

The Darkness of the Overdark

by Yotam

Special thanks to Amir Kliner (Assistant DM) for helping me check this adventure

"The Darkness Of The Over Dark" is a D & D adventure designed for twelve 6th level characters. PCs who survive the adventure should earn enough experience points (XP) to gain 1 level. The adventure can easily be adapted for stronger or weaker PCs by increasing or decreasing the number and power of the opponents as noted in the "Scaling the Adventure" sidebar.

Adventure Background

The king of Imladris, Mirablis Azad has been king for almost 400 years by now. As the king of a halfling colony, he is very appraised for his silent movement schools. For the last month, the king of the elven colony Gor-Amen didn't get his daily letters from Mirablis. He is very disturbed by the fact of not getting those letters, especially because his close friendship with Mirablis. He decided to go on a mission to go see what happened but he haven't returned for a long while and was declared missing. Only a brave bunch of adventurers will be suitable for this kind of mission, finding Gor-Amen (king of Gor-Amen) and Mirablis (king of Imladris). Apparently, Gor-Amen was kidnapped by goblins and Mirablis was killed. The adventurers get to Gor-Amen's son after seeing the missing sign in the city of Union (look in the epic handbook for information about Union).

Adventure Synopsis

The characters should first meet Gor-Amnen, son of Gor-Amen and have a short briefing in which they will find out all about the adventure. Afterwards, they should leave Gor-Amen and go to Imladris where they will get further information. Then they should proceed to the stronghold of Mirablis.

Adventure Hooks

- The adventurers see a sign on a pole reading: "Brave adventurers are needed for a mission of great importance. Anyone interested should report to Gor-Amnen in the elven colony of Gor-Amen" (the adventurers receive 500 gp each for this mission)
- One of the elven adventurers goes to meet a relative in Gor-Amen and returns with the awkward news. The adventurers decide to help.
- The adventurers pass in Gor-Amen on their way to Union when they hear the news. They go to Gor-Amnen and accept the mission for the great amount of gold, 5000 each (the amount of money applies only for this hook)

The rumor says that a host of 20000 goblins has arrived 10 miles from Imladris. To find if the rumor is true, a knowledge (local) check is needed. The DC is 20. The rumors are true. The last letter Gor-Amen received was forged. To find out, a forge check is needed. The DC is 15.

The nearest town to Imladris is Gor-Amen and is 10 miles away. It is a elven metropolis. It has 26,000 civilians and 1000 visitors a day.

Presented Features and Doors In the Fort of Mirablis

Ceiling Height- The ceiling height is 2.2 meters high

Illumination- From a mile from the fort, it is as there is a night with a moon and stars.

Door Types- Entrance (2 doors): Iron, Free

Room 1 to hall: Wooden, Strong, Stuck

Room 2 to hall (2 doors): Wooden, Good, Trapped (next to room 3, Poison Needle), Free

Room 3 to hall (2 doors): Wooden, Simple, Stuck (next to room 2), Free

Room 4 to hall (2 doors): Iron, Magically Locked, Trapped (Floor to Acid)

Room 5 to hall: Wooden, Strong, Free, Slides Right

Room 6 to hall: Wooden, Simple, Free

Room 7 to hall: Iron, Good Lock (DC 25)

Room 8 to hall: Secret, Stone, Free, Slides Up

Room 9 to hall (2 doors): Iron, Free

Room 10 to hall (2 doors): Wooden, off the hinges and broken

Room 11 to 10: No sign of a door except hinges

Room 12 to hall: Iron, Free

Room 13 to hall: Wooden, off the hinges and broken

Room 14 to hall: Iron, Stuck (because of being off the hinges)

Room 15 to 14: Stone, Magically Locked, Trapped (Spiked pit, 20 ft.)

Room 16 to hall: Iron, off hinges

Room 17 to 16: No sign of a door except hinges

Room 18 to hall (2 doors): Iron, Locked, Trapped (next to rooms 12, 17)

Room 19 to 18: Secret, Stone, Trapped, Slides Down

Yard 20: See entrance

Gor-Amen City hall: Iron, Free

Gor-Amen

Introduction

The next set of encounters happen at the Gor-Amen city

Walls/Floors/Ceilings/Light/Air in city hall: Masonry walls, Masonry floors, Masonry ceilings, Strong light from hooded lanterns, a little stuffy air.

1. Gate

The guards seem very mad and aggressive. They question each traveler in firmness. The gate is about 10 ft. tall. Beyond the gate, the city seems very active. (Read out loud)

The guards are bothering an old man. The guards seem ready to kill the old man. The guards see the adventurers looking and leave the old man in the favor of them.

In this encounter, the party will have to fight the two 1st level fighters and make sure that they only faint. That means only fists and whips.

2. The Market

The market seems full of people. An exception of one or two rogues can be seen around. The food sellers are very unhappy with the flies all around. Everybody seems to enjoy the lovely place when pouring rain begins.


The area looks old. It is made of yellow stone glowing in the sunshine and dim in the night. The area is actually the market street, jammed with a wall from one side and wide open from the other. All kinds of mystic shops appear to be there.

Development: The rain gets stronger and stronger and people start running while the sellers run to save their properties.

3. The Inn

The air stinks with ale and the barman is eating bread with butter. Some thugs go to the bar and ask free drinks. The barman asks for money and they start hitting him. Another fight starts on the other end of the bar. The barman faints and the thugs vandalize the bar.

The place is full of tables and chairs. There are stairs in the corner leading to the rooms. The Thugs decide to have some fun on the account of the adventurers. Too late for them.

 **Description of the Thugs:** 10 hp each, 16 AC, +3 unarmed, 1d3 +3

4. City Hall

The air is a little stuffy but bearable. The lady in the reception says Gor-Amnen will meet them in 10 minutes. They enter his office (actually his father's) and see him sitting in his chair, expecting them. "My father has been kidnapped and I would like you to look for him in the city of Imladris. Also, my father's friend Mirablis has been kidnapped. I would like you to find them both. 500 gp each".

The air in the room is very clean because the 20 ft. window is fully open. Only a search check (DC 10) will reveal a compartment in the wall full of letters.

Treasure: The treasure is divided into 12 sacks, one for each character. Total value 6000 gp.

Imladris

Introduction

The next set of encounters happen at the city of Imladris and in the castle of its king

A1. Gate

The gate is full of strong Fighters. 5 Wizards can be seen between the 50 people standing there. Body's of goblins can be seen everywhere and some clerics are still curing a couple of fighters. "We had here a big battle, if it interests you"

says one of the fighters.

The soil is full of blood and goblin body's can be seen everywhere. Resurrected halflings can be seen getting up. It is, after all, what you see after a battle.

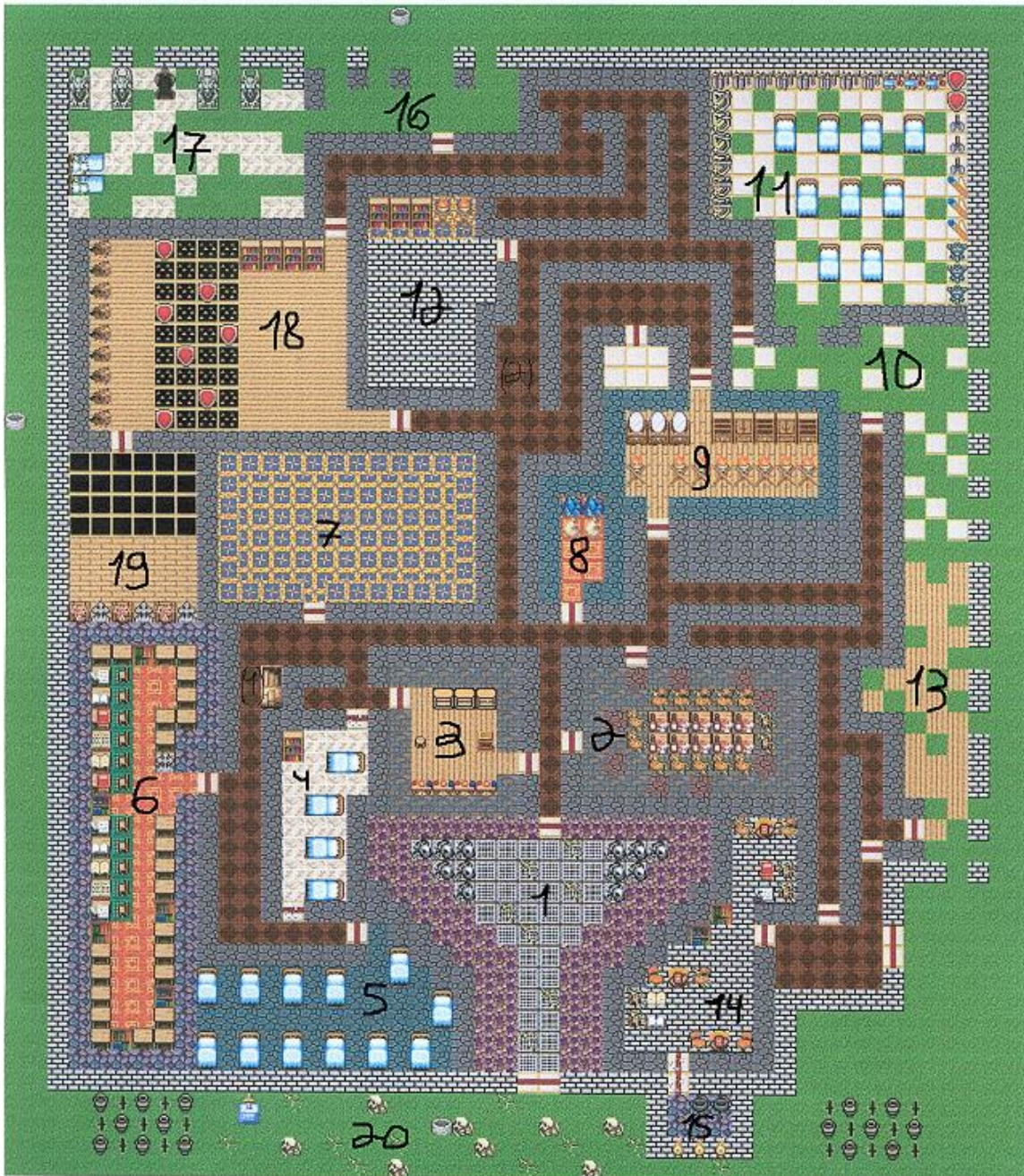
In this encounter, the party can learn about the city of Imladris. The halfling Tomerton-Jamling explains to them about the whole story. "The Goblins are all over the place" he says in a tone of importance. Afterwards he takes them to the temple where they learn the culture of Imladris, believers of Imladris-Kom.

A2. The Inn

The door into the inn is round and the air inside is very clean. No ale can be seen a mile away. The halflings are sitting and talking about some daily issues while drinking coffee or tea and having some cheesecake. The rooms are nice and cozy and cost only 10 gp for the best room.

The inn is a very cultural place. The halflings get into a fight once in 150 years. Every one because of them being different eyes the characters. The barman is constantly making coffee in a weird machine that makes coffee; it was made in gnomia he says to everyone who comes near.

Brief Explanation for the DM About the Imladris Location. The B means that the number afterwards is the number of the room in the castle. The A means the number afterwards is a location in the city.



A map of the fort of Mirabilis Azad, King of Imladris

"The yard stinks from a quarter of a mile. It is full of skeletons and bodies. There are some graves in the yard and an empty well. There are two iron doors leading into the building."

B20. The Yard of The fort of Mirabilis

The yard stinks from a quarter of a mile. It is full of skeletons and bodies. There are some graves in the yard and an empty well. There are two iron doors leading into the building.

The area is dark and stinky. It smells of bodies and **goblins**. Suddenly, a host of 24 goblins attacks.

☛ Creatures: The goblins are all first level fighters. 14 hp each. For further information, see the statistics blocks in appendix 1.

In this encounter, the party should make all of the goblins are dead or else, they will call more goblins for the assault. Remember goblins are not so smart and let the players enjoy this advantage.

B1. Entrance Room

The room stinks from the bodies and skeletons inside. Trying to open the door, the characters find out it is stuck.

The door is 2 inches thick, has 5 hardness, 20 hp and a break DC of 23. The room looks very majestic. See presented features for further information about the door.



Creatures: 2 of the skeletons arise. They are gargantuan skeletons. 104 hp each. For further information, see the statistics in appendix 1.

Treasure: One of the skulls is full with a 2nd level double treasure. Roll to find out what the items are.

B2. Dining Room

The place stinks of rotten bodies. There are broken plates and bottles on the table and there is still food in the plates. The food is hard as the plates themselves. The tiles next to the table are blood stained.

A track made by a ranger will reveal that the food is in the room for 3 months. The lamps in the room were stolen and it is dark in it. The only light is like the light of stars and a moon. Essential information about the doors can be found in presented features. Other information about the door except in presented features are: one and a half inches thick, hardness 5, 15 hp, Trap **information for trapped**

Door- poison needle, CR 2, +8 ranged (1, plus greenblood oil poison), search (DC 22), disable device (DC 20), Note: see page 80 in DM guide for information about greenblood oil.

B3. Kitchen

The kitchen is beautifully arranged. Apparently, the goblins have never been to this room. In the cupboards, some roasted meat can be found, still tasty. There is even a bag of rice. Also, a strange odor of stinky flesh fills the air.

The floor is from wooden tiles. Everything looks arranged very good. But the strange odor doesn't seem to leave. Instead, it gets closer. Essential information about the doors can be found in presented features.

Other information about the door except in presented features are: 1 inch thick, 5 hardness, 10 hp, 13 break DC for stuck door.

This encounter will be much easier to defeat if the PCs will understand that a monster is coming close. They should be ready with their bows.



Creatures: A flesh golem enters the room together with an Ogre Mage and a Hobgoblin. The ogre mage has 37 hp. The golem has 49 hp. The hobgoblin has 5 hp. For further information, see the statistics blocks in appendix 1.

Tactics: The ogre mage gives orders to the golem. Their initiative should be the same. The hobgoblin also takes orders from the ogre mage and his initiative should be 5 less.

Treasure: Only the ogre mage has a treasure. The treasure is double standard.

Development: If and when the ogre mage dies, the hobgoblin and the golem run away with madness.

B4. The Visitors Bedroom

The door seems to be locked. It is made from very "mean" iron. Sounds of conversation are heard from inside. When the people in the room find out you are there, the call for help.

In the room, there is a bookshelf and 4 beds. There are 2 elves in the room. Essential information about the doors can be found in presented features. Other information about the door except in presented features is: 2 inches thick, Magically locked (brake DC 40), Trap Information for trapped doors- Floor transforms into

acid, CR 6, section of floor 4 squares (10d6), Reflex (DC 16) negates, search (DC 28), disable device (DC 30), Note: successful save means character dives to safety in time.

In this encounter, the party can learn about interesting facts concerning what happened in the fort by speaking to the people in the room. The information the people give them can be found in appendix 2. Statistics of the people in the room, if they join the group can be found in appendix 1.

B5. Bed Room #1

Entering the room, it is visible to the eye that this room was touched by the goblins roughly. The blankets are thrown all over the floor and the mattresses are ripped. There nothing interesting in this room.

The area has the smell of goblins. It doesn't leave the room and steps can be heard. The PCs should be told this and they should probably get ready. Essential information about the doors can be found in presented features. Other information about the door except in common features are: 2 inches, 5 hardness, 20 hp, slides right.

This encounter is an encounter with a unit of 24 in the goblinoid army composed of 15 goblins, 5 hobgoblins and 4 ogres.



Creatures: The creatures met are as written above. The goblins have 4 hp each. The hobgoblins have 5 hp each. The ogres have 26 hp each. For further information, see the statistics blocks in appendix 1.

Tactics: The unit initiative is similar to all soldiers. The initiative is determined in this section as 8 (it was determined with a roll). They work together and all take orders from the chief hobgoblin.

Treasure: The treasure is 10 rusty short swords, and 3 rusty bastard swords. To restore them, the characters should go to the restorer of Imladris and pay 100 gp for the lot. They cannot sell them unless restored.

B6. The Colorful Library Room

The last time anyone except Imladris civilians heard about this room, it was only legends far away. The room is full of big windows supposed to glow in the sunshine. The room doesn't seem to be touched by the goblins and diaries can be found with quick scatterings writing: "The goblins are here, the goblins are here" and afterwards, there's some blood.

All along the wall, there is a long table cut in the middle with various bookshelves. The smell of old paper is strong in the room and the staying in this room is good choice if the PCs want to sleep. Essential information about the doors can be found in presented features. Other information about the door except in presented features are: 1 inches width, 5 hardness, 10 hp.

The room is full of spell books. 5 1st level, 5 2nd level, 10 3rd, 15 4th.

B7. The Room Of Emptiness

The room seems empty although the tiles are beautiful. Nothing else can be seen.

There are two words that make the PCs see the contents of the room. The words are "do you". When the room presumes empty, the characters can also go through the furniture. Essential information about the doors can be found in presented features. Other information about the door except in presented features is: 2 inches width, 10 hardness, 60 hp, Break DC (28)

This encounter involves a magical danger or barrier. When room presumes full, a troll appears in the opposite of the door.



Creatures: The troll is not in the room until room presumes full. He is there to protect the treasure in the room. The troll has 63 hp. For further information see the statistics blocks on appendix 1.

Treasure: Total value 600 gp

B8. Mirabilis Treasury

In the room, there are two sacks and 2 diamonds. The worth of both is unknown.

Essential information about the doors can be found in presented features. Other information about the door except in presented features is: Secret, 4 inches width, 8 hardness, 60 hp, slides up

Treasure: In each sack, there are 1200 gp. Each diamond is worth 360.

B9. Dressing Room

Entering the room, you feel very hot. You can see lighted braziers. There are three drawers with mirrors above and there are a couple of closets containing clothes.

The smell of goblins is in the room. It starts to fade and the smell of coal comes instead. That means the goblins were in the room a couple of minutes ago. Essential information about the doors can be found in presented features.

B10. Smithing Room of the King

There is no sign of what this room was once. There are only an anvil and some hammers.

There is a small breeze coming from the east, the broken wall. If the PC's go on eastwards for 5 miles, they will find a false gate (as per the *gate* spell) leading back to the smithing room. Essential information about the doors can be found in presented features.

B11. Bed Room #2 and Smith Warehouse

The floor in parts of the room is destroyed. There are some beds in the middle of the room and aligned on the length of the wall are weapons of all kind.

The room looks like a regular room. A sensation of blood fills the room. A search against DC 15 will reveal a loose tile. Under it, there are 5 bodies still with flesh and "accessories". Also, 2 trolls and an ogre enter the room hurriedly. "We are not the kind of guys who will attack you. Healing? Anybody?" asks one of the trolls. Essential information about the doors can be found in presented features.



Creatures: The creatures are surprisingly found smart and intelligent. The trolls are twin brothers and 5th level paladins both. The ogre is a 3rd level cleric, 3rd level wizard (Illusionist). 12 Goblins and 12 Hobgoblins enter the room a minute later assaulting the entire group. The Paladins have 50 hp. The ogre has 36 hp. The hobgoblins have 5 hp. The goblins have 4 hp. For further information see statistics blocks on appendix 1.

Treasure: The treasure is a 6th level double treasure.

Development: The ogre and the trolls join the group without bothering to ask. They stay until the group leaves the fort. Then, they depart to their own land, farmon and tell them that if they want a mission, they should go meet them there in red rooster inn on every Sunday evening.

B12. Simple Library For Books of Least Importance

The room is not very interesting. It has a couple of shelves and two braziers.

No description to say the least. Only that someone who succeeds in some rolls that should be made, spot and listen (DC 15 each) will find out that in the room is hidden a most hostile devil, a Gelugon (Baatezu). Essential information about the doors can be found in presented features.



Creatures: The Devil is in the room because the goblin army called him to settle in a wonderful fort. Who knows? Maybe he will get to attack somebody. The devil has 114 hp. For further information see the statistics blocks on appendix 1.

Treasure: Standard coins; double goods; standard items

B13. Ball Room

Parts of the floor are missing in the room. It can easily be recognized as a ball room because of it's candle chandelier and the imladrian punch bowl designed specially for reserving the punch's taste for a long period of time. The punch

is still good.

Nothing to describe. Essential information about the doors can be found in presented features.

B14. Guard Room

The room has a smell of high quality beer and oriental noodle stew. Some of the goblinoid army has been there, maybe not goblins but they have been there. There are cards thrown on the floor and some rotten bodies. It is weird but they don't smell.

A search (DC 30) will reveal a secret door. The sensitive nose races can smell the smell of some creature getting closer and closer. And the door goes down baby. 1-0 for the dragonne and the nice huge earth elemental. Essential information about the doors can be found in presented features. Other information about the door except in presented features is: 2 inches, 10 hardness, 60 hp, 28 break DC.



Creatures: The creatures were sent by the hobgoblins to search the fort. The dragonne has 76 hp. The elemental has 152 hp. For further information see the statistics blocks on appendix 1.

Tactics: The two creatures attack together. This fact makes them use the same initiative.

B15. Secret Room for Hiding from Enemies

The room is small.

No description. Just five desperate for help 2nd level fighter guards. Essential information about the doors can be found in presented features. Other information about the door except in presented features is: 4 inches, 60 hp, 28 break DC, Magically locked (DC 40). Trapped: Spiked pit (20 ft.), CR 2, 2d6, reflex save (DC 20) avoids, +10 melee (1d4 spikes for 1d4 +2 damage per successful hit), search (DC 20), disable device (DC 20)



Creatures: These fighters are halflings. For further information see the statistics blocks on appendix 1.

Development: The halflings ask to join the group until it's return to Imladris.

B16. Conference Room

The room is clearly a conference. The big file stacked table reveals that fact. The floor has partly disappeared and parts of the wall were probably rammed to destruction.

The table is due to break if one of the PC's touches it. Note that the files are readable and reading is a DC of 200 overall. Each throw extends over a period of one hour. Essential information about the doors can be found in presented features.

Creatures: 2 invisible stalkers. They were sent by the chief hobgoblin of the goblinoid army after it took the dragonne and the elemental too much time.

Tactics: Their first is made when the backs of the PC's face them.

B17. Bed Room #3 of the King and his Wife

The room has a king size bed in it and a thrown. On either side of the thrown, stand 2 tall gargoyle statues. The floor and wall are chipped on the left tiles or outside.

The gargoyle statues are apparently real. Shifting from their place to attack, they reveal a hiding place each. In each hiding place hides 1 hobgoblin. Essential information about the doors can be found in presented features.

Creatures: There are 4 gargoyles with 38 hp each. There are also 4 goblins with 4 hp each. For further

information see the statistics blocks on appendix 1.

Treasure: Under each gargoyle was hidden a treasure of 60 GP. Each hobgoblin has 30 GP.

B18. Room of Hidden Treasures

This room is huge. On the other side of it, barely seen are chests. The problem is that there is a huge spiked pit in the middle of the room. How do you get to the other side? Tough question.

The pit is a 20 ft. spiked pit extending over a 20 ft. jump. For information about the pit see page 115 on the DM book. Essential information about the doors can be found in presented features. Other information about the door except in presented features is: 2 inches, 10 hardness, 60 hp, 28 break DC. Trapped: Lightning blast, CR 3, 5 ft. wide, 50 ft. long blast (3d6), reflex (DC 13) avoids, search (26), disable device (25)

Treasure: None. The second something is lifted from the chest, it disappears.

B19. Room of Hidden Treasures Sequel

In this room there is a big pit. On the other side are treasure chests.

In the treasure chests there is a lot of money. For the exact amount look below. The pit is 20 ft. jump length. Essential information about the doors can be found in presented features. Other information about the door except in presented features is: Essential information about the doors can be found in presented features. Other information about the door except in presented features is:

Treasure: The treasure is in the chests. Total value 6000

Concluding the Adventure

If the players accomplish the mission, they become lords of gor amen. Furthermore, they return to union finding out their houses are full with kingly food.

Appendix 1

Detailed Creature Statistics

B20.First Level Fighter Goblins: CR 1; HD 1d10+3; hp 13; Init +2; Spd 10 ft.; AC 19; Atk Bastard Sword +5, 1d10 +2/ Composite Shortbow +2/ 1d6; SA/SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will +1; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills: Ride +6, Climb +8

Feats: Exotic Weapon (Bastard Sword), Weapon Focus (Bastard Sword)

Ogre Mage: CR 8; HD 5d8 +15; hp 37; Init +4; Spd 30 ft, Fly 40 ft. (good); AC 18; Atk Huge Great Sword +7, 2d8 +7/ Huge Longbow +2, 2d6; SA/SQ Spell-like abilities, Regeneration 2, SR 18; AL LE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills: Concentration +6, Listen +5, Spellcraft +4, Spot +5.

Feats: Improved Initiative.

Flesh Golem: CR 7; HD 9d10; hp 49; Init -1; Spd 30 ft. (can't run); AC 18; Atk 2 Slams +10, 2d8 +5 each; SA/SQ Berserk, Construct, Magic Immunity, Damage Reduction 15/+1; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -,

Int -, Wis 11, Cha 1.

Hobgoblin: CR 1/2; HD 1d8 +1; hp 5; Init +1; Spd 30 ft.; AC 15; Atk Longsword +1, 1d8/ Javelin +2 Ranged, 1d6; SA/SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3.

Feats: Alertness.

Goblin: CR 1/4; HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 15; Atk Morning Star +1, 1d8 -1/ Javelin +3 Ranged, 1d6 -1; SA/SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3.

Feats: Alertness.

Ogre: CR 2; HD 4d8 +8; hp 26; Init -1; Spd 30 ft.; AC 16; Atk Huge Greatclub +8, 2d6 +7/ Huge Longspear +1 Ranged, 2d6 +5; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2.

Feats: Weapon Focus (Greatclub)

Troll: CR 5; HD 6d8 +36; hp 63; Init +2; Spd 30 ft.; AC 25; Atk 2 Claws +9, 1d6 +6 each/Bite +4, 1d6 +3; SA/SQ Rend 2d6 +9, Regeneration 5, Scent, Darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5.

Feats: Alertness, Iron Will

B11.Twin Trolls-5th Level Paladins: CR 7; HD 5d10 +5; hp 37; Init -1; Spd 20 ft.; AC 19; Atk Longsword +9, 1d8 +2/Composite Longbow +6, 1d8 +3; SA/SQ Regeneration 5, Scent, Darkvision 90 ft.; AL LG; SV Fort +7, Ref +2, Will +5; Str 16, Dex undefined, Con 12, Int 10, Wis 15, Cha 18.

Skills: Concentration +9, Diplomacy +12.

Feats: Weapon Focus (Longsword), Mounted Combat

B11.Ogre- 3rd level cleric/3rd level illusionist: CR 6; HD 3d8+3d4; hp 26; Init -1; Spd 20 ft.; AC 22; Atk Morningstar +4, 1d8 +1/Light Crossbow +1/1d8; AL CG; SV Fort +4, Ref +1, Will +10; Str 12, Dex 9, Con 10, Int 16, Wis 18, Cha 14.

Skills: Concentration +9, Spellcraft +12, Knowledge (Religion) +12,

Knowledge (Arcana) +12, Diplomacy +11.

Feats: Scribe Scroll, Brew Potion, Toughness, Combat Casting.

Devil-Gelugon (Baatezu): CR 13; HD 12d8 +60; hp 114; Init +1; Spd 40 ft.; AC 28; Atk Longspear +17/+12/+7, 1d8 +9 and cold/2 Claws +17, 1d8 +6/ Bite +12, 2d4 +3/Tail +12, 3d4 +3 and cold; SA/SQ Spell-Like abilities, Fear aura, cold, summon Baatezu, Damage reduction 20/+2, SR 25, Baatezu qualities, Regeneration 5; AL LE; SV Fort +13, Ref +9, Will +14; Str 23, Dex 13, Con 21, Int 22, Wis 22, Cha 16.
Skills: Bluff +16, Climb +20, Concentration +20, Disguise +17, Jump +19, Listen +22, Knowledge (arcana) +20, Move Silently +16, Search +20, Sense Motive +20, Spellcraft +20, Spot +22.
Feats: Alertness, Cleave, Dodge, Power Attack

Dragonne: CR 7; HD 9d10 +27; hp 76; Init +6; Spd 40 ft., Fly 30 ft. (poor); AC 18; Atk Bite +12, 2d6 +4/2 Claws +7, 2d4 +2; SA/SQ Roar, Scent; AL N; SV Fort +9, Ref +8, Will +4; Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12.
Skills: Listen +12, Spot +13.
Feats: Blind-Fight, Improved Initiative.

Huge Earth Elemental: CR 7; HD 16d8 +80; hp 152; Init -1; Spd 20 ft.; AC 18; Atk Slam +19/+14/+9, 2d10 +13; SA/SQ Earth mastery, Push, Elemental, Damage Reduction 10/+2; AL N; SV Fort +15, Ref +4, Will +5; Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11.
Skills: Listen +18, Spot +18.
Feats: Cleave, Great Cleave, Power Attack, Sunder.

B15. Halfling Fighters: CR 2; HD 2d10 +6; hp 17; Init +5; Spd 15 ft.; AC 19; Atk Bastard Sword +6, 1d10 +2/Composite Longbow +4, 1d8 +2; AL LN; SV Fort +5, Ref +1, Will +1; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8.
Skills: undefined.
Feats: undefined

Invisible Stalker: CR 7; HD 8d8 +16; hp 52; Init +8; Spd 30 ft., Fly 30 ft. (perfect); AC 17; Atk Slam +10/+5, 2d6 +6; SA/SQ Elemental, Natural invisibility, Improved Tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.
Skills: Listen +11, Move Silently +15, Search +11, Spot +13.
Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Gargoyle: CR 4; HD 4d10 +16; hp 38; Init +2; Spd 45 ft., Fly 75 ft. (average); AC 16; Atk 2 Claws +6, 1d4/Bite +4, 1d6/Gore +4, 1d6; SA/SQ Damage Reduction 15/+1, Freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.
Skills: Hide +17, Listen +4, Spot +4.
Feats: Multiattack, Weapon Finesse (Claw, Bite, Gore)

B4.2nd level elf monks: CR 2; HD 2d8 +2; hp 14; Init +1; Spd 30 ft.; AC 13; Atk Unarmed +3, 1d6 +2/Kama +4, 1d6 +2/Sling +3, 1d4; AL CG; SV Fort +4, Ref +4, Will +5; Str 16, Dex 14, Con 12, Int 10, Wis 18, Cha 8.
Skills: Hide +17, Listen +4, Spot +4.
Feats: Dodge

Appendix 2

Belongs to B4- The visitors bedroom

“Thank you for releasing us” said Ulrius (elf 1). “How did you get to be locked inside” asks one of the PC’s (DM’s choice). “Well, this ogre mage came with this golem and a hobgoblin and he enchanted the lock” said Darnakal (elf 2). “What happened in this castle, I mean, how come it is full of hostile creatures that match the characteristics of creatures from the goblinoid army?” asks another PC. “That’s the problem, we came here with gor-amen, our king. We found out there was a raid of the goblinoid army on the city and castle. We came into the castle and got nailed in it by the goblinoid army” said Ulrius. “Do you know were your king and the king of Imladris would be” asked one of the PC’s. “Our king was taken captive and I guess that Mirablis was too” says Darnakal.

“We’ve got enough information for us to use” says a PC “Thank you. We’re going”. “Wait, can we join you” asks Darnakal. <Decision of the PC’s>