. **Initiative:** +9 (+4 Dex, +5 Improved Initiative). **CR:** 3. **Abilities:** Str: 10, Dex: 20, Con: 12, Int: 11, Wis: 9, Cha: 11. **SA:** Sneak Attack, Spell-Like Abilities. **SQ:** Low Light Vision, Size Change. **Alignment:** Chaotic Evil. **Skills:** Climb: +5, Disable Device: +7, Hide: +14, Listen: +6, Move Silently: +10, Open Lock: +12, Slight of Hand: +10. **Feats:** Improved Initiative, Weapon Finesse (Short Sword). **Saves:** Fort +2, Ref: +9, Will: +3. **Critical:** Short Sword 19-20/x2. The Spriggans are armed with a Short Sword and Dressed in a Chain-Shirt. One of the Spriggans has a Short Bow and six +1 **ARROWS** while the other Spriggan has 2 **VIALS OF INVISIBILITY POTION** (Brewed at 6th Level). Spriggans are found on page 162 of the Fiend Folio.

SPRIGGANS ENLARGED FORM (2): 44 Hp's each, 5d6+20 HD, Mv: 30 ft., Ac:16 (-1 Size, +3 Dex, +4 Chain-Mail), Touch: 12, Flat-Footed: 13, Large Fey, Base Attack: +2, Grapple: 10, Face: 10 ft., Reach: 10 ft., Att: Short Sword +6 Melee, Dam: Short Sword 1-8 + 6 Melee. **Initiative:** +7 (+3 Dex, +4 Improved Initiative). **CR:** 3. **Abilities:** Str: 18, Dex: 16, Con: 18, Int: 11, Wis: 9, Cha: 11. **SA:** Sneak Attack, Spell-Like Abilities. **SQ:** Low Light Vision, Size Change. **Alignment:** Chaotic Evil. **Skills:** Climb: +9, Disable Device: +4, Hide: +4, Listen: +6, Move Silently: +8, Open Lock: +10, Slight of Hand: +10. **Feats:** Improved Initiative, Weapon Finesse (Short Sword). **Saves:** Fort +5, Ref: +7, Will: +3. **Critical:** Short Sword 19-20/x2. The Spriggans are armed with a Short Sword and Dressed in a Chain-Shirt. One of the Spriggans has a Short Bow and six +1 **ARROWS** while the other Spriggan has 2 **VIALS OF INVISIBILITY POTION** (Brewed at 6th Level). Spriggans are found on page 162 of the Fiend Folio.

The area marked **B** on the map is where the guards sleep in alternating shifts. It contains a bedroll, a small bench, a table with partially eaten rations, and three empty wineskins. The Spriggans have been told to allow the hermit's sons (now actually disguised Doppelgangers; see Area 11) to pass freely, but to sound the alert when strangers enter the cavern.

Descending the ladder to Area 52 takes two rounds. Note the ambush at Area 52 if the PCs start down the ladder.

NOTES:

AREA 52) AMBUSH

Unless the PCs have somehow succeeded in being silent to this point, there is an ambush waiting for them when they attempt to climb down the rope ladder here. Two Spriggans (1 from Area 51 and 1 from Area 53) take positions behind rock outcroppings in order to fire at the intruders.

AREA 52) AMBUSH (Cont)

SPRIGGANS NATURAL FORM (2): 29 Hp's each, 5d6+5 HD, Mv: 20 ft., Ac:19 (+2 Size, +4 Dex, +4 Chain-Mail), Touch: 15, Flat-Footed, Small Fey, Base Attack: +2, Grapple: -2, Face: 5 ft., Reach: 5 ft., Att: Short Sword +6 Melee, Dam: Short Sword 1-6. **Initiative:** +9 (+4 Dex, +5 Improved Initiative). **CR:** 3. **Abilities:** Str: 10, Dex: 20, Con: 12, Int: 11, Wis: 9, Cha: 11. **SA:** Sneak Attack, Spell-Like Abilities. **SQ:** Low Light Vision, Size Change. **Alignment:** Chaotic Evil. **Skills:** Climb: +5, Disable Device: +7, Hide: +14, Listen: +6, Move Silently: +10, Open Lock: +12, Slight of Hand: +10. **Feats:** Improved Initiative, Weapon Finesse (Short Sword). **Saves:** Fort +2, Ref: +9, Will: +3. **Critical:** Short Sword 19-20/x2. The Spriggans are dressed in a Chain-Shirt. Each also has a Short Bow and six +1 **ARROWS**. One of the Spriggans has a Set of Master Work Thieve's Picks and Tools. Spriggans are found on page 162 of the Fiend Folio.

SPRIGGANS ENLARGED FORM (2): 44 Hp's each, 5d6+20 HD, Mv: 30 ft., Ac:16 (-1 Size, +3 Dex, +4 Chain-Mail), Touch: 12, Flat-Footed: 13, Large Fey, Base Attack: +2, Grapple: 10, Face: 10 ft., Reach: 10 ft., Att: Short Sword +6 Melee, Dam: Short Sword 1-8 + 6 Melee. **Initiative:** +7 (+3 Dex, +4 Improved Initiative). **CR:** 3. **Abilities:** Str: 18, Dex: 16, Con: 18, Int: 11, Wis: 9, Cha: 11. **SA:** Sneak Attack, Spell-Like Abilities. **SQ:** Low Light Vision, Size Change. **Alignment:** Chaotic Evil. **Skills:** Climb: +9, Disable Device: +4, Hide: +4, Listen: +6, Move Silently: +8, Open Lock: +10, Slight of Hand: +10. **Feats:** Improved Initiative, Weapon Finesse (Short Sword). **Saves:** Fort +5, Ref: +7, Will: +3. **Critical:** Short Sword 19-20/x2. The Spriggans are dressed in a Chain-Shirt and armed with a Short Bow, six +1 **ARROWS**, and Short Sword. One of the Spriggans has a Set of Master Work Thieve's Picks and Tools. Spriggans are found on page 162 of the Fiend Folio.

Remember that in climbing down the ladder, a PC turns his back to the attackers, negating any armor class bonus due to a shield or dexterity. Since they are firing from 50% concealment, the Spriggans are likely to be missed 50% of the time. When more than two intruders reach the ground safely, the Spriggans will flee to Area 54.

NOTES:

AREA 53) SPRIGGANS' QUARTERS

This small cavern appears to be a sleeping quarters. In the center of the cavern (where A and B connect) are three chairs sitting around a wooden table. On the table are variety rusty items.

These two small chambers are where the Spriggans spend time when not on guard duty. In the center of the of the cavern (where A and B connect) are three chairs sit around a wooden table taken from the ruins above.

AREA 53) SPRIGGANS' QUARTERS (Cont)

TREASURE: On the table are various rusty instruments of torture (old daggers, knives, etc.). The Spriggans' treasure is in a small chest against the wall, locked with an ornate padlock (Open Lock DC: 30 to open). The chest contains 670 sp's, a small leather pouch, and a silver scroll case. The leather pouch holds 27 gold fillings from dwarf teeth (worth a total of 9 gp's), and the scroll in the case has one Wizard spell, *See Invisibility*, written at the 9th level of spell use.

Area B contains four smelly bedrolls and some soiled and lice-infested dwarven clothing. There is nothing of value here.

NOTES:

AREA 54) MAIN CAVERN

This large open area has the highest ceiling in the entire cave complex, reaching to 40 feet in the center. The floor is littered with broken rocks and dust, and there are hundreds of footprints extending in all directions.

If they hear the PCs coming, the cavern inhabitants are not in the center of this area, preferring to flee into Areas 55, 56, or 57. During working hours, there are 2 Quasit Demons in this area. They have instructions to kill any creature under 5 feet tall attempting to enter area 52. This prevents dwarves from escaping while allowing free passage for others. The Quasits fly to creatures entering this area in order to examine them, but attack only those under 5 feet tall who are trying to leave. If the PCs do not initiate melee, the Quasits won't bother them (until later).

QUASITS (2): 13 Hp's each, 3d8 HD, Mv: 20 ft., fly 50 ft. (Perfect), Ac:18 (+2 Size, +3 Dex, +3 Natural), Touch: 15, Flat-Footed: 15, Tiny Outsider (Chaotic, Extraplanar, Evil), Base Attack: +3, Grapple: -6, Space: 2 ½ ft., Reach: 0 ft., Att: 2 Claws +6 Melee and Bite +3 Melee, Dam: 2 Claws 1-3 - 1 Melee plus Poison and Bite 1-4 -1 Melee. **Initiative:** +7 (+3 Dex, +4 Improved Initiative). **CR:** 2. **Abilities:** Str: 8, Dex: 17, Con: 10, Int: 10, Wis: 12, Cha: 10. **SA:** Poison, Spell-Like Abilities. Anyone clawed by a Quasit must make a Fortitude Save DC: 13 or suffer initial damage of 1-4 Dex points and secondary damage of 2-8 Dex points. **SQ:** Alternate Form, Damage Reduction 5/cold iron, good, Darkvision 60 Ft., Fast Healing 2, Immunity to Poison, Resistance to Fire 10. **Alignment:** Chaotic Evil. **Skills:** Bluff: +6, Diplomacy: +2, Disguise: +0 (+2 acting), Hide: +17, Intimidate: +2, Knowledge Arcana: +6, Listen: +7, Move Silently: +9, Search: +6, Spellcraft: +6, Sport: +6. **Feats:** Improved Initiative, Weapon Finesse (Claw and Bite). **Saves:** Fort +3, Ref: +6, Will: +4. **Critical:** Claw and Bite 20/x2.

Any Spriggans entering this area, when the Quasits are about, to change themselves to enlarged size when attempting to leave. If forced into this area by combat, Spriggans have a 10% chance each to forget to do this if heading back into Area 52 - producing predictable results if a Quasit sees them.

NOTES:

AREA 55) MAC-DAER'S QUARTERS

If any Spriggans have escaped the party, they are hiding here (or in Area 56). There is a low stone wall at point **A** on the map, from behind which Spriggans continue to fire arrows at intruders (using normal arrows when magical arrows are gone). This area is filled with the pungent odor of fresh manure, and PCs' eyes begin to water heavily. The reason for this stench is Area **B**, a natural sinkhole used for discarding bodies and waste materials. The sinkhole extends 60 feet down to a small cavern but contains nothing of interest.

The chamber marked **C** on the map is MacDaer's room. He likes this chamber and says it reminds him of home, probably because of the smell. Against the north wall is a wooden bed with a feather mattress. The large headboard is carved oak and depicts a demonic landscape. The room also contains a large writing desk and a partially finished stone bookcase against the east wall. Scattered about on the desk are papers MacDaer has salvaged from the ruins above faded letters, memos, and instructions - all with little value. On the two finished shelves of the bookcase are several books and an ornately carved bull horn. The horn is non-magical and simply used to wake the dragons when necessary.

All of the books (except for one) are in poor condition and deal with demonology. A few have notes scrawled in their margins, but most of the writing is too smudged to read. If the Mac-Daer has not taken it away with him, one of the books is bound in metal and covered with a thin, red animal skin. This is MacDaer's spell book, containing *Acid Splash*, *Detect Magic*, *Ray of Frost*, *Read Magic*, *Resistance*, *Enlarge Person*, *Hold Portal*, *Identify*, *Protection From Chaos/Evil/Good/Law*, *Magic Missile*, *Sleep*, *Darkness*, *Mirror Image*, *Magic Mouth*, *Rope Trick*, *Stinking Cloud*, *Lightning Bolt*, *Monster Summoning I*, and *Slow*.

When the Mac-Daer is first alerted, he asks his minions to describe the appearance and relative strength of the intruders. If the PCs gain entrance to Area 54, he attempts to summon demonic protection with his amulet. The summoned creatures are 2 Dretch Demons. The Mac-Daer instructs these demons to kill anyone entering the room without his permission. A Dretch Demon's favorite tactic is to cast *Stinking Clouds* at point-blank range, then attack the helpless victims, since the spell does not affect the demons.

DRETCH DEMONS (2): 13 Hp's each, 2d8+4 HD, Mv: 20 ft., Ac:16 (+1 Size, +5 Natural), Touch 11 (+1 Size), Flat-Footed 16 (+1 Size, +5 Natural), Small Outsider (Chaotic, Extraplanar, evil, Tanar'ri), Base Att: +2, Grapple: -1, Space: 5 ft., Reach: 5 ft., Att: 2 Claw +4 Melee and Bite: +2 Melee, Dam: 2 Claws 1-6+1 Melee and Bite 1-4 Melee. **Initiative:** +0. **CR:** 2. **Str:** 12, **Dex:** 10, **Con:** 14, **Int:** 5, **Wis:** 11, **Cha:** 11. **SA:** Spell-like abilities, Summon Tanar'ri. **SQ:** DR 5/Cold Iron or Good, Darkvision 60 ft., Immune to Electricity and Poison, Resistance to Acid 10, Cold 10, and Fire 10, Telepathy 100 ft. **Alignment:** Chaotic Evil. **Skills:** Hide +9, Listen +5, Move Silently: +5, Search +2, Spot +5, Survival: +0 (+2 following tracks). **Feats:** Multiattack. **Saves:** Fort +5, Ref: +3, Will: +3. **Critical:** Claws and Bite 20/x2. Refer to the Monster Manual page 42.

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AREA 55) MAC-DAER'S (Cont)

Mac Daer would much rather let the dragon handle any threat to cavern security (after all, it *is* their cavern). However, if he determines that he may be in any danger whatsoever, MacDaer casts his *Rope Trick* spell and watches from the safety of an extra dimensional space, even if his room is ransacked and his demons are killed. He makes plans to kill the intruders later, perhaps with a *Lightning Bolt* thrown while *Invisible* (one learns tactics early when growing up in the Abyss).

NOTES:

AREA 56) NEW STAIRWAY

This stairway is being excavated by dwarven slaves. During designated work hours, 10 dwarves toil here, slowly building a 15 foot wide, 20 foot high stairway up to the destroyed cellar sections. Almost 30 feet of stairway is already completed.

The dwarven slaves were taken from a local mining camp and are enraged at their captivity but work silently, dwelling upon the apparent hopelessness of their situation. If a strong party of PCs arrives and fights the evil beings in this area, the dwarves spontaneously attack the Spriggans with +1 to hit and damage rolls, fighting to the death. Survivors then join the PCs until they reach the surface, whereupon the dwarves leave for their mining camp. The 10 Dwarves here are the only survivors out of a total of 16 such slaves.

Almost 30 feet of stairway is already completed, and another 20 feet has been roughed out. The dwarves carefully measure the rock, break chunks of it loose with hammers, then slide the debris down a makeshift ramp. The pieces of rock are then carried to area 58, where a new protective wall is being built. Two Spriggans supervise the excavation. During night hours, the Spriggans guard the entrance to Area 57.

SPRIGGANS NATURAL FORM (2): 29 Hp's each, 5d6+5 HD, Mv: 20 ft., Ac:19 (+2 Size, +4 Dex, +4 Chain-Mail), Touch: 15, Flat-Footed, Small Fey, Base Attack: +2, Grapple: -2, Face: 5 ft., Reach: 5 ft., Att: Short Sword +6 Melee, Dam: Short Sword 1-6. **Initiative:** +9 (+4 Dex, +5 Improved Initiative). **CR:** 3. **Abilities:** Str: 10, Dex: 20, Con: 12, Int: 11, Wis: 9, Cha: 11. **SA:** Sneak Attack, Spell-Like Abilities. **SQ:** Low Light Vision, Size Change. **Alignment:** Chaotic Evil. **Skills:** Climb: +5, Disable Device: +7, Hide: +14, Listen: +6, Move Silently: +10, Open Lock: +12, Slight of Hand: +10. **Feats:** Improved Initiative, Weapon Finesse (Short Sword). **Saves:** Fort +2, Ref: +9, Will: +3. **Critical:** Short Sword 19-20/x2. The Spriggans are dressed in a Chain-Shirt. Each also has a Short Bow and six +1 **ARROWS**. One of the Spriggans has a Set of Master Work Thieve's Picks and Tools. Spriggans are found on page 162 of the Fiend Folio.

AREA 56) NEW STAIRWAY (Cont)

SPRIGGANS ENLARGED FORM (2): 44 Hp's each, 5d6+20 HD, Mv: 30 ft., Ac:16 (-1 Size, +3 Dex, +4 Chain-Mail), Touch: 12, Flat-Footed: 13, Large Fey, Base Attack: +2, Grapple: 10, Face: 10 ft., Reach: 10 ft., Att: Short Sword +6 Melee, Dam: Short Sword 1-8 + 6 Melee. **Initiative:** +7 (+3 Dex, +4 Improved Initiative). **CR:** 3. **Abilities:** Str: 18, Dex: 16, Con: 18, Int: 11, Wis: 9, Cha: 11. **SA:** Sneak Attack, Spell-Like Abilities. **SQ:** Low Light Vision, Size Change. **Alignment:** Chaotic Evil. **Skills:** Climb: +9, Disable Device: +4, Hide: +4, Listen: +6, Move Silently: +8, Open Lock: +10, Slight of Hand: +10. **Feats:** Improved Initiative, Weapon Finesse (Short Sword). **Saves:** Fort +5, Ref: +7, Will: +3. **Critical:** Short Sword 19-20/x2. The Spriggans are dressed in a Chain-Shirt and armed with a Short Bow, six +1 **ARROWS**, and Short Sword. One of the Spriggans has a Set of Master Work Thieve's Picks and Tools. Spriggans are found on page 162 of the Fiend Folio.

ENSLAVED DWARVES (10): 6 Hp's each, 1d8+2 HD, Mv: 20 ft., Ac:10, Touch: 10, Flat-Footed: 10, Medium Humanoid (Dwarf), Base Attack: +1, Grapple: +2, Space: 5 ft., Reach: 5 ft., Att: By Weapon +2 Melee, Dam: By Weapon +2 Melee. **Initiative:** +0. **CR:** ½. **Abilities:** Str: 13, Dex: 11, Con: 14, Int: 10, Wis: 9, Cha: 6. **SA:** Dwarf Traits. **SQ:** Darkvision 60 ft., Dwarf Traits. **Alignment:** Lawful Good. **Skills:** Appraise: +2, Craft (Blacksmithing): +2, Craft (Stonemasonry): +2, Listen: +2, Spot: +2. **Feats:** Weapon Focus (Dwarven War Axe). **Saves:** Fort +4, Ref: +0, Will: -1. **Critical:** By Weapon. Dwarves are found on page 91 of the Monster Manual.

NOTES:

AREA 57) SLAVE CHAMBER

This side cave is where the dwarves are kept at night. There is some straw scattered on the ground in the southeast section that serves as bedding. There is nothing of value in the straw, and no dwarves are here at the moment.

Sick or injured Dwarves are allowed two days to recover, then thrown to the Dragons.

NOTES:

AREA 58) LARGE CAVERN

This large cavern shows signs of new construction.

The area on the map between A and C is a new wall the dwarves are building with the rubble from the stairway. The wall is already 20 feet tall.

At Area B on the map, an underground spring of cool, clear water opens into the cave and flows out through a small cave to the east. The flow creates a draft that pulls fresh air into the cave. The pool and spring hide nothing of value and contain only a few blind cave fish.

AREA 58) LARGE CAVERN (Cont)

This section of the cavern serves as the lair for a pair of black dragons. The Female Dragon (Wee-Nar-Sa) was badly injured in a cave-in and is recovering slowly. The Male Dragon (Vaylinn) is in excellent health, however, and often lies at the location marked A in order to observe the cavern's daily activities.

If attacked, Vaylinn breathes twice and moves into melee. Wee-Nar-Sa spends most of her time sleeping in Area C, but is awakened by any noise.

VERY OLD BLACK DRAGONS (Vaylinn and Wee-Nar-Sa): 350 Hp's for Vaylinn and 200 Hp's for Wee-Nar-Sa, 28d12+168 HD, Mv: 60 ft., Swim: 60 ft., Fly 150 ft. (Poor), Ac:35 (-2 Size, +27 Natural), Touch: 8, Flat-Footed: 15, Huge Dragon (Water), Base Attack: +28, Grapple: +46, Space: 15 ft., Reach: 10 ft (15 w.Bite), Att: Bite +36 Melee, 2 Claws: +36 Melee, 2 Wing Buffs: +36 Melee, Tail Slap: +36 Melee, Dam: Bite: 2-16 +10 Melee, 2 Claws: 2-12 + 10 Melee, 2 Wing Buffs: 1-8 +13 Melee, Tail Slap: 2-12 +10 Melee. **Initiative:** +4 (+4 Improved Initiative). **CR:** 23. **Abilities:** Str: 31, Dex: 10, Con: 23, Int: 16, Wis: 17, Cha: 16. **SA:** Frightful Presence, 270 foot Radius, DC: 27, Immune to Acid Attacks, Water Breathing, *Darkness* (120 foot Radius) 3/Day, *Corrupt Water* (Will Save DC: 27) Range 27 feet 1/Day, *Insect Plague* 3/day, *Charm Reptiles* 1/Day, Breath Weapon. Breath Weapon (Su): Able to breath a line of Acid that delivers 18 d4 damage Reflex save DC: 30 for half damage. **SQ:** Dark Vision 120 ft., Low-Light Vision, **DR:** 15/Magic, **SR:**23. **Skills:** Concentration: +17, Decipher Script: +18, Knowledge Arcana: +18, Knowledge Religion: +18, Knowledge The Planes: +18, Listen: +18, Search: +18, Speak Language: (Any reasonable language), Spellcraft: +18, Spot: +18, Use Magic Device: +18. **Feats:** Alertness (1st), Blind Fighting (3rd), Power Attack (6th), Cleave (9th), Flyby Attack (12th), Hover (15th), Improved Initiative (18th), Snatch (21st), Wingover (24th), Improved Natural Attack (Claw) (27th) Dodge. **Saves:** Fort +28, Ref: +20, Will: +25. **Critical:** Bite, Claw, Wings, and Tail Slap 20/x2. Vaylinn and Wee-Nar-Sa have the spell casting capability of an 9th level Sorcerers and has the following spells and spell slot available:

Known Spells:

0 Level (8): *Acid Splash, Daze, Detect Magic, Message, Open/Close, Prestidigitation, Read Magic, Resistance*

1st Level (5): *Color Spray, Magic Missile, Shield, Sleep, Summon Monster I*

2nd Level (4): *False Life, Mirror Image, Scorching Ray, Web*

3rd Level (3): *Displacement, Lightning Bolt, Protection from Energy*

4th Level (2): *Dimension Door, Stone Skin*

Spell Slots:

0 Level (6) (DC: 13):

1st Level (7) (DC: 14):

2nd Level (7) (DC: 15): *False Life

3rd Level (7) (DC: 16): *Displacement

4th Level (4)(DC: 17): *Stone Skin

*Spells Already Cast before combat starts.

AREA 58) LARGE CAVERN (Cont)

Section C is the dragons' lair. Unlike most dragon caves, this area is extremely well kept — no messy corpses or loose coins strewn about. Since the dragons have a ready supply of house-keepers, they often order the dwarves to sweep the floor or count the coins in one of the chests (again).

TREASURE: The dragons' treasure is contained in two large crates and five chests. The first crate contains two tower shields and a **+2 HEAVY SHIELD** made of a mithral-steel alloy with a roaring lion tooled on the front. This crate also holds a suit of man-size chain mail, a dwarf-size suit of splinted mail, and a man-size suit of **+1 FULL PLATE**. The second crate contains seven suits of dwarven leather armor, a **+1 SPEAR**, and **16 +1 ARROWS**. A large oak chest holds 3,450 sp's and 5,868 gp's. Another wooden chest is filled with 2,497 cp's, 2,115 sp's, and 432 gp's. The third chest is iron and holds 3,400 sp's and 6,300 gp's. The fourth chest is also iron but has silver trim on the corners and handles. It contains three items carefully wrapped in cloth. The first is an old ivory scroll case that contains a **SCROLL w/ Cure Light Wounds Mass**, and **Bull's Strength Mass** (written at 13th level). The second is a silver comb with a carved dragon's head handle set with a ruby for the eye (1,015 gp value). The third is a harp with an ivory inlaid bridge and two tiny aquamarine eyes (100 gp each) on the carved wolf's head at the peak of the instrument. The harp has 36 strings and produces beautiful music. It is constructed of an unknown wood and does not radiate magic (worth 500 gp's, or up to 2,000 gp's to a bard). The last chest is made of red enameled iron with gold trim. It contains two **POTIONS OF CURE SERIOUS WOUNDS** (Brewed at 13th Level) and 25 gems. These include four deep-green pieces of jade (100 gp value each), 10 red-and-white banded sardonyxes (worth 50 gp's each), six blue-and-brown jaspers (45 gp value each), and five black hematites (6 gp value each).

NOTES:

DEMARA'S DUNGEON

CLEARING THE PASSAGE

Clearing the remaining rock and dirt from the corridor will take 400 man hours (10 PC or NPCs about a week). After the party has been digging for about 3 days, have the group roll a 20 sided dice. The die roll means nothing. On the 3rd day of digging an Umber Hulk will come to investigate the noise and attack.

UMBER HULK (1): 75 Hp's, 8d8 +35 HD, Mv: 20 ft., 20 ft. (Burrow), Ac:18 (-1 Size, +1 Dex, +8 Natural), Touch: 10, Flat-Footed: 17, Large Aberration, Base Attack: +6, Grapple: +16, Space: 10 ft., Reach: 10 ft., Att: 2 Claws +11 Melee and Bite +9 Melee, Dam: 2 Claw: 2-8 +6 Melee and Bite 2-16 +3 Melee. **Initiative:** +1 (+1 Dex). **CR:** 7. **Abilities:** Str: 23, Dex: 13, Con: 19, Int: 11, Wis: 11, Cha: 13. **SA:** Confusing Gaze (Su): Confusion as the spell, 30 ft., range, caster level 8, Will save DC: 15 negates. The save DCs are Charisma based. **SQ:** Darkvision: 60 ft, Tremorsense 60 ft. Saves: Fort: +8, Ref: +3, Will: +6. **Alignment:** Chaotic Evil. **Skills:** Climb: +12, Jump: +5, Listen: +11. **Feats:** Great Fortitude, Toughness. **Critical:** Claws and Bite 20/x2. Umber Hulks are found on page 248 of the Monster Manual.

Once the rock and dirt has been cleared away, the party will see a set of stairs leading down.

NOTES:

T1) PIT TRAP

This reference marks the location of a 60 foot deep pit trap. Anyone falling into the pit will take 20d6 Hp's damage. Filling the bottom of the pit is a Gelatinous Cube monster.

GELATINOUS CUBE (1): 54 Hp's, 4d10+32 HD, Mv:15 ft., Ac: 3 (-2 Size, -5 Dex), Touch: 3, Flat-Footed: 3, Huge Ooze, Base Attack: +3, Grapple: +11, Space: 15 ft., Reach: 10 ft., Att: Slam +3 1elee, Dam: 1-6 +1 Melee plus 1-6 Acid. **CR:** 4. **Abilities:** Str: 12, Dex: 1, Con: 11, Int: -, Wis: 1, Cha: 1. **SQ:** Blindsight 30 ft., Cold and Fire Immunity, Camouflage, Ooze. **SA:** Improved Grab, Acid, Corrosion, Constrict. **Alignment:** Neutral. **Saves:** Fort +1, Ref: -4, Will: -4. Inside the cube are 11 cp's, 12 sp's, 3 gp's, 2 pp's, and a **VIAL OF CURE LIGHT WOUNDS POTION** (Brewed at 5th Level). Gelatinous Cubes are found on page 202 of the Monster Manual.

NOTES:

CAVERN 59) STRANGE CAVERN

As the party approaches this area they will see a large cavern that littered with various sized stalagmites that are made from some type of metallic material. These stalagmites range in height from 5 to 10 ft. and are 3 to 6 ft. in diameter.

CAVERN 59) STRANGE CAVERN (Cont)

The stalagmites contain deposits of lodestone and are magnetic. Any character carrying metallic items will find the items drawn to the stalagmites. Those coming within 5 ft. of a stalagmite must make a strength check DC:15 or have the item stuck to a stalagmite. The real problem with the stalagmites is that they contain an inert electrical charge that is just waiting to be set into motion. Any metallic object that comes in contact with a stalagmite will set the electrical charge in motion. The first such charge will inflict 2d6 Hp's damage to the character holding the object. A Reflex save DC: 22 will indicate the only 1d6 Hp's damage was sustained. A failed saving throw will mean the electrical charge has successfully arced to another stalagmite. The electrical charge will rebound the next round and be amplified by a factor of two. There is a 25% chance that the discharge will arc to a character, requiring another Reflex save or the process will repeat; each time the charge doubling in strength. This poses some devastating possibilities.

NOTES:

AREA 60) DEADY ALCOVES

As the party approaches this area, they will see a set of alcoves. Standing in the alcoves is a set of stone statues that resemble powerful warriors. As the party approaches, the statues animate and block their path.

The two statues are Stone Golems which are under order to attack anyone who attempts to pass without saying the phrase : "*Demara the Enchantress*".

STONE GOLEMS (2): 138 Hp's, 14d10 +30 HD, Mv: 20 ft., Ac:26 (-1 Size, -1 Dex, +18 Natural), Touch 8, Flat-Footed: 26, Large Construct, Base Attack: +10, Grapple: +23, Space:10 ft., Reach: 10 ft., Att: 2 Slams +18 Melee, Dam: 2-20 +9 Melee. **Initiative**: -1 (-1 Dex). **CR**: 11. **Abilities**: Str: 29 Dex: 9, Con: -, Int: -, Wis: 11, Cha: 1. **SA**: Slow. **SQ**: Construct Traits, Damage Reduction 10/Adamantine, Darkvision: 60 ft, Immunity to Magic, Low-Light Vision. **Alignment**: Neutral. **Saves**: Fort +4, Ref: +3, Will: +4. **Critical**: Slam 20/x2. Stone Golems are found on page 136 of the Monster Manual.

NOTES:

The Ruins of Nol-Daer

AREA 60) DEMARA'S LAB

The door to this room is made of wood reinforced with iron and it is locked. Once the door is opened, the party will see a facility designed for various purposes related to the study and practice of magic. The room has one central table made of stone. Laying on the table is the headless body.

In the far corner of the room is a swirling tornado of water that splashes and gurgles.

In the northeast corner of the room is a writing desk with a small silver chest setting on it. Standing next to the desk, apparently pulling away from the chest is a woman encased in an amber shell. The walls are lined with wooden counters and cabinets. Setting on one of the counter tops is a small glass jar that flashes with the likeness of flame.

The cabinets are not locked, and contain various chemical compounds and supplies in glass or earthen containers. There are forty such containers.

In the northwest corner of the room is a statue of some type of demonic creature.

The door to this room is a strong wooden door is locked (DC of the lock is 25) and closed with an *Arcane Lock* spell which brings the DC for opening the door to 35 if the lock is not picked or 25 if the lock is picked.

BODY: The body is that of half fiend, probably about 6 foot 6 inches in height one would guess. The body has no wounds except of course, it is missing its head. The body appears to be freshly slain except, its chest raises and falls as if it is taking in breath (Spot DC: 10 to detect this). The body on the table marks the last of Demara's experiments. If a head is placed on the body's stump, the body will graft to the head and the being will come to life; an experiment that is not entirely successful and could have repercussions if a PC attempts the graft.

The statue of the demon is actually a Stone Guardian which is programmed to attack if the lab is ransacked; thus, the party can look, but not touch.

PULVERIZER (1): 16 Hp's, 3d10 HD, Mv:40 ft., Ac:21 (+11 Natural), Touch: 10, Flat-Footed: 21, Medium-Sized Construct, Base Attack: +5, Grapple: +7, Space: 5 ft., Reach: 5 ft., Att: Slam +7 Melee, Dam: Slam 1-6 +5 Melee. **Initiative:** +0. **CR:** 3. Str: 21, Dex: 11, Con: -, Int: -, Wis: 9, Cha: 4. **SA:** Sonic Shriek (**Ex**): Once per round as a Standard Action, a Pulverizer can loose a cone of Sonic Energy 30 ft. long. Everything within the cone takes 1-8 Hp's of Sonic damage. In addition, every creature within the cone that fails a DC: 13 Fortitude save is Stunned for 1 round (This incorporates a + 5 racial bonus to the save DC). **SQ:** Blindsight 40 ft, Construct Traits, Unreliable. **Saves:** Fort +1, Ref: +1, Will: +0. **Critical:** Slam 20/ x2. Pulverizers are found on page 27 of the Monster Manual II.

CONTAINERS:

- | | |
|-----------------------------|-------------------------------|
| 1. Sand, white | 2. Water, brackish |
| 3. Salt, mineral | 4. Sulphur |
| 5. Wood chips, pine | 6. Herbs, garlic |
| 7. Vinegar, red | 8. Tree sap (hardened), maple |
| 9. Coal | 10. Crushed stone, shale |
| 11. Metal filings, iron | 12. Blood, Red Dragon |
| 13. Dung (hardened), canine | 14. Wine, white |

AREA 60) DEMARA'S LAB (Cont)

CONTAINERS (Cont):

15. Twelve Juniper Berries: each berry will cure 1-4 Hp's of damage, possibly bringing the victim back to conscienceless, or at least out of a coma. If eaten within 2 rounds after being poisoned, Juniper berries add a non-cumulative +1 to the victim's saving throw.
16. Fungus powder, mushroom 17. Oil, petroleum
 18. Insect bodies, beetles 19. Bone powder, human
 20. Spice, Clove 21. Dried Flies
22. Four ounces of bog moss: If an injury is bound with this moss, the victim will heal 25% more quickly. That is, lost hit points will be regained at the rate of 4 for every 3 days of rest. The dressing must be changed after 3 days and replaced with new bog moss. Each dressing will require 2 ounces of bog moss.
23. Crushed hematite: This powder will detect as magical. If it is sprinkled over a fighter's head, it will function as a **Vial of Heroism** potion. There is only enough for one use in this jar.

WRITING DESK: The writing desk is made of ornately carved walnut and has a value of 500 gp's. The desk has a single locked center drawer. The center drawer is locked (Demara has the key) and protected with an *Electrical Glyph of Warding* (cast at 18th level). Once the drawer is opened the party will find 100 sheets of parchment, 4 ink wells sealed with wax. Each ink well contains enough magical ink to scribe 25 spell levels. This may be used to place spells in a spellbook or to create scrolls.

GLASS JAR: The glass jar on the shelf is magical in nature and contains a trapped Fire Elemental. If the command word is spoken and the jar is opened, the Fire Elemental will obey the instruction of the person holding the jar. If the jar is broken or opened without speaking the command word, the Fire Elemental will attack the person closest to the jar. It should be noted that the jar is a one use item, once the Fire Elemental has fulfilled his instructions, the magic is broken and it is freed.

FIRE ELEMENTAL (1): 60 Hp's, 8d8+24 HD, Mv: 50 ft., Ac: 18 (-1 Size, +5 Dex, +4 Natural), Touch: 14, Flat-Footed: 13, Large Fire Elemental, Large Elemental (Fire), Base Attack: +6, Grapple: 12, Space: 10 ft., Reach: 10 ft., Att: 2 Slams +10 Melee, Dam: 2-12 +2 Melee plus 2-12 Hp's Fire. **Initiative:** +9 (+5 Dex, +4 Improved Initiative). **CR:** 5. **Abilities:** Str:14 Dex: 21, Con: 16, Int:6-, Wis: 11, Cha: 11. Alignment: Neutral. **SA:** Burn. **SQ:** Damage Reduction 5/-, Darkvision 60 ft., Elemental Traits, Immune to Fire, Vulnerable to Cold. **Skills:** Listen +5, Spot +6. **Feats:** Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (Slam).

Critical: Slam 20/x2. Fire Elementals are found on page 99 of the Monster Manual.

AMBER ENCASE FEMALE: The person encase in amber is Demara, who unsuspectedly triggered a Sepia Snake Sigil Glyph while attempting to open the small chest on the table. If freed she will be grateful to the tune of 5,000 gp's. For more details on Demara, refer to the NPC Rooster.

AREA 60) WIZARD'S WORKROOM (Cont)

WATER TORNADO: The Water Tornado is a portal to the Elemental Plane of Water. Anyone touching the tornado must make a Reflex save DC 15 or be sucked through the portal to the Elemental Plane of Water. This means death for anyone who cannot breath water.

Demara's treasure is contained in a huge magical chest called froth from the nether world by the phrase "*From the nether realm I call thee hence, come to me my magic chest*". The chest contains two large shields (Viking kite shield type) and a shield + 2 made of a mithral-steel alloy with a roaring lion tooled on the front, a suit of man-size chain mail, a dwarf-size suit of splinted mail, a man-size suit of plate mail +1, seven suits of dwarven leather armor, a spear +1, and 16 arrows +1, 3,450 sp's, 5,368 gp's, 2,497 cp's, 2,115 sp, 853 gp's, 3,400 sp's, 6,300 gp's, an old ivory scroll case that contains a scroll of **PROTECTION FROM LYCANTHROPES**, a silver comb with a carved dragon's head handle set with a ruby for the eye (1,015 gp value), a harp with an ivory inlaid bridge and two tiny aquamarine eyes (100 gp each) on the carved wolf's head at the peak of the instrument. The harp has 36 strings and produces beautiful music. It is constructed of an unknown wood and does not radiate magic (worth 500 gp, or up to 2,000 gp to a bard). The last chest is made of red enameled iron with gold trim. It contains two potions of extra healing and 25 gems. These include four deep-green pieces of jade (100 gp each), 10 red-and-white banded sardonyxes (worth 50 gp each), six blue-and-brown jaspers (45 gp each), and five black hematites (6 gp each). **RING OF CLUMSINESS**, a **STAFF OF FIRE** (23 Charges), a **VIAL OF GASEOUS FORM POTION**, a **+1 SCARAB OF PROTECTION** (1 charge), and a **SCROLL w/ Knock, Tongues, Minor Globe of Invulnerability, Wall of Ice, Stone to Flesh, Charm Plants, Symbol of Fear**.

NOTES:

CONCLUDING THE ADVENTURE

The majority of the monsters present at the ruins will tend to stay or return there unless destroyed or met with overwhelming force. The intelligent monsters will tend to stick together in a roving, ill-commanded band for a short time if driven away. Some of these monsters may turn up in later adventures as minor encounters, though their previous knowledge of the PCs could prove helpful to the PCs' enemies.

The most dangerous foes are the dragon and MacDaer. The dragon wants his freedom, and if given such will eventually come to terrorize the countryside in the manner that dragons are wont to do. MacDaer is a trickier and more dangerous opponent, as he may eventually return to harass or destroy the PCs, given half a chance. He still wishes to become more powerful and may eventually forge an army of monsters to do his bidding, should he decide to stay on the Prime Material plane and gain temporal power.

Should MacDaer's plans to excavate his mother's laboratory go uninterrupted, he will reach the lab three weeks after the PCs arrive at Nol-Daer. The laboratory contains many sorts of powerful magical devices that MacDaer can use himself, as well as his mother's spell books, which were designed for an 18th-level magic-user (Demara's- final level). At the DM's option, some of these magical devices may increase MacDaer's spell-casting and spell-storing abilities, making him a much more dangerous and versatile foe (e.g., a *Ring of Spell-storing*, *Libram of Ineffable Damnation*, *Book of Infinite Spells*, etc).

Nothing is known of Demara's fate, but it is possible that either her skeleton or her living body in some magical suspended animation) is still within the laboratory. PCs who finish MacDaer's excavation may have some unpleasant surprises waiting for them in the lab.

NOTES:

...for it came to pass that we fled for the city of Amaroath; it was there we would make our final stand. I did see a Great Forge carried by the dwarves, a Balance carried Halflings, a Bow from the elves, and the Star of mankind.... and it was he, the man of eagle vestment and lighting came who forth to guard the Star.... she held the secrets of mithral and fire and knew them well, she stepped forth to guard the Forge... and they departed in sorrow... we knew them as friends...



MacDaer appears human, except for vestigial horns, misshapen ears, and glowing red eyes. He is a 7th-level Rogue and a 5th-level Wizard. He also owns several magical items which he keeps on his person at all times. At his waist, MacDaer carries a **SCROLL PROTECTION FROM BREATH WEAPONS** in a silver case (5 gp value), and a **VIAL INVISIBILITY POTION**. He wears **BRACERS OF ARMOR +6**, a **RING OF PROTECTION +1**, and at all times wears an **AMULET OF THE ABYSS** (see New Magical Items). Although he carries a normal dagger, his weapon of preference is his intelligent **+2 SHORT SWORD**. An unusual sword, with an intelligence of 15 and the ability to speak the Demon tongue, it can *Detect Evil/Good*. and *Invisible Objects* in a 10 foot radius and *Detects Sloping Passages* in a 30 foot radius. It has an ego rating of 6. Since it was forged in the Abyss, it is aligned to Chaotic Evil. Anyone of a different alignment who touches the sword suffers 6 Hp damage every time any portion of the sword is touched. If MacDaer is reduced to fewer than 7 Hp's, the sword either continues the fight (50% chance), causes itself to drop from his

grasp (25% chance), or forces MacDaer to seek out a more powerful owner and relinquish the sword (25% chance).

MACDAER (1): 105 Hp's, 7d8 (Cambion) plus 7d6+7 HD (7th Level Rogue) plus 5d4+5 (5th Level Wizard), Mv: 30 ft., Ac:23 (+3 Dex, +3 Natural, +6 **Bracers of Armor**, +1 **Ring of Protection**), Touch: 20, Flat-Footed: 20, Space: 5 ft., Reach: 5 ft., Att: +2 **Short Sword** +14 / +9 Melee, Dam: +2 **Short Sword**: 1-6 +6 Melee. **Initiative**: +7 (+3 Dex, +4 Improved Initiative). **CR**: 13. **Abilities**: Str: 19, Dex: 16, Con: 15, Int: 16, Wis: 8, Cha: 14. **SA**: Trap Finding, Evasion, Trap Sense +2, Uncanny Dodge, Sneak Attack Damage: +4d6. **SQ**: Aura of Retribution, **DR**: 5/Silver, Fast Healing: 5, Outsider Traits, **SR**: 13, Tanar'ri Traits. **Alignment**: Chaotic Evil. **Skills**: Balance: +14, Climb: +15, Concentration: +11, Disable Device: +13, Hide: +18, Knowledge The Planes: +12, Listen: +19, Move Silently: +13, Open Lock: +13, Search: +13, Sense Motive: +3, Slight of Hand: +14, Spellcraft: +10, Spot: +10, Tumble: +12. **Feats**: Acrobatic (Rogue 1st), Alertness (Rogue 3rd), Brew Potion (Wizard 5th Bonus), Improved Initiative (Wizard 2nd), Quicken Spell (Wizard 5th), Scribe Scroll (Wizard 1st Bonus), Summon Familiar (Wizard 1st Bonus), Toughness (x2 Cambion), Weapon Focus (Short Sword, Rogue 6th). **Saves**: Fort +5, Ref: +9, Will: +4. **Critical**: Short Sword 19-20/x2.

MacDaer (Cont)

MacDaer's Spell Book:

0 Level: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Poison, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

1st Level: Enlarge Person, Hold Portal, Identify, Protection From Chaos/Evil/Good/Law, Magic Missile, Sleep

2nd level: Darkness, Mirror Image, Magic Mouth, Rope Trick

3rd Level: Stinking Cloud, Lightning Bolt, Monster Summoning I, Slow.

MacDaer has the following spells in memory:

0-Level (4): Acid Splash, Detect Magic, Ray of Frost, Resistance

1st Level (3): Identify, Magic Missile (x2)

2nd Level (2): Rope Trick, Mirror Image

3rd Level (1): Lightning Bolt

DEMARA LICH (1): 74 Hp's, 18d12 HD, Mv: 30 ft., Ac:29 (+3 Dex, +5 Natural, +7 **Bracers of Armor**, +2 **Ring of Protection**), Touch: 15, Flat-Footed: 26, Space: 5 ft., Reach: 5 ft., Att: 2 Touches +12 Melee and +8 Melee, Dam: 2 Touches 1-8 +9 Melee and Paralysis. **Initiative**: +8 (+4 Dex, +4 Improved Initiative). **CR**: 13. **Abilities**: Str: 17, Dex: 18, Con: 16, Int: 45, Wis: 13, Cha: 45. **SA**: Damaging Touch, Fear Aura, Paralyzing Touch. The Will save against Demara's Fear Aura, and Damaging Touch, and the Fortitude Save against the Paralyzing Touch, have a DC: 36. **SQ**: Darkvision: 60 ft., Undead, +4 Turn Resistance, Damage Reduction 15/+1, Immunities. **Alignment**: Lawful Evil. **Skills**: Concentration: +40, Hide: +40, Knowledge (Arcana) +40, Listen: +40, Move Silently: +20, Scry: +40, Sense Motive: +40, Spell Craft: +40, Spot: +40. **Feats**: Combat Casting, Quicken Spell, Improved Initiative, Silent Spell, Spell Focus (Evocation), Still Spell, Toughness. **Saves**: Fort +8, Ref: +12, Will: +15. Demara is wearing a set of **BRACERS OF ARMOR** +7, a +2 **CLOAK OF RESISTANCE** a +2 **RING OF PROTECTION**, and carries a **WAND OF ICE STORMS** with 33 charges. Demara has a *Stone Skin* spell in effect, *Contingency* spell in effect (If I enter melee combat a *Fire Shield* Type B will come up). The save DC against Demara's spells is DC 27 + spell level. She has the following spells in memory:

0 Level (9): Acid Splash, Arcane Mark, Dangling Lights, Daze, Flare, Ghost Sound, Prestidigitation, Ray of Frost, Read Magic.

1st Level (9): Animate Rope, Comprehend Languages, Disguise Self, Identify, Mage Armor, Magic Missile (x2), Shield, True Strike.

2nd Level (8): Alter Self, Arcane Lock, Blur, Flaming Sphere, Melf's Acid Arrow (x2), Resist Energy, See Invisibility

3rd Level (8): Clairaudience/Clairvoyance, Fireball, Dispel Magic Lesser, Gaseous Form, Lightning Bolt, Magic Circle Against Good, Protection from Energy, Slow

4th Level (8): Arcane Eye, Bestow Curse, Detect Scrying, Dimension Door, Fire Shield, Globe of Invulnerability, Ice Storm, Improved Invisibility

5th Level (8): Bigby's Interposing Hand, Break Enchantment, Cone of Cold, Contact Other Plane, Dismissal, Dominate Person, Feeblemind, Teleport

6th Level (7): Analyze Dweomer, Anti-Magic Field, Chain Lightning, Create Undead, Dispel Magic Greater, Legend Lore, Shadow Walk

7th Level (7): Arcane Sight Greater, Finger of Death, Forcecage, Hold Person Mass, Plane Shift, Prismatic Spray, Spell Turning

8th Level (7): Create Greater Undead, Dimensional Block, Discern Location, Horrid Wilting, Polar Ray, Protection from Spells, Temporal Stasis

9th Level (5): Foresight, Power Word Kill, Time Stop, Soul Bind, Wail of the Banshee

Amulet of the Abyss

On the Prime Material plane, an *Amulet of the Abyss* is indeed rare, but it is an item commonly worn by honored guests when traveling through certain layers of the Abyss. The amulet consists of a 36" silver chain from which hangs a disk of tooled adamantite about 3" in diameter. Some type of identifying mark is placed on the amulet's front, and its back is inscribed (in the demon tongue) with the name of the wearer and the areas to which he is allowed access. The amulet in this adventure bears the image of a long sword grasped by a tentacle (MacDaer's assigned symbol). The amulet radiates magic and a strong aura of evil.

The amulet enables the wearer to summon demonic aid twice per day. At the wearer's option, it may summon 1-6 Manes or 1-2 Dretch Demons. All summoning is done indirectly through Arzial a demon baron serving under Graz'zt. and is subject to possible denial. If approved, the summoned creatures serve without question and remain for 3-18 hours or until dismissed. The summoning requires 1-8 rounds, depending on the speed of the baron's answer. The summoning may be performed only by evil persons with knowledge of the correct phrasing and demon names. Any neutral PC attempting to summon creatures suffers 1-10 Hp's damage per attempt. Any PC of good alignment suffers 3-24 Hp's damage, and there is a 10% chance of attracting the attention of Arzial. The amulet may be used to communicate with Arzial directly, once per month, with two questions per contact. The answers received are not always correct, and Arzial dislikes frequent contact.

GP Sale Value: 6,000

Gordon's Magic Ring

Gordon's magic ring can be both a blessing and a curse to its owner. Sages disagree as to the origin of the ring, but all feel that it has abilities not yet revealed. Levaissa of Enstad, in her much acclaimed *Treatise on Mystical Rings*, links the origin of the ring to an unnamed demigod who enjoyed toying with the jives of mortal men. Arrivas of Greyhawk, on the other hand, feels that the ring was once a powerful magical ring but was damaged by a *Curse*.

This magical item appears to be a finely tooled gold ring with a human face carved on one side. The eyes of the ring are tiny red garnets (40 gp value each). On the inside of the band, the name "Gordon of Red Falcon" is inscribed in elvish script. The ring radiates magic but does not detect as good or evil. The intensity of the magic detected is always dim, and the type of magic can never be determined. *Identify* spells cast on the ring always reveal false powers.

Gordon's magic ring can speak Elvish, Gnome, Dwarvish, Halfling, Thieves' Cant, Hill Giant, Ogrish, and the Common Tongue. It can even change the features on its carved face to smile, frown, grimace, etc. It has the power to *Levitate* its wearer, at 12th level of spell use. It is not a living entity, but it does display exceptional cleverness for a magical item (role-play as if it had an intelligence rating of 10). It is very friendly, even to known enemies, and strikes up a conversation whenever possible.

Sounds like a nice ring? It would be, except that the ring is a habitual liar. Always craving more adventure, it promises the world but never delivers. For example, it once belonged to a Halfling who had unfortunately been captured by a Troll. The poor Halfling, critically injured and bound, sat awaiting a horrible fate in the Troll's filthy lair when the ring proudly announced that it was a *Ring of Wishes*. "I wish I was back at home then," cried the hair-foot, "and that I had never crossed this stupid bridge." The ring chanted a few impressive-sounding words, closed its glowing red eyes, and even sweated a little. "Oops," it said. "I must have already used up that ability for this month. Anything else I could do?"

Although the ring claims to be able to do almost anything, if in danger of being destroyed or removed it may actually levitate the wearer (20% chance), whether that action helps or not. It never levitates on command, however, claiming it doesn't remember how to activate that particular ability.

The ring is cursed so that it can only be easily removed from dead creatures. A PC wishing to be rid of the ring, once put on, must have a *Silence* spell thrown on the ring, followed by *Dispel Magic* and *Remove Curse*. The ring saves as a 12th-level fighter and operates at the 12th-level of magic-use. Of course, if the adventurer dies, the ring comes off easily.

GP Sale Value: 2,000



Visual Aid. Hobgoblin (Area 3).



Visual Aid. Assassin Vine (Area 6).



Visual Aid. Gargoyle (Area 8).



Visual Aid. Jermlaine (Area 9).



Visual Aid. Doppelganger (Area 11).



Visual Aid. Yellow Musk Creeper (Area 16).



Visual Aid. Violet Fungi (Area 17).



Visual Aid. Allip (Area 27).



Visual Aid. Troll (Room 30).



Visual Aid. Black Troll (Area 30).



Visual Aid. Death Dog (Area 31).



Visual Aid. Skeleton (Area 32).



Visual Aid. Ghoul (Area 35).



Visual Aid. Blood Hawk (Area 40).



Visual Aid. Wraith (Area 47).



Visual Aid. Shadow (Area 47).



Visual Aid. Umber Hulk.



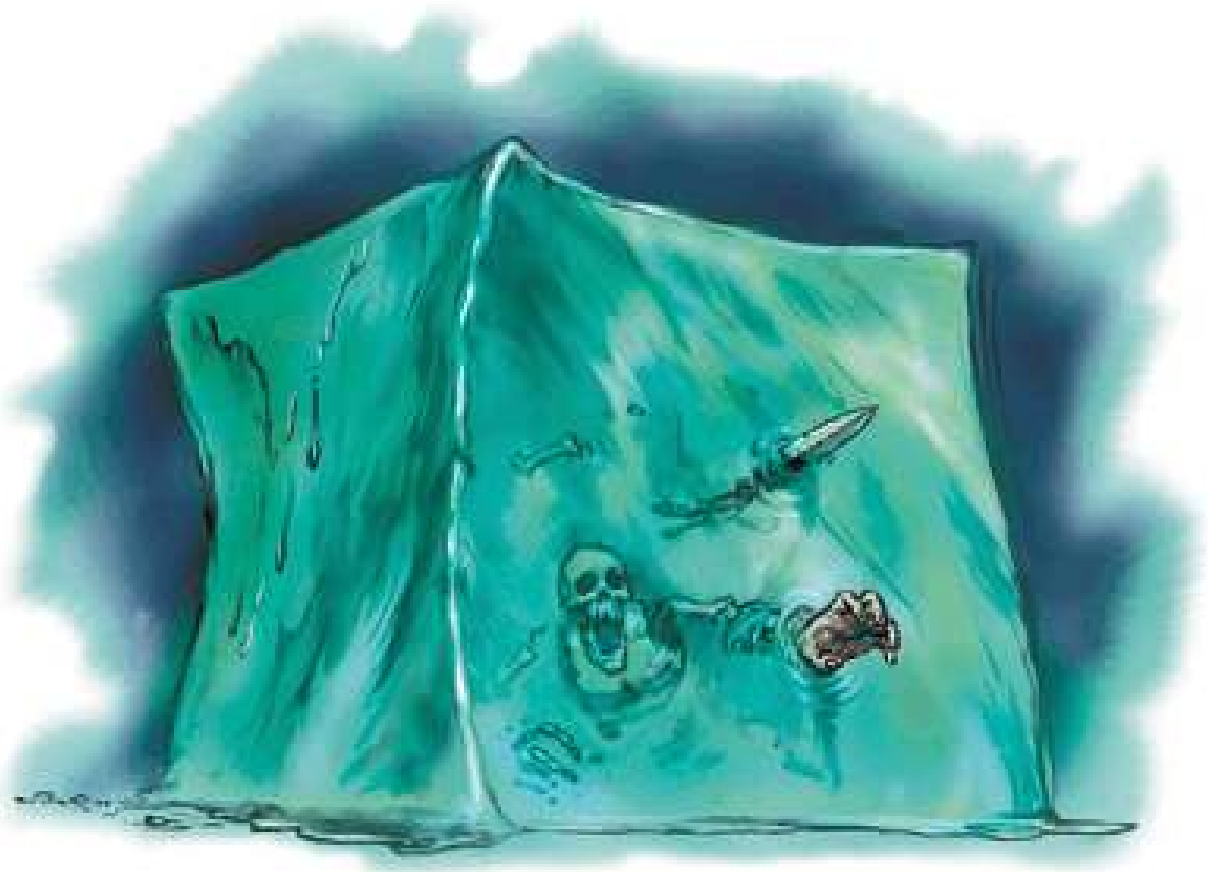
Visual Aid. Hill Dwarf Salve (Area 57).



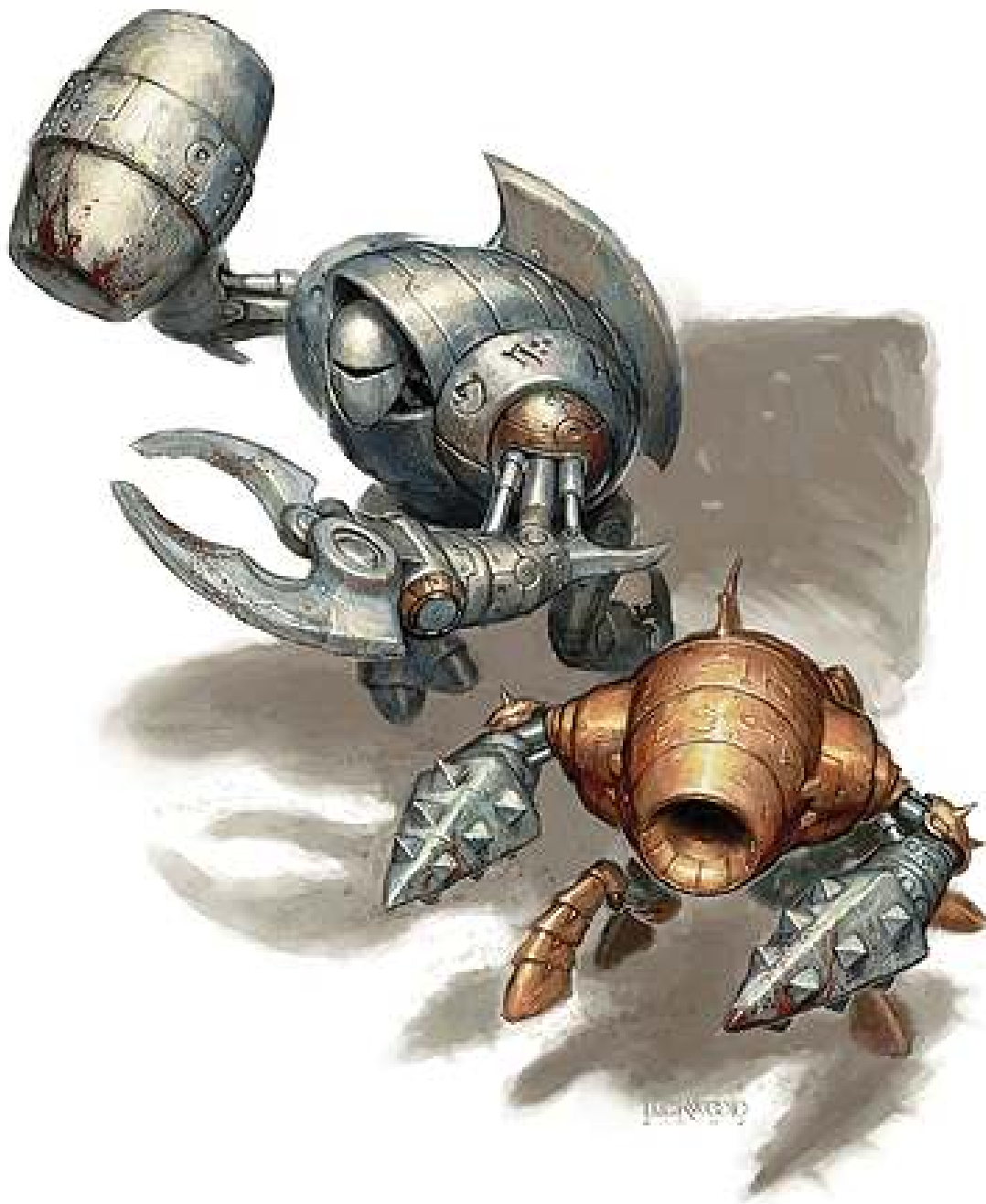
Visual Aid. Black Dragon (Area 58).



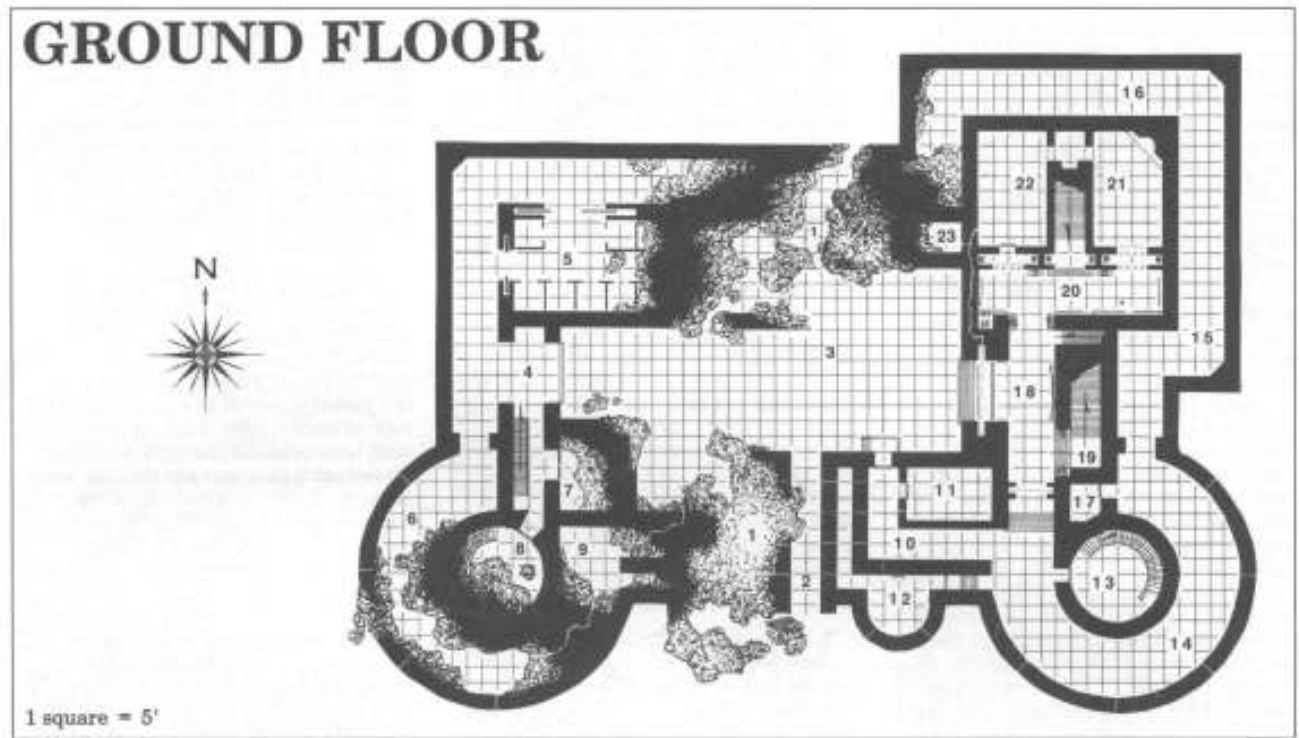
Visual Aid. Demara Lich (Area 60).



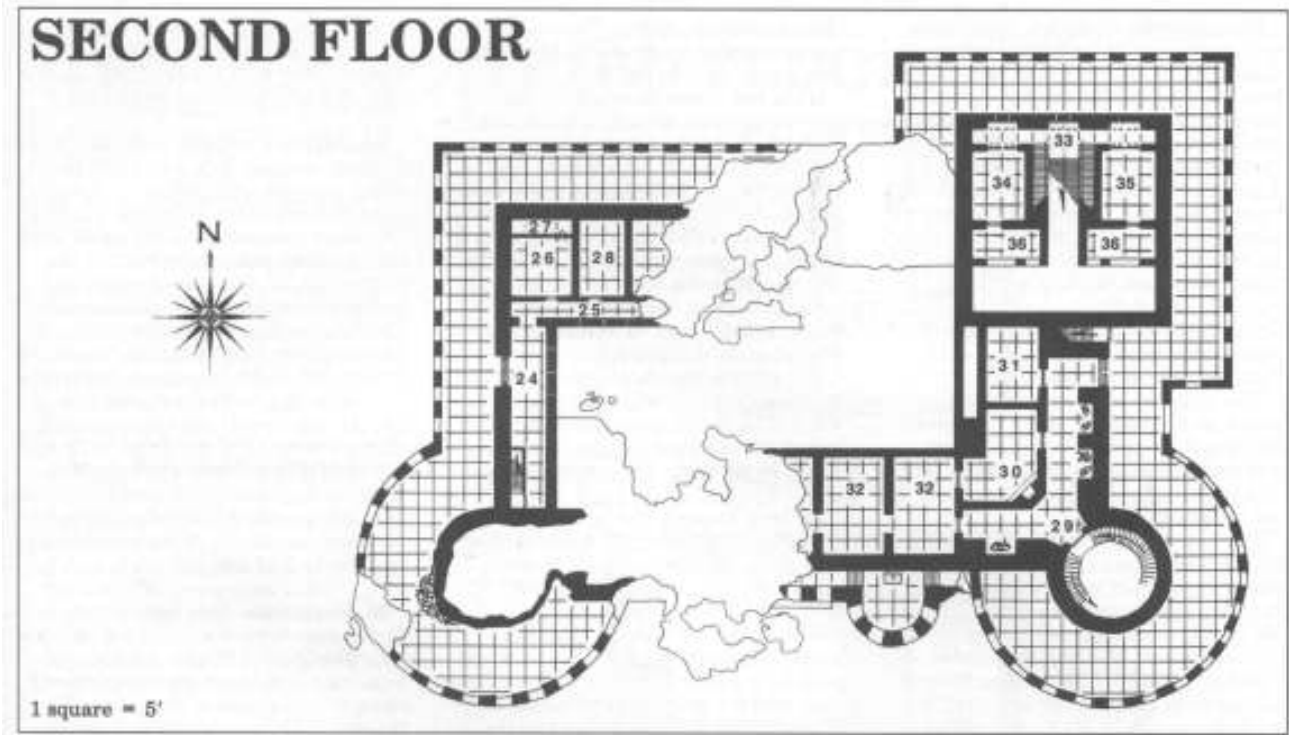
Visual Aid Gelatinous Cube.



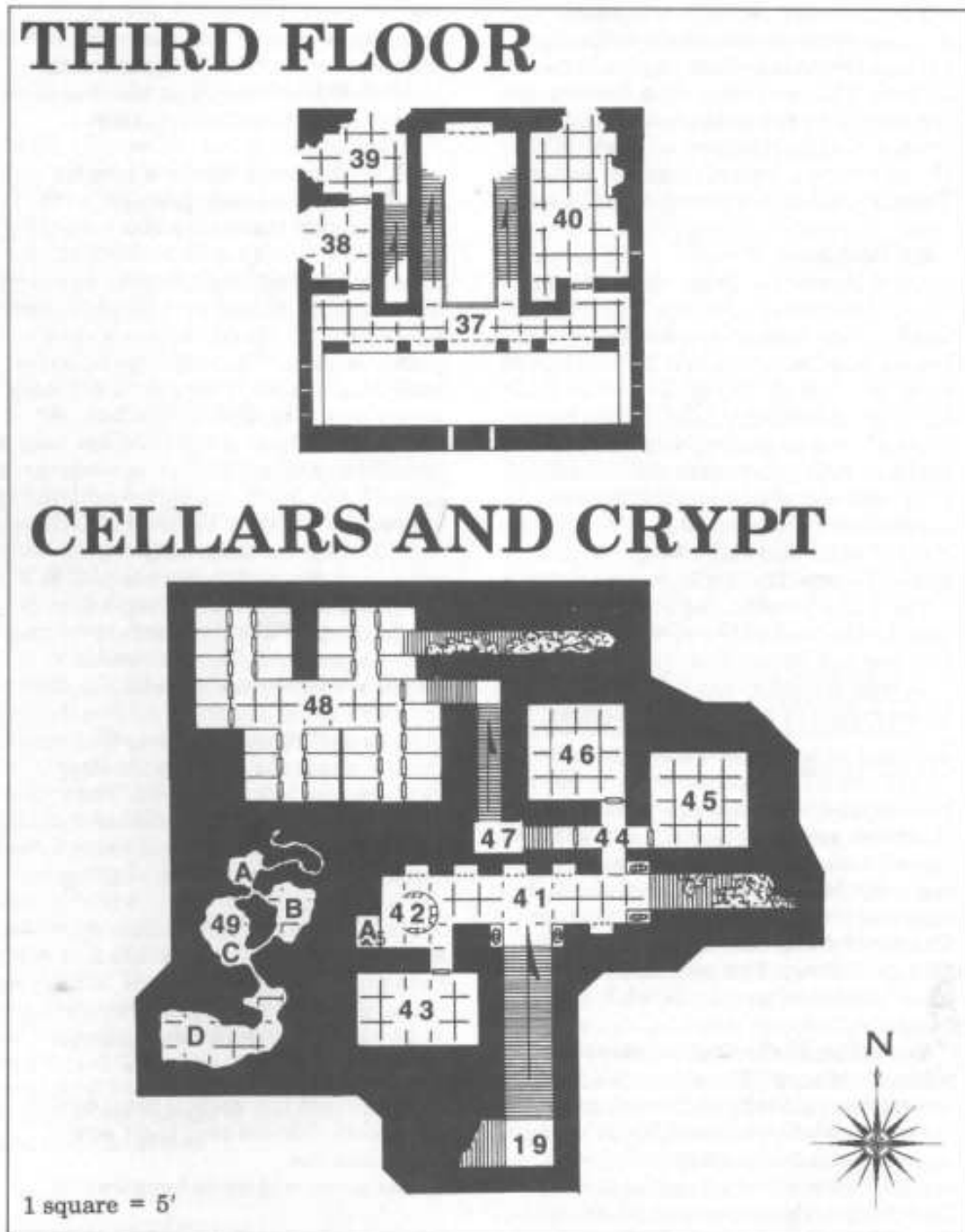
Visual Aid. Pulverizer (Area 60).



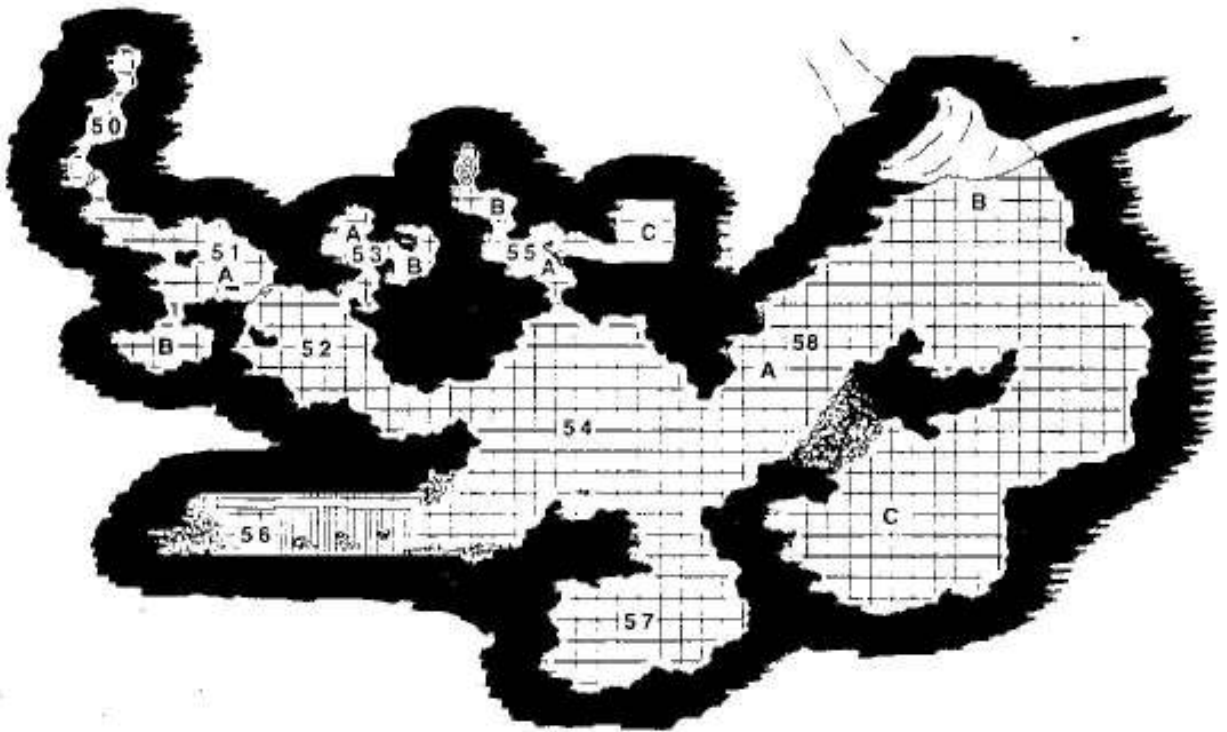
Ruins of Nol-Daer Ground Floor.



Ruins of Nol-Daer Second Level.



Ruins of Nol-Daer Third Floor and Cellar and Crypt.



Ruins of Nol-Daer Cellar Level.

Demara the Enchantress

*From the nether realm I call thee hence,
come to me my magic chest.*

Looking to Hire

A band of brave, trustworthy, and resourceful adventurers to search the Nol-Daer's family estate to find last surviving Nol-Daer family member. Willing to pay up to 1,000 gp's for information confirming the fate of Grimior who was last seen 29 years ago on his way to the ruins of the Nol-Daer castle. See the Plexico Burress estate office in the city of Badwall for more information.

Plexico Burress

Special Encounters

HALF-ORC LEADER (Grunt): 31 Hp's, 3rd level fighter, Mv: 20 ft (Banded-Mail); base 30 ft., Ac:19 (+6 Banded-Mail, +1 Dex, +2 Shield), Att: Long Sword +8 melee, Dam:1-8 Long Sword +4, Initiative: +8 (+4 Dex, +4 Improved Initiative). **CR:** 2 (600 Xp's). Str:19, Dex: 18, Con: 16, Int: 12, Wis: 12, Cha: 8. **SQ:** Darkvision: 60 ft. **Skills:** Listen: +2, Spot: +2. **Feats:** Improved Initiative, Weapon Focus (Long Sword), Combat Reflexes. **Saves:** Fort +3, Ref: +1, Will: +0. **Critical:** 20, x3. Grunt is dressed in a suit of Banded-Mail, and Large Wooden Shield and is armed with a Master Work Long Sword and a dagger. Grunt carries 1-6 gp's as treasure. Total Xp's for this encounter 600 Xp's.

SHADOWS (1-4): 19 Hp's each, Initiative: +2 (Dex), Mv:30 ft. fly 40 ft., Ac:13 (+2 Dex, +1 Deflection), Att: incorporeal touch +3 melee, Dam: incorporeal touch temporary 1-6 strength. **CR:** 3 (900 Xp's each). Str: --, Dex: 14, Con: --, Int: 6, Wis: 12, Cha: 13. **SQ:** Undead, incorporeal, +2 turn resistance, Darkvision: 60 ft. **SA:** Strength damage, create spawn. **Skills:** Hide: +8, Intuit Direction: +5, Listen: +7, Spot: +7. **Feats:** Dodge.

VARGOUILLE (2-5): 6 Hp's each, 1d8+1 HD, Mv: 30 ft. (Good), Ac:12 (+1 Size, +1 Dex), Att: Bite +1 Melee, Dam: Bite 1-4 plus Poison, Initiative: +1 (+1 Dex). **CR:** 2 (600 Xp's each). Str: 10, Dex: 13, Con: 12, Int: 5, Wis: 12, Cha: 8. **SA:** Shriek, Kiss, Poison. Anyone who hears a Vargouille Shriek (with 60 ft.) must make a Fortitude save DC 12 or be paralyzed for 2-8 rounds. Anyone Kissed by a Vargouille must make a Fortitude save DC 15 or turn into a Vargouille in 24 hours. Anyone Bit by a Vargouille must make a Fortitude save DC 12 or be unable to heal the damage caused by its bite until a Neutralize Poison or a Heal spell is placed on them. **SQ:** Darkvision: 60 ft. **Skills:** Hide: +9, Intimidate: +3, Listen: +5, Move Silently: +5, Spot: +5. **Feats:** Weapon Finesse (Bite). **Saves:** Fort +3, Ref: +3, Will: +3.

GHASTS (2-5): 26 Hp's each, Initiative: +2, Mv:30 ft., Ac:16 (+2 Dex, +4 Natural), Att: bite +4 melee, 2 claws +1 melee, Dam: bite 1-8 +1, claws 1-4 and paralysis. **CR:** 3 (300 Xp's each). Str: 13, Dex: 15, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ:** Undead, +2 turn resistance, Darkvision: 60 ft. **SA:** Anyone struck must make a Fortitude save (DC 15) or be paralyzed for 1-6 +4 minutes. **Skills:** Climb: +6, Escape Artist: +8, Hide: +8, Intuit Direction: +3, Jump: +6, Listen: +8, Move Silently: +7, Search: +6, Spot: +8. **Feats:** Multi-attack, Weapon Focus (bite). **Saves:** Fort +0, Ref: +2, Will: +5.

FIRE BEETLES (2-5): 5 Hp's each, Initiative +0, Mv: 30 ft., Ac:16 (+1 size, +5 natural), Att: bite +1 melee, Dam:2-8. **CR:** 1 (300 Xp's each). Str: 10, Dex: 11, Con: 11, Int: --, Wis: 10, Cha: 7. **SQ:** Darkvision: 60 ft. **Skills:** Climb: +4, Listen: +3, Spot: +3.

BUGBEARS (4): 18 Hp's each, Mv:30 ft., Ac:20 (+1 Dex, +3 Natural, +4 Chain Shirt, +2 Large Wooden Shield), Att:1 Morning Star +4, Dam: 1-8 +2. **CR:** 2 (300 Xp's each). Str: 15, Dex: 12, Con: 13, Int: 10, Wis: 10, Cha: 9. **SQ:** Darkvision: 60 ft. **Skills:** Climb: +2, Hide: +3, Listen: +3, Move Silently: +6, Spot: +3. **Feats:** Alertness. **Saves:** Fort +2, Ref: +4, Will: +1. Each is dressed in a chain shirt, large shields, and helmet. Each carries a morning star. Each has 2-8 gp's as treasure.