



The Steadfast Shield

By Caz Granberg

An OGL Beginner Level Adventure for Four to Six Characters

An Animalball Game
www.animalball.com

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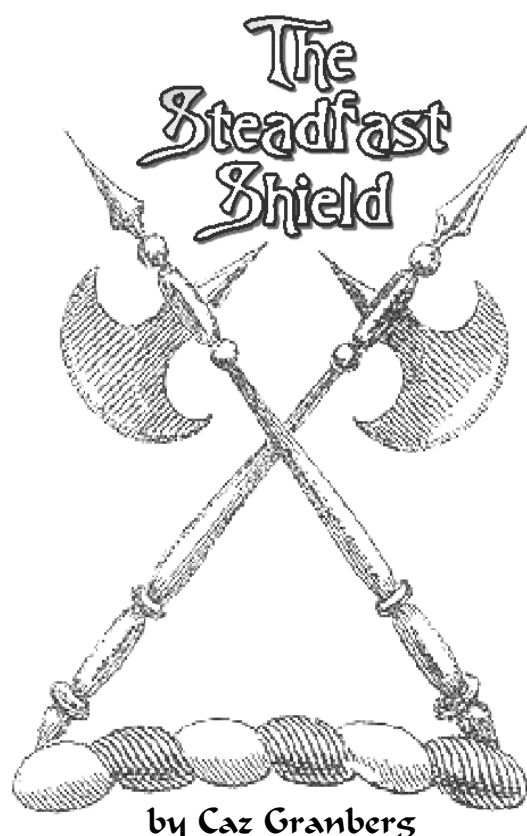
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*All that stands between a vast horde of the undead and the sleepy towns and defenseless farms of Tuvines is an ancient abjuration. Now, a powerful evil is on the verge of undoing that magical seal, flooding the world of the living in a nightmare tide of rotting flesh and malign magic. Worse, people all over the countryside quake with fear and hide behind locked doors as cannibal shadows stalk human prey. Can you and your companions discover the secrets of *the Steadfast Shield* before it's too late?*

Many thanks to the following folks who provided invaluable support and encouragement: Barb - there's never going to be a way to say "Thank You" enough for everything you've given me. John - thanks for table time at Dragon's Lair and free Mountain Dews. Eric - thanks for dropping the kids game in my lap. Kyle and Mike - thank you for the great opportunity that is Animalball. Pegasus Games - thanks for table time at Oddcon 2003.

—CAZ

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INTRODUCTION

Secrets deep within the abandoned temple are about to come lurching into the sunlight. The undead have a new master who needs only find the Ruby Key to unleash an ancient army of evil, dooming the people of Keaswauk County. The village of Tuvines is plagued with troubles. The harvest rots on the vine, as the people now fear to go out doors. Foul things that bay like dogs gone mad spirit away young men and women. Dark-shadowed forms are about, terrifying the good people of Tuvines and stirring up who knows what sort of mischief.

This adventure is designed to be an introduction to Dungeons and Dragons. It takes place at a holy temple, long ago abandoned. The temple is large enough that several different groups of creatures have come to call it 'home'. The encounter levels range from 1 to 6, providing ample challenge to parties from 2nd to 4th level. A well-balanced party has the best chance of success in the *Steadfast Shield*. The undead figure prominently in the lower level, so it would be advisable for the GM to 'bone up' on the uses of channeling positive and negative energy, as well as the specific monsters presented there.

Steadfast Shield is a site-based adventure with events spreading over two or perhaps three days. The adventurers should have ample clues as to the temple's location and be able to travel there in a short amount of time, as it is only a day's foot march up the valley and then a climb of an hour up the valley. The temple is another two miles back from the edge of the valley in a forest of open woods.

Two threatening groups now inhabit the ruined temple. Krassahk and his gnolls have moved into the upper floors. They use it as something like a clubhouse, storing their treasures and their slaves and not caring for what is left of the grandness of the temple. The gnolls are dangerous, and are the major nuisance to the people of Tuvines. Putting Krassahk and the other gnolls to the sword without finding out about the catacombs leaves the rest of the story untold. It also means the successes of the characters will be short-lived. Zossaz has the powers and the relics necessary to open the Ruby Gate. Unless stopped, he will have a huge army of zombie troops. Therefore, it is important for you as the Dungeon Master to get them to explore the second level of the *Steadfast Shield*.

There are no major plot twists, only a careful doling out of information on what actually lies beneath the ground at the temple. That being said, the Ruby Key is nearly as dangerous as Zossaz. If the party should keep it, grave consequences are sure to follow.

Finally, even though this is an introductory module, there are a few complicated events that can arise during the game. One example is the sleeping gnolls in Area 11 (New Digs). The sidebars and the tactics descriptions are there to help you tell the story and work with the rules of the game. Read through the module once or twice before running it, just so your players won't be able to throw you any major curves after the dice start rolling.

Any text surrounded in a box like this one can be read aloud to your players or paraphrased giving them a cursory description of their surroundings.

ADVENTURE BACKGROUND

Centuries ago, the priests of Cuthael built the *Steadfast Shield* to protect and keep secret the Ruby Gate. The magic that became the Gate

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tipped the scales in a great and desperate war, trapping vast ranks of undead soldiers and their Necromantic battle-lord. The clerics who lived and worshipped here believed most strongly in protecting the good people of Michevon. They took in and cared for those in need and defended against marauding necromancers and their legions of the undead. Over one hundred years ago, this area was the scene of many battles as a huge horde of Orcs invaded from the East. During this time, the temple was assaulted and subsequently abandoned, the priests and other defenders taking many of the objects of value with them.

Of late some most unsavory elements have moved into the temple and made it their home. More than a month ago a small pack of gnolls, led by Krasshak, have taken to the upper floor and now live a fairly easy life hunting the livestock, and hiding their tracks with Krasshak's *dust of tracelessness*. They are, if anything, even lazier than normal. They expect no attacks from any of the nearby towns or authorities. They have kidnapped seven people, and feasted magnificently on three of them. The other four, including Brynalda, daughter of Lukas Gundred, remain in their clutches.

Within the past week an evil cleric, Zossaz, arrived here, following an old map stolen from the grave of a fell necromancer. He has been up to no good in the lands to the West. Three weeks ago, he and his undead minions sacked the dwarven community Tollummarsh Holt, stealing many pounds of gold coins and a large number of crossbows for his skeletal archers. He has come here to release the army of undead that he had discovered in researching old histories of the area. Under cover of night, he and his undead companion Thog have traveled to Tuvines to purchase supplies and search the graves nearby to fill

out the ranks of his forces and find the Ruby Key.

PLOT HOOKS

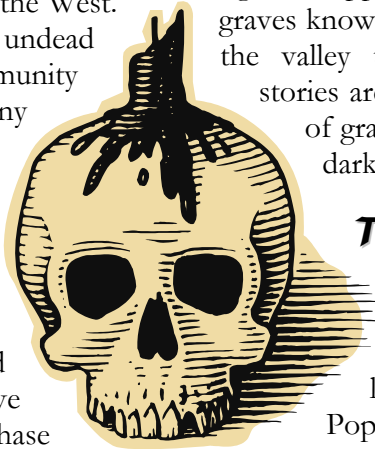
One of the characters comes into possession of an old map pointing to a 'treasure of rubies'. The map is largely wrong, but does show the location of the *Steadfast Shield*.

The livestock have suffered terrible predation. Corpses of goats and cows are found with massive bite marks in them, but no tracks are ever found. The local magnates have offered a reward of 25 gp and expenses to put an end to these attacks.

A force of the undead sacked the dwarven community of Tollummarsh Holt three weeks ago and stole a large cache of gold coins and weapons. Dwarven characters may want to hunt down whoever did this, to avenge their slain brethren.

The old mendicant of Cuthael has heard stories of his Order in the area; they speak of a powerful bastion of well-armed clerics and fighting men. This region was torn by wars several generations ago, leaving many buildings half-demolished and abandoned.

The cemetery near the temple of Aurallo has been desecrated, the oldest burial plots dug up and their contents torn asunder. The same thing has happened to a number of very old graves known as the "Dead Soldiers" along the valley trail to the north. Villagers' stories are vague, but most tell of a pair of graverobbers, working only in the dark of night.



THE VILLAGE OF TUVINES

Conventional; AL CG; 200gp limit; Assets 8,000gp; Population 800 adults; Integrated (human 584 [73%], halfling 64 [8%], elf 64 [8%], dwarf 40 [5%], half elf 24 [3%],

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gnome 16 [2%], half-orc 8 [1%]). Authority Figures: Mayor Landro Cloudstalker, male human Mnk-4/Brd-3, Captain Roek Chaldann male half-elf War-5. Important characters: Tarsh Gorshaws male half-orc Ftr-5 (innkeeper), Lukas Gundred male Com-8 (magnate and vintner), Sister Kushael female human Clr-2 (Priestess of Aurallo), Jules Hunt male halfling Com-4 (tavernkeeper), Tyrvar Truesmote male dwarf Exp-6 (glassbower), Hegtham the Wanderer male human Clr-1 (Mendicant of Cuthael).

Passing by the large green building just out of town, you see that Tuvines is not the welcoming place you had been led to believe. The scent of burning charcoal mixed with hints of powerful liquor surrounds your party as you move closer. It seems this once peaceful village is girding for battle.

A dozen or so guards in poorly maintained studded leather walk post behind a barrier of stiles. The sound of many voices fills the air above the thud and rip of hammers and saws. There are strident voices clamoring for attention and aid. Everyone seems depressed or desperate, as if they have no hope of rescue or survival.

Tuvines is a village of vintners and distillers who depend on the wide valley to the north for their grapes. Large farmsteads within a couple of hours wagon-ride all have expansive well-cultured fields and herds that provide foodstuffs as well as grain for other forms of alcohol. It has been a warm, welcoming place until the recent disappearances and rumors of destruction to the west. The people here, like all over the counties, are rather staid and placid. There are twenty buildings of any real merit surrounding the hill where Tuvines Hall stands. There had been no defenses, save the gaol attached to the Hall and a few watch posts along the Wistrade road and the Vintners' Way. The stiles are a recent addition after Brynalda was taken. About half of the structures are well-maintained masonry

that is hundreds of years old. The rest are simple wood-frame buildings. That includes the massive charcoal-fired distillery at the southern edge of town.

A) Sarah Curl's General Store

The Woodcurls are a family of gnomes who have lived in Tuvines for the past five generations. The General Store is a strangely built affair with many of the back areas inaccessible to medium-sized beings. Twelve of the gnomes in town are Woodcurls and they produce many of the goods sold here. Their matriarch, Sarah, is a good-hearted tradeswoman who, while having a keen eye for value, will happily trade goods for services. She has all of the basic goods for adventurers, such as tools and preserved foods, and has a decent stock of alchemical devices.

B) Inn of the Two-Headed Giant

This rambling set of three buildings is built into the low hill at the center of town. It has a large taproom with a second floor, a well-stocked kitchen and rooms for as many as 40 guests. Tarsh Gorshaws, the half-orc innkeeper and former adventurer, is a popular citizen of Tuvines – he holds many large feasts on the lawn sheltered by the Inn.

C) Tuvines Hall

At the top of the hill is the Mayor's Hall. This strongly built structure is both Mayor Landro Cloudstalker's home and the center of his influence. The Captain of the Guard's gaol is attached to the west side, away from the Inn of the Two-Headed Giant. The main meeting hall is a long affair, with alcoves for the various offices of town. Landro has personal apartments on the second floor.

D) Vintners' Warehouse

By far the largest structure in town, this stone and wood building is where the various wines and spirits are stored and aged. There is a full cavernous basement beneath the main floor

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and two stories of storage for casks and tuns above ground. Everything about this building speaks of age and exacting construction.

E) Tyrvar's Forges

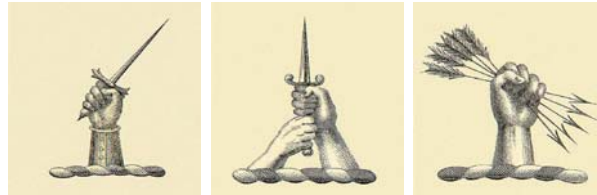
Tyrvar Truesmote and a few tough-skinned humans create most of the new glass, brass and steel the town uses. Not far from the distillery, the forges are almost always wreathed in a pall of smoke. The coopers and wainrights also use these workshops. Tyrvar has a large selection of steel weapons and chainmail in addition to the carts, wagons, barrels and bottles made here.

F) Bar of the Everful Cup

At the northern edge of town sits this tavern built of timber and slate. Jules Hunt runs a quiet, intimate place where one can conduct business in private. Many of the richer farmers choose to do business here with the trading companies, rather than on their own farms. The one interesting feature of the building is the series of three-foot high rails running around the walls of the rooms. Too narrow for human feet, the halfling uses them to move quickly from room to room.

G) Aurallic Temple

There is a small, but well-tended circle of stones with a golden sundial for Sister Kushael to perform her daily rites. Her home is not far away. The wooden structure boasts one unique feature – a large and well-appointed leaded glass window in the east wall, designed to frame the morning sun each day.



TEMPLE RUINS

Temple Features

Doors - Unless otherwise noted, these are good wooden doors (Hardness 5, hp 15, Break DC 16)

Walls - Unless otherwise noted, the walls are simple masonry (Hardness 8, hp 90, Break DC 35, Climb DC 15)

Broken Walls (areas 1, 2, 3, 4, & 14) - as walls above, but only standing 2 to 4 feet in height

The structure slumps in an overgrown clearing. Tumbled masonry and weathered timbers frame the three darkened passages leading into the structure. Everywhere are the signs of wear on such a remote building. The rear dome that once rose proudly above has been partially demolished, with perhaps a quarter of that structure open to the sky. Chunks of marble are strewn as far away as a quarter-mile. There are signs of old fire-pits and garbage all about.

Numbered Encounters

1) Broken Stones [EL 1]

There remains still a large portion of wall, perhaps eight feet by three feet high. Behind it are large chunks of what must have been walls or cornices. You hear some strange animalistic calls a moment or two before a man-like creature rises out of cover to ambush you and your party with a flight of arrows.

One of the gnolls has been posted here to keep an eye on anything that might come from Tuvines. He has a well-sheltered position, hidden behind a section of wall that is still intact (Spot DC 18). He is equipped with scale armor, a longbow, ten arrows, 2

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javelins and a heavy mace. He has a pouch at his hip containing 25 gp. The entire area is littered with rubble and makes for unstable footing (Balance DC 14 to run or charge through it, each square counts as double.)

Tactics: The gnoll is eager to prove his worth (and hopefully get off watchgnoll detail), he will attack those he feels he can defeat. If he feels the strength of the enemy is too great, he will begin to bay - A successful Wilderness Lore DC 12 determines the nature of the baying. When attacking, he will use the cover of the rubble and trees to pick at opponents with his arrows and javelins.

Development: The first gnoll that will respond to this call is from room 13. This gnoll, like all the others, knows how many humans are still alive (four), and how many gnolls there are (six).

Gnoll Scout (1): CR 1; medium monstrous humanoid; HD 2d8+2; hp 11; Init 0, Speed 20' (4 squares); AC 15, Touch 10, Flat Footed 15; Base Attack/Grapple +1/+3; Ranged Longbow 100' +1 (d8/x3 or Javelin 20' +1 d6+2/x2; Melee Heavy Mace +3 d8+2/x2; Space/Reach 5'/5'; Saves: Fort. +4, Ref 0, Will 0; AL CE; SQ 60' Darkvision; Skills: Listen +2, Spot +3; Feat: Power Attack.

2) Stirge Lair [EL 4]

Standing tall in what must have once been a wide entranceway is a thickly-boled young oak tree. The ground below is peppered with shards of white along with various pieces of masonry and wooden rubble. At the edge of your hearing, there's a constant, thrumming drone from somewhere up in the branches.

Tactics: A large flock of stirges (DC 18 to spot) has claimed the central tree as its home. A pair patrols the area regularly, and if any creature approaches within forty feet, they will fly from cover to investigate. At any given time, there are at least two stirges in the nest, most likely engorged after a feeding. If the tree, and therefore the nest, is disturbed in any

way, all stirges present will attack. There is a 1 in 4 chance each round that the hunting stirges will return.

Treasure: In the rubble just to the north of the tree is a weather-worn locked wooden chest (DC 13 Search check to find, Open Locks DC 22, Hardness 4, HP 11, Break DC 21) with two five pound silver ingots that are worth 50gp.

Stirges (6): CR ½; tiny magic beast; HD 1d10; hp 10, 10, 9, 6, 5, 3; Init +4; Speed 10'/40' fly (8 squares); AC 16, Touch 16, Flat Footed 12; Base Attack/Grapple +1/-11 (+1 when attached); Melee Attach +7 touch (attach); Space/Reach 2½'/0'; Saves: Fort +2, Ref +6, Will +1; AL N; SA Attach, Blood Drain; SQ 60' Darkvision, Low Light Vision; Skills: Hide +14, Listen +4, Spot +4; Feats: Alertness, Weapon Finesse (Touch).

Attach (ex): The stirge loses its Dex bonus to AC (AC 12) and gains a +12 racial bonus to grapple checks.

Blood Drain (ex): If the stirge begins its round attached to a living victim, it automatically drains blood and does d4 Con damage. After draining 4 points of Con, it detaches and retreats.

3) Slimed Remains

While exposed above and all about, the remains of this room are still surrounded by low (3 foot) walls. There are a number of marble benches and the whole floor is made of granite. Thick, slimy moss covers everything.

This place was once a steam bath, the copper pipes are still intact and there are two large cisterns filled with moss, innocuous slime and foul smelling water.

4) The Hall of Days [EL 1]

Five large tables dominate this room. The tables are made of oak and have brass fittings. They have survived, partially exposed to the

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elements for fifty or more years. The room is littered with forest refuse. At the southern end there are signs of several campfires. Things lurch in the gloom away from the sun's light. A pair of dwarf-like zombies plated in damaged armor stomp into the sunlight to crush you to death.

The roof in this room is mostly intact, but is partially exposed to the elements at the south end where the area is strewn with detritus and shattered stone, making it unstable footing.

Tactics: Two crudely-armored zombies mindlessly patrol this area, attacking anything larger than a squirrel, save the gnolls and Zossaz.

Development: The gnoll from area (1) can retreat here and continue his ranged assault on the characters.

Development: The skeletons in area (5) will join in if they hear combat from this area. Assume they have a -2 penalty to listen checks.

Dwarf Zombies (2): CR 1/2*; medium undead; HD 2d12+3; hp 15, 13; Init -1; Speed 20' (4 squares, can't run); AC 16, Touch 9, Flat Footed 16; Base Attack/Grapple +1/+2; Melee Slam +2 (d6+1/x2); Space/Reach 5'/5'; AL NE; SQ Darkvision 60', Damage Reduction 5/Slashing, Single Actions Only, Undead Traits; Saves: Fort 0, Ref -1, Will +3; Feat: Toughness.

5) Kitchen [EL 1]

There are counters and cabinets running the perimeter of this room. Smashed detritus is all around, and smells faintly of cooking spices. In addition, there are three large ovens, now long cold, along the west wall, and two scum-filled sinks on the east. The central cook-pot is gone and there are large scuffmarks leading south in the floor. You are not alone, a pair of skeletons level massive-looking crossbows in

your general direction. The malign glow of reanimation in their eyes is fixed upon you.

The cabinets once contained spices, kitchen implements, and pottery plates and dishes. The gnolls have made off with the cookpot for a grand boil-up of their remaining 'food'.

Tactics: Two armored skeleton archers are in this room. They have been given orders to cut the dumbwaiter cord if anyone intrudes, then attack with their crossbows. One will do claw damage to the rope (AC: 4, 4hp) until it's cut. They will try to keep their distance, so as to take as many crossbow shots as possible. Note that their crossbows are *motivated* and they can fire them every round.

Development: If they manage to send the dumbwaiter crashing down, it will alert Thog in the catacombs. Thog and Zossaz will be on guard, preparing their defenses.

Development: There will be no one in this room if the skeletons already engaged the characters by joining the combat in area 4.

Skeleton Archers (2): CR 1/2; medium undead; HD 1d12; hp 7, 7; Init +5; Speed 20' (4 squares); AC 16, Touch 12, Flat Footed 16; Base Attack/Grapple +0/+1; Ranged Heavy Crossbow 80' +2 (d8/19-20 x2); Melee Claw +1 (d4+1/x2); Full Melee 2 Claws +1 (d4+1/x2); Space/Reach 5'/5'; Saves: Fort 0, Ref +1, Will +2; AL NE; SA None; SQ Cold Immunity, Damage Resistance 5/Bludgeoning, Undead Traits; Feat: Improved Initiative.

6) Acolyte's Cell

Left behind all those years ago are three bunk beds and a small desk. It's easy to see that the priests of this temple cared about function over beauty. The woolen blankets high on one shelf are intact, as is the small desk. It seems as though some small inhabitants have managed to gnaw away at the habits and simple tools of faith here.

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This 20' by 20' room's door is stuck. The bottom drawer of the desk is locked (Open Locks DC 18, Hardness 5, HP 3, Break DC 17). Inside are three pouches each with 80sp. There is also a journal that has in its pages one priest's encounter with the Ruby Gate. After perhaps half an hour of reading, a character will find a passage relating to the Ruby Gate. The Acolyte is terrified of what he saw. He was down there to bear witness to the once a decade rituals that surround the place. His description of the undead is in exacting detail, and speaks of the ancient and outlandish armor they wore. The record is more than one hundred years old.

7) Empty Cell

Long exposure to the elements and odd travelers have wrecked this room. There are the remains of some fairly large furnishings, and the shredded remains of old journals. Lying in one corner is the corpse of a deer. It looks strangely shrunken, and has no smell of death about it.

Similar to area (6), this room contained the same furnishings, however, the door has been opened and the contents scattered over the course of many years. The only thing of note is the body of a deer. It is obvious with a Heal check DC 12, or Knowledge (Nature) check DC 12 that it was the victim of stirge attacks.

8) Brothers' Cell

The simple, well-constructed furniture has taken a beating over the decades. All of the cloth that had once been on the beds or hung from pegs is long gone. There are two bedframes and two small desks with drawers. The entire south wall must have been destroyed either during the attack or in the intervening years after.

There is an inscription in Celestial on the inside of the door arch. It reads, "When time of peril comes, the altar is the doorway." It refers to the secret door in the floor of area

14. DC 16 Search check to find the inscription. The drawers in the desks have two small sacks with 70gp total.

9) The Upstairs Library

Your eyes sting with dust as you open the massive iron door. Blinking hard, you see the floor littered with rotted book covers and heaps of dust. Shelves lining the walls still hold some broken-spine tomes and shredded scrolls. Rats and vermin have eaten the knowledge the priests worked so hard to maintain. However, there are sparks of light winking back from your lights. At one time, the books themselves may have been worth something.

Locked (Open Locks DC 25) by a stout iron door (60hp, Hardness 10, Break DC 28), this library has mostly rotted down to book covers and dust. There are a large number of small gemstones, silver studs and gold hardware amongst the dust. (There's about 200gp in various small treasures, every Search check that nets 15 or more finds 10gp for each point above the target.) Only one tome has withstood the trials of age and insects. It is a large, silver-bound book detailing many aspects of life at the Steadfast Shield. One of the chief heroes was Kalnas Faithheart, a human cleric and warrior who died some two hundred years ago. Also the Ruby Gate and its Key are detailed...

The key is held by Kalnas, sleeping eternally. The gate is fifteen feet wide and at the southern end of the catacombs.

It mentions only that the Key is necessary to open the Gate, but not the specific mechanism needed to open it. The tome would be worth 150gp to any religious scholar or cleric of Cuthael. (It can be used as a reference to gain a +2 equipment bonus to Knowledge (Religion) checks.)

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10) Guests' Chambers [EL 1]

Two reanimated dwarven corpses turn to face you as you open the door. They're standing in a massive pile of detritus and demolished furnishings. They shamble toward you, intent on tearing you apart as well.

Behind the locked (DC 20 to open) door are two zombies the pile of what appears to be garbage. They were locked in here by Zossaz to protect his treasure. They have systematically destroyed the furnishings and piled them over a large coffer.

Tactics: The zombies will always place themselves between the chest and the adventurers. Further, if they manage to disable an adventurer, they will continue to attack them, in order to "destroy" them, like they have with everything in the room.

Treasure: The locked (DC 30) steel coffer (Hardness 10, HP 30, Break DC 33) contains 700gp marked with the faces of dwarven kings and two potions in black bottles of cure light wounds (d8+2).

Dwarf Zombies (2): CR ½*; hp 13, 22 [See full description in Area 4].

11) New Digs [EL 2]

This room stinks of unwashed dog, spoilt food and weapon oil. The once-sumptuous bed has been broken through the middle. Large armoires have been tipped over, thrown open and their contents, expensive-looking priestly garments, lay about like soiled laundry.

Two of Krassahk's gnolls lounge here behind a locked door (DC 20 to open) having earned their 'status' as strong, smart combatants. They are both light sleepers, and the sound of heavy combat will wake them. It was once the chamber of the lesser abbot. The bedding is strewn about and the room smells strongly of unwashed dog.

Tactics: The gnoll's are light sleepers. Assume that they are taking 5 on all listen checks (total check 7). If they hear the sounds of combat, they will hastily don their scale mail (10 rounds) and grab axes, javelins and shields. If the gnolls hear someone fiddling with the lock, they will grab their axes and move up to the door. One opens the door and the other grapples intruder, dragging them into the room. Finally, if they hear the door being broken in, they'll dive for cover with their axes and javelins. They can use the broken furniture for cover. If the two gnolls hide in the bedding and other detritus, use the following sequence.

This room stinks of unwashed dog, spoilt food and weapon oil. The once-sumptuous bed has been broken through the middle. Large armoires have been tipped over, thrown open and their contents, expensive-looking priestly garments, lay about like soiled laundry. You spot the tips of gnoll ears and tails among the silk and wool rags. You hear a low, malign chuckle.

Treasure: Each gnoll has 25 gp, a heavy wooden shield, scale armor and is armed with a battleaxe and two javelins.

Gnolls (2): CR 1; hp 13, 13; AC 17; Melee Battle Axe (d8+2/x3) [See full description in Area 1].

12) "Food" Storage

Three villagers in sorry shape cower away from you, with expressions of desperate fear. They are bound by heavy ropes and look to be in dire straits as far as their health. The

Listening and NPC's

Adventuring makes quite a bit of noise, what with the clash of weapons, shouts of surprise or pain, and the sonorous report of spells. However, to keep things moving and limit DM die rolls, assume that anyone in nearby rooms are taking 5 or less on their listen checks. The DC for a listen check to become aware of a battle is -10, a guaranteed success for almost anyone, but the difficulty increases with distance and having to hear it through walls. The gnolls in area 11 are sure to hear combat in the north end of the temple, as it's probably no more than 50' from them. They won't be alerted by fights in the southern areas, as they are masked by stone walls and by distance.

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room has been stripped of many of its original furnishings, leaving only two bared bunk beds and a chamberpot.

The three remaining captives are being kept here. They are in sorry shape and will be overjoyed to be released, but they are all near death. They are all 1st level commoners with 1 of 3 hit points (they have taken 2 points of subdual damage from poor treatment and starvation). The door is locked from the outside (DC 20 to open).

Development: They will be overjoyed at rescue, and inform the party of the Gnolls' intentions to feast on Brynalda this evening. Heck was one of the last villagers taken by Krasshak, he mentions that the Gnoll smashed his wagon to flinders in a single swipe of his heavy flail. Brumble saw Thog two days ago, and was absolutely terrified by the creature. He will warn them about a powerful undead warrior.

Human Commoners Thann, Brumble and Heck (3): CR ¼; Medium Humanoid; HD 1d4; hp 1, 1, 1; Init 0; Speed 15' (3 squares, can't run); AC 10, Touch 10, Flat Footed 10; Base Attack/Grapple 0/0; Melee Unarmed 0 d3 subdual; Space/Reach 5'/5', Saves: Fort 0, Ref 0, Will 0; AL NG; Skills: Craft +4, Profession +6, Use Rope +4; Feat: Skill Focus (Profession).

Treasure: at the back of this room, concealed by a false panel (Search DC 15), is a cache of four five pound silver ingots (100gp), a divine scroll of Light and Guidance, a divine scroll of Protection from Evil and a map showing a path to another Temple of Cuthael, the *triumphant mace*.

13) Outer Sanctum [EL 1]

Even the most beautiful works of art turn pale with neglect and the passage of years. The sanctum is no different, scorched with the smoke of camp fires and littered with woodland refuse. The walls are done up in a complicated mosaic showing Cuthael and his

followers overthrowing an undead Lord who is wreathed in a red aura. The ceiling is vaulted 20' above the 10' high walls. A gnoll sits on the pedestal of a smashed statue, carefully fletching arrows.

Tactics: This scout will respond to calls from help from area 1. During any combat, he will shout and bay loudly, trying to alert the gnolls in area 11 and 14. If the scout does not respond to any calls for help and is instead found in this area, he will take a move action to ready his bow and move back 30'. On his next action, he'll alert Krasshak and shoot at intruders. The scout is a cagey fighter, seeking to keep at range from attackers and pepper them with arrows.

Gnoll Scout (1): CR1; hp 17, AC 16 [See full description in Area 1].

Treasure: This gnoll has a longbow, twenty arrows, and a heavy mace, and is armored with a small shield and scale armor. He also has a potion of cure light wounds (d8+2) in a black bottle and 35gp in a belt pouch.

14) The Ruined Chapel [EL 4]

The domed chapel is partially ruined, part of the dome having fallen in some years ago. The majority of this room is sunken beneath the forest floor level, with raised platforms at both the north and south. The northern dais was once the temple nave and still bears the carvings and bas-reliefs of Saint Cuthael. A large cook pot bubbling over a rolling fire stands in the middle of the chamber. Brynalda is tied to a post not far away. Two gnolls leer at her and make crude jokes about when she will go into the cook-pot. One is heavily armed with a heavy flail, long sword and shield, and wears chainmail that seems to be glowing slightly. The other has scale mail, a battle-axe and a heavy shield, both have two javelins. A treasure box peeks out of the rubble near the northern dais.

The gnolls have every intention of cooking Brynalda up for this evening's dinner. They're

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still playing with their food before the characters arrive.

Gnoll (1): CR 1; hp 14 [See full description in Area 1].

Krassahk: CR 3; Male Gnoll Ftr-2; HD 2d8+2d10; hp 30; Init +2; Speed 20' (4 squares); AC 19(21), Touch 12, Flat Footed 17; Base Attack/Grapple +3/+7, Ranged Javelin 30' +5 (d6+4/x2), Melee Heavy Flail +9 (d10+6/19-20 x2), Melee Longsword +8 (d8+4/19-20 x2); Space/Reach 5'/5', Saves: Fort +6, Ref +2, Will +1; AL CE; SA None; SQ 60' Darkvision; Att: Str 18, Dex 14, Con 11, Int 12, Wis 13, Cha 8; Skills Climb +3, Jump +2, Listen +6, Spot +6, Survival +3; Feats: Improved Sunder, Power Attack, Quickdraw, Weapon Focus (Heavy Flail); Gear: +1 *chainmail*, Mw. Hvy. Steel Shield, Mw. Heavy Flail, Mw. Longsword; 2 Javelins, Oil of *magic weapon*, Potion of *cure moderate wounds* (2d8+5), Potion of *blur*, 50' Silk Rope, 2 Mw. Manacles, *dust of tracelessness* (12 uses).



Tactics: If he's alerted by any of the guards, Krassahk will immediately begin enchanting his weapon with the oil of *magic weapon*. He will then command his gnoll underling to take up a flanking position before moving to engage the party. He will seek out the most formidable opponent and seek to destroy their

weapon. With a combination of improved sunder and power attack he can do d10+12 damage and still have a +14 attack bonus when sundering. He will switch to doing damage to adventurers after the first couple of rounds in order to press his advantage.

If hard pressed he will withdraw, drinking his potion of *blur* and switch to longsword and shield, focusing on defense rather than offense. His quickdraw ability allows him to do this within three actions. At this point, Krassahk will do whatever it takes to survive, including throwing his own bandits into the fray as gnollish shields. If all looks bleak, he will surrender, but only if things have reached their most hopeless.

Development: The gnolls will talk if it looks like the heroes have the upper hand. They are also quite willing to trade the prisoners' lives for their own, along with the strongbox full of gold. The gnolls have the following information:

Zossaz was the one who commanded the zombies and skeletons.

Zossaz paid them with healing potions and gold to keep others from following him.

Zossaz has been up and down the main stairs several times in the past couple of days. Krassahk has had to use his *dust of tracelessness* to cover the tracks outside of the Temple.

Treasure: There is a treasure box with 150gp and a potion of *cure light wounds* (d8+2) in a black potion bottle. Each gnoll has 25 gp on him.

Brynalda: CR 1/4; hp 2 [See full description of Commoners in Area 12].

15) The Stairwell

The stairway is exposed to the elements, and is filled with considerable garbage and debris. It is an open staircase leading down. There are fairly recent tracks through the garbage.

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TEMPLE CATACOMBS

Catacombs Features

Doors – Unless otherwise noted, these are strong wooden doors (Hardness 5, hp 20, Break DC 23)

Walls – Unless otherwise noted, the walls are hewn stone (Hardness 8, hp 540, Break DC 50, Climb DC 22)

The Reliquary and Workshop – these rooms would make an excellent workshop for any good or lawful cleric who wished to create magical items.

Returned Spirit of Kalnas Faithheart – A Returned Spirit has been sent from the Outer Realms to stop Zossaz from opening the Ruby Gate, however, it has been thwarted by the cleric's ability to channel negative energy and cast *desecrate*. The Spirit will refer to itself as Kalnas and will be friendly, if firm, toward a good-aligned party, asking for their assistance in stopping Zossaz. At the DM's discretion, Kalnas can be first introduced to the players in Areas 15.

Kalnas Faithheart: Returned Spirit; CR 4; Medium Construct; hp 20.

Numbered Encounters

16) The Hall of the Dead [EL 2]

The clerics of Cuthael took exceptional care of their honored dead, interring them in elaborately worked sarcophagi. All along the northern wall of the room are niches containing verdigris-marked copper tombs. The four massive chambers along the south wall have been plundered, their stone tops shattered and the Fist-and-Mace emblazoned

shields thrown about. At the far end of the room, there's a body on the floor, partially obscured by the last tomb.

The hall contains many interred clerics and noted warriors of Cuthael from past centuries. There are footprints in the dust and all of the caskets on the south wall have been tampered with. Each of the four similar caskets has a large steel shield of exceptional quality (masterwork). The one furthest in is that of Kalnas Faithheart. The stone tops have been shattered and there are the remains of a zombie nearby. The bodies within have been badly abused. The mummified corpse of Kalnas has been mutilated, twisted and broken and the right hand torn from the body. There is a suit of black-enameled masterwork scale mail lying on the floor.

Trap: Anyone touching Kalnas' casket will be targeted by a *scare* spell (Search DC 27, Disable Device DC 27, Will save DC 16). Touching the corpse raises the DC to 18. (CR 2)

Development: This is a good place to encounter Kalnas as a Returned Spirit, especially if the *scare* spell sends someone screaming out of the room.

17) The Webbed Hallway [EL 2]

Choked with webs the size of bedspreads, this hallway's original purpose is obscured. You hear a dry, skittering sound as things move about, outside of your field of vision.

This hall has many racks and pins for armor and weapons, but it is otherwise unremarkable.

The sheet webs that clog this area will entangle anyone who moves through them. Each 5' square of webs has 4hp and Damage Reduction 5/—.

Tactics: Half of the spiders will be patrolling their webs, looking for something fresh to eat. They can send a summons through the webs to attract their allies in area (3), but will only

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do so if it appears they are being overrun or overpowered by attackers. (Assume that one of the spiders will take a free action to signal those in (17) after one spider is killed.

Small Monstrous Spiders (3): CR ½; small vermin; HD 1; hp 5, 7, 8; Init +3, Speed 30' (6 squares)/20' climb; AC 14, Touch 14, Flat Footed 11; Base Attack/Grapple 0/-6; Melee Bite +4 (d4-2/x2 plus poison); Space/Reach 5'/5'; Saves: Fort +2, Ref +3, Will 0; SA: Poison, Web; AL N; SQ 60' Darkvision, 60' Tremorsense, Vermin Traits; Skills: Climb +11, Hide +19, Jump -2, Move Silently +11, Spot +4; Feat: Weapon Finesse (Bite).

Poison (ex): Fort DC10, d3 Str primary, d3 Str secondary

Webs (ex): Spiders can throw webs to entangle medium or smaller targets. The range increment is 10'. To escape, a victim must make an Escape Artist DC 10, or Burst Bonds (Str) DC 14.

18) The Spiders' Lair [EL 2]

There is a scent of death about this space, as if things took a long time in dying. Webs cover every surface, they lie about the floor as well, partially obscuring the husks of long-dead subterranean insects and the hollowed-out leathery corpses of animal prey. A large shape lays at the center of the room, seeming bound in rope-thick strands of web.

This room is almost completely choked with webs and the floor is littered with the bones of small animals and the husks of largish insects. Six spiders use this room as their lair, and three will be present in the lair if not already summoned to area (2). Their webs extend into areas (19) and (20) as well.

Tactics: The spiders are voracious hunters who will readily attack medium-sized targets. If they receive a signal from the spiders in (16), they will climb the webs above the door and attack from above and behind. (Spot check DC 29 to see them). Two of them will

attack with their bites while the third flings a web on the biggest target.

Treasure: Hidden in the thick webs in the center of the room is a locked chest (DC 22 to open) containing 4,000 cp and a masterwork light mace.

Small Monstrous Spiders (3): CR ½; hp 4, 5, 6 [See full description in Area 16].

19) Guard Room

A pair of oak tables still bear antique platters and tankards. A low-slung brazier weakened by rust squats on the floor. These things, and a handful of old weapons, are all that have stood the passage of time here. The weapons still look serviceable under a fine sheen of oily grease.

When the temple was operational, this room housed guards who would protect the Reliquaries and the Abbot.

Treasure: Several sheaves of crossbow bolts (50 all told) and ten javelins.

20) Lesser Reliquary

This room is lit by a wholesome blue radiance. This radiance originates from a massive stone chalice and the serene pool of water within. The light plays off of the trappings of clerical office and many wooden religious symbols. Everything has a thick coat of dust that has been disturbed only by the passage of small creatures.

One item of note is a large stone chalice that glows with a soft, blue radiance. They may either drink from the fountain, or fill a waterskin or flask with the water within. One

Helpful NPC's

It is up to you as a Dungeon Master to decide how much of a part the Returned Spirit plays in Steadfast Shield. If the party lacks a cleric, it can help with its wholesome aura and spell-like abilities. Otherwise, Kalnas shouldn't do more than tell the party about Zossaz and ask them to stop him. The glory and the trials of fighting the evil cleric should be the players' responsibility. Also, every time you as a Dungeon Master have to roll against yourself, you take time away from your players.

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of the following effects will come to those who drink from the fountain.

1. Add d8+3 temporary hit points for 1 hour.
2. +1 luck bonus to attack, damage, skills and saves 1 hour.
3. Turn Undead as a 1st level cleric for 1 day.
4. Darkvision 60' for 1 hour
5. *Hide from undead* for 1 hour
6. +3 natural armor class for 1 hour

A flask will be filled with holy water.

A waterskin will be filled with water that, when drunk, will act like having a healer tend to one's wounds (3 x CL hp restored while resting). The skin can be rationed to last up to two days.

Anyone can gain benefit from the fountain, but only once per day. Once a character has partaken of the fountain, further uses by the same character will have no added effect.

Development: This is another good area for the adventurers to first encounter Kalnas.

21) Guard Room [EL 2]

Two forms lurch out of the darkness with sundered armor and lifeless flesh. A third raises a crossbow to its denuded shoulder to draw a bead on you. The room is ruined, with smashed furnishings and rent tapestries. Only a stone cistern carved to resemble a barrel with thick silver hoops survived.

This room was meant to serve as a staging area for warriors of Cuthael. Now, Zossaz has stationed three of his undead minions among the ruined and smashed furnishings. (Balance DC 14 to run or charge through it, each square counts as double.) There is a stone cistern with silver fittings filled with water to one side. However, the evil cleric has corrupted the water within and it will remain

cursed until a *remove curse* can be cast upon it. (The water is foul to the taste and if someone drinks it, they must make a DC15 Fortitude Save or will lose d3 Constitution Points)

Tactics: The skeleton and zombies have been ordered to guard the cistern with extreme ferocity. Zossaz hopes that the undead guards will trick any intruder into believing that the water of the cistern is beneficial.

Skeleton Archer (1): CR ½; hp 8 [See full description in Area 5].

Dwarf Zombies (2): CR ½*; hp 13, 17 [See full description in Area 4].

22) Warriors' Room

Only the tools of faith survived the years and neglect suffered by this room. A ruined tangle of cords and wood sags in one corner; rats and other creatures devoured whatever might have been of value in the gnawed-out desk. On set of racks on the far wall rests the war-gear of a fighting priest.

This room is unremarkable, and was abandoned quickly during whatever tragedy befell the Steadfast Shield. The treasure below appears to have been preserved by bitter, aromatic oils.

Treasure: a locked gauntlet, a tower shield, a long sword, a heavy mace, an aspergillum, and a small steel prayer book full of scripture appropriate to Cuthael. The scripture and admonishments are useful to any Neutral Good cleric. (Steel-jacketed prayer book: 10 gp, 3 lb.)

23) Private Sanctum [EL 2]

There's a rush of displaced air and the clatter of metal gears. As you turn to look. A massive stone mace with a striking head the size of wine cask pendulums out of the ceiling to crush you.

Trap: A trap protects the door to this locked (DC 30 to open) room. If the pressure plate is activated, a massive stone mace (AB: +6,

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2d6+3 damage) swings into the two 5'x5' squares just outside of it.

Stone Mace Trap: Search DC 23, Disable DC 23, CR 2.

A bas-relief of Cuthael dominates the far wall of the room. His central tenets of faith, graven in Celestial surround the relief, speaking of unfaltering defense of the innocent, reverence for courage, and merciless punishment for all the powers of undeath. The words gleam in the light. All of the stonework is of exceptional quality. A personal altar and kneeling bench set before the grand carving.

Little is here, save the stonework. The letters gleam in the light as the recesses are lined in silver foil and filled with carefully carved rock crystal prisms.

Development: The Returned Spirit of Kalnas may be here in reverent meditation. He will be alerted by the sound of the mace trap.

24) Abbot's Apartment

Preserved through all these years, is the Abbot's private apartment. Four intricate tapestries speak of life here in the Steadfast Shield. The rest of the room is well appointed, with a bed, a desk and what appears to be the Abbot's personal armor rack. Only his helmet remains.

This room would serve as a good resting place for the party if they've been badly hurt during their adventures. Because of the exceptional stonework in this room and in (22), the rats and other vermin have not managed to find their way in here.

Development: The Returned Spirit of Kalnas may be here in reverent meditation. He will be alerted by the sound of the mace trap.

Treasure: The tapestries would be worth perhaps 300gp if sold to a religious scholar or antiquarian. However, they weigh 25 lbs. each. The desk's top drawer contains a silk

purse with 80pp and a small box containing three gems: a 70gp rock crystal, a 120gp pink pearl and a 300gp yellow topaz. The helmet radiates magic and glows softly in the presence of evil (permanent *detect evil*). The warrior who wears the helmet is immune to all magical fear and blindness effects (permanent *spell immunity* [cause fear, blindness]).

25) Greater Reliquary

The massive brass door shows the marks of weapons and mighty impacts, but held against all invasion until now. This room must have once held many treasures of the Temple. The wooden tables, cases and cabinets have all survived the passage of years and the attentions of the various vermin that scuttle through the rest of this place. It is nearly empty, save for two large stone circles graven into the floor with odd sigils.

Behind a locked (DC 30 to open) brass door (hp 85, hardness 8, Break DC 30) is the greater reliquary and divine 'workshop' of the Priests. Unfortunately, it was stripped before the troubles that brought the *Steadfast Shield* to ruin. All that remains are two circles graven into the floor and numerous shelves and cabinets, all of which are nearly empty. The most significant things remaining are a divine scroll of Bless and a large document fully detailing the Ruby Gate and Key as follows:

The Ruby Gate is the essence of an ancient evil. A Warlord led the army of the dead against the powers of life and good. The battles lasted for years, but in the end, we who cherish the light of the Righteous prevailed. A grand spell transmogrified the Warlord into the Ruby Gate and drew the rest of that grand army into an inescapable prison of magic. We of Cuthael were trusted to watch over it for all times. The key is the Warlord's one remaining mote of free will. Any one who holds the key and unlocks the gate in the name of undeath has a nigh unstoppable army of zombies. But, opening the gate without the key releases the

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zombies to drag the offender in and make him one of their own. The key sleeps with the Strong Hearted Hero.

26) West Steamworks

The smell of oil and metal fill this room. You see two large kiln-like furnaces with pipes leading up to a complex series of copper cisterns and pipes up above. Empty hoppers to either side are smudged black. Old ashes have stained the floor, leaving it rough and decades of dust cover every surface.

These steamworks provided hot water and heat to the west side of the temple. The furnaces, heating vessels and piping are all still in good repair, and could be fired up again with just a little work. A character who makes a successful Knowledge (Dungeoneering) or Knowledge (Nobility & Royalty) check at DC17 will understand the original purpose of these cisterns and furnaces.

27) Brothers' Cell

Like so many other rooms here, the cell contains several bunks with chewed out bedding, a splintered mess that might have once been a chair and a few bookshelves. High on one of them is a leather purse with a brass plate that reads "Collections."

Treasure: inside the purse are 91sp and 19gp.

28) Old Refuge [EL 1]

This small room has little but trash and broken things. From behind a split tabletop, you hear a clattering tattoo, then, the skeletal remains of huntsman rises, armed with a coldly glittering longsword. It's fleshless jaw chatters spasmodically as it launches a deadly thrust with unnatural speed.

Approximately fifty years after the *Steadfast Shield* fell, a lone adventurer perished of wounds he received. Zossaz found the body and used his fell magics to rejuvenate the skeletal corpse. Now it is ready to attack

anyone who would open the door to this room and step within.

Tactics: Zossaz told the thing to protect itself. It will seek to remain behind the cover of the tabletop unless attacked with missile weapons. It will not rise until someone comes into the room.

Treasure: It wears studded leather armor and wields a masterwork longsword. It also has a composite shortbow, a short sword, 5 arrows, a smoky-tasting potion in a crystal flask (*spider climb*) and a handful of maps that are now fifty years out of date.

Human Adventurer Skeleton (1): CR 1/2; hp 10; AC 16; Melee Longsword +2 (d8+1/19-20 x2) [See full description in Area 5].

29) Badger's Lair [EL 3]

Something very large and very angry grumbles at you in the dark. Back, behind the gnawed through timbers of the rough bunks, through the dead-flesh reek of a predator, a massive thing bred out of nightmares stalks into the light. Its blunted prow of a nose snuffles the air and thick strands of saliva slide down over far too many teeth.

Now home to a rather cranky Dire Badger, this small chamber once held four bunks and some simple possessions. There's a slim chance someone could calm the badger down with food. The badger has dug itself a bolthole in the back of the chamber out to the surface about 300 feet from the eastern walls of the temple. The passage is big enough for a medium sized creature to traverse it on hands and knees.

Tactics: If the badger is badly hurt, or its rage runs out, it will retreat up the passage and out of the temple, relinquishing its lair to the adventurers.

Dire Badger (1): CR 3; large improved animal; Init +2, Speed 30' (6 squares)/10' Burrow; HD 4d8+31; hp 53; AC 16, Touch 11, Flat Footed 14; Base Attack/Grapple:

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+3/+13, Attack Claw +8 (d6+6/x2), Full Attack Claw +8, Claw +8, Bite +3 (d8+3/x2); Space/Reach 10'/5', Saves: Fort +11, Ref +6, Will +5; AL N; SA Rage; SQ Scent; Att: Str 22, Dex 15, Con 24, Int 2, Wis 12, Cha 10; Skills: Listen +7, Spot +7; Feats: Alertness, Toughness, Track.

30) East Steamworks [EL 3]

This room's door has been blown off of its hinges from inside. Within are a number of large furnaces and immense copper vessels, one of which looks like it exploded. The woodlot has rotted down, home to thousands of beetles, rats and other underground vermin.

This was the source of the heat for the now non-functional Steam Baths. A character with Knowledge (Engineering, History or Nobility), Alchemy, or appropriate Profession could figure out what their original purpose was.

A Search check (DC 22) will discover some very smooth patches worn on the floor between the burst vessel and the woodlot.

Deep within the exploded vessel lurks a small patch of Green Slime. The wood piles are now home to all manner of bugs and other vermin, which happen to be one of the slime's favorite food.

Small Green Slime: CR 3; AB +4 touch. It can be scraped off by any reasonably sharp metal or wood tool, including gauntlets before it adheres to the victim's flesh. The slime does 2d4 damage per round to wood and metal objects and ignores metal's hardness. Once in contact with flesh, it does d4 Con per round. It can be slain by sunlight, 10 points of cold or cutting damage (which is also applied to the victim), 15 points of fire damage, or a *cure disease* spell.

A character who makes a successful Knowledge (Dungeoneering) or Knowledge (Arcana) check at DC16 will know how to

save a companion who falls victim to the Green Slime.

31) Open Storage [EL 1]

This now empty room was once filled with staple foods, such as grain, beets and beans. The empty shelves and faintly rotten odor are all that remain. But there are new inhabitants; three skeletal forms, armed and armored like the others you've encountered, patrol this room, ready to lay down a withering hail of crossbow bolts.

Tactics: As two of Zossaz's skeletons face the door and one watches the dumbwaiter passage, they cannot be surprised.

Skeleton Archers (3): CR 1/2; hp 6, 8, 12 [See full description in Area 5].

32) Rat Lair [EL 2]

The base of this door has been chewed away, leaving a handwidth-high gap. Inside, hundreds of sleek-furred rats scurry about the room. They come pouring out of old garbage-filled storage crates. The creatures stare at you with black beady eyes but do not move to attack.

While rats inhabit all of the *Steadfast Shield*, they have chosen to make this place their home.

Tactics: The swarm will only fight if seriously disturbed (like someone crashing through the nests) and then they will seek to escape the dungeon.

Rat Swarm: CR 2; animal swarm; HD 4d8, hp 20; Speed 15' (3 squares), Climb 15'; Init +2; AC 14, Touch 14, Flat Footed 12; Base Attack/Grapple +3/—; Melee: Swarm (d6 plus disease); Space/Reach 10'/0', Saves: Fort +4, Ref +6, Will +2; AL N; SA Disease (Filth Fever), Distraction; SQ half damage from slashing and piercing, low-light vision, scent, swarm, no reach; Skills: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Feats: Alertness, Weapon Finesse.

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33) Strange Lights

Guttering organic light bathes the strange shapes and hummocks lining the room. Everything is covered in a thick growth of convoluted mold. It is difficult to determine what this room had been while the *Steadfast Shield* was in operation.

Except for an extensive patch of luminous mold (glows in the dark to a range of 20'), this room is empty. The mold has grown over many of the original features of this large privy.

34) Demolished Barracks

The floor is completely covered in smashed and torn remains of furnishings, clothing and simple implements. Black, tarry stains mark an area some distance into the room and bones the color of tallow jut up from the garbage.

This room was once home to twenty of Cuthael's soldier-clerics. Just recently, Zossaz and his minions tore it apart searching for the Ruby Key. All of the bunks have been torn up and smashed and everything larger than eight inches square has been ripped or broken into smaller parts. There are a few smears that look like zombie blood and the smashed remnants of what could only have been one of Zossaz's skeletal minions.

35) Rally Area

Pale, silver-toned light illuminates the room and about 10 feet down each corridor. The floor is uneven, the wooden timbers of the fighting square have warped and twisted, exposed to moisture for so many years.

This room served as a rally and practice area for the warrior-priests. The floor was paneled in thick wood, which has since begun to warp and twist (Balance DC 12 to charge or run across, every square counts as two for movement). The room is oddly lit from above (Continual Flame was cast upon two of the large stones in the ceiling, giving it perpetual, immobile light.)

Development: Thog (See description in Area 36) will patrol between here and Area 36 every few minutes, taking care to not expose himself to view from the north. (DC 18 Listen checks to hear him. DC 22 Spot checks to see him). He's taking 10 on his own Spot and Listen Checks, making the DC to Hide or Move Silently in the area DC 18). If he spots or hears intruders, he will get the undead from area (37) in five rounds. Then, if the intruders do not move on his position, he will move a skeleton and a zombie into the hallway between areas (35) and (34), this will take him two more rounds.

36) Guard Room [EL 6]

Four figures stand here, alert for intruders. The largest of them is a foul mockery of a living being. Sheathed from head to toe in baroque, menacing field plate, the living corpse chokes out harsh sounds that might be laughter and flings a javelin directly at your group. The rest of the undead move with purpose unlike so many others you've faced.

In this large chamber, four undead wait for any signs of attack or intrusion. Thog Huuldak, the Undead Warrior, along with two zombies and a skeleton, are alert for intruders. The room itself has been stripped bare over the years, giving them plenty of room to do battle. Thog will fight intelligently, responding to the party, the zombies and skeleton will fight with unnatural intellect, driven by Thog's mental commands.

Tactics: Thog will fight hard and well, responding to the party's attacks with intelligence and not hesitating to call his reinforcements in area (37). He will use the *frightful javelins* from an ambush position if at all possible, trying to target any magic-users or clerics. After one or two throws, he'll charge into combat with his falchion, seeking to use his Power Attack feat against unarmored opponents. He has no compunctions about

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mowing down anyone who would stand in his way to get at them.

Treasure: (see Thog's description) note that Thog's potions are in the exact same sort of flasks as those carried by the Gnolls in the upper level.

Skeleton Archer (1): ½ CR 1; hp 10 [See full description in Area 5].

Dwarf Zombies (2): CR ½*; hp 10, 17 [See full description in Area 4].

Thog Huuldak: CR 5; medium undead Living Dead Ftr-2; HD 4d12+2d10+3; hp 54; Init +2; Speed 20' (4 squares, run x3); AC 22, Touch 11, Flat Footed 21; Base Attack/Grapple +4/+14, Ranged Javelin 30' +6 (d6+6 and Cause Fear/x2), Melee Falchion +12 (2d4+9/18-20 x2), Melee Mailed Fist +10 (d6+6/ x2); Space/Reach 5'/5', Saves: Fort +4, Ref +3, Will +6; AL LE; SA Dominate Undead; SQ Damage Reduction 5/good or magic, 60' Darkvision, +2 turn resistance, undead traits; Att: Str 22, Dex 14, Con –, Int 13, Wis 14, Cha 9; Skills Climb +6, Hide +8, Intimidate +3, Jump +7, Listen +8, Move Silently +8, Spot +8; Feats: Improved Grapple, Power Attack, Toughness, Weapon Focus (Falchion); Gear: +1 *spiked full plate*, Mw. Falchion, 5 *frightful javelins*, 2 Potions of *inflict light wounds* (d8+3 DC14), Potion of *desecrate* (+6hp, +1 profane bonus to attacks, damage and saves), *brooch of shielding* (16hp).

37) Captain of the Warriors Chamber [EL 2]

While they have no use for its comforts, three undead wait here for orders or the sound of battle. The bed has been unmolested over the long years. Two beautiful swords, long and short, hang above an arming table. There's also a simple wooden prayer bench and an armoire.

Tactics: Two skeletons and a zombie wait for sounds of ambush or battle to stride out and

take pot-shots with their crossbows. Thog can summon them to fight with his *dominate undead* power.

Treasure: There is a strongbox under the bedframe that contains 135sp and a bloodstone broach worth 45 gp. Also, the swords are masterwork and forged of alchemical silver.

Zossaz's Skeleton Archers (2): CR ½; hp 5, 9 [See full description in Area 5].

Zossaz's Zombie: CR ½*; hp 15 [See full description in Area 4].



38) Armory

Stacks of broken and bent weapons lay here in an untidy heap. Cloven shields, bent maces and sundered spearshafts bear mute testimony to the ferocity of the defenders in whatever happened all those years ago. No weapons of any worth remain on the crumbling pegs or in the stone carrels.

Treasure: At the back of the room, under a soot-smeared piece of canvas (Search DC 18), there's a long wooden crate containing a large number of weapons. It seems a shipment was

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meant to go out all those years ago and it was forgotten. The box contains the following weapons: 2 Greataxes, Repeating Crossbow, Longsword, Heavy Mace, Rapier, Halberd, Morning Star, Dire Flail and Bastard Sword

39) Forge

There's a forge with a rusted vent above. It's a large area, with waist-height tubs for tempering, and stone work benches. However now, except for a couple of pitted anvils, a forge full of dust and cobwebs and a few worn, rusted tools, this room is empty.

A Craft (Smith) or Profession (Cooper) check at DC 12 will tell that this place must have been home to at least two master smiths and a group of apprentices.

40) Warriors' Bedroom

Like many other spaces in this complex, this room must have been the private space for a number of fighting-priests. Over the years, the vermin have made their way in, devouring or stealing much that had been of worth. The floor is littered with various junk and rotting wood, all mixed in with the dust of decades.

The door is stuck (DC 16 to open)

Treasure: among the dust, various junk and rotting wood, there's an assortment of weapons and ammunition, some of which is quite good. The room contains: 4 masterwork bolts, 3 masterwork bullets, 5 alchemical silver bolts, 8 alchemical silver bullets, 6 javelins and 8 darts

41) The Chamber of the Gate [EL 6]

This room is lit by a deep ruby light, coming from a 15' wide gate within which, one can see dozens of pairs of pale glowing eyes. A thin man in heavy armor is chanting, he holds a red gleaming object overhead. There are two zombies and two skeletons as well, forming a defensive line between you and the cleric. The light from the key pulses in time with the radiance of the gate.

Trap: Just outside the room is a concealed pit taking up all but two small ledges in the hallway. The pit is 20' deep, 8' across (Balance DC 10 after it opens) and 5' wide (Jump DC 10 into the room, Jump DC 5 out).

"Run Fools! No one can stand against Zossaz, not with the grand army I will have in mere moments. The undead will sweep the pathetic living beings from all of Michevon! Resist my efforts now and I swear by Chuva's undying Mind your bodies will continue to serve me long after I have crushed the life from them."

Zossaz must continue to concentrate for five more rounds to get the gate to open (each round of concentration is a move-equivalent action. He must make Concentration checks in order to 'score' the round, the base DC is 15. The table below shows the increases to the DC.

Action or Condition	DC increase
Damage Taken	+1 per HP of damage
Melee Combat	+5
Casting a prepared spell	x5 the spell's level
Casting a spell trigger spell	x2 the spell's level

Tactics: The zombies will stay by Zossaz and attack anyone who attacks him. He is quite sure he will be victorious against them and will not hesitate to use destructive spells to annihilate them. The skeletons will attempt to get clear shots at anyone coming into the room. Zossaz already has Desecrate cast on this area, protecting his undead minions. He also has cast *bull's strength*, *bear's endurance*, *protection from good* and *resist energy (fire)* on himself. All of these spells will last for three to four minutes after the party finds him.

Pit Trap: CR1; Search DC 20 (Dwarves can use Stonecunning); Disable Device DC 20; d6

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subdual damage and d6 normal damage. Balance DC 10 to walk along edges, Jump DC 10 to leap over toward the Gate, DC 5 to leap back.

Skeleton Archers (2): ½ CR 1; hp 11, 11 [See full description in Area 5].

Dwarf Zombies (2): CR ½*; hp 27, 26 [See full description in Area 4].

Zossaz: CR 5; male human Clr-5; HD 5d8+20BE, hp 51BE; Speed 20' (4 squares, Run x3); Init +2; AC 20, Touch 11, Flat Footed 19; Base Attack/Grapple +3/+6BS; Ranged Dagger +6 10' (d4+3BS/19-20 x2); Melee: Dagger +7BS (d4+3BS/19-20 x2); Space/Reach 5'/5'; Saves: Fort +8BE, Ref +3, Will +7; AL LE; SA Death Touch Effect (5d6), Spells, SQ Protection from Good, Resist Fire (5); Att: Str 16BS, Dex 14 Con 18BE, Int 12 Wis 16 Cha 12; Skills: Concentration +12(16), Knowledge (Arcana) +5, Knowledge (Religion) +5, Hide -1, Intimidate +5, Spellcraft +7; Feats: Combat Casting, Weapon Focus (Dagger); Spells Prepared: Orisons (DC 13) *detect magic* x2, *mending*, *resistance* x2, 1st level (DC 14) *cause fear* x2, *obscuring mist*, 2nd level (DC 15) *death knell*, *hold person*, *lesser restoration*, 3rd level (DC 16) *dispel magic*, *prayer*, *stone shape*; Gear: Mw. Full Plate, Mw. Light Steel Shield, 2 Mw. Daggers, 2 *caustic daggers*, 3 *enfeebling daggers*, potion of *divine favor* (+2 luck bonus to hit and damage, Potion of *cure serious wounds* (3d8+5), Oil of *shield of faith* (+2 deflection bonus to AC for 5 minutes), *wand of magic missile* w/20 charges (3 missiles).

Zossaz has 50gp, and three gems in a purse at his hip (two 50gp onyx gems and a 200gp black pearl). There's also a masterwork heavy mace clipped to his belt (this happens to be Kalnas' weapon)

Spell Tactics:

Magic missile (wand) – blast 'soft' targets, like wizards or

rogues.

Mending – protect the Key from damage.

Cause fear – stops fighter-types

Obscuring mist – last ditch defense

Death knell – Useful only if an adventurer is dying to kill them instantly.

Hold person – stops non-fighters

Lesser restoration – heal attribute damage.

Dispel magic – This is the spell he'll most likely cast first. He'll try to use it as a mass dispel on the party

Stone shape – he can create a waist-height stone wall from the floor giving him cover. He'll use this if his line of undead is broken.

Prayer – as soon as the party comes within range, he'll use this spell to hinder them and bolster his own troops.

42) Prison of the Dead

This gray, lightless space seems to have no borders, nor features aside from a few low hills. More than 1,000 zombies wearing various armors and dragging weapons shamle back and forth, mindlessly waiting for a Dark Power to release them. Only the Ruby Gate prevents their access to the world of the living.

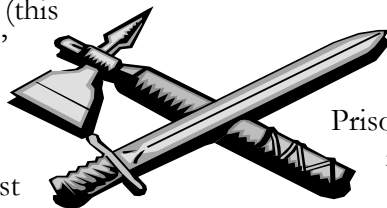
The area radiates necromantic and abjuration magic at an overpowering level.

Any evil being that crosses the threshold of the Ruby Gate into this area is immediately affected by a *slay living* spell as cast by a 7th level Cleric (Save DC 17, if successful, take 3d6+7 damage).

Any humanoid corpse within the Prison is immediately reanimated as a zombie as if an *animate dead* were cast on it by a 5th level Cleric.

Breaking Things

Often times, villains depend on an item to grant them their power. In this case, the Ruby Key is central to Zossaz's plans. A successful sunder against the Key (AC 20 as Zossaz is holding it) that does 18 or more hit points will destroy it.



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How It All Ends

Success! The players manage to defeat Zossaz at the gate and protect Tuvines and the land beyond from an army of the undead. Hegtham, the mendicant cleric, will tell their tales to other Clerics of Cuthael. Those clerics will provide healing spells of up to 4th level and supplies to the party members for a year and a day. They will be on good terms with Cuthael clerics all over Michevon for the foreseeable future. The people of Tuvines are overjoyed in having the threats lifted from their village.

Failure: If Zossaz is able to open the Gate in the name of Undeath, he will have command of all of these zombies. With this nearly unstoppable army, he will sweep out of the Steadfast Shield and annihilate Tuvines before making war on all of Michevon. The characters can make a temporary stand on the other side of the pit trap, or up the stairs at location (A) on the Upper Level. Otherwise, their only two options are either with the Spirit of Kalnas or with Hegtham the mendicant cleric of Cuthael. Either of these beings could get an alarm to other Cuthael temples and bring forces to bear against the zombies.

The zombies have orders to drag anyone from area (26) into the Prison of the Dead. Should they be released uncontrolled, like by the key being destroyed, they will enter (26) eight at a time and attempt to grapple everyone in the area. After grappling, the zombies will drag their victims into the Prison (use opposed grapple checks for this. If the zombies win, they drag their victim 5'). The Ruby Gate will remain open for ten minutes if it is opened and no one has control of the key.

STORY AWARDS & WHAT'S NEXT

1. Solving the mystery of the Ruby Gate. (150 xp)
2. Rescuing fair Brynalda from the Gnoll cook pot. (Lukas Gundred will be overjoyed and will reward them with 500gp in small treasures, exceptional wine and good horses.)
3. Relating the secrets of the Steadfast Shield to clerics of Cuthael. (The nearby Cuthael clerics will heal their wounds and other injuries for a year and a day without cost.)
4. Returning the treasures of Kalnas Faithheart. (The treasures can be given to the Returned Spirit of Kalnas or placed on his corpse and they will receive a number of experience points equal to half the value of the item returned.)



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APPENDIX

Undead Features

*Zossaz's Zombies: these dwarf zombies are all armored and have large wooden shields strapped to their bodies. Their armor class is 16. Because of this special feature, they are worth 10% more than usual.

Zossaz's Skeleton Archers: these skeletons wear studded leather and are armed with *motivated* heavy crossbows. Their armor class is 16 and each one has five bolts. Because of these special features, each skeleton is CR 1/2.

New Magic Items

Caustic dagger – this is a use-activated item that can be used in melee or as a thrown weapon. In either case, in addition to the normal dagger damage, the weapon dissolves into the target on a successful hit, causing an additional 2d4 points of acid damage on contact and 2d4 points of damage the next round. The acid can be washed away before inflicting the additional damage.

Faint conjuration; CL 3rd; Craft Magic Arms & Armor, creator must know *acid arrow*; Price 307 gp.

Enfeebling dagger – this is a use-activated item that must be thrown. As it leaves the thrower's hand, it bursts into a coruscating flare of energy just like a *ray of enfeeblement* and is consumed. If the flare hits, the target suffers 1d6+1 points of Strength damage. Faint necromancy; CL 1st; Craft Magic Arms & Armor, creator must know *ray of enfeeblement*; Price 50 gp.

Frightful javelin – when this javelin strikes a living target, it unleashes a magical fear effect. The target must make a Will Save (DC12) or be frightened for d4 rounds. While frightened the victim has a -2 morale penalty to attacks, damage rolls, and saves and must try to flee. It has no effect on targets with six or more Hit Dice and the magic is consumed upon impact, destroying the javelin. Faint necromancy; CL 1st; Craft Magic Arms & Armor, creator must know *cause fear*; Price 57gp.

Torc of undead mastery – this blackened wire and moonstone neckpiece gives the wearer the power to command a large force of undead creatures. The wearer can control up to 24 additional Hit Dice of undead. The torc does not give him any additional ability to channel negative energy, merely increases the number he can control. Moderate necromancy, CL 6; Craft Wondrous Item, creator must know *animate dead* and be able to channel negative energy; Price 1800gp

The Ruby Key – Minor Artifact – This foot-long key is carved entirely of ruby. In addition to being able to open the Ruby Gate and dominate (as per Dominate Monster) all of the zombies within, it can *command undead* 15th level Sorcerer and give the user the ability to rebuke undead as a 15th level Cleric. It bestows one negative level on anyone of good alignment as long as it is in that character's possession. The negative level remains as long as the Key is in the character's possession and disappears when the Key is no longer in the character's possession. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the Key is in the character's possession.. Finally, it will attempt to take control of the user as per a *suggestion* spell, once per week, forcing them toward evil acts that aid the undead. If it is destroyed, the resulting fragments are worth 1,000gp. The ruby key is magically hardened (hp 6, Hardness 12, Break DC 22).

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New Monsters

Living Dead – Corpses reanimated by fell necromancy, the living dead exist only to cause harm and destruction. Their flesh has hardened and turned leathery – resisting most rotting, aside from a pervasive smell of things long dead. The bodies retain something akin

to the original owner's persona, similar to the effect of a *speak with dead* spell, giving them a disjointed, weird personality. They serve as companions to necromancers, death-worshipping clerics, assassins, and other, more-powerful undead creatures, marshalling their armies of mindless skeletons and zombies.

Living Dead

Medium Undead	
Hit Dice:	4d12+3 (29 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 Dex, +3 natural, +4 chain shirt), touch 11, flat-footed 18
Base Attack/Grapple:	+2/+7
Attack:	Greatsword +6 melee (2d6+6/19-20 x2) or Slam +6 melee (d6+4)
Full Attack:	Greatsword +6 melee (2d6+6/19-20 x2) or Slam +6 melee (d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Dominate undead</i>
Special Qualities:	Damage Reduction 5/good or magic, Darkvision 60 ft., +2 turn resistance, undead traits,
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 18, Dex 12, Con —, Int 8, Wis 11, Cha 8
Skills:	Climb +5, Hide +6, Jump +5, Listen +4, Move Silently +6, Spot +3
Feats:	Power attack, toughness
Environment:	Any
Organization:	Solitary, squad (3–6 and 7-12 skeletons), or troop (7–12 and 11-20 skeletons and 7-12 zombies)
Challenge Rating:	3
Treasure:	33% coins, 50% items, double items
Alignment:	Usually Neutral Evil
Advancement:	By character class
Level Adjustment:	+2

Combat – The living dead are relentless fighters, depending on their damage reduction and phenomenal strength to smash through opposition. They are not crafty enough to engage spellcasters first, but will attack clerics and ignore other opponents if they are the subject of a turn/rebuke attempt. They will use any of their dominated undead to protect their flanks and finish off dying opponents.

Dominate undead (su): as a standard action, the Living Dead may take control of a number of undead. The target undead must be within 30' of each other, and within 100' of the Living Dead. Non-intelligent undead have no save against this power. Intelligent undead can make a DC 16 Will save to resist. The save is Charisma based. Once dominated, the Living Dead may direct them with mental commands. The Living Dead can dominate a pool of undead equal to twice the dominator's Hit Dice. The power will not work on any undead that has more hit dice than the Living Dead.

Living Dead as Characters:

- +8 Strength, No Constitution, -2 Intelligence, -2 Charisma.
- Medium size.
- A living dead's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A Living Dead begins with four levels of undead, which provide 4d12 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +1, and Will +4.
- Racial Skills: A living dead's undead levels give it skill points equal to $7 \times (4 + \text{Int})$

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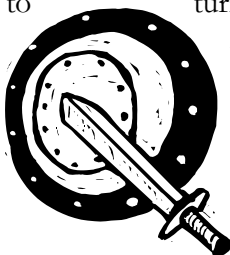
modifier). Its class skills are Climb, Hide, Jump, Listen, Move Silently, and Spot. A living dead has a +4 racial bonus on Hide and Move Silently checks.

- Racial Feats: A living dead's undead levels give it two feats.
- +3 natural armor bonus.
- Special Qualities (see above): Dominate Undead, Damage reduction 5/magic, Improved Hit Dice, +2 turn resistance.
- Automatic Languages: Common. Bonus Languages: Abyssal, Infernal.
- Favored Class: Fighter.
- Level adjustment +2.

Returned Spirit – These constructs of spiritual force are based upon the spirits of those taking their eternal rest and reward. Sent back to the material plane to set right the wrongs of calamity and horror surrounding burial sites, these spirits have many similarities to ghosts, as they are insubstantial and ephemeral. However, there is a palpable aura of wholesomeness about them and they seek only to return bodies to rest.

Combat – In spite of their relative fragility, returned spirits take the battle directly to the forces of the undead, floating among the reanimated corpses and skeletons to deliver touch attacks. They use their spell-like abilities to bolster their living allies and repair the debilitating effects of many powerful undead.

Negative energy powerlessness (ex): returned spirits cannot use any of their supernatural or spell-like abilities in areas of negative energy (such as a Desecrate spell or as the subject of channeled negative energy powerful enough to turn 4HD undead) and must retreat.



Spell Like Abilities – At will *protection from evil*, *calm emotions*, 3/day *bleed*, *cure light wounds*, *lesser restoration*, 1/day *searing light*. The

Returned Spirit

Medium Construct (Good)	
Hit Dice:	4d10 (22hp)
Initiative:	+3
Speed:	Fly 40' (8 squares) perfect
Armor Class:	16 (+3 Dex, +3 Deflection), 16 Touch, 13 Flat Footed
Base Attack/Grapple:	+3/—
Attack:	Incorporeal Touch +6 (d6 subdual, wisdom drain)
Full Attack:	Incorporeal Touch +6 (d6 subdual, wisdom drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, <i>Touch of Light</i> , <i>Wholesome Aura</i>
Special Qualities:	Construct traits, Darkvision 60 ft., Incorporeal, Lifesense 30 ft., Negative Energy Powerlessness
Saves:	Fort +3, Ref +4, Will +5
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 18, Cha 14
Skills:	Bluff +8, Concentration +8, Diplomacy +10, Heal +8, Listen +6, Sense Motive +10, Spot +6
Feats:	Dodge, NegotiatorB, Power Focus (Wisdom Drain)
Environment:	Graveyards or Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always Good
Advancement:	—

returned spirit casts these spells as a 6th level cleric.

Touch of Light (su) – Anyone touched by the Returned Spirit takes d6 subdual damage and must make a Will DC 17 save or suffer d4 Wisdom drain. The undead suffer d8 damage when touched by a returned spirit and are also subject to the Wisdom drain.

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Wholesome Aura (su) – Undead can sense the unnatural presence of a returned spirit at a distance of 30 feet. Undead will not willingly approach nearer than that and become shaken if forced to do so; they remain shaken as long as they are within that range. This overrides the mindless undeads' immunity to mind effects, but does not affect any undead with more than 8 Hit Dice.

New Spell

Motivate Objects

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Small object per caster level; see text

Duration: 1 day/level or until discharged; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and the motive power to perform its intended function: crossbows retract, wagons roll, millstones grind. The objects move quickly, as if being used by a skilled user, a powerful draft team or a strong wind or water wheel.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can command the direction of travel of a vehicle with a standard action.

Mechanical weapons, like crossbows and siege engines will function as if the user had the Rapid Reload feat a number of times equal to the caster's level.

This spell cannot animate objects carried or worn by a creature.

Motivate objects can be made permanent with a *permanency* spell.

Adjusting Encounter Levels

Steadfast Shield was written for a party of 2nd or 3rd level characters. You can change the encounters listed below to increase the threat level for a more powerful party, capable of challenging a 5th or 6th level party. Replace the encounters with the ones listed below.

Upper Level

1) EL 2 Heeyoks: CR 2; Male Gnoll Ranger-1; medium monstrous humanoid; HD 3d8+6, hp 23; Speed 30' (6 squares); Init +2; AC 17, Touch 12, Flat Footed 15; Base Attack/Grapple +2/+5; Ranged Composite Longbow 110' +5 (d8+2/x3); Melee Heavy Mace +6 (d8+3/x2); Space/Reach 5'/5'; Saves: Fort +6, Ref +4, Will 0; AL CE; SA Favored Enemy (Humans); SQ 60' Darkvision; Att: Str 17, Dex 14, Con 17, Int 10, Wis 11, Cha 6; Skills: Hide +6, Listen +4, Spot +4, Feats Point Blank Shot, Power Attack; Gear: Mw Chain Shirt, Mw. Heavy Mace, Mw. Mighty (14) Composite Long Bow, 20 Mw. arrows, 2 thunderstones, 5 +1 arrows, potion of *cure moderate wounds* (2d8+3), Potion of *cat's grace*, Oil of *darkness*.

Tactics: Heeyoks will cause confusion and havoc and attempt to bring the rest of the gnolls running. If he has time before combat, he'll consume his Cat's Grace potion. His targets of choice are humans in light armor. He'll shoot them with magic arrows and throw thunderstones while moving back into the rubble behind him. If pressed hard, he'll smear his armor with the oil of Darkness and flee west and then north to Krassahk.

2) EL 6 Stirges (10): CR 1/2; hp 10, 10, 10, 9, 6, 5, 5, 3, 3.

Improved treasure: Six five pound silver ingots 150gp

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4) EL 3 Ogre Zombie: CR 3; Large Undead; HD 8d12+3, hp 70; Speed 40' (8 squares, can't run); Init -2; AC 18, Touch 7, Flat Footed 18; Base Attack/Grapple +4/+14; Melee Slam +9 (d8+9/x2); Space/Reach 10'/10'; Saves: Fort +4, Ref +2, Will +6; AL NE; SA None; SQ Damage Resistance 5/slashing, 60' Darkvision, Single actions only, Undead traits; Skills: none; Feat: Toughness.

10) EL 3 Ogre Zombie: CR 3; hp 62.

11) EL 3 Extra Gnolls (2): CR 1; hp 18, 13.

Improved treasure: 25 gp on each extra gnoll

14) EL 5 Extra Gnolls (2): CR 2; hp 16, 15.

Suhaasz: Female Gnoll Adept-2; Medium Monstrous Humanoid; HD 2d8+2d6, hp 20; Speed 30' (6 squares); Init +1; AC 17, Touch 11, Flat Footed 16; Base Attack/Grapple +1/+2; Ranged Short Spear 20' +2 (d6+1/x2); Melee Short Spear +2 (d6+1/x2); Space/Reach 5'/5'; Saves: Fort +3, Ref +1, Will +4; AL CE; SA Spells; SQ 60' Darkvision; Att: Str 13, Dex 12, Con 11, Int 8, Wis 13, Cha 8; Skills: Concentration +2(+6), Listen +3, Spot +4; Feats: Combat Casting, Power Attack; Spells Prepared: 0-level (DC 11) *detect magic*, *guidance*, *touch of fatigue* 1st-level (DC 12) *bless*, *obscuring mist*; Gear: Chain Shirt, Light Steel Shield, Wand of *burning hands* (3d4, RS DC 12) 12 charges.

Lower Level

16) EL 3 Magical Trap *contagion* Spell inflicting the Cackle Fever disease, same DC's for finding, disabling and resisting the spell. CR 3

17) EL 3 Medium Monstrous Spiders (2): CR 1; HD 2d8+2, hp 16, 14; Speed 30' (6 squares), Climb 20'; Init +3; AC 14, Touch 13, Flat Footed 11; Base Attack/Grapple +1/+1; Melee Bite +4 d6 & poison; Space/Reach 5'/5'; Saves: Fort +4, Ref +3, Will +0; AL N; SA Poison and Webs; SQ 60' Darkvision, 60' Tremorsense, Vermin Traits;

Skills: Climb +11, Hide +7(+15), Jump +0, Spot +4; Feat: Weapon Finesse (Bite).

Poison (ex): Fort DC 12, d4 Str primary, d4 Str secondary.

Webs (ex): Escape DC 12, Burst DC 16, 6hp per patch.

18) EL 3 Medium Monstrous Spiders (2): CR 1; hp 18, 16.

29) EL 5 Improved Dire Badger: CR 5; large improved animal; HD 9d8+66, hp 116; Speed 30', Burrow 10'; Init +3; AC 17, Touch 12, Flat Footed 14; Base Attack/Grapple +6/+16; Melee Claw +11 (d6+6); Full Attack Claw +11, Claw +11, Bite +9 2d6+3; Space/Reach 10'/5'; Saves: Fort +13, Ref +9, Will +7; AL N; SA Rage; SQ Scent; Att: Str 22, Dex 16, Con 24, Int 2, Wis 12, Cha 10; Skills Listen +12, Spot +12, Feats Alertness, Improved Damage (Bite), Multiattack, Toughness, Track.

30) EL 4 Full-size Green Slime: AB +6 touch. It can be scraped off by any reasonably sharp metal or wood tool, including gauntlets before it adheres to the victim's flesh. The slime does 2d6 damage per round to wood and metal objects and ignores metal's hardness. Once in contact with flesh, it does d6 Con per round. It can be slain by sunlight, 15 points of cold or cutting damage (which is also applied to the victim), 20 points of fire damage, or a *cure disease* spell. CR 4.

31) EL 3 4 Extra Zombies (4): CR 1/2*; hp 23, 20, 18, 15.

32) EL 3 Extra Rat Swarm: CR 2; hp 26.

36) EL 6 3 Bugbear Zombies instead of zombies & skeleton

Bugbear Zombies (3): CR 2; medium undead; HD 6d12+3, hp 48, 49, 57; Init +0; Speed 30' (6 squares, can't run); AC 16, Touch 10, Flat Footed 16; Base Attack/Grapple +3/+6; Melee Morningstar +6 (d8+3/x2); Space/Reach 5'/5'; Saves Fort +2, Ref +2,

The Steadfast Shield

Will +5; AL NE; SA None; SQ Damage Reduction 5/slashing, 60' Darkvision, single actions only, undead traits; Feat: Toughness.

37) EL 3 Extra Skeleton Archers (2): CR ½*, hp 6, 9.

Extra Human Zombie (1): CR ½, hp 20.

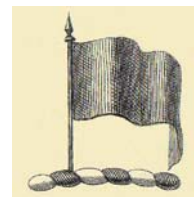
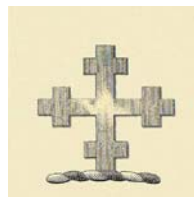
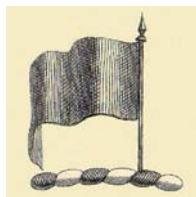
41) EL 9 Well-armored Dwarf Zombies (4): CR ½*; medium undead; HD 2d12+3, hp 16, 17, 18, 21; Init -1; Speed 20' (4 squares, can't run); AC 20, Touch 9, Flat Footed 20; Base Attack/Grapple +1/+3; Melee Battleaxe +4 (d8+2/x3); Space/Reach 5'/5'; Saves: Fort 0, Ref -1, Will +3; AL NE; SA None; SQ Damage Reduction 5/slashing, 60' Darkvision, single actions only, undead traits; Feat: Toughness.

Extra Skeleton Archers (4): CR ½; hp 6, 7, 9, 9.

Ghouls (2): CR 1; medium undead; HD 2d12, hp 15, 19; Init +2; Speed 30' (6 squares); AC 14, Touch 12, Flat Footed 12; Base Attack/Grapple +1/+2; Melee Bite +2 (d6+1 plus paralysis); Full Attack Bite +2, Claw 0, Claw 0 (d3 plus paralysis); Space/Reach 5'/5'; Saves: Fort 0, Ref +2, Will +5; AL CE; SA Ghoul Fever, Paralysis; SQ 60' Darkvision, undead traits, +2 turn resistance; Skills:

Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Feat: Multiattack.

Zossaz: CR 6; male human Clr-6; HD 6d8+24BE, hp 60BE; Speed 20' (4 squares, Run x3); Init +2; AC 20, Touch 11, Flat Footed 19; Base Attack/Grapple +4/+7BS; Ranged Dagger +7 10' (d4+3BS/19-20 x2); Melee: Dagger +8BS (d4+3BS/19-20 x2); Space/Reach 5'/5'; Saves: Fort +9BE, Ref +4, Will +8; AL LE; SA Death Touch Effect (6d6), Spells, SQ Protection from Good, Resist Fire (5); Att: Str 16BS, Dex 14 Con 18BE, Int 12 Wis 16 Cha 12; Skills: Concentration +12(16), Knowledge (Arcana) +5, Knowledge (Religion) +5, Hide -1, Intimidate +5, Spellcraft +7; Feats: Combat Casting, Spell Focus (Necromancy), Weapon Focus (Dagger); Spells Prepared: 0-level (DC 13) *detect magic* x2, *mending*, *resistance* x2, 1st level (DC 14) *cause fear* x2, *obscuring mist*, 2nd level (DC 15) *death knell*, *hold person*, *lesser restoration*, *silence*, 3rd level (DC 16) *dispel magic*, *inflict serious wounds*, *prayer*, *stone shape*; Gear: Mw. Full Plate, Mw. Light Steel Shield, 2 Mw. Daggers, 2 *caustic daggers*, 3 *enfeebling daggers*, Potion of *divine favor* (+2 luck bonus to hit and damage, Potion of *cure serious wounds* (3d8+5), Oil of *shield of faith* (+2 deflection bonus to AC for 5 minutes), Wand of *magic missile* w/20 charges (3 missiles).



N
1 square
= 5ft

