

The Dungeons of Castle Blackmoor

APPENDIX A: THE MONSTERS OF DUNGEONS OF CASTLE BLACKMOOR

Reanimator

This creature appears to be a glowing green crystalline heart pulsing with eldritch energies. It is surrounded by a hard shell of bone fragments drawn from numerous corpses.

Little is known of true origin of the reanimators. Found throughout Blackmoor in all places where corpses are abundant, these despicable undead fiends seem to enjoy sending wave after wave of minor undead creatures toward their enemies until they have downed their foes.

Combat

Reanimators prefer to engage from a distance, using a wall of skeletons or zombies to keep their foes out of melee range. They use *desecrate* and their bolster undead ability to make their minions very difficult to turn. They hate good aligned

clerics, and often use their *ray of enfeeblement* to weaken them so that their undead minions can grapple and subdue them. They are known to be the bane of evil clerics as they delight in wresting control of a necromancer's servants and then using them to tear the necromancer apart.

Reanimators do not speak, although they appear to understand Infernal.

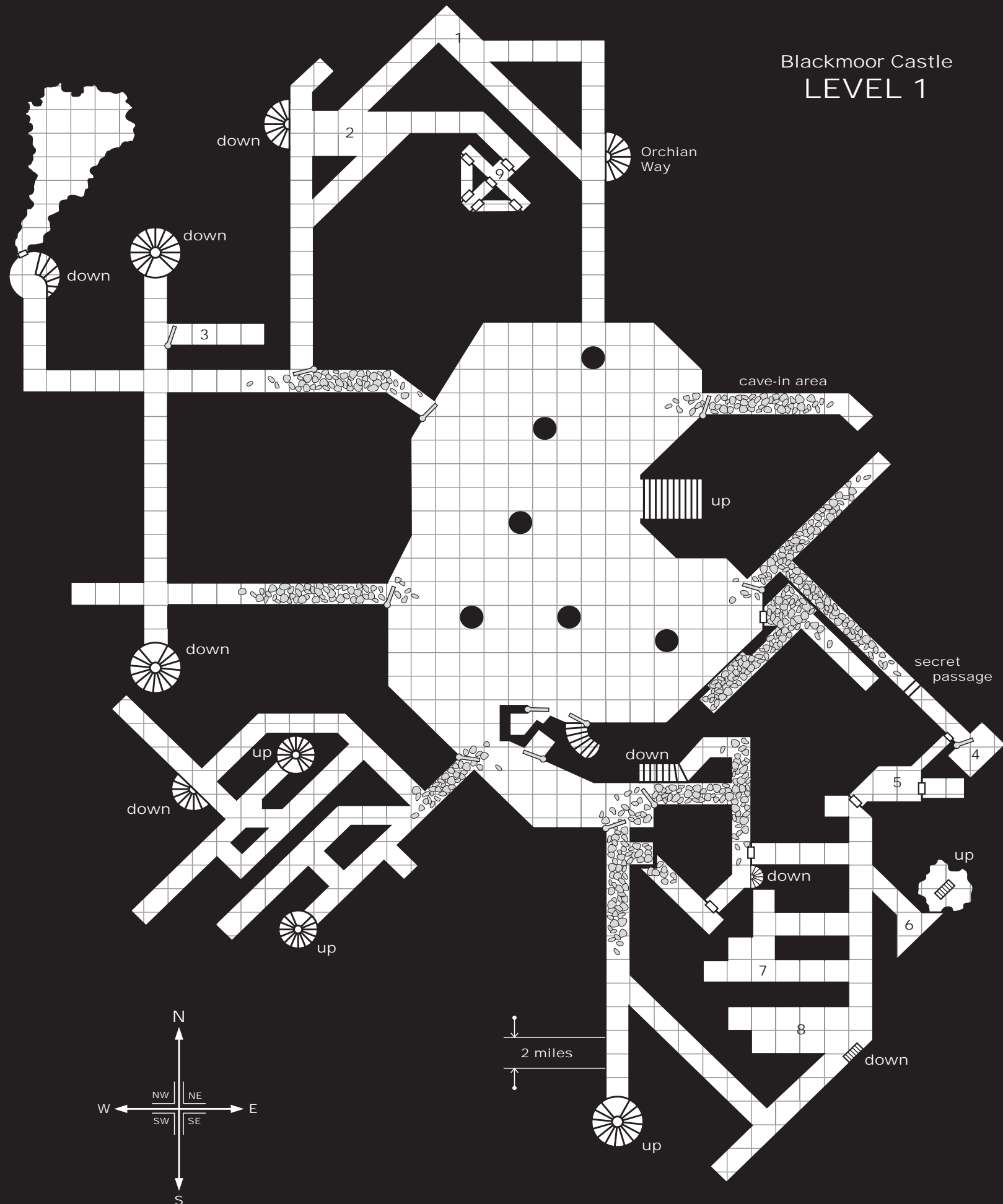
Animate Dead (Sp): A reanimator can animate the dead within 120 feet at will. It may animate up to twice its hit dice in skeletons and zombies each round. There must be available corpses for this ability to work. Skeletons or zombies that have been destroyed may not be raised again.

Control Undead (Sp): Up to 6 times per day, a reanimator may control, rebuke or bolster undead as an 8th level cleric. It may control up to four times its hit dice at a time.

Spell-Like Abilities: At will— *Desecrate*, *detect undead*, *detect magic*, *ray of enfeeblement* (DC 16), *ray of exhaustion* (DC 18), *scare* (DC 17). Caster level 8th. The save DCs are Charisma-based.

Reanimator	
	Medium Undead
Hit Dice:	8d12 (52 hp)
Initiative:	+0
Speed:	Fly 10 ft. (2 squares)
Armor Class:	20 (+10 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+4/+4
Attack:	Corrupting ray +5 ranged touch (2d8+8)
Full Attack:	Corrupting ray +5 ranged touch (2d8+8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate dead, control undead, spell-like abilities
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., turn resistance +4, undead traits
Saves:	Fort +2, Ref +2, Will +10
Abilities:	Str 10, Dex 10, Con —, Int 7, Wis 19, Cha 16
Skills:	Hide +7, Listen +8, Move Silently +7, Spot +8
Feats:	Alertness, Spell Focus (Necromancy), Weapon Focus (Ray)
Environment:	Crypts and tombs
Organization:	Solitary or cabal (2-12)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—

Blackmoor Castle LEVEL 1



that the chemicals are useless liquids. Should anyone attempt to use the contents of the vial, they have no effect.

The crates in the room contain stale tea and the rotted remains of salted pork and jerky. Further inspection can discover that the snake had recently shed its skin, leaving its molting in the back corner of the room. Various torture implements (thumbscrews, whips, etc) can be found hanging on the walls.

The snake was originally placed here to keep it safe from the dungeon predators. It was also used to constrict those who were undergoing torture as an additional technique to pry information from captives. The snake has been locked in the room for quite some time, making its meal of small rats and the occasional largish spider that came through the cracks in the ceiling.

The snake is particularly hungry and attempts to constrict the largest looking prey in the party. If it is seriously injured, it attempts to flee to another portion of the dungeon.

Treasure: One of the shelves contains a masterwork alchemist's kit that confers a +2 circumstance on Craft (alchemy) checks. A small snuffbox containing 12 gp can be found on one of the tables.



Constrictor Snake: CR 2; Medium Animal; HD 3d8+6; hp 22; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d3+4, bite); SA Constrict 1d3+4, improved grab; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite 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 constrict.

AREA 2-4 – TORTURE CHAMBER (EL 4)

The door to this chamber swings wide and the room appears to exhale as a person who had held their breath for a long period of time. A cold chill flows through your bones as if you had been atop the peak of the highest of the Stormkiller mountains.

What lies beyond is a grisly sight.

A wide metal table in the center of the room has several kinds of restraints attached to its edges and was clearly not meant for resting. Behind the table, a number of strange-looking pokers adorn a large fire pit. Some of the tips have been sharpened while others appear to be more like garden rakes. Within the ashes of the pit, partially burnt skulls and other bones sit amongst the cool grayed coals.

The walls are painted intermittently in a brown red color and are adorned with various types of stocks and other wooden frames that appear to have been used for restraint and interrogation.

The Dungeons of Castle Blackmoor

Doors lead away from this terrible place from the east, two in the south and one in the west. The northwest corner of the room is the home of a closed wooden door.

This is the torture chamber of Sir Fang. While used infrequently, this chamber's strange and gruesome instruments yielded him much success from not only would-be above ground invaders, but also those other monsters who would seek to dominate the area.

Many of the devices have manacles and other types of keyed restraints. The keys to the various devices are in the possession of Sir Fang himself and cannot be found in the room. Should a player lock himself into a device, he is forced to break out on his own or find another means to freedom.

After two rounds in this room, three groups of human zombies enter in pairs from each of the other entrances to the room. Each pair of zombies is waiting slightly outside of the room and while not trying to hide, remain difficult to see in the darkness. The zombies have orders to kill anyone who enters the torture chamber. They are positioned twenty feet from the each of the openings in the room other than the one the players enter from.

One thing that the players notice is that two of the zombies are attacking them with what appear to be small clubs, but are more likely to be drumsticks of some sort.

The zombies do not have tactics, but in this case, they indirectly try to rush the party to surround and slay them. It is important for all groups to enter the rooms in the same round to achieve this scenario.

Human Zombies (6): CR 1/2; Medium Undead; HD 2d12+3; hp 18 each; Init -1; Spd 30 ft., (can't run); AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1, slam) or +2 melee (1d6+1, drumstick); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move ac-

tion or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

AREA 2-5 – SKELETON BLOCKS THE WAY!

A skeleton of what appears to be a troll lies at the top of a downward-leading stairway. It seems as though this beast met its end here. The bones of the skeleton are picked clean.

The skeleton is indeed just that of a monster that had been killed here. Because of the size of the skeleton, the players are forced to remove it in order to descend the stairs. Feel free to have one of the characters accidentally kick the skeleton to animate it slightly.

ARNESON SPEAKS!

Always remember that the players exist to entertain the gamemaster! Of course, this is jesting, but on occasion, it's fun to pull a prank or two. The notorious Egg of Coot is well known for dropping entire catches of fish on the homes and villages of adventurers who have foiled his evil plans. Make it fun!

AREA 2-6 – RECEPTION AREA (EL 2)

This area may have been a reception area at some point in time, but right now, it's just a plain, dark room with a staircase that leads up. On the eastern side of the staircase, a large centipede lies in wait for prey.

The centipede hides alongside the stair until someone steps or climbs on the stairs. It also attacks anything that passes by the stairs exposing his hiding spot. Once it identifies its prey, it attacks attempting to cripple its opponent with its poisonous bite. It continues to try to disable its enemies until they are all gone, then it devours them.

Treasure: At the edge of the stair and walls is

a jeweled ceremonial dagger adorned with small rubies and emeralds (value 125 gp).

Monstrous Centipede: CR 2; Large Vermin; HD 3d8; hp 13; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk +2; Grp +7; Atk/Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse^B

Poison (Ex): Injury, Fortitude DC 11, initial damage and secondary damage 1d4 temporary Dexterity damage. The save DC is Constitution-based.

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

AREA 2-7 – ZOMBIE BAND PRACTICE (EL 5)

Players who approach this room hear a loud pounding clamor coming from quite a distance away. When they get close enough to see inside the room, read or paraphrase the following:

This great room nears dimensions of 60-feet by 30-feet with 15-foot high ceilings. Numerous aged and rotting banners hang from the ceiling of this room appearing to represent the family crests of a number of noble houses.

The most striking sight in this room comes from a reasonably well-formed group of zombies that appear to be formed into three ranks, each four deep in the middle of the chamber. All but the first rank of zombies are carrying medium size pots that look like or may be real drums and hold small sticks or broken planks to use as drumsticks. The dust in this room seems to be piled high and is undisturbed as if the zombies have been in this position for some time.



AREA 2-13 – ORC QUARTERS (EL 2)

This area is the quarters for the orcs located on this level. It is an utter mess with scraps of food and other filth thrown randomly about. The room heavily smells of urine.

Resting within the area are four orcs. They still wear their armor and their weapons are within arms reach. If the players quietly enter this area, they can easily surprise the orcs. Otherwise, the orcs might have the opportunity to grab their weapons and ready themselves for a fight.

Besides various nit knacks and junk, nothing of value lies here (save the orcs' possessions).

Orc Warrior1 (4): CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Languages: Orcish.

Possessions: studded leather armor, falchion, 2 javelins.

AREA 2-14 – ORC EXILE STRONGHOLD (EL 4)

The leader of the orcs, Snargler, on this level resides here with one of his trusted orc warriors. When the players enter this area, the two orcs are laughing and joking around discussing the other stupid orcs in their tribe. Once they notice the players, they immediately enter a rage and charge into melee.



The Dungeons of Castle Blackmoor

Snargler, Orc Barbarian3: CR 3; Medium Humanoid (Orc); HD 3d12+3; hp 27; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor); Base Atk +3; Grp +7; Atk/Full Atk +8 (2d4+6/18-20, falchion); SA rage 1/day; SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +3, Will +1; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +9, Intimidate +4, Jump +7, Listen +6, Survival +6; Power Attack, Weapon Focus (falchion).

Languages: Orcish (speak only)

Possessions: masterwork breastplate, masterwork falchion, *potion of cure moderate wounds*.

Orc Barbarian1: CR 1; Medium Humanoid (Orc); HD 1d12+1; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +3 ranged (1d6+4, javelin); SA rage; SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity; AL CE; SV Fort +3, Ref +2, Will +0; Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Intimidate +2, Jump +5, Listen +4, Survival +4; Weapon Focus (falchion).

Languages: Orcish (speak only)

Possessions: scale mail, falchion, 2 javelins.

AREA 2-15 – THE ORC LUNCHROOM (EL 2)

The orcs in this room may have responded to an alarm call from one of the other nearby areas. Assuming the orcs in this room did not already respond to an alarm feel free to read or paraphrase the following to the players:

This long hall is filled with many piles of trash and rubbish alongside the walls. Your eyes are immediately drawn to the three long tables near the southern end of the room. These tables are occupied by four orc warriors who appear to be imbibing deeply on wineskins and whatever disgusting feast they were able to muster.

These orcs are feeding on the last of the provisions that they brought with them from the tribe before they were exiled. The orcs are very entranced with devouring their food and are unlikely to notice the players if they are careful. Should the players attack the orcs, combat ensues. There is nothing of value in the room, save for the orcs' armor and weapons.

These orcs are no strangers to battle. Upon seeing the party, two orcs turn a table on its side and try to throw javelins until they are forced into melee. Two other orcs run at full speed out of the room and into Area 2-14 to alert Snargler, the orc leader. They then proceed through Area 2-14 to try to attack the party from the rear.

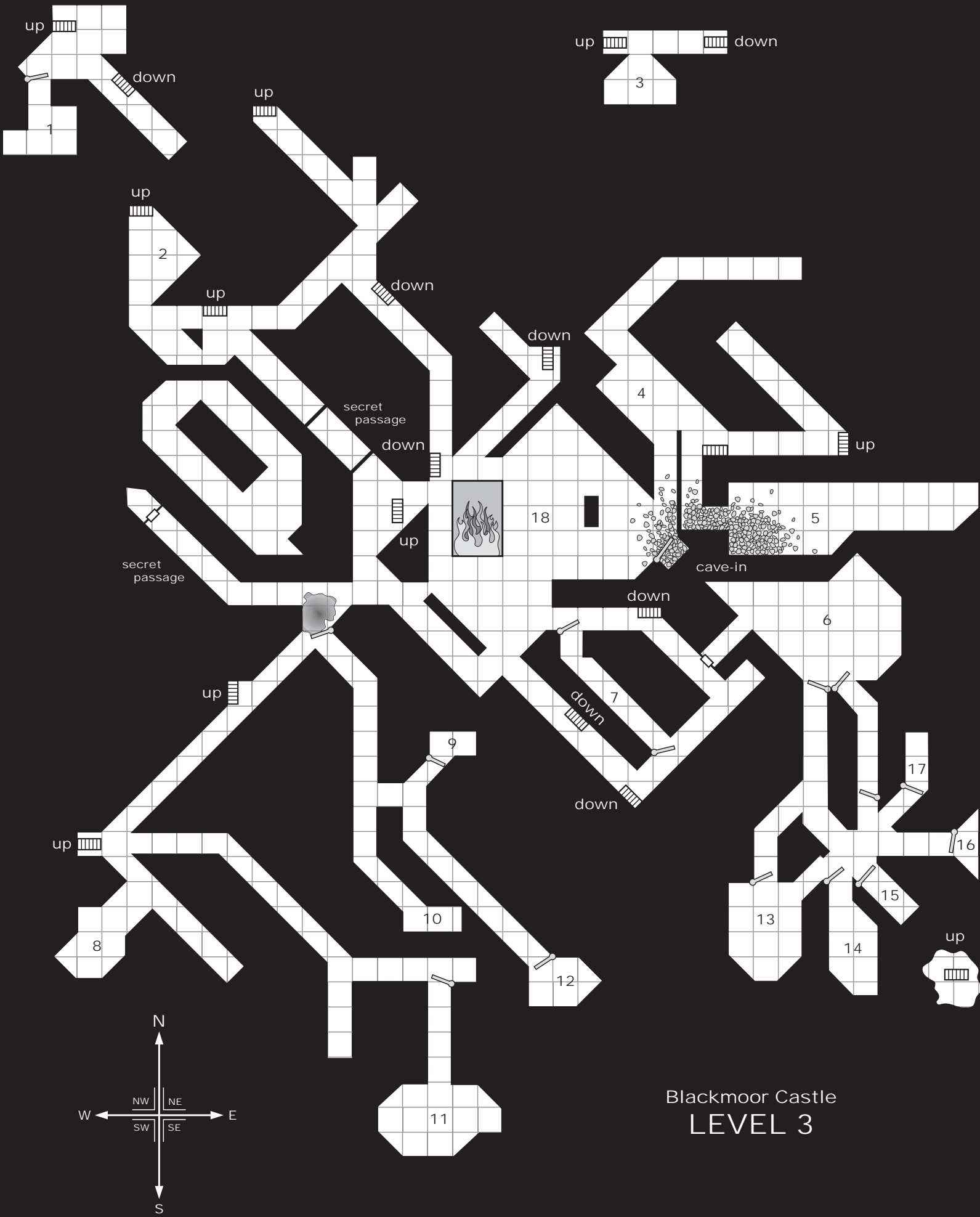
Note: Adding the encounter from Area 2-14 may make the fight overwhelming for some parties. Feel free to modify the tactics to keep the orcs from alerting Snargler if that is a more even challenge for your party. Or you could simply take delight in slaughtering the players.

Orc Warrior1 (4): CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness.

Languages: Orcish.

Possessions: studded leather armor, falchion, 2 javelins.



Blackmoor Castle
LEVEL 3

LEVEL 3

Table 3-1: Wandering Monster Encounters

2	3 Human Zombies
3	Rust Monster
4	Ogre Zombie
5	6 Human Skeletons
6	6 Human Zombies
7	3 Rat Swarms
8	Shadow
9	4 Orcs
10-12	Roll on Level 4 Table

Human Zombie: hp 16 each; see *MM* page 266.

Rust Monster: hp 27; see *MM* page 216.

Ogre Zombie: hp 55; see *MM* page 267.

Human Skeleton: hp 6 each; see *MM* page 226.

Rat Swam: hp 13 each; see *MM* page 239.

Shadow: hp 19; see *MM* pages 221-222.

Orc: hp 5 each; see *MM* pages 203-204.

Table 3-2: Encounter Index

Area	Page	Type	Descriptions	EL
3-1	36	T	Poison Needle Trap	3
3-2	36	T/C	Spectre in Pit Trap	7
3-3	37	C	Ooze Mephit	3
3-4	37	C	4 Gnolls	4
3-5	38	R	Djinn	5
3-6	40	C	Wizards of Thanatos	9
3-7	42	T	Pit Trap	2
3-8	42	T	Hail of Needles	3
3-9	42	-	Empty Room	-
3-10	43	C	Allip	3
3-11	43	C	Phantom Fungus	3
3-12	44	-	Empty Room	-
3-13	44	C	Viper Skeleton	3
3-14	45	C	Ogre Zombie	3
3-15	45	-	Meat Locker	-
3-16	46	C	Grick	3
3-17	46	C	Troll Skeleton	3
3-18	46	C	Medium Fire Elemental	3

LEVEL OVERVIEW: A group of imprisoned necromancers controls the majority of this level. They were imprisoned many years ago and worked to construct a defensible position from intruders above or below. The largest group of the necromancers is found in Area 6. This group has mastered several foul beasts that they have kept even into the afterlife.

The last several months have been very trying for these prisoners. Several attacks from the lower levels have weakened their numbers and reduced the amount of food that can naturally be found on this level. Even their undead servants are failing to bring them a reasonable amount of nourishment. This weakened state has driven them to desperate measures, including eating the dead.

Coupled with this are the physical changes the necromancers are going through. The eating of dead flesh has taken a toll and is transforming them. Unbeknownst to them, the necromancers have become the Chosen of Thanatos.

Typically the Chosen of Thanatos are followers who have shown their devotion to the god and follow his hidden teachings. These teachings center on the consumption of the dead. Those seeking to be the Chosen of Thanatos embark on this path because it brings them closer to their god. The Chosen swear their eternal soul to Thanatos, and vow to bring him many souls. The Chosen kill in his name, and worship him by eating the dead. Those doing so eventually undertake a transformation, which transforms them from a human into a Chosen. Though the Chosen resemble ghouls, they are not.

Chosen gain not only Darkvision 60 ft. but also take on the smell of the grave. This gives them the stench ability as per the ghast (see *MM* page 119). Chosen also gain the ability to paralyze their victims either with their claws or bite, as per the ghast (see *MM* page 119).

The physical features of this floor are very similar to those of Level 1. The walls are constructed of masonry stone with smooth stone floors. The wards and spells that prevented use of *passwall*, *dimension door* or *teleport* are still in effect.

AREA 3-1 – HIDDEN ROOM (EL 3)

As you make your way down the stairs, cool air caresses your face. Reaching the bottom there is now a strong, cold breeze tousling your hair and stinging exposed skin. To the southwest lies a door and a hallway lies to the south east.

The air blowing through this area is nothing but the change in pressure between the floors. Use this as a means to keep the players on their toes and let them think that something is afoot. To make the players even more nervous, roll a few dice and look concerned when you see the results. If done enough times, your players should be on the edge of their seats.

The door to the southwest is locked (DC 15 Open Locks), and stuck in the frame (DC 20 Strength check to force open). Once opened, the room contains a small locked chest (DC 10 Open Locks) that is trapped as well.

Poison Needle Trap: CR 3; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus sassaone leaf residue; Contact DC 16 2d12 hp/1d6 Con); Search DC 22; Disable Device DC 20.

The stairs found at the southeast lead down to Level 4.

Treasure: The chest contains 300 gp.

AREA 3-2 – FIGHT TO THE DEATH (EL 7)

Descending the stairs you enter into a triangular shaped room. Two skeletons locked together lie in the middle of the floor. The two skeletons grip rusted swords which are embedded into the chest cavity of the other. Rusty chain mail hangs off their bodies and the remains of woolen clothing cling futilely to belched white bones.

The skeletons have been here for a long time and are the remains of two adventures that were driven mad by their time in the dungeons. The

skeletons have nothing of value on them but do serve a purpose as bait for a trap. This trap was set by the necromancers in hopes to dissuade invaders.

Examining the skeletons triggers a pit trap. Those failing to avoid the trap find themselves at the bottom of a pit with bones covering the floor. The pit is also the home of a spectre that surprises the player characters and attacks immediately.

Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20.

Being kept at the bottom of the pit has enraged the spectre that attacks any that fall in. There is no strategy, just kill the intruders and feast on their soul.

Spectre: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 48; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13 (+3 Dex, +2 deflection); Base Atk +3; Grp -; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and