

# Storm over Undumar

*A level 11 adventure in the Forgotten Realms*

## Summary

Szass Tamm is making his next move towards reshaping the multiverse to his liking by building a dread ring in Undumar. Another ring is being built in the Dragonjaw mountains. The PCs are ordered to investigate the mysterious activities and report their purpose. Secrecy is of utmost importance to avoid alerting the lich about the fact that his plans are no longer secret.

## Mission Briefing

There are several ways to enter this adventure. Maybe the PCs even have different missions that bring them together in this adventure:

**Torm** and his loyal servant **Bahamut** send out a draconic-looking angel that orders the PCs to find out about the purpose of the new magic fortress that is built around the already formidable fortifications of Undumar. The results have to be communicated through a special magical incense burner.

**Coronal Miritar**, ruler of Myth Drannor, orders an elven PC to make contact with Kempak, a fallen priest of Corellon, now in the service of Bane. While Kempak is a hated enemy, he has promised vital information about Szass Tamm. Kempak is remotely related to the PC and will only trust him/her. The PC will be given a symbol of rebirth, which allows him to locate the position of Kempak by concentrating on him.

The **Simbarch Council** orders the PCs to go into the fortress of Undumar to eliminate Marog Baal, a zulkir who has recently taken up residence in the fortress. It is a rare opportunity to have a zulkir out of Thay and the council does not wish to waste it.

## Other Actors and Their Goals

The god **Bane** is the ally and sponsor of Szass Tamm but has little interest in his servant becoming more powerful than him. For this reason, Bane is secretly undermining Tamm's plans to bleed Aglarond dry. His agents will approach the PCs and help them but will avoid getting caught at any cost.

**Orcus**, demon prince of the undead has long been jealous of Thay. He has sent his agents to find out more about the dread rings. If Orcus discovers their purpose, he will definitely desire to own the ritual needed to become the supreme being.

## Thayan Opponents

The Thayans have taken control of Undumar a long while ago and plan to use it for Tamm's world shaking plans. Only Marog Baal and General Pargin know what the ritual is about.

## Major Actors

### **Marog Baal, Zulkir of Transmutation**

Marog is the most junior zulkir of Thay. She wears the red robes of her profession and keeps her head clean-shaven. Marog is small and athletic with a strong jawline. Her demeanour is arrogant and aggressive with a genuine fear of failing her dreaded master. She favours a forceful approach to problems not matter what the cost in men or material.

### **General Pargin**

Pargin is an ancient death knight who has served Tamm since long before the Thayan civil war. He looks like a rotten corpse in rusty armour and is typically seen riding on a nightmare.

Pargin is experienced and a master planner. His weakness is his lack of patience for the

young and rash ways of Marog Baal. The two are frequently seen fighting and whenever Pargin feels something has to be done, he might act without orders.

### *Additional Resources*

The following groups of enemies may be encountered in the castle.

#### **Undead Guard Encounter Lv 12**

2 Boneclaws (MM pg. 37)  
4 Ghoul Guardians (see appendix)  
For 5 PCs add: Viscera Devourer (MM pg. 68)

#### **Undead Guard Encounter Lv 13**

3 Boneclaws (MM pg. 37)  
2 Skeletal Guardians (see appendix)  
For 5 PCs add: 4 Ghoul Guardians (see appendix)

#### **Royal Retinue (Encounter Lv 14)**

Marog Baal (see appendix)  
General Pargin (see appendix)  
Nightmare (MM pg. 196)  
For 5 PCs add: 6 Skeletal Guardians, 2 Ghoul Guardians (both see appendix)

#### **Zulkir's Retinue (Encounter Lv 14)**

Marog Baal (see appendix)  
2 Boneclaws (MM, pg. 37)  
2 Ghoul Guardians (see appendix)  
For 5 PCs add: 10 Skeletal Guardians (see appendix)

#### **Pargin's Retinue (Encounter Lv 14)**

General Pargin (see appendix)  
2 Boneclaws (MM, pg. 37)  
2 Ghoul Guardians (see appendix)  
For 5 PCs add: Nightmare (MM pg. 196), 2 Skeletal Guardians (see appendix)

### *Thayan Plan and Actions*

**Goal:** Keep the secret of the dread ring and eliminate anybody who would reveal it. Finish the project as fast as possible.

**Actions:** As soon as Irontooth (see *Followers of Orcus*) is captured sneaking around the castle, Baal and Pargin start actions to find out who the intruders are.

Their conflict about the best tactic becomes apparent immediately:

- Baal starts to randomly question underlings with maximum force. Pargin openly criticizes this approach as idiotic. The frequent fights are discussed by the legionaires. Random executions occur with alarming frequency.
- Pargin and Baal go to Irontooth's cell on a daily basis to question him. The screams of their victim can be heard throughout most parts of the main castle.
- When the dead guard is found (see *Followers of Orcus*), there will be an open hunt for Sir Giles.

### *Followers of Orcus*

The followers of Orcus have infiltrated the forces of Thay as common legionaires in order to find out what their rivals in undeath are planning.

### *Major Actors*

#### **Sir Giles of Dreddnar**

Sir Giles is a death knight from Impiltur who was killed by a demon hunter while working for Orcus. He was rewarded with undeath for his loyal services but has to deliver results fast in order to ensure his continued existence.

Sir Giles looks like a rotting corpse with only the left side of his head left. He typically puts on a helmet to hide the disfigurement. Giles is cruel and cynical, even to his servants. While he is undercover as a mercenary, his Thayan masters begin to see him as a liability, especially Pargin.

#### **Irontooth**

A goblin servant of Orcus, Irontooth is burnt over and over where the symbols of his master have been removed to allow undercover missions. He is a psychotic killer who resent the humiliations of his master, Sir Giles. Irontooth will be captured quite early in the adventure. If the

PCs free or abduct him, they can learn about the role of Orcus in this drama.

### **The Sage**

The sage is a slave of Orcus, controlled through a crown of iron thorns. Not much of a contribution in combat, the sage is extremely knowledgeable (*Arcana*+25) and given enough time, will be able to find out the true nature of the ritual. If the crown is smashed, the old man will have his own will again and is likely to support the PCs.

### *Additional Resources*

If the PCs start a fight with Sir Giles, you can add some underlings that will jump to his aid, unaware that he is a traitor to the Thayan cause. The PCs might be able to convince them to stand back with proper proof or excellent diplomacy/bluff checks.

### **Battle with Sir Giles (Encounter Lv 11)**

Sir Giles (see appendix)

Vampire Lord (MM pg. 258)

For 5 PCs add: 6 Skeletal Guardians (see appendix)

### **Full Force of Orcus (Encounter Lv 13)**

*Orcus might send demons to support his minions in the times of need.*

Sir Giles (see appendix)

Irontooth (see appendix)

Vrock (MM pg. 58)

For 5 PCs add: 1 additional vrock

### *Followers of Orcus' Plan and Actions*

**Goal:** Giles tries to find out about the purpose of the magical fortress extensions. Irontooth is intended as a sneaky spy and is willing to throw away his life.

**What the Followers of Orcus know:** The dread ring clearly has a magical purpose. It amplifies necrotic energy and draws the life from the surrounding lands once activated. This energy can be used for an extremely powerful transmutation ritual. However, the exact nature of the ritual is unknown to the followers of Orcus.

**Actions:** Shortly after the PCs enter the castle, Irontooth is captured and put into a cell (level 3, room 2). Giles will try to free him, stirring up mistrust among the Thayans. As a result, this will cause problems for the PCs. Sample actions are:

- A room is brutally searched and left in a mess. There is evidence that leads to a powerful undead creature. One of the guards has seen Sir Giles in the area.
- The guard who saw Giles is missing. His corpse is found later, coated in ice.

Meanwhile, the sage will be hidden in a remote room of the basement. Once the PCs have identified Giles as a spy, they can try to find him in order to get to the sage:

- Sir Giles regularly visits the sage to give him more information. The sage is working in his room, studying charts and diagrams.

## Church of Bane

Bane is working hard on maintaining the status quo. His church will support the PCs but only enough to stop the ritual and not to seriously endanger Tamm's rule in Thay.

### *Major Actors*

#### **Kempak, Masked Death of Bane**

Kempak is a senior priest of Bane. He is a tall elf with dark rings around his eyes and untidy black hair. His scale armour consists of metal plates shaped like tiny black fists. Under his left eye is a tattoo of the symbol of rebirth, which grants a weak psionic connection to those with the same symbol.

Kempak is disillusioned with the forces of good whom he considers hypocrites. He is quite worried about the dread ring and will try his best to manipulate the PCs into passing on this information to their superiors.

## Church of Bane Plan and Actions

**Goal:** Prevent the creation of the Dread Ring to keep Bane's stranglehold over Thay.

**Actions:** Kempak works in the small shrine (room 8 on level 2). He will recognize when the bearer of the symbol of rebirth enters his temple and will try to contact him secretly. Kempak explains Tamm's plan with the dread rings and asks the PCs to search for proof and pass it on to Aglarond. If asked about his motives, Kempak explains that Bane has no interest in losing the control over Thay.

- When approached in a public place, Kempak will pretend not to understand and punish the PC for insolence.
- Kempak will provide no direct support but might hide the PCs if they have seriously screwed up.

## Key to Undumar

The fortress of Undumar is collection of several camps surrounded by wooden palisades. In the middle of this network lies the Keep Undumar itself. This document uses the "Vampire Castle" map by Oone Games but any other castle map should be equally suitable. Some key locations are described below:

### Gatehouse

The Gatehouse is always manned by *Undead Guard Encounter Lv 12*. They will be slightly surprised if they have to stop someone fleeing from the castle as their attention is focused on the bridge.

### Level -1

The dungeon of the castle is used to incarcerate prisoners of war.

#### **Room 12 Storage**

**Room 13-14 Prison Area:** There are a few low-level undead guardians here. The two stone statues show ancient elven kings but have been defaced by the new owners of the castle.

**Room 15-30 Prison Cells:** These cells are mostly empty. There are two elven soldiers of Aglarond and a Thayan rebel currently locked away, all of dubious worth in high level combat.

**Room 42 Former Alchemist's Laboratory:** This dusty room contains many neglected glass pipes and mouldy ingredients. The sage has set up his base here and working feverishly on confused diagrams. *Treasure:* 2 Potions of Vitality, Residuum worth 2000 gp.

### Level 0

The entrance level of the castle is always busy and filled with undead hordes. However, this confusion makes it easy to hide while no alert has been raised. Many of the room have been converted to **barracks**.

**Room 2 Entrance Area:** The entrance area is guarded by an *Undead Guard Encounter Lv 12*. These guards will look closely at anybody passing them. If they are attacked, another team will come by after 8 combat rounds.

**Room 16 Former Temple of Correlon:** The huge multi-story elven temple has been desecrated and is now used as a feeding chamber for those undead who need such sustenance. Room 17 and 18 are used to store the food for the short period before it is consumed in a communal orgy.

**Room 21 Private Chamber of Marog Baal:** Marog has taken these chambers as her private quarter. The room is luxurious and a tempting target to loot. However, any theft will lead to serious trouble in the castle once discovered. *Treasure:* Staff of the Warmage +3, Ritual golden plate mail studded with abyssal gems (5000 gp)

### Level 1

This level contains most of the living quarters. Only Marog has declined a quarter here in order to have more distance to Pargin.

**Room 1 Kitchen:** This room is used to feed the few living creatures in the castle, mostly officers and magic users. The PCs might have to steal some food here.

**Room 2 Throne Room:** Here Marog Baal and Pargin fight out their petty wars over strategy. The shouting matches can be heard throughout the castle.

**Room 7 Pargin's Quarters:** This room is somewhat Spartan but still a lot better than what common soldiers get. A torture rack in the corner holds the corpse of a young drow woman, killed with her own set of torture devices. *Treasure:* Shield of Deflection (lv 12), Golden Statue of General Tephone (3000 gp), Enchanted High Imaskari Chess Set with Fighting Figures (2000 gp)

**Room 15 Ritual Chamber:** Here several key activities of the dread ring ritual are performed and this is a good place to gather evidence. However, the room is always guarded by an *Undead Guard Encounter Lv 13*.

**Room 16-18 Officers' Quarters:** These rooms are used by important officers and high ranking mercenaries. There is always some powerful creature in these rooms and smaller brawls between the less cerebral inhabitants are not uncommon. Sir Giles also resides here. *Treasure:* 2000 gp

## Level 2

This level houses the mandatory temple to Bane as well as the barracks of the elite fighters.

**Room 8 Temple of Bane:** This former temple to the pantheon of the lesser elven gods has been desecrated and converted into a temple of Bane. Slaves work on new statues and symbols making the whole place a construction site. Kempak is often found here in the presence of his acolytes. Since these are not to know of his god's secret plans, he cannot be openly approached by the PCs here.

**Room 14 Kempak's Quarters:** The priest resides in this room when off duty. The quarters are opulent and in an elven style.

**Room 15 Weapon Chamber:** Weapons of all kinds can be found here. The room is guarded by an *Undead Guard Encounter Lv 12*.

## Level 3

The only important thing on this level is the cell of Irontooth, who is considered a prisoner of essential importance.

**Room 2 Irontooth's Cell:** This room is remote enough that a fight will not be detected. Irontooth is guarded by *Undead Guard Encounter Lv 13*. The undead have some interesting equipment. *Treasure:* Exalted Chain Mail +3, Phasing Longbow +3

## How the PCs can find out Things

- The PCs can stumble upon the followers of Orcus, find out what they know and then have the sage solve the problem.
- The PCs can do the research themselves in a skill challenge described below.
- If the PCs get stuck, Kempak the priest of Bane can help them.

### Skill Challenge: Identify Ritual

There are two parts of this skill challenge – finding clues and analyzing them. For each skill check of finding clues, there must be one successful check of analysis to continue.

*Skill Challenge Success:* 5 successes before 3 failures occur.

*Success:* The PCs find out that the dread ring is part of a ritual that will grant power to Tamm that far exceeds that of the gods. If the dread ring is destroyed, the ritual cannot be executed.

*Failure:* Some successes give partial information. No success gives the false information that the ring will reinforce the defences of the fortress.

Clue Finding (each roll takes a day):

- *Streetwise (DC 20):* If disguised, it is possible to talk to the troops in the fortress
- *Lower of Stealth and Notice (DC 22):* By sneaking around, it is possible to look at different locations in the fortress.



Analysis of facts (each roll takes two hours):

- *Arcana (DC 30)*: Analysis of the facts.

## Stat Blocks

<b>Marog Baal</b>	<b>Level 13 Elite Artillery</b>
Medium natural humanoid	XP 1600
<b>Initiative</b> +11	<b>Senses</b> Perception +15
<b>HP</b> 240; <b>Bloodied</b> 120	
<b>AC</b> 26; <b>Fortitude</b> 26, <b>Reflex</b> 27, <b>Will</b> 28	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
Resist 10 (3/encounter)	
Ⓢ <b>Touch of Mutation</b> (standard; at-will) * <b>Radiant</b>	
+18 vs. AC; 2d6 radiant damage.	
✱ <b>Curse of Mutation</b> (minor; at-will)	
Close Burst 3; +18 vs. Fortitude; Target takes 10 ongoing damage (save ends)	
⚡ <b>Dread Energy Blast</b> (standard; at will) * <b>Radiant</b>	
Ranged 10; Primary Target: +17 vs. Reflex; 2d8 + 6 radiant damage and 5 ongoing radiant damage (save ends). Secondary Target: +17 vs. Fortitude; target slides 4 squares	
<b>Alignment</b> Evil	<b>Languages</b> Common, Thayan
<b>Skills</b> Bluff +15, Diplomacy +10, Stealth + 8	
<b>Str</b> 10 (+6)	<b>Dex</b> 18 (+10) <b>Wis</b> 19 (+10)
<b>Con</b> 18 (+10)	<b>Int</b> 14 (+8) <b>Cha</b> 23 (+12)

<b>General Pargin</b>	<b>Level 13 Elite Soldier</b>
Medium natural humanoid (undead)	XP 1600
<b>Initiative</b> +9	<b>Senses</b> Perception +15; darkvision
<b>HP</b> 250; <b>Bloodied</b> 125	
<b>AC</b> 31; <b>Fortitude</b> 27, <b>Reflex</b> 24, <b>Will</b> 28	
<b>Saving Throws</b> +2	
<b>Speed</b> 5	
<b>Action Points</b> 1	
Ⓢ <b>Greataxe</b> (standard; at-will) * <b>Weapon</b>	
+20 vs. AC; 1d12+5. (Critical: 1d12+17)	
Ⓡ <b>Denying Smite</b> (standard; encounter)	
+20 vs. AC; 2d12+10 damage. Effect: Target cannot attack one ally specified (save ends)	
<b>Group Charge</b> (standard; encounter)	
All allies within 8 squares can make a charge attack against a target of their choice.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Thayan
<b>Skills</b> Bluff +12, Diplomacy +12, Stealth + 15; Athletics +10	
<b>Str</b> 23 (+12)	<b>Dex</b> 18 (+10) <b>Wis</b> 14 (+8)
<b>Con</b> 18 (+10)	<b>Int</b> 14 (+8) <b>Cha</b> 16 (+9)

<b>Skeletal Guardian</b>	<b>Level 9 Minion</b>
Medium natural humanoid (undead)	XP 100
<b>Initiative</b> +7	<b>Senses</b> Perception +10
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 25; <b>Fortitude</b> 23, <b>Reflex</b> 20, <b>Will</b> 22	
<b>Speed</b> 6	
Resist 5 necrotic, resist 5 fire, resist 5 cold, immune to disease,poison	
Ⓢ <b>Spear</b> (standard; at-will) * <b>Weapon</b>	
+16 vs. AC; 6 damage.	
Ⓡ <b>Grapple of Death</b> (standard; encounter)	
+14 vs. Reflex; target takes 6 damage and is grabbed. On each turn of the target while grabbed, it takes 6 points of necrotic and cols damage.	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Athletics +6	
<b>Str</b> 13 (+1)	<b>Dex</b> 12 (+1) <b>Wis</b> 14 (+2)
<b>Con</b> 11 (+0)	<b>Int</b> 10 (+0) <b>Cha</b> 15 (+2)

<b>Ghoul Guardian</b>	<b>Level 13 Minion</b>
Medium natural humanoid (undead)	XP 200
<b>Initiative</b> +11	<b>Senses</b> Perception +7; darkvision
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 26; <b>Fortitude</b> 20, <b>Reflex</b> 23, <b>Will</b> 20	
<b>Speed</b> 8; climb 4	
Resist 5 necrotic, resist 5 fire, resist 5 cold, immune to disease, poison	
Ⓢ <b>Claws</b> (standard; at-will)	
+16 vs. AC; 6 damage and the target is immobilized (save ends)	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Stealth +16	
<b>Str</b> 17 (+8)	<b>Dex</b> 22 (+11) <b>Wis</b> 14 (+7)
<b>Con</b> 18 (+9)	<b>Int</b> 13 (+6) <b>Cha</b> 15 (+7)

<b>Sir Giles</b>	<b>Level 12 Elite Soldier</b>
Medium natural humanoid (undead, elemental)	XP 1400
<b>Initiative</b> +12	<b>Senses</b> Perception +12; darkvision
<b>HP</b> 210; <b>Bloodied</b> 105	
<b>AC</b> 30; <b>Fortitude</b> 28, <b>Reflex</b> 23, <b>Will</b> 26	
<b>Saving Throws</b> +2	
<b>Speed</b> 5	
<b>Action Points</b> 1	
Immune Disease, Poison; Resist Cold 10, resist 10 necrotic, vulnerable 5 radiant	
Ⓢ <b>Soul draining Longsword</b> (standard; at-will) * <b>Cold, Weapon</b>	
+18 vs. AC; 1d8+7 necrotic and cold damage. Target is dazed and weakened (save ends both). Target loses one healing surge.	
⚡ <b>Iron Spikes of Orcus</b> (standard; recharge ☞☞☞)	
+15 vs. Reflex; 3d10+10 cold damage and target is immobilized (save ends)	
<b>Body of Cold</b>	
Any creature that hits Sir Giles with a melee attack is slowed until the end of that creatures next turn.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Abyssal
<b>Skills</b> Bluff +10, Intimidate +18, Stealth + 15; Athletics +10	
<b>Str</b> 24 (+13)	<b>Dex</b> 18 (+10) <b>Wis</b> 14 (+8)
<b>Con</b> 22 (+12)	<b>Int</b> 14 (+7) <b>Cha</b> 24 (+13)

<b>Irontooth</b>		<b>Level 10 Soldier</b>	
Medium natural humanoid (goblin)		XP 1000	
<b>Initiative</b> +9		<b>Senses</b> Perception +16; low light	
<b>HP</b> 106; <b>Bloodied</b> 53			
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 20, <b>Will</b> 21			
<b>Speed</b> 5			
<b>⊕ Battleaxe</b> (standard; at-will) * <b>Weapon</b>			
+16 vs. AC; 1d10+5 damage.			
<b>⚔ Finishing Blow</b> (standard; at-will)			
Target must be bloodied. +16 vs. AC. Target takes 2d10+5 damage and is knocked prone.			
<b>Kneecap Striker</b>			
Any creature hit by an attack of opportunity by Irontooth ends its move immediately and is slowed (save ends).			
<b>Goblin Tactics</b> (Immediate Reaction; at-will)			
When missed by a melee attack, Irontooth may immediately shift one square.			
<b>Alignment</b> Evil		<b>Languages</b> Common, Abyssal	
<b>Skills</b> Athletics +15, History+7, Intimidate+15			
<b>Str</b> 21 (+10)	<b>Dex</b> 15 (+7)	<b>Wis</b> 12 (+6)	
<b>Con</b> 18 (+9)	<b>Int</b> 10 (+5)	<b>Cha</b> 16 (+8)	