

GEO4-04

# Forest of Stone

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Geoff Regional Adventure

Version 1.4

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Opportunities await those who take risks, and a chance discovery can turn a simple reconnaissance mission into so much more. Those who climb the peaks and look upon the Forest of Stone may find the answers that they seek – and may find an even greater mystery. A Geoff regional adventure for APLs 4-12, and Verse Two of the Song of Earth and Stone.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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# Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

## Living Greyhawk Levels of Play

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

1. 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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.

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

Sum the results of 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.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Over a thousand years ago a dwarven wizard named Geltan Stoneblood began exploring other planes of existence in search of knowledge, mineral wealth, and ultimately power. On one of he searches he found a dark dusty world where windstorms constantly swirled the red-brown dust.

The only life he found were creatures composed of this dust. These creatures would form out of nowhere, as if they drew upon the surrounding dust to give themselves form.

After surviving several attacks Greltan was about to leave when he came across something that would change his very existence. There sitting in the center of a deep bowl-like depression in the terrain, unfilled by the every present dust, and upon pedestal made of solidified dust was a large dark-red gem unlike any gem the dwarf had every seen. He was drawn to the gem and as his trembling fingers lifted it off of it's alter the pedestal crumbled and blew away. The sides of the depression began to lift and close in above him. Greltan realized that he had been a fool and now was being eaten an ancient dust dragon. Greltan was just barely able to escape the dragon's trap and their magical battle lasted for hours and when Greltan's energy was all but depleted he felt a power within the stone. He opened himself to this power allowed the stone's energy to flow through his being. With renewed

power he was finally able to repel the dragon. What Greltan never realized was that he had not fallen into the dragon's trap, but into a trap created by the gem itself. The dragon was a slave to the gem as much as Greltan himself had now become. The gem is an intelligent artifact from a civilization long since destroyed. Whether the gem was native to the world where Greltan found it, no one truly knows.

Pleased with his discovery Greltan returned home to study his prize and see what other secrets it might reveal. For Greltan it was too late, he had allowed himself to be filled with its power and the gem's lust for power and dominance had become his own.

What transpired next has been lost from history. Greltan began seizing power, using his position within the Stonereaver clan and magic, both his and that granted by the gem. He tried to seize control of the clan and place his family as head of the clan and ultimately make himself Thane. His bid for power was stopped and the Stoneblood family was ruined. All Stoneblood dwarves above the age of apprenticeship were executed. Their young were spared and adopted into the homes of rest of their clan. All knowledge of that family was stricken from the histories right down to their homes and all of the goods they ever produced. Over the centuries, everyone forgot the name Stoneblood.

Greltan himself was mortally wounded and only with the help of the gem did he survive, but at a terrible cost. The gem used its magic to turn Greltan into a Lich, a device of wrath at being defeated. For months Greltan slowly formed an army of undead to destroy what was once his home. Again the Stonereaver clan defeated him, but this time the priests knew where the true source of the evil power came from and devised a way to seal it away. A fist-sized piece of granite was enchanted by the high cleric of Dugmaren Brightmantle to entrap the gem and seal its powers. The stone worked and Greltan lost most of his power. Just before a paladin of Moradin struck him down he used his magic to hurl the gem over the precipice they fought upon and deep down into the Underdark where it rested for centuries, lost to history. Greltan's lich body could not be destroyed since his phylactery could not be located. To prevent him from causing further problems, his remains were sealed in a tomb deep in the mountains. The location forgotten to everyone, except the gem.

Over the centuries the stone-encased gem slowly found its way from stream to stream until it found its way into a large river. All the while the stone was slowly being eroded away. About two years before the giant's invasion into Geoff the gem was found on the side of a lake in a mountainous valley by a hill giant. Attracted by the gem's sparkle, winking through its rocky crust, the creature had no idea the danger it had found. Being attracted to those who use magic and weakened by its exposure to sunlight, the gem slowly manipulated its way to the court of the Sahrut. Unfortunately for the gem, the Sahrut were too wary to be caught in its web. Knowing its chances of controlling the surface dwelling Sahrut was impossible at best, the gem made a deal and a dark alliance was formed. In return for being returned underground and promised dominion over the Stonereavers and their territories, it promised to neutralize the Stonereavers as a factor in the upcoming war. The final part of the bargain was that the gem would help disrupt the Deepholm clan and aid the giant's duegar allies. In return the duegar would find and release Greltan from the tomb he had been sealed within nearly a millennia before.

Unfortunately for Greltan his body had disintegrated into a reddish-brown dust and for him to interact physically his spirit must exert its will to have the body to reform. The advantage is that he can move the dust like a swirling dust-cloud and fly like an air elemental.

A disguised duegar agent gave the gem to Trellana Silverblood. While trying to study the gem she was attacked by Greltan much like he was by the dust dragon and she too used the offered power of the gem to try and defeat Greltan, but ultimately lost herself to the gem's will. Greltan decided to use her body as a vessel for his dust-like remains. She now hovers in a state between life and undead by the magic used on her body by Greltan. The now possessed Trellana created a copy of the Crown of Thanes and gave it to a duegar agent to be used to kill the Thane in Deepholm and pull all the dwarven clanholds out of commission during the invasion by the giants. This plan worked well except that the real Crown of Thanes disappeared and both the giants and the duegar believe that Greltan and the gem betrayed them. So once the initial invasion was over the giants turned their ire upon the Stonereaver clan. During this initial invasion by the giants Trellana used her magic to sneak into the private meditation chambers of Delgannar Brasstwister, the high priest of Moradin, who was

using a magical device to communicate with the other high priests of Moradin in the Deepholm and Underfoot clans. She touched the Gem to the meditating dwarf and linked the Gem to the three priests. The Underfoot priest was killed instantly and the Deepholm priest was able to separate himself from the link but was comatose afterwards.

Just before he dies the Deepholm high priest said two words and then died. Those two words were "The hunger."

The giant attack ultimately played into the gem's hands. It was able to manipulate the dwarves' anxiety at possibly being destroyed by the giants and their minions. Through Trellana Silverblood, the gem offered the idea of creating an army of undead to supplement their forces, using the dead bodies of their enemies. This worked perfectly the giants and their minions driven back by the animated bodies of their own kind. Eventually, the giants settled to seal the dwarves in their mountain homes. They sealed every entrance they could find and posted patrols around the known major entrances. The duegar continued to fight the Deepholm dwarves and the giants drove the Underfoot dwarves from their clanhold. All the while, the gem and Greltan set about extracting revenge upon their unknowing brethren.

The gem leveraged the fear and revulsion of the Stonereaver dwarves combined with the fact that the undead minions attacked every living thing to convince the council, through Trellana, to adopt a unusual solution to the problem. The solution required each member of the Stonereaver clan to be embedded with an enchanted gem in the back of his or her head. These gems protected the wearer from the undead army. If the gem was removed the enchantment was broken. This way the gem could not be used outside of its host body to get by the newly termed "guardians". These gems linked everyone to the Greltan and the gem.

Instead of blatantly invading everyone's mind, the gem operated at a subconscious level, insinuating suggestions and reasoning that made perfect sense. Anyone that managed to resist the suggestions, conveniently died in a tragic accident that no one thought more of. Greltan or the gem cannot monitor everyone at one, they must focus on a small number of individuals at a time, reading their thoughts and experiencing what they see, hear, smell, taste, and touch.

Over the near decade that has passed since receiving their protective gem, the Stonereaver Clan has no idea that an outside force is manipulating their daily lives. Only a few citizens

like Batellan Truestone have been able to resist the gems influence, but the numbers are too small and they live in constant fear of discovery. Those that are discovered are either driven insane by the constant mental assault by the gem or die in some explainable accident. Greltan and the gem did not kill Batellan outright because they loved driving him insane slowly. Unbeknownst to Batellan, he is of the bloodline of the cleric that sealed the gem away those many years ago. They intend to extract as much pleasure as possible before he dies.

## Adventure Summary

### Introduction

The adventure begins in the vicinity of the city of Preston. A city liberated from the grasp of the Sakhut within just the last few years and now stands nearly on the front lines of the continuing efforts of the people Geoff to liberate their country.

It is here that the PCs meet a young woman named Cienwyn merch Siani whose friend and suitor Ianto, and the rest of his wolfpack, has gone missing while scouting out the giant held territories. The Army of Liberation does not have the current resources to send a scouting party to find them, so she is now looking for a group of adventurers who volunteer to go in search of the missing wolfpack.

### Encounter One

The PCs meet outside the gates to the camp of the Army of Liberation and are taken to talk with Cymorth Luc Greenarrow. After some discussion the PCs decide whether or not to take the mission.

### Encounter Two

The PCs find the dead body of Ianto and a few interesting tidbits of information about the giants and possibly clues leading to the fate of the dwarven Stonereaver clan.

### Encounter Three

Following the clues found upon Ianto's body, the party finds a secret entrance that leads into the large cavern filled with natural stone columns that have been worked by the dwarves to represent a forest of trees.

### Encounter Four

The guardians created by the Stonereaver dwarves to help protect their clanhold attack the party.

### Encounter Five

The party finds their way to the gates of Stonereaver clanhold of Moradinath Mor and negotiates their entrance into the city.

### Encounter Six

The Stonereavers are elated to see the PCs and welcome them like heroes into their city. The party members are showered with gifts and questions.

### Encounter Seven

Pwellan Stoneaxe, a member of the dwarven council, welcomes the PCs into their city and offers the hospitality of his home for the evening. Along the way Pwellan points out a few points of interest in the city.

### Encounter Eight

The party has dinner with Pwellan while he answers some of their questions.

### Encounter Nine

The party talks with the very scared daughter of Pwellan

### Encounter Ten

The PCs go to the home of a dwarven priest and find the truth of what has been going on in the Stonereaver clanhold since the giant invasion

### Encounter Eleven

The PCs have the showdown with Trellana and the Gem.

## Introduction

This module begins in the vicinity of Preston. Ask the players to describe the present location of their player characters (PCs) in or near the city. They can make up their own reasons for being in or near Preston. Find out the family memberships of each PC; clan for dwarves, gnomes, and halflings; tribe for half-orcs; and families for human, elves, and half-elves. Adjust the box text throughout the module based on the information provided by the players.

The PCs meet Cienwyn merch Siani. Her friend and suitor, Ianto, has gone missing. To demonstrate his valor to her mother, he, along with some of his friends, volunteered to join a scout wolfpack. The Army sent his group out several weeks ago. The Cymorth at the Army of Liberation camp says his group is overdue to

return, but would not say where he was sent. She begged and pleaded with the Cymorth and he said that if she can put together her own group of volunteers he would let them look for her friend.

Knowing that her best chance of finding Ianto is to convince some of the local adventurers to find her friend. She approaches the PCs while they are out in a public place.

***A young, attractive woman of mixed Flannae decent approaches you in a dress that is worn and patched in many places. Her eyes are puffy as if she has been crying recently. She nervously asks, "Good day sir (or ma'am), might I have a word with you?"***

If the PC agrees, she leads the PC to off to the side away to keep anyone from overhearing.

***"My name is Cienwyn. My friend Ianto left many weeks ago to scout for the Army but has not returned. I am trying to find people to help in the search. Can you help me?"***

The following are the answers to some of the common questions PCs may ask.

Q: Why ask me to help?

A: ***"You have the look of an adventurer about you. Ianto was an adventurer. If anyone can find him, it would be those like him."***

Q: How do you know he is missing?

A: ***"I had a dream."***

Q: Tell me about the dream?

A: ***"I was walking through a great forest and Ianto came to me floating down from the trees. He kissed me and said that he had to go and not to worry. Before I could say anything else, he turned and walked away, fading into the mists. I chased after him, but all I found was dew on the leaves. I woke up tangled in the bed covers soaked in sweat."***

Q: What does the dream mean?

A: ***"I asked one of the Old Faith druids about what it meant. The druid chanted and danced around a mud puddle then kneeled down to stare into it. After a few minutes, she said, "Be at peace, he maintains the Balance." When asked what that meant, the druid said, "It means what it means," and could offer no more of an explanation. The priests of the temples want donations for their services, I haven't enough money for that."***

Q: Have you asked the Army for help?

A: ***"A Cymorth at the camp told me Ianto's wolfpack was long overdue to report. But he did not have the resources to go search for them. When I asked where he was sent, he said he could not tell me. He did say if I could get a group of volunteers to go search, he would point them in the right direction."***

Q: Were you going to marry this man?

A: ***"Eventually, he did not want to marry me as a pauper. He wanted to prove to my mother that her daughter would be taken care of. He and some of his adventuring friends volunteered with the Army to prove their bravery and get money from the spoils taken from their slain enemies. It looks like all it got him was killed..."*** (She begins to sob).

Q: What do you have to offer in exchange?

A: ***She looks around the area dejectedly. She then drops to her knees in front of the PC, tears beginning to run down her face. Staring at the ground, she says, "My father is dead and my mother is old and feeble. I offer everything I have ...*** (the next words catch in her throat) ***... including myself if that helps convince you."*** From her appearance, "everything" is not going to be much.

**DM note:** *It is a truly evil act to take advantage of the innocent in their time of need. Anything beyond collecting material items from her is an evil act. This includes indentured servitude for personal gain, enslavement for personal gain, or sexual favors of any kind. After this module ends, if any PC attempted to or actually collected on such a bargain automatically shifts their alignment along the good/evil axis one step toward evil. Paladin's who knowingly allow this bargain to transact are alignment shifted and stripped of their paladinhood and associated abilities until they atone. Other divine casters are alignment shifted and denied access to divine spells and associated abilities by their gods until they atone. Their god does not hear their pleas, communes, or anything else. If this action forces a LN, N, or CN aligned PC to become evil (i.e. LN to LE, N to NE, or CN to CE), they must pay standard NPC prices (no favors can reduce or eliminate the cost) for an atonement spell before leaving the table. There are NPC clerics in Preston that will cast the spell. If a PC at the table wishes to cast the spell, they may do so, but the offending PC must donate the cost of the spell to one of the temples in town. If*

*the PC refuses to pay or cannot pay for the spell, their evil character is pulled from play. This is the price of playing a character on the edge of darkness.*

If the PC agrees to help search:

Cienwyn begins sobbing and hugs the PC, ***"Oh thank you, thank you..."*** (more sobbing) ***... please meet me at the gate to the Army of Liberation camp in the morning. I must gather others to aid in the search. As a group, we will talk to the Cymorth."***

Proceed to **Encounter One**.

If the PC does not agree to help with the search:

Cienwyn thanks the PC for his or her time and moves on. Unless one of the other PCs at the table pulls the PC into the module, the module is over this PC.

## Encounter One: Another Day at the Office

Calling the activities at the Army of Liberation camp chaotic is an understatement. The camp is a hive of activity. Allow the players the opportunity to introduce their PCs.

**DM Note:** If members of the party have access to the Army camp, please modify the box text accordingly.

***The next morning you approach the gate leading into the Army of Liberation Camp. At the same time, others approach the gate, looking around as if searching for someone. Shortly after you arrive at the gate, Cienwyn runs up to the group, brings you together, and says, "Thank you all for coming. Let's go see the Cymorth." She begins heading toward the main gate asking the guard to speak with Cymorth Luc Greenarrow.***

***The guards summon a runner and he escorts your group through the camp to a large tent. Inside, the runner introduces you to Cymorth Luc Greenarrow. He looks up at the group and gets a surprised look on his face when Cienwyn walks up to his desk and says, "Cymorth, I have gathered a group of adventurers that volunteered to go in search of Ianto. Will you now tell me where he was sent so they can go find him?"***

***The Cymorth is completely caught off guard. He stumbles for words then says, "I did say***

*that didn't I. However, I cannot tell you what his mission was or where he was sent. But if you leave these folks here with me, I will send them forth.*

*Cienwyn fights back tears and smiles. Turning to face you, she takes a bracelet off her wrist. It is a weave of hair, vines, and a tiny chain of gold. She says, "Here, take this, lanto finished making this and gave it to me the night before he left. He wears one just like it. It may help you locate him. Thank you for your help and may the gods bless you." She then leaves the tent.*

*Once she is gone, the Cymorth comes around to the front of the table he was sitting at. He says, "She has been begging for some time for me to send out a search party for her missing friend. If I sent out a party for every missing person, there would not be an Army left anymore. I hoped she would accept her friend's fate and move on. However, I told her if she gathered a group I would send them out. We are planning to send another group into their area. Are you willing to take up that wolfpack's task and find out what happened to them? They will find out what happened. If you'll give me that (indicating the bracelet) back and talk to her. Sorry for the inconvenience this may have caused you."*

If the PCs decline the mission:

The Cymorth says, *"Please give me that (indicating the bracelet) and I'll give it to the next group that goes out. Thank you for your time."* The module is over for the PCs. A couple of weeks later, the PCs hear that Cienwyn's body was found at the bottom of a cliff. Still clutched in her hand is the bracelet given to her by lanto. Her mother said that an Army officer visited her. After that, she ran out of the house crying and never came back.

If the PCs accept the mission:

*He ponders something for a moment and comes to a decision. "Ok, that would free up this other group to do something else. Cymorth Greenarrow walks back around his desk and pulls out a map. "Gather 'round. I sent that group out with the following orders:*

- *Leave as soon as possible;*
- *Penetrate into enemy territory as far as possible;*

- *Locate as many enemy units as possible;*
- *Collect as much information as possible about those units;*
- *Avoid making your presence known to the giants or their allies; and*
- *Report back with the information within three weeks.*

*They were supposed to follow a path* (give the players Handout #1, but IC, the Cymorth does not give the PCs a map, they may copy his however.) *that leads them outside of the Dim Forest and towards the Barrier Peaks. If you come across something unusual, do investigate. Reports have come in from various large concentrations of non-combatants and unusual enemy facilities. If your travels shed new light on these types of events, it could make a difference in how this war ends. Are there any questions?"* As soon as the PCs have their questions answered, he says, *"Good luck then."*

If the PCs ask about these reports, Greenarrow says that some other groups reported:

- A migration of giants into the Sheldomar Valley from all over Oerth.
- Strange weapons being tested at different locations.
- Slave camps throughout giant held lands, their labors feeding the giant army.
- A massive fortress built directing into one of the valleys of the Crystalmists. If a similar fortress exists in the Barrier Peaks, he wants to know about it.

Allow the PCs to prepare for their journey as they see fit. PCs without horses may purchase light horses from the Army quartermaster. If one of the party members is a member of the army or has influence with the army, the PCs can borrow horses but they are responsible for replacing them if they are lost. Once the PCs are ready to travel, have them form a marching order on the battle mat and proceed to **Encounter Two**.

## **Encounter Two: A Gruesome Discovery**

*Despite the occasional thunderstorm, the mission has been fairly uneventful. You collected quite a bit of information about numbers and types of giants inhabiting the*



**giant held areas of Gyrruff. No unusual facilities were spotted. Although many fire giant and Hextorian mercenary patrols were spotted and avoided.**

**Every once in a while, you spot a white dragon high up in the sky, flying lazy circles over the mountains to the north. If it's the same dragon and rider each time, you cannot tell.**

**There were a couple of places where humans were growing large amounts of food. Nearby, hill giants herd sheep. Fire giants and humans wearing black and red uniforms, many wearing symbols of Hextor, patrol those areas heavily with wolves. Their presence made it impossible to get many details.**

**A half dozen large black birds circle over the mountains ahead; they circle the same area of the sky, as if watching over something.**

A successful Knowledge (Nature) (DC 10) tells the PC that the birds look like vultures, a carrion eating bird.

The area they circle is approximately half a day's travel ahead. Tracks along the ground show that giants, humans, hobgoblins, goblins, and orcs have all been through this area recently.

If not done so already, have the players form a marching order, ask them if they intend to take any actions at this time.

As they get close in on the area where the birds circle, have the PCs make a Listen check (DC 5+APL). It is early afternoon.

**Working your way through the underbrush at the foot of the Barrier Peaks, you close on a ravine that leads up to a stone cliff. Vegetation obscures your view into the ravine. Several of the large black birds have landed at the tops of the brush growing from the cliff. Cawing out, as if in challenge. If the Listen check is successful, include *Aside from the sound of the wind rustling the leaves, all you hear the sound of metal scraping against stone.***

The ravine is approximately 40' wide at the bottom, 200' deep from front to back, 100' high at the back, and is surrounded on three sides by rock walls that look difficult to climb. The rocks crumble easily. Vegetation fills most of the ravine. It is thick enough such that the PCs cannot see beyond 10' inside of it. Every square on the map has plant life in it. It is too thick to ride through.

Allow the PCs time to prepare as they wish. When they enter the ravine, have them establish a marching order. Start drawing the ravine out on the map as the PCs move along. Give the PCs the impression that they are walking into an ambush, allow them to make Spot and Listen checks. Allow them the opportunity to use Hide and Move Silently checks. Really build up their paranoia. Any animal companions with Scent already smell what is described in the box text below. They become uneasy.

After several real time minutes of them carefully moving into the ravine, have the lead person in the marching order make a Spot and Listen check (both DC 5+APL). If successful, the lead PC notices a body hanging limply from a branch in a tree.

**As you reach the back of the ravine, the smell of rot and decay hangs in the air. Overhead, in a tree hangs a male human body. His neck lodged in the fork of one of the branches. A large, wicked arrow sticks out from his chest. As the wind moves the tree branch, the metal tip of his longsword scabbard scrapes back and forth against the rock wall. A knotted rope dangles next to the cliff.**

This is the body of Ianto, a young adventurer who set out to find fame and fortune. He is human of mixed Flannae decent. If the PCs Search the body, they automatically find the following either on his body or in his backpack. Masterwork longsword, masterwork chain shirt, masterwork dagger, a pouch of coins (32 gp), two potions of *cure light wounds*, food, spare clothing, a map case, a holy symbol of Dugmaren Brightmantle, and a bracelet similar to the one given to the players by Cienwyn.

The arrow is from a giant sized bow. The human was shot from the back. The arrow sticks out through the front of his chest. The arrowhead a very wicked looking barbed arrowhead.

The back of the holy symbol has the words "Moradinath Mor" (dwarven translation: City of the Dwarves) engraved in dwarven runes.

**In the map case is a hand drawn map with locations similar to the one shown to you by the Cymorth in camp. However, someone made additional notations on it.** (Give the PCs Player's Handout #2).

If the PCs use some magical method to talk to the dead Ianto, they can learn the following information. If they use *raise dead*, *reincarnate*, or

other similar spell to bring him back from the dead, he relays the same information, but refuses to go on with the PCs. He takes back all of his personal items but the holy symbol (which is not his) from the PCs and returns to Preston.

Information the PCs can gain:

- The party members were Amloth (human fighter), Blethyn (human sorcerer), Clydai (elven ranger), and Dulais (dwarven cleric).
- Ianto is a human ranger. He made the notations on the map.
- They found a dead female dwarven body along the river. She died from drowning.
- We buried the woman's body in a small cairn near where we found it.
- The dwarven cleric in the party, Dulais Stonereaver, used a *speak with dead* on the body to find the following information.
  - The dwarf's name was Elthra Truestone. It was her stone holy symbol that Ianto was carrying.
  - She was captured in a raid into the Stonereaver city of Moradinath Mor. She had recently escaped from the nearby slave camp.
  - She was making her way to the Dim Forest to find help from the elves.
  - Her people, the Stonereaver Clan, are in great danger under the mountain.
- Dulais was adamant that we try and find the Stonereavers. The rest of the party agreed to go search.
- The giants had a large force watching the known, main entrance into the mountain. All of the other entrances Dulais knew of were completely sealed and grown over.
- Dulais said his discussion with the dead dwarf hinted at a hidden entrance on a ledge near a waterfall.
- Their party was ambushed by hobgoblins with rapid firing crossbows. Ianto was the only one to get away. He was returning to Preston to report when someone shot him

as he was climbing down the rope. He fell to his death.

If they PCs decide to scout around themselves, let them do so and confirm the information they found on the map.

The small cairn where the body was buried has been dug up by the local wildlife and destroyed. There is no body to work with.

If the PCs decide to take the information and return, let them do so, they experience two back-to-back fights, run the combats below twice with a day of rest in between, to get their XP and GP for the module. After that, they return and report their findings. The Cymorth is thankful and Cienwyn throws herself off a cliff shortly after she hears the news.

If the PCs come back to Preston and then want to head out again, the giant army has repositioned and the PCs are not able to make their way back to the area. The bodies of the dead wolfpack have been removed.

#### **APL 4 (EL6):**

**Ogre (2):** hp 29; See Monster Manual page 199

**Gnoll (3):** hp 11; See Monster Manual page 130

#### **APL 6 (EL8):**

**Ogre (3):** hp 29; See Monster Manual page 199

**Dire Wolves (3):** hp 45; See Monster Manual page 65

#### **APL 8 (EL10):**

**Ogre Barbarian:** hp 79; See Monster Manual page 199

**Hill Giant:** hp 102; See Monster Manual page 123

**Troll (2):** hp 63; See Monster Manual page 247

#### **APL 10 (EL12):**

**Frost Giant:** hp 133; See Monster Manual page 122

**Hill Giant (2):** hp 102; See Monster Manual page 123

**Troll (2):** hp 63; See Monster Manual page 247

**Young Adult White Dragon:** hp 142; See Monster Manual page 77

## **APL 10 (EL12):**

**Frost Giant (2):** hp 133; See Monster Manual page 122

**Hill Giant (2):** hp 102; See Monster Manual page 123

**Ogre Mage:** hp 37; See Monster Manual page 200

**Young Adult White Dragon:** hp 142; See Monster Manual page 77

If the PCs decide to go to the entrance marked on the map, proceed to **Encounter Three** and let them discover the Stonereaver clan.

## **Encounter Three: Lost in the Forest of Stone**

A successful Search check (DC 10+APL) allows the PCs to locate the secondary entrance to the cave. Have the PCs form a marching order.

No traps are on the door. A successful Search check (DC 15+APL) allows the PCs to locate a hidden lever that opens the door. Once beyond the door, the PCs easily locate another lever to close the door behind them.

The cave is totally unlit. After several hours of winding pathways under the mountain, the party locates a 5' wide chute with a stonework ladder cut into it leading up. Creatures up to 10'x10' may squeeze up the chute per the squeezing rules in the DMG pg. 29. A successful climb check is required for party members to climb the chute. The DC for the Climb check is 5. Any non-humanoid creatures suffer a +5 penalty to their check.

PCs with either Survival (underground) or Knowledge (nature) skill can make a successful skill check (DC 15), or Bardic Knowledge (DC 20), to remember something about the fungus described in the box text that follows. First, the moss is not dangerous, and second it has fluorescent properties.

***The climb up the stone ladder is difficult. (Although dwarves have an easier time of it.) At the top of the ladder you can just see the outline of a doorway and lever positioned in its center.***

(Assuming the PCs eventually open the door. It is not trapped).

***Opening the door reveals a strange sight. Before you stretches a vast, natural cavern where massive stone columns support the ceiling. Each of the columns starts as a massively thick column of rock; however, as it nears the ceiling, it branches out into smaller and smaller columns, almost like a tree. The smaller columns twist and turn from their larger brethren. Strange mosses cover the columns, the ceiling, and cavern floor. The thick, columns are covered in a strange brown moss, while the floor and ceiling are covered in green moss. Not a sound is heard within the cavern, it is very serene and peaceful. The moss covering the floor between the columns is worn to the rocky floor with various pathways that branch out and lead deep into this forest of stone beneath the mountain.***

If the PCs douse their light sources, they can see that the moss gives off enough light equal to the illumination of a full moon at night.

While the physical makeup of the cavern is all natural, it is under the affect of an enchantment. If those walking through the forest have no ill will towards the Stonereaver clan they are drawn towards their intended destination. Those who come into the forest with malice in their hearts lose their way and wander lost in the forest. However, a successful Will save (DC 22) allows them to find their way to the guardian room after several hours of looking. If the interlopers decide to leave peacefully, they immediately find their way back out of the forest.

Directly damaging the stone columns activates a defensive spell affecting to everyone within 50' of where the damage occurred. A burst of electricity arcs out the column reaching towards the nearby columns causing 1d6 electrical damage per APL. A Reflex save (DC 10+APL) saves for half damage.

Have the PCs make a Will save. Unless the PCs specifically state something ill about the Stonereaver clan (none should), the PCs easily find their way through the forest without any trouble. Dwarves of the Stonereaver clan find this environment very comfortable. Those PCs who exceed a DC 15+APL check sense they are drawn in a specific direction (the exit of the forest closest to the dwarven enclave).

The ground on the pathway is free of dust or debris. A successful Track check (DC 30) reveals a few scuffmarks that have been recently made. They lead into the forest (eventually to the exit

nearest the dwarven enclave). Otherwise, describe several forks in the path they follow. Nothing is better or worse with either path. Allow them to make a choice, role-play their walking through the forest of stone. Do this for a couple of forks and then allow them to turn a corner and see a tunnel leading out of the cavern.

Once the PCs are ready to leave the forest, go to **Encounter Four**

## Encounter Four: The Welcoming Committee

After an hour or so of travel, the cavern abruptly ends at a tunnel. Anyone with the Scent feat notices the fetid odor of decay. This tunnel leads to a large room where three other large tunnels meet.

The dwarves, in order to defend themselves from further attacks, animated some of the inhabitants of this room. The room is 60'x60' with a 20' ceiling. Along each wall is a 20' wide entrance to one of the tunnels. The PCs enter the room through the tunnel that leads from the Forest of Stone that is 10' wide. See GM's Map #1. The sections named North, East and West on the map describes what creature is waiting 20' down each tunnel.

***Scores of bodies in various states of decay litter the ground, some still grappled with their opponent as they fought until Death gathered their souls.***

Note: Each undead here has ruby embedded to the back of their skull. This links them to the Gem and makes them immune to other forms of command and control. The undead attack any living creature that they find that does not have a sister gem implanted. After the combat, a successful Search check (DC 18) allows the PCs to recover these gems as long the creatures were not subject to a *disintegrate* or similar effect. The gems are intact but no longer magical. Each gem is worth 50gp.

### **APL 4 (EL6):**

**Spellstitched Five-Headed Hydra Skeleton:** hp 63; See Appendix A.

**Troll Skeleton:** hp 39; See Monster Manual page 227.

**Bugbear Zombie:** hp 42; See Monster Manual page 267.

### **APL 6 (EL8):**

**Spellstitched Seven-Headed Hydra Skeleton:** hp 81; See Appendix A.

**Spellstitched Troll Skeleton:** hp 54; See Appendix A.

**Minotaur Zombie:** hp 110; See Monster Manual page 267.

**Umberhulk Zombie:** hp 107; See Monster Manual page 267.

### **APL 8 (EL10):**

**Spellstitched Nine-Headed Hydra Skeleton:** hp 99; See Appendix A.

**Spellstitched Minotaur Zombie (2):** hp 81; See Appendix A.

**Umberhulk Zombie:** hp 107; See Monster Manual page 267.

**Ettin Skeleton (2):** hp 65; See Monster Manual page 227.

### **APL 10 (EL12):**

**Spellstitched Twelve-Headed Hydra Skeleton:** hp 108; See Appendix A.

**Spellstitched White Dragon Skeleton:** hp 128; See Appendix A.

**Spellstitched Hooked Horror Zombie (2):** hp 182; See Appendix A.

**Spellstitched Frost Giant Skeleton (2):** hp 126; See Appendix A.

### **APL 12 (EL14):**

**Spellstitched Twelve-Headed Hydra Skeleton:** hp 108; See Appendix A.

**Spellstitched White Dragon Skeleton:** hp 180; See Appendix A.

**Spellstitched Hooked Horror Zombie (2):** hp 182; See Appendix A.

**Spellstitched Athach Skeleton (3):** hp 180; See Appendix A.

**Tactics:** At all APLs the undead are waiting 20ft down their passageway waiting for either something living to come within sight or that they hear something living moving or talking within the room. If they hear something within the room then on that round as a surprise action the creatures begin the programmed responses.

At APL 4 on the surprise round the spellstitched Hydra casts *mage armor* on itself. The troll skeleton and the bugbear zombie move forward and prepare to attack the nearest target. If a target is present then they begin the combat with a partial charge. On the second round the hydra casts *ray of enfeeblement* on the nearest armored target that is not in combat. If there is no armored target it casts upon the nearest target not in combat. If there are no possible targets for its spell it moves forward and attacks the nearest living creature.

At APL 6 on the surprise round the spellstitched Hydra and the spellstitched troll cast *mage armor* on itself. The minotaur zombie and the bugbear zombie move forward and prepare to attack the nearest target. If a target is present then they begin the combat with a partial charge. On the second round the hydra casts *ray of enfeeblement* on the nearest armored target that is not in combat. If there is no armored target it then casts upon the nearest target not in combat. If there are no possible targets for its spell it moves forward and attacks the nearest living creature. The spell stitched troll skeleton casts *magic missile* at the nearest unarmored target until it either runs out of spells or something engages it in melee.

At APL 8 on the surprise round the spellstitched Hydra and the spellstitched minotaur zombies cast *mage armor* on themselves. The umberhulk zombie and the two ettin skeletons move forward and prepare to attack the nearest target. If a target is present then they begin the combat with a partial charge. On the second round the hydra and the white dragon cast *ray of enfeeblement* on the nearest armored target that is not in combat. If there is no armored target it casts upon the nearest target not in combat. If there are no possible targets for its spell it moves forward and attacks the nearest living creature. The spell stitched minotaur zombie casts *magic missile* at the nearest unarmored target until it either runs out of spells or something engages it in melee.

At APL 10 on the surprise round the spellstitched Hydra, spellstitched white dragon and the spellstitched hooked horror zombies cast *mage armor* on themselves. The spellstitched frost giants move forward and prepare to attack the nearest target. If a target is present then they begin the combat with a partial charge. On the second round the hydra and the white dragon cast *ray of enfeeblement* on the nearest armored target that is not in combat. If there is no armored target it casts upon the nearest target not in combat. If

there are no possible targets for its spell it moves forward and attacks the nearest living creature. The spell stitched hooked horror zombies cast *magic missile* at the nearest unarmored target until it either runs out of spells or something engages it in melee. The spellstitched frost giant skeletons engage in melee with the nearest target. If they cannot engage in melee they cast *magic missile* at the nearest available target.

The APL 12 encounter follows the same pattern as APL 10. Switch the spellstitched athach skeletons with the spellstitched frost giant skeletons.

There is nothing of value in the room. A successful Search (DC 15) of the room reveals that there are no dwarven bodies among the dead and the destination of each tunnel is inscribed on both sides of the tunnel wall in dwarven runes. If anyone in the party reads dwarven or they have another method of reading the runes, they learn the following information:

The South passage (the direction from which they came) has “Grannath Nafrel” (dwarven translation: “Rock Garden”) inscribed.

The East passage has “Straggath Mor” (dwarven translation: “Main Entrance”) inscribed. If the party goes down the passage they find it has been sealed with a cave in. PCs with Survival (underground) or Knowledge (engineering) can make a successful check (DC 18) to notice that the cave in was not natural. The debris could be removed with many days of effort.

The West passage has “Dalbrath ” (dwarven translation: “Forge”) inscribed. If the party goes down the passage they find a cave in of a similar manner to the East passage.

The North passage has “Moradinath Mor” (dwarven translation: “City of the Dwarves”) inscribed. This is the direction the party needs to head towards and leads to **Encounter Five**.

## Encounter Five: Home At Last

As the party walks down the tunnel towards the dwarven city, a successful Spot check (DC 15) tells the PCs that the condition of the passageways is improving from what they saw at the crossroads. The Stonereaver dwarves, under the Gem’s control, maintain the area around the city as if the invasion had never happened. See GM Map #2. Every 20’ is a 5-foot wide pressure plate. When stepped on the *Light* spell (Caster

level 5) cast upon the floor panel is activated. Each of these floor panels has been individually enchanted and can be activated 3/day.

**Light Trap:** CR1; magic device; location trigger; automatic reset; Atk: none; Search DC 20+APL; Disable Device DC 20+APL.

Between these pressure plates are a series of spike traps, where 4' spikes erupt from the floor and ceiling. These traps are controlled by a set of levers found in the gatehouse. The spike traps are not currently active. The dwarves do not use them unless the party's negotiations go badly and they are perceived as an enemy.

**Spear Trap:** CR 1; mechanical; location trigger; automatic reset; Atk +12 (1d8/x3); Search DC 20+APL; Disable Device DC 20+APL.

The party reaches the gates of the City of the dwarves, Moradinath Mor. The gates are made of enchanted iron bound with adamantine bands. 10' above the floor on both sides of the gate are three 3'x3' windows. A single 15'x10' iron door is embedded into each side of the tunnel approaching the main gate. A large bar extends from the gate wall to the top of each iron door. Behind each door is an ettin skeleton. The doors are only opened if the PCs become violent towards the gate guards.

### **ALL APLs (EL7):**

**Ettin Skeleton (2):** hp 65; See Monster Manual page 227.

After they pass beyond the first light trap, a gruff dwarven voice orders them to halt and identify themselves. The PCs must convince the guard that they are not the enemy.

If the PCs are successful, the guard allows them to enter the city. At first they are met with suspicion, but as they travel further into the city it changes over to excited crowds of dwarves welcoming them into the city and asking them question after question and offering them food and ale. Think of a liberated Paris during WWII.

***As you venture down the tunnel and you notice a light down at the far end of the tunnel.***

The PCs encounter the first orb-light trap. After they move another 50'; they are 140' from the gate.

***As you slowly approach the source of the light you hear in a booming voice, "Alright. Step a little more forward so I can get a good look at***

***all of ya. Identify yerselves and yer business here. Don't worry about the other traps they won't go off unless I want them too."***

Allow the PCs to identify themselves and their business. The gatekeeper's name is Drellan Ironbar. Any story plausible to the DM allows the PCs to make the Diplomacy check (DC 15). Apply the following circumstance bonuses:

- For each dwarf in the party (+2).
- If a dwarf is the spokesperson for the party (+3).
- The story talks about bringing news from the surface or other clan holds (+2).
- The PCs attempt to use Bluff or Intimidation instead of Diplomacy (-5).
- Half-orcs or other giant thralls in the party (-3).
- The PCs do a good job role-playing (up to +5).

If the spokesperson missed the Diplomacy check by 5 or less:

Allow the PCs to add to their story to succeed. Have the gate guard ask them questions that give hints to the player.

If the spokesperson missed the Diplomacy check by 6 or more:

The PCs heard the clicks of many crossbows being loaded. The dwarf's tone of voice gets real serious. ***"You'd better be runnin' along now, I'm not likin' the story you're tellin'."*** Give the PCs the opportunity to improve on their story and roll again. A second failed roll gets them dismissed by the gate guards; ***"Get out of here now before I fill you full of bolts!"*** Use the dwarf patrol found in Appendix B plus a dozen standard dwarves from the Monster Manual page 91. If any of these dwarves are killed or incapacitated in the combat another dwarf replaces him within two rounds. If the PCs withdraw and return a day later, they can start again without any penalties as long as they did not kill any dwarves. If any dwarf was killed in the combat then they PCs will not be allowed into the clanhold and they cannot complete the section of the module.

If the spokesperson succeeded at the Diplomacy check:

The gate guard allows them to enter the city.

***The dwarven guard, now with a much more cheerful tone says, "News from the surface! Open the gates lads and send word to the council that we have visitors!" With that the long tunnel erupts with light as dozens of panels slide open along the ceiling. The hallway is decorated with carvings every square inch of the way down. Even with the ravages of war evident, the quality of the craftsmanship still shows through. The tunnel ends in a pair of massive gates made of iron reinforced with bands of adamantine. As you approach the gates you notice that the ceiling curves slowly upwards from the floor revealing a double row of arrow slits. To the right and left of the gates are other huge doors that remain closed.***

***As you near the gates they open just enough allow you through single-file. Beyond the doors are dozens of heavily armed dwarves. While armed with axes and short bows their demeanor is not aggressive.***

If there are any half-orcs or other giant thralls in the party, they are eyed with suspicion, but not outright hatred. The gate guard questions how these people came to be part of the group. Allow the PCs a couple of minutes to take in the sight and start asking questions. Anything more than general question the guards on duty give them the response, ***"You'd better talk to the council about that."***

Before the PCs get comfortable, read the following.

***A couple of minutes later, a dozen axe wielding dwarves wearing fullplate march around the corner. The lead dwarf tells the gatekeeper, "We'll take over from hear Drellan. The council would like to hear from the new arrivals." You can see the disappointment clearly etched on the faces of the gate guards. The new dwarf turns and addresses your group. "My name is Thrallar Stonereaver and I have been asked to escort you to the council. They are eager to hear news from the surface. I trust you understand how to act civilized and keep your weapons sheathed and your magics contained? Come this way please." He gestures and the guards with him split ranks so that your group is lead and followed by six dwarves.***

If the PCs follow Thrallar, go to **Encounter Six**. Otherwise, the PCs are expelled from the city and

forced to leave the mountain. Allow them to return home and report, the module is over for them.

## **Encounter Six: A City Under Siege?**

As Thrallar leads the party through the dwarven city, the group attracts the attention of the nearby citizens. The PCs receive a very warm welcome. The Gem uses these people to put the party off guard. A successful Sense Motive check (DC 5+APL) allows the PCs to recognize that these people are genuinely glad to see them and are very curious.

***After a short walk you enter the edges of the dwarven city. The tunnel opens up into a massive cavern where great columns fifteen feet in diameter reach towards the ceiling and disappear into the clouds above. Yes, clouds. The entire ceiling is obscured by layer of clouds in which a bright light passes through them bathing the entire city in soft light. All along the walls of the cavern, buildings are carved directly from the surrounding stone. The center of the city is divided by a small river that originates from a waterfall on the far side of the cavern. The water winds its way through the city with graceful bends that help control the speed of its flow.***

***Word of your arrival has already reached the city. Hundreds of dwarves line the streets watching your progression. Suddenly a group of young dwarves let out a cheer that infects the crowd with a joyous mood as they surge forward. Your dwarven guards are unable to hold them back and resign themselves to just keeping a slow forward momentum towards your destination.***

This is a great time for PCs to role-play. The dwarves, who flood them with questions, greet the party joyously. At the same time, merchants come forth and offer them their wares as gifts.

Some of the gifts that are offered are:

- A tankard of dwarven ale.
- A skewer with grilled meat. It is from a breed of underground cattle called a Roth.
- A skewer with freshly grilled mushrooms.
- Fresh baked bread with Roth butter injected into its center. A successful Survival (underground) (DC 18) or

Knowledge (nature) (DC 15) reveals that the bread is made from dried fungus flour. It is very tasty.

- A child offers their toy throwing hammer made from solid piece rock.

During this time the citizens barrage the party with questions.

- Is the war over?
- How many more scouting parties are out there looking for them?
- What word do you have from the Deepholm and Underfoot clans?
- How did the war end?
- Who is the Thane?
- What took you guys so long?

This goes on for several minutes, but do not allow this to consume much real time. This encounter is supposed to have two effects:

- Let the party believe that this clan has just gone into hiding and allowed the others nations to take the full brunt of the war.
- Try and misdirect the PCs attention for what is about to really happen.

The PCs obviously have questions of their own. Below are some answers to some of their possible questions.

Q: How did you survive?

A: ***"We pushed them giants and their lackeys back out the gates and sealed them out years ago. Occasionally they find a way to sneak back into the mountains."***

Q: Do you know about the large group of undead?

A: ***"You are talking about our guardians. They are the reason we are safe from the giants."***

Q: Why did you not leave the mountain?

A: ***"We sealed ourselves up and the council decided to wait until the Thane called for us."***

If there are questions too difficult to answer, the person they ask just looks at them blankly and says, ***"You'd better talk to the council about that."***

Do not let the Q&A go on too long. If the PCs start investigating too much proceed to **Encounter Seven**. If a PC begins to cast spells, a dwarven guard interrupts the caster and shakes his head

no. The dwarven guards keep moving them towards the council chambers.

## Encounter Seven: And Here We Have ...

As the party reaches the far side of the city and gets ready to enter another tunnel leading to the Political District, a robed dwarf named Pwellan Stoneaxe meets them. Pwellan is a junior member of the council of elders and has been sent to meet with the PCs and offer them lodgings for the night. The Gem and Greltan Stoneblood want to know more about the newcomers and how their appearance may impact their plans for the Stonereavers.

Pwellan is friendly dwarf in his late middle ages. While not an imposing physical specimen, his quick wit and disarming smile helps make him an adept verbal duelist. The Gem chose Pwellan for this reason to be its agent. He is very curious about the outside world and what has been going on for the last ten years.

Any dwarf from the Geoff region can make a Knowledge (local) check (DC 15) to see if they recall the name. Stonereaver dwarves and Oytwood grey elves get a +5 circumstance bonus to this check. Anyone successful remembers that before the giant invasion Pwellan was the assistant to his uncle, Councilor Hamfor Stoneaxe. Councilor Stoneaxe was the prime councilor in charge of negotiations with surface folk, primarily the grey elves of the Oytwood.

***Your procession comes to a halt at the far end of the cavern and the entrance to the next part of the dwarven kingdom. Before you is a handsome looking dwarf dressed in long, richly decorated robes. He holds up his hand and the boisterous dwarves surrounding you quickly go silent. "My name is Pwellan Stoneaxe. My fellow council members have given me the honor of being your host during your stay within our realm. Due to a long running session, and your undoubtable need for some rest after you long journey, the council has decided to wait till tomorrow to hear the news your bring. This way we can give your news the full attention it deserves. I do hope you understand our decision and I promise that I will be the best host my meager home can provide."***

***He holds up his arms and addresses the gathered crowd. "Citizens, I ask that you***



***please return to your normal tasks. All news provided by our guests will be shared with all. If their schedules permit after their meeting with the council, they will be able to stay a short time with us enjoying all the hospitality we can offer during these hard times.” Almost in unison the gathered crowd nods in agreement and begins to return to their normal business.***

The PCs obviously have some questions about what has happened. Pwellan tells them at the moment that recently a very pure seam of mithril was uncovered and that there has been a great amount of discussion going on within the different guilds on how best to use this great discovery. Pwellan's view is that all of the material should be used for the war effort and his vote has and will stay unchanged. Knowing this, the council chose him to be the one to meet with the new arrivals. The big problem going on in the council is that some of the artisan guilds want a sizeable portion of the precious metal, using the existence of the undead guardians as weight to the argument on the need for all of the material to be used for war.

Pwellan asks that the party follow him to his home where their needs can be met. He offers to have a cleric sent to tend to any of the PCs wounds.

Along the way to his home Pwellan points out a few interesting bits of architecture and feats of magic and engineering in the dwarven city of Moradinath Mor. A successful Spot check (DC 10+APL) allows the PCs to notice that one of the homes looks out of place. Unlike the surrounding homes, whose windows and shutters are wide open and the exterior seems to be well cared for. This home has its shutters closed and a black sash across its main door. This is the home of Batellan Truestone, the high priest of Dugmaren Brightmantle. The dead body found by Ianto's party was Batellan's daughter and whose holy symbol the PCs now has. If the PCs ask about the home, Pwellan bows his head and relates the following.

***“That sadly is the home of Batellan Truestone who was our high priest of Dugmaren Brightmantle at the beginning of the giant invasion. Two of his sons went missing during the initial invasion and the rest of his family was lost during the early years of fighting for our home. The strain of so much loss must have been too much for him to bear. Each day we could see him growing thinner and pale, no matter what we tried or comfort we offered.***

***Finally his beloved daughter Elthra went missing after a giant raid and that loss seemed to have finally broken what was left of his will. It was shortly after her loss that he began muttering to himself as if having an argument with some unseen companion. Other clerics tried to heal him but his wounds were of a mental nature and not something that magic alone could heal. Most days he can be seen wandering the streets or in one of our libraries muttering to himself. It's all quite tragic really.”***

The black sash is to signify his mourning the loss of his entire family.

Proceed to **Encounter Eight**.

## **Encounter Eight: Dining with the Dwarves**

As the PCs reach Pwellan's home the cavern begins to grow dim as the lights above wink out one by one. As they look about other dwarven families are returning to their home also. If asked Pwellan says that they have timed the lights to keep themselves with the surface cycle of day and night. This helps avoid any adjustment problems when the dwarves would travel to the surface.

Pwellan leads you up to a large stone structure that seems to have been carved directly from the existing stone. Use **GM's Map #3** for the layout of Pwellan's home. As you get closer you notice that the building's surface has been further enhanced with carvings and runes that depict life in the dwarven kingdom and offers prayers to the deities of the dwarven pantheon. Pwellan walks up to the entrance and states, ***“My honored guests welcome to my home and I will do my best to see that your needs are attended to while you stay with the Clanhold of Clan Stonereaver.”***

With that said he opens the door. ***“I have sent word ahead to my wife that you will be joining us for a short time. She should have prepared our three guest rooms for you by now. I am sorry that some of you will have to share a room, but I promise that they are comfortable. I will have you shown to your rooms so that you can freshen up before you join my family and I for the evening meal. My wife is an excellent cook and has done wonders even with the rationing we have in place.”***

***Inside feels almost as if you stepped from one cavern and into another. The vaulted ceiling***

***extends well above you and is dominated by a large iron chandelier with a score of magical flames where a candle would normally sit. In the center of the room is a solid granite table with a centerpiece of a mountain with a diamond at its center (the holy symbol of Dumathain). There is a balcony located on the far end of the room that extends most of the width of the room. Along the walls of the room are weapon displays. The displays are a pairs of weapons; a warhammer, a battleaxe, and a dwarven waraxe crossed behind a large steel shield emblazoned with a large stone block nearly split in two by a large crack (the Stonereaver clan's emblem).***

If asked, Pwellan states that these weapons are family heirlooms handed down from father to eldest son for generations. One-weapon represents the father's chosen weapon, the other the son's.

Once inside the PCs find that dinner is about to be served and that their three guest rooms have been made ready. The party can decide how they would like to split up amongst the rooms. They have just enough time to stow their gear and freshen up before Gelthain, Pwellan's wife, announces that dinner is served. The dinner that is served is quite nice, especially for someone who is supposed to be in a time of war. If asked about this Pwellan says that his wife is a wonderful cook and has done amazing things over the years despite rationing.

***Once the main door has closed a middle-aged female dwarf enters the room. She smiles towards Pwellan whose face beams with affection. "May I introduce my wife Gelthain. Dear, these are the visitors from outside." Pwellan starts the introductions and Gelthain smiles to each of you while being introduced.***

***After introductions, Pwellan says, "Dear, please show our guests to their rooms and then finish preparing for dinner." She shows you to your rooms while her husband gets washed up for dinner. You follow her down a short corridor lined with portraits of dwarven families, some of which seem to be very old. At the end of the hallway she gestures to two doors on the right and one to the left. "The two rooms to the right have doors that connect them. These doors can be locked for privacy if so desired. The room to the left while not connected is a little larger than the other two. Dinner will be served in half an hour in the***

***dinning hall. I will send our daughter Letha to show you the way when the time draws near. We do understand that your journey must have been tiring and if you so desire I can have a meal sent to your room if you are too weary. I do hope that you will join us though. We are all excited to hear news from the surface."***

She waits a few moments to make sure that the PCs have no requests or ask to skip dinner. If any of them do ask to miss dinner she is a little heart-broken, but very understanding.

***During the early portion of the meal Pwellan deflects most questions and states that he will try his best to answer their questions as best he can after dinner. The meal itself is quite wonderful. They are first served a delicious mushroom soup. Afterwards several sections of a roasted rothe is brought along with fresh bread made from lichens and a couple of large bowls of moss and fungus with a vinaigrette dressing that looks and taste like a salad of mixed greens. The dessert is a selection of pastries.***

***Near the end of the meal Pwellan tells the tale of what has occurred over the last 10 years and how they were able to reach a stalemate with the giants.***

***What can you tell us about those undead we encountered?***

***The guardians! Well, they are the only reason the Stonereaver clan still inhabits this hall. Our losses were staggering during the early days of the giant's invasion. Our clerics could not keep up with the healings and the revivications. Each battle pushed us further back into our halls. We even had half of this section of the city under the control of the giant's minions. That's when Trellana Silverblood, the high wizard of the Stonereaver Clan, offered us our only chance of survival. We used the bodies of our enemies dead to supplement the army. It worked like a charm and within months we had regained all of what we currently control. It's been pretty much a stalemate since with occasional skirmishes.***

***What can you tell us about the how the city gets its light?***

***We've had that for several generations now. A series of magical globes activate on a set schedule and provide illumination. They are timed to activate in an overlapping series to simulate dawn and dusk. The mists that look***

*like clouds are there to diffuse the light and soften the glare; quite ingenious of our forbearers if I do say so myself.*

*Why have you not tried to contact your dwarven kin or your allies in Geoff?*

*We have tried in the past sending a messenger, but they never returned. Giants captured them most likely. Trellana herself has tried to use her arcane powers with no results. None of our remaining clerics have been able to contact anyone either. We have assumed the giants are using some form of magic to block such spells.*

*Has anyone other than Trellana tried to make contact magically?*

*Other than the clerics, not that I know of, but she is the high mage of the clan. If she cannot penetrate the barrier with her magical abilities, then what would be the use in wasting magical energies?*

Just as the meal is coming to a close and Pwellan's wife and daughters come and begin to clear the table. His oldest daughter, Letha, discretely drops a small note into the lap of the PCs who seems discreet and honorable, preferably a dwarf. The note plainly states, ***"To find the truth you need to go into the home of Batellan Truestone."*** She then picks up some dirty plates and disappears into the kitchen.

## Encounter Nine: Letha

If the PCs try to seek out Letha and ask her for more information she glances about nervously as if afraid to be seen talking privately with the party. She quickly relates the following information depending on what she has been asked.

***Letha glances about nervously and says, "My father and the others are good people, but something happened several years ago and they have been different ever since."***

***I think that it may have something to do with the protective gems we had implanted on our bodies."***

***A few people at first did speak out that something was wrong, but they either later changed their mind or met with an accident."***

***Batellan Truestone was the most vocal of these people. Some people were beginning to talk when he began babbling about his family, who were either killed or were missing from***

***the initial invasion. After that, people dismissed his ranting as one whose mind has begun to slip from reality. Some of us heard him say that we need to purge the evil in our land and stop the voices, but he needed someone untainted."***

***I too have heard a strange voice from time to time. On nights when I would lay in bed and think about how strange someone acted earlier that day. I could almost hear a voice, a sweet calming voice, whispering soothing words. I recall having dreams afterwards, some so sweet and beautiful that I would be sad I ever awoke. I would awaken physically weak, and my fears from the day before were gone and it all seem to make sense."***

***I have wanted to go and talk to Batellan Truestone and see for myself if he really did have some sort of cure, but his ranting scares me. Once I saw him talking to Railgar Brasstwister, and they were discussing something quite intently. Well they next day poor Railgar was killed in a rock fall down in the mines."*** She shudders.

***I did not suggest you go to the cleric's home to get you in trouble, but something tells me that you may be our only hope."***

After saying this she dismisses herself saying that if she is missed people may get suspicious. Proceed to **Encounter Ten**.

## Encounter Ten: Finding the Truth

The PCs go to the home of Batellan Truestone and find his remaining notes and the gem he enchanted to cancel out the evil gem. The streets are empty. The party does not have trouble reaching their destination. Batellan is waiting for the PCs and as soon as they try to enter his home he quickly opens the door/window and excitedly welcomes them into his home. The Gem has been taking pleasure in slowly torturing Batellan and his mental fights with the Gem have left him quite mad. He begins babbling on and urging the PCs to follow him. About this time the Gem turns its focus on him to keep tabs on him and make sure he is not brewing up any trouble. Batellan has been careful to only think about the stone he enchanted while in his prayer circle which protects him from the Gem's attacks. Unfortunately he must leave from time to time. Just as he opens the door to his study the Gem lashes out and kills

Batellan. He dies inches from his prayer mat. Use **GM's Map #4** for the layout of Batellan's home.

***As you are about to enter the home of Batellan Truestone the door swings open and reveals a rather unkempt old dwarf wearing the tattered robes of Dugmaren Brightmantle. He reeks of body odor. The eyes that can be seen through his unkempt hair and bushy eyebrows are wild and unfocused. A crack appears in his shaggy, food bespeckled beard, to reveal a nearly toothless smile. In a crazed high-pitched voice he says, "Ahhhhh! The untainted ones have arrived at last. I have been expecting you to come and see the old Bat." He lets forth a cackling laughter and runs the down the hall of his home.***

***"The salvation is here! Research I have done and magics I have cast. The holy circle reveals all." He takes hold of a door handle and turns to you with a smile. Suddenly his eyes grow wide and he lets out a scream of sheer agony. Batellan falls through the open doorway into the room and begins to crawl across the floor the whole time shaking his shaggy head. At the base of his skull a pulsating red light can been seen through his matted hair. The pulsing is in tune with his anguished screams and after a few seconds it is all over. Batellan lies dead upon the floor of his study. A trickle of blood can been seen oozing from his ears and a bloody froth coats his lips and beard. His left hand still grasps the back of his neck while his right hand is just a hands breath away from circular mat flanked by a pair of incense burners.***

When examined, the gem at the back of his neck is a sickly black color and the surrounding flesh burned and blistered. A successful Heal check (DC18) reveals that severe burns killed him. An additional Knowledge (arcane) (DC 18) reveals that the source of the burns is a magical backlash of energy, probably administered through the gem embedded in his body.

Do not spend too much time going from room to room since nothing of any great value can be found and the only secret compartment is located in the study.

The other item of interest in this room besides the prayer mat is a large wooden desk on one side along with a bookshelf.

The prayer mat is circular in shape and has the effect of *protection from evil* and *hallow* upon it.

Under the prayer mat is a loose stone that hides Batellan's journal and a strange fist-size emerald with runes carved upon its facets. This gem is the one Batellan enchanted to seal up the evil gem's power. If someone casts *detect magic* on the gem they see the following magical auras: Conjunction and Abjuration, strength Strong.

Once they have finished reading the journal, a squad of dwarven guards, alerted by Batallen's scream, enters the house to arrest those within for the murder of Batellan.

Note: At this point the PCs know that the dwarves are under the magical control of malevolent force.

The dwarves are not truly responsible for their actions. This means that any PCs killing one of these dwarves will not prosecuted as a murderer. But unless they do something to make amends for the dwarf's death, the offending PC loses access to the special item on the AR. Making amends would include staying with the Stonereavers at the conclusion of the module to help protect them in their time of need, or paying the spell component cost for a *raise dead* spell, the dwarves do not accept a *reincarnate*.

#### **APL 4 (EL5):**

- ♦ Dwarf, cleric 3: hp 23; See Appendix B.
- ♦ Dwarf, fighter 2 (2): hp 20; See Appendix B

#### **APL 6 (EL7):**

- ♦ Dwarf, cleric 5: hp 38; See Appendix B.
- ♦ Dwarf, fighter 3 (2): hp 30; See Appendix B

#### **APL 8 (EL9):**

- ♦ Dwarf, cleric 7: hp 49; See Appendix B.
- ♦ Dwarf, fighter 5 (2): hp 53; See Appendix B

#### **APL 10 (EL11):**

- ♦ Dwarf, cleric 9: hp 68; See Appendix B.
- ♦ Dwarf, fighter 7 (2): hp 68; See Appendix B

#### **APL 12 (EL13):**

- ♦ Dwarf, cleric 11: hp 83; See Appendix B.
- ♦ Dwarf, fighter 9 (2): hp 88; See Appendix B

**Tactics:** At all APLs the dwarves will try to subdue and capture the PCs. If they receive non-subdual damage from any PC they will stop trying to subdue and use lethal force.

## Encounter Eleven: Facets of Evil

Just as the PCs leave the cleric's home the possessed wizard Trellana Silverblood and some of her undead minions attack the party, saving them the trouble of trying to track her down. Her basic goal is to kill the PCs. The Gem fears that the PCs may have learned something from Batellan that may allow them to interfere with its control over the dwarves. The Gem uses Trellana to fight to the death to stop the PCs. Use **DM's Map #4** for the layout of streets outside Batellan's home.

She has cast *invisibility* upon herself and has been waiting for them to come out of Batellan's home. After the PCs leave the home she announces herself and sends her undead minions to attack. These minions also have the control gem imbedded within their skulls to prevent anyone from taking control and using them against their creators. After the combat, a successful Search check (DC 18) allows the PCs to recover these gems as long as the creatures were not subject to a *disintegrate* or similar effect. The gems are intact but no longer magical. Each gem is worth 50gp.

***As you leave Batellan's home some of the guardians step out from an alley and you hear a voice. "You will not use that trinket." The voice begins chanting and a female dwarf wielding a gem-crowned staff appears behind one of the guardians.***

To use Batellan's enchanted stone the throwing PC needs to hit the general area with a ranged attack (AC 5) after saying the invocation phrase, "Yarda Te Natura". If they miss the area then use the grenade rules in the PHB page 158. The stone lands 10 feet away and the PCs have to come up with a way to get the Gem, embedded in the top of Trellana's staff, to the enchanted fist the stone conjures.

***You throw the stone and watch as it sails through the air and strikes the ground. The ground begins to ripple as if the stone had struck a pool of liquid instead of the worked stone of a dwarven street.***

If the PCs hit the target with the enchanted gem or get Trellana's staff near it, read the following. ***"The ripple becomes a swirl that rises up and forms a large fist that reaches for the gem atop Trellana's staff.***

If the throw attack was successful and Trellana is still alive read the following.

***The fist grasps the gem and an audible snap can be heard as the staff is crushed in the stone hands grasp. Magical energy writhes around the fist and disappears. Trellana looks towards the fist and screams in anger. "Noooooooooooo!!!" Echoing her scream of anger are the screams of anguish coming from all over the dwarven city. Trellana turns upon you and says, "I will take true pleasure turning your bones into my slaves!"***

If the throw misses the fist reaches forth in the direction of staff until it is able to take in the gem in its grasp.

When Trellana begins to take damage have the PCs make a Spot check (DC 18) to notice that her wounds do not bleed. Instead of blood they see dust falling out of her wound.

If the PCs are to defeat Trellana and seal away the Gem then go to **Conclusion A**.

If Trellana defeated the party then go to **Conclusion B**.

### **APL 4 (EL7):**

♦ Trellana Silverblood, Dwarf, wizard 5: hp 23; See Appendix C.

♦ Minotaur Skeleton (2): hp 54; See Appendix C.

### **APL 6 (EL9):**

♦ Trellana Silverblood, Dwarf, wizard 7: hp 23; See Appendix C.

♦ Ettin Skeleton (2): hp 65; See Appendix C.

### **APL 8 (EL11):**

♦ Trellana Silverblood, Dwarf, wizard 9: hp 23; See Appendix C.

♦ Spellstitched Frost Giant Skeleton (2): hp 126; See Appendix C.

### **APL 10 (EL13):**

♦ Trellana Silverblood, Dwarf, wizard 11: hp 23; See Appendix C.

♦ Spellstitched Frost Giant Skeleton (3): hp 126; See Appendix C.

Spellstitched White Dragon Skeleton: hp 128; See Appendix C.

### **APL 12 (EL15):**

♦ **Trellana Silverblood, Dwarf, wizard 13: hp 23;**  
See Appendix C.

♦ **Spellstitched Athach Skeleton (3): hp 180;**  
See Appendix C.

**Spellstitched White Dragon Skeleton: hp 180;**  
See Appendix C.

#### **Tactics:**

At all APLs Trellana first tries to use her *slow* spell if she can get enough of the PCs within its radius. Otherwise, she uses *magic missile* at APL4 or *enervation* at APL6-10, or *disintegrate* at APL12 to pick off an enemy spell caster, preferable arcane. She casts cold-based spells once her undead have gone into melee with the party. The undead are immune to cold-based attacks and are not be harmed by these spells so she can cast them without needing to worry about them.

At APLs 4 & 6 the undead close in and attack the nearest PCs.

At APLs 8+ the undead cast *ray of enfeeblement* at the nearest targets, or *mage armor* on themselves for the spellstitched white dragon and then move into melee. If they cannot do melee combat they cast *magic missile* at any PCs hanging in the back until they can go into melee combat or have exhausted their spells.

## **Conclusion**

### **Conclusion A**

The PCs were able to defeat the possessed wizard and use the magic stone to entrap the evil jewel.

***As the wizard's body slumps to the ground the ground you feel the air begin to swirl. The air's movement begins to disturb the dust the poured from the wizard's wounds. The wind increases in strength and as you watch you see a face form in the dust cloud. The face is that of a thickly bearded dwarf and you see the hatred emanating from it eyes.***

***A raspy voice can be heard from all around you, seeming to issue from the very dust blowing all around you. "You have made a foe this day. A foe that does not rest. A foe that cannot die, since I have already surpassed that weakness. A foe who will wait till the time is right and crush you when all seems peaceful." The face disappears as the swirling cloud of dust disperses and wisps of it begin to float***

***away in all directions. Within a few moments all signs of the dust are gone.***

Allow the PCs a few minutes to decide what they want to do. If they ask about the Gem they find it firmly encased in a fist made of solid enchanted stone. It would take some time to research Batellan's notes, if they exist, to find a way to safely move the stone without freeing it from its prison.

Within minutes of the conclusion of the battle a few people exit their homes. Some of them are dazed and confused. Others are frightened by what has happened to their family members. It seems as though every person completely under the control of the Gem when it was encased in stone have suffered from the sudden disconnection. They move about in a zombie like state very susceptible to any verbal commands. Treat the afflicted as if they were under a *feeblemind* spell. A cleric casting the *heal* spell instantly cures the damage done. Those PCs who stay behind find that it take 4 TUs for most of the Stonereavers to recover from the damage done by the Gem. Any dwarf who tries to have their control gem removed loses 1d4-hit points permanently. This cost many dwarves their lives, but most leave the gem imbedded in their bodies as a reminder of how close they came to allowing themselves to be enslaved.

Also, the undead guardians the Stonereavers have been using are no longer under the control of the Gem. They begin attacking any living creature that they encounter.

***As you look about you see a few dwarves exit their homes. Some of them are confused, most are frightened. A few young dwarves call out for help.***

***You find dwarves in a vegetative state. You find their unfocused stare quite eerie and even the most hardened dwarf is shaken by what has befallen their people. After a quick estimate you are told that of the over 2000 dwarves that live within this mountain enclave less than 10 percent are unaffected. Even worse is the news that the undead guardians have begun attacking those they were created to protect. It seems as though the gem was controlling the guardians as well.***

The PCs now have to make some hard decisions. If the giants find out the undead are no longer under dwarven control they may resume their conquest of the Stonereavers. Also, there is no

way to tell how long the damage done to the dwarves will take to heal naturally. Finally, the information gathered from the missing wolfpack may be needed by the command of the Army of Liberation. Too much time spent with the dwarves may cost the needless deaths in the army. Not staying with the dwarves to help defend them in their time of need may well spell their doom.

## Conclusion B

*Your mission has completely failed! What will happen to the Stonereavers? Would the information you failed to give to the Army of Liberation have helped to finally free Geoff of its invaders? None of this concerns you anymore; nothing matters to the undead, except for the continued extermination of life.*

Trellana as a way to amuse herself has turned the PCs into zombies.

## 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.

### Introduction

Console Ceinwyn and gather information

APL 4 – 35 xp.

APL 6 – 45xp.

APL 8 – 55 xp.

APL 10 – 70 xp.

APL 12 – 85 xp.

### Encounter One

Gather information from the Cymorth

APL 4 – 35 xp.

APL 6 – 45 xp.

APL 8 – 55 xp.

APL 10 – 65 xp.

APL 12 – 80 xp.

### Encounter Four

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

### Encounter Ten

APL 4 – 150 xp.

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

### Encounter Eleven

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

### Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

APL 4 – 65 xp.

APL 6 – 90 xp.

APL 8 – 115 xp.

APL 10 – 135 xp.

APL 12 – 150 xp.

### Total Possible Experience

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 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 scenario, 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 (sell value)

#### Encounter Four:

APL 4: L: 0 gp; C: 25 gp; M: 0 gp.

APL 6: L: 0 gp; C: 33 gp; M: 0 gp).

APL 8: L: 53 gp; C: 50 gp; M: 0 gp.

APL 10: L: 17 gp; C: 50 gp; M: +1 *huge greataxe* x2 (387 gp).

APL 12: L: 158 gp; C: 58 gp; M: +1 *huge morningstars* x3 (577 gp).

#### Encounter Ten:

APL 4: L: 467 gp; C: 0 gp; M: 0 gp.

APL 6: L: 467 gp; C: 0 gp; M: 0 gp.

APL 8: L: 467 gp; C: 0 gp; M: 0 gp.

APL 10: L: 37 gp; C: 0 gp; M: +1 *fullplate* x3 (625 gp); +1 *large steel shield* (85 gp); +1 *huge greataxes* x2 (387 gp).

APL 12: L: 37 gp; C: 0 gp; M: +1 *fullplate* x3 (625 gp); +1 *large steel shield* (85 gp); +1 *huge greataxes* x2 (387 gp).

#### Encounter Eleven:

APL 4: L: 0 gp; C: 17 gp; M: *brooch of shielding* (125 gp); *dusty rose prism ioun stone* (417 gp); *scroll of fly* (31 gp).

APL 6: L: 103 gp; C: 17 gp; M: *brooch of shielding* (125 gp); *dusty rose prism ioun stone* (417 gp); *scroll of fly* (31 gp); *potion of displacement* (63 gp); *wand of false life* (2 charges) (15 gp).

APL 8: L: 54 gp; C: 17 gp; M: *brooch of shielding* (125 gp); *dusty rose prism ioun stone* (417 gp); *scroll of fly* (31 gp); *potion of displacement* (63 gp); *wand of false life* (2 charges) (15 gp); *wand of dispel magic* (3 charges) (56 gp); *wand of ice storm* (2 charges) (70 gp); *headband of intellect* +2 (333 gp).

APL 10: L: 17 gp; C: 33 gp; M: *brooch of shielding* (125 gp); *dusty rose prism ioun stone* (417 gp); *scroll of fly* (31 gp); *potion of displacement* (63 gp); *wand of false life* (2 charges) (15 gp); *wand of dispel magic* (3 charges) (56 gp); *wand of ice storm* (3 charges) (70 gp); *headband of intellect* +2 (333 gp); +1 *huge greataxe* x2 (387 gp); *pearl of power* +1 (83 gp).

APL 12: L: 158 gp; C: 33 gp; M: *brooch of shielding* (125 gp); *dusty rose prism ioun stone* (417 gp); *scroll of fly* (31 gp); *potion of displacement* (63 gp); *wand of false life* (2 charges) (15 gp); *wand of dispel magic* (3 charges) (56 gp); *wand of ice storm* (3 charges) (70 gp); *headband of intellect* +4 (1333 gp); +1 *huge morningstars* x3 (577 gp); *pearl of power* +1 (83 gp).

#### Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 468 gp; C: 42 gp; M: 573 gp) – Total: 1082 gp (600 gp).

APL 6: L: 570 gp; C: 50 gp; M: 650 gp) – Total: 1271 gp (800 gp).

APL 8: L: 574 gp; C: 67 gp; M: 1110 gp) – Total: 1751 gp (1250 gp).



APL 10: L: 71 gp; C: 83 gp; M: 3098 gp) –  
Total: 3253 gp (2100 gp).

APL 12: L: 353 gp; C: 92 gp; M: 4349 gp) –  
Total: 4794 gp (3000 gp).

## Special

For saving them from the domination of the Gem the dwarves offer access to purchase armor or a weapon made of mithril. At APL 4 this is limited to light armor and all simple and martial weapons, as well as the dwarven urgrosh and waraxe. At APLs 6 and 8 they get all of the above plus medium armor. At APLs 10 and 12 they have access to all from the previous APLs plus heavy armor.

For staying behind to help the Stonereaver clan in their time of need the PCs are offered the chance to have any shield or suit of armor enchanted with one of the following abilities: fire resistance, moderate fortification, or heavy fortification. They may instead choose to have a single weapon enchanted with one of the following abilities: axiomatic, holy, or mighty cleaving.

## Items for the Adventure Record

### Item Access

#### APL 4:

- ❖ *Brooch of shielding* (Adventure, DMG)
- ❖ *dusty rose prism ioun stone* (Adventure, DMG)

#### APL 6 (all items from APL 4 plus):

- ❖ *wand of false life* (Adventure, DMG)

#### APL 8 (all items from APL 4, 6 plus):

- ❖ *headband of intellect +2* (Adventure, DMG)
- ❖ *wand of dispel magic* (Adventure, DMG)
- ❖ *wand of ice storm* (Adventure, DMG)

#### APL 10 (all items from APL 4, 6, 8 plus):

- ❖ *+1 huge greataxe* (Adventure, DMG)
- ❖ *pearl of power +1* (Adventure, DMG)

#### APL 12 (all items from APL 4, 6, 8, 10 plus):

- ❖ *+1 huge morningstar* (Adventure, DMG)
- ❖ *headband of intellect +4* (Adventure, DMG)

# Appendix One: Combat Encounters

## APL 4

### Encounter Four

**Spellstitched Five-Headed Hydra Skeleton:** CR 3; Huge undead; HD 5d12; hp 45; Init +6; Spd 20 ft.; AC 13 (touch 10, flat-footed 11) [[+2 Dex, -2 size, +3 natural]]; Atk 7 bites +6 melee (1d10+3); Base Atk/Grapple +3/+14; Space/Reach 15ft/10ft; SA spell-like abilities; SQ, DR 5/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +2, Ref +4, Will +5; Str 17, Dex 14, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Spells (Cast as a 5<sup>th</sup> level sorcerer): *ray of enfeeblement* 3/day, *mage armor* 1/day

### Encounter Ten

**Dwarf, cleric 3:** CR3; Humanoid; HD 3d8+6; hp 23; Init +1 (Dex); Spd 15; AC 22 (touch 13, flat-footed 22) [[+8 armor, +2 shield, +1 Dex, +2 shield of faith]]; Atks +5 melee (1d8+2 [x2] masterwork heavy mace) or +3 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Char 12.

*Skills and Feats:* Concentration +8, Knowledge (arcane) +3, Knowledge (religion) +3, Spellcraft +2; Combat Casting, Spell Focus (Enchantment)

Spells Prepared (4/4/3; base DC=13 [14 for enchantment spells] + Spell Level): 0—detect magic, guidance, read magic, resistance; 1<sup>st</sup>—bane\*, command\*, ~~shield of faith~~, magic stone (domain spell); 2<sup>nd</sup> hold person\*, spiritual weapon, calm emotions\* (domain spell)

(\* enchantment spell)

Equipment: masterwork heavy mace, full plate, large steel shield, light crossbow, 10 bolts

**Dwarf, fighter 2 (2):** CR2; Humanoid; HD 2d10+6; hp 20; Init +1 (Dex); Spd 15; AC 19 (touch 11, flat-footed 18) [[+8 armor, +1 Dex]]; Atks +8 melee (1d12+6 [x3] masterwork greataxe) or +3 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG;

SV Fort +6, Ref +1, Will +0; Str 18, Dex 12, Con 16, Int 10, Wis 10, Char 10.

*Skills and Feats:* Climb +7, Jump +7, Intimidate +4; Cleave, Dodge, Power Attack

Equipment: masterwork greataxe, full plate, light crossbow, 10 bolts

### Encounter Eleven

## APL4

**Trellana Silverblood,** Female Dwarf, wizard 5: CR5; Humanoid; HD 5d4+10; hp 24; Init +1 (Dex); Spd 15; AC 17 (touch 13, flat-footed 14) [[+3 Dex, +4 Mage Armor]]; Atks +3 melee (1d6+1 [x2], quarterstaff) or +5 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft./ 5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LE; SV Fort +3, Ref +4, Will +4; Str 12, Dex 16, Con 14, Int 19, Wis 10, Char 12.

*Skills and Feats:* Concentration +10, Decipher Script +12, Knowledge (arcane) +12, Knowledge (history) +8, Knowledge (local) +8, Knowledge (planes) +12, Spellcraft +12; Combat Casting, Element Substitution (cold), Spell Focus (Evocation)

Spells Prepared (4/4/3/2; base DC=14 [15 for evocation spells] + Spell Level): 0—acid splash, flare\*, ray of frost\*, resistance; 1<sup>st</sup>—~~mage armor~~, magic missile\*, ray of enfeeblement, shield; 2<sup>nd</sup> -glitterdust, ~~invisibility~~, scorching ray\*; 3<sup>rd</sup>—fireball (cold)\*, slow (\* evocation spell)

Equipment: dagger, staff, brooch of shielding, dusty rose prism ioun stone, scroll of fly

**Minotaur Skeleton (2):** CR 3; Large undead; HD 6d12; hp 54; Init +7; Spd 30 ft.; AC 12 (touch 10, flat-footed 11) [[+1 Dex, -1 size, +2 natural]]; Atk +10 melee (3d6+6, masterwork greataxe [x3]), Full Attack +10/+5 melee (3d6+6, masterwork greataxe [x3]); Base Attack/Grapple +3/+14; Space/Reach 10ft/10ft; SQ, DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 19, Dex 12, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Equipment: masterwork greataxe

## APL 6

### Encounter Four

#### Spellstitched Seven-Headed Hydra Skeleton:

CR 4; Huge undead; HD 7d12; hp 63; Init +6; Spd 20 ft.; AC 13 (touch 10, flat-footed 11) [[+2 Dex, -2 size, +3 natural]]; Atk 7 bites +9 melee (1d10+4); Base Atk/Grapple +4/+14; Space/Reach 15ft/10ft; SA spell-like abilities; SQ, DR 5/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +3, Ref +5, Will +6; Str 19, Dex 14, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Spells (Cast as a 5<sup>th</sup> level sorcerer): *ray of enfeeblement* 3/day, *mage armor* 1/day

#### Spellstitched Troll Skeleton:

CR 4; Huge undead; HD 6d12; hp 54; Init +7; Spd 30 ft.; AC 14 (touch 12, flat-footed 11) [[+3 Dex, -1 size, +2 natural]]; Atk +9 melee (1d6+6, claw), Full Attack 2 claws +9 melee (1d6+6) and +4 melee (1d6+3, bite); Base Atk/Grapple +3/+14; Space/Reach 10ft/10ft; SA spell-like abilities; SQ, DR 5/magic 5/bludgeoning, darkvision 60 ft., immunity to cold, SR 15, turn resistance +2, undead traits; AL NE; SV Fort +4, Ref +7, Will +7; Str 23, Dex 16, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Spells (Cast as a 6<sup>th</sup> level sorcerer): *magic missile* 3/day, *mage armor* 1/day

### Encounter Ten

**Dwarf, cleric 5:** CR5; Humanoid; HD 5d8+10; hp 38; Init +1 (Dex); Spd 15; AC 23 (touch 13, flat-footed 22) [(+8 armor, +2 shield, +1 Dex, +2 shield of faith)]; Atks +6 melee (1d8+2 [x2] masterwork heavy mace) or +4 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +6, Ref +3, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Char 12.

*Skills and Feats:* Concentration +10, Knowledge (arcane) +4, Knowledge (religion) +3, Spellcraft +3; Combat Casting, Spell Focus (Enchantment)

Spells Prepared (5/5/4/3; base DC=13 [14 for enchantment spells] + Spell Level): 0—detect magic, guidance, light, read magic, resistance; 1<sup>st</sup>—bane\*, command\*, protection from chaos,

~~shield of faith~~, magic stone (domain spell); 2<sup>nd</sup>—hold person\*, sound burst, spiritual weapon, calm emotions\* (domain spell); 3<sup>rd</sup>—dispel magic, prayer, stone shape (domain spell)

(\* enchantment spell)

Equipment: masterwork heavy mace, full plate, large steel shield, light crossbow, 10 bolts

**Dwarf, fighter 3 (2):** CR3; Humanoid; HD 3d10+9; hp 30; Init +1 (Dex); Spd 15; AC 19 (touch 11, flat-footed 18) [(+8 armor, +1 Dex)]; Atks +10 melee (1d12+6 [x3] masterwork greataxe) or +4 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +5, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 10, Wis 10, Char 10.

*Skills and Feats:* Climb +8, Jump +7, Intimidate +4; Cleave, Dodge, Power Attack, Weapon Focus (greataxe)

Equipment: masterwork greataxe, full plate, light crossbow, 10 bolts

### Encounter Eleven

**Trellana Silverblood**, Female Dwarf, wizard 7: CR5; Humanoid; HD 7d4+14; hp 32 (45 false life wand); Init +1 (Dex); Spd 15; AC 17 (touch 13, flat-footed 14) [(+3 Dex, +4 Mage Armor)]; Atks +4 melee (1d6+1 [x2], quarterstaff) or +6 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft./ 5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LE; SV Fort +4, Ref +5, Will +5; Str 12, Dex 16, Con 14, Int 19, Wis 10, Char 12.

*Skills and Feats:* Concentration +12, Decipher Script +14, Knowledge (arcane) +14, Knowledge (history) +10, Knowledge (local) +10, Knowledge (planes) +14, Spellcraft +14; Combat Casting, Elemental Substitution (cold), Greater Spell Focus (Evocation), Spell Focus (Evocation)

Spells Prepared (4/5/4/3/2; base DC=14 [16 for evocation spells] + Spell Level): 0—acid splash, flare\*, ray of frost\*, resistance; 1<sup>st</sup>—~~mage armor~~, magic missile\*, ray of enfeeblement, ray of enfeeblement, shield; 2<sup>nd</sup>—blindness/deafness, glitterdust, ~~invisibility~~, scorching ray\*; 3<sup>rd</sup>—fireball (cold)\*, haste, slow; 4<sup>th</sup>—enervation, ice storm\*

(\* evocation spell)

Equipment: dagger, staff, brooch of shielding, dusty rose prism ioun stone, potion of displacement, scroll of fly, wand of false life (2charges)

**Ettin Skeleton (2): CR 3;** Large undead; HD 10d12; hp 65; Init +4; Spd 30 ft.; AC 14 (touch 9, flat-footed 14) [[-1 size, +2 natural, +3 hide]]; Atk +11 melee (2d6+6, masterwork morningstar [x2]), or claw +10 melee (1d6+6), or javelin +4 ranged (1d8+6); Full Attack 2 melee +11 (2d6+6, masterwork morningstar [x2]), or 2 claws +10 melee (1d6+6), or 2 javelins +4 ranged (1d8+6); Base Attack/Grapple +5/+15; Space/Reach 10ft/10ft; SQ, DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con --, Int --, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Equipment: 2 masterwork morningstars

## APL 8

### Encounter Four

**Spellstitched Nine-Headed Hydra Skeleton:** CR 5; Huge undead; HD 9d12; hp 81; Init +6; Spd 20 ft.; AC 13 (touch 10, flat-footed 11) [[+2 Dex, -2 size, +3 natural]]; Atk 7 bites +11 melee (1d10+5); Base Atk/Grapple +5/+15; Space/Reach 15ft/10ft; SA spell-like abilities; SQ, DR 5/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +3, Ref +5, Will +7; Str 21, Dex 14, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

**Spellstitched Minotaur Zombie (x2):** CR 4; Large undead; HD 12d12+3; hp 81; Init -2; Spd 30 ft.; AC 16 (touch 8, flat-footed 16) [[-1 size, -1 Dex, +8 natural]]; Atk +11 melee (3d6+7/x3, masterwork greataxe) or +10 melee (1d8+5, gore) or +10 melee (1d8+5, slam); Base Atk/Grapple +6/+15; Space/Reach 10ft/10ft; SA spell-like abilities; SQ Single actions only, DR 10/Magic 5/slashing, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +6, Will +10; Str 27, Dex 6, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Toughness

Equipment: masterwork greataxe

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Spells (Cast as a 12<sup>th</sup> level sorcerer): *mage armor* 1/day, *magic missile* 3/day

### Encounter Ten

**Dwarf, cleric 7:** CR7; Humanoid; HD 7d8+14; hp 53; Init +1 (Dex); Spd 15; AC 23 (touch 13, flat-footed 22) [(+8 armor, +2 shield, +1 Dex, +2 shield of faith)]; Atks +8 melee (1d8+2 [x2] masterwork heavy mace) or +6 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +7, Ref +4, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Char 12.

*Skills and Feats:* Concentration +12, Knowledge (arcane) +4, Knowledge (religion) +3, Spellcraft +5; Combat Casting, Greater Spell

Focus (Enchantment), Spell Focus (Enchantment)

Spells Prepared (6/6/5/4/2; base DC=13 [15 for enchantment spells] + Spell Level): 0—detect magic, guidance (2), light, read magic, resistance; 1<sup>st</sup>—bane\*, bless\*, command\*, protection from chaos, ~~shield of faith~~, magic stone (domain spell); 2<sup>nd</sup>—hold person\*, silence, sound burst, spiritual weapon, calm emotions\* (domain spell); 3<sup>rd</sup>—dispel magic, prayer, summon monster III<sup>A</sup>, stone shape (domain spell); 4<sup>th</sup>—divine power, spike stones (domain spell)

(\* enchantment spell)

Equipment: masterwork heavy mace, full plate, large steel shield, light crossbow, 10 bolts

**Dwarf, fighter 5 (2):** CR5; Humanoid; HD 5d10+15; hp 49; Init +1 (Dex); Spd 15; AC 19 (touch 11, flat-footed 18) [(+8 armor, +1 Dex)]; Atks +12 melee (1d12+8 [x3] masterwork greataxe) or +6 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +6, Ref +2, Will +1; Str 19, Dex 12, Con 16, Int 10, Wis 10, Char 10.

*Skills and Feats:* Climb +8, Jump +7, Intimidate +5; Cleave, Dodge, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Equipment: masterwork greataxe, full plate, light crossbow, 10 bolts

### Encounter Eleven

**Trellana Silverblood, Female Dwarf, wizard 9:** CR5; Humanoid; HD 9d4+18; hp 41 (54 false life wand); Init +1 (Dex); Spd 15; AC 17 (touch 13, flat-footed 14) [(+3 Dex, +4 Mage Armor)]; Atks +5 melee (1d6+1 [x2], quarterstaff) or +7 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft./ 5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +6; Str 12, Dex 16, Con 14, Int 22, Wis 10, Char 12.

*Skills and Feats:* Concentration +15, Decipher Script +19, Knowledge (arcane) +19, Knowledge (history) +15, Knowledge (local) +15, Knowledge (planes) +19, Spellcraft +19; Combat Casting, Energy Substitution (cold), Eschew Materials, Greater Spell Focus (Evocation), Spell Focus (Evocation)

Spells Prepared (4/5/5/4/3/2; base DC=16 [18 for evocation spells] + Spell Level): 0—acid splash, flare\*, ray of frost\*, resistance; 1<sup>st</sup>—~~mage—armor~~, magic missile\*, ray of enfeeblement, ray of enfeeblement, shield; 2<sup>nd</sup>—blindness/deafness, cat's grace, glitterdust, ~~invisibility~~, scorching ray\*; 3<sup>rd</sup>—fireball (cold)\*, haste, ~~resist energy (fire)~~, slow; 4<sup>th</sup>—enervation, greater Invisibility, ice storm\*; 5<sup>th</sup>—cone of cold\*, waves of fatigue; (\* evocation spell)

Equipment: dagger, staff, brooch of shielding, headband of intellect +2, dusty rose prism ioun stone, potion of displacement, wand of dispel magic (3 charges), scroll of fly, wand of false life (2 charges), wand of ice storm (3 charges).

**Spellstitched Frost Giant Skeleton (2):** CR 7; Large undead; HD 14d12; hp 126; Init +4; Spd 20 ft.; AC 15 (touch 9, flat-footed 15) [[-1 size, +2 natural, +4 chain shirt]]; Atk +12 melee (1d10+6, bite), Attack +17 melee (3d6+14/x3 huge masterwork greataxe) Full Attack +16/+11 melee (3d6+13 huge masterwork greataxe); BaseAttack/Grapple +7/+20; Space/Reach 10ft/10ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +10; Str 29, Dex 11, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Equipment: huge masterwork greataxe, chain shirt

Spells (Cast as a 12<sup>th</sup> level sorcerer): Ray of Enfeeblement 1/day, Magic Missile 3/day

## APL 10

### Encounter Four

**Spellstitched Twelve-Headed Hydra Skeleton:** CR 7; Huge undead; HD 12d12; hp 108; Init +6; Spd 20 ft.; AC 13 (touch 10, flat-footed 11) [[+2 Dex, -2 size, +3 natural]]; Atk +12 melee (1d10+6, bite), Full Attack 7 bites +12 melee (1d10+6); Base Atk/Grapple +6/+17; Space/Reach 15ft/10ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +10; Str 23, Dex 14, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Spells (Cast as a 12<sup>th</sup> level sorcerer): *ray of enfeeblement* 3/day, *mage armor* 1/day

**Spellstitched White Dragon Skeleton:** CR 7; Medium undead; HD 14d12; hp 128; Init +1; Spd 60 ft., 30ft. burrow; AC 13 (touch 11, flat-footed 12) [[+1Dex, +2 natural]]; Atk +10 melee (1d8+3, bite), Full Attack +10 melee (1d8+3, bite), 2 claws +5 melee (1d6+1), 2 wings +5 melee (1d4+1); Base Atk/Grapple +7/+10; Space/Reach 5ft/5ft; SA spell-like abilities; SQ DR 10/magic 5/ bludgeoning, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +5, Will +11; Str 17, Dex 12, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

Spells (Cast as a 14<sup>th</sup> level sorcerer): *ray of enfeeblement* 3/day, *mage armor* 1/day

**Spellstitched Hooked Horror Zombie (2):** CR 7; Large undead; HD 20d12+3; hp 182; Init +1; Spd 20 ft. climb 20ft.; AC 23 (touch 10, flat-footed 21) [[-2 size, +2 Dex, +13 natural]]; Atk +18 melee (2d6+8, slam); Base Atk/Grapple +10/+22; Space/Reach 15ft/10ft; SA spell-like abilities; SQ Single actions only, DR 10/Magic 5/slashing, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +11; Str 26, Dex 15, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Toughness

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Spells (Cast as a 20<sup>th</sup> level sorcerer): *magic missile* 3/day, *mage armor* 1/day

**Spellstitched Frost Giant Skeleton (2):** CR 7; Large undead; HD 14d12; hp 126; Init +4; Spd 20 ft.; AC 15 (touch 9, flat-footed 15) [[-1 size, +2 natural, +4 chain shirt]]; Atk +12 melee (1d10+6, bite), Attack +17 melee (3d6+14/x3 huge +1 greataxe) Full Attack +16/+11 melee (3d6+13 huge greataxe); Base Atk/Grapple +7/+20; Space/Reach 10ft/10ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +10; Str 29, Dex 11, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Equipment: huge +1 greataxe, chain shirt

Spells (Cast as a 12<sup>th</sup> level sorcerer): *shocking grasp* 1/day, *magic missile* 3/day

### Encounter Ten

**Dwarf, cleric 9:** CR9; Humanoid; HD 9d8+18; hp 68; Init +1 (Dex); Spd 15; AC 26 (touch 14, flat-footed 25) [(+9 armor, +3 shield, +1 Dex, +3 shield of faith)]; Atks +10/+5 melee (1d8+2 [x2] masterwork heavy mace) or +7 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +8, Ref +5, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 18, Char 12.

*Skills and Feats:* Concentration +14, Knowledge (arcane) +5, Knowledge (religion) +4, Spellcraft +5; Combat Casting, Greater Spell Focus (Enchantment), Spell Focus (Enchantment)

Spells Prepared (6/6/6/5/4/2; base DC=14 [16 for enchantment spells] + Spell Level): 0—detect magic, guidance (2), light, read magic, resistance; 1<sup>st</sup>—bane\*, bless\*, command\*, protection from chaos, ~~shield of faith~~, magic stone (domain spell); 2<sup>nd</sup>—hold person\*, remove paralysis, silence, sound burst, spiritual weapon, calm emotions\* (domain spell); 3rd—dispel magic, prayer, searing light, summon monster III, stone shape (domain spell); 4th—divine power, greater magic weapon, summon monster IV, spike stones (domain spell); 5th—greater command\*, wall of stone (domain spell)

(\* enchantment spell)

Equipment: masterwork heavy mace, +1 full plate, +1 large steel shield, light crossbow, 10 bolts

**Dwarf, fighter 7 (2):** CR7; Humanoid; HD 7d10+21; hp 68; Init +1 (Dex); Spd 15; AC 20 (touch 11, flat-footed 19) [(+9 armor, +1 Dex)]; Atks +14/+9 melee (1d12+9 [x3] +1greataxe) or +8 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +7, Ref +3, Will +4; Str 19, Dex 12, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +7, Intimidate +6; Cleave, Dodge, Iron Will, Power Attack, Power Critical (greataxe), Weapon Focus (greataxe), Weapon Specialization (greataxe)

Equipment: +1 greataxe, +1 full plate, light crossbow, 10 bolts

## Encounter Eleven

**Trellana Silverblood**, Female Dwarf, wizard 11: CR5; Humanoid; HD 11d4+22; hp 50 (63 false life wand); Init +1 (Dex); Spd 15 AC 17 (touch 13, flat-footed 14) [(+3 Dex, +4 Mage Armor)]; Atks +6 melee (1d6+1 [x2], quarterstaff) or +8 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft./ 5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LE; SV Fort +5, Ref +6, Will +7; Str 12, Dex 16, Con 14, Int 22, Wis 10, Cha 12.

Skills and Feats: Concentration +17, Decipher Script +21, Knowledge (arcane) +21, Knowledge (history) +17, Knowledge (local) +17, Knowledge (planes) +21, Spellcraft +21; Combat Casting, Energy Substitution (cold), Eschew Materials, Greater Spell Focus (Evocation), Spell Focus (Evocation)

Spells Prepared (4/5/5/5/4/3/2; base DC=16 [18 for evocation spells] + Spell Level): 0—acid splash, flare\*, ray of frost\*, resistance; 1<sup>st</sup>—~~mage armor~~, magic missile\*, ray of enfeeblement, ray of enfeeblement, shield; 2<sup>nd</sup>—blindness/deafness, cat's grace, glitterdust, ~~invisibility~~, scorching ray\*; 3<sup>rd</sup>—dispel magic, fireball (cold)\*, haste, ~~resist energy (fire)~~, slow; 4<sup>th</sup>—confusion, enervation, greater Invisibility, ice storm\*; 5<sup>th</sup>—cone of cold\*, wall of force, waves of fatigue; 6<sup>th</sup>—chain lightning\*, greater dispel magic;

(\* evocation spell)

Equipment: dagger, staff, brooch of shielding, headband of intellect +2, dusty rose prism ioun stone, potion of displacement, wand of dispel magic (3 charges), scroll of fly, wand of false life (2 charges), wand of ice storm (3 charges).

**Spellstitched Frost Giant Skeleton (3):** CR 7; Large undead; HD 14d12; hp 126; Init +4; Spd 20 ft.; AC 15 (touch 9, flat-footed 15) [(−1 size, +2 natural, +4 chain shirt)]; Atk +12 melee (1d10+6, bite), Attack +17 melee (3d6+14/x3 huge +1 greataxe) Full Attack +16/+11 melee (3d6+13 huge greataxe); BaseAttack/Grapple +7/+20; Space/Reach 10ft/10ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +10; Str 29, Dex 11, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Equipment: huge +1 greataxe, chain shirt

Spells (Cast as a 12<sup>th</sup> level sorcerer): Ray of Enfeeblement 1/day, Magic Missile 3/day

**Spellstitched White Dragon Skeleton:** CR 7; Medium undead; HD 14d12; hp 128; Init +1; Spd 60 ft., 30ft. burrow; AC 13 (touch 11, flat-footed 12) [(+1Dex, +2 natural)]; Atk +10 melee (1d8+3, bite), Full Attack +10 melee (1d8+3, bite), 2 claws +5 melee (1d6+1), 2 wings +5 melee (1d4+1); BaseAttack/Grapple +7/+10; Space/Reach 5ft/5ft; SA spell-like abilities; SQ DR 10/magic 5/ bludgeoning, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +5, Will +11; Str 17, Dex 12, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

Spells (Cast as a 14<sup>th</sup> level sorcerer): Magic Missile 3/day, Mage Armor 1/day



## APL 12

### Encounter Four

**Spellstitched Twelve-Headed Hydra Skeleton:** CR 7; Huge undead; HD 12d12; hp 108; Init +6; Spd 20 ft.; AC 13 (touch 10, flat-footed 13) [[+2 Dex, -2 size, +3 natural]]; Atk +12 melee (1d10+6, bite), Full Attack 7 bites +12 melee (1d10+6); Base Atk/Grapple +6/+17; Space/Reach 15ft/10ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +10; Str 23, Dex 14, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Spells (Cast as a 12<sup>th</sup> level sorcerer): *ray of enfeeblement* 3/day, *mage armor* 1/day

**Spellstitched Hooked Horror Zombie (2):** CR 7; Large undead; HD 20d12+3; hp 182; Init +1; Spd 20 ft. climb 20ft.; AC 23 (touch 10, flat-footed 21) [[-2 size, +2 Dex, +13 natural]]; Atk +18 melee (2d6+8, slam); Base Atk/Grapple +10/+22; Space/Reach 15ft/10ft; SA spell-like abilities; SQ Single actions only, DR 10/Magic 5/slashing, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +6, Ref +8, Will +11; Str 26, Dex 15, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Toughness

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Spells (Cast as a 20<sup>th</sup> level sorcerer): *magic missile* 3/day, *mage armor* 1/day

**Spellstitched Athach Skeleton (3):** CR 9; Huge undead; HD 20d12; hp 180; Init +5; Spd 35 ft.; AC 16 (touch 10, flat-footed 14) [[-2 size, +2 Dex, +3 natural, +3 hide armor]]; Atk +19 melee (3d6+9 huge +1 morningstar) Full Attack +15/+10 melee (3d6+9 huge +1 morningstar), and 2 huge masterwork morningstars +15 melee (3d6+4), and bite +14; Base Atk/Grapple +10/+26; Space/Reach 15ft/15ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +10, Will +12; Str 26, Dex 15, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Equipment: huge +1 morningstar, 2 huge masterwork morning stars, hide armor

Spells (Cast as a 12<sup>th</sup> level sorcerer): *shocking grasp* 1/day, *magic missile* 3/day

**Spellstitched White Dragon Skeleton:** CR 9; Large undead; HD 20d12; hp 180; Init +1; Spd 60 ft., 30ft. burrow ft.; AC 12 (touch 10, flat-footed 11) [-1 size, +1 Dex, +2 natural]]; Atk +16 melee (2d6+6, bite), Full Attack +16 melee (2d6+6, bite), 2 claws +11 melee (1d6+3), 2 wings +11 melee (1d6+3), tail slap +11 melee (1d8+3); Base Atk/Grapple +10/+16; Space/Reach 10ft/5ft; SA spell-like abilities; SQ DR 10/magic 5/ bludgeoning, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +9, Will +12; Str 23, Dex 12, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

Spells (Cast as a 20<sup>th</sup> level sorcerer): *ray of enfeeblement* 3/day, *mage armor* 1/day

### Encounter Ten

**Dwarf, cleric 11:** CR11; Humanoid; HD 11d8+22; hp 83; Init +1 (Dex); Spd 15; AC 26 (touch 14, flat-footed 25) [(+9 armor, +3 shield, +1 Dex, +3 shield of faith)]; Atks +12/+7 melee (1d8+3 [x2] +1 heavy mace) or +7 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +9, Ref +5, Will +11; Str 14, Dex 12, Con 14, Int 10, Wis 18, Char 12.

*Skills and Feats:* Concentration +16, Knowledge (arcane) +6, Knowledge (religion) +4, Spellcraft +6; Combat Casting, Greater Spell Focus (Enchantment), Spell Focus (Enchantment)

Spells Prepared (6/7/6/6/5/3/2; base DC=14 [16 for enchantment spells] + Spell Level): 0—detect magic, guidance (2), light, read magic, resistance; 1<sup>st</sup>—bane\*, bless\*, command\*, doom, protection from chaos, ~~shield of faith~~, magic stone (domain spell); 2<sup>nd</sup>—hold person\*, remove paralysis, silence, sound burst, spiritual weapon, calm emotions\* (domain spell); 3<sup>rd</sup>—daylight, dispel magic, prayer, searing light, summon monster III, stone shape (domain spell); 4<sup>th</sup>—divine power, greater magic weapon, summon monster IV(2), spike stones (domain spell); 5<sup>th</sup>—flame strike, greater

command\*, wall of stone (domain spell); 6th—harm, hold monster\* (domain spell)

(\* enchantment spell)

Equipment: +1 heavy mace, +1 full plate, +1 large steel shield, light crossbow, 10 bolts

**Dwarf, fighter 9 (2):** CR9; Humanoid; HD 9d10+27; hp 88; Init +1 (Dex); Spd 15; AC 20 (touch 11, flat-footed 19) [(+9 armor, +1 Dex)]; Atks +18/+13 melee (1d12+10 [19-20x3] +1 greataxe) or +10 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft.x 5ft./5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LG; SV Fort +7, Ref +3, Will +4; Str 20, Dex 12, Con 16, Int 10, Wis 10, Char 10.

Skills and Feats: Climb +9, Jump +8, Intimidate +6; Cleave, Dodge, Greater Weapon Focus (greataxe), Improved Critical (greataxe), Iron Will, Power Attack, Power Critical (greataxe), Weapon Focus (greataxe), Weapon Specialization (greataxe)

Equipment: +1 greataxe, +1 full plate, light crossbow, 10 bolts

## Encounter Eleven

**Trellana Silverblood**, Female Dwarf, wizard 13: CR5; Humanoid; HD 13d4+26; hp 59 (72 false life wand); Init +1 (Dex); Spd 15; AC 17 (touch 13, flat-footed 14) [(+3 Dex, +4 Mage Armor)]; Atks +7/+2 melee (1d6+1 [x2], quarterstaff) or +9 ranged (1d8 [19-20x2] light crossbow); Face/Reach 5 ft./ 5 ft.; SQ Spells, dwarven traits, Darkvision 60 ft.; AL LE; SV Fort +6, Ref +7, Will +8; Str 12, Dex 16, Con 14, Int 25, Wis 10, Char 12.

Skills and Feats: Concentration +20, Decipher Script +24, Knowledge (arcane) +24, Knowledge (history) +20, Knowledge (local) +20, Knowledge (planes) +24, Spellcraft +24; Combat Casting, Energy Substitution (cold), Eschew Materials, Greater Spell Focus (Evocation), Spell Focus (Evocation)

Spells Prepared (4/5/5/5/5/4/3/2; base DC=17 [19 for evocation spells] + Spell Level): 0—acid splash, flare\*, ray of frost\*, resistance; 1<sup>st</sup>—~~mage armor~~, magic missile\*, ray of enfeeblement, ray of enfeeblement, shield; 2<sup>nd</sup>—blindness/deafness, cat's grace, glitterdust, ~~invisibility~~, scorching ray\*; 3<sup>rd</sup>—dispel magic, fireball (cold)\*, haste, ~~resist energy (fire)~~, slow; 4<sup>th</sup>—confusion, enervation, enervation, greater

Invisibility, ice storm\*; 5<sup>th</sup>—cone of cold\*, wall of force\*, wall of stone, waves of fatigue; 6<sup>th</sup>—chain lightning (cold)\*, disintegrate, greater dispel magic; 7<sup>th</sup>—forcecage\*, prismatic spray\*;

(\* evocation spell)

Equipment: dagger, staff, brooch of shielding, headband of intellect +4, dusty rose prism ioun stone, potion of displacement, wand of dispel magic (3 charges), scroll of fly, wand of false life (2 charges), wand of ice storm (3 charges).

**Athach Skeleton, spellstitched (3):** CR 9; Huge undead; HD 20d12; hp 180; Init +5; Spd 35 ft.; AC 16 (touch 10, flat-footed 14) [[-2 size, +2 Dex, +3 natural, +3 hide armor]]; Atk +19 melee (3d6+9 huge +1 morningstar) Full Attack +15/+10 melee (3d6+9 huge +1 morningstar), and 2 huge masterwork morningstars +15 melee (3d6+4), and bite +14; Base Attack/Grapple +10/+26; Space/Reach 15ft/15ft; SA spell-like abilities; SQ, DR 10/magic 5/bludgeoning, SR 15, darkvision 60 ft., immunity to cold, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +10, Will +12; Str 26, Dex 15, Con --, Int --, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative

Equipment: huge +1 morningstar, 2 huge masterwork morning stars, hide armor

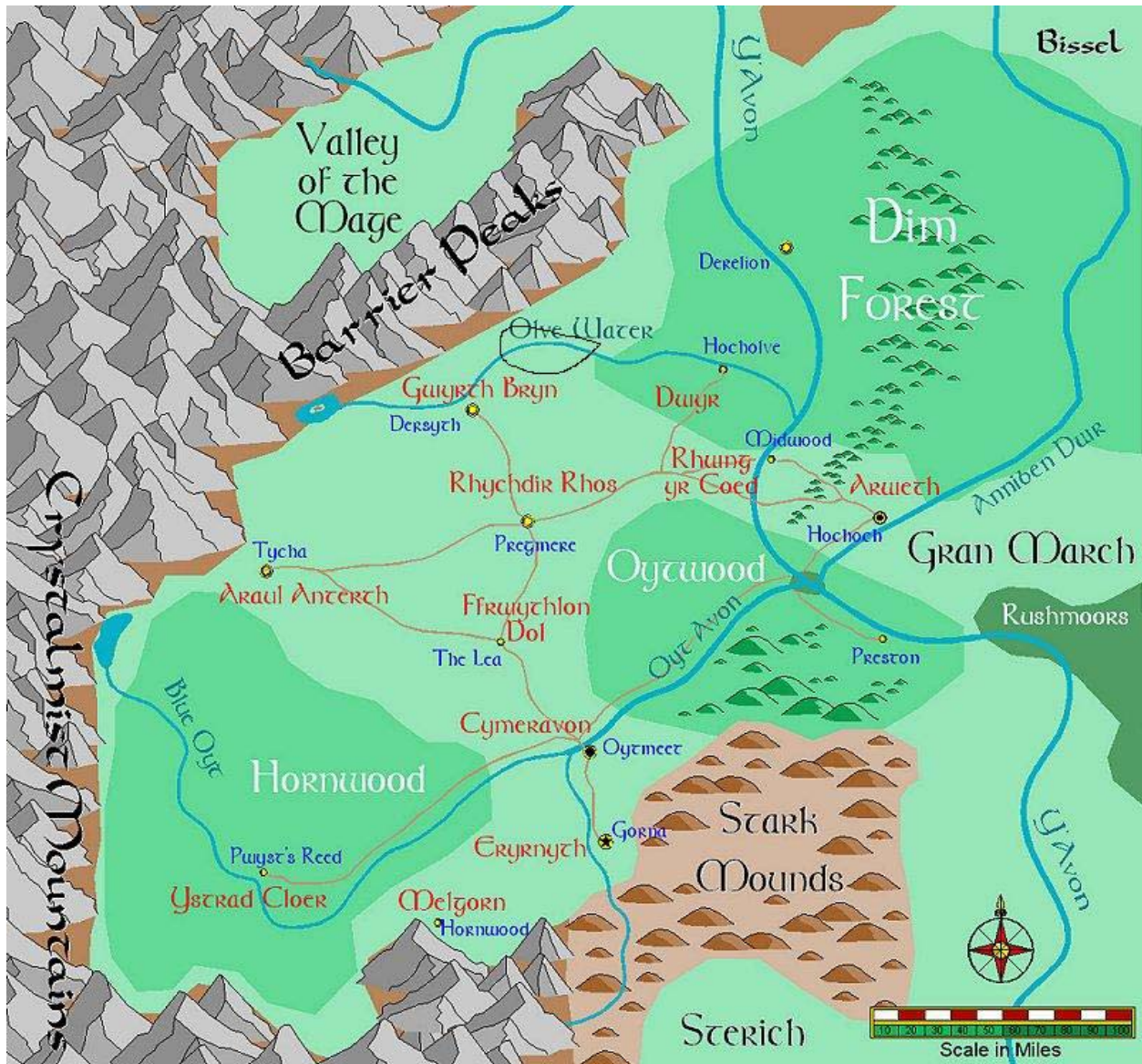
Spells (Cast as a 12<sup>th</sup> level sorcerer): Ray of Enfeeblement 2/day, Magic Missile 2/day

**Spellstitched White Dragon Skeleton:** CR 9; Large undead; HD 20d12; hp 180; Init +1; Spd 60 ft., 30ft. burrow ft.; AC 12 (touch 10, flat-footed 11) [-1 size, +1 Dex, +2 natural]; Atk +16 melee (2d6+6, bite), Full Attack +16 melee (2d6+6, bite), 2 claws +11 melee (1d6+3), 2 wings +11 melee (1d6+3), tail slap +11 melee (1d8+3); BaseAttack/Grapple +10/+16; Space/Reach 10ft/5ft; SA spell-like abilities; SQ DR 10/magic 5/ bludgeoning, darkvision 60 ft., SR 15, turn resistance +2, undead traits; AL NE; SV Fort +8, Ref +9, Will +12; Str 23, Dex 12, Con --, Int --, Wis 10, Cha 1.

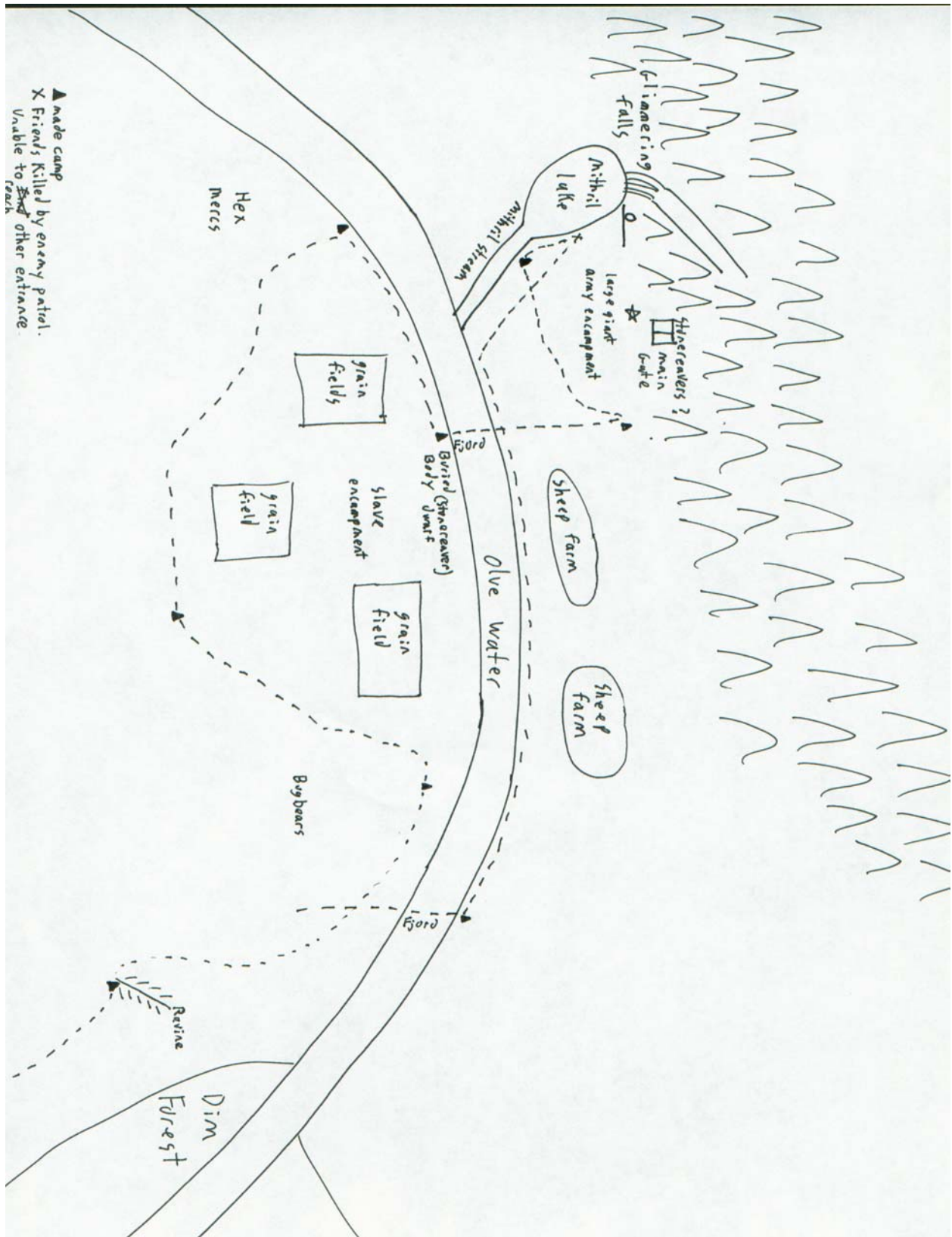
*Skills and Feats:* Improved Initiative.

Spells (Cast as a 20<sup>th</sup> level sorcerer): Ray of Enfeeblement 3/day, Mage Armor 1/day

## Players Handout #1

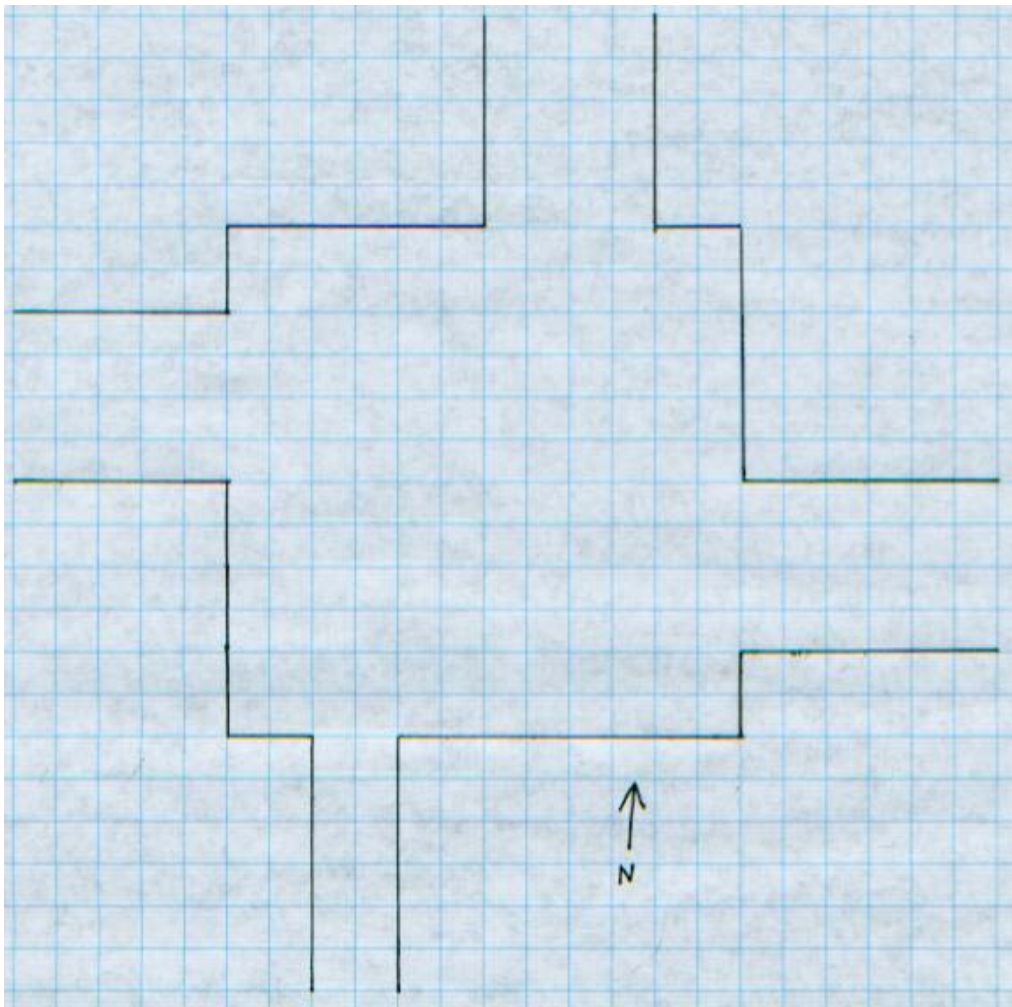


## Players Handout #2





## GM's map #1



### APL 4

North Spellstitched 5-Headed Hydra Skeleton  
 East Troll Skeleton  
 West Bugbear Zombie

### APL 6

North Spellstitched 7-Headed Hydra Skeleton  
 East Spellstitched Troll Skeleton  
 West Minotaur Zomie  
 Umberhulk Zombie

### APL8

North Spellstitched 9-Headed Hydra Skeleton  
 Umberhilk Zombie  
 East Ettin Skeleton  
 Spellstitched Minotaur Skeleton  
 West Ettin Skeleton  
 Spellstitched Minotaur Skeleton

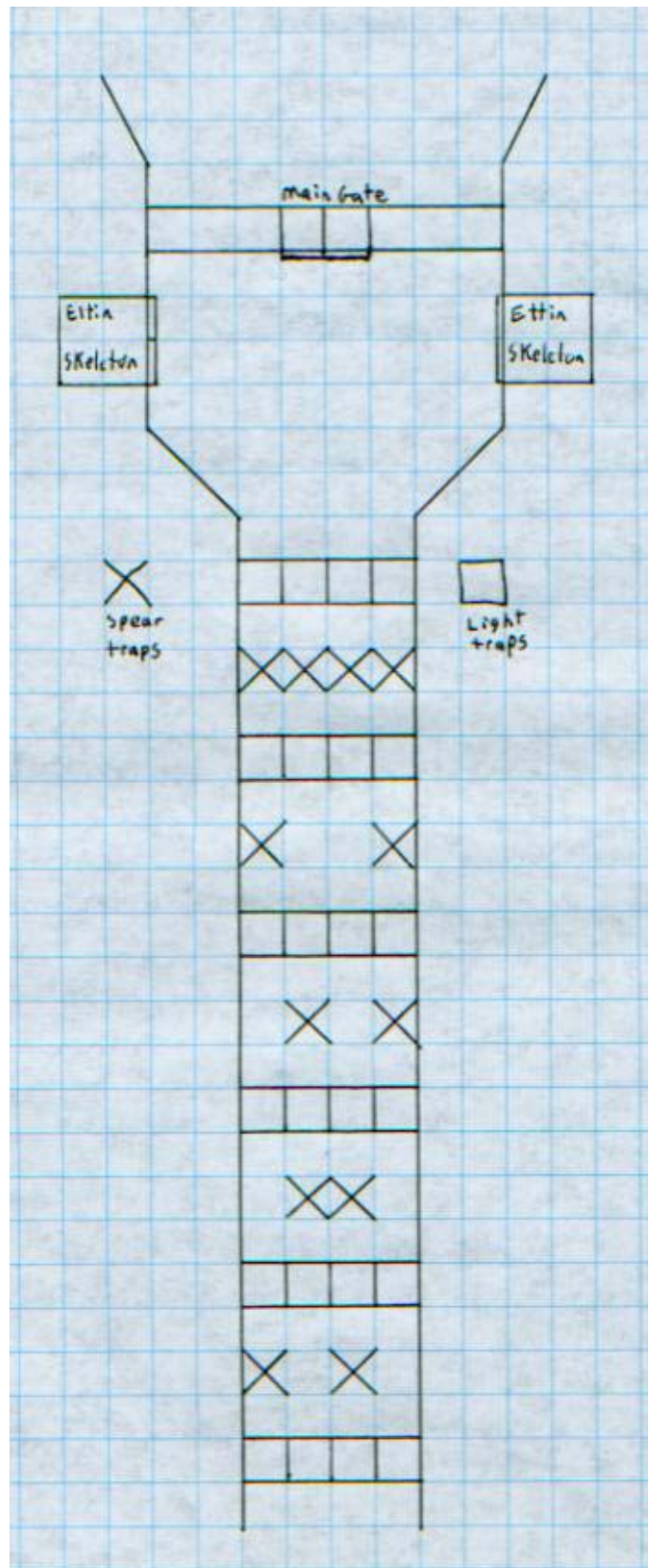
### APL10

North Spellstitched 12-Headed Hydra Skeleton  
 Spellstitched White Dragon Skeleton  
 East Spellstitched Hooked Horror Zombie  
 Spellstitched Frost Giant Skeleton  
 West Spellstitched Hooked Horror Zombie  
 Spellstitched Frost Giant Skeleton

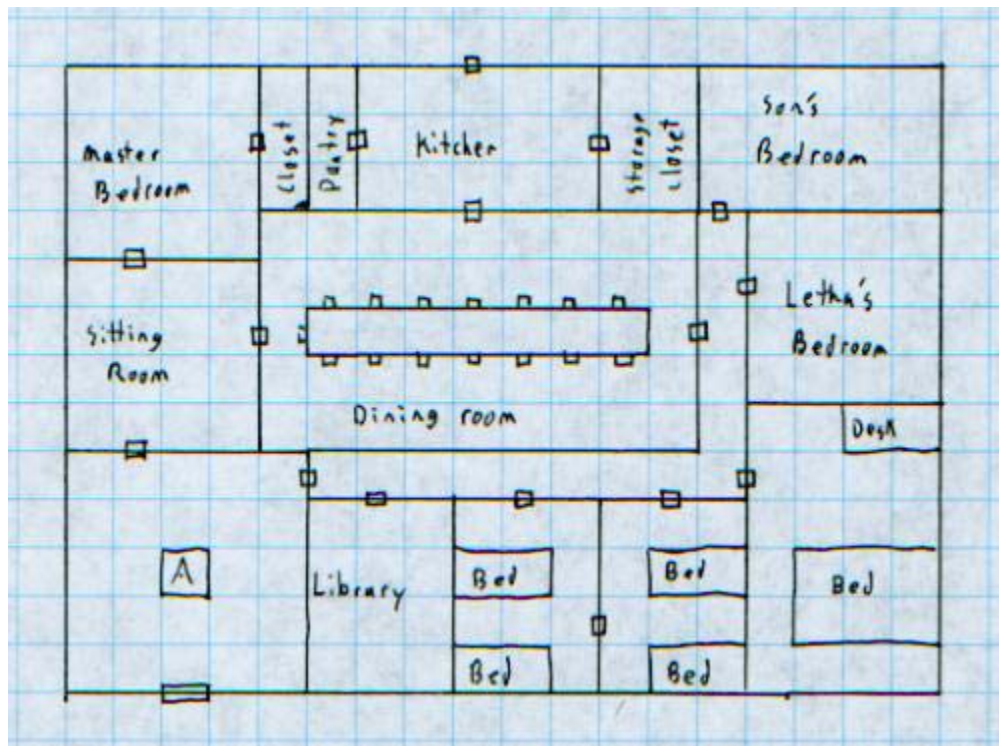
### APL10

North Spellstitched 12-Headed Hydra Skeleton  
 Spellstitched White Dragon Skeleton  
 East Spellstitched Hooked Horror Zombie  
 Spellstitched Athach Skeleton  
 West Spellstitched Hooked Horror Zombie  
 Spellstitched Athach Skeleton  
 Spellstitched Athach Skeleton

GM's map #2

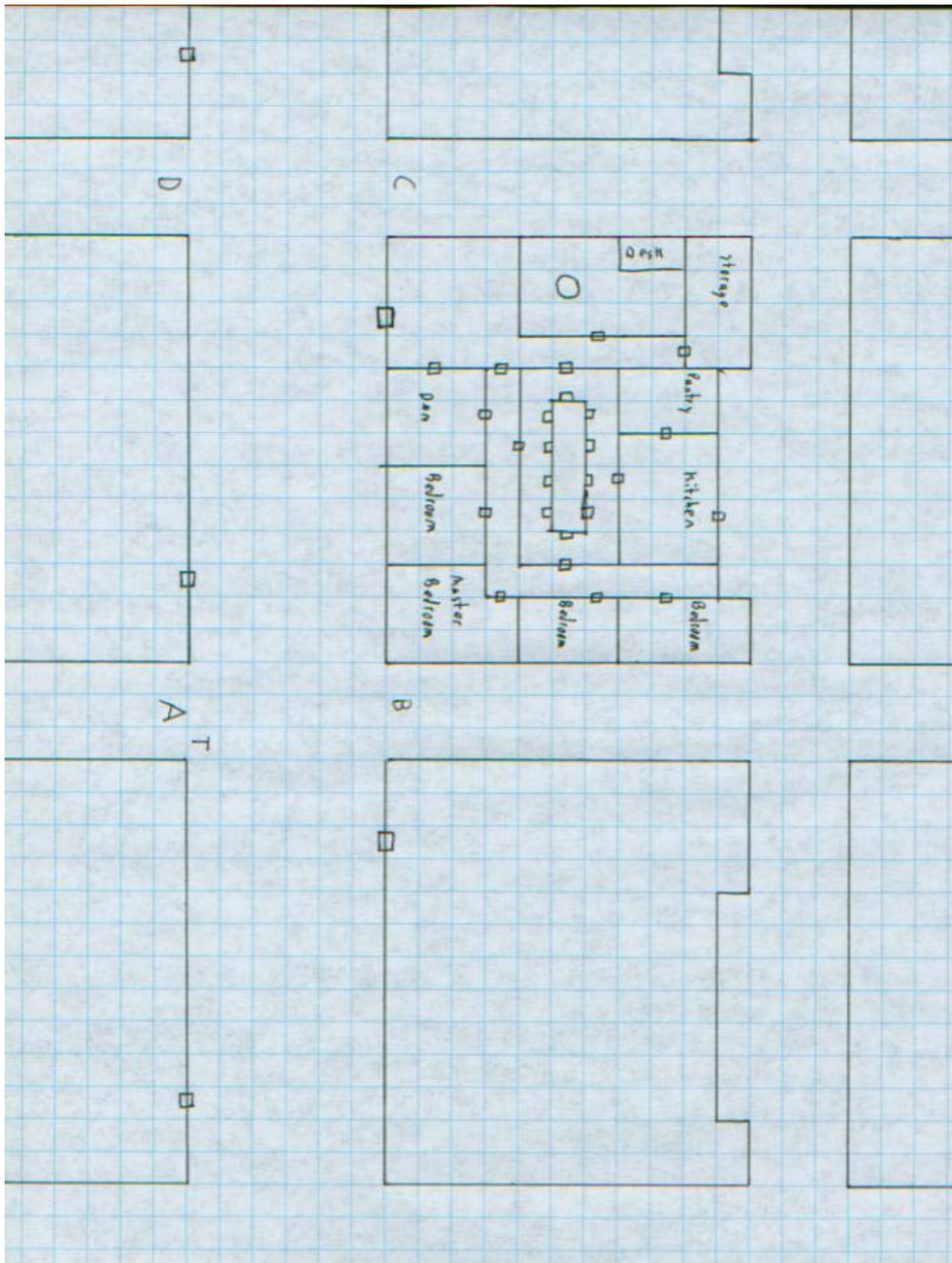


### GMs Map #3





## GMs Map #4



At APL 4-6 there is a guardian at A and B.

At APL 10-12 the undead dragon is in position D and others are in A-C.

Trellana starts in position T at all APIs.



## **Player's Handout #3**

### **Batellan's Journal**

#### ***(First Page)***

I am not one to keep a journal but recent events have caused me to fear not only for my life, but also for the lives of all the Stonereavers. Two years ago the giants invaded it seems not only our hallowed halls, but also the surrounding area. Who knows the giants and their armies may have overrun all of Geoff. That would explain the sudden loss of communication with the other clans. Two of my sons were off in the city of Gorna, the capital of Geoff when this all began. I hope that they are safe and are trying to raise an army to rescue their clan. I have lost my wife, youngest son and younger daughter to the invasion here at home. I now only have the eldest daughter Elthra to help keep this old dwarf company.

The unexpected death of Delgannar Brasstwister our priest of Moradin still has many of us baffled. How they were able to strike through the sacred necklaces of communication and damage his mind like that is beyond comprehension. Physically he was fine, but the damage to his mind was too great and he slowly died from madness. Trelanna Silverblood tried using her arcane abilities to determine their method, but so far she found nothing.

The giants and the thralls control the entire middle hall and a small section of the upper halls. Thankfully the forges and our stores have not been seized. Trelanna has devised an abhorrent plan. She wants to necromantic magic to animate our enemy's dead and use them as a supplemental army against the invaders. We of the clergy have all voted against such an action. Such evil practices can only lead to our corruption and ruin. The wizard's guild lead by Trelanna does not see it that way and the council is completely divided.

Is it me or has Trelanna changed since the invasion has begun? I guess this war has changed us all in some ways.

#### ***(On the next page)***

Well the debate has ended and we will begin using the undead as our minions. May Moradin and Dugmaren Brightmantle forgive us for what we are able to unleash.

#### ***(On the next page)***

My fears have come true. The undead are too unpredictable and they are too numerous for us to control safely. Granted we have dealt the giants a terrible blow and we seem to gain back more of our hall with each confrontation.

#### ***(On the next page)***

We now control all three of our halls, but with the increased territory comes an increase in the number of Guardians. Some people are now calling the undead that to sugarcoat the abominations they truly are. We had a few people killed in the night by enemy spies and the council wants the guardians to help patrol the streets at night so as to have protectors who never sleep to keep watch. This leads to the true problem we have been having all along our defensive zone. How to keep dwarves from being killed by their protectors? Trelanna has the answer. She seems to always have an answer to our problems as soon as they arise. I have begun to mistrust her intentions. Trelanna wants to implant an enchanted stone on the bodies of all the Stonereavers so that the Guardians will recognize us as friendly. That means more necromancy. She had enough support in the council to get this passed with only a little debate. Have we all gone mad?

#### ***(On the next page)***

It now has been some months since we all have been implanted with the protective gems. At first it was uncomfortable, but that wore off soon. I still get a weird itching in the back of my skull. Not where the gem is implanted, but deeper, as if it was inside my skull.

***(On the next page)***

Oh how could we have been so blind? These gems link us to something evil. I can feel it now trying to reach into my mind with a soft voice. It does not command. It caresses the ego and promises all will be well and not to worry. To enjoy the peace we have so richly earned.

I can only escape the voice while within my enchanted prayer circle, but once I leave, it begins again. I have mentioned this to a few others, but they look at me as if I am mad. I know that when I first lost my wife the sadness nearly overwhelmed me and I still have days where grief seems like it will suffocate me. It seems as if I may be the only one who may be free.

***(On the next page)***

I have spent the last few months studying the old scrolls and texts to see if the dream I had some months ago while meditating in my circle is true. Have the Stonereavers faced the evil before? I may have something...

If only the voice would leave me be. My magics can hold it a bay for a short time before it starts again. I think whatever evil is talking to me is getting pleasure from its assault upon my mind.

***(On the next page)***

At last. The truth be found. Old texts say that once long ago dwarven wizard found a magic gem on other plane. Evil it was. It corrupted him and he tried to take control of who clan. He was hurt bad and became lich to survive his wounds after he was defeated. He returned with an army of undead. Many dwarves died, but he was stopped and the evil Gem was trapped in stone cocoon. But it was lost in a deep crevasse. The evil lich dwarf was entombed and sealed away in deep in the oerth. I now must find spell to entrap the gem. I believe it be the gem on Tralanna's staff. The description is the same.

***(The last entry)***

Elthra gone. Lost in fight with enemies. Now I alone fight evil gem. I enchant stone with great magic. Must throw stone at gem and say Yarda Te Natura. Dream says untainted heroes defeat evil gem. Must wait for promised ones.