SHADOWED KEEP ON THE BORDERLANDS: RIVALS

A companion document to Shadowed Keep on the Borderlands
This web enhancement presents two versions of a rival adventuring party which a GM can use to add urgency to the PCs’ exploration of the Shadowed Keep. The group’s alignment have been carefully picked to that they can either serve as friendly or deadly rivals.

Alternatively, if the PCs get into serious trouble within the ruins, this rival group can rescue them or at the least come to investigate the sounds of battle.
These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature’s normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

**Basic**

**Name, CR and XP:** The monster’s name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature’s favoured class.

**Alignment and Type:** The creature’s abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature’s initiative modifier appears before any special senses (such as scent or darkvision) and the creature’s Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature’s modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature’s base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature’s normal armour check penalty modifier. If the creature’s Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

**Defensive**

**AC:** The creature’s normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature’s AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature’s saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature’s full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

**Offensive**

**Space, Base Atk and CMB:** The creature’s space, base attack bonus and CMB.

**Melee:** This section lists a creature’s melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack’s statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature’s ranged attacks. It always includes the attack’s range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack’s statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature’s attacks, unless it has already been presented with the creature’s specific attacks. Subsequent listings describe all but the most basic abilities in depth. **Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature’s caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature’s spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted D are domain spells. If applicable, a spell’s DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

**Supplemental**

**Abilities and Special Qualities:** These sections list the creature’s ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature’s feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature’s stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature’s spellbook and its opposition schools.
The Company of the Black Shield are scoundrels intent on looting everything of worth from the Shadowed Keep. Woe to the PCs if they should get in the Company’s way.

YURBIN DOLDUUM

This warrior is obsessed with earning glory and acclaim.

Background: Yurbin’s father was a great warrior and the young dwarf grew up idolising his exploits. Jealous of the respect accorded his father, Yurbin is desperate to gain his father’s approval and determined to eclipse his deeds.

Personality: Although he ostensibly follows the dwarven war god, Yurbin does not do so to safeguard his race by cutting down its enemies. Rather, Yurbin is obsessed with his rightful place in the legends of his people. Self-centred in the extreme, he cares little for others – except that they witness, and be appreciative of, his prowess.

Mannerisms: When at rest, Yurbin obsessively sharpens his waraxe. In battle, he calls upon the dwarven war god to witness his skill and valour and dedicates each fallen foe to that power.

Distinguishing Features: Yurbin’s nose is immense and he has a lazy left eye. He carries a dull black shield, bearing several battle scars.

YURBIN DOLDUUM

CR 1/2 (XP 200)

Wide and heavily muscled this dwarf’s thick black beard is elaborately plaited. Black, glittering eyes regard you from beneath thick, bushy eyebrows.

Male dwarf fighter 1
N Medium humanoid (dwarf)
Init +1; Senses darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; ACP -6; Acrobatics -5 (-9 jumping), Climb +0

AC 18, touch 11, flat-footed 17; CMD 14 (+18 vs. bull rush or trip); +4 vs. giant-type creatures (+5 armour [scale mail], +1 Dex, +2 shield [heavy steel])

Fort +5 (+7 vs. poison), Ref +1, Will +2; +2 vs. spells and spell-like abilities

hp 17 (1 HD)

Space 5 ft.; Base Atk +1; CMB +3

Melee dwarven waraxe +4 (1d10+2/x3)

Ranged heavy crossbow (range 120 ft.) +2 (1d10/19-20)

Atk Options +1 attack vs. orcs and goblinoids, sneak attack (+1d6)

Combat Gear bolts (10)

Abilities Str 15, Dex 14, Con 16, Int 10, Wis 14, Cha 6

SQ weapon familiarity

Feats Toughness, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4

Languages Common, Dwarven

Gear as above plus backpack, sack, trail rations (2), waterskin, 15 sp

DOLRAL OVLAGG

CR 1/2 (XP 200)

This broad and muscular male dwarf has a long, thick beard and black eyes.

Male dwarf rogue 1
NE Medium humanoid (dwarf)
Init +2; Senses darkvision 60 ft.; Perception +4 (+5 vs. traps, +6 vs. unusual stonework; +7 vs. stone traps; stonecunning, trapfinding), Sense Motive +4

Speed 20 ft.; ACP 0; Climb +6, Stealth +6

AC 15, touch 12, flat-footed 13; CMD 12 (+16 vs. bull rush or trip); +4 vs. giant-type foes (+3 armour [mkw studded leather], +2 Dex)

Fort +2 (+4 vs. poison), Ref +4, Will +0; +2 vs. spells and spell-like abilities

hp 11 (1 HD)

Space 5 ft.; Base Atk +0; CMB +2

Melee battleaxe +3 (1d8+3/x3)

Ranged composite shortbow (range 70 ft.) +2 (1d6+2/x3)

Atk Options +1 vs. orcs and goblinoids, sneak attack (+1d6)

Combat Gear arrows (20)

Abilities Str 15, Dex 14, Con 15, Int 10, Wis 10, Cha 10

SQ trapfinding (+1), weapon familiarity

Feats Weapon Focus (battleaxe)

Skills as above plus Appraise +4 (+6 for nonmagical metals and gems), Disable Device +7, Knowledge (dungeoneering) +4, Knowledge (local) +4

Languages Common, Dwarven

Gear as above plus backpack, bedroll, trail rations (3), waterskin, thieves’ tools
EILDREIM RUAERTHR

This vain half-elven warrior is a superb archer and an implacable foe...unless distracted.

Background: About 30 years ago, Eildrim’s elven father tumbled a human serving wench and he was the result. Brought to live in his father’s sylvan home after his mother died in childbirth, Eildrim’s upbringing has been wholly elven. He learnt archery from his father and developed a deep love for his brother, Gaelreth. Charged by his father to keep his brother safe, Eildrim has grown used to poking about in old tombs, abandoned ruins and other similar places.

Personality: Wilful, self-centred, capricious and vain, Eildrim is not a very nice person. However, he is brave and devoted to his half-brother.

Mannerisms: Eildrim is constantly preening; making sure his hair looks nice (it never does, but he loves the dishevelled look), that this tunic accents his honed body and so on. In conversation, he is easily distracted.

Distinguishing Features: Eildrim’s hair is a bedraggled mess that adds several inches of height to his build.

EILDREIM RUAERTHR

CR 1/2 (XP 200)
Of medium build, this warrior’s is unkempt; his bedraggled dark brown hair almost completely covers his long, elven ears.

Male half-elf fighter 1
CN Medium humanoid (elf, human)
Init +3; Senses low-light vision; Perception +6, Sense Motive +1
Speed 30 ft.; ACP -2; Climb +4
AC 17, touch 13, flat-footed 14; CMD 16
(+3 armour [studded leather], +3 Dex, +1 shield [buckler])
Immune sleep
Fort +4, Ref +3, Will +1; +2 vs. enchantments
hp 13 (1 HD)

Space 5 ft.; Base Atk +1; CMB +3
Melee longsword +3 (1d8+2/19-20)
Ranged longbow (range 100 ft.; Point Blank Shot, Precise Shot) +4 (1d8/x3)

Combat Gear arrows (20)

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 8
SQ multitalented (fighter, ranger)
Feats Point Blank Shot 8, Precise Shot, Skill Focus (Perception) 8
Skills as above plus Profession (bowyer/fletcher) +5
Languages Common, Elven

Gear as above plus backpack, bedroll, trail rations (3), waterskin, 8 sp, 2 gp

GAELRETH RUAERTHR

Unemotional and obsessed with death, this elf is far from a typical member of his race.

Background: Gaelreth’s strange heritage became obvious at an early age when he was clawed by a ravenous ghoul. The attack awoke his buried, shameful heritage and kindled a great yearning within him to understand and embrace his true self.

Personality: Gaelreth is more than a little malicious – particularly toward non-elven who he views as lesser creatures. Obsessed with discovering more about his undead lineage, Gaelreth stops at nothing to observe and experiment on any new forms of undead he comes across.

Mannerisms: Gaelreth’s right hand rarely leaves his rapier’s pommel. He speaks in a monotone voice; for an elf, Gaelreth seems to exhibit few positive emotions.

Distinguishing Features: Three faded and silvery scars mar Gaelreth’s right forearm.

GAELRETH RUMWYN

CR 1/2 (XP 200)
This tall, slender elf’s hair is a deep golden colour and tumbles over his shoulders. Unarmoured, he carries a rapier at his hip.

Male elf sorcerer (undead) 1
CN Medium humanoid (elf)
Init +3; Senses low-light vision; Perception +3, Sense Motive +1
Speed 30 ft.; ACP 0
AC 13, touch 13, flat-footed 10; CMD 13
(+3 Dex)

Immune sleep

Fort +0, Ref +3, Will +3; +2 vs. enchantments
hp 6 (1 HD)

Space 5 ft.; Base Atk +0; CMB +0
Melee rapier +0 (1d8/18-20)
Ranged shortbow (range 60 ft.) +3 (1d6/x3)

Atk Options grave touch

Grave Touch (Sp [standard; 5/day]) With a melee touch attack (+0) Gaelreth causes a living creature to be shaken for 1 round.

Sorcerer Spells Known (CL 1st; concentration +3, spell penetration +3; bloodline arcana)
1st (4/day)—colourspray (DC 14), mage armour
0—acid splash (+3 ranged touch), dancing lights, detect magic, message

Bloodline Arcana Corporeal undead are treated as humanoids in regards to Gaelreth’s mind-affecting spells.

Combat Gear arrows (20)

Abilities Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 15
SQ weapon familiarity
Feats Eschew Materials 8, Spell Focus (illusion)
Skills as above plus Knowledge (arcana) +4, Knowledge (religion)
+4, Spellcraft +4 (+6 to identify magic items)

Languages Common, Elven

Gear as above plus backpack, belt pouch, bedroll, trail rations (3), waterskin, 2 gp
**Yurbin Dolduum**

This warrior is obsessed with earning glory and acclaim.

**Background:** Yurbin’s father was a great warrior and the young dwarf grew up idolising his exploits. Jealous of the respect accorded his father, Yurbin is desperate to gain his father’s approval and determined to eclipse his deeds.

**Personality:** Although he ostensibly follows the dwarven war god, Yurbin does not do so to safeguard his race by cutting down its enemies. Rather, Yurbin is obsessed with his rightful place in the legends of his people. Self-centred in the extreme, he cares little for others – except that they witness, and be appreciative of, his prowess.

**Mannerisms:** When at rest, Yurbin obsessively sharpens his waraxe. In battle, he calls upon the dwarven war god to witness his skill and valour and dedicates each fallen foe to that power.

**Distinguishing Features:** Yurbin’s nose is immense and he has a lazy left eye. He carries a dull black shield, bearing several battle scars.

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**Dolral Ovllag**

This dwarf is utterly without a redeeming feature of any kind.

**Background:** Flame and war punctuate Dolral’s early life. As a child, he was forced to flee his hold after it fell to concerted troglodyte attacks. His parents died several years later trying to establish a new home in a small gnomish enclave that was eventually overrun by kobold marauders. Left to fend for himself, he stayed alive by ignoring his morals.

**Personality:** A particularly foul and odious individual, Dolral is consumed with his lust for precious metals. Such is his desire that the sacrifice of his companions would trouble him little if he could gain a great store of gold in exchange. He is nervous when there are not at least two exits within each reach.

**Mannerisms:** Dolral licks his lips when nervous and has a persistent cough which he has failed to throw off.

**Distinguishing Features:** Dolral keeps his beard waxed and trimmed. He is missing the smallest finger from his left hand.

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**Yurbin Dolduum**

Wide and heavily muscled this dwarf’s thick black beard is elaborately plaited. Black, glittering eyes regard you from beneath thick, bushy eyebrows.

**Male dwarf fighter 2**

N Medium humanoid (dwarf)

Init +1; Senses darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +2

**Speed** 20 ft.; ACP –5; Acrobatics –4 (–8 jumping), Climb +2

**AC** 19, touch 11, flat-footed 18; **CMD** 15 (+19 vs. bull rush or trip); +4 vs. giant-type creatures (+5 armor [mwk scale mail], +1 Dex, +3 shield [heavy steel; Shield Focus])

**Fort** +6 (+8 vs. poison), **Ref** +1, **Will** +2 (+3 vs. fear); +2 vs. spells and spell-like abilities

**hp** 26 (2 HD)

**Space** 5 ft.; **Base Atk** +2; **CM** +4

**Melee** mwk dwarven waraxe +6 (1d10+2/x3)

**Ranged** heavy crossbow (range 120 ft.) +3 (1d10/19-20)

**Atk Options** +1 attack vs. orc- and goblin-type foes

**Combat Gear** bolts (10), potion of cure light wounds (2), oil of magic weapon

**Abilities** Str 15, Dex 13, Con 16, Int 10, Wis 14, Cha 6

**SQ** bravery (+1), weapon familiarity

**Feats** Shield Focus5, Toughness, Weapon Focus (dwarven waraxe)

**Skills** as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +5

**Languages** Common, Dwarven

**Gear** as above plus backpack, sack, trail rations (2), waterskin, 15 sp

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**Dolral Ovllag**

This broad and muscular male dwarf has a long, thick beard and dark brown eyes.

**Male dwarf rogue 2**

NE Medium humanoid (dwarf)

Init +2; Senses darkvision 60 ft.; Perception +5 (+6 vs. traps, +7 vs. unusual stonework; +8 vs. stone traps; stonecunning, trapfinding), Sense Motive +4

**Speed** 20 ft.; **ACP** 0; Acrobatics +7, Climb +7, Stealth +7, Swim +6

**AC** 15, touch 12, flat-footed 13; **CMD** 13 (17 vs. bull rush or trip); +4 vs. giant-type foes (+3 armor [mwk studded leather], +2 Dex)

**Fort** +2 (+4 vs. poison), **Ref** +5 (evasion), **Will** +0; +2 vs. spells and spell-like abilities

**hp** 18 (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CM** +2

**Melee** mwk battleaxe +5 (1d8+3/x3)

**Ranged** composite shortbow (range 70 ft.) +3 (1d6+2/x3)

**Atk Options** +1 vs. orcs and goblinoids, sneak attack +1d6, surprise attack

**Surprise Attack (Ex)** During a surprise round, Dolral’s opponents are always considered flat-footed against his attacks.

**Combat Gear** arrows (20), potion of cure light wounds

**Abilities** Str 15, Dex 14, Con 15, Int 10, Wis 10, Cha 10

**SQ** rogue talent (surprise attack), trapfinding (+1), weapon familiarity

**Feats** Weapon Focus (battleaxe)

**Skills** as above plus Appraise +4 (+6 for nonmagical metals and gemstones), Disable Device +10, Knowledge (dungeoneering) +5, Knowledge (local) +4

**Languages** Common, Dwarven

**Gear** as above plus backpack, bedroll, trail rations (3), waterskin, mwk thieves’ tools
Eildrim Ruaerthar

This vain half-elf warrior is a superb archer and an implacable foe...unless distracted.

Background: About 30 years ago, Eildrim’s elven father tumbled a human serving wench and he was the result. Brought to live in his father’s sylvan home after his mother died in childbirth, Eildrim’s upbringing has been wholly elven. He learnt archery from his father and developed a deep love for his brother, Gaelreth. Charged by his father to keep his brother safe, Eildrim has grown used to poking about in old tombs, abandoned ruins and other similar places.

Personality: Wilful, self-centred, capricious and vain, Eildrim is not a very nice person. However, he is brave and devoted to his half-brother.

Mannerisms: Eildrim is constantly preening; making sure his hair looks nice (it never does, but he loves the dishevelled look), that this tunic accents his honed body and so on. In conversation, he is easily distracted.

Distinguishing Features: Eildrim’s hair is a bedraggled mess that adds several inches of height to his build.

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Eildrim Ruaerthar

**CR 1 (XP 400)**

Of medium build, this warrior’s is unkempt; his bedraggled dark brown hair almost completely covers his long, elven ears.

- Male half-elf fighter 2
- CN Medium humanoid (elf, human)
- Init +3; Senses low-light vision; Perception +6, Sense Motive +1
- Speed 30 ft.; ACP -2; Climb +5 Swim +4
- AC 18, touch 13, flat-footed 15; CMD 17
  (+4 armour [mwk chain shirt], +3 Dex, +1 shield [buckler])
- Immune sleep
- Fort +5, Ref +3, Will +1 (+2 vs. fear); +2 vs. enchantments
- hp 21 (2 HD)

- Space 5 ft.; Base Atk +2; CMB +4
- Melee longsword +4 (1d8+2/19-20)
- Ranged mwk longbow (range 100 ft.; Point Blank Shot, Precise Shot) +7 (1d8/x3)
- Combat Gear arrows (20), silver arrows (5), cold iron arrows (5), potion of cure light wounds (2), tanglefoot bag
- Abilities Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 8
- SQ bravery (+1), multitalented (fighter, ranger)
- Feats Point Blank Shot\(^8\), Precise Shot, Skill Focus (Perception)\(^8\), Weapon Focus (longbow)\(^8\)
- Skills as above plus Profession (bowyer/fletcher) +5
- Languages Common, Elven

Gear as above plus backpack, bedroll, trail rations (3), waterskin, 8 sp, 2 gp

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Gaelreth Ruaerthar

Unemotional and obsessed with death, this elf is far from a typical member of his race.

Background: Gaelreth’s strange heritage became obvious at an early age when he was clawed by a ravenous ghoul. The attack awoke his buried, shameful heritage and kindled a great yearning within him to understand and embrace his true self.

Personality: Gaelreth is more than a little malicious — particularly toward non-elven who he views as lesser creatures. Obsessed with discovering more about his undead lineage, Gaelreth stops at nothing to observe and experiment on any new forms of undead he comes across.

Mannerisms: Gaelreth’s right hand rarely leaves his rapier’s pommel. He speaks in a monotone voice; for an elf, Gaelreth seems to exhibit few positive emotions.

Distinguishing Features: Three faded and silvery scars mar Gaelreth’s right forearm.

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Gaelreth Rumwyn

**CR 1 (XP 400)**

This tall, slender elf’s hair is a deep golden colour and tumbles over his shoulders. Unarmoured, he carries a rapier at his hip.

- Male elf sorcerer (undead) 2
- CN Medium humanoid (elf)
- Init +3; Senses low-light vision; Perception +3, Sense Motive +1
- Speed 30 ft.; ACP 0
- AC 14, touch 13, flat-footed 11; CMD 14 (+3 Dex, +1 shield [darkwood buckler])
- Immune sleep
- Fort +0, Ref +3, Will +4; +2 vs. enchantments
- hp 10 (2 HD)
- Space 5 ft.; Base Atk +1; CMB +1
- Melee rapier +1 (1d8/18-20)
- Ranged mwk shortbow (range 60 ft.) +5 (1d6/x3)
- Atk Options grave touch

Grave Touch (Sp [standard; 5/day]) With a melee touch attack (+1) Gaelreth can cause a living creature to become shaken for 1 round. A shaken creature with 1 HD affected by grave touch becomes frightened for 1 round.

Sorcerer Spells Known (CL 2nd; concentration +4, spell penetration +4; bloodline arcana)
- 1st (5/day)— colour spray (DC 14), grease (DC 13), mage armour 0—acid splash (+4 ranged touch), dancing lights, detect magic, message, read magic

Bloodline Arcana Corporeal undead are treated as humanoids in regards to Gaelreth’s mind-affecting spells.

Combat Gear arrows (20), scroll of web, scroll of shield

- Abilities Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 15
- SQ weapon familiarity
- Feats Eschew Materials\(^8\), Spell Focus (illusion)
- Skills as above plus Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +5 (+7 to identify magic items)
- Languages Common, Elven

Gear as above plus backpack, belt pouch, bedroll, trail rations (3), waterskin, 2 gp

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