

GEO7-04

The Orb of War

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version 1.0

by Stephen Adams, Teos Abadia and Jose Ortiz

Reviewers: Geoff Triad Circle Reviewer: Steven Conforti

Playtesters: Paul Casagrande, Andrew Curtin, Meredith Dunn, Joey Fowler, Tim Hill, Jeff Levine, Steve Mumford, Joe Tom, Matt Tyler,

A business opportunity turns serious as the dwur of Geoff extend an open hand to their friends and a bared axe to their foes. A Geoff Regional adventure for APLs 4-10

Note: This adventure will be of particular interest to dwarves and members of the Army of Stone, Clan Deepholm, Church of Moradin, and Ystrad Cloer Cantrev metaorganizations.

Resources: *Complete Warrior* (Andy Collins, David Noonan, Ed Stark), *Monster Manual 4* (Gwendolyn F.M. Kestral, et.al.), *Player's Handbook 2* (David Noonan).

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one

Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

The dwarven nation is one that balances a love for family, admiration for hard work and honor of the gods against a respect for the art of war and that art's place in the defense of the clan. As a component of that balance, the dwarven leadership has focused for generations on developing ways to provide divine support for their troops in the field. The pinnacle of that focus can be found in the dwarven artifact known as "The Orb of War".

This artifact was forgotten during the first days of fall of Deepholm, left behind as the clan's focus whipsawed from alliance, to healing, to mourning, to disruptive war. Abandoned in a panic during the first days of the defense as the dwarves fell back under the duergar assault, it was finally lost as irretrievable as the dwarves retreated from their old stronghold, leaving the duergar as victors.

But times have changed. The war against the giants has been won; Deepholm has been resettled; the Thane has awoken and the thoughts of the dwarven nation now turn to what was lost.

While life in the lowland is slowly stabilizing and the thoughts of the people turn to peace; in the mountains, war is brewing.

The recently awakened Thane has been commissioning instruments of war to retake the dwarven lands taken during the last war. The first strike, clearing the Underfoot clan hold, was staged from Urtcheck. While successful, the endeavor took a lot of resources and the dwarven Thane is eager for outside help in starting trade back up, for a reconquest cannot be funded without resources and income.

Argylwyth Krelor (pronounced Kreh-lor) Deepforge is a dwarven hero of the war of liberation, and a Peer of the Realm, who has retired from adventuring and now lives at peace among the humans he fought beside. At the end of the war, the Brenin granted Krelor the title of arglwyth (baron) of the cantrev (province) of Ystrad Cloer (east-rad *kloyer*, tr. enclosed vale). He now uses this position to advance the cause of both his dwarven brothers and the people of his land. Trade, the economic lifeblood of the region, is a primary concern, and he has been working to establish regular trade relations between the new Deepholm clanhold and the rest of Geoff.

Shield Lord Torm Stonecrow Rockbender is a dwarven hero of the war of liberation who has retired from adventuring and serves the Thane as a senior military and divine advisor and as the captain of his bodyguard division, the Thane's Shield. With the Thane in Urtcheck for the time being, Torm visits Deepholm often to coordinate it's growth with Helm, the clan leader.

Both dwarves, Krelor and Torm, have been coordinating with one another regarding trade and mutual defense, and are now ready to set their plans into motion.

ADVENTURE SUMMARY

Encounter 1

The PCs must defend their caravan from the remnants of the Giant army turned brigands.

Encounter 2

Once arriving at Pwyst's Rhyd, they are introduced to Arglwyth Krelor and spend a pleasant night regaled by one of the heroes of Geoff. The night ends with the PCs receiving a message to pass to Torm Stonecrow Rockbender. They set off the next day with one of the wagons.

Encounter 3

The travel into the mountains ends with a display of strength from the Army of Stone. The PCs reach the gates of Deepholm without incident and are given an appointment with Torm the next day.

They may spend time exploring Deepholm as guests.

Encounter 4

The next day the PCs meet with Torm, who takes the message from Krelor and accepts Krelor's advice to use the PCs as a 'wolf pack'. The PCs are sworn to secrecy and then briefed on a strike into the Sundered City to retrieve an item of power lost in the initial attack.

Encounter 5

The PCs travel to the side door, make their way into the Sundered City and begin exploring, immediately finding demolition ongoing on a massive scale. They must move carefully to avoid natural pitfalls and possibly members of the demolition crew

Encounter 6

To move to the second level, they must bluff or fight their way past the guards at the Second Gate

Encounter 7

To navigate the lower city they must practice deception to avoid notice and capture. If they repeatedly draw attention to themselves they are approached by an overwhelming force and captured.

Encounter 8

Upon reaching the throne room, they must fight its defenders, corrupted dwarven ancestors, while working to retrieve the Orb from its hiding place. Upon finding and retrieving the Orb, they use an item of power to teleport back to Deepholm.

PREPARATION FOR PLAY

Ask players to each write down the following on a slip of paper:

- ❖ 3 Spot and Listen checks
- ❖ 1 Fortitude save, 1 Reflex save, 1 Will save
- ❖ Any Geoff meta-organizations of which they are a member, especially secret meta-orgs.

The rolls can be used as you sees fit throughout the adventure (like Reflex saves to avoid the traps in Encounter 5). Be sure to note any members of the Midnight Ravens.

PCs who choose to “Live Off the Wild” will gain a +2 to all charisma-based scores with any of Ystrad Cloer, as they respect those who are capable in the wilds.

Per the *Player's Handbook*, the Survival skill allows PCs to determine the weather. PCs who ask about the weather during this module and succeed in their checks will find the first week (the trip between Urtcheck and Pwyst's Rhyd) to be sunny and warm with a few morning showers. The second week, between Pwyst's Rhyd and the Crystalmists, will see heavy fog in the morning, cool temperatures save for midday, and heavy rains in the evening.

INTRODUCTION

Krelor is working to establish renewed trade between the dwarves and the rest of Geoff, and after much legwork, is now looking for willing entrepreneurs (read: adventurers) to aid in this endeavor. To this end, one of his followers has contacted the PCs about a business venture, asking them to meet him in the great drinking hall in Urtcheck, the Mithral Vein.

Once there, the PCs are offered founders rights for a caravan route between Urtcheck, Pwyst's Rhyd and the new Deepholm clanhold. To claim these rights, the PCs must negotiate with merchants in Urtcheck to provide a steady supply of goods; then transport the first delivery of those goods to Pwyst's Rhyd and on to Deepholm.

Krelor commits to providing wagons and a line of credit to get this venture started, and proposes an arrangement that will allow the PCs to buy into the caravan line (though Krelor will always retain a majority share). Assuming the PCs accept, they are given letters of introduction to the merchant and artisan guilds of Urtcheck, and then spend some time in the city establishing and preparing to lead the caravan from Urtcheck to Pwyst's Rhyd (and onward).

If the PCs would like to Gather Information about Geron or Urtcheck, you can extrapolate information from the appendices. Assuming they show up at the Mithral Vein drinking hall, read on:

The Mithral Vein

The following may be read to the entire party.

It has likely been some time since you have been surrounded by so many dwarves! Table after table in this great drinking hall is filled with dwarves, all of whom are drinking and nearly all of which are singing in dwarven to the sound of the great multi-keyboard clavichord being played at the rear of the hall. Pressed in close to you are other companions, all clutching the same missive that brought you here. It is a simple letter, stating that your skills had been noted, that great deeds awaited you, and that economic gain could be had. The letter bid you to Urtcheck, to meet in this tavern, The Mithral Vein, with a mountain dwarf by the name of Geron of Deepholm. He has yet to appear.

The following may be read to any dwarven members of the party, assuming they are not for some reason opposed to their dwarven heritage.

Ah, the feeling of being amongst your own in a great hall! dwarven battle hymns and drinking songs ring out from the throats of your kin and bucket-sized earthenware mugs of ale are brought to you by comely dwur wait staff. You revel in the smell of ale, the spray from the mugs clashing in the many toasts made around you, and the sound of Dwarvish being spoken all around you. When you think this cannot get any better, a plate of traditional dwarven spiced meats is placed before you and your party.

Allow the party to make introductions, and encourage them to state how they are reacting to the loud bar before them. They may drink and be rowdy, retreat outside if they desire quiet or anything in between. Do your best to foster interaction and draw out PC personalities. They are being observed discretely by the person they seek, and he approaches them once he has had a chance to assess their behavior in such a dwarven place.

Geron of Deepholm: Cleric 4 (of Moradin). Diplomacy +14, Sense Motive +4. He speaks Common, Dwarven, and Elven.

A dwarf approaches you with purpose, a warm smile upon his face. “Thank ye all fer coming to Urtcheck. I be Geron of Deepholm, son of Alsen, son of Dorimar, in the employ of Arglwyth Krelor Deepforge. No doubt ye wish to know more.” He leans in close, and you realize it would be hard for any to hear his voice over the din of the great hall. “Will ye

swear an oath of secrecy to all that I would tell?"

If anyone does not accept, the dwur allow them to be part of the caravan, but they must leave the table while he shares the information and Krelor's plan. Geron first asks those remaining members of the party what they know of the recent history of the dwarves. A successful Knowledge (history) skill check (DC 15), a Knowledge (local – Sheldomar), or a Bardic Knowledge (DC 20) reveals all of the history Geron shares below.

If the PCs do not know the history of the dwarven clans, or if they know very little, he fills them in as outlined below. Modify the following based on what they party already knows. Once the history lesson is over, Geron gets to the hearts of why he has asked them here:

Geron adds to what you already know. His deep voice is filled with emotion, as the telling is clearly painful. "There are three clanholds of dwur in the mountains that border Gyruff. When the giants attacked, their first priority was to strike blows upon each of the three clanholds, and incapacitate our Thane, preventing our peoples from coordinating a defense with yer Brenin."

"Clan Underhill was driven from their homes by the giants' underdark allies. Only through the illusions of their gnomish friends were they able to escape, eventually settling here in Urtcheck."

"The Stonereavers in the Barrier Peaks were the target of internal deception and besieged by the giant army, preventing them from aiding any of the other clans. They, like all of us, are only now starting to recover."

"Deepholm, home to our Thane, was struck a lasting blow by the hated duergar, whom had allied with the giants. The Three-Hold Thane was thought killed in the initial attack and the original clanhold of Deepholm had to be abandoned. It is now known as the Sundered City...the evil duergar have taken it as their own. Clan Deepholm has resettled, but their new hold far from the glory of their ancestral city."

"Only recently our Three-Hold Thane awoke from the magic that had held him in state, with the aid of the yer kind. His return has brought life to our people, and I have good news ye may not have heard! After the battle of

Stormbreak, the Thane turned his attention to the clanhold of clan Underhill. We have just waged a battle from this very city and have managed to clear the Underhill hold of the occupying forces!"

"However, waging war is a costly enterprise, especially coupled with the rebuilding efforts in all three clannholds, which leads me to why you've been asked here."

"My master is Arglwyth Krelor Deepforge, a dwur from clan Deepholm, who became a hero as an Olwythi and a Peer of the Realm for the Brenin. He is trusted by both the Brenin and the Thane, and this puts him in a position to act as a bridge between our two peoples. It is he who has asked me to contact you, for he needs capable adventurers to negotiate with the local merchants of Urtchek and then bring a caravan of goods from Urtcheck to the town of Pwyst's Rhyd in his cantrev of Ystrad Cloer."

"That be the easy part. From there, one of the wagons must be delivered to the new Deepholm clanhold, yet no trail exists as of yet. This be the reason the arglwyth is interested in more than mere sellswords. He needs capable explorers who can plot a wise course, and note anything of interest. He needs trailblazers. But it is a long journey, and remnants of the giant's army, as well as fell beasts, beset the lands, forests, and mountains between, so you must be capable of arms as well."

"Should ye succeed; a caravan route will be created, allowing for trade vital to the dwarven peoples and to the Western lands of Geoff."

"What say ye, can we count on ye?"

The PCs undoubtedly have questions for Geron, and some of the more commons questions are covered below. They may make may make knowledge checks to know the following information, or they may ask Geron.

"Pwyst's Rhyd, isn't that town filled with giants?"

"Their King fled when his kin were defeated at Gorna, and the rest of the fire giants with him. The town is in good shape and there is great expansion underway." [Knowledge (local – Sheldomar), (DC 15)].

“Do you have any suggestions on what a good route might be?”

“I’d suggest you travel north-east along the road from Urtcheck, past Gorna and Oytmeet, and then follow the road north-west toward Pwyst’s Rhyd. From there, well, Master Krelor can advise ye better than I.” [Knowledge (geography) DC 15, Bardic Lore DC 20, Knowledge (local – Sheldomar) DC 25.]

“What is your role for the arglwyth?”

“The arglwyth has the trust of many. I am a facilitator, assisting him with diplomatic and financial ventures.” [Knowledge (local – Sheldomar) or Knowledge (nobility and royalty) DC 15.]

“The arglwyth is a ranger, why doesn’t he plan the route?”

“With the many rebuilding efforts, as well as negotiations with the elves, dwarves, and Gyri, we are spread thin, and your help is vital to our efforts. You should see how hard he works. Trust me, he would like nothing more than to lose himself in the task of forging a caravan path through the woods, but he lacks the time.” [Knowledge (nobility and royalty) DC 20]

“What are we getting paid to do this?”

“The arglwyth be a former adventurer. He will of course grant ye any loot ye may find within his cantrev should you need to defend the caravan. But he is also one to reward for work well done. If you get the caravan to Pwyst’s Reed and then continue to Deepholm with the single wagon, you will be paid for your efforts (50 gp x APL for the party). It may not seem like much for such a journey, however, he has another offer you may find more appealing...though you will have to discuss this with him. Me own advice be that he is good and just, and deserves yer aid.

The party may eventually ask about the supplies they are to obtain.

“You said something about negotiating with merchants?”

“Indeed. There be here a list of the supplies needed,” Geron says, drawing a scroll bearing a diverse list of supplies, “Ye will find the market stalls to be full at this time of the day. Negotiating with them all would be a challenge. However, I have been told that man there,” he says discretely nodding towards a boisterous hill dwarf in rich clothing, “may be of help. He is well-connected monger and is said to be influential in the

mercantile community. I must warn ye though, it’s also said he also trades in information so it would be best to keep knowledge of where these goods be going from him before our deals are written in stone.”

He pulls out another scroll, “This be a scrip from a local moneylender. It’s as good as gold here, but only amongst the merchants of Urtcheck. This be yer spending limit for the goods we need. If you do well at convincing the monger, perhaps we’ll have some money left over.” He smiles.

“What do we do once we’ve aquired the goods?”

“You’ll need to meet with Bofric, the caravan master, at the caravansary just inside the gates. I will inform him to be expecting you.”

Once the PCs are done asking questions of Geron of Deepholm, he takes his leave:

“And now, I must take my leave to attend to other matters. May both Moradin and the Shalm guide you.”

It is up to the PCs to take it from here.

The Dwarven Monger

The richly dressed dwarf, Gallath Brightstone, is a master monger, a dealer, with knowledge of the demand for goods, the supply of each merchant, and the best prices offered throughout the city. He is also a Midnight Raven, and all too eager for any information regarding new trade routes. Krelor’s follower does not know that Gallath is a Midnight Raven.

If any of the PCs are members of the Midnight Ravens, they may recognize Gallath. They may choose whether to share the information regarding the trade route with Gallath, or keep it a secret. Other players may make a Sense Motive check. DC 15 lets them know that Gallath seems to be particularly cunning, and is also clearly listening in to conversations at nearby tables.

If a PC makes a DC 15 + APL Sense Motive check, take that player aside and let them know he seems very well connected, and that giving him information may result in connections for the player, at the expense of breaking their recent oath. If they choose to do so, at the end of the module you should inform the PC they qualify for the ‘Watched’ tier for secret meta-organizations, opening the path to future membership.

**Gallath welcomes you warmly.
“Adventurers, ey? I bet yer such by your looks.**

And surely ye seek ah me knowledge! If'n ye are looking for my help, I would gladly offer it. IF... ye can'a best me at drinking, something I dearly love to do, while we talk business." The many empty glasses near him suggest he is either an easy target, or has a very strong tolerance.

Gallath is not interested in monetary compensation for his help (and indeed, the PCs cannot afford his help on their budget). Instead, he challenges them to a drinking contest in exchange for his aid, hoping that ale will loosen their tongues regarding their benefactor and their specific business. Gallath seems to have an excellent tolerance, as he is being supplied watered ale by a paid member of the wait staff.

Spot and Sense Motive

If any PC suspects foul play, they may make a Sense Motive (DC20) to determine that he seems overly confident that he will win. The PC suspects the contest is rigged in some way. They may also make a Spot check (DC 25) to note that the ale being poured for Gallath is lighter in color and likely watered down.

"Negotiating" with Gallath

Players must make four Fortitude saves for each of four rounds of drinks, each against an increasing DC. The DC starts at the APL and increases by 5 each time (i.e. at APL 4: DC 4, DC 9, DC 14, and DC 19). It's assumed that Gallath succeeds every time, but you may roll in secret to keep up the ruse. More than one PC may accept the challenge.

If a player fails a roll, he loses the contest, feeling too drunk to continue. The player must make a Wisdom check (with a DC matching that of the failed Fortitude save) for each failure, and if they fail, they have the sense that Gallath picked up some information about their trade intentions. If no PC should best Gallath, they are forced to fend for their own in the Urtcheck market. Simply explain how it takes them a long time and all of the funds provided by the Arglwyth to negotiate and barter.

If a player should make all four rolls, or if they detect the deception and accuse him, Gallath is quick to offer the aid they need, giving them a letter of introduction to the merchant guilds of Urtcheck and helping them identify the best merchants for each item they need. The PCs are able to retain some of the funds, and may return them to the Arglwyth. This mechanic is

purposefully vague. If the PCs do well, they are able to save Krelor some gold. If not, they must use the entire allotted funds.

The Caravan

As Geron promised, the caravan master Bofric is waiting for the PCs at the caravansary just inside the gates of Urtcheck. The caravan consists of three covered wagons, each pulled by two mountain ponies and driven by one dwarven teamster, with Bofric driving the lead wagon. The PCs are to bring the goods, and guard the caravan all the way to Pwyst's Reed. One of the wagons is already filled with goods.

Bofric is amiable enough, but mostly keeps to himself throughout the trip, as do the other dwarves.

ENCOUNTER 1: JOURNEY INTO THE HEARTLANDS

The PCs have been traveling now for a little over a week, as they have made their way northeast along the road from Urtcheck, past Gorna and Oytmeet, and then continuing to follow the road northwest towards Pwyst's Rhyd (see DM Aid: **Map #1** for details). As the PCs enter the Hornwood, they encounter a squad varags, led by a hobgoblin archer, that roam the edge of the Hornwood (cantrev of Ystrad Cloer) as bandits, a remnant of the giant army's hold over this region. The fight happens just as the PCs and their wagons are about to enter the Hornwood forest on the only trade road to Pwyst's Rhyd. The goblinoids have been lying in wait for travelers, and have already seen the large wagons coming along the open heath.

Ambush on the Road

On the battle map, arrange three large sized wagons and their medium-sized mounts in a line along a road. The PCs may take up any marching order they wish, and may even ride on the wagons. The varags start at an outcropping of boulders approximately 50-60 feet off to either side of the road. Mogrash is hiding behind a tree just inside the treeline of the Hornwood forest, 90 feet in front of the lead wagon. The light undergrowth there provides him with concealment (20% miss chance to hit him), and he fires his longbow from that vantage point.

Note: Please make a Hide check for each monster and compare it against the PC's Spot checks (-1 to Spot for every 10 ft. of distance

between them and the goblinoids). If none of the monsters are spotted then combat begins with a surprise round against the PCs.

You make your way towards Pwyst's Rhyd, and so far your travel along the rolling heath of Gyrudd has been relatively uneventful. Both Gorna and Oytmeet are still in the process of rebuilding, but luckily for your caravan, the stonemasons of Oytmeet completed one of the bridges over the Oyt River late last year. As you travel west and north into Gyrudd, you observe the handful of small villages along the wide dirt road are slowly recovering from years of giant occupation. The process is slow, both economically and emotionally, but the Gyri are a determined if not stubborn people.

Having turned west earlier in the day, the caravan master informs you that you've entered Ystrad Cloer. The expansive Hornwood forest now spans the horizon ahead of you as far as the eye can see, and slowly climbs the foothills of the towering Crystalmist mountains that loom in the background. Your party is approaching the treeline when suddenly a group of tall, muscular goblinoids leap from hiding and move to attack with incredible speed!

Creatures: The brigands consist of varags led by their hobgoblin master, who were formerly a giant army hunting/scouting pack. If it becomes obvious that they are losing, the hobgoblin (if alive) orders a retreat. If he is dead, the varags mercilessly attack whoever killed their leader until they are all dead. If captured they have little information of interest to share; they are a group of former giant army thralls that has stuck together out of mutual self-preservation, nothing more.

APL 4(EL 4)

Mogrash, Male Hobgoblin Rgr 2: hp 14; see *Appendix 1*.

Varag (2): hp 22 each; see *Appendix 1*.

APL 6(EL 6)

Mogrash, Male Hobgoblin Rgr 3: hp 21; see *Appendix 2*.

Drak, Meshag & Digo, Male Varag Sct 1 (3): hp 30 each; see *Appendix 2*.

APL 8(EL 8)

Mogrash, Male Hobgoblin Rgr 5: hp 36; see *Appendix 3*.

Drak, Meshag & Digo, Male Varag Sct 3 (3): hp 46 each; see *Appendix 3*.

APL 10(EL 10)

Mogrash, Male Hobgoblin Rgr 4/Ftr 1/OcltSlyr 2: hp 50; see *Appendix 4*.

Drak, Meshag & Digo, Male Varag Sct 5 (3): hp 62 each; see *Appendix 4*.

Tactics: These goblinoid hunters are vicious opportunists who have been well trained at the hands of the giants' (former) hobgoblin elite. Mogrash is taking cover at the treeline, and his varags have assumed positions behind boulders flanking the road. Once Mogrash fires his first arrow, or the PCs spot them, the varags burst out of cover and into the open heath, where their extremely speedy hit-and-run tactics can be utilized to the fullest. They use their spring attack to slash at the PCs at full speed, and coordinate their attacks like a pack of wolves, staying out of reach and flanking with one another when possible. Their hobgoblin master, on the other hand, remains in cover at the edge of the forest and uses his longbow, typically focusing his efforts to bring down spell casters first. If anyone harms their hobgoblin master, Mogrash, the varags focus their attacks on that PC.

APL 8: At this APL, the varags have been trained to attack any target Mogrash hits with an arrow, as his distracting shot class ability gives them a flanking bonus.

APL 10: The varags have consumed potions of invisibility, and smeared their scimitars with oil of keen edge minutes before the caravan gets to the ambush site. They attack the PCs at a full speed, using their spring attack and skirmish abilities to the fullest extent.

All APLs: Bofric, the caravan master, instinctively tries to triangle the three wagons beginning on his initiative, but listens to whatever the PCs order him to do. He fires his crossbow at the varags (though he is a poor shot, and misses every time).

Treasure:

APL 4: L: 149 gp, C: X gp, M: *lesser bracers of archery* (417 gp), *4 potions of cure moderate wounds* (25 each).

APL 6: L: 116 gp, C: X gp, M: *+1 composite longbow* (200 gp), *lesser bracers of archery* (417 gp), *4 potions of cure moderate wounds* (25 each).

APL 8: L: 116 gp, C: X gp, M: +1 human bane composite longbow (700 gp), lesser bracers of archery (417 gp), 4 potions of cure moderate wounds (25 each), cloak of elvenkind (208 gp).

APL 10: L: 116 gp, C: X gp, M: +1 human bane composite longbow (700 gp), lesser bracers of archery (417 gp), 4 potions of cure moderate wounds (25 each), cloak of elvenkind (208 gp), 3 boots of striding and springing (458 gp each).

Development: Krelor knows of these bandit raids but has not yet had time to ferret out the culprits himself, he is grateful to the PCs for removing this threat.

ENCOUNTER 2: ARGLWYTH OF YSTRAD CLOER

The PCs reach the village of Pwyst's Rhyd, capital of Ystrad Cloer, without further incident. Judges running this as part of a gameday or home game may wish to devote additional time to the exploration of the town, and can use the information in the appendices to expand on the description of the town. PCs can make purchases in accordance with a town of a population of 1,000, and mundane purchases such as cheese bread, herbs, and finely decorated ironwood arrows are readily available.

The forest parts to make way for fields glistening with a bounty of oats and wheat. Up ahead lie smaller garden-fields lined with vegetables. Soon you can make out a prominent hill far to the north, upon which rests a very large keep. The giant castle is actually being downsized to a more modest size, and the excess stone is being loaded on carts, presumably for new construction. Pressing onward, the details of a village emerge, ringed by a moat. The sun reflects off the deep waters of the Blue Oyt River, which cuts the circular town nearly in half.

The broad dirt road leads to the eastern edge of the settlement, and a two-tower guard post. These towers show clear signs of repeated modifications, the latest an expansion of the road between them and the joining of the stone towers with an arch and rampart. Flan guardsmen at the gate admit you, clearly expecting your arrival. They show you where to store the caravan wagons and let you know that the arglwyth will meet with you

in a new inn called The Brenin's Blessing, one bell past sunset.

The town beyond is in good shape. Spared from much damage by the fire giants' need to make the quotas of the Sakhut, most of the original buildings remain intact. You pass a mill, blacksmith, fishmonger's, bakery, and other such buildings. Of note are several recent ruins, a temple to the Old Faith and another to the Mordinsamman (dwarven pantheon), and a new fletcher shop.

Many of the folk and trevdyn seem to posses a certain weariness, yet upon seeing you their faces brighten, they greet you in Flan, Dwarven, or Elven, and are happy to help you find your way.

At this point you may use the information in the appendices to further describe the town if time and interest allow.

At last dusk falls and an hour later your party reaches the Brenin's Blessing. The wondrous tavern, like its counterparts The Thane's Cup in Aberglain and Shalm's Balance in Gorna, is one part dwarven rock, one part elven living wood, and one part living tree. The tree is a huge living oak, and wraps around the inn. The entrance is through large roots, and the warm taproom beyond greets you with the aroma of the finest ale.

Guided by Cerys Ravenhair, the inn's Flan manager; Norada, the comely dwarven waitress; and Ilrian Greycloak, the verbose wine steward, you settle in at a table on the top floor for a fine meal.

Provide the players with **Player Handout #1, Menu for the Brenin's Blessing**. Allow the players to select a meal for each course. More information on Krelor can be found in the DM aid: Ystrad Cloer. The Brenin's Blessing steward speaks nearly every language, and the staff can accommodate any unusual food requirements, including a fine feast for any animal companions or mounts in the stables.

As you finish your selections, the door opens and Arglwyh Krelor Deepforge enters. He stands tall for a dwarf. His blood-red hair and beard are impeccably groomed, raining down in braids over his powerful build. He wears clothing befitting his station, and symbols of Deepholm, the Shalm, and Moradin offer decoration, a massive waraxe covered in gems is sheathed at his hip. The Arglwyth's

face shows his tender age, as he is a dwarf of about 70 years, but it also carries his warm smile and gentle eyes. "Adventurers, and the best sort... successful adventurers! Please tell this former adventurer tales of what ye have seen on yer journey here!"

Krelor Deepforge: Male dwarf Ranger 18.
(Diplomacy +10, Listen +6/+9 vs humans, Sense Motive +8/+11, Spot +27/+30)

Allow the players to describe their trip and report on what they have seen (both the combat encounter and through evaluation of the route as they traveled). The Arglwyth is interested in the combat nearly as much as the caravan route and his love of melee should be apparent. During their descriptions, the introductory course arrives. The plates are light, capturing the delicate flavor of vegetables. Ales are crisp and refreshing.

As the introductory course winds down and the tales of the voyage come to an end, the Arglwyth calls for a bard to entertain the group.

The first course arrives, and the aroma and sight of the wondrous dishes rekindles your hunger. A stunning Flan woman with green eyes and shoulder-length honey-brown hair introduces herself as Eswen of the Humbling Roan, an Old Lore Bard. With a half-bow she takes to a small stage and begins to sing. Her voice is as soft as silk and her song's words are ones of promise and hope.

As she begins a second song, the arglwyth resumes conversation. "There is much I miss about an adventurer's life. Will you indulge me with a few questions?"

Krelor now lives a busy schedule with many responsibilities. By asking questions he found to be central to his development as a person he hopes to vicariously relive some of those previous times. He shows genuine interest, but only offers his own insights if asked (these tend to reflect a dedication to the Land, loyalty to Brenin and Thane, faith tied to nature, bravery in battle, and the importance of friendship). The questions are meant to evoke IC depth from the players, allowing them to learn more about who their PCs are.

Fire dances in the Arglwyth eyes as he recalls old times. "When I was young I was dedicated to few things. A free meal was all I needed to be happy." He grins. "But as time passed I found several callings. I would ask

which of ye have felt callings, and how ye choose to prioritize between them."

There are no right answers, and PCs may choose to not share anything at all if they so desire. Krelor is content as long as he receives one thoughtful or introspective reply. Otherwise, he seems disappointed.

The second course arrives, and the plates are rich with flavor and the ales and wines more robust. The arglwyth provides more information about the cantrev of Ystrad Cloer, then again presents a question.

"There be a dwur expression 'My Thane is my Father', indicative of how we place near undying trust in our leaders. Does this seem proper to you, or overly blind? What do ye make of recent leadership changes in Gyruff?"

There are no right answers, but the arglwyth is quick to support the Brenin or Thane. Should any PC make a disparaging remark about either, Krelor calls an end to the topic.

The dessert course is presented with great fanfare. The final offering provides a sweet finish, and it is all you can do to not groan with both the pleasure of the meal and the amount you have consumed in this feast. The arglwyth speaks of his love for good food, pats his large belly, and then steers the conversation towards the expedition.

"When I became a better adventurer I began to look for opportunities to make a lasting difference. Now that I be in a position of responsibility, one of my primary concerns is establishing a permanent trade route between the new Deepholm clan's home, and the rest of Gyruff. To this end, I have secured the Brenin's blessing, and he has given me a charter for the exclusive rights to operate a caravan route through Gyruff to trade with Deepholm."

"However, this is an extensive undertaking and I would need help, which leads me to make ye all this offer. If ye'd be interested, I would offer ye founder's rights to the caravan route. Ye would be part owners; with great potential benefit should the route grow.

If asked, Krelor briefly and roughly explains the idea behind the Founder's Rights. See the **Items for the Adventure Record** section at the end of this scenario for more information, but make the exact rewards vague and do not quote

the game mechanic yet. Merely have Krelor explain that returns can be earned over time.

Regardless of whether they accept at the moment, Krelor continues with their expedition directives, as they have already agreed to take one wagon all the way to Deepholm.

“When you continue from here to Deepholm, you’ll be trailblazing a new route for wagons from here to the Crystalmists. Bofric is my best teamster, and he will accompany you to Deepholm with one wagon of supplies that need be delivered. In addition, there be a missive” and he raises a sealed scroll “I wish delivered to someone in Deepholm; Shield Lord Torm Stonercrow Rockbender, head of the Thane’s security. He’s a dear friend, and as tough a dwur as they make. You may never meet a finer person. He has told me that he is in need of adventurers, and since you seem to have done so well, it might be that ye’d be interested in what he has to say.” The arglwyth grins.

Krelor notes the decision of each party member. He encourages all to accept his offer, and is very enthusiastic about the potential. The missive, while sealed with wax, is not magically sealed. If the PCs open it they find simply the words: *“If these fellows make it to Deepholm, then I think they might be what you’re looking for the new Army of Stone’s wolfpacks.”* He then makes one last offer.

The arglwyth almost picks some cream off his plate with a finger. He catches himself, and places his napkin on the table. “I thank ye for an enjoyable evening. You are doing much to aid the Land. I would ask you to consider doing more. My cantrev could use more arddwri, ffolk, and trevdyn. Consider joining my cantrev, if ye feel the calling.” With that, Krelor thanks you once more before departing.

With full stomachs, and what has likely been one of the finest meals you have tasted, you make your way downstairs to your luxury rooms. Tomorrow’s expedition, Krelor’s questions, and the upcoming meeting with Torm all give way to a deep restful slumber.

When they are ready to leave, Krelor advises them to travel along the southwest side of the Blue Oyt River, and then following an unmarked tributary of the Blue Oyt due west. That tributary leads to a valley near the new clanhold.

Note on the Founder’s Rights: PCs cannot use ‘overcap’ gold to buy their Founder’s Rights. The gold must come from the gold earned on the AR for this scenario. (Assume that the gold it takes to buy into the caravan rights is 75gp x APL plus the gold Krelor pays the PCs).

Treasure: As Geron promised, Krelor pays the PCs for their efforts. He pays them half now, and the other half when they return from Deepholm. For simplicity’s sake, the entire payment is included in the treasure for this encounter.

APL 4: L: 0 gp, C: 33 gp, M: 0

APL 6: L: 0 gp, C: 50 gp, M: 0

APL 8: L: 0 gp, C: 67 gp, M: 0

APL 10: L: 0 gp, C: 83 gp, M: 0

Development: The PCs may wait up to a day before heading off to Deepholm. Bofric the caravan master drives the wagon, while the PCs trailblaze.

ENCOUNTER 3: VISIT TO A NEW CLANHOLD

The PCs have been traveling with their goods for an additional week and have made the transition from woodland stream, to forested foothills, to true mountains. They should at this time be evaluating the path their following for a possible combined ferry/caravan route from Pwyst’s Rhyd, to Deepholm itself. While they’ve taken Krelor’s advice to travel along an unmarked tributary of the Blue Oyt due west, they’re now in uncharted wilderness.

Have the PCs attempt of any of the following skill checks. They need two successes in two different skills in order to chart a successful route and bring back useful information (fauna and flora, sources of water, good resting areas, etc.).

- Knowledge (geography) (DC 10+APL)
- Knowledge (nature) (DC 10+APL)
- Survival (DC 15+APL)
- Track Check (requires the Track feat, animal may be used only to assist, DC 15+APL)

The PCs manage to identify a sound trade route if they manage at least two successful rolls.

If they fail, they realize they are stumbling around, learn little that aids future caravan routes, but do eventually find a path.

For the past two days they have been traveling through a long mountain valley and are approaching the pass that should lead to new Deepholm.

After weeks of travel, the end is near and you see before you the base of a verdant valley leading deeper into the Crystalmists. The waterfall at its head seems to indicate that you are on the right track to the Deepholm clanhold.

Give the PCs a moment to pause and reflect on their travels as you describe as awe inspiring a mountain vista as you are able to conjure (towering snowcapped mountains, abundant evergreens, etc.). After a moment, continue...

With a rending crack, the face of the valley's north wall falls away in a crashing spray of stone and rushing water. Quickly emerging from the mound of rubble you see a pair of armor plated, wedge-shaped monsters, each the size of a small house. They snap their jaws at you and charge, closing the 100 yard gap quickly.

The Army of Stone is on a training mission in this valley, an oversized squad of infantry are doing close order work with a platoon of combat engineers to flush out and exterminate a mated pair of bulette that have been bothering the clanhold. The combat engineers just cracked away the cliff to expose their current nest and the rest of the squad is on the way and arrives in one round, let the PCs react as they see fit.

All APLs (EL 9)

Bulette (2): hp 94 each; see *Monster Manual*, page 30

Coming around a bend in the rocky valley, you see a score of armed and armored dwarves marching towards you, somehow holding formation in three dimensions as they flow across the rough and sloping ground. With a command the front row stops and kneels to launch a flight of bolts at the charging beasts as the single dwarf at their head gestures broadly; a single pillar of fire smashes the monster in the lead.

Without missing a beat, the kneeling dwur reload as the second line fires over their heads. As soon as those bolts fly free, the

third line steps to the front and kneels, while the now reloaded kneeling row returns to their feet and fires again. Like the beats of a threshing machine, the dwarven force advances behind a stream of crossbow bolts. Four dwarves dressed in leather armor emerge from hiding only 30 yards from the monsters and also open an attack, throwing battle axes with both hands; the fight is fully joined. With a snarl, the beasts turn to attack the larger force.

Bulette are stupid, ravenous monsters who simply attack the closest edible creature first. The dwarves are only 30 yards away from the bulette and so the monsters move to attack them first. These creatures are terrifically overmatched by the dwarven squad and are quickly, and impressively, dispatched.

As the dwarves begin to butcher the monster's corpses, their leader approaches you. "Welcome to the lands of the dwur travelers, what brings you to our borders?"

Allow the PCs to introduce themselves and establish their bona fides, the dwarf introduces himself as Raltar Sparbuilder, a lieutenant in the Army of Stone. He carefully reviews their introductory letters, notes their need to talk to Torm, and reviews the goods within their wagons. Assuming the PCs are reasonably polite he'll quickly clear them and offer to escort them back to Deepholm. In less than a day's travel, they reach the clanhold.

You make your way to the mouth of a small cave; following Raltar's lead you duck your way through the low entrance and find yourself at the entrance to a vast cavern sweeping far out of view. While only dimly lit by distant fires, the cave is obviously a massive, airy, space. The defenses yield to Raltar's calm voice and you are welcomed to the new home of the Deepholm clan.

The dwarves have only been here for about 3 years and have only just begun to establish themselves, focusing on the basics of food, shelter defenses and a rudimentary mining and smelting industry. The majority of the dwarves here live on the floor of the cavern in solidly built stone shelters. There is a defensive wall just inside the main entrance and the Army of Stone stages out of the main cavern, providing the majority of the clan's defenses. The PCs are graciously greeted by the dwur and they are free to explore the cavern as they wish, they are only directed away

from the Army of Stone's area. All of the dwarves in the clan are working 16 hour days either in the mining and smelting effort, or breaking ground on a second layer of defensive structures, and so have little time to talk with the PCs. At the end of the day they are offered their own stone shelter to share, there is not yet a common inn for them to rent their own rooms. The PCs desire to meet with Torm is noted, and they are promised an audience in the morning, he is not currently in the clanhold but is expected to arrive shortly after dawn.

ENCOUNTER 4: A MEETING WITH TORM

The PCs are awakened the next morning by a knock on the door.

Opening the door you're faced by a short, solidly built dwarf. His pate is bald but his dark beard is full and braided into a dozen lengths. The flowing blue robe embroidered with the hammer and anvil identify him as a priest of Moradin. "Well met adventurers, I am Shield Lord Torm Stonecrow Rockbender. I thank you for escorting Krelor's shipment here. Did he by chance also send a message?"

Torm Stonecrow Rockbender: Male dwarf Cleric16/Contemplative1

Torm has a confident and centered personality due to the great deal of time he's spent amongst the people of the Sheldomar. While his patience is not endless, he is not easily flustered. He willingly discusses almost anything with the PCs until he's passed Krelor's note, which he immediately opens and reads. Upon completing the note, he stares thoughtfully into space for a few moments and then begins to closely question the PCs about their background and skills.

This is effectively an interview process where Torm is evaluating the PCs ability to enter and survive the Sundered City. The players may feel the pressure of describing or proving their character's abilities, but Torm relents assuming any reasonable demonstration of adventuring ability.

If the PCs failed to trail-blaze a new caravan route, Torm is disappointed, but he is willing to give the PCs another chance to succeed at another mission. Trade route or not, he needs the Orb recovered, and they did successfully brave

the wilds to bring the one wagon here in the first place.

"Very well," begins Torm "I trust Krelor's judgment in this. I'm sure he mentioned that I may have more work for you and indeed your coming here was your first test for a much more important mission. Yes, I think your group is exactly what I've been looking for. A small, cohesive force can often succeed where a larger force cannot."

"The push against the old Underfoot clanhold was a success, but the old Deepholm clan hold will be a much harder nut to crack. It is a nut that must, however, be cracked... And soon. I need wofpacks, like the Brenin used against the giants, adventurers such as yourselves, to aid the dwarven nation in our continued war against those who still hold our ancestral homes. Is this something you would be willing to do?"

If the PCs agree, continue. If they don't, they are not treated poorly, Torm certainly understands why a person would not be willing to join a new war so shortly after the last one, but that PC cannot continue the module and forfeits the option of buying into the Urtcheck-Deepholm trade route (as Torm reports this to Krelor). Assuming they agree, please continue.

"Very good, your commitment will not be forgotten. The dwarves are as fierce friends as they are bitter enemies. Now, to the task at hand." Torm gestures to you all to sit and be comfortable.

"The Deepholm clan was forced out of their ancient clanhold only after over a decade's grinding combat, but the duergar's first thrust was lightening fast, taking us all unawares. In the rush of that first attack we were forced to abandon that which we would have given much to keep. The Army of Stone had not yet been gathered, so several of their most powerful artifacts were still under the protection of the Three-Hold Thane in the throne room of Deepholm. We know that the duergar have found most of those artifacts, for we felt their bite over the ensuing decade, but they never found the heartstone. The protections around that item held, and Moradin has shown me that it is still there in that throne room, waiting for us to return... The Orb of War, a weapon of ancient power, is within reach. Are you willing to journey into the Sundered City and bring it back?"

Assuming the PCs agree, Torm provides all of the following:

- A 1,000 gp diamond, this item triggers a *word of recall* spell upon its bearer when crushed. This spell is targeted to return its bearer, and up to 6 others, back to Deepholm.
- A 2,500 gp ruby, this item triggers a *veil* spell upon the bearer and all allies within 30 ft. The spell has a 17-hour duration and a Will save DC of 27.
- A map showing a secret entrance to the middle layer of the Sundered City, with a path marked leading directly to the throne room.
- A package containing such notes and material as are required to unlock the vault containing the Orb. Torm describes the steps detailed in the **Getting to the Orb of War** subsection in **Encounter 8**. Please note that unlocking this vault requires at least 1 minute's devoted attention (from a single person, though this time can be reduced if multiple PCs participate).
- One divine scroll of the *tongues* spell so that the PCs can say the unlocking phrases needed to unlock the vault. The PCs may purchase up to 2 additional divine scrolls of *tongues* if they so desire.

Torm recommends traveling to the city, entering under the effects of the *veil* spell, making their way to the throne room and retrieving the Orb and then using the *word of recall* to get home, but leaves it up to the PCs to plan their course.

He is unwilling to discuss the power of the Orb, simply stating that its use is a clan secret. He can confirm that the item cannot be casually used and will not be helpful in fighting their way free of the Sundered City.

A Bardic Lore check of DC 25 reveals that the artifact has been a part of dwarven warfare since the founding of the Deepholm clan, held and used primarily by the divine leadership of the Army of Stone.

The PCs may rest up for a day or two before leaving for the Sundered City. The trip to the conquered hold of the Deepholm clan takes approximately 2 days through mountainous terrain. The altitude is not enough to affect PCs adversely. PCs with land-based mounts find the

going much more difficult and Torm recommends against them as they may draw unnecessary attention. Mounts can travel to though the paths leading to the front gates more readily, but Torm recommends against going that direction, as it is heavily guarded.

ENCOUNTER 5: INTO THE SUNDERED CITY

If the PCs listen to Torm's instructions, they go through the 'back way' located in the abandoned mountainside temple. The 'front gate' entrance is also included below for parties who seek an alternate way in, though it is not recommended.

Note: If the PCs enter the Sundered City as instructed, it takes them 4 hours to reach the throne room traveling at a normal pace. It takes them twice as long if they enter through the front gate. It is important at this point to keep track of any spell durations.

FRONT GATE

Torm warned the PCs that going through the Sundered City's front gate exposes them to the primary duergar's primary defenses, and require them to travel through 2 additional, heavily defended, levels.

If the PCs insist on following that course, they find a hostile and alert pair of Deathbringer Battle squads, on watch at the city's front gate. The clerics scan all incoming shipments with *true seeing*, *detect good* and *detect magic*.

If the PCs have a way around these searches, they still must convince the watch staff that they are who they say they are, that requires a Diplomacy skill check (DC 35), or an opposed Bluff vs. Sense Motive check, with the duergar receiving a +20 circumstance modifier, to get through the gate.

All APLs (EL 20)

Deathbringer Fighter 13 (2): hp 143; see *Appendix 5*

Deathbringer Cleric 13 (2): hp 117; see *Appendix 5*.

Deathbringer Barbarian 13 (4): hp 195; see *Appendix 5*

In addition, the PCs face a truly horrid umber hulk standing guard in each main tunnel between levels one and two, and then again between levels two and three. These creatures have been tasked

to kill all that attempt to pass between levels without knowing the password of the day. In that the password is a military secret that is only passed from commander to subordinate on a need to know basis, there are few effective ways for the PCs to get this information.

All APLs (EL 14)

Truly Horrid Umber Hulk: hp 270; see *Monster Manual*, page 249.

If the PCs make it past these threats, please simply extemporaneously describe the first two levels of the stronghold based on the detail provided in Encounter 7. Keep in mind that traveling this way will take an additional 4 hours. If they are turned back, please return them to the hidden side door entrance below.

BACK WAY

The postern entrance to the abandoned clanhold is through a mountainside temple nearly destroyed in the fighting during the giant's initial advance. After 2 days travel, the PCs approach that mountain temple.

At the far end of the valley you have just entered you see the broken walls of a small fortification of dwarven construction. Moving deeper into the valley, the signs of battle become obvious. The valley floor is covered with hundreds of small mounds of earth. Closer investigation reveals skeletal bodies. It looks as if the earth attempted to swallow these creatures alive.

You carefully follow Torm's instructions and soon find yourself moving through an underground natural cavern. After several hours travel, and a long stairway climb you, reach a massive doorway.

Allow the PCs to prepare however they wish; from this point on they are in the Sundered City and at major risk every step of the way. Once they're done with their preparation, continue.

Carefully pushing open the door, you look out upon a scene of utter desolation. Torm told you to expect a scene from a desecrated temple, but what you see instead is a demolition site of massive proportions. The doorway you just opened, as the rest of the walls nearby, have all been scraped and burned clean and there are mounds of demolition debris, open smoking pits and vast yawning chasms, as far as the eye can see.

The entire level is illuminated by a hard red light and the unnatural creaking of settling debris fills the air.

The duergar are remaking the Sundered City to fit their vision, starting with this level due to the damage done during the Battle of Deepholm. There was no repairing the massive damage inflicted by 10 years of warfare, so the Duergar have brought in a stable of trained delvers and are using them to burn this level flat.

As the PCs make their way through this large open construction zone (each level of the Sundered City is approximately 3 square miles in size) they are exposed to many different risks. Open pits, poorly covered tunnels, acidic pools of delver drool, naturally occurring underground monsters who have not been driven out yet, etc. etc. This level is a death trap to the unprepared.

Trap: As the PCs make their way through the level they are exposed to these risks, eventually encountering the 'traps' below. Please note that it takes a full round action to search a 5-foot area (*Player's Handbook* pg. 81) so it is *extremely* unlikely that the PCs will be able to make meaningful headway through the level while searching every 5-foot square. Please see full description of the trap in the appropriate appendix.

APL 4 (EL 4)

Breakaway Floor: Search DC 24; mechanical trap; location trigger; see *Appendix 1*.

APL 6 (EL 6)

Shifting Debris: Search DC 14; mechanical trap; proximity trigger; see *Appendix 2*.

APL 8 (EL 8)

Breakaway Bridge: Search DC 27; mechanical trap; location trigger; see *Appendix 3*.

APL 10 (EL 10)

Breakaway Floor: Search DC 25; mechanical trap; location trigger; see *Appendix 4*.

Delver: hp 168; see *Monster Manual*, page 39.

Note: The delver is awakened by the PCs falling and immediately attacks. The tunnel stretches away hundreds of feet both directions.

ENCOUNTER 6: A DECENT INTO THE DEPTHS

The PCs have made their way through the demolition zone and now approach their first defensive hurdle: the main postern gate, or “trade gate”, of the clanhold.

After over 2 hours of travel through this demolition zone, you come to a series of tunnels leading away from this level. One major tunnel appears to rise; the other appears to fall. Your instructions from Torm clearly indicate you should follow the broad tunnel down to the main postern gate.

Wrong Way

If the PCs instead follow the path upwards they run into a truly horrid umber hulk that has been instructed to kill all who attempt to pass without a password. There is no way for the PCs to get the password.

All APLs (EL 14)

Truly Horrid UMBER Hulk: hp 270; see *Monster Manual*, page 249.

If the PCs get past the umber hulk, simply use the following descriptions to extemporaneously describe the upper 2 layers. There is nothing of strategic value to be gained in the upper levels.

THE TRADE GATE

If the PCs go down, as Torm directed, please continue.

Selecting the lower passage, the stark red light quickly turns to a cool clear blue, leading you onwards. In the clear light, you can see what the entire stronghold once must have looked like. Perfectly square, leveled and polished walls border a clear, well-laid road, which sharply curves as it works its way downwards into the mountain. The dwarves of Deepholm obviously took great pride in their home. After an hour’s travel you step around a final corner and the passageway begins to widen. 200 feet before you is a wall which blocks the entire passage, easily 300 feet across and 80 feet high.

Duergar guards stand clustered around the open trade gate, a 40-foot broad opening in the wall.

The PCs are deep enough in the stronghold that the duergar do not feel the need to keep the trade gates closed, but they are still watched. The PCs need to spin a convincing tale to bypass these guards, or defeat them quickly to avoid the alarm being raised.

The Gate Guards

Creature: Please note that the *veil* spell only impacts look, smell and touch, not sound. While the duergar do not get a save against the spell unless they touch the PCs, the Bluff checks below are critical to the PC’s attempts to get past the gate:

- If the PCs are **all** disguised as duergar they only need to succeed at a Diplomacy skill check (DC 15) or an opposed Bluff vs. Sense Motive check with no circumstance modifiers to get through the gate.
- If the PCs have even one PC **not** disguised as duergar they need to succeed at a Diplomacy skill check (DC 25) or an opposed Bluff vs. Sense Motive check, with the duergar receiving a +10 circumstance modifier, to get through the gate.
- If the PCs have **no** PCs disguised as duergar they need to succeed at a Diplomacy skill check (DC 35), or an opposed Bluff vs. Sense Motive check, with the duergar receiving a +20 circumstance modifier, to get through the gate.

Failing that, combat is the only option. However, please note that the duergar quickly realize they are overmatched, turn invisible and move to retreat and gather reinforcements.

APL4 (EL 3)

Deathbringer Ftr 2: hp 24; see *Appendix 1*.
Duergar War 1: hp 9; see *Monster Manual*, page 91.

APL6 (EL 5)

Deathbringer Clr 2: hp 19; see *Appendix 2*.
Deathbringer Ftr 2: hp 24; see *Appendix 2*.

APL8 (EL 7)

Deathbringer Clr 2: hp 19; see *Appendix 3*.
Deathbringer Ftr 2: hp 24; see *Appendix 3*.

Deathbringer Bbn 2 (2): hp 26 each; see *Appendix 3*.

APL10 (EL 9)

Deathbringer Clr 4: hp 38; see *Appendix 4*.
Deathbringer Ftr 4: hp 48; see *Appendix 4*.
Deathbringer Bbn 4 (2): hp 52; see *Appendix 4*.

Tactics: The duergar warrior at APL 4 does not fight at all, and immediately attempts to run to gather reinforcements. At all other APLs, the gate guards realize they are overmatched once combat begins and turn invisible before fleeing to summon reinforcements. If by some strange chance the PCs lose this fight, the module is over for them and they earn the 'Captured' notation on their AR.

Treasure: The gate guards have the equipment on their person, as listed in the appendices.

APL 4: L: 10 gp, C: X gp, M: 2 *potions of cure light wounds* (4 gp each).

APL 6: L: 23 gp, C: X gp, M: 4 *potions of cure light wounds* (4 gp each).

APL 8: L: 34 gp, C: X gp, M: 3 *potions of cure moderate wounds* (25 gp each).

APL 10: L: 34 gp, C: X gp, M: 6 *potions of cure moderate wounds* (25 gp each).

Development: If the PCs fail to stop the gate guards they summon a Deathbringer Battle Squad that arrives at the gate in 100 rounds (10 minutes), and begins hunting the PCs. At this point the module becomes a cat and mouse game, with the DM adjudicating the PCs attempt to flee. The PCs only hope is to run and lose the duergar in the blasted warrens. It should be extremely difficult to escape this group, but if the PCs make it to the demolition zone they have a chance.

If the PCs are already gone when the PCs arrive, the squad takes over guard duties for the day, effectively blocking the PCs exit from the level.

All APLs (EL 18)

Deathbringer Ftr 13: hp 143; see *Appendix 5*.
Deathbringer Clr 13: hp 117; see *Appendix 5*.
Deathbringer Brb 13 (2): hp 195 each; see *Appendix 5*.

ENCOUNTER 7: SURROUNDED BY THE ENEMY

The PCs must somehow wend their way through the heart of a city full of duergar. Every hand is against them and a full Deathbringer Battle Squad is only one alarm bell away. The PCs should be very aware of the danger they face, and walking on eggshells as they make their way to the throne room marked on their map. Have fun with this.

If all goes well, the PCs slip through this encounter and move on to the final step, actually acquiring the Orb... While only the most egregious error should bring the Deathbringer Battle Squad down on them, the PCs should feel they are only one small misstep away from certain death or enslavement.

After another 2 hours travel the path levels out and you find yourself at the entrance to the lower level of the Sundered City. Looking out over a vast cavern the familiar blue glow reveals a huge natural cavern, the open floor covered by a massive industrial complex. The red glow of a row of ore smelters is visible in the distance, illuminating a complex network of railways and tunnels that can only be the storied adamantine mine of the Deepholm clan. The level visibly crawls with activity, the duergar are here... And they're busy.

Please note that the *veil* spell only impacts look, smell and touch, not sound. While the duergar do not get a save against the spell unless they touch the PCs, the Bluff checks below are critical to the PC's interaction with the duergar.

- If the PCs are **all** disguised as duergar they merit hardly a glance from passing duergar. If they do happen to garner a by-passer's attention they only need to succeed at a Diplomacy skill check (DC 15) or an opposed Bluff vs. Sense Motive check with no circumstance modifiers to fashion a believable cover story. Failing that check, the affected duergar avoid the PCs, but not sound an alarm.
- If the PCs have even **one** PC not disguised as duergar they attract some interest, with the populace treating them as unfriendly. The PCs need to succeed at a Diplomacy skill check (DC 25), or an opposed Bluff

vs. Sense Motive check, with the duergar receiving a +10 circumstance modifier to fashion a believable cover story. Failing that check, all duergar in sight turn invisible and immediately flee and sound the alarm.

- If the party have **no** PCs disguised as duergar they become an object of major interest, with the populace treating them as hostile, and need to succeed at a multiple Diplomacy skill checks of DC 35 or opposed Bluff vs. Sense Motive, checks with the duergar receiving a +20 circumstance modifiers to fashion a believable cover story. Failing those checks, all duergar in sight turn invisible and immediately flee and sound the alarm.

Any alarm, if sounded, draws a Deathbringer Battle Squad to that site in 25 rounds.

Downtown

Torm's direction takes the PCs away from the industrial heart of the Sundered City, into the residential tunnels. As they make their way through the tunnels, the duergar's reaction to them depends upon their disguise choice.

Making your way through the residential tunnel network, you soon find yourself in a major branch. Stretching before you is a tunnel 40 feet wide, lined on both sides with signs written in dwarven, common and undercommon script. You have reached what appears to be the center of town.

The streets here are busy and cheerless; armed and armored duergar, the breastplate of each bearing a stylized outline of a shattered skull, patrol the crowded passageway constantly, mounted on huge dog-like creatures.

In the distance, you hear a squeal of fear that is quickly choked out and after a few moments traffic clears in the busy tunnel to allow a large group of duergar to pass. They are leading 4 huge frost salamanders, each only barely controlled by the web of chains around their neck and legs. As these creatures pass, one lunges out of its handler's control for a moment and charges the crowd. As the duergar get the beasts back under control the crowd disperses under the firm direction of the mounted patrols.

Please modify or paraphrase the below based on how the PCs are disguised and moving about the tunnels. Please note that if the duergar are treating them as hostile, or if the PCs attack any residents, the duergar turn invisible and flee as soon as the PCs come in sight, to raise an alarm that brings a Deathbringer Battle Squad to the site in 15 rounds.

Making your way through this region you pass several key branches in the tunnel, each clearly marked with its own sign. The warehouse district soon gives way to the armory and staging ground, then to the main army barracks and hospital. Each tunnel is marked by a series of large glyphs inlaid in black tile, and squads of dour duergar soldiers watch the tunnel traffic go past the intersections. The traffic in the tunnel swirls around these branch points, with clusters of duergar stopping to pass the time in brief conversation.

The PCs pass several important buildings, including an armory, a treasury, barracks, a stable, a warehouse district and a hospital. A successful Spellcraft check (DC 28) reveals the black-tile glyphs to be active glyphs of *greater anticipate teleport*. A successful Spellcraft check (DC 29) reveals they are tied to a series of *alarm*, *forcecage* and *summon monster IX* spells. There is no way for the PCs to tamper with these glyphs without being seen.

Street Talk

As the PCs travel, they may overhear some street conversations and pick up some information, assuming they understand Dwarven or Undercommon (roll randomly or pick out a piece of information). If the PCs actively attempt to listen into, or join, these conversations please have them make Bluff or Diplomacy checks as described above. If successful, they have the opportunity to learn the following, if not the PCs must deal with the results of those failed checks:

- Gather Information, DC [APL+5] – A Deathbringer Battle Squad just finished clearing the main southwest entrance on the first level. They found and killed a Nightmare Beast (Knowledge Arcane DC 20, this is a huge magical beast with substantial melee and magical ability [CR 15]). Based on the trophy head they carried back, they must be able to handle almost anything... Thank the gods we have such a strong internal security force.

- Gather Information, DC [APL+5] – The main ore vein is playing out, adamantine smelting may soon have to give over to the less profitable processing of iron and copper. Survey activity for another vein is taking more and more of the mine worker's time.
- Gather Information DC [APL+10] – The Hextorite ambassadors just left after a fairly tense negotiation; they are trying to regroup from their smashing defeat earlier this year and are looking to join forces.
- Gather Information DC [APL+10] – The Hill and Frost giant clans of the central Crystalmists are responding well to duergar offers of alliance.
- Gather Information DC [APL+10] – The slave force in the mines are beginning to weaken. Without fresh slaves, some of the miners are having to do the work themselves... Hard to believe some of those slaves have lasted almost 15 years, even with the 18-hour days and reduced rations, mountain dwarves are a hearty breed!
- Gather Information, DC [APL+15] – The reason that survey activity has so suddenly increased is the discovery of a major deposit of sapphires in the underground riverbed. There's plenty of ore backlogged for the smelters, but now there's a chance to mine a fortune and the mine's leadership is taking that chance.
- Gather Information, DC [APL+20] – The new sapphire deposit is yielding more than expected. Sapphires by the hundreds are being sorted and graded in the armory.

Temptation

As they walk along the main hall that leads them to the former throne-room, the PCs see something that may tempt the greedy.

As you make your way through to the tunnel that will lead you to the throne room, a group of duergar pushing a mine cart full of fist-sized sapphires makes it's way towards a large iron door. Two of the guards at the door crank them open, while the other two grip their weapons as you approach.

The PCs have now found a Deathbringer Battle Squad all on their own. If they stop at the

doors, they need to succeed on a Diplomacy skill check of DC 35 or an opposed Bluff vs. Sense Motive, check with the duergar receiving a +20 circumstance modifiers to fashion a believable cover story. Even such a believable story does not allow them into the treasury; just convince the defenders to politely ask them to leave. The duergar have very specific instructions to allow only certain duergar into the treasury. Failing that check, however, the duergar attack and immediately move to capture the PCs.

All APLs (EL 18)

Deathbringer Ftr: 143 hp; see *Appendix 5*

Deathbringer Clr: 117 hp; see *Appendix 5*.

Deathbringer Bbn (2): 195 hp; see *Appendix 5*

Assuming the PCs ignore these distractions, and work their way passed this section of tunnels, there is nothing between them and their goal, the former throne room of the Thane.

ENCOUNTER 8: VAULT IN THE THRONE

The PCs now stand approach the door to the ancient, and now former, throne room of the Three-Hold Thane in Deepholm. The room is now being used by the duergar as a repository of battle trophies. There are two duergar guards just outside the doors to the trophy room, but the real threat lies within. See **DM Aid: Map #3**.

Before you stand a great set of doors, which leads to the throne room formerly used by the Three-hold Thane. A pair of duergar stand guard just outside the doors. Beyond, you can clearly see that this room no longer showcases the pride of the dwarven people. The beautiful sculptures once carved into the very walls have been shattered and broken. The room now appears to be a primitive trophy room, filled with broken weapons and rent armor, of burned banners and broken standards; the remains of a decade of successful war.

The raised dais at the south end of the room holds the remains of a shattered stone chair, stripped of all items of value. Flanking it and along the walls are large statues of great dwarven warriors. Nearly shattered, these heavily damaged forms are covered in horrible graffiti.

The center of the room is marked by a series of large glyphs, inlaid in black tile.

The PCs can easily pass the guards, but have a hard time looking for magical traps, or doing much of anything inside the open-doored room, while the guards look on.

If the PCs try to search for traps in view of the guards, or attack the guards, the duergar **DO NOT** fight. Instead, they turn invisible and flee to summon a Deathbringer battle squad.

All APLs (EL 1)

Duergar War: 9 hp; see *Monster Manual*; pg.92

A successful Spellcraft check (DC 28) reveals the glyphs in the center of the room to be active glyphs of *greater anticipate teleport* (similar to the ones seen throughout the stronghold). A Spellcraft check (DC 29) reveals they are tied to a series of *alarm*, *forcecage* and *summon monster IX* spells. These glyphs do not affect creatures that are teleporting **out** of the room, nor do they harm anyone who has not teleported into the room.

Watch that First Step

Aside from these glyphs, the room is also *unhallowed*. The *unhallow* effect begins just inside the threshold of the doorway, and is set to trigger an area *greater dispel magic* spell, if anyone who is **NOT** lawful evil, enters the room. When triggered, the *greater dispel magic* targets Torm's *veil* spell (as it is the highest caster-level effect on the PCs). This is not a trap, and cannot be disarmed. For the purposes of this scenario, assume that the *greater dispel magic* dispels the *veil* spell, and only the *veil* spell, leaving the PCs looking as they truly appear.

Once the PCs step into the room, and the *veil* spell is dispelled, roll initiative. If the duergar guards are still there, they turn invisible and flee to sound the alarm. They do **NOT** stand and fight the PCs.

Precisely three rounds after the PCs have entered the room, the corrupted dwarf ancestors attack if any of the following has happened:

- The PCs entered the room and set off the *greater dispel magic* effect, which dispelled their *veil* spell.
- The PCs attacked the guards at the door.

- Any of the PCs speak anything other than Dwarf or Undercommon once inside the room.

When the dwarf ancestor(s) steps forward, it releases a dead-man's switch that seals the room (the double doors close), douses the lights (throwing the PCs to their own devices for illumination, this is NOT magical darkness) and sets off an *alarm* throughout the stronghold. The pressure is on to get the Orb and teleport away before the duergar reinforcements arrive.

Getting to the Orb of War

The PCs were told by Torm that the Orb was hidden under throne itself, and that opening the vault hiding this item would require the following steps:

- *Stone shape* (or break) the 2-inch slab facing the third step of the throne's dais. The stone slab has a hardness of 8 and it has 30 hit points. Alternatively, they can make a Strength check (DC 26) to break it. This exposes an adamantine vault door with no handle or keyhole. (If the PCs are having trouble breaking this step, they can find an adamantine blade amongst the ruined weapons/war trophies after only 2 rounds searching.)
- The vault door is magically reinforced and locked (treat as 4 individual *walls of force*, layered one after the other over the top of the surface of the adamantine vault) and can only be opened with either multiple *disintegrate* spells, or by speaking the 5 locking phrases in order. The locking phrases are the central tenets of the faiths of the good dwarven pantheon (Moradin, Berronar, Clanggedin, Dumathoin, Vergadain) and require 5 full-round actions to speak. Torm provided a sheaf of notes to read from and speak these phrases.
- Once opened the PCs see an additional adamantine plate with three keyholes. Torm has provided three keys, each of which must be used in turn, and each of which require a full round action to insert and turn (Torm has provided the order and timing of their use).
- The PCs can now open the final door, made of lead, and find an impenetrable white glow. Speaking the phrase "Moradin releases thee" in dwarven

causes the glow to dim and reveals a fist-sized, perfectly clear, sphere.

- The PCs may now take the Orb, if scanned with *detect magic* it radiates overwhelming evocation as well as divination.

Note: The rubble and trophies scattered amongst this room include weapons, which the PCs may need to defeat the corrupted dwarf ancestors (though they may not know it yet). If any PC makes a Search check in the three rounds before the corrupted ancestors activate (or anytime thereafter), that PC may find an adamantine weapon. A successful Search check (DC 5+APL) reveals one adamantine weapon amongst the trophies. Finding another such weapon requires an additional Search check, or a Spot check (DC 15+APL).

The adamantine weapon found is one of the following: greataxe, warhammer, heavy mace or a quiver of 50 crossbow bolts (assign appropriately, or randomly, according to the need of the party).

The number of weapons that can be found in this manner varies by APL as follows:

APL 4: three adamantine weapons

APL 6: two adamantine weapons

APL 8: two adamantine weapons

APL 10: one adamantine weapon

Corrupted Ancestors of Deepholm

Before they can retrieve the Orb, the PCs must deal with the room's actual guards. Keep track of where the PCs are three rounds after entering the room, and then read the following (modify as required if the PCs are also providing their own light as a backup to the stronghold's background illumination).

A piercing alarm fills the air as the ironbound doors through which you entered slam shut. With a surprisingly quick step, one of the damaged statues raises its weapon and moves to attack. That vision is burned into your mind as the background illumination in the room is suddenly extinguished, and the room is plunged into darkness.

Creature: The statue(s) is a corrupted dwarven ancestor, who's empowering spirit now guards the trophy room and attacks any non-duergar in the room. They are outsiders inhabiting statues, not constructs. When the statue(s) steps

forward it releases a dead-man's switch that seals the room, douses the lights (throwing the PCs to their own devices for illumination, this is NOT magical darkness) and sets off an alarm throughout the stronghold.

Note: The *unhallow* effect grants the corrupted ancestors a +2 resistance bonus to saves against good-aligned creatures (noted in the stat-block). Additionally, the statues are damaged, and receive a -2 to their natural AC, though this is partially compensated for by the +2 deflection bonus vs. good-aligned creatures. This AC variance is included in the statblock.

EL Note: The EL of this encounter is +1 due to circumstance modifiers (no lighting, difficult terrain, *unhallow* effect, and the difficulty of simultaneously opening the vault). This has already been accounted for below.

APL 4(EL 7)

Corrupted Dwarven Ancestor: hp 64; see *Appendix 1*.

APL 6(EL 9)

Corrupted Dwarven Ancestor (2): hp 64 each; see *Appendix 2*.

APL 8(EL 11)

Corrupted Dwarven Ancestor (2): hp 102 each; see *Appendix 3*.

APL 10(EL 13)

Corrupted Dwarven Ancestor (2): hp 153; see *Appendix 4*.

Tactics: These creature(s) are cunning, fearless, skilled fighters who deploy the best tactics available to them and fight to the death to destroy any non-duergar within sight. If two are present they work together, flanking the most dangerous opponents. They use their blink out ability to bypass magics like *wall of force*, if such magics are employed against them. Please note that they have darkvision (60 ft.) and do their best to extinguish any lights in the room to maximize that advantage if it appears their opponents rely on light to see. Please see *Dungeon Master's Guide* page 67 and 302 for details on this.

Treasure: The Orb, of course. Any war trophies or adamantine weapon(s), if any were found, are not treasure, as they belong to the Deepholm clan, and are claimed upon the PC's return.

Development: Precisely 10 rounds after the PCs enter the room; a Deathbringer Battle Squad arrives outside the door. It takes them an additional 2 rounds to open the doors (feel free to describe the sounds of locks being opened on the other side of the doors as the PCs battle the dwarf ancestor). If the PCs have barricaded the door, it takes the battle squad a few more rounds to get inside the throne room. Once inside, if the PCs are still there, they attack the party. Please note that they attack to incapacitate and capture PCs, not kill them.

All APLs (EL 18)

Deathbringer Fighter: 143 hp; see *Appendix 5*

Deathbringer Cleric: 117 hp; see *Appendix 5*.

Deathbringer Barbarian (2): 195 hp; see *Appendix 5*

CONCLUSION

Please note, you will need to describe two conclusions at the end of the module, the first to describe the results of their trade route work, second to describe the results of their expedition into the Sundered City.

CONCLUSION: TRADE ROUTE RESOLUTION

The **Founder's Rights** and the **Favor of Arglwyth Krelor Deepforge** benefits on the AR are dependant on the level of success the PCs achieved with delivering the caravan to Deepholm, as outlined below:

Introduction:

- A simple majority of the party stayed in the dwarven Hall in Urtcheck and related well with the dwarves therein.
- The PCs gain the support of Gallath, **without** letting Gallath learn of their task (PCs did not fail 3 or more Will saves during the contest and no PC shared the information with Gallath willingly).

Encounter 1:

- PCs defeated Mogrash and his varag 'pets', ending the bandit threat.

Encounter 2:

- PCs did not offend the Arglwyth Krelor.

Encounter 3:

- PCs succeed in making two skill checks in the forest.

Full Success:

Full success is earned if the party was successful in all of the bulleted points above. PCs receive **Founder's Rights** and the Favor of **Arglwyth Krelor Deepforge**.

Qualified Success:

The players receive a qualified success if they failed no more than three of the above bulleted tasks. PCs receive **Founder's Rights** and the Favor of **Arglwyth Krelor Deepforge**.

Limited Success:

The players receive a limited success if they failed at four or more of the above bulleted tasks, but still delivered the caravan. PCs do NOT receive **Founder's Rights** but DO receive the favor of **Arglwyth Krelor Deepforge**.

Failure:

The PCs fail if they do not deliver the caravan to Deepholm. PCs do NOT receive **Founder's Rights** or the Favor of **Arglwyth Krelor Deepforge**.

CONCLUSION: SUCCESS UNDER THE MOUNTAIN

The *word of recall* spell is keyed to an unlit 15 by 15 room buried 15 feet directly behind the head of a *gated* Earth Monolith. The PCs arrival triggers a mental *alarm* that alerts Torm to their presence. After quickly checking the contents of the room (Torm nicely asks the Monolith to simply turn its head and look to see who's there). Once he confirms it's the PCs, he asks the Monolith to step aside.

Moments after crushing the gem, you find yourself in a close, cold, pitch black room. After a few moments, you hear a sound much like boulders grinding together.

If any of the PCs speak Terran, they can just barely make out the deep sounds of the Monolith describing to Torm the party in the room. After a couple of rounds, continue

Just as your eyes are beginning to adjust to the darkness, the back wall of the room moves aside and you realize it was actually the head of a massive earthen creature. It ducks

its head through the floor, disappearing from view. Before you now, with an eager look on his face, is Torm Stonecrow Rockbender. "Did you find it?" he asks, hope gleaming from eyes. As he sees the confirmation in your face, he shouts in laughter and claps his hands emphatically. You feel the clap echo through your bones as it seems to be repeated by the very walls themselves. As he accepts the Orb from your hand, he smiles grimly. "And so the defeat of the duergar begins."

Torm knows full what the PCs have just been through and suitably impressed by the PCs success. He immediately takes the Orb from the PCs, and then call for aid and comfort, offering any aid the PCs need and then hosting a celebration in their honor. The PCs are offered a place of honor in Urtcheck (which is where they've returned too) for as long as they'd like to stay.

CONCLUSION: FAILURE UNDER THE MOUNTAIN

The word of recall spell is keyed to an unlit 15 by 15 room buried 15 feet directly behind the head of a gated Earth Monolith. The PCs arrival triggers a mental alarm that alerts Torm to their presence. After quickly checking the contents of the room (Torm nicely asks the Monolith to simply turn its head and look to see who's there). Once he confirms it's the PCs, he asks the Monolith to step aside.

Moments after crushing the gem, you find yourself in a close, cold, pitch black room. After a few moments, you hear a sound much like boulders grinding together.

If any of the PCs speak terran, they can just barely make out the deep sounds of the Monolith describing to Torm the party in the room. After a couple of rounds, continue

Just as your eyes are beginning to adjust to the darkness, the back wall of the room moves aside and you realize it was actually the head of a massive earthen creature. It ducks its head through the floor, disappearing from view. Before you now, with an eager look on his face, is Torm Stonecrow Rockbender. "Did you find it?" he asks, hope gleaming from eyes. As he sees the refusal in your face, his expression falls. "I feared as much... And now the fight has gotten that much harder". With a grunt, he gestures and a pair of dwarven clerics move to heal your wounds.

Torm walks from the room without another word.

Torm knows full what the PCs have just been through and, regardless of his disappointment, is pleased the PCs were able to return alive. The PCs are offered a place of rest in Urtcheck (which is where they've returned too) for as long as they need to recover from their wounds.

CONCLUSION: CAPTURED UNDER THE MOUNTAIN

The PCs have been captured by the duergar of the Sundered City, not a race known for the tender treatment of their prisoners.

You awaken slowly, pain coursing through every fiber of your being. As you gather you senses, you find yourself naked and shivering, chained to a rough stone wall with a short iron chain. At your feet is a pick and a bucket and you see a duergar with a whip step into the dim torch light... You've been captured by the duergar and sentenced to their favorite punishment; to be worked to death.

This PC has been captured, please mark their AR as appropriate and notify the Geoff Triad of this PCs fate.

CONCLUSION: BETRAYAL UNDER THE MOUNTAIN

If a PC decides to take the Orb for their own, or in any way willingly fails to deliver it to Torm within 72 hours of retrieving it from the Sundered City, Torm arrives at that PCs location with an overwhelming force, take the Orb, and then judge the PC for theft against the dwarven people. If guilty he imprisons, as per the *imprisonment* spell, the PC for 52 TU. Have as much fun with this as you like, Torm does **not** kill the PC, but does arrive with as overwhelming a force as you care to construct. Please mark the players AR as appropriate and contact the Geoff Triad at ma_triad@yahoo.com with encounter details.

CAMPAIGN CONSEQUENCES

At Ottercon 2007 Premier only: Please use attached critical events summary to communicate the following to the campaign staff:

1. Were the PCs successful at establishing a trade route to Deepholm? Yes
No

If so, list player names/PC names here along with their level of success:

2. Were any PCs captured?

Yes No

If so, list player names/PC names here:

3. Did the PCs retrieve the Orb of War?

Yes No

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeated Mogrash and his varag 'pets'.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

Encounter 5

Survived or cleverly circumvented the 'construction site' trap in the Sundered City.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

Encounter 6

Defeated the duergar trade gate guards or successfully bluffed their way past.

APL 4: 90 xp.

APL 6: 150 xp.

APL 8: 210 xp.

APL 10: 270 xp.

Encounter 8

Defeated the corrupted dwarven ancestors inside the throne room.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

Story Award

Successfully trailblazing a caravan route to Deepholm.

APL 4: 50 xp.

APL 6: 70 xp.

APL 8: 85 xp.

APL 10: 100 xp.

Successfully returning the Orb of War to Clan Deepholm.

APL 4: 50 xp.

APL 6: 70 xp.

APL 8: 85 xp.

APL 10: 100 xp.

Discretionary Roleplaying Award

APL 4: 35 xp.

APL 6: 40 xp.

APL 8: 55 xp.

APL 10: 70 xp.

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used

before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 1:

APL 4: L: 149 gp, C: 7 gp, M: *lesser bracers of archery* (417 gp), *4 potions of cure moderate wounds* (25 each).

APL 6: L: 116 gp, C: 10 gp, M: *+1 composite longbow* (200 gp), *lesser bracers of archery* (417 gp), *4 potions of cure moderate wounds* (25 each).

APL 8: L: 116 gp, C: 13 gp, M: *+1 human bane composite longbow* (700 gp), *lesser bracers of archery* (417 gp), *4 potions of cure moderate wounds* (25 each), *cloak of elvenkind* (208 gp).

APL 10: L: 116 gp, C: 17 gp, M: *+1 human bane composite longbow* (700 gp), *lesser bracers of archery* (417 gp), *4 potions of cure moderate wounds* (25 each), *cloak of elvenkind* (208 gp), *3 boots of striding and springing* (458 gp each).

Encounter 2:

APL 4: L: 0 gp, C: 33 gp, M: 0

APL 6: L: 0 gp, C: 50 gp, M: 0

APL 8: L: 0 gp, C: 67 gp, M: 0

APL 10: L: 0 gp, C: 83 gp, M: 0

Encounter 6:

APL 4: L: 10 gp, C: 0 gp, M: *2 potions of cure light wounds* (4 gp each).

APL 6: L: 23 gp, C: 0 gp, M: *4 potions of cure light wounds* (4 gp each).

APL 8: L: 34 gp, C: 0 gp, M: *3 potions of cure moderate wounds* (25 gp each).

APL 10: L: 34 gp, C: 0 gp, M: 6 *potions of cure moderate wounds* (25 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 159 gp, C: 40 gp, M: 525 gp – Total: 724 gp (650 gp).

APL 6: L: 139 gp, C: 60 gp, M: 733 gp – Total: 932 gp (900 gp).

APL 8: L: 150 gp, C: 80 gp, M: 1,500 gp – Total: 1,730 gp (1,300 gp).

APL 10: L: 150 gp, C: 100 gp, M: 2,949 gp – Total: 3,199 gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Trade Route Founder's Rights:

The PCs have succeeded in establishing a permanent trade route to the new Deepholm clanhold in the Crystalmists. For their efforts, Arglwyth Krelor offers them Founder's Rights to the caravan trade route. The PCs may partner with Krelor and purchase a portion of the caravan, thereby sharing in its future profits (or losses). Any PC who wishes to buy into the caravan must do so at the end of this adventure, and only at the end of this adventure. The initial buy-in cost is **75gp x APL** at which the PC played the adventure (i.e. APL 8 = 600gp initial investment). In return, the PC will see returns based on how well the caravan fairs in the future. The PC will see returns in two possible ways:

Collecting Returns: As long as you retain Founder's Rights, you may spend up to 1 Time Unit after any Geoff Regional adventure to visit Pwyst's Rhyd and collect returns on your investment. You do not have to spend lifestyle costs while visiting Pwyst's Rhyd. Each time you spend 1 Time Unit in this manner, you collect 10gp x the APL marked on this AR.

Cashing Out: You may cash out of your investment and sell your Founder's Rights back to Arglwyth Krelor, but you must wait at least 6 months (real time) before you may do so. When you cash out, your return will be 75gp x your **current** APL at the time you cash out (so it is beneficial to wait as long as possible before cashing out). A PC may cash out up to two years after the date on this AR. After that, he is considered to be a partner for life (and may still collect returns).

Note: Your Founder's Rights are subject to the economic health of the Three-Hold dwarven nation, as well as the Grand Duchy of Geoff. If there is ever any future trade instability, your returns may suffer. If this ever happens, it will be noted on future Geoff Regional ARs.

Favor of Shield Lord Torm Rockbender

This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle one selected): weapon special abilities – *corrosive* (*Dungeon Master's Guide II*), *earth elemental power* (*Dungeon*

Master's Guide II); armor special abilities – *fortification (any)*, *fortifying defense* (*Dungeon Master's Guide II*).

Alternatively, the PC can use this favor to gain access to one of the following:

Dwarven Gift: Torm offers to have the metal smiths of Deepholm create a Dwarven Item (*Races of Stone*). This item is limited to one medium-sized metal weapon, or one medium-sized suit of metal armor. Use of the favor in this manner requires the expenditure of 1 Time Unit, as the PC must be present for the customization of the item. This favor offers access, but the PC must still purchase the dwarven item. Owning a dwarven item satisfies the special prerequisite for the Battlesmith prestige class (*Races of Stone*).

Dwarven Companion: Torm will arrange for the PC to have her pick of a litter of trained deep hounds (*Races of Stone*). The PC must still pay the breeder, and perhaps a trainer, for the hound (see *Races of Stone* page 186). Use of this favor in this manner requires the expenditure of 1 Time Unit as the hound acclimates to its new owner.

Dwarven Blessing: Torm will cast any divine spell of 9th level or lower before or after any Geoff Regional adventure. His domains are Protection and Earth. Torm will NOT cast any spell that: is evil, chaotic, harms other beings, or has an XP cost. The PC must pay for any material component. Please Note: Any spell selected must be from the list of Open spells as defined by the LGCS. This use of the feature requires the expenditure of 1 Time Unit.

Favor Level B. Mark this Favor as USED when it is spent.

Favor of Arglwyth Krelor Deepforge

This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle one selected): weapon special abilities – *holy*; armor special abilities – *bashing*.

Alternatively, this favor can be used in conjunction with the Favor of Shield Lord Torm Rockbender with the following effects:

Dwarven Gift: When combined and spent with Torm's favor, this favor allows the dwarven weapon or suit of armor to be crafted of mithral. Both favors must be spent to have the item crafted out of mithral, and the PC must wait

an additional 1 Time Unit (2 TUs total) for the item to be finished. This is access, and the PC must still purchase the mithral dwarvencraft item.

Dwarven Companion: When combined and spent with Torm's favor, the PC receives a 50% discount on the cost of the deep hound, and the training of the hound is free (see Races of Stone page 186). The PC must wait an additional 1 Time Unit (2 TUs total), for Krelor to exert his influence.

In addition to the above, Arglwyth Krelor's favor can be used to waive the first year of cantreval land rental (500gp) for any PC who wishes to become a ffolk or trevdyn of Ystrad Cloer cantrev (meta-org).

Favor Level B. Mark this Favor as USED when it is spent.

Members of Army of Stone Metaorganization: Dwarven Plate (*Regional; Dungeon Master's Guide*), Adamantine Battleaxe (*Regional; Dungeon Master's Guide*), Spined Shield (*Regional; Dungeon Master's Guide*)

Members of Clan Deepholm Metaorganization: Belt of Dwarvenkind (*Regional; Dungeon Master's Guide*), Boots of the Winterlands (*Regional; Dungeon Master's Guide*), Earthsilk Jersey (*Regional; Races of Stone*), Earthsilk Rope (*Regional; Races of Stone*).

Members of Church of Moradin Metaorganization: Candle of Invocation [Lawful Good] (*Regional; Dungeon Master's Guide*), Elemental Gem [Earth] (*Regional; Dungeon Master's Guide*), True Holy Symbol (*Regional; Planar Handbook*).

Members of Ystrad Cloer Metaorganization: Boots of the Winterlands (*Regional; Dungeon Master's Guide*), Lens of Detection (*Regional; Dungeon Master's Guide*), +1 darkwood bashing shield (*Regional; Dungeon Master's Guide*).

Item Access

APL 4 and 6:

Lesser Bracers of Archery (*Adventure; Dungeon Master's Guide*)

APL 8:

+1 Human Bane Longbow (*Adventure; Dungeon Master's Guide*)

Cloak of Elvenkind (*Adventure; Dungeon Master's Guide*)

APL 10:

Boots of Striding and Springing (*Adventure; Dungeon Master's Guide*)

APPENDIX 1 – APL 4

ENCOUNTER 1

MOGRASH

CR 2

Male hobgoblin Ranger 2

NE Medium humanoid (goblinoid)

Init +3; **Senses** Darkvision 60 ft.; Listen +3, Spot +4

Languages Common, Goblin

AC 17, touch 13, flat-footed 14

(+3 Dex, +3 studded leather, +1 buckler)

hp 14 (2 HD)

Fort +5, **Ref** +6, **Will** +1

Speed 30 ft. (6 squares)

Melee mwk longsword +5 (1d8+2/19-20)

Ranged mwk composite longbow +8 (1d8+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Combat Gear *potion of cure moderate wounds*, tanglefoot bag

Abilities Str 14, Dex 17, Con 15, Int 8, Wis 12, Cha 10

Feats Weapon Focus (longbow)

Skills Hide +6, Knowledge (arcana) +2, Listen +3, Move Silently +5, Spellcraft +2, Spot +4, Survival +4

Possessions combat gear plus studded leather armor, masterwork composite longbow, 40 arrows, masterwork longsword, *lesser bracers of archery*, 40 gold pieces.

Description A tall and burly goblinoid with hairy skin, and a flat nose and chin, armored in leathers and wielding a six-foot longbow.

VARAG

CR 1

CE Medium humanoid (goblinoid)

Init +7; **Senses** Darkvision 60 ft.; scent; Listen +0, Spot +0

Languages Goblin

AC 20, touch 14, flat-footed 16

(+4 Dex, +3 studded leather, +3 natural)

hp 22 (3 HD)

Fort +4, **Ref** +7, **Will** +1

Speed 60 ft. (12 squares); Run; Spring Attack

Melee mwk scimitar +7 (1d6+4/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Combat Gear *potion of cure moderate wounds*

Abilities Str 17, Dex 19, Con 16, Int 8, Wis 10, Cha 8
SQ

Feats Improved Initiative, Run, Spring Attack, Weapon Focus (scimitar)

Skills Jump +18, Listen +0, Move Silently +15, Spot +0, Survival +0 (+4 when tracking by scent) * A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.

Possessions combat gear plus studded leather armor, masterwork scimitar

Description This humanoid stands close to 7 feet tall when fighting, but runs on all fours. It has a hunched posture, double-jointed hind legs, and thick, sinewy skin. The creature bears a slight resemblance to a hairy and ferocious hobgoblin, but has a more primitive look to it and two curving horns that sweep away from its skull. It wields a cleaver-like scimitar with both hands.

Sources Varag (Monster Manual 4)

ENCOUNTER 5

BREAK-AWAY FLOOR TRAP

CR 4

Description A poorly designed pit cover collapses when walked over. The pit cover and the hole below spans the 10 foot wide hallway (it is likely a pitfall trap under construction). As soon as there is 150 lbs. of weight (likely one or two PCs walking over it) placed on the 10-foot by 10-foot pit cover, it breaks and causes all targets in the trap's location to fall 40 feet.

This trap does not reset.

Search DC 24; **Type** mechanical trap

Trigger location, **Init** +2

Effect 40-foot fall into pit (4d6 falling damage), Reflex DC 20 avoids fall (each affected target)

Disarm The trap cannot be disarmed, but can be circumvented by replacing the unsafe boards of the pit cover or jumping over the pit

ENCOUNTER 6

DEATHBRINGER - FIGHTER

CR 3

Male duergar Fighter 2

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3

Languages Common, dwarven, Undercommon

AC 15, touch 10, flat-footed 15

(+5 chain shirt)

hp 24 (2 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +6 (+2 against spells), **Ref** +0 (+2 against spells), **Will** +0 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Greataxe +7 (1d12+6/x3)

Ranged Heavy crossbow +2 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Combat Gear 2 *potions of cure light wounds*

Atk Options Cleave, Power Attack

Spell-Like Abilities (CL 3rd):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 6

SQ

Feats Cleave, Power Attack, Weapon Focus (Greataxe)
Skills Climb +9, Spot +3, Listen +3
Possessions combat gear + greataxe, chain shirt

ENCOUNTER 8

CORRUPTED DWARVEN ANCESTOR **CR 7**

LE Large outsider (native)

Init -1; **Senses** Darkvision 60 ft., Listen +9, Spot +9

Aura ancestral spirt (30 ft.)

Languages Dwarven, Undercommon

AC 24 (26 vs. good), touch 8 (10 vs. good), flat-footed 24 (26 vs. good)

(-1 size, -1 Dex, +16 natural, +2 deflection vs. good)

hp 64 (5 HD); DR 10/adamantine

Immune poison

Fort +13 **Ref** +3, **Will** +5 (add +2 to saves vs. good)

Speed 20 ft. (4 squares)

Melee +1 *greataxe* +11 (1d12+10/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +15

Atk Options Cleave, Power Attack,

Abilities Str 22, Dex 8, Con 28, Int 8, Wis 13, Cha 14

SQ blink out

Feats Cleave, Power Attack,

Skills Climb +14, Intimidate +10, Jump -4, Knowledge (history) +7, Knowledge (the plans) +7, Listen +9, Spot +9, Survival +1 (+3 on other planes)

Possessions None, the magical nature of the war axe is an effect of the creature, not the axe itself. When the creature is destroyed the weapon is as well.

Ancestral Spirit (Su) Any duergar within 30 ft. of a corrupted dwarf ancestor gains a +1 moral bonus on attack and damage rolls

Blink Out (Su) Once per day, a corrupted dwarf ancestor can become incorporeal until the beginning of its next turn. Activating this ability is a free action that does not provoke attacks of opportunity.

Description *A great status comes to life, it looks like a dwarf warrior clad in splint mail, all formed of dark granite. It's eyes glow red as it raises a greataxe and challenges you in a gravely voice.*

Sources dwarf ancestor (Monster Manual 4)

APPENDIX 2 – APL 6

ENCOUNTER 1

MOGRASH **CR 3**
Male hobgoblin Ranger 3
NE Medium humanoid (goblinoid)
Init +3; **Senses** Darkvision 60 ft.; Listen +3, Spot +6
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
(+3 Dex, +3 studded leather, +1 buckler)
hp 21 (3 HD)
Fort +5, **Ref** +6, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk longsword +6 (1d8+2/19-20)
Ranged +1 composite longbow +9 (1d8+2/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*, tanglefoot bag

Abilities Str 14, Dex 17, Con 15, Int 8, Wis 12, Cha 10
Feats Weapon Focus (longbow), Precise Shot
Skills Hide +7, Knowledge (arcana) +3, Listen +3, Move Silently +5, Spellcraft +2, Spot +6, Survival +4
Possessions combat gear plus studded leather armor, +1 composite longbow, 40 arrows, masterwork longsword, lesser bracers of archery, 60 gold pieces.

Description A tall and burly goblinoid with hairy skin, and a flat nose and chin, armored in leathers and wielding a six-foot longbow.

DRAK, MESHAG & DIGO **CR 5**
Male varag Scout 1
CE Medium humanoid (goblinoid)
Init +8; **Senses** Darkvision 60 ft.; scent; Listen +0, Spot +0
Languages Goblin

AC 20, touch 14, flat-footed 16
(+4 Dex, +3 studded leather, +3 natural)
hp 30 (4 HD)
Fort +4, **Ref** +9, **Will** +1

Speed 60 ft. (12 squares); Run; Spring Attack
Melee mwk scimitar +7 (1d6+6/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5
Atk Options skirmish +1d6 dmg
Special Actions trapfinding
Combat Gear *potion of cure moderate wounds*

Abilities Str 18, Dex 19, Con 16, Int 8, Wis 10, Cha 8
SQ
Feats Improved Initiative, Run, Spring Attack, Weapon Focus (scimitar)
Skills Hide +6, Jump +20, Listen +0, Move Silently +17, Spot +0, Survival +1 (+5 when tracking by scent) * A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.

Possessions combat gear plus studded leather armor, masterwork scimitar

Skirmish (Ex) Deal extra 1d6 damage on all attacks made during a round in which you move at least 10 feet. The extra damage applies only to attacks made during the scout's turn. Creatures not subject to critical hits do not take skirmish damage.

Description This humanoid stands close to 7 feet tall when fighting, but runs on all fours. It has a hunched posture, double-jointed hind legs, and thick, sinewy skin. The creature bears a slight resemblance to a hairy and ferocious hobgoblin, but has a more primitive look to it and two curving horns that sweep away from its skull. It wields a cleaver-like scimitar with both hands.

Sources Varag (Monster Manual 4), Scout (CA)

ENCOUNTER 5

SHIFTING DEBRIS TRAP **CR 6**
Description A poorly formed pile of debris that shifts as the PCs walk past it. The construction debris is located in a large alcove off the hallway the PCs are traveling, and is held in only by a few rickety boards. As the PCs walk on some boards that cover the floor, those boards disturb the boards holding in the debris causing them to shift and release the rocks, which then spill into a 10-foot by 10-foot area affecting any PCs in that area of the hallway. The debris only partially blocks the hallway once it shifts.
This trap does not reset.

Search DC 14; **Type** mechanical trap

Trigger proximity, **Init** +3

Effect Melee falling rocks +20 (8d6), each affected square

Disarm The trap cannot be disarmed, but can be circumvented by walking on the floor very carefully or shoring up the alcove in a quick and safe manner

ENCOUNTER 6

DEATHBRINGER - FIGHTER **CR 3**
Male duergar Fighter 2
LE Medium Humanoid (dwarf)
Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3
Languages Common, dwarven, Undercommon

AC 15, touch 10, flat-footed 15
(+5 chain shirt)
hp 24 (2 HD)
Immune Paralysis, phantasms, poison
Resist +2 racial bonus on saves against spell and spell like abilities
Fort +6 (+2 against spells), **Ref** +0 (+2 against spells), **Will** +0 (+2 against spells)
Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Greataxe +7 (1d12+6/x3)
Ranged Heavy crossbow +2 (1d10/19-20x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options Cleave, Power Attack
Combat Gear 2 *potions of cure light wounds*
Spell-Like Abilities (CL 3rd):
1st— (1/day) *enlarge person, invisibility*

Abilities Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 6
SQ
Feats Cleave, Power Attack, Weapon Focus (Greataxe)
Skills Climb +9, Spot +3, Listen +3
Possessions combat gear + greataxe, chain shirt

DEATHBRINGER - CLERIC CR 3

Male duergar cleric 2
LE Medium Humanoid (dwarf)
Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3
Languages Common, dwarven, Undercommon

AC 17, touch 10, flat-footed 17
(+5 chain shirt, +2 steel shield)
hp 19 (2 HD)
Immune Paralysis, phantasms, poison
Resist +2 racial bonus on saves against spell and spell like abilities
Fort +6 (+2 against spells), **Ref** +0 (+2 against spells),
Will +6 (+2 against spells)
Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.
Melee Heavy mace +2 (1d8+1/x2)
Ranged Light crossbow +1 (1d8/19-20x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Combat Gear 2 *potions of cure light wounds*
Cleric Spells Prepared (CL 2nd):
1st— *cause fear, cure light wounds, doom*
0— *detect magic* (3), *create water*
Base DC = 13 + spell level
D: Domain spell: *sanctuary* Deity: Laduguer. Domains: Earth, Protection
Spell-Like Abilities (CL 3rd):
1st— (1/day) *enlarge person, invisibility*

Abilities Str 12, Dex 10, Con 16, Int 10, Wis 16, Cha 6
Feats Combat Casting
Skills Concentration +8, Heal +5, Spellcraft +8
Possessions combat gear + heavy mace, chain shirt, heavy steel shield, silver holy symbol

ENCOUNTER 8

CORRUPTED DWARVEN ANCESTOR CR 7

LE Large outsider (native)
Init -1; **Senses** Darkvision 60 ft., Listen +9, Spot +9
Aura ancestral spirit (30 ft.)
Languages Dwarven, Undercommon

AC 24 (26 vs. good), touch 8 (10 vs. good), flat-footed 24 (26 vs. good)
(-1 size, -1 Dex, +16 natural, +2 deflection vs. good)

hp 64 (5 HD); DR 10/adamantine
Immune poison
Fort +13 **Ref** +3, **Will** +5 (add +2 to saves vs. good)

Speed 20 ft. (4 squares)
Melee +1 *greataxe* +11 (1d12+10/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +15
Atk Options Cleave, Power Attack,

Abilities Str 22, Dex 8, Con 28, Int 8, Wis 13, Cha 14
SQ blink out
Feats Cleave, Power Attack,
Skills Climb +14, Intimidate +10, Jump -4, Knowledge (history) +7, Knowledge (the plans) +7, Listen +9, Spot +9, Survival +1 (+3 on other planes)
Possessions None, the magical nature of the war axe is an effect of the creature, not the axe itself. When the creature is destroyed the weapon is as well.

Ancestral Spirit (Su) Any duergar within 30 ft. of a corrupted dwarf ancestor gains a +1 moral bonus on attack and damage rolls
Blink Out (Su) Once per day, a corrupted dwarf ancestor can become incorporeal until the beginning of its next turn. Activating this ability is a free action that does not provoke attacks of opportunity.

Description A great status comes to life, it looks like a dwarf warrior clad in splint mail, all formed of dark granite. It's eyes glow red as it raises a greataxe and challenges you in a gravelly voice.

Sources Dwarf Ancestor (Monster Manual 4)

APPENDIX 3 – APL 8

ENCOUNTER 1

MOGRASH **CR 5**
Male hobgoblin Ranger 4/Fighter 1
NE Medium humanoid (goblinoid)
Init +3; **Senses** Darkvision 60 ft.; Listen +5, Spot +8
Languages Common, Goblin

AC 18, touch 14, flat-footed 14
(+4 Dex, +3 studded leather, +1 buckler)
hp 36 (5 HD)
Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk longsword +8 (1d8+2/19-20)
Ranged +1 *human bane composite longbow* +12
(1d8+3/x3) or +14 (1d8+5+2d6) vs. humans
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +7
Atk Options distracting attack
Combat Gear *potion of cure moderate wounds*,
tanglefoot bag

Abilities Str 14, Dex 18, Con 15, Int 8, Wis 12, Cha 10
Feats Improved Initiative, Weapon Focus (longbow)
Skills Hide +12, Handle Animal +1, Knowledge (arcana)
+3, Listen +3, Move Silently +5, Spellcraft +2, Spot
+8, Survival +5
Possessions combat gear plus studded leather armor,
+1 *human bane composite longbow*, 40 arrows,
masterwork longsword, *lesser bracers of archery*,
cloak of elvenkind, 80 gold pieces.

Description A tall and burly goblinoid with hairy skin,
and a flat nose and chin, armored in leathers and
wielding a six-foot longbow.

DRAK, MESHAG & DIGO **CR 7**
Male varag Scout 3
CE Medium humanoid (goblinoid)
Init +9; **Senses** Darkvision 60 ft.; scent; Listen +2, Spot
+2
Languages Goblin

AC 21, touch 14, flat-footed 16
(+4 Dex, +3 studded leather, +3 natural, +1 skirmish)
hp 46 (6 HD)
Fort +5, **Ref** +10, **Will** +2

Speed 70 ft. (14 squares); Run; Spring Attack
Melee mwk scimitar +9 (1d6+6/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +8
Atk Options skirmish +1d6 dmg
Special Actions trapfinding, uncanny dodge
Combat Gear *potion of cure moderate wounds*, *keen
edge oil*

Abilities Str 18, Dex 19, Con 16, Int 8, Wis 10, Cha 8
SQ Battle Fortitude (+1), fast movement, trackless step

Feats Improved Initiative, Run, Spring Attack, Telling
Blow, Weapon Focus (scimitar)

Skills Hide +12, Jump +24, Listen +2, Move Silently
+20, Spot +2, Survival +2 (+5 when tracking by scent)
* A varag can always choose to take 10 on a Move
Silently check, even if rushed or threatened.

Possessions combat gear plus studded leather armor,
masterwork scimitar

Skirmish (Ex) Deal extra 1d6 damage on all attacks
made during a round in which you move at least 10
feet. The extra damage applies only to attacks made
during the scout's turn. Creatures not subject to
critical hits do not take skirmish damage. At 3rd level,
a scout gains a +1 competence bonus to AC any
round in which he moves at least 10 feet. Bonus
applies as soon as the scout has moved 10 feet, and
lasts until start of next turn.

Battle Fortitude (Ex) At 2nd level, a scout gains +1
competence bonus on Fortitude saves and initiative
checks.

Distracting Attack (Ex) At 4th level, a ranger can
choose this alternate class feature. Whenever you hit
an enemy with a weapon attack (melee or ranger)
that enemy is considered flanked by you for the
purpose of adjudicating your allies attacks. This
flanked condition lasts until either the enemy is
attacked by one of your allies, or until the start of your
next turn, whichever comes first.

Fast Movement (Ex) At 3rd level, a scout gains a +10
foot enhancement bonus to base land speed.

Description This humanoid stands close to 7 feet tall
when fighting, but runs on all fours. It has a hunched
posture, double-jointed hind legs, and thick, sinewy skin.
The creature bears a slight resemblance to a hairy and
ferocious hobgoblin, but has a more primitive look to it
and two curving horns that sweep away from its skull. It
wields a cleaver-like scimitar with both hands.

Sources Varag (Monster Manual 4), Scout (CA), Telling
Blow (PH2)

ENCOUNTER 5

BREAK-AWAY BRIDGE TRAP **CR 8**

Description A poorly designed chasm bridge collapses
when walked over. The bridge is 5-foot by 20-foot,
and spans a chasm 100 feet deep. As soon as there
are at least 2 medium sized creatures on the bridge
(about 200-250 lbs.), the support ropes break causing
everyone on the bridge to fall into the chasm. PCs
who make the Reflex save to avoid the fall are
considered to be hanging on to the ledge. They must
make a DC 20 Strength check to pull themselves up
onto the ledge or wait for their companions to pull
them onto the ledge.

This trap does not reset.

Search DC 27; **Type** mechanical trap

Trigger location, **Init** +4

Effect 100-foot fall into pit (10d6 falling damage), Reflex DC 20 avoids fall (each affected target)

Disarm The trap cannot be disarmed, but can be circumvented by crossing one at a time.

ENCOUNTER 6

DEATHBRINGER - FIGHTER

CR 3

Male duergar Fighter 2

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3

Languages Common, dwarven, Undercommon

AC 15, touch 10, flat-footed 15
(+5 chain shirt)

hp 24 (2 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +6(+2 against spells), **Ref** +0 (+2 against spells), **Will** +0 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Greataxe +7 (1d12+6/x3)

Ranged Heavy crossbow +2 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Cleave, Power Attack

Combat Gear *potion of cure moderate wounds*

Spell-Like Abilities (CL 3rd):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 6
SQ

Feats Cleave, Power Attack, Weapon Focus (Greataxe)

Skills Climb +9, Spot +3, Listen +3

Possessions combat gear + greataxe, chain shirt

DEATHBRINGER - CLERIC

CR 3

Male duergar cleric 2

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3

Languages Common, dwarven, Undercommon

AC 17, touch 10, flat-footed 17
(+5 chain shirt, +2 steel shield)

hp 19 (2 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +6 (+2 against spells), **Ref** +0 (+2 against spells), **Will** +6 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Heavy mace +2 (1d8+1/x2)

Ranged Light crossbow +1 (1d8/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Combat Gear *potion of cure moderate wounds*

Cleric Spells Prepared (CL 2nd):

1st— *cause fear*, *cure light wounds*, *doom*

0— *detect magic* (3), *create water*

Base DC = 13 + spell level

D: Domain spell: *sanctuary* Deity: Laduguer. Domains: Earth, Protection

Spell-Like Abilities (CL 3rd):d

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 12, Dex 10, Con 16, Int 10, Wis 16, Cha 6

Feats Combat Casting

Skills Concentration +8, Heal +5, Spellcraft +8

Possessions combat gear + heavy mace, chain shirt, steel shield, silver holy symbol

DEATHBRINGER - BARBARIAN

CR 3

Male duergar barbarian 2

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3

Languages Common, dwarven, Undercommon

AC 15, touch 10, flat-footed 15
(+5 chain shirt)

hp 26 (2 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +7 (+2 against spells), **Ref** +0 (+2 against spells), **Will** +0 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 30 ft. in chain shirt (4 squares), base movement 30 ft.

Melee Greataxe +6 (1d12+6/x3)

Ranged Heavy crossbow +2 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Power Attack

Combat Gear *potion of cure moderate wounds*

Spell-Like Abilities (CL 3rd):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 6

SQ Rage, Uncanny Dodge

Feats Power Attack

Skills Climb +9, Spot +3, Listen +3

Possessions combat gear + greataxe, chain shirt

ENCOUNTER 8

CORRUPTED DWARVEN ANCESTOR

CR 8

LE Large outsider (native)

Init -1; **Senses** Darkvision 60 ft., Listen +13, Spot +13

Aura ancestral spirt (30 ft.)

Languages Dwarven, Undercommon

AC 24 (26 vs. good), touch 8 (10 vs. good), flat-footed 24 (26 vs. good)

(-1 size, -1 Dex, +16 natural, +2 deflection vs. good)

hp 102 (8 HD); DR 10/adamantine

Immune poison

Fort +15, **Ref** +5, **Will** +8 (add +2 to saves vs. good)

Speed 20 ft. (4 squares)

Melee +1 greataxe +16/+11 (1d12+10/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +18

Atk Options Cleave, Power Attack

Abilities Str 22, Dex 8, Con 28, Int 8, Wis 14, Cha 14

SQ blink out

Feats Cleave, Power Attack, Weapon Focus (greataxe)

Skills Climb +15, Intimidate +13, Jump -4, Knowledge (history) +9, Knowledge (the planes) +9, Listen +13, Spot +13, Survival +6 (+8 on other planes)

Possessions None, the magical nature of the war axe is an effect of the creature, not the axe itself. When the creature is destroyed the weapon is as well.

Ancestral Spirit (Su) Any duergar within 30 ft. of a corrupted dwarf ancestor gains a +1 moral bonus on attack and damage rolls

Blink Out (Su) Once per day, a corrupted dwarf ancestor can become incorporeal until the beginning of its next turn. Activating this ability is a free action that does not provoke attacks of opportunity.

Description *A great status comes to life, it looks like a dwarf warrior clad in splint mail, all formed of dark granite.*

Sources Dwarf Ancestor (*Monster Manual 4*)

APPENDIX 4 – APL 10

ENCOUNTER 1

MOGRASH

CR 7

Male hobgoblin Rgr 4/Ftr 1/OccltSlyr 2

NE Medium humanoid (goblinoid)

Init +3; Senses Darkvision 60 ft.; Listen +5, Spot +8

Languages Common, Goblin

AC 18, touch 14, flat-footed 14

(+4 Dex, +3 studded leather, +1 buckler)

hp 50 (7 HD)

Fort +8 (+9*), Ref +8 (+9*), Will +5 (+6*)

Speed 30 ft. (6 squares)

Melee mwk longsword +10/+5 (1d8+2/19-20)

Ranged +1 human bane composite longbow +14/+8 (1d8+3/x3) or +16/+10 (1d8+5+2d6) vs. humans

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +9

Atk Options distracting attack, vicious strike, weapon bond (1d6 dmg)

Special Actions mind over magic (1/day)

Combat Gear *potion of cure moderate wounds*, tanglefoot bag

Ranger Spells Prepared (CL 2nd):

1st— *Entangle* (DC 12)

Abilities Str 14, Dex 18, Con 15, Int 8, Wis 12, Cha 10

SQ magical defense*

Feats Improved Initiative, Rapid Shot, Weapon Focus (longbow)

Skills Hide +12, Handle Animal +1, Knowledge (arcana) +3, Listen +3, Move Silently +5, Spellcraft +4, Spot +8, Survival +5

Possessions combat gear plus studded leather armor, +1 human bane composite longbow, 40 arrows, masterwork longsword, *lesser bracers of archery*, *cloak of elvenkind*, 100 gold pieces.

Magical Defense (Ex) +1 to saves vs. spells and spell-like abilities.

Mind Over Magic (Su) 1/day – cause spell to rebound onto the caster as per the *spell turning* spell (CL 7).

Vicious strike (Ex) A readied attack to disrupt a spellcaster deals double damage.

Weapon Bond (Su) An occult slayer bonds with one weapon (longbow in Mogrash's case). Any successful attack with this weapon against a spellcaster or creature with spell-like abilities deals an extra 1d6 points of damage.

Description A tall and burly goblinoid with hairy skin, and a flat nose and chin, armored in leathers and wielding a six-foot longbow.

Source Occult Slayer (CW)

DRAK, MESHAG & DIGO

CR 9

Male varag Scout 5

CE Medium humanoid (goblinoid)

Init +10; Senses Darkvision 60 ft.; scent; Listen +7, Spot +8

Languages Goblin

AC 22, touch 15, flat-footed 16

(+5 Dex, +3 studded leather, +3 natural, +1 skirmish)

hp 62 (8 HD)

Fort +5, Ref +12, Will +2

Speed 80 ft. (14 squares); Run; Spring Attack

Melee mwk scimitar +10 (1d6+6/15-20)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +9

Atk Options skirmish +2d6 dmg

Special Actions evasion, trapfinding, uncanny dodge

Combat Gear *potion of cure moderate wounds*, ~~keen edge oil~~, *potion of invisibility*.

Abilities Str 18, Dex 20, Con 16, Int 8, Wis 10, Cha 8

SQ Battle Fortitude (+1), fast movement, trackless step

Feats Improved Initiative, Power Critical, Run, Spring Attack, Telling Blow, Weapon Focus (scimitar),

Skills Hide +16, Jump +24, Listen +7, Move Silently +21, Spot +8, Survival +2 (+5 when tracking by scent)

* A varag can always choose to take 10 on a Move Silently check, even if rushed or threatened.

Possessions combat gear plus studded leather armor, masterwork scimitar, *boots of striding and springing*

Skirmish (Ex) Deal extra 2d6 damage on all attacks made during a round in which you move at least 10 feet. The extra damage applies only to attacks made during the scout's turn. Creatures not subject to critical hits do not take skirmish damage. At 3rd level, a scout gains a +1 competence bonus to AC any round in which he moves at least 10 feet. Bonus applies as soon as the scout has moved 10 feet, and lasts until start of next turn.

Battle Fortitude (Ex) At 2nd level, a scout gains +1 competence bonus on Fortitude saves and initiative checks.

Distracting Attack (Ex) At 4th level, a ranger can choose this alternate class feature. Whenever you hit an enemy with a weapon attack (melee or ranger) that enemy is considered flanked by you for the purpose of adjudicating your allies attacks. This flanked condition lasts until either the enemy is attacked by one of your allies, or until the start of your next turn, whichever comes first.

Fast Movement (Ex) At 3rd level, a scout gains a +10 foot enhancement bonus to base land speed.

Description This humanoid stands close to 7 feet tall when fighting, but runs on all fours. It has a hunched posture, double-jointed hind legs, and thick, sinewy skin. The creature bears a slight resemblance to a hairy and ferocious hobgoblin, but has a more primitive look to it and two curving horns that sweep away from its skull. It wields a cleaver-like scimitar with both hands.

Sources Varag (MM4), Power Critical (CW), Scout (CA), Telling Blow (PH2)

ENCOUNTER 5

BREAK-AWAY FLOOR TRAP

CR 10

Description A poorly designed pit cover collapses when walked over, dropping the PCs in front of a delver sleeping in a 20-foot wide tunnel. The pit cover and the hole below spans the 10 foot wide hallway (it is likely a pitfall trap under construction). As soon as there is 150 lbs. of weight, or approximately one or two medium-sized creatures walking over the 10-foot by 10-foot pit cover, it breaks and causes all targets in the trap's location to fall 50 feet. The fall deposits the PCs 5 feet in front of a delver sleeping in a 20-foot wide tunnel. The delver will be woken up by the PCs (and boards) falling and immediately attacks. The tunnel stretches away hundreds of feet both directions.

This trap does not reset.

Search DC 25; **Type** mechanical trap

Trigger location, **Init** +5

Effect 50-foot fall into pit (5d6 falling damage), Reflex DC 20 avoids fall (each affected target). Targets who fall are then attacked by a delver. See *Monster Manual*, page 39.

Disarm The trap cannot be disarmed, but can be circumvented by replacing the unsafe boards of the pit cover, or jumping over the pit

ENCOUNTER 6

DEATHBRINGER - FIGHTER

CR 5

Male duergar Fighter 4

LE Medium Humanoid (dwarf)

Init +4; **Senses** Darkvision 120 ft., Listen +5, Spot +3

Languages Common, dwarven, Undercommon

AC 15, touch 10, flat-footed 15

(+5 chain shirt)

hp 48 (4 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +7 (+2 against spells), **Ref** +1 (+2 against spells),

Will +1 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Greataxe +9 (1d12+8/x3)

Ranged Heavy crossbow +4 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +8

Atk Options Cleave, Power Attack

Combat Gear 2 *potions of cure moderate wounds*

Spell-Like Abilities (CL 4th):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 19, Dex 10, Con 18, Int 10, Wis 10, Cha 6

SQ

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (Greataxe) Weapon Specialization (Greataxe)

Skills Climb +9, Spot +5, Listen +3

Possessions combat gear + greataxe, chain shirt

DEATHBRINGER - CLERIC

CR 5

Male duergar cleric 4

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +3

Languages Common, dwarven, Undercommon

AC 17, touch 10, flat-footed 17

(+5 chain shirt, +2 steel shield)

hp 38 (4 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +7 (+2 against spells), **Ref** +3 (+2 against spells),

Will +7 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Heavy mace +4 (1d8+1/x2)

Ranged Light crossbow +3 (1d8/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Combat Gear 2 *potions of cure moderate wounds*,

Cleric Spells Prepared (CL 2nd):

2nd— *bull strength*, *bears endurance*, *cure moderate wounds*

1st— *cause fear*, *cure light wounds* (2), *doom*

0— *cure minor wounds* (4), *create water*

Base DC = 13 + spell level

D: Domain spell: *sanctuary*, Deity: Laduguer. Domains: Earth, Protection

Spell-Like Abilities (CL 4th):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 12, Dex 10, Con 16, Int 10, Wis 17, Cha 6

Feats Combat Casting, Lightning Reflexes

Skills Concentration +10, Heal +5, Spellcraft 10

Possessions combat gear + heavy mace, chain shirt, steel shield, silver holy symbol

DEATHBRINGER - BARBARIAN

CR 5

Male duergar barbarian 4

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +5

Languages Common, dwarven, Undercommon

AC 15, touch 10, flat-footed 15

(+5 chain shirt)

hp 52 (4 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +8 (+2 against spells), **Ref** +1 (+2 against spells),

Will +1 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 30 ft. in chain shirt (4 squares), base movement 30 ft.

Melee Greataxe +8 (1d12+6/x3)

Ranged Heavy crossbow +4 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +8

Atk Options Cleave, Power Attack

Combat Gear 2 *potions of cure moderate wounds*,

Spell-Like Abilities (CL 4th):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 18, Dex 10, Con 19, Int 10, Wis 10, Cha 6

SQ Rage 2/day, Uncanny Dodge

Feats Cleave, Power Attack

Skills Climb +9, Spot +5, Listen +3

Possessions combat gear + greataxe, chain shirt

ENCOUNTER 8

CORRUPTED DWARVEN ANCESTOR **CR 10**

LE Large outsider (native)

Init -1; **Senses** Darkvision 60 ft., Listen +13, Spot +13

Aura ancestral spirt (30 ft.)

Languages Dwarven, Undercommon

AC 24 (26 vs. good), touch 8 (10 vs. good), flat-footed 24 (26 vs. good)

(-1 size, -1 Dex, +16 natural, +2 deflection vs. good)

hp 153 (12 HD); DR 10/adamantine

Immune poison

Fort +17, **Ref** +9, **Will** +10 (add +2 to saves vs. good)

Speed 20 ft. (4 squares)

Melee +1 *greataxe* +20/+15/+10 (1d12+10/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +22

Atk Options Cleave, Power Attack

Abilities Str 23, Dex 8, Con 28, Int 8, Wis 14, Cha 14

SQ blink out

Feats Cleave, Power Attack, Weapon Focus (greataxe), Combat Reflexes, Lightning Reflexes

Skills Climb +19, Intimidate +17, Jump +0, Knowledge (history) +11, Knowledge (the planes) +11, Listen +17, Spot +17, Survival +10 (+12 on other planes)

Possessions None, the magical nature of the war axe is an effect of the creature, not the axe itself. When the creature is destroyed the weapon is as well.

Ancestral Spirit (Su) Any duergar within 30 ft. of a corrupted dwarf ancestor gains a +1 moral bonus on attack and damage rolls

Blink Out (Su) Once per day, a corrupted dwarf ancestor can become incorporeal until the beginning of its next turn. Activating this ability is a free action that does not provoke attacks of opportunity.

Description A great status comes to life, it looks like a dwarf warrior clad in splint mail, all formed of dark granite.

Sources Dwarf Ancestor (*Monster Manual 4*)

APPENDIX 5 – ALL APLS

ENCOUNTER (MULTIPLE)

DEATHBRINGER - FIGHTER CR 14

Male duergar fighter 13

LE Medium Humanoid (dwarf)

Init +4; **Senses** Darkvision 120 ft., Listen +5, Spot +3

Languages Common, dwarven, Undercommon

AC 18, touch 10, flat-footed 15

(+5 *chain shirt* +3)

hp 143 (13 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +15 (+2 against spells), **Ref** +7 (+2 against spells),

Will +6 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Greataxe +25/+20/+15 (1d12+19/19-20x3)

Ranged Heavy crossbow +13 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +17

Atk Options Cleave, Power Attack

Spell-Like Abilities (CL 13th):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 22, Dex 10, Con 18, Int 10, Wis 11, Cha 6

SQ

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (Greataxe), Improved Initiative, Iron Will, Power Attack, Weapon Focus (Greataxe) Weapon Specialization (Greataxe), Greater Weapon Focus (Greataxe), Greater Weapon Specialization (Greataxe)

Skills Climb +19, Spot +5, Listen +4

Possessions +3 greataxe, +3 chain shirt, 2 *potions of cure critical wounds*, +3 *vest of resistance*, +6 *belt of giants strength*

DEATHBRINGER - CLERIC CR 14

Male duergar cleric 13

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +5, Spot +5

Languages Common, dwarven, Undercommon

AC 28, touch 10, flat-footed 28

(+11 full plate +3, +5 *steel shield* +3)

hp 117 (13 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +14 (+2 against spells), **Ref** +9 (+2 against spells),

Will +18 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee Heavy mace +10/+5 (1d8+1/x2)

Ranged Light crossbow +9 (1d8/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +10

Cleric Spells Prepared (CL 13th):

7th—*blasphemy*, *greater restoration*

6th—*greater dispel magic*, *harm*, *heal*

5th— *break enchantment*, *flame strike*, *summon monster V*

4th— *air walk*, *freedom of movement*, *giant vermin*, *cure critical wounds* (2)

3rd— *dispel magic*, *cure serious wounds* (2), *magic weapon*, *searing light*, *wind wall*,

2nd—*aid*, *bulls strength*, *bears endurance*, *cure moderate wounds* (2), *silence*, *spiritual weapons*

1st— *cause fear*, *cure light wounds* (2), *command*, *detect good*, *doom*, *shield of faith*,

0— *cure minor wounds* (5), *create water*

Base DC = 17 + spell level

D: Domain spell: *sanctuary*, *soften earth and stone*, *protection from energy*, *spike stones*, *wall of stone*, *stoneskin*, *earthquake* Deity: Laduguer. Domains: Earth, Protection

Spell-Like Abilities (CL 13th):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 12, Dex 10, Con 16, Int 10, Wis 24, Cha 7

Feats Combat Casting, Lightning Reflexes

Skills Concentration +18, Heal +13, Listen +5, Spellcraft +10, Spot +5

Possessions heavy mace, chain shirt, steel shield, 2 *potions of cure critical wounds*, +3 *vest of resistance*, +6 *periapt of wisdom*

DEATHBRINGER - BARBARIAN CR 14

Male duergar barbarian 13

LE Medium Humanoid (dwarf)

Init +0; **Senses** Darkvision 120 ft., Listen +3, Spot +5

Languages Common, dwarven, Undercommon

AC 18, touch 10, flat-footed 15

(+5 *chainmail* +3)

DR 1/-

hp 195 (13 HD)

Immune Paralysis, phantasms, poison

Resist +2 racial bonus on saves against spell and spell like abilities

Fort +15 (+2 against spells), **Ref** +6 (+2 against spells), **Will** +4 (+2 against spells)

Weakness Light Sensitivity – duergar are dazzled in bright daylight or within the radius of a *daylight* spell

Speed 30 ft. in chainmail (4 squares), base movement 30 ft.

Melee +3 *Greataxe* +23/+18/+13 (1d12+12/19-20x3)

Ranged Heavy crossbow +13 (1d10/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +19

Atk Options Cleave, Power Attack

Spell-Like Abilities (CL 4th):

1st— (1/day) *enlarge person*, *invisibility*

Abilities Str 22, Dex 10, Con 23, Int 10, Wis 10, Cha 6

SQ Rage 4/day, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense

Feats Cleave, Power Attack, Improved Critical (greataxe), Improved Initiative, Lightning Reflexes, Weapon Focus (greataxe)

Skills Climb +17, Intimidate +14, Jump +17, Spot +5, Listen +17

Possessions +3 greataxe, +3 chainmail, 2 *potions of cure critical wounds*, +3 *vest of resistance*, +4 *belt of giants strength*, +4 *amulet of health*

The map depicts a region with a hexagonal grid overlay. Key features include:

- Barrier Peaks:** A mountain range in the upper left.
- Valley of the Mage:** A valley in the upper center.
- Dim Forest:** A large forested area in the upper right.
- Oytwood:** A forested area in the lower right.
- Hornwood:** A forested area in the lower left.
- Grand Duchy of Gwynedd:** The central region, outlined in red.
- Settlements:** Numerous locations are marked, including Moradinath Mor, Gwynedd, and the Oytwood.
- Geographical Features:** The map shows rivers, mountains, and various landmarks like the Oyt River and the Stark Mounds.

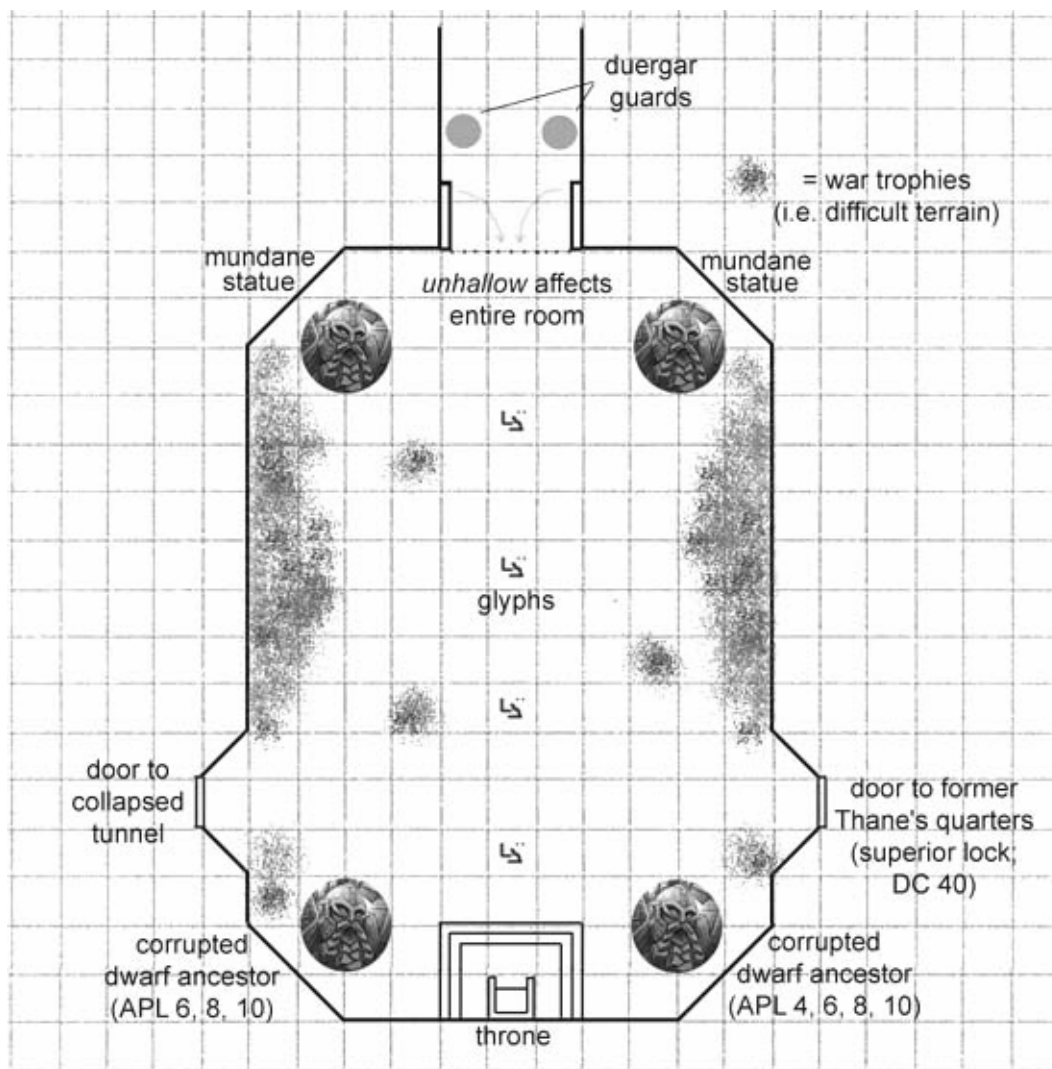
DM AID: MAP #2 – PWYST'S RHYD



Cartography by Sam Wood.

Reprinted from *Against the Giants: The Liberation of Geoff* by Gary Gygax and Sean K. Reynolds.

DM AID: MAP #3: ENCOUNTER 8 – TROPHY ROOM



DM AID: YSTRAD CLOER

Population: 12,000 (pre-war); (40% human, 20% dwarf, 20% elf, 15% half-elf, 5% other). Post-war population in CY 597 is estimated to be 8,000.

Capital: Pwyst's Rhyd, 1,200

Ruler: Arglwyth Krelor Deepforge

Never did a bowyer go hungry for lack of work in Ystrad Cloer (*east-rad kloyer*, tr. enclosed vale). Located under the eaves of the southern Asgwrn Coed (*ahs-goorn coid*, tr. Hornwood), the cantrev was ideally situated for harvesting the highly valued wood of the Hornwood tree; used to make the famed Gyric longbow. It also acted as a shield from the dangers of the Crystalmists, and often bore the brunt of raids by giants and humanoids from the mountains. Because of these distinctions, it was considered to be one of the most valuable cantrevi, second only to Eryrnyth, in the defense of Gyrudd.

The bountiful resources of the forest attracted the first human settlers nearly two hundred years ago, though the dangers of the Hornwood assured that only the hardiest souls sought to call it their home. Bowyers and cutlers, hunters and trappers, and woodsmen of all walks braved the forlorn forest to make a life for themselves under the verdant boughs. The settlers developed good relations with the high elves of the northern forest, and the two peoples enjoyed a lively trade as well as a common defense.

Pwyst's Rhyd, a logging camp along the Blue Oyt, was the only river crossing and soon grew into a large village. Smaller fortified trading posts and walled steadings dotted both banks of the Blue Oyt, and a few large communities of druids devoted to Obad-Hai and Ehlonna existed deeper in the woods. When the cantrev was recognized in CY 531, Pwyst's Rhyd became its capital. It marked the westernmost settlement of Ystrad Cloer, and the center of the longbow market.

When the giants came down from the Crystalmists in CY583, Ystrad Cloer was their first obstacle. As their forces moved eastwards, rangers and elves (as they did in Dwyr) used their superior knowledge of the woods to harry the giants, and friendly runners reached the settlements just hours before the invaders. The giants had cut off any retreat downstream so Arglwyth Ffagan Farshot, suspecting this was the vanguard of a larger invasion, ordered most of his forces through the forest towards Araul Antherth to warn and aid the other cantrevi. When the giants arrived at Pwyst's Rhyd, they were met by the handful of loggers, rangers and stubborn craftsmen who had volunteered to stay behind and hamper the giant advance. The fight for the town was fierce and drawn out, but the giants burned the cover of trees from around the resistance, and took the town in a matter of days.

It should be noted that the Battle of Pwyst's Rhyd was not actually fought at Pwyst's Rhyd. It was, in actuality, the first major battle of the invasion, and took place in the western meadowlands near Tycha. The people of Pwyst's Rhyd, mustered under the flag of Araul Antherth and led by Llwyd Melwyn Greatarm, met the giants as they emerged from the Hornwood. The horrendous battle saw the first use of the dreaded monoliths, as well as the death of Arglwyth Ffagan Farshot and Llwyd Melwyn Greatarm.

In the twelve years that followed, the giants made the cantrev a hub for giant forces. The brutes cut a great swath through the forest, creating a road one hundred yards wide all the way to the Crystalmists. Pwyst's Rhyd became a base for a fearsome fire giant "king" by the name of Mogthrasir. The human survivors of the invasion were kept alive and forced into labor. They were allowed to live, so long as they worked. dwarves and smaller races were eaten on sight, though some elves were retained and forced to log the very trees they cherished.

Ystrad Cloer remained inaccessible to Gyri forces for much of the war against the giants. In early CY594 a band of adventurers entered Ystrad Cloer while on a mission to rescue Arth of Clearsky and other guests taken by fiends from a party held in Hochoch by its then Llwyd, Bedwyn the Fat. The adventurers discovered that the captives were held in Kargyrra Fort, a fort built but then abandoned by fire giants. The new inhabitants, hags trafficking in souls for the "Hag Countess" of the Nine Hells, were defeated and the prisoners freed. Fort Kargyrra was renamed Fort Gellsblood by the adventurer Krelor Deepforge, a Peer at the time, in honor of Arth and the Half-Orcs of Clearsky. The Fort is now protected by a mated pair of gargantuan wyverns whose favor was earned by the adventurers.

In late CY594 adventurers aided the elves of the Hornwood, restoring powerful magics that began to heal the forests, including vast areas of Ystrad Cloer. In late CY595 adventurers crept into Pwyst's Rhyd, learning much of King Mogthrasir's and the giant army's plans but were unable to free the town.

Colwyn ap Ffagan, the former High Chancellor of Gyruff, is Arglwyth Farshot's only surviving son and the heir apparent of the title, but never presented his claim to the druids or to the Griffon Chair to take the torc. Why he chose not to do so is not known. With the giant's eventual defeat at Gorna in the winter of CY 595, Colwyn ap Ffagan accepted the grant of the cantrevi of Rhad Derwyth. In an offering of peace and friendship, the Brenin appointed the dwarven war hero Krelor Deepforge as the new Arglwyth of Ystrad Cloer, as it is closest to the dwarven nations.

Current State

Where once it was a relatively unimportant cantrev in the shadow of the Hornwood and Crystalmists, today it is poised to become a cantrev of growth and prosperity. Dwur refugees from the three clans have flocked to the cantrev and have begun mining precious ore and gems in the Crystalmists. At the same time, the Arglwyth has worked with the remaining humans and elves that survived the giant occupation to establish a balanced timber harvest. The cantrev finds itself growing in power through this dual resource trade.

Arglwyth Krelor Deepforge holds the implicit trust of both Duke Owen the Brenin and the Three-Hold Thane for his unwavering service to both peoples. Because of this he holds the pivotal role for all diplomatic relations between Gyri and dwur. The fact that he is the hub for these relations provides him with significant influence and power in both courts.

The cantrev remains concerned with giants, both the remains of the giant army that live in pockets throughout the cantrev and with rebuilding defenses should the giants in the mountains ever return in force. Fort Gellsblood is now the staging area for patrols in the mountains, with other forts being built rapidly within the forests. Never forgetting debts of battle, Arglwyth Krelor Deepforge has promised military aid to Arglwyth Arth of Clearsky should he request it in Melgorn when they commence operations against the Skull orc tribe.

Persons of Note:

Arglwyth Krelor Deepforge

Krelor Deepforge stands tall for a dwarf. His blood-red hair and beard are impeccably groomed, raining down in braids over his powerful build. Krelor wears the symbols of Deepholm, his clanhome, as well as the symbol of The Shalm on a pendant around his neck. On his arm is tattooed the insignia of the Olwythi, and the symbol of Moradin is on his gloves.

Krelor's face shows his age, as he is a dwarf of 68 years, but it also carries his warm smile and gentle eyes, which contrast with the mithral breastplate he wears under green leathers and the weapons he carries. In one arm he wields 'Crimson', the Darkwood spiked bashing shield crafted by Deepholm smiths. The teeth of giants he has personally slain, including a Sakhut, hang from the edges of the shield. In his other hand he wields a bejeweled dwarven waraxe, 'Frost-Claw'. Said to have possessed the soul of a loved one whose soul was linked to his own, it is a fearsome weapon against giants and evil and is rimmed with frost. Krelor wears his various honorary medals when going to battle and will wear the clothes of nobility only when in High Court meetings. Krelor is known to collect many items from his adventures, many of which he displays in his taverns in Gorna, Aberglain, and Pwyst's Rhyd. Krelor is often accompanied by his companion Curly the Dire Sheep, a large griffon named "Filtharlas", or a giant eagle named "Val-tor". Krelor's most trusted advisor is a powerful dwarven druid of Beory, named Dagdra Stormhammer.

Krelor was always drawn to the outside world, favoring the underoerth as much as the forests and mountain glens. He was outside teaching a group of dwarves about nature the day the giants first attacked Geoff. Cut off from Deepholm, Krelor led the young dwarves down into the valley of Gyruff and to the safety of a refugee camp. Swearing to return and free the Clans, he joined Geoff in its battle against the giants, for he realized helping Geoff was the key to saving the dwur. In the meantime, Krelor found he loved Gyruff, its people, and Owen the Brenin. Krelor fought the giants at every turn and was made a Peer after the first battle of Gorna. A born leader, he played a central role in leading the Olwythi

and eventually became one of the most vocal Peers of the Realm. Krelor understood the ways of humans, both good and bad. He knew many secrets existed and that acting overtly did not always pay off. Krelor joined the Gryphon's Wrath and with them served Gwenllian in upholding the Old Ways and freeing Geoff. In time, Krelor succeeded in much he wanted, being instrumental in freeing the dwarven clans and even giving the dwarves he had escorted to Geoff jobs and roles as his followers. He also employed many bards to gather information. With Geoff freed after the final battle of Gorna, Krelor worked with the Brenin and the Three-Hold-Thane, becoming the pivotal diplomat for all relations between dwur and Gyri. In this way he continues to serve both sides to their mutual best interests.

Krelor is a proud dwarf, content with what he has accomplished. His main focus is to ensure that Geoff and the Clans remain safe and that his cantrev grows in stature, providing opportunity for those he leads. Krelor has great love and mirth for his friends and he is quick to make more friends. He is constantly helping those he oversees to improve, grow, and realize their role for the Land. Krelor continues to be a steward to the Shalm and the Land, serving as the eyes and ears for Geoff, if not for the dwarven clans. Rumors have often swirled around the balance of Krelor's allegiance to the dwarves vs the Gyri, while other rumors speak to his knack for having access to valuable information. Krelor of course sees his old adventuring company, Gryphon's Wrath, often, especially Ek-Bosheth (both aiding and keeping an eye on Azmekidom), Lamont, First Bow Yrylan, and Llwyrr Rheinallt. He continues to meet regularly with trusted allies, notably his friend Arawn, the First Ward of the Olwythi, and the enigmatic Kasdan. Krelor has a fondness for Deepholm above all clans, and maintains relations with Torm Rockbender, Shield Lord of Deepholm. Krelor's warm heart also makes him gullible: he was once fooled by an Erinyes from Dis by the name of Samanderiel. When he is faced with what seems to be too good to be true, he often believes it anyway, relying on his friends to tell him otherwise. Krelor's other weakness is for women, as indicated by his half-dryad fey daughter. It is rumored he even has a half-medusa son. When Krelor faces known enemies he typically uses stealth and tactics to place the battle in his favor, then strikes quickly and fiercely to end the combat. Giants and even fellow Gyri have fallen to this approach. It is also said there is no better tracker in all of Gyruff than Krelor, a claim he pretends not to enjoy.

Geron of Deepholm

A master diplomat and Cleric of Moradin, Geron provides the smooth voice and tact necessary to close deals both merchantile and diplomatic with the dwur. A former resident of Short Street in Hochoch, he still retains relations with dwur from Hochoch who have now scattered across Geoff.

Cerys Ravenhair

A former waitress for the Cracked Cup in Hochoch, Cerys has moved up in life, now managing The Brenin's Blessing, a tavern in Pwyst's Rhyd very similar to the Thane's Cup in Aberglain. In Cerys' employ are Rhune, a protective wood elf female Paladin of the Shalm; Norada, the comely dwarven head-waitress; Ilrian Greycloak, gnome wizard bookkeeper and wine steward; and Eswen of the Humbling Roan, an Old Lore Bard who graces the stage with her talented voice.

DM AID: PWYST'S RHYD

DM AID: PEST'S CROSSING

HISTORY AND CURRENT STATUS

Pest's Crossing (Pwyst's Rhyd) is a logging town that sprung up in 450 CY near a shallow ford of the Blue Oyt River near the eastern edge of the Hornwood. A crafty thief named Sezon the Pwyst (Pest) arranged to have a few heavy logs set into the ford to allow a dry crossing and began to charge people a small toll to use his "bridge." Other entrepreneurs began developing small businesses that depended upon the loggers (blade sharpeners, teamsters, two small taverns, and so on) and the thief's bridge soon became a settlement.

Over time the frontier village grew, and in 512 CY the extremely dilapidated crossing was torn down and rebuilt with stone. The human loggers were able to establish a system where they worked with the sylvan elves to find trees of the highest quality and leave others untouched, keeping the forest largely intact and avoiding the wasteful destruction of inferior wood in search of materials suitable for weapons of the highest quality. In exchange for this information, the sylvan elves were given information on the outside world and some trade goods, especially silver and fine wines. The people of Pest's Crossing lived off of small gardens and sheltered groves of fruit trees, trading lumber and elven bows to other towns in exchange for other foodstuffs.

The fight to defend Pest's Crossing from the giant invasion was fierce and drawn out, but ultimately doomed. Led by the fire giant chieftain Mogthrasir, two dozen fire giants forced their way through the Hornwood, accompanied by five Nessian warhounds, twenty ogres, and eight trolls. The loggers (and the few sylvan elves who chose to stand with them) harried the invaders, using their superior knowledge of the terrain and ability to hide. The giants, however, had no qualms about setting portions of the forest aflame to flush out or kill the defenders, and formally claimed the town as their own on the last day of Harvester 583 CY.

Mogthrasir declared himself the new "king" of Geoff (or Tjalf, meaning "toil" in Giant), with the Sakhur's permission. Under the guidance of the Sakhur, he had his minions begin to fortify Pest's Crossing and step up the scale of the logging. The surviving humans were given a choice: chop down the trees of the Hornwood under the direction of the fire giants, or die. Most chose to work. Acres of forest were cleared; humans were brought in from Oytmeet (as well as those who fled Gorna or other cities and were later rounded up) to plant these new clearings with wheat. A great hill was built near the town, and brought in from the Crystalmists. Finally, a great moat was dug around the fortified town, making it secure from almost any large-scale attack (King Mogthrasir, not surprisingly, thinks big).

Now the forest around Pest's Crossing is receding in wider and wider arcs, its lumber hauled back to Kargyraa Fort in the Crystalmists (and hence to the Sakhur cloud-island). The path to the fort has been cleared of trees in a swath a hundred yards wide, making it easy to find the town or the fort just by following the path in either direction. The Crossing also serves as a focal point for the southwestern tribute caravans, making it one of the wealthier towns. The humans of Pest's Crossing are slaves of the giants but are not overworked or treated with particular cruelty (mainly because if all of the humans die off, the giants will have to do the work themselves). They are actually treated on par with serfs, and those who have seen areas ruled by the Scarlet Brotherhood would be hard-pressed to choose which group of underling was worse off. All humans have been relocated to the area within the Grand Moat and enter the forest escorted by a force of ogres. They work as they would normally and then are escorted back into the Crossing at the end of each day. While they may be resentful of their giant captors, the humans understand that they are lucky to be alive and even luckier to be allowed to live with some measure of personal dignity and freedom.

The very few sylvan elves who lived near Pest's Crossing were either slain in the fighting or retreated into the protection of the forest when they realized the inevitability of the situation. The giants of Pest's Crossing are confident enough in their defenses that two small groups have recently been able to infiltrate the human population and make places to oust the invaders (helped by the fact that the giants have a certain amount of trouble telling the "little folk" apart). These groups are the Dark Star Guardians and the Golden Circle. As the fire giants have settled nicely into their roles as the new "nobles" of Geoff and cause little physical harm to their human "subjects," the infiltrators are able to take their time in their plans and avoid hasty actions; based on their present course, and lacking any outside aid, they will be ready to act early in 596 CY.

1. Rindone's Mill

Mill can grind grain or cut wood. It takes several hours to make the switch, so this is done only once or twice a week. The mill was recently reconstructed, as it bore the ire of several ogres and Rindone's assistant, Malshar, was killed. Malshar had apparently been the leader of an underground resistance movement and a half-elf, and was ambushed at night before Mogthrasir departed.

Rindone: Man in late twenties with curly black hair and a bronzed complexion.

2. Malk the Fishmonger

Popular spot visited by families at least every other day. Malk catches and salts fish, and for a small fee preserves fish caught by other fishermen.

Malk: Grumpy and middle-aged, he is close-mouthed in general.

3. Weaves and Leaves

The shop opened in CY 591 and provides medicinal and culinary herbs, as well as durable cloth that Totavo weaves himself.

Totavo: Nervous young man with fair skin and jet black hair. He employs a number of children to seek out herbs in the forest.

4. Blacksmith

Tollar, just 16 years old, has taken over for Kittos as the best blacksmith in town, making metal tools and other simple goods for townsfolk, as well as sharpening logging blades. Tollar's father had been the original blacksmith, but died of sickness and Kittos took over, serving as a second father for Tollar. Unfortunately, Kittos was a member of the underground resistance, and was killed when an army of trolls attacked him just before Mogthrasir departed the town. The battle was fierce, with his lover Ratenna coming to his rescue but perishing as well.

Tollar: 16-years old, the short Flan boy has seen much grief and tragedy. With grim determination he has begun to learn to craft weapons and armor and has joined the militia.

5. Sawbiter's

Tavern catering to rough-and-tumble loggers, fishermen, and miners.

Shando One-Foot: barkeep and owner. Foot was crushed in 580CY by a falling limb when out logging, so he bought the tavern. His stump is capped with a capped iron spike. Brings out a three-foot length of polished Hornwood called "Welcome" if patrons get too rowdy.

6. Mosto's Bakery

A very popular shop, Mosto creates tasty and incredibly satisfying breads, with his specialty being breads stuffed with meat or cheese.

Mosto: little man with sharp eyes and very short hair, always full of nervous energy. It is said that Mosto was a member of the resistance, but was able to elude Mogthrasir's troops on that fateful day. Mosto keeps a low profile, but periodically meets with the Arglwyth and may become one of his Teulu.

7. Rasgon's Cheese Shop

Provides a number of pretty good cheeses, with the specialty being Lindenbrook Pale.

Rasgon: Tall and thin, with dark hair and eyes. He has recently become one of the Arglwyth's Teulu.

8. Jailhouse

Used to house any troublemakers.

Dooan: Old Flan man who earned the trust of the giants during the occupation. Dooan is considering becoming one of the Arglwyth's Teulu.

9. Gromond's Rope and Leather (ruins)

Opening in early CY 595, the store sold strong ropes of various sizes and high-quality leather goods of all sorts. The store was destroyed the night Mogthrasir departed, when ogres and trolls searched for Gromond, the owner, but could not find him. Gromond reappeared the next day and vowed to rebuild. However, he recently ceded his shop to one of his assistants, joined the arglwyth as a Teulu, and spends time assisting the military efforts in town.

Gromond: Strong Flan appearance with minor Oeridian and Suel traits. Gromond is a native to Pwyst's Rhyd, having returned from adventuring. It is unknown why Mogthrasir's troops sought him.

10. Temple of The Old Faith

The building suffered little damage during the invasion, though the priestess was never found. A year later a man named Tormond arrived. The giants put up with Torm because his preaching kept the humans content enough and working. With the giants gone, Torm has revealed himself as an actual priest of Pelor. The Arglwyth encouraged Tormond to expand the temple to honor all of the Old Faith.

Tormond: His face is lined and his head usually kept neatly shaven.

11. Goldsmith shop (ruins)

Nuwon opened shop the year after the giants invaded, providing them with incredibly fine jewelry. He was popular with the giants and had the protection of Mogthrasir, until, it is said, he helped adventurers infiltrate his keep. His shop was one of the first to burn to the ground when Mogthrasir took his ire out on the town before departing. It is said Mogthrasir crushed the life out of Nuwon with his own hands, though a body was not found.

12. Three Brothers Carts and Horses

This combined hostelry and cartwright exchanges tired horses for fresh ones, builds and repairs carts and wagons, and even serves as a veterinary from time to time.

Dom and Haas: Two brothers. They are assisted by several carpenters and stablehands, the most experienced of which is named Novalindro.

13. Surgeon

Landrya uses her knowledge of magic, herbs, and anatomy to care for the people of the town, often facilitating meetings with the reclusive and protective sylvan elves of the Hornwood. She concealed her magic skills during the occupation. Her assistant, Ratenna, had been a member of an underground resistance and was killed the night Mogthrasir departed.

Landrya: one-armed ranger, retired after an attack from an owlbear.

14. Firelog Inn (Standard lifestyle)

The Firelog is the place the people of Pwyst's come to when they want to eat cheaply but well and to hear the latest gossip. Since the occupation ended they have begun renting out rooms to visitors, but it is still mainly a tavern.

Otta and Rindal: Otta is a large jolly woman and Rindal is a scrawny man. Both are kind, especially to families and those in love.

15. Mercantile and Government Buildings (under construction)

These two underground 5-roomed structures each served as former homes to seven trolls. Now in the process of being gutted, cleaned, and rebuilt, these two-story buildings will serve various government and guild/mercantile functions. It is hoped that the entire westerly slope will become a mercantile section for Pwyst's Rhyd.

16. Halls of the Trevdyni

Each the former home to 20 ogres, these caves have been gutted and cleaned and converted into two large facilities. The first is a barracks for the cantreval army, the second a facility for town gatherings, entertainment, fairs, and a farmer's and crafter's market held each Starday. It is hoped that over time this will become the cultural center for the town.

17. Bridge

These three narrow wooden bridges (one to the east, crossing the moat and two within town, crossing the Oyt) were not much wider than a cart. The eastern bridge was widened and fortified with stone. Similar improvements are being made to the southern bridge.

18. Moat

This moat is a 10' wide trench that circles the town and almost intersects with the Blue Oyt River, stopping about twenty feet short on either side. Filled two to three feet deep with brush lightly coated in oil, it makes a formidable defense against creatures smaller than giants. Plans to expand the moat have been called for.

19. Guardposts

During the occupation these were simply 5' high walls of piled stone with a few ogres or trolls told to keep watch and ring a brass bell for reinforcements. As his second act in the town, Arglwyth Krelor directed the rapid construction of two stone towers to replace the walls. Within the towers are the same brass bells,

now engraved with the names of all who died during the invasion, during the occupation, and upon Mogthrasir's leaving.

20. The Western Path

The giants burned a clear road, 100 yards wide, southwest through the woods, leaving most of the wood to rot where it fell. This path leads to Fort Gellsblood (formerly Kargyraa Fort). The forest, prompted by the renewed Heart of the Hornwood, has been reclaiming that path, though Krelor's diplomats are negotiating with the Hornwood elves to keep a wagon-traversable path all the way to Fort Gellsblood.

21. The Keep (formerly Castle Thrasmotnir)

A giant-made hill of stone and packed earth has been built on the northern end of Pwyst's Rhyd. A series of rooms and halls were built into the hill as a lower level, with a stone castle on top. The hill is flat on top, roughly circular in shape, fifty feet high, and roughly 560' in diameter, tapering out to a base diameter of nearly 700'. The hill is packed nearly as solid as rock.

Since the departure of Mogthrasir, Arglwyth Krelor has set up temporary residence in the castle. Part of the castle is being demolished so as to reduce the keep to a more reasonable size, with the extra stones being used for local construction and for border forts similar to Fort Gellsblood - assuming the elves and dwarves approve.

22. Temple to Moradin

This newly built temple is made of stone and trimmed in metal. The Mordinsamman (dwarven pantheon) is worshipped here, and a large room in the back is often used by dwarven guilds for meetings.

23. Nova's Fletchery

This fancy shop is newly built by Toril, a Scout Chief in the Olwythi who returned after the war to his father's home town. Renowned for its excellent bows and arrows, it is also a favorite with Olwythi who stop in to exchange news and supplies.

24. The Brenin's Blessing

A luxury inn and tavern, similar in appearance and menu to the Thane's Cup in Aberglain and The Shalm's Balance in Gorna. Owned by the Arglwyth, it is run by his followers. Cerys Ravenhair, a former waitress from Hochoch, manages the establishment ably. In Cerys' employ are Rhune, a protective wood elf female Paladin of the Shalm; Norada, the comely dwarven head-waitress; Ilrian Greycloak, gnome wizard bookkeeper and wine steward; and Eswen of the Humbling Roan, an Old Lore Bard who graces the stage with her talented voice.

25. Home of Olena

Olena is a young but extremely talented sorceress of Suloise descent. Olena has become romantically involved with Heth ap Tevryn and decided to retire from adventuring after the war moving to this home. The sorceress helps the needy and lends her skills to the rebuilding efforts.

DM AID: URTCHECK

Clan Underfoot is a major center for dwarven activity and culture. The clan's new stronghold, Urtcheck, located in the Stark Mounds of Geoff, is a gift from the gnomes of the area. The dwarves have been in exile with the gnomes since the giants' attack, and as giant activity in the region came under control the gnomes deeded the dwarves this small mountain. Since then the dwarves have begun to remake this area in their own right

Past History

Clan Underfoot's origins are surrounded by mystery and the general forgetfulness created by Father Time. This much is known; the clan has been living in the Stark Mounds since before humans came to these lands. Legend has it that the when dwarves were originally created that Clan Underfoot's original clanhold was one of the spots where they gods first settled the dwarven people.

Leadership Structure

The Underfoot clan has been organized under a monarchy, under the Three-hold Thane's leadership, for as long as they can remember. King Morrell has been on the throne for the past one hundred and fifty years. The next in line for the throne is his eldest son, Dostere. Both survived the initial fights with the giants and their kin and minions. Under the king sit his advisors and the heads of each religious order. The Three-hold Thane is currently in residence at Urtcheck, directing the war against those that still hold dwarven ancestral land.

Religion

The Mordinsamman (dwarven Pantheon) is revered here, as in most dwarven cities, with the majority of the populace espousing the teachings of Berronar Truesilver, holding family, peace, and kindness above all other virtues. Since the coming of the Giants, the teachings of Clangedinn have been well received. The "Father of Battle" counts a large and growing percentage in the city among his followers.

The city of Urtcheck

Urtcheck is an underground city with a population of over five thousand dwarves. As a small gnomish town it was a simple affair, with only basic living levels and little commerce to recommend it. Now that the dwarves are recreating it, only the gods know of the glories they will create.

The city is being developed with three levels. The uppermost is the residential level. It is broken into several districts, not separated by money or society status (one of the things disliked about surface dwellers) but by clans and kinships and ancestry.

The middle level is developing into a sort of merchant district. Various business, markets and bazaars can be found here. At the far northern end lies a planned "Talzakjun", or great meeting hall. This is an immense natural cavern that will be crafted into a huge meeting hall. There is also a temple district on this level, with a major temple under construction to each of the dwarvish gods.

The lowest level of the city is its bowels. Mines and tunnels lead down into the bowels of the mountain.

City's Renown – Trade/Commerce

Clan Underfoot was well known, before the invasion, for its export of iron, steel, gold, silver, platinum, and precious gems. Those are the exports that were traded with the surface races, humans, elves, halflings, and gnomes. To other dwarves, the exports included religion (many dwarven priests come from Urtcheck), training in tradecrafts, as well as weapons.

Surviving the War and Effects on Underfoot and Urtcheck:

When the giants and their underdark allies invaded, Clan Underfoot was not prepared for the attack's suddenness and ferocity. After weeks of combat, the clan realized that their stronghold was doomed and escaped through hidden tunnels and surface routes to the realm of their allies, the gnomes. After years

of working with them to maintain peace in the Stark Mounds the gnomes have gifted them with a new home.

DM AID: DEEPHOLM

Clan Deepholm has faired the worst of all of the dwarven clans in the war against the giants. Driven from their home after a decade of war by a vast clan of Duergar, they have only just begun on the task of building a clanhold to replace the one they lost. War weary, and with a population cut almost in half by the war thus far, they currently rest under the protection of the Army of Stone as they work towards crafting a new home in the central Crystalmist.

Past History

Clan Deepholm's origins are surrounded by mystery and the general forgetfulness created by Father Time. This much is known; the clan has been living in the Crystalmists since before humans came to these lands. It is known, however, that they held their previous clanhold for at least a thousand years.

Leadership Structure

The Deepholm clan is led by an oligarchy of nobles, under the Three-hold Thane's leadership, known collectively as the Shield Lords. Typically numbering less the 10, these noble and respected dwur select one of their own to act as their leader, rotating this responsibility on a 25 year cycle. The currently leader of the Deephold clan is a dwarf known only as The Helm. Former captain of the Thane's Shield, The Helm rallied the clan in the face of the duergar onslaught. Standing at the broken Second Gate of Deepholm he, and what remained of the Thane's Shield, bought the blood of Deepholm with their own. Even suffering 90% casualties, the Thane's Shield held. The Helm assumed leadership of the clan on that horrible spring day fifteen years ago, and his leadership in those first days, and then in the years that followed, is widely acknowledged as the only thing that held the clan together during the war. There is already talk of making him king, as his 25 year term comes to an end. Under The Helm sit his advisors, the various Shield Lords of Deepholm, and the heads of each religious order. The Three-hold Thane is currently in residence at Urtcheck, directing the war against those that still hold dwarven ancestral land.

Religion

The Mordinsamman (dwarven Pantheon) is revered here, as in most dwarven cities, with the majority of the populace espousing the teachings of Moradin, holding law, craftsmanship and dwarven culture above all other virtues. With their close association with the Army of Stone, the teachings of Clangedinn have also been well received. The "Father of Battle" counts a large and growing percentage in the city among his followers.

The city of Deepholm

Deepholm is an underground city with a population of fewer than two thousand dwarves. Only founded 3 years ago, the city is currently little more then a collection of well built stone structures, arranged in the center of a large, airy, cavern. The clan is currently focused on building appropriate defensive structures into the bones of the cavern itself, providing for the needs of the Army of Stone, and surveying the mineral deposits in found in the lower and rear cavern. Knowing how thin a margin their operating one, even now that they've disengaged with the duergar, the dwarves of Deepholm are now some of the hardest working humanoids on Oearth, typically working 16-20 hour days, 7 days a week. There is much to do to establish themselves here in their new home; they are all working hard to get it done.

DM AID: NEW RULES

NEW FEATS

Power Critical (*Complete Warrior*)

Prerequisite: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Telling Blow (*Player's Handbook 2*)

Prerequisite: Skirmish or sneak attack ability.

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

PLAYER HANDOUT 1

Tasting Course Menu for The Brenin's Blessing

First Offering

(An introductory course, very small in size and light in flavor. It is a dwarven custom to toast to the other's clan or family.)

Drunok

(A tray of thimble-sized glasses on tall stems. Drunok is a light liqueur intended for formal occasions. A tradition of Clan Stonereaver, brewed on the coldest days and saved for the warmest. Originally brewed for trading meetings with elves.)

And either

Flourish of Spring

(Thin rows of soft Goat's cheese within which delicate crisp greens have been intertwined)

Or,

Flourish of Summer

(Fine disks of lightly fried potato, with a light cream sauce. The disks are crunchy, and meant to be eaten by hand.)

First Course

(Traditionally of medium size, and bears a more savory tone with several distinguishing flavor highlights)

Pelor's Light

(Brilliant gold light ale with a light taste and low alcohol content)

Or,

Eternal Spring

(A copper ale blended in the Crystalmist style but with hops and malt originally from Elyssium and the Beastlands)

And either

Harvest Lamb

(Shanks of lamb in spices and an amber-hued reduction sauce, accompanied by fresh herbs. Typical of Clan Underfoot, as living in the foothills of the Crystalmists affords them access to many sheep, as well as a wide variety of spices. Clan Underfoot typically serves this dish during sacred days, or during weddings.)

Or,

Hillside Risotto with House Cured Duck Ham

(Rice cooked in tender meat and seasoned with cheese and saffron, with a side of flavorful duck meat. A house specialty, it is an upscale version of traditional meals made by the Ffolk of Ystrad Cloer)

Second Course

(The second course is traditionally a heavy dish, reflecting dwarven favor for meat dishes and full of flavor)

Thane's Glory

(Dark stout brewed in the traditional manner of the master ale smiths of Clan Deepholm.)

Or,

Obad-Hai's Sacrifice

(Honey-brown with an initial taste that rejuvenates and a bitter finish that reminds you of what has passed.)

Or,

Sal-laien

(This white wine's name means 'Tears of Silver' in Elven. It is also called Salilalyain in Sylvan or 'Lover's Silver Tears' by the Fey, for its silky palate and its aroma that evokes memories of friends and loved ones.)

And either

Forge-Kissed Steak

(Tender steaks that sizzle on a bed of stones. A new forge is celebrated by each family providing a stone from their forge. The stones are heated and meat cooked and shared. In this way, the new forge becomes a part of everyone.)

Or,

Slow-Roasted Salmon over Copper

(Herb-seasoned salmon laid over a bed of greens. A side of copper-colored potatoes drizzled with mixed melted cheeses is served in a small skillet. This is a local dish, fresh from the fields and Blue Oyt river. A favorite of the Hornwood Elves.)

Final Offering

Hearth-Desert

(A selection of small sweet cakes, typically served in Deepholm)

Or,

Sheppard's Sweetheart

(A mixed berry tart, with an almond crust and sugar glaze finish)

Critical Event Summary: GEO7-05 The Orb of War

For use only at Ottercon 2007

1. Were the PCs successful at establishing a trade route to Deepholm? Yes
No

If so, list player names/PC names here along with their level of success:

2. Were any PCs captured?

Yes

No

If so, list player names/PC names here:

3. Did the PCs retrieve the Orb of War?

Yes

No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):