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Dungeon Crawl Classics #21

Assault on Stormbringer Castle

by Christina Stiles

AN ADVENTURE FOR CHARACTER LEVELS 12-14



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

The coastal town of Argalis has been struck by three gale-force hurricanes in the last three weeks. While the first two storms succeeded in devastating the town, the final added insult to injury by destroying more lives than property. Argalis' leaders know a local storm giant called Stozari Stormbringer sent the hurricanes against them for failure to pay her annual "good weather" tribute. Argalis' leaders want an end to the storms, and they've decided the best solution is to eliminate the giantess herself. They need heroes willing to storm her castle and kill this tyrant once and for all!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision.



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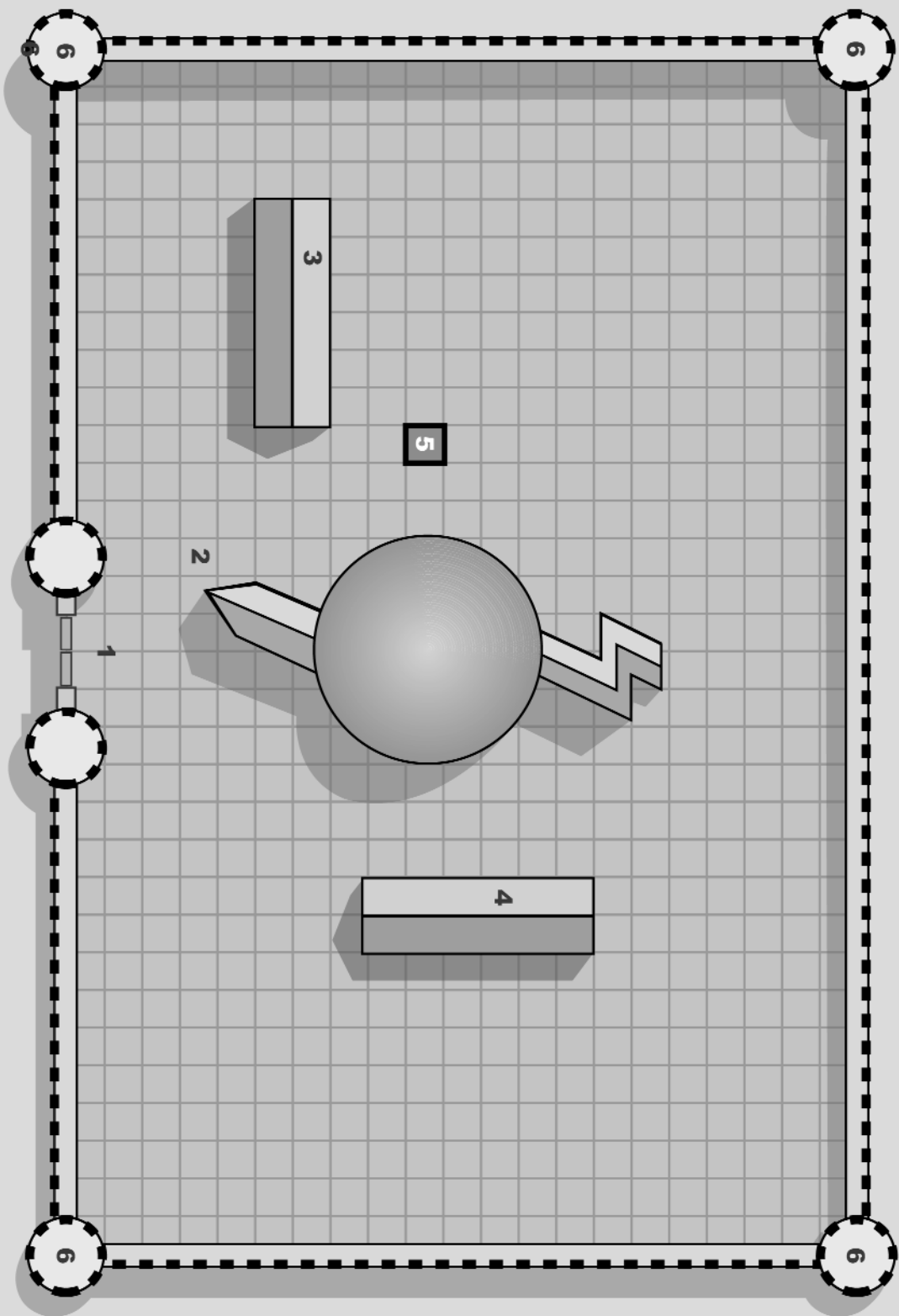
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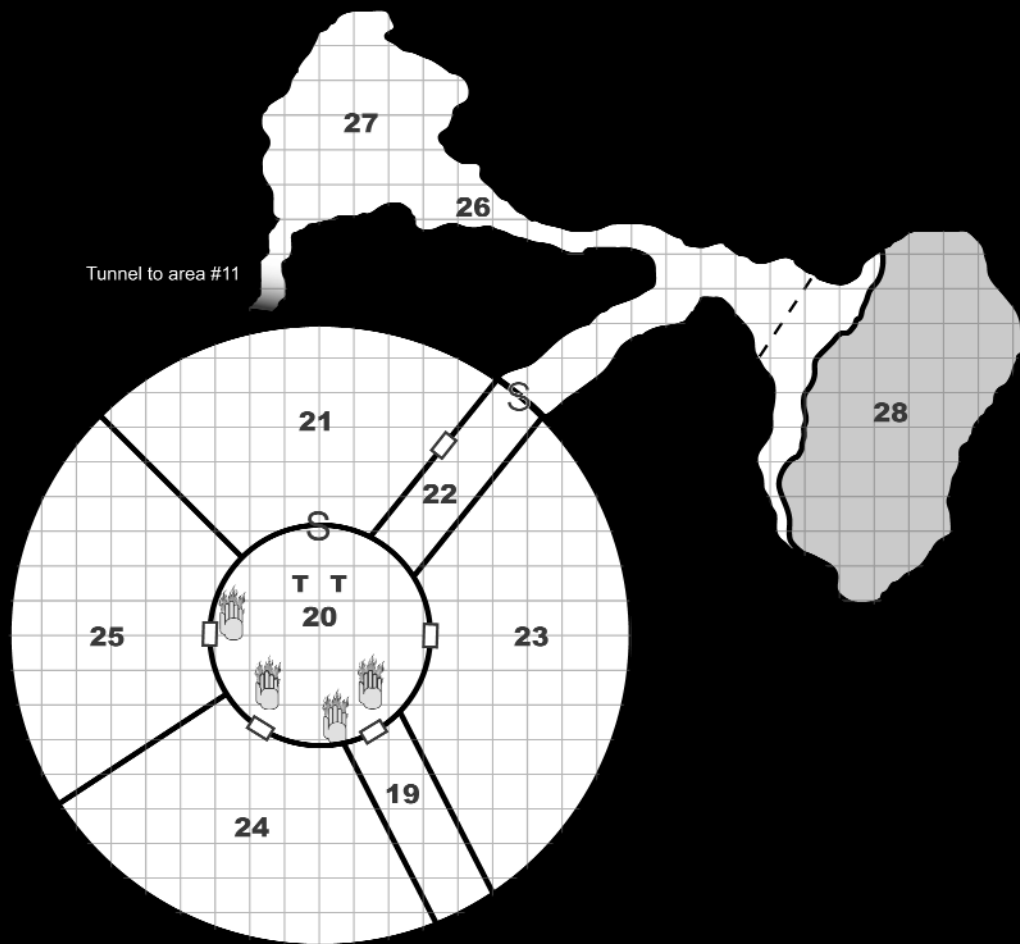
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Level 0: The Castle Grounds

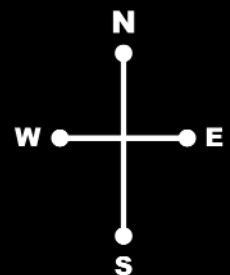


 = 40 ft.

Level -1: Tower Dungeons



□ = 15 ft.



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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 10th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Assault on Stormbringer Castle is designed for four to six players of 12th to 14th level. We recommend 50-54 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. A rogue, strong warrior type, cleric, and a wizard are all extremely valuable in this adventure. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

Several coastal towns, including the town of Argalis, have been struck by three gale-force hurricanes in the past three weeks. While the first two storms succeeded in devastating the towns, the final added insult to injury by taking more lives than property. As Argalis and its neighbors struggle to rebuild and care for the injured, they are fearful that more storms may be forthcoming - for Argalis' leaders know that a local storm giant, Stozari Stormbringer, sent the hurricanes against them for failure to pay her annual "good weather" tribute. Argalis' leaders want to put an end to the storms, and they, along with the leaders from the surrounding towns, have decided the best way to do so is to rid the area of the giantess for good. Therefore, they have begun casting about for adventurers willing to storm her castle and kill the giantess.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** - the location number keyed to the map for the encounter. **Pg** - the module page number that the encounter can be found on. **Type** - this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** - the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** - the encounter level.

Loc	Pg	Type	Encounter	EL
1	6	C	Hill giant	7
3	7	C	5 ogre Bbn4, hill giant	12+
6	8	C	Ogre Bbn4, 2 Large gargoyles	11
7	9	C	4 ogre Bbn4	11
7B	10	C	3 ogre mage Drd4	15
7C	11	C	6 blood boulders	9
7D	12	T	Pit trap	3
7E	12	C	Tendriculos	6
8	12	C	3 ogre mage Drd4	15
11	13	C	<i>Gondra</i> , ogre mage Drd8 Brown bear companion	17
14	14	C	0-5 ogre servants	0-11
15	14	C	9 ogre servants	9
15A	14	C	Ogre Exp1	4
16	15	T	Alizio's book trap	10
17	15	C	2 really large gargoyles	12
18	16	C	<i>Totoki</i> , living spirit Ftr15	18
20	18	T	4 <i>flame strike</i> traps 2 falling block traps	9
23	19	T	2 living spirit ogre Ftr5	7
24	19	T	<i>Glyph of warding</i>	4
25	20	T	<i>Glyph of warding</i>	4
		T	<i>Incendiary cloud</i>	9
27	20	C	2 minotaurs 4 violet fungi	9
28	28	C	2 large water elementals <i>Stozari Stormbringer</i> , storm giant Drd4	18

Scaling Information

Assault on Stormbringer Castle is designed for 4-6 characters of 12th-14th levels, but it can be modified for stronger parties. Because the storm giantess is no pushover even without her druid levels, it is not recommended this adventure be played with weaker parties. Playing with weaker parties will ensure high PC death tolls – which will not be fun for the players (but may be fun for the DM).

Stronger Parties (7 or more characters, or higher than 14th level): Increase the number of ogre barbarians in areas 1 and 6 by 25%, and add more mage druids in area 7A-7D. Increase the Search and Disable Device check DCs by 2-4 points. Add 2 druid levels to both Gondra and Stozari.

Getting the Players Involved

The following hooks can be used to get the PCs to Argalis and ultimately involved in the plot:

- While the PCs are out to sea, hurricane gales damage their ship. They are forced to dock at Argalis. During their stay, they hear rumors that the giantess, Stozari Stormbringer, whose castle lies to the north, sent the hurricanes because the towns refused to pay her “good weather” tribute.
- The PCs’ reputations have preceded them. Lord McDurmott, governor of Argalis, has sent a letter to plea for their assistance. He offers a 1,000 gp reward. If the PCs ask for more money, McDurmott reminds them that his town (and the surrounding towns) are in a state of turmoil since the hurricanes and need their money to rebuild and provide for the people. He will also remind them that the giantess’ personal treasure, which they lay no claim to, should be worth their efforts. (Of course, it won’t be: the giantess has invested most of it in her various projects, which the townspeople don’t know about.)
- Good cleric or paladin characters receive a plea from their affiliated religious organizations in the affected towns.



Background Story

Stozari Stormbringer

For more than a century, Stozari Stormbringer has inhabited a castle 10 miles north of Argalis. During that time, she and her family have demanded tribute from Argalis and the surrounding coastal towns to protect them from foul weather. Each year she has increased the tribute. This year she doubled her normal request and demanded it be paid bi-annually instead of annually. Unbeknownst to the towns, Stozari has been using the proceeds not just for her castle’s upkeep, but to fund two ambitious projects: her daughter’s shipbuilding project (as described in the forthcoming *Dungeon Crawl Classics* #22: *The Stormbringer Juggernaut*) and her elderly husband’s transformation from a dying giant into a colossal living construct. But the towns have refused to pay the inflated tribute, forcing her to remind them why the “good weather” tribute is so important to the success of their sea-based economy. To date, she has summoned three hurricanes to force the towns into paying.

The Towns

Though the coastal communities have paid the ever-escalating tribute for all those years, the giantess’ newest request for 5,500 in gold from the small towns and 20,000 in gold from Argalis to be paid bi-annually caused an uproar in the towns’ governments. Tired of bowing to the tyrannical giantess’ requests, the towns refused to pay. Initially, the giantess sent an envoy to Argalis to see why the payment was delayed. Lord McDurmott, Argalis’ governor, sent her envoy back with their refusal, and a week later the first hurricane struck. Since that time, two more envoys have come and gone, and two more hurricanes have smashed the shores. The towns cannot withstand much more, but nor can they afford to continue paying the giantess’ escalating protection fees. The officials have decided the vicious extortion cycle must end.

Lord McDurmott

If the PCs are introduced to the adventure through Lord McDurmott’s invitation, he can provide them with some information about the layout of the inside of the castle. Stozari invited him to her husband’s funeral (where he witnessed the burning of Kraxxox Stormbringer’s body), so he has a basic idea of what sits inside the castle walls. He knows that ogres with ballistae guard the castle’s guard towers, and he has seen a hill giant at the gates. He has never been inside her tower.

Player Beginning

The storm giantess' castle is located atop a mountain 10 miles north of Argalis. It is easy to locate, and the adventure starts with the heroes at the base of the mountain looking up at the castle.

Wind whips about you, and a light, cold rain pelts your skin as you stare up at the giantess' mountain. A winding road cuts through the rock, leading to the castle's gates far above.

Stormbringer Mountain: The Way Up

The first part of the adventure involves getting up to Stormbringer Castle without alerting Stozari's minions. The storm giantess' guards are on high alert, as she is expecting some sort of attack from the towns. A group of gargoyles flies hourly patrols, keeping an eye on the main rStormbringer Mountain: The Way Upoad winding around the 2,000-foot-tall mountain. The full length of the main road is almost 9,000 feet.

Stozari allows several monstrous races (mostly gargoyles, hill giants, and ogres) to live on the mountain. They help protect Stormbringer Castle from attacks, so characters trying to skirt the road may come into contact with these stalwart allies.

The road is a direct climb with the only threats being wandering monsters (described below). Should the characters decide to climb the mountain instead of using the road, the first 1,500 feet of the mountain are most easily climbed, as they are not so steep, requiring numerous DC 10 Climb checks. The DC increases to 12 thereafter.

Of course, high-level characters are not likely to use the road or climb the mountain. They will likely use magic to skirt the defenses, possibly using some combination of *invisibility* and *fly*. Stozari's gargoyle patrols may still prove a danger to flying characters, and the hill giants will lob rocks at any flyers they see.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will have a random encounter. If the PCs stray from the road as they climb the mountain, increase the wandering monster chance to 40% (1-8 on a d20) per half hour.

1d6 Encounter

1-3	1d4 Large gargoyles (patrol)
4-5	1d8 ogres
6	1d2 hill giants

Large Gargoyles: CR 8; Large Monstrous Humanoid; HD 8d8+51; hp 87; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15; Base Atk +8; Grp +18; Atk +13 melee (1d8+6/19-20, claw); Full Atk +13 melee (1d8+6/19-20, claws) and +11 melee (1d8+3/19-

20, bite) and +11 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA —; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +7, Will +6; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7*, Listen +6, Spot +6; Improved Natural Attack (claws), Multiattack, Toughness.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Ogres: CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk/Full Atk +8 melee (2d8+7/x2, greatclub) or javelin +1 ranged (1d8+5/x2, javelin); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: greatclub, dagger, javelins (4), hide armor, 10 gp.

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10/x2, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10/x2, greatclub) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

SA – Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

SQ – Rock Catching (Ex): Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Level 0: Stormbringer Castle Grounds

Stormbringer castle has loomed over the northern mountain pass from Argalis for a century. The castle's granite walls rise 90 feet from the mountaintop. There is a 25-foot open area surrounding the walls, and below that it's a sheer drop.

The castle's walls and gates are protected with a *warded walls* spell (see sidebar). Four watchtowers with ballistae (area 6) protect the castle's four corners, and two more protect the iron gate.

Note the large scale of the map. The castle grounds cover an enormous area.

Sounding the Alarm

The castle grounds house dozens of monstrous guards, most very large and dangerous. There are more than 30 ogre soldiers, several cohorts of gargoyles, and a number of hill giants – and they're all on the alert. If the PCs are not cautious and quiet, punish them by making Listen and Spot checks for the various guards at areas 1, 2, 3, and 6. If any one guard is alerted, he'll sound the alarm and they'll all be alerted. If the PCs do manage to alert the entire staff they'll probably be forced to retreat and come back again another day, which is okay: it's not easy to assault a storm giant's castle!

The total guard force of the exterior castle grounds consists of 30 ogre barbarians, 3 hill giants, and 14 gar-

goyles. The gargoyles dwell on the watch towers (the six areas labeled area 6). The ogres and hill giants live in the barracks (area 3). Some are always staffing the watch towers or on patrol. If the PCs sound the full alarm, the full strength of surviving guards comes running from the barracks, from the watch towers, and from the various patrol areas. If the PCs don't sound the alarm, they will find in the barracks any creatures not otherwise encountered in other areas or through wandering encounters.

In addition, there are more guards within the castle (in addition to those on the grounds). They, too, will alert each other if they detect an intrusion. At each stage of the adventure, the PCs have the opportunity to be stealthy – or bring an entire army upon them.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters will encounter a random patrol. Nighttime guards use the same patrol schedule, so the chance is the same day or night. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1-3	1d4 large gargoyles
4-5	1d4 barbarian ogres
6	1 hill giant

Large Gargoyles: CR 8; Large Monstrous Humanoid; HD 8d8+51; hp 87; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15; Base Atk +8; Grp +18; Atk +13 melee (1d8+6/19-20, claw); Full Atk +13 melee (1d8+6/19-20, claws) and +11 melee (1d8+3/19-20, bite) and +11 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA –; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +7, Will +6; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7*, Listen +6, Spot +6; Improved Natural Attack (claws), Multiattack, Toughness.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Ogre Bbn4: CR 7; Large Giant; HD 4d8+4d12+35; hp 79; Init +0; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +7; Grp +19; Atk/Full Atk +16 melee (2d8+13/x2, +1 *greatclub*) or javelin +6 ranged (1d8+8/x2, javelin); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17,

Warded Walls

Abjuration

Level: Sor/Wiz 7

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: See text

This powerful spell is primarily used to defend a stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 40 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them.

The following spells cannot penetrate walls protected by this spell: *clairaudience/clairvoyance*, *disintegrate*, *dispel magic*, *locate object*, *passwall*, *scrying*, and *teleport*.

Focus: A small silver key



Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Possessions: +1 greatclub, +1 chain shirt, javelins (4), masterwork light crossbow with 20 bolts, dagger, 15 gp

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10/x2, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10/x2, greatclub) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

SA – Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

SQ – Rock Catching (Ex): Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Areas of the Map

Area 1 – The Gates (EL 7): The EL of this encounter is much higher if the PCs alert both watch towers as well as the hill giant. Read or paraphrase the following:

Thick, 90-foot-tall double iron doors block the castle's entrance. Two stone watch towers rise to either side of them, ending 10 feet above the gates. In each battlement, an ogre soldier trains a ballista on the entrance.

Though the one ogre is visible within each watchtower, the two large (frozen) gargoyles hiding within may not be; allow the PCs an opposed Spot check to see them (Hide +15 against the stone). Stone stairs lead down from the watchtowers and into the courtyard.

A hill giant waits in the courtyard behind the gate. The hill giant only joins the fight when the PCs breach the gate, as his job normally only consists of removing the bar from the gates to allow visitors and patrols to enter/exit.

See area 6 for the stats of the ogres and gargoyles occupying the watch towers.

Tactics: Should the PCs directly assault the gates, the soldiers and gargoyles at the castle's east and west battlements (area 6) will assist their comrades. The gargoyles will fly out to attack while the soldiers train their ballistae on the PCs. The hill giant remains behind the gates. He has a pile of rocks to either side of the gate (beside the inner stairs to the watchtowers), and he uses them to attack those who breach the gates.

Barred Iron Gates: 8 in. thick; Hardness 40; hp 240; Break (DC 30).

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10/x2, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10/x2, greatclub) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

SA – Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

SQ – Rock Catching (Ex): Once per round, a giant that would normally be hit by a rock can make

a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Area 2 – Courtyard: Once the characters have entered the castle grounds, read or paraphrase the following. The text assumes the characters have a side view of the tower; adjust the text to suit the characters' visual point of view if they enter from another angle.

The castle grounds are enormous, extending hundreds of feet in every direction. A circular granite tower dominates the area. Roughly 245 feet wide at its widest point and 65 feet high, it rises from the center of the grounds. An odd structure of green glass juts out of the tower's north and south base. The southern structure ends in a point, and you can see that four ogre guards stand ready, two at either side of the point. To the west of the tower is a long guard barracks, and to the east is what appears to be a huge livestock pen.

Show the players handout A when they first see Stozari's castle. Depending on the PCs' viewpoint, they may gain further information on the structure. For instance, if viewed from above, one can clearly see that a green lightning bolt slashes through the tower's center. If viewed from the north, south, or east sides, they can see that a metal platform (area 17) rises 35 feet above the tower's roof on its east side, making the tower's highest point 100 feet tall. Looking at the tower from the east side, one can see that a section of the tower lies open to the air, and the platform rises from its open base. No ladder or stairs lead to the platform (Stozari Stormbringer uses her *ring of flying* to access it).

When the PCs get close to the tower, proceed to area 7. The two ogre guards attack on sight; see area 7 for their statistics.

Area 3 – Guard Barracks (EL 12+): This 200-foot-long wooden building houses 30 barbarian ogres and 3 hill giants. If the PCs encounter these creatures as wandering monsters, the GM needs to remove that number from those encountered here. At least ten ogres are always missing from the barracks: six guard the watchtowers and four stand guard outside area 7 at all times. Additionally, one hill giant always resides at the main gates.

Any creatures encountered in the barracks have a 75% chance of being asleep. At least five ogres and one hill giant are always awake, playing dice in the

center of the hall. The PCs may be able to surprise them. If they can dispatch the awake ones rather quickly, they may be able to perform coup de grace attacks on those asleep. Awakened enemies take 3 rounds to join the fight, as they don armor and gather weapons.

When the PCs enter this area, read or paraphrase the following:

Over thirty large straw mats, some much larger than others, span the length of this hall. Loud snoring permeates the air, as does the smell of unwashed bodies. Chain mail and weapons are scattered about the floor. Laughter comes from the center of the room, where five ogres and a hill giant are throwing dice against the side of a large chest.

Tactics: Attacked ogres yell to try to rouse their companions from their slumber.

Treasure: Stozari has spent a lot of money arming the ogres with magical weapons and armor. Because of this, they do not possess a great deal of gold. Each carries 15 gp in a pouch. The chest in the center of the room is unlocked and empty.

Ogre Bbn4 (5): CR 7; Large Giant; HD 4d8+4d12+35; hp 79; Init +0; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +7; Grp +19; Atk/Full Atk +16 melee (2d8+13/x2, +1 *greatclub*) or javelin +6 ranged (1d8+8/x2, javelin); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (*greatclub*).

Possessions: +1 *greatclub*, +1 *chain shirt*, javelins (4), masterwork light crossbow with 20 bolts, dagger, 15 gp

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10/x2, *greatclub*) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10/x2, *greatclub*) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (*greatclub*).

SA – Rock Throwing (Ex): The range increment

is 120 feet for a hill giant's thrown rocks.

SQ – Rock Catching (Ex): Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Area 4 – Livestock Pens: Read or paraphrase the following:

Long before you actually approach this 240-foot-long wooden building, the smell of waste and rotting food assaults your noses – and the sound of loud snorting soon follows. From afar, you can see the building has no roof or doors. When you get close, you peek inside an archway to see this building serves as a pen for hundreds of large hogs.

There is nothing of value here.

Area 5 – Cistern: Read or paraphrase the following:

A 15-foot-tall, 15-foot-wide stone wall rises from the castle's grounds. A hand pump extends from its southern wall, and numerous wooden buckets sit nearby.

The collected rainwater in this pool provides fresh water for the castle's guards and servants.

Area 6 – Watch Towers (EL 11): There are six watch towers. Read or paraphrase the following:

A stone watch towers rise 10 feet above the 90-foot walls. A lone ogre soldier with a ballista guards the tower.

Allow the PCs to perform opposed Spot checks to note the two gargoyles hiding within each tower (Hide +15 against stone). These guards attack on sight.

Development: If the PCs enter the watchtowers, they will find the floors inside the towers are 40 feet long and wide. A ballista sits on a raised turret five feet from the tower's walls. A circular section of metal protects the shooter, giving him a great deal of cover (allow +6 to AC and Reflex saves).

Large Gargoyles (2): CR 8; Large Monstrous Humanoid; HD 8d8+51; hp 87; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15; Base Atk +8; Grp +18; Atk +13 melee (1d8+6/19-20, claw); Full Atk +13 melee (1d8+6/19-20, claws) and +11 melee (1d8+3/19-20, bite) and +11 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA –; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +7, Will +6; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7*, Listen +6, Spot +6; Improved Natural Attack (claws), Multiattack, Toughness.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Ogre Bbn4: CR 7; Large Giant; HD 4d8+4d12+35; hp 79; Init +0; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +7; Grp +19; Atk/Full Atk +16 melee (2d8+13/x2, +1 greatclub) or javelin +6 ranged (1d8+8/x2, javelin); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide –6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (greatclub).

Possessions: +1 greatclub, +1 chain shirt, javelins (4), masterwork light crossbow with 20 bolts, dagger, 15 gp

Level 1: Tower Level One

From the ground, Stozari Stormbringer's castle appears as a 65-foot-tall circular tower with unusual green-tinted glass walls jutting out from its north and south base. If viewed from above, one can clearly see that a green lightning bolt slashes through the tower's center.

The granite tower measures 245 feet at its widest point. A green glass structure extends about 120 feet from the tower's southern base and ends in a point. Double doors, the only apparent tower entrances, lie on either side of the point. At the tower's northern base, a similar glass structure zigzags to a length of 135 feet. The glass structures are actually part of Stozari's extensive greenhouse, much of which tunnels through the tower's center. The greenhouse's inch-thick glass is strong, and only shadowy shapes can be seen through it.

A metal platform (area 17) rises 35 feet above the tower's roof on its east side, making the tower's highest point 100 feet tall. Looking at the tower from the east side, one can see that a section of the tower lies open to the air, and the platform rises from its open base. No ladder or stairs lead to the platform (Stozari Stormbringer uses her *ring of flying* to access it).

Note: The real danger of this level lies in the greenhouse, which is the tower's first line of defense. Depending on how the PCs handle the various encounters within, the greenhouse (areas 7A-7E) can prove quite lethal.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters encounter 1d2 ogre servants on this level. There are only 9 standard ogre servants in the castle, so subtract encountered ogres from that total.

Ogre Servant: CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk/Full Atk +9 melee (1d6+5/19-20, dagger) or +3 ranged (1d6+5/19-20, dagger); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (dagger).

Possessions: dagger, 15 gp.

Areas of the Map

Area 7 – Tower Entrance (EL 11): Read or paraphrase the following as the PCs get close to the tower.

Stozari Stormbringer's castle is a 65-foot-tall circular tower with unusual green-tinted glass

walls jutting out from its north and south base. The granite tower measures 245 feet at its widest point. A green glass structure extends about 120 feet from the tower's southern base and ends in a point. Double doors, the only apparent tower entrances, lie on either side of the point. At the tower's northern base, a similar glass structure zigzags to a length of 135 feet. The glassed structures are actually part of Stozari's extensive greenhouse, much of which tunnels through the tower's center. The greenhouse's inch-thick glass is strong, and only shadowy shapes can be seen through it. Four muscular, fierce-looking ogres in chain mail guard the area, two beside each double door.

The ogres attack on sight. Once the PCs dispatch the ogres, they have to get through the doors. Read or paraphrase the following:

The strong glass doors rise to a height of 30 feet. They are locked.

Double Glass Doors: 1 in thick, Hardness 20; hp 40; Break (DC 30); Locked (DC 30).

The ogre guards do not have keys to the doors. When they need to enter, they bang on the doors and the ogre mages let them in. The PCs may try this approach. Keep in mind, however, that the ogre mages can see the shadows of those standing behind the glass doors. If the shadows do not look sufficiently ogre-like, the mages don't open the door. If the PCs break down the doors, the noise alerts the birds within and the ogre mages working in the gardens. The ogre mages, in turn, alert their compatriots sleeping in area 8.

If the PCs open the doors, or use magic to somehow bypass them, proceed to area 7A.

Ogre Bbn4 (4): CR 7; Large Giant; HD 4d8+4d12+35; hp 79; Init +0; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +7; Grp +19; Atk/Full Atk +16 melee (2d8+13/x2, +1 *greatclub*) or javelin +6 ranged (1d8+8/x2, javelin); Space/Reach 10 ft./10 ft.; SA Rage 2/day; SQ Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Hide -6, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (*greatclub*).

Possessions: +1 *greatclub*, +1 *chain shirt*, javelins (4), masterwork light crossbow with 20 bolts, dagger, 15 gp



Area 7A – Greenhouse Entrance: This entire area is made from a one-inch-thick glass that has the strength of adamantine (hardness 20, hp 40). The greenhouse's ceiling rises to 65 feet. During the day, natural light spills in through the glass, lighting all areas except area 7E, which remains dark. During the evening, magical lamps on posts brighten areas 7A-7D. Various birds fly about the non-lethal garden areas (7A-7D – they do not perch on rocks). The presence of unusual creatures in their midst (such as the PCs) causes them to take noisy flight toward the inner areas of the greenhouse.

When the PCs enter, read or paraphrase the following:

You are looking into a massive hall lined with various plants and trees. Warm air fills the building, and numerous birds flutter about. A dirt path winds its way through the plants and further into the building. Trees obscure your view beyond 30 feet.

Show the players handout B. Unless the PCs all succeed at opposed Move Silently and Hide checks, the birds take note of them. (Assume the normal birds have Listen +2 and Spot +5. Six of the druids' hawk companions are flying about with Listen +3 and Spot +15.) The PCs' presence frightens the normal birds, and they fly en masse towards the back of the greenhouse. The hawk companions cry warnings and seek out their masters. The resulting noise automatically alerts the ogre mages (from areas 7B-7C). The ogre mages quickly realize intruders are underfoot, and they prepare for attack and alert the ogre mages in area 8.

Note: Once the PCs have entered the greenhouse, any arcane spellcasters must overcome a 35%

chance of spell failure to cast arcane spells, due to the witch grass that grows throughout the greenhouse. This spell failure does not apply to divine magic spells. See page 25 for more information on the effect of the witch grass.

Area 7B – Plant Garden (EL 15): Vines grow along the inside greenhouse walls in areas 7B and 7C, hiding the entrances to areas 8, 9, 12, and 14 (treat as secret doors, Search DC 20). The doors open inwards, and the druids' trackless step ability aids in hiding the doors' existence.

Three ogre mages are always at work in the gardens, no matter the hour. When the PCs enter, the ogre mages will be in area 7B. If an alarm is raised or battle begins, three ogre mages from area 8 join their companions in battle within 2 rounds.

The greenhouse contains witch grass throughout, which the druids planted as a security measure against arcane spellcasters. The druids grow various (large) edible plants, fruits, and vegetables in this area of the greenhouse. This garden, along with the livestock pens (area 4), makes the castle mostly self-sufficient.

Obviously, the PCs are going to be expecting some evil, sentient plant creatures to attack them at this point. Those actually lie in area 7E. Feel free to describe the vines and some of the mixed vegetation as ominous, and have the PCs roll Spot and Listen checks while they move throughout this area. If you are feeling particularly evil, throw in a patch or two of assassin vines to disrupt their searches for secret doors.

Tactics: If the birds alert the ogre mages to the PCs' presence, the ogre mages take the time to buff themselves with spells (they favor using *bull's strength* and *bear's endurance*). When the PCs come in range, they cast *entangle*. They prefer to attack in area 7B, so they can use their *entangle* spells and then retreat to area 7D, setting the PCs up for the blood boulder trap in 7C-7D. If they can lure the PCs to 7C, they cast *obscuring mist* and retreat behind the secret door in area 8. Then the blood boulders attack the PCs as they descend the rock path in area 7C to 7D, either squishing them against the wall or pushing them into a retreat toward the pit trap and/or evil plants in area 7E.

Ogre Mage Drd4 (3): CR 12; Large Giant; HD 9d8+27; hp 67; Init +4; Spd 40 ft., fly 40 ft. (good); AC 18, touch 9, flat-footed 18; Base Atk +6; Grp +15; Atk +11 melee (3d6+7/19-20, +1 *greatsword*) or +5 ranged (2d6/x3, longbow); Full Atk +11/+6 melee (3d6+7/19-20, +1 *greatsword*) or +5 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA

Spell-like abilities; SQ Animal companion, darkvision 90 ft., low-light vision, nature sense, regeneration 5, resist nature's lure, spell resistance 19, trackless step, wild empathy, woodland stride; AL NE; SV Fort +11, Ref +2, Will +8; Str 21, Dex 10, Con 17, Int 14, Wis 15, Cha 17.

Skills and Feats: Concentration +11, Handle Animal +10, Heal +9, Knowledge (nature) +5, Listen +10, Spellcraft +10, Spot +10, Survival +9; Brew Potion, Combat Casting, Combat Expertise, Improved Initiative.

Possessions: +1 greatsword, +2 leather armor, dagger, longbow and arrows (20), key (to chests in area 8), *potion of cure light wounds* (x2), scroll of *cure moderate wounds* (CL 8), scroll of *snare* (CL 8).

Spells (5/4/3; DC 12 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *light*, *resistance*; 1st-level – *cure light wounds*, *entangle*, *obscuring mist*, *produce flame*; 2nd-level – *bear's endurance*, *bull's strength*, *heat metal*.

SA – Spell-Like Abilities: At will – *darkness*, *invisibility*; 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Hawk Companions (6): CR 1/3; Large Animal; HD 3d8; hp 13; Init +3; Spd 10 ft., fly 60 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp -8; Atk/Full Atk +8 melee (1d4-2, talons); Space/Reach 2 ft./0 ft.; SA –; SQ Evasion, low-light vision, link, share spells; AL N; SV Fort +3, Ref +9, Will +3; Str 6, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +3, Spot +15; Lightning Reflexes, Weapon Finesse.

Skills: Hawks have a +8 racial bonus on Spot checks.

Tricks: Alert, come, seek, stay.

Area 7C – Rock Garden (EL 9): Read or paraphrase the following:

Large rocks and colorful pebbles line this section of the garden. A few trees, rising almost to the height of the ceiling, dot the landscape, providing homes and perches for the various birds. Here and there, one-foot tall plants poke through the pebbles. A dirt path continues through the rock garden, and the floor here slants downward. Strong, thick vines climb the walls, covering every inch of them.

If the PCs scare the birds, they fly to the trees in this area and perch on the highest branches. The birds flap their wings and squawk angrily. If the ogre mages did not alert their companions in area 8, the ogre mages therein need only make a Listen check (DC 10) to hear the noise coming from this area. Likewise, the ogre mage leader in area 11, whom the other ogre mages only alert under dire circumstance, is allowed a Listen check as well. She and her bear companion gain a +2 circumstance bonus, as no door blocks her hearing to area 8.

The main danger in this area, however, is the six blood boulders (marked with an X amid the other large rocks).

Vines cover the man-made cave opening leading into area 11, the druid leader's quarters (Search DC 20). See area 11 for a description of the cave opening.

Blood Boulder Tactics: These sentient creatures are larger than normal and specially trained to attack intruders. (Their stats differ from the standard blood boulders described on page 24.) They wait until their prey gets at least midway toward area 7D, and then in a V-formation they begin to roll down toward them, trying to smash them against the wall in area 7D. Of course, their prey may try to avoid them by running or jumping into area 7E, but that is not such a good idea: a pit trap in area 7D covers the entrance to area 7E, and beyond the pit trap lies those evil plants the PCs have likely been worried about.

Ogre Mage Tactics: If the birds in this area alert the ogre mages in area 8 and 11 to the PCs' presence, meaning their companions were dispatched early and didn't get the chance to alert them, the ogre mages wait behind their respective doors for the coming boulder attack. They use their time to cast spells to improve their physical abilities before joining the combat.

Blood boulder (6): CR 4; Medium Aberration; HD 6d8+30; hp 57; Init -2; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +4; Grp +10; Atk/Full Atk +10 melee touch (1d6+6, slam); Space/Reach 5 ft./5 ft.; SA Attach, blood drain; SQ Blindsight, camouflage, damage reduction 5/bludgeoning; AL N; SV Fort +7, Ref +0, Will +4; Str 22, Dex 7, Con 21, Int 3, Wis 8, Cha 7.

Skills and Feats: Hide +3, Spot +3; Improved Bull Rush, Improved Natural Attack, Improved Trip.

New Animal Trick: Alert

Alert (DC 20): Similar to guard, the animal stays in a particular area, but instead of preventing others from approaching, it makes noise and seeks out its master.

SA – Attach (Ex): If a blood boulder hits with a touch attack, one of its mouths latches onto the opponent's body. An attached blood boulder is effectively grappling its prey. An attached blood boulder can be struck with a weapon or grappled itself. To remove an attached blood boulder through grappling, the opponent must achieve a pin against the blood boulder.

SA – Blood Drain (Ex): A blood boulder drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim.

SQ – Blindsight (Ex): Blood boulders have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

SQ – Camouflage (Ex): Since a blood boulder looks like a normal boulder when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the rock. Dwarves can use stonecunning to notice it.

Area 7D – Trapped Rock Garden (EL 3): This area is rock-strewn, much like area 7C. Light continues to brighten this area. A 15-foot-wide, 65-foot-tall wall lies just beyond one side of the pit trap. It is 1 foot thick. Its purpose is twofold: it prevents people from jumping across that area of the pit trap, and it blocks the view of the darkened part of area 7E (at least from those who might attempt to run or fly into the room without much thought for their safety).

The boulders in area 7C will attempt to smash the PCs against the back wall. (If the ogre mages in area 8 have not been alerted by this time, the sound of the boulders crashing against the wall of their room will rouse them). The PCs may jump to the left toward area 7E to avoid the rocks, but a pebble-covered pit trap lies just inside the entrance to that section. The pit trap is 15 feet wide and 40 feet long. Anyone falling through the pit trap ends up in area 27 (the real danger of the trap).

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Area 7E – Evil Plant Garden (EL 6): No doubt your players have been waiting for some dreaded plant to reach out and attack them. Well, they need wait no longer. Those who run into this area to avoid the blood boulders either encounter the entrance pit trap in area 7D or the tendriculos that lies inside this room.

The entrance into this area from 7D looks like a pebble pathway. Though light shines along the pathway, the light in the interior of area 7E is almost non-existent. Inside the dark area are brambles, overgrown brush, and plants that grow well without much light.

Tactics: The sounds of the rolling boulders from area 7D may alert the tendriculos to the nearness of prey (Listen check DC 10). If so, it moves to the wall separating area 7D from 7E. If anyone attempts to run through the room, it attacks with its tendrils. Otherwise, the creature lies in the midst of the overgrown plants and brush in this section of the greenhouse.

Tendriculos: CR 6; Huge Plant; HD 9d8+54; hp 94; Init -1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) or +8 melee (1d6+4, tendril); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy.

Area 8 – Ogre Mage Druids' Quarters (EL 0-16):

Thick vines cover the entrance to this room (Search check DC 20). Normally, three ogre mages rest in this room, while their three companions work the gardens. More than likely, their brethren or the sounds of combat have previously summoned them from the room, making the room empty.

Six large beds dominate the room. Chests lie at the foot of each. The room contains no other furniture.

These three ogre mages have the same statistics as those in area 7C.

Treasure: The druids do not maintain a large amount of treasure; they have simple needs. What gold they have resides in the locked chests at the foot of their beds. The ogre mages carry the chests' keys on their person. Each chest contains 65 gp and a robe.

Strong Wooden Chests (6): 1 in thick; Hardness 5; hp 20; Break (DC 23); Open Lock (DC 30).

Area 9 – Living Room: Vines shroud the double doors leading to this room from area 7B. The doors require a Search check (DC 20) to locate. Read or paraphrase the following:

Soft light from several wall-mounted globes illuminates this room. A giant-sized sofa and three chairs sit in the room's center. Just to the left of the main doors, a spiral staircase rises. Its steps are at least 3 feet high and wide.

Beautiful murals adorn the south and east walls. The southern mural depicts an undersea scene of a handsome male storm giant riding

the largest shark you have ever seen. In his raised right arm, he carries an impressive trident held for a charge. In the much larger eastern mural, a female storm giantess pirate rides the waves in a juggernaut of vast proportions.

Show the players handout C. The staircase leads to Stozari's library in area 16. The mural of Stozari's son on the south wall hides a secret door to area 10 (Search check DC 30). The frontmost tooth of the shark is actually a triangular button in the wall; when pressed, the secret door slides open.

Stozari uses this room to relax. Sometimes she sits in one of the cushioned chairs, immersing herself in a book; other times, she just stares proudly at the massive murals of her children on the south and east walls of the room. Stozari is especially proud of her daughter, Arozza Stormbringer, as evidenced by the larger mural.

While the players may pay little heed to the murals of Stozari's children, they actually foreshadow the events chronicled in *Dungeon Crawl Classics #22: The Stormbringer Juggernaut*.

Area 10 – Secret Stairwell: A giant-sized set of spiral stairs leads straight down to area 19 on the lower level of Stozari's tower.

Area 11 – Gondra's Quarters (EL 17): If the ogre mage druid leader was not alerted to combat in the greenhouse area, the PCs encounter her here with her brown bear animal companion. The room is dark, so the PCs will need to use a light source. When the PCs enter the room, read or paraphrase the following, adjusting for light level:

Just as you enter the opening, you catch the musty smell of some type of animal. The floor here is hard earth. In the center of the room lies a large rectangular straw mat. The remnants of chewed vegetables lie scattered about the floor. Two massive boulders sit at the north and west sides of the room, respectively.

Tactics: If the druid and her companion are here, they hide behind the boulders. The druid is currently in human form. (If she's had preparation time, she has cast *bear's endurance* on her companion and *bull's strength* on herself.) She attempts to surprise the PCs, attacking when someone comes to investigate near the boulders. If things get too tough for the druidess, she shapechanges, and she and her companion attempt to flee through the tunnel access hole hidden behind the northern boulder (see below). Once in the caverns, the druid will heal her companion and ask him to fight alongside the minotaurs while she seeks to warn Stozari.

Secret Tunnel: Vines in area 7C cover a man-made cave opening. The 5-foot-wide opening lies just four feet off the ground (Search check DC 20). It opens into a four-foot-high tunnel (area 11A) that slowly descends 60 feet down into area 27.

Gondra, Female Ogre Mage Drd8: CR 16; Large Giant; HD 13d8+39; hp 97; Init +4; Spd 40 ft., fly 40 ft. (good); AC 18, touch 9, flat-footed 18; Base Atk +9; Grp +18; Atk +14 melee (3d6+7/19-20, +1 *greatsword*) or +8 ranged (2d6/x3, longbow); Full Atk +14/+9/+4 melee (3d6+7/19-20, +1 *greatsword*) or +8/+3 ranged (2d6/x3, longbow); Space/Reach 10 ft./10 ft.; SA Spell-like abilities; SQ Animal companion, darkvision 90 ft., low-light vision, nature sense, regeneration 5, resist nature's lure, spell resistance 19, trackless step, wild empathy, wild shape (3/day, Large), woodland stride; AL NE; SV Fort +13, Ref +3, Will +10; Str 21, Dex 10, Con 17, Int 14, Wis 16, Cha 17.

Skills and Feats: Concentration +13, Diplomacy +9, Handle Animal +12, Heal +9, Knowledge (nature) +11, Listen +12, Spellcraft +12, Spot +12, Survival +11; Brew Potion, Combat Casting, Combat Expertise, Improved Initiative, Scribe Scroll.

Possessions: +1 *greatsword*, +2 *leather armor*, dagger, longbow and arrows (20), key (to chests in area 8), *potion of cure moderate wounds* (x2) (CL 8), scroll of *cure moderate wounds* (CL 8), scroll of *snare* (CL8), *potion of water breathing* (x2).

Spells (6/5/4/4/2; DC 13+spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *light*, *read magic*, *resistance*; 1st-level – *cure light wounds*, *entangle*, *obscuring mist*, *summon nature's ally I*, *speak with animals*; 2nd-level – *bear's endurance*, *bull's strength*, *flaming sphere*, *spider climb*; 3rd-level – *meld into stone*, *snare*, *water breathing*; 4th-level – *flame strike*, *giant vermin*.

SA – Spell-Like Abilities: At will – *darkness*, *invisibility*; 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Borok, Gondra's Brown Bear Companion: CR 4; Large Animal; HD 6d8+24; hp 51; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +4; Grp +16; Atk +11 melee (1d8+7, claw); Full +11 melee (1d8+7, 2 claws); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Low-light vision, link, scent, share spells; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track.

Tricks: Attack, defend, heel.

Area 11A – Tunnel to the Caverns: Bears (on all fours) and Small characters can move through the 5-foot-wide, 4-foot-high tunnel at normal speed. Medium characters move at half speed and suffer a –4 penalty to AC and attack rolls while moving through the tunnel. Larger characters cannot pass.

Area 12 – Dining Room: Read or paraphrase the following:

A giant-sized table of teak wood and 12 chairs dominates the room. Cupboards and serving tables sit nearby.

Development: The giantess and her ogre mage druid companions take breakfast and supper here. They breakfast at 6:00 AM, and they generally sup together around 8:00 PM. In between those hours, they merely snack on the fruits and vegetables in the greenhouse. The ogre servants from area 15 cook their meals and serve them. The head servant in area 15 has the key to the cupboard.

Treasure: The locked cupboards (Open Lock DC 30) contain an expensive, giant-sized silver serving set for twelve, valued at 7,000 gp.

Area 13 – Storage Room: This door to this room is locked (Open Lock DC 20). The head servant in area 15 carries the key to this door. Read or paraphrase the following:

Crates and barrels fill this room. Shelves on the back wall hold linen, oils, lamps, and candles.

The barrels contain ale, wine, flour, and pickled vegetables. The crates contain jars of various spices, some rare.

Treasure: There are twenty large jars of rare spices (Search check DC 15; Appraise check DC 12 to realize they are valuable). They could be sold on the market for 450 gp. Each weighs 30 lbs.

Area 14 – Kitchen: Read or paraphrase the following:

This room contains a large table that seats 10, a fireplace for cooking, cupboards, pots and pans, and cooking utensils.

Depending on the hour, it is possible that 1d4+1 members of the cooking staff from area 15 may be here.

Area 14A – Stairs: This spiral staircase leads upstairs to area 18.

Area 15 – Staff Quarters (EL 9): Read or paraphrase the following:

This long room houses nine very large beds. Chests lie at the foot of each bed. A partial wall

juts out of the eastern end of the room. Beside the wall sits a card-strewn table.

It is 75% likely that some members of the staff are here. Ten ogres, including the head servant Dovra, serve on Stozari's cooking/cleaning staff. If ogres have previously been encountered in the kitchen area or as wandering monsters, remove them from this total.

Treasure: Each locked chest contains 15 gp, a change of clothing, and daggers and clubs.

Strong Wooden Chests (9): 1 in thick; Hardness 5; hp 20; Break (DC 23); Open Lock (DC 20).

Ogre Servants (up to 9): CR 3; Large Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk/Full Atk +9 melee (1d6+5/19-20, dagger) or +3 ranged (1d6+5/19-20, dagger); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (dagger).

Possessions: dagger, 15 gp.

Area 15A – Head Servant's Quarters (EL 4): The wall from area 15 separates the head servant's bed-chamber from the other ogres, giving her some semblance of privacy while allowing her to listen in on the others' conversations. Her accommodations look much like those in area 15. Read or paraphrase the following:

A large bed extends northward from the southern wall. A chest rests at its foot. A table and chair sit against the eastern wall.

Treasure: The locked chests contain 35 gp, 3 daggers, and a change of clothing.

Strong Wooden Chest: 1 in thick; Hardness 5; hp 20; Break (DC 23); Open Lock (DC 20).

Dovra, Head Servant, Female Ogre Exp1: CR 4; Large Giant; HD 4d8+1d6+13; hp 34; Init -1; Spd 30 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk/Full Atk +9 melee (1d6+5/19-20, dagger) or +3 ranged (1d6+5/19-20, dagger); Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +3; Str 21, Dex 8, Con 15, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +3, Profession (cook) +3, Spot +3; Toughness, Weapon Focus (dagger).

Possessions: dagger, keys to the cupboards in areas 12 and 13.

Level 2: Tower Level Two

The second level of the castle contains the personal quarters of Stozari and her family. There are no wandering monsters on this level.

The green glass of the “lightning bolt” greenhouse prevents passage from areas 16-17 to area 18.

Areas of the Map

Area 16 – Library (EL 10): Read or paraphrase the following:

Shelves and shelves of books fill this room. Three huge tables with four chairs each sit throughout the room. A book lies open on the southwest table. Magical globes illuminate the library.

Show the players handout D. The two-foot-high tomes here are written in Giant and weigh over 30 lbs. each. If the characters can read Giant, they will see that most of the books cover various subjects on nature, weather, and animals. The books could fetch 8,000 gp total, but they are very bulky (weighing over a ton in all).

A locked secret door (Search DC 30, Open Lock 30) leads to area 17.

Alizio’s Book Trap: The open book, *Alizio’s Book of Adventurers Vol. VII*, is a magical trap. Anyone scanning the book’s open pages must make a DC 17 Will save or become trapped within the book. On a successful save, nothing happens and the reader can turn the book’s pages. Once one reader fails and becomes trapped, the book’s magic is temporarily suspended for five minutes as it begins capturing the victim’s story on its pages. After this time a new reader must make a save to look at the book.

The book’s opened section and the pages before it tell the tale of all those trapped within. The pages following the book’s open section are blank, waiting to be filled by the story of the next hapless victim.

When a reader fails to make the Will save, the book transports the reader, body and soul, to a magical dimension “within” the book. To those witnessing the event, the victim simply vanishes and the book flips to a blank page. An invisible pen scribes the victim’s picture on the blank page, and then begins to write out his life story. As above, the book’s magic is suspended during the five-minute scribing period.

Characters trapped within the book are in a state of suspended animation, as if by a *temporal stasis*

spell. Their body and soul are trapped in the picture that is drawn into the book. If the book is burned or otherwise destroyed, all those trapped within instantly die. If the page containing the character’s image is torn from the book, he is irrevocably slain.

A character can be freed from the book by casting *dispel magic* (caster level 20), or by the use of *wish*, *miracle*, or a similarly powerful spell. A successful *dispel magic* frees all creatures trapped within the book (DM’s discretion as to whether there are other creatures also trapped within).

Alternately, a potential hook for a follow-up adventure could be that the victim is transported to another plane while trapped by the book. The only way to rescue him is to travel to this other plane.

Alizio’s Book Trap: CR 10; magic device; visual trigger; automatic reset (5 minutes later); magical effect (trapped within book as if by *temporal stasis*); multiple targets (200 pages, 2d4 pages per target until all pages filled); Search DC 35; Disable Device DC 35. Market price: 70,000 gp.

Area 17 – Observation Post (EL 12): Read or paraphrase the following:

This area is open to the outside. A wrought-iron platform rises 65 feet from the base of the open area. Its metal posts are round and measure one foot in thickness. Three-foot-wide stone columns wrap around the bottom ten feet of the posts, keeping them firmly planted to the sub-roof. Statues of gargoyles rest in between the four columns. No stairs or ladders lead to the top of the platform.

Two of the gargoyle statues (the ones positioned to the north and south) are real (Spot DC 20 to notice). If the PCs entered this area from the secret door in area 16, the westernmost gargoyle faces them. As these gargoyles protect an outside entrance into the giantess’ castle, they are much nastier than those encountered elsewhere. A locked secret door (Search DC 30, Open Lock 30) on the southeast wall leads to area 16.

Development: Stozari likes to spend time staring up at the night sky. She has a *ring of flying* and can levitate, so she does not require a normal means to ascend the platform. In the event that enemies try to gain entrance to the tower from this level, the gargoyles remain guard here.

There is nothing of value at the top of the platform.

Tactics: The frozen gargoyles attempt to attack from surprise.

Really Large Gargoyles (2): CR 10; Large Monstrous Humanoid; HD 12d8+75; hp 129; Init +5; Spd 40 ft., fly 60 ft. (average); AC 17, touch 10, flat-footed 16; Base Atk +12; Grp +22; Atk +17 melee (1d8+6/19-20, claw); Full Atk +17 melee (1d8+6/19-20, claws) and +15 melee (1d10+3/19-20, bite) and +15 melee (1d8+6, gore); Space/Reach 10 ft./10 ft.; SA —; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +10, Ref +9, Will +8; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +11*, Listen +6, Spot +6; Flyby Attack, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Improved Natural Attack (bite), Multiattack, Toughness.

Area 18 – Armory/War Room (EL 18): Read or paraphrase the following:

This half-moon shaped room is 90 feet wide at the widest and 225 feet at its longest. Racks of fine weaponry line the western wall. A fine breastplate and light steel shield stand among the weapons. In the middle of the room stand two opposed statues of male storm giants carrying greatswords. One of the males is young and inexperienced, while the other looks like a grizzled old warrior.

The floor bears many scuff marks, indicating fighting practices take place here. An oversized table sits in the northern end of the room. A map of the area lies spread across its surface. A section in the southern end of the room contains crates of crossbow bolts and daggers.

Show the players handout E. The statues are of Stozari's late husband and her son, both warriors who practiced the art of war in this room. The map details the coastline around Argalis and a chain of islands to the south of it. The seaport of Argalis and the towns known to be in league with it are circled on the map.

Tactics: The Stormbringer clan employed the assistance of a living spirit trainer to make them ready for war. Totoki, the living spirit trainer with whom Stevrok and Kraxxox Stormbringer both sparred, stands along the western wall among the weapons. He is actually wearing the masterwork breastplate and holding a greatsword in his right hand. Because he is invisible, it appears as if the breastplate and greatsword are hanging on the wall behind him. He waits for some or all the party members to approach the statues before calling out a challenge from his stationary position: "For what reason do you enter the war room?"

The PCs hear a disembodied voice coming from the western side of the room. If the PCs don't provide an answer that is along the lines of a challenge to fight the master, then Totoki uses his telekinesis powers to throw the masterwork weapons at them. He taunts them while attacking. As he's amorphous in form, he may slip out of his breastplate as a free action to become completely invisible. He'll use his invisibility and telekinesis powers to his advantage while attacking the intrud-





ers. He will use his implosion ability to harm the PCs further if the fight goes badly for him.

If one warrior challenges him to a fair fight, he keeps the armor on and picks up the masterwork light steel shield, and approaches the area between the giant statues. Should the opponent cheat at any point, including having his companions assist him, then Totoki resorts to the tactics reserved for intruders (as detailed above). Totoki enjoys insulting and taunting his opponents. Some of his favorite insults are: "You move like a two-legged dog caught in quicksand," "Your weapon skill is as ugly as your face," and "Your mother shouldn't let you play with pointy objects."

Treasure: The walls contain 30 Large masterwork weapons: 2 longswords, 2 shortswords, 6 javelins, 2 greatswords, 2 short swords, 2 rapiers, 2 heavy maces, 4 daggers, 2 morningstars, 2 warhammers, and 2 greataxes. The entire collection is valued at 9,640 gp. Behind the right eye of the statue of the older male lies a spirit gem. If the PCs cast *detect magic* on the statue, it radiates strong conjuration magic. The PCs cannot remove the gem without destroying the giant's face. The gem, a sapphire, is worth 15,000 gp. Destroying the gem releases the living spirit and causes 5d10 points of force damage to any within 10 ft. (Reflex save DC 16 for half damage). If for some reason the PCs take the gem after appearing to destroy Totoki through combat, then he reappears near the gem within 2d4 hours as he rejuvenates. He may not decide to make his presence known at the time of rejuvenation, however, preferring to wait for a more fortuitous time in which to kill the intruders. Realizing the gem and the living spirit are tied together requires a DC 30 Spellcraft or Knowledge (arcana) check.

Totoki the Living Spirit Trainer, Ogre Ftr15: CR 18; Large Elemental; HD 19d8+79; hp 167; Init +5; Spd 40 ft. in breastplate, 30 ft. fly (perfect); AC 20, touch 10, flat-footed 19; Base Atk +18; Grp +34; Atk +29 melee (3d6+12/17-20, large masterwork greatsword) or javelin +19 ranged (1d8+8, javelin); Full Atk +29/+24/+19 melee (3d6+12/17-20, large masterwork greatsword) or +19/+14/+9 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Animate object, form dispersion, telekinesis; SQ Darkvision 60 ft., form manipulation, form strengthen, immunity to force, low-light vision, natural invisibility, rejuvenation; AL CN; SV Fort +17, Ref +8, Will +6; Str 26, Dex 13, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmith) +10, Craft (blacksmithing) +5, Craft (weaponsmith) +15, Hide +1, Listen +6, Move Silently +5, Spot +6; Alertness, Cleave, Combat Reflexes, Dodge, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Equipment: masterwork breastplate, masterwork greatsword, light steel shield, masterwork javelins (6), masterwork dagger.

Level -1: Tower Dungeon

Stozari spends most of her time on this level of the castle. It is 50% likely that she is in her bedchamber (area 21); otherwise, she is in area 28. Since the PCs' actions in the tower are likely to cause her to flee to area 28 to make her last stand, her stats area in that area.

There are no wandering monsters on this level. The doors on this level are all locked.

Iron Door: 2 in. thick; Hardness 10; 60 hp; Break (DC 28), Open Lock (30).

Areas of the Map

Area 19 – Corridor: Read or paraphrase the following:

The secret staircase leads you to a 20-foot-wide, 60-foot-long corridor ending in a locked iron door.

This corridor is empty.

Area 20 – Trapped Gallery (EL 9): Read or paraphrase the following:

The floor in this room is covered in blue marble tiles. Paintings of various storm giants adorn the east, west, and south walls. A mural of the mountain and Stormbringer castle adorns the northern wall.

Show the players handout F. The shaded areas on the floor map of area 20 indicate *flame strike* trapped sections of the floor. Sections indicated with a T indicate falling block traps. If the PCs trigger any of these traps, the noise alerts Stozari in area 21 to their presence.

The tiles not protected with magical traps have permanent *magic aura* spells placed on them, preventing a *detect magic* spell from picking out the trapped tiles.

In addition to these traps, the doors to area 24 and 25 are trapped with *glyphs of warding* (see those areas for the trap descriptions).

Development: The paintings depict three generations of Stozari's family, including daughter Arozza and son Stevrok. Stozari painted them herself. The mural on the northern wall hides the secret door leading to Stozari's bedchamber. A magical key is required to open the door. The key must be assembled from the fragments in area 24 and area 25. A DC 30 Search check is required to find the keyhole in the midst of mountain mural.

The walls of area 21 are protected with a *warded*

walls spell (see sidebar on page 5).

Flame Strike Trap: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.

Area 21 – Stozari's Bedchamber: Read or paraphrase the following:

A giant-sized four-poster bed, hand carved from teak wood, sits against the north wall. To the right of the bed stands a painting easel with a partially painted canvas resting on it. A chair and beautiful marble-topped desk, royal blue tapestries, and a plush rug make up the room's remaining furniture. Several books and a wooden chest lie atop the desk. A door rests in the east wall.

This entire room is protected with a *warded walls* spell. If Stozari was in this room and the PCs triggered any traps in area 20, she retreats to area 28 to make her stand.

Show the players handout G. The painting on the easel shows a colossal bronze construct, easily four to five times the size of a giant, rising up out of the ocean toward a coastal city (one that looks a great deal like Argalis). Indeed, this is Stozari's vision of her husband's final battle with the uppity humans of Argalis. Stozari hired dwarves from the mountains to the south, across the ocean, to craft Kraxxox Stormbringer's new body, and it will be completed in two months. A year ago, she had Arozza implant Kraxxox's spirit in a gem that will empower the construct with Kraxxox's mind. When the body is ready, Arozza will meet with the dwarves above to ensorcell the construct. Then Kraxxox will begin his walk across the ocean's floor to destroy the coastal cities and plunder their remaining wealth.

The chest on the desk is unlocked and contains her paints and brushes. The books on the desk are about constructs and spirits. One is entitled *Sae-dor's Guide to Constructs and Living Spirits*. It is a historical look at the dwarven spirit masters of Tre-doksule, who claim to be able to trap the living spir-

it in a construct, allowing it to live on forever. A DC 20 Knowledge (underdark) check reveals that Tredoksule is an underground city famed for its magical creations. A spellcaster who spends one year studying *Saedor's Guide* is eligible to learn the special item creation feat Craft Living Spirit (see page 24).

Area 22 – Stozari's Closet: The door from this room to area 21 cannot be opened without using the same magic key required to open the door from area 20 to area 21. When this room is entered, read or paraphrase the following:

This room is filled with fine robes, dresses, and fancy shoes.

The closet's north wall hides a secret door (Search DC 30).

Area 23 – Arozza's Workshop (EL 7): The door to this room is not trapped. The door is locked (Open Lock, DC 30). When opened, read or paraphrase the following:

This room houses a 10-foot tall object draped in a cloth that hangs down almost to the floor. Beside it is a large table with tools and metal body parts stacked upon it. Shelves of bottles line the walls.

Development: The large draped object is a huge table. Two metal soldiers stand behind it. The PCs may make a DC 20 Spot check to see the soldiers' legs from the door's entry.

Tactics: The metal soldiers are Arozza's early attempts at creating living spirits. The not-so-sane spirits of two former ogre guards inhabit the soldiers' bodies. They attack anyone who comes near them who does not look sufficiently like a giant or ogre. They babble incoherently in Giant during combat. The insane ogres do not realize they can escape their metal bodies, so they remain within them (treat as full plate).

Treasure: Two potions of *cure serious wounds* lie hidden among the many bottles (Search check DC 15). A secret compartment in one soldier's arm holds a map to an island chain to the south of Argalis and a letter in Undercommon from Spirit Master Shardrek of Tredoksule. On the map of the islands, one is marked with an X. Beside the X is handwriting in Giant that reads: "Heavily forested, dwarven and elven population, docks = JUGGERNAUT!" The letter from Shardrek is a confirmation of Arozza Stormbringer's order for two spirit gems, one worth 36,000 gp and another worth 23,000 gp.

Deep inside the metal armor are the spirit gems

containing the soldiers' living spirits (Search check DC 30). These gems are worth 9,000 gp each, and they radiate strong conjuration magic. The living spirits will regenerate inside them per their rejuvenation ability, however, so beware the adventurers who take them!

Living Spirit Soldiers, Ogre Ftr5 (2): CR 8; Large Elemental; HD 9d8+42; hp 82; Init +4; Spd 40 ft. (30 feet in full plate), 30 ft. fly (perfect); AC 17, touch 9, flat-footed 17; Base Atk +8; Grp +20; Atk +17 melee (3d6+10/17-20, large masterwork greatsword) or javelin +7 ranged (1d8+8, javelin); Full Atk +17/+12 melee (3d6+10/17-20, large masterwork greatsword) or javelin +7/+2 ranged (1d8+8, javelin); Space/Reach 10 ft./10 ft.; SA Animate object, form dispersion, telekinesis; SQ Darkvision 60 ft., form manipulation, form strengthen, immunity to force, low-light vision, natural invisibility, rejuvenation; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +3, Craft (armorsmith) +4, Listen +2, Spot +2; Alertness, Cleave, Dodge, Improved Critical (greatsword), Improved Initiative, Toughness (x2), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Equipment: masterwork greatsword, masterwork javelins (6), masterwork dagger.

Area 24 – Stevrok's Bedchamber (EL 4): A *glyph of warding* protects this door. When opened, read or paraphrase the following:

This room is 75 feet long and 150 feet wide at its widest. It contains a giant-sized bed, table, armoire, and sitting chair. On the table rests a metal tray with painted metallic pieces within it forming a painting of the ocean floor.

Development: This room formerly housed Stozari's son Stevrok. He has since left the nest to build his own stronghold in the ocean. There is nothing of value in this room, except the second half of a key needed to open the door to area 21. The key fragment lies within the metal jigsaw puzzle. The upper half of the key is disguised as a part of a plant stem in the painting. The PCs will not likely realize they are looking for it unless they enter area 25 first and successfully open Arozza's puzzle chest. A DC 25 Search check is required to find the key within the puzzle.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast]) 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage; multiple targets (all within 5 ft); Search DC 28; Disable Device 28.

Area 25 – Arozza’s Bedchamber (EL 4, 9): A *glyph of warding* protects this door. When opened, read or paraphrase the following:

This room is 75 feet long and 150 feet wide at its widest. It contains a giant-sized bed, table, armoire, and sitting chair. On the table rests a gold-encrusted chest, roughly two feet wide and three feet long. Four golden statues of giants rest to the right of it.

Development: The gold-encrusted chest is locked, but has no visible lock. On its top rest four round slots. The statues all have circular bases that fit into the slots in the chest. The statues are of the Stormbringer family, so they include two male figures (one obviously older) and two female figures (again, one obviously older). If the PCs have seen the members of the Stozari family (whether in paintings or in reality), they can indeed identify the statues as replicas of them. To open the chest, the statues must be placed in order of youngest to oldest, starting on the left side of the trunk. The correct order is: Stevrok, Arozza, Stozari, and Kraxxox. There are 24 possible combinations the PCs may try, but on the third failure, the statues release an *incendiary cloud* trap.

Treasure: If the PCs successfully open the chest, they find within three emeralds valued at 1,000 gp each and the following arcane scrolls: *magic jar* (CL 12), *planar binding* (CL 16), *soul bind* (CL 18), and *warded walls* (CL 14). The bottom half of a key also lies in the bottom of the chest. The other half can be found in area 24.

When the pieces of the key are placed together, they create a seven-inch-long skeleton key that emits an electrical charge dealing 3d6 points of electrical damage per round to anyone holding it. The key opens the secret door leading to Stozari’s bedchamber (area 21). Stozari has a similar key that she keeps on her person. The key must be complete to open the door.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast]) 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all within 5 ft); Search DC 28; Disable Device 28.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (statues); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Area 26 – Small Tunnel: Like area 11A, this is a 5-foot-wide, 4-foot-high tunnel. Small characters move at normal speed and suffer no penalties while traveling through the tunnel. Medium characters move at

half speed and suffer a –4 penalty to AC and attack rolls while moving through the tunnel. Larger creatures cannot pass.

Area 27 – Minotaurs’ Mushroom Forest (EL 9):

Those falling through the trap in area 7D find themselves in the midst of several violet fungi. Other large mushrooms grow around them, filling a large part of the cavern. Minotaurs also make this their home. Their bedding lies to the northeast of the cavern.

Read or paraphrase for characters falling (and surviving) from area 7D:

Your 60-foot fall lands you in a patch of large violet mushrooms. Just when you are about to think the worst of it is over, one of the mushrooms lashes out at you with a tentacle!

Read or paraphrase for characters entering from area 11A or area 27:

You exit the tunnel, and you find yourself in a vast cavern overgrown with large white and violet mushrooms.

Tactics: The violent fungi grow near area 7D’s pit trap entrance. They attack any creatures falling into their range. The fall alerts the minotaurs who live here, and they wait to attack those fleeing from the fungi.

Development: The giantess had the minotaurs lowered here from area 7D to worsen the trap for those falling into the pit trap. The ogre mage druids keep them fed.

Treasure: A DC 15 Search check reveals two 200 gp gems hidden in the minotaurs’ bedding.

Minotaurs (2): CR 4; Large Monstrous Humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 14 (–1 size, +5 natural), touch 9, flat-footed –; Base Atk +6; Grp +14; Atk/Full Atk +6 melee (3d6+6/x3, greataxe) or +9 melee (1d8+4, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Possessions: greataxe.

SA – Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Violet Fungus (4): CR 4; Medium Plant; HD 6d8++12; hp 39; Init -1; Spd 10 ft.; AC 13, touch 9, flat-footed 13; Base Atk +4; Grp +6; Atk +6 melee (1d6+2 plus poison, tentacle); Full Atk +6 melee (1d6+2 plus poison, 4 tentacles); Space/Reach 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref +0, Will +1; Str 14, Dex 8, Con 16, Int –, Wis 11, Cha 9.

Area 28 – The Pool (EL 18): If possible, Stozari will make her last stand here. If the PCs do not possess items or magic that allows them to breathe underwater, or if they can't swim, then this encounter will likely kill them. When the PCs enter, read or paraphrase the following:

A small beach and an enormous pool of murky water are this cavern's only features.

The beach extends 12 feet into the cavern, and the cavern is roughly 75 feet long and 150 feet wide. The ceiling rises 30 feet above the beach. The pool is difficult to see into, proving a +4 Hide bonus for the giant and water elementals within. The water's depth extends to 50 feet at the pool's center.

Have the PCs roll opposed Spot and Listen checks. If Gondra managed to flee the PCs earlier, she will be here as well. She will have cast *water breathing* on herself and will be hiding with the storm giant.

Tactics: Stozari and the water elementals are submerged in the water when the PCs enter the cavern. Allow them Listen checks to hear the PCs enter. Once the PCs are in the cavern, a water elemental pulls a lever (20 feet underwater, marked on the map) while underwater, releasing a force field across the cavern's entrance to trap the PCs inside. Stozari then uses her *staff of water control* to raise the water level in the cavern, hoping to drown the PCs or at least put them on uneven fighting ground. The water's volume rises 120 ft. by 120 ft. by 24 ft. She then uses her *chain lightning* ability or her *wand of call lightning*.

Force Field: The force field is a *wall of force*, CL 12.

Treasure: The giantess' treasure lies submerged in two iron chests in the center of the pool. Finding them in the vast, murky pool may take some time,

of course, plus a DC 30 Search check. The locked chests (Open Lock DC 30) hold 10,000 gp in gems and gold. This will likely seem a paltry sum to the adventurers, and it is: the giantess has funneled most of her money to her daughter's juggernaut project. The water elementals have no treasure.

Large Water Elementals (2): CR 5; Large Elemental; HD 8d8+32; hp 68; Init +2; Spd 20 ft., swim 90 ft.; AC 20, touch 11, flat-footed 18; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Water mastery, drench, vortex; SQ Damage reduction 5/–, darkvision 60 ft., elemental traits; AL N; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Cleave, Great Cleave, Power Attack.

Stozari Stormbringer, Female Storm Giant Drd4: CR 17; Huge Giant; HD 23d8+161; hp 264; Init +2; Spd 50 ft., swim 40 ft., fly 60 ft.; AC 24 (–2 size, +2 Dex, +12 natural, +2 *ring of protection*), touch 8, flat-footed 24; Base Atk +17; Grp +39; Atk +29 melee (4d6+21/19–20, greatsword) or +29 melee (1d6+14, slam) or +17 ranged (3d6+14/x3, composite longbow (+14 Str bonus)); Full Atk +29/+24/+19 melee (4d6+21/19–20, greatsword) or +29 melee (1d6+14, 2 slams) or +17/+12/+7 ranged (3d6+14/x3, composite longbow (+14 Str bonus)); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, spells; SQ Animal companion, freedom of movement, immunity to electricity, low-light vision, nature sense, resist nature's lure, rock catching, trackless step, water breathing, wild empathy, woodland stride; AL NE; SV Fort +21, Ref +11, Will +17; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +20, Concentration +26, Craft (painting) +13, Diplomacy +4, Handle Animal +9, Intimidate +12, Jump +24, Knowledge (nature) +12, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*, Spellcraft +10, Survival +12; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Possessions: +2 *ring of protection*, *staff of water control* (8 charges), *wand of call lightning* (CL 8th, 20 charges), *potion of cure serious wounds* (2

New Magic Item: *Staff of Water Control*

This staff is topped with a fist-sized, gleaming sapphire. It allows the following spells:

Control water (2 charges)

Water breathing (1 charge)

Moderate transmutation; CL 12; Craft Staff, *control water*, *water breathing*, *water walk*; Price 63,000 gp.



doses), greatsword, dagger, composite longbow, 20 arrows, ring of flying.

Spells (5/5/3; DC 15 + spell level): 0 – *create water*, *cure minor wounds*, *detect magic*, *light*, *resistance*; 1st-level – *cure light wounds* (x2), *entangle*, *obscuring mist*, *summon nature's ally I*; 2nd-level – *bear's endurance*, *bull's strength*, *spider climb*.

SA – Spell-Like Abilities: 1/day – *call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day – *control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

SQ – Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

SQ – Rock Catching (Ex): Once per round, a

giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

SQ – Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

Conclusion

When the PCs succeed in defeating Stozari Stormbringer in physical combat, then read the following aloud:

The massive giantess shudders as you strike the last blow. A grimace of pain overtakes her countenance – but only momentarily. She quickly regains her composure, and then looks down at you. A large smile spreads across her face. “Do not gloat too long over your victory, for you have not yet defeated me,” she says. “You have only made me more powerful.” She laughs, and then her body falls. Out of the corner of your eye, you see what can only be her spirit fleeing quickly from its physical prison. Though it disappears in the blink of an eye, Stozari’s laughter still rings in your ears.

Look for Dungeon Crawl Classics #22: The Stormbringer Juggernaut for the next episode with Stozari Stormbringer!

Appendix 1: New Monsters

LIVING SPIRIT (TEMPLATE)

Living spirits are the bound life force of intelligent beings. In its natural form, a living spirit is a corporeal, invisible, shapeless force, much like an *unseen servant*. Living spirits can manipulate their form, however. Living spirits must be bound to a spirit gem and are often encased in an object (any object will do, though gems and statuary are often used). A living spirit may not travel more than 300 ft. from the object it is bound to.

Powerful magics can be used to transform any living creature into a living spirit. Even a dying or dead creature can be restored as a living spirit, provided its soul can be located. Many long-lived storm giants have their most valued servants transformed into living spirits so they can continue to serve for centuries.

CREATING A LIVING SPIRIT

“Living spirit” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. A living spirit uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to elemental. Do not recalculate the creature’s base attack bonus, saves, or skill points. Although the living spirit is shapeless, consider its size unchanged for purposes of its form manipulation ability.

Hit Dice: All current and future Hit Dice become d8s.

Speed: Living spirits have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: As a creature of force, the living spirit receives a +4 natural armor class bonus.

Attack: A living spirit retains all the attacks of the base creature, and it gains a slam attack based on its manipulated size (see below).

Full Attack: A living spirit retains all the attacks of the base creature.

Damage: A living spirit uses the base creature’s damage values. Its slam damage is based on its manipulated size.

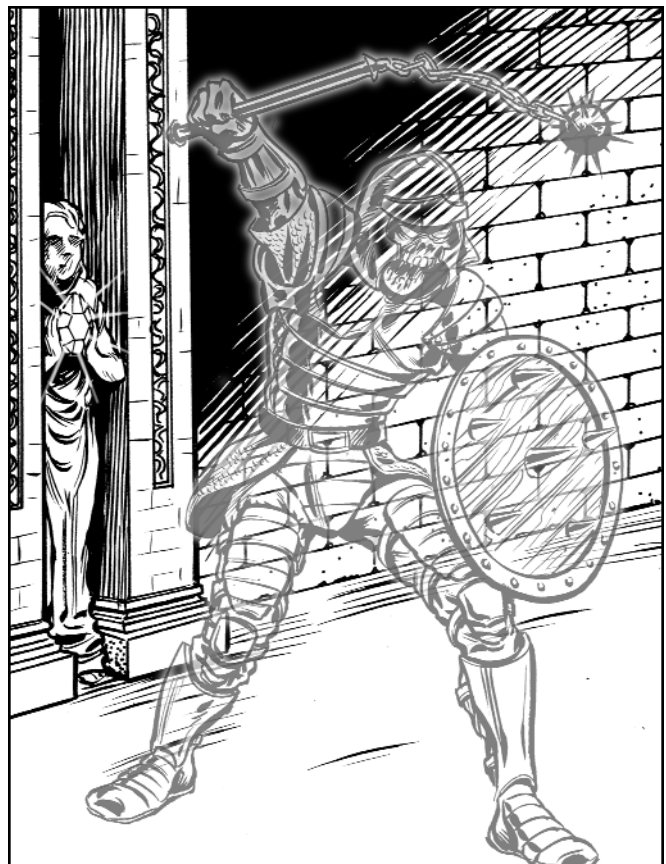
Size	Slam Damage
Small	1d4
Medium	1d6
Large	2d6
Huge	2d8

Special Attacks: A living spirit retains all the special attacks of the base creature. In addition, it gains the following:

Animate Object (Su): If the spirit gem containing a living spirit has been placed in a body, such as statue, ship, or piece of furniture, the living spirit can also animate that object at will, attacking as if it were that object. For this reason, living spirits who choose to remain inside the vessel containing their spirit gem are often mistaken for animated objects or constructs.

Form Dispersion (Su): Once per day, a living spirit may implode itself, causing 5d10 points of force damage in a 10 ft. radius. Once a living spirit implodes, it is considered destroyed and must rejuvenate to reform (see below). Upon the “death” of its elemental form, it automatically implodes.

Form Manipulation (Su): A spirit can manipulate its form, becoming a “body” of force in the shape and size of creature up to one size larger or one size smaller than its base creature’s form. For instance, the living spirit of a human may appear as a Large or Small creature of its choice. In its new form, the living spirit receives the attack and size modifiers of its new size, if any. It also receives the natural attacks of the creature it becomes.



Form Strengthen (Su): Twice per day, the living spirit may strengthen its form's force, gaining an additional +4 armor bonus. This ability should be treated as a mage armor spell (caster level 8).

Telekinesis (Su): At will, a spirit can use telekinesis as a standard action (caster level 12 or equal to the living spirit's HD, whichever is higher).

Special Qualities: A living spirit has all the special qualities of the base creature and it receives elemental traits, as well as those described below.

Immunity to Force (Ex): Living spirits absorb all force-related attacks aimed at them, including magic missiles, and they may move through walls of force and disregard mage armor spells when attacking with their force-formed fists.

Natural Invisibility (Su): This ability is constant, allowing the living spirit to remain invisible (when in elemental form) when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat: The "destroyed" living spirit will restore itself in 2d8 hours, which is much more quickly than its undead counterparts. Even the most powerful spells are usually only temporary solutions. A living spirit that would otherwise be destroyed is dispersed into the atmosphere around it. As a rule, the only way to permanently get rid of a spirit is to destroy the object to which it is bound. Destroying such an object causes an explosion per the form disruption ability, above.

Abilities: Same as the base creature.

Skills: Living spirits have a +8 racial bonus on Hide and Move Silently checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +1

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +3.

BLOOD BOULDER

Small Aberration

Hit Dice:	2d8+4 (13 hp)
Initiative:	-1
Speed:	50 ft. (10 squares)
AC:	20 (+1 size, -1 Dex, +10 natural), touch 10, flat-footed 20
BAB/Grapple:	+1/+1
Attack:	Slam +6 melee (1d4+6)
Full Attack:	Slam +6 melee (1d4+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, improved grab, overrun
Special Qualities:	Blindsight 50 ft., camouflage, damage reduction 5/bludgeoning
Saves:	Fort +2, Ref -1, Will +2
Abilities:	Str 18, Dex 9, Con 14, Int 2, Wis 8, Cha 6
Skills:	Hide +5, Spot +2
Feats:	Improved Overrun, Power Attack
Environment:	Cold mountains
Organization:	Pack (6-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Small); 4-6 HD (Medium)

Blood boulders are predators found in rocky terrain such as mountains, hills, and underground caverns. To the unwary traveler, a blood boulder appears as nothing more than a mottled, spherical boulder similar in coloration to the terrain in which it is found. Upon closer inspection, one discovers that this rock is covered with hideous little mouths with needle-sharp teeth, smeared with the blood of its victims.

The blood boulder's tough hide is almost as hard as the stone that it resembles, making an encounter with this mindless marauder a daunting challenge. Blood boulders have no legs, and move by pushing their bodies into a rolling motion. They have no lairs and are nomadic, traveling in packs and searching for new food sources.

New Feat: Craft Living Spirit [Item Creation]

You can create living spirits.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, Craft Construct

Benefit: You can create a living spirit, the immortal elemental form of a once-physical living creature. You must have a caster level equal or greater than the Hit Dice of the living spirit to be created. You must know the location of the spirit, and it must be willing. Enchanting a living spirit takes one day for each HD of the creature to be transferred, and requires a spirit gem. The spirit gem must have a value of 1,000 gp per HD of the spirit to be captured. Entrapping the spirit requires the spellcaster to expend 1/15 the gem's value in XP. A newly created living spirit has average hit points for its Hit Dice.

Blood boulders reproduce asexually. A group of blood boulder young appears as little more than a group of pebbles. The parents regurgitate their meals over their clutch of young in order to feed them.

COMBAT

Blood boulders packs attack by rolling into their victims and knocking them to the ground. The rest of the pack then rolls onto the victim to drain his blood, leaving little more than an empty husk. The blood boulder's tough outer hide makes it difficult to injure, and its body is covered with small mouths lined with sharp teeth for gripping victims and sucking their blood.

Unless the party sees past the blood boulder's camouflage, its first attack is from surprise. A blood boulder typically charges and tries to overrun its nearest opponent as its first action. If it knocks its opponent prone, it stays in that opponent's space and tries to drain blood; otherwise, the blood boulder tries again, or uses its slam attack.

When the blood boulders have all drunk their fill, they retreat back into hiding.

Improved Grab (Ex): To use this ability, a blood boulder must hit a prone creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood in the following round.

Blood Drain (Ex): A blood boulder can drink a victim's blood with a successful grapple check, dealing 1d4 points of Constitution damage. Once a blood boulder inflicts 4 points of Constitution damage, it rolls away to digest its meal.

Overrun (Ex): A blood boulder has a +4 racial bonus to overrun checks. With the typical blood boulder Strength of 18, this gives it a total bonus of +8. If a blood boulder fails to knock an opponent prone, the opponent may not react to knock down the blood boulder.

Blindsight (Ex): Blood boulders have no eyes, but they are able to perceive their environment to a range of 50 feet due to a special layer of tissue and sensory organs beneath their tough outer skin. Beyond that range, they are considered blinded. Blood boulders are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Camouflage (Ex): From a distance, a blood boulder's outer skin makes it appear like a small boulder. An observer must make a successful DC 20 Spot or Knowledge (dungeoneering) check to notice that a still blood boulder is actually a living creature.



WITCH GRASS (CR 1/10 Hazard)

Witch grass is a summer blooming broadleaved plant that stands 1 to 2 feet tall at maturity. It is very bushy and its leaves and branches have a purplish hue. Its base and roots are thick and likewise have the same purplish hue. A typical patch of witch grass covers a 10-foot area, though it often covers an area as large as 50 feet or more. It is only found in temperate or warm climates and in areas of naturally occurring grass such as forests, plains, and hills.

Witch grass, while harmless, has a detrimental effect on arcane spellcasters attempting to use magic in the area. Any arcane spellcaster attempting to cast a spell within 20 feet of a patch of witch grass suffers an additional +35% chance of arcane spell failure so long as it remains in the area. Divine spells or magic are not affected.

In addition, any creature approaching within 10 feet of a patch of witch grass is sprayed with seedlings. This spray is unnoticeable to all but the keenest of observers (Spot check DC 20). The seedlings disrupt arcane magic cast within 10 feet of them just as the witch grass does. So, a creature carrying the seedlings on its person disrupts arcane spells cast within 10 feet of it (as above). Seedlings typically remain on their "host" for 1 day before dropping off and taking root. If detected, the seedlings are easily washed away. Fire or cold destroys a patch of witch grass.

Witch grass can be identified with a DC 24 Knowledge (nature) check, or a DC 22 Knowledge (arcana) check.

Appendix 2: Pregenerated Characters

Character	Varick	Nader	Tereza	Armad	Drazi D'Lai
Sex	M	M	F	M	F
Race	Human	Dwarf	Human	Human	Elf
Class/Level	Fighter 12	Fighter 12	Wizard 12	Cleric 12	Rogue 12
CR	12	12	12	12	12
Size	Medium	Medium	Medium	Medium	Medium
Height	6' 1"	4' 5"	5' 4"	6' 7"	4' 9"
Weight	195 lb.	145 lb.	105 lb.	250 lb.	90 lb.
Alignment	N	N	N	N	N
AC	26	24	19	23	22
Touch AC	13	13	19	12	22
Flat-footed AC	25	24	17	23	22
Hit Points	97	106	67	57	56
Speed	20 ft.	20 ft.	30 ft.	30 ft.	30 ft.
Initiative	+6	+0	+2	+0	+8
Strength	18 (22)	16	13	17	15
Dexterity	14	11	14	10	18 (20)
Constitution	13 (15)	17	16	10	12
Intelligence	11	13	20	10	16
Wisdom	11	11	12	21	16
Charisma	10	12	12	17	12
Fort Save	+10	+11	+7	+10	+5
Ref Save	+8	+6	+6	+4	+12
Will Save	+4	+6	+9	+14	+4
Armor	+2 full plate, +1 large steel shield, ring of protection +2	+3 chainmail, +1 large steel shield, ring of protection +3	bracers +4, ring of protection +3	+4 chain shirt, +1 large steel shield, ring of protection +2	bracers +4, ring of protection +2
Spells Per Day	None	None	4/6/5/5/5/4/2/1	6/8/7/6/6/5/3/2	None
Melee Bonus	+21	+19	+8	+15	+11
Ranged Bonus	+15	+14	+9	+10	+15
Damage Adj	+8	+6	+2	+5	+4
BAB	+12	+12	+6	+9	+9
Grapple	+18	+16	+6	+12	+11

Domains & Spellbooks

Tereza	0 – acid splash, arcane mark, detect magic, disrupt undead, light, mage hand, mending, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st-level – alarm, burning hands, chill touch, expeditious retreat, feather fall, hold portal, identify, mage armor, magic missile, mount, shield; 2nd-level – acid arrow, arcane lock, bear's endurance, blur, flaming sphere, gust of wind, invisibility, knock, mirror image, protection from arrows, scorching ray, see invisibility; 3rd-level – deep slumber, dispel magic, fireball, fly, haste, hold person, lightning bolt, protection from energy, water breathing; 4th-level – arcane eye, black tentacles, fear, fire shield, greater invisibility, ice storm, lesser globe of invulnerability, phantasmal killer, stoneskin, wall of ice; 5th-level – baleful polymorph, cone of cold, fabricate, feeblemind, hold monster, passwall, summon monster V, teleport, wall of force; 6th-level – bear's endurance mass, chain lightning, flesh to stone, freezing sphere, greater heroism.
Armad	Death, Strength

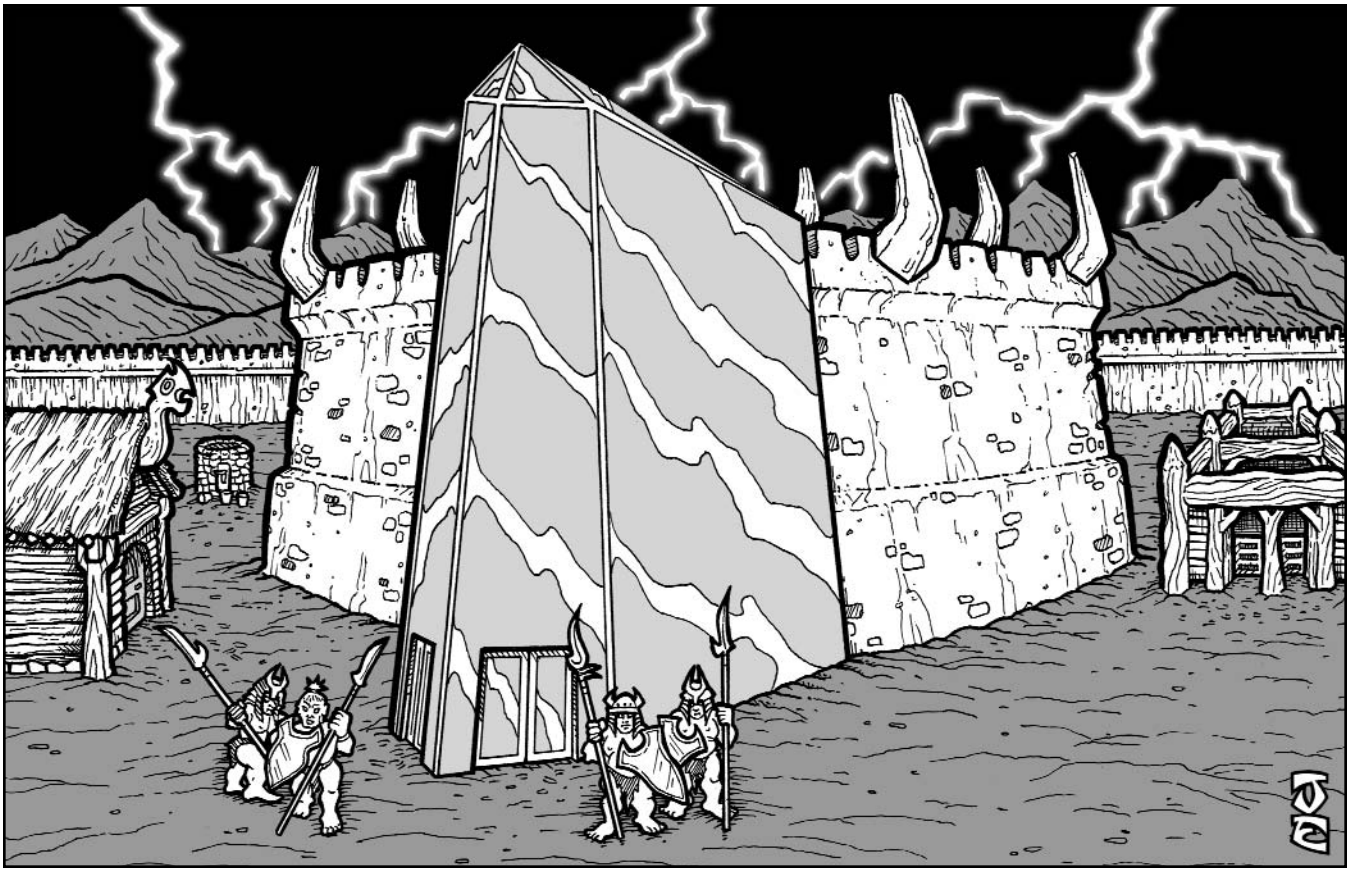
Skills & Feats

	Skills	Feats
Varick	Climb +14, Handle Animal +7, Intimidate +9, Jump +14, Listen +2, Ride +9, Spot +2	Alertness, Cleave, Combat Reflexes, Dodge, Improved Critical (bastard sword), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Toughness, Weapon Focus (bastard sword)
Nader	Climb +6, Craft (armorsmithing) +7, Craft (blacksmithing) +9, Craft (stonemasonry) +9, Craft (weaponsmithing) +9, Jump +5, Listen +2, Spot +2	Blind-Fight, Far Shot, Great Fortitude, Improved Critical (dwarven waraxe), Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Tereza	Concentration +21, Craft (carpentry) +16, Knowledge (arcane) +19, Knowledge (architecture/engineering) +19, Knowledge (local) +19, Knowledge (nobility) +13, Knowledge (the planes) +19, Spellcraft +20	Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Maximize Spell, Forge Ring, Run, Scribe Scroll
Armad	Concentration +10, Diplomacy +9, Knowledge (arcane) +9, Knowledge (religion) +10, Listen +7, Spellcraft +10, Spot +7	Brew Potion, Great Fortitude, Iron Will, Scribe Scroll, Weapon Focus (heavy mace)
Drazi D'Lai	Appraise +7, Balance +19, Disable Device +17, Gather Information +15, Hide +19, Listen +19, Move Silently +24 (with <i>boots of elvenkind</i>), Open Lock +19, Search +19, Spot +19, Tumble +14, Use Magic Device +13	Alertness, Dodge, Improved Initiative, Point Blank Shot

Weapons & Equipment

	Weapons	Magic Items	Other Items
Varick	+2 <i>bastard sword</i> , +2 <i>full plate</i> , +1 <i>large steel shield</i> , masterwork longbow, 20 arrows, dagger (4), light mace	+2 <i>ring of protection</i> , +2 <i>amulet of health</i> , <i>belt of giant strength</i> +4, <i>potions of cure serious wounds</i> (x2), <i>bull's strength</i> (x2), and <i>stoneskin</i>	Backpack with waterskin, one day's trail rations, bedroll, flint and steel, silver holy symbol
Nader	+3 <i>chainmail</i> , +2 <i>adamantine dwarven waraxe</i> , +1 <i>large steel shield</i> , masterwork longbow, 20 bolts, light mace, dagger (4)	+3 <i>ring of protection</i> , <i>bag of holding</i> (IV), <i>potion of bull's strength</i> (x2), <i>potion of cure serious wounds</i> (x2)	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 50 ft. of rope.
Tereza	<i>bracers of armor</i> +4, +1 <i>quarterstaff</i> , masterwork daggers (4), masterwork light crossbow, 20 bolts	<i>ring of protection</i> +3, <i>potion of protection from arrows</i> , <i>potion of cure serious wounds</i> (x2), <i>potion of cat's grace</i> (x2), <i>potion of fly</i> , <i>scroll of stoneskin</i> (CL 13), <i>scroll of greater teleport</i> (CL 13)	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, spell component pouch, spell book
Armad	+4 <i>chain shirt</i> , +1 <i>large steel shield</i> , +2 <i>heavy mace</i> , masterwork light crossbow, 20 bolts	<i>wand of cure light wounds</i> (30 charges), +2 <i>ring of protection</i> , <i>potion of water breathing</i> (x2), <i>potion of cure serious wounds</i> (x4), <i>scroll of heal</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, spell component pouch, holy symbol
Drazi D'Lai	+2 <i>longsword</i> , +2 <i>longbow</i> , 20 arrows, masterwork daggers (4), <i>bracers of armor</i> +4	<i>boots of elvenkind</i> , <i>ring of protection</i> +2, <i>gloves of dexterity</i> +2, <i>potion of cure serious wounds</i> (x2)	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 30 pages of parchment, ink, ink pen, masterwork thieves' tools

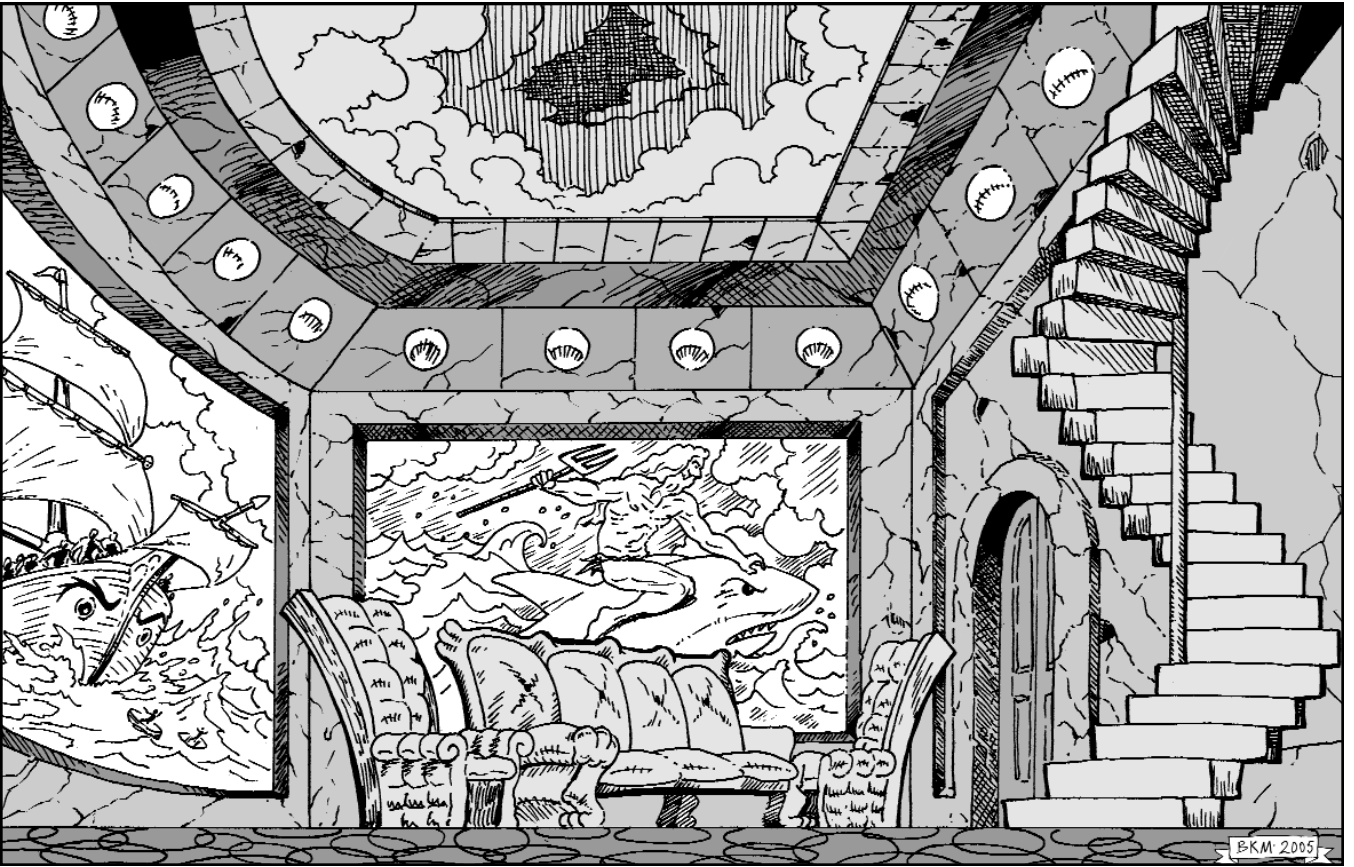
Players' Handout A



Players' Handout B



Players' Handout C



Players' Handout D

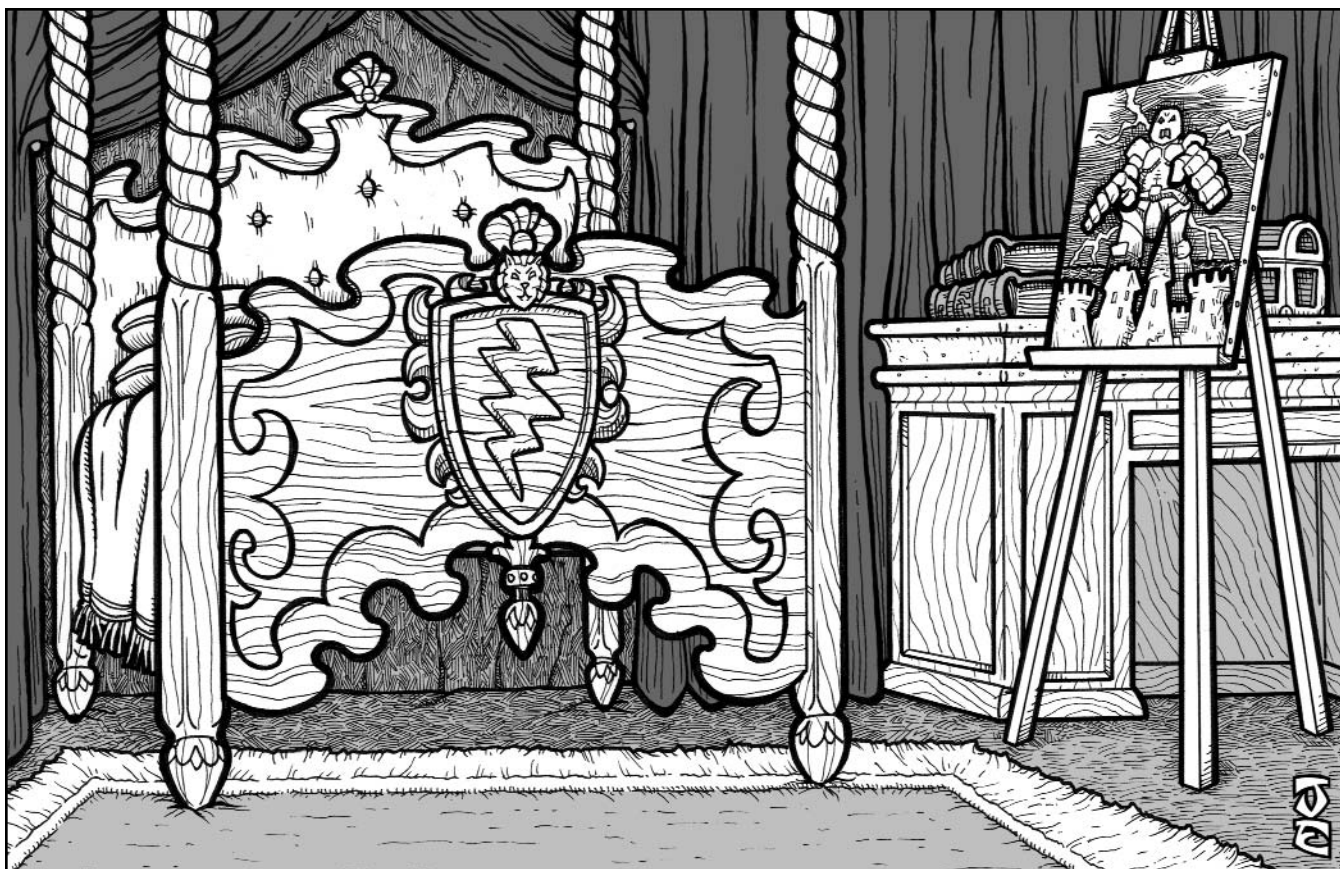


Players' Handout E



Players' Handout F





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