



# Seeking Silver

Adventure 5: What Lies Beyond Reason  
Adventure Path

An adventure for 7th level characters

by Micah Watt

# Seeking Silver

Adventure 5 for the What Lies Beyond Reason Adventure Path

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## Seeking... Something

In the very first release of this series - *Difficult Circumstances* - I used the editorial to thank everyone that made the adventure path possible as well as hinted at where I got started in role playing games. This is the moment for that story.

I've been very lucky to be enjoying roleplaying games, particularly *Dungeons & Dragons*, for over 25 years as I write this. I found a group out of a games store when I was 14, after having seen a posted flyer on a pin board (no widely available internet back then). I answered the call, and quickly found myself immersed in the hobby that has become a lifelong joy and occasional obsession, with the enthusiasm only the young can muster.

My first character was a wizard, which I'd been convinced to play against my inclination. I only had eyes for playing a doughty fighter, but the group needed a wizard. Disappointed, but still keen, I rolled up Milamber the Mage (original I know - apologies to Feist) and set off on my first adventure. The wizard would later become my favorite class, but that's another story.

The group was playing the *Advanced Dungeons & Dragons* 1st Edition classic *Against the Giants*, using the 2nd Edition rules. The starting level was 10. As a brand-new player with no experience, I was set loose with at 10th level wizard with no concept how spells worked. In the first combat I killed the paladin's warhorse with a poorly aimed lightning bolt spell, much to the ire of the rest of the group. From that point, for much of the campaign, I took a back seat to the action, casting what I was told to cast, when I was told to cast it. I did so out of fear of being kicked from the group and losing access to this wonderful new world of D&D I'd found. Eventually my natural confidence came to the fore again, and the campaign became more enjoyable, and as all 'first campaigns' do, became writ large in my mind forever. But initially I sat sullenly just doing as I was told.

This experience helped catalyze my desire to take the Game Master role and world-build. As a less than active participant, I spent much of my time mentally dissecting the play, the Game Master's role, and the adventure itself. *Against the Giants* is a classic - so much so it has had a revision and re-release in every edition of *Dungeons & Dragons* since its 1st Edition, in one form or another. Its a lot of fun, but it has its flaws too. As we played one thought kept nagging at me. What do the monsters do when they aren't sitting around waiting for adventurers to break in a kill them? Surely, they have lives? Do they have jobs? *Against the Giants* isn't too bad at answering this compared to some other adventures. The giant strongholds have a level of detail that almost makes them seem like functioning communities. Yet, sitting quietly for my turn, waiting to be told what to do, I found myself dissatisfied. "Where does all the waste go?" I mused. At times logic needs to take a backseat to story, or efficiency, but it is small details like this that continue to drive me to create immersive environments and adventures.

The seed of *Seeking Silver* was born that day, and it has been kicking around for all these years. *Seeking Silver*, while not strictly a giants-based adventure, is my homage to *Against the Giants*. In this we have monsters with ambition, with jobs, and a purpose beyond waiting for adventurers to kick in the door. We have a fortress with functioning daily activities, factions, servants and dissenting personalities. We have wizards and sorcerers. And, of course, we have waste disposal.

*Seeking Silver* has been 25 years in the making. I hope you like it.

Micah Watt

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## Adventure Background

The Silversmith is an ancient and unique devil, whose sole purpose and passion is the crafting of effective weapons to supply the infernal armies of the Nine Hells in their eternal struggle against the Demons of the Abyss. The silversmith specializes in silver alloys, the pure metal an anathema to lower planar creatures. Its drive is to create weapons that are safe for devilish handlers, but deadly to their foes. The Silversmith has existed for millennia and is very proficient. Almost a thousand years ago it acquired the Anvil of Kings, a powerful dwarven artifact that increased smithing proficiency and has the power to alter the earth itself. Now the Silversmith travels to sources of silver, conquers the local infrastructure, enslaves the population as workers, strips the area bare, and then moves on. This is the fate of the small town of Silverton near the Eternal City.

The choice of target was no accident however. The Echo of Faith recognizes the threat that the activities of the characters, the sorcerer Damien, and the machinations of Rhion Barakar (a god of luck, hopeless causes, fool's errands and insurmountable odds) pose to her plans. Between these three groups, a warding spell has been discovered and refined, one that can close the gaps in the planes, making her divine task that much harder. The Echo is a creature of great foresight and resources, however, and managed to contact the Silversmith, suggesting the rich mines that supply Anduria as a method of both distracting her adversaries and removing the city's supply of the precious metal.

As the adventure path begins, the silver supplies in the city were already beginning to dwindle, and as Seeking Silver commences the supplies are critically low. The Silversmith's forces have occupied Silverton for many months and have managed to conceal this by ambushing the rare trade traffic between the two locales, and bribing the Trade Guild into silence, with the low supply driving prices up to the guild's advantage in trade.

The Echo is aware that eventually the activity will be discovered however is confident in relying on the Silversmith's potent defences to halt any attempts to accumulate silver until her plans or reassembling and repairing the Machine come to fruition.

## Adventure Summary

The characters are enlisted by the Guildmaster of the Watch to travel to Silverton, a nearby mining settlement, to discover the origin of the silver shortage gripping Anduria.

Upon arrival they discover the town under the control of occupying forces, fortified against outside interference. With the opportunity to save a silver dragon, the party may gain some insight to the situation, but ultimately have the freedom to explore and infiltrate the stronghold as they choose.

Their investigations determine that a devilish smith has conquered the town for its silver supplies, turning them into silver weapons to supply an eternal lower planar war. The same silver the city of Anduria desperately needs to complete its magical protections. The characters may choose to assault and overthrow the Silversmith, or find another method to obtain the desired metal. Or they may simply return and report the issues to the authorities.

The adventure concludes when the silver is obtained, and the magical wards are crafted for the Eternal City.

## Advancement Track

*Seeking Silver* is an adventure for **7th level** characters. If the DM is running this as part of the ongoing adventure path and not using a milestone style advancement option, there is likely to be a difference between actual XP earned and XP

estimated, and that gulf will grow larger as the adventures continue. Added to this, *Seeking Silver* is a large sandbox (see **Running the Adventure** below), meaning that this variance will be greatest here, depending on the number of encounters the DM uses and/or players choose to investigate or complete, but on average the player characters should receive enough experience to advance into **8th level** during, or by the end, of the adventure. Characters that complete all the supplied content may find themselves reaching **9th level** by adventure's end.

If the GM has chosen **not** to run a campaign with many or any of the campaign side-treks, the adventure can be run with 6th level characters with only a little effort to adjust (or not). The challenges represented in this adventure are for 7th level characters, at a hard difficulty. It would be an extremely difficult adventure for 6th level characters, bordering on impossible toward the Smelter dungeon level. If the players are **very** experienced, with highly optimized characters, this may be a way to challenge them.

If the adventure is being run for a **6th level** party, and the DM would like to adjust the difficulty, make the following adjustments;

- All skill challenges should have their DCs lowered by 1
- All creatures and adversaries should have their Hit Points reduced from average to 1/3
- The treasure found in the adventure should be left as is. It might represent a greater than expected wealth for their current level, but the PCs would have really *earned* it.

Of course, the adventure can be adjusted upward as well. If the adventure is being run for an **8th level** party simply make the following adjustments;

- All skill challenges should have their DCs raised by 1
- All creatures and adversaries should have their Hit Points raised from average to 3/4, or maximum if you really want to challenge them (remember there are some **very** powerful adversaries in this adventure).
- The treasure should remain the same.

## Running the Adventure

*Seeking Silver* is designed as a very large, living sandbox. Aside from being set goals to achieve, how the party interacts with the adventure location is completely open. The adventure is designed to allow a huge amount of freedom to the players to resolve the challenges and meet their goals.

There is a veritable cornucopia of NPCs to interact with - many of which have their own agendas - under varying conditions and situations. GM's are encouraged to read the module thoroughly and familiarise themselves with the NPCs and their general positions to the characters (allies, neutral, opposition). GMs are also encouraged to add, remove or change the NPCs in any fashion that suits the story or playstyle of their group.

Similarly, there are numerous locations and encounters in the adventure. It is not intended that the players are required to complete all the content provided, and in fact once they embark on a course of action, some locations may become more difficult to complete - or simply unnecessary - due to dynamic changes in play. The DM is free to manage this as play unfolds, however should remind players bent on exploring every 5-foot square of the provided maps that this may not be required to bring the adventure to a successful conclusion.

Finally, there is the encounter with Damien. Like *Sanitarium* before it, *Seeking Silver* does not assume that there is a set or defined outcome from this confrontation. The players (and characters) are free to deal with Damien as they see fit, cultivating an ally or committing him to the role of foe as they choose. It should be noted that a good deal of plot exposition can be gleaned from him, however, if he is not immediately treated as hostile. More details on this are found in the encounter area in the adventure.

## Chapter 1 - Discovery & Dispatch

At the conclusion of Adventure 4 - Sanitarium, the characters have become something of public figures. They are recognized by the Watch, some members of the public and the Guildmasters, for their testimony in the trial and for the parts they have played in the events of the city up to this point. The party's vigilantism has been 'overlooked' mostly due to their role in uncovering the corruption in the Healing Hands and the insidious activities of the Seekers. However, the City Council can no longer afford to allow the characters to continue to operate with impunity. The council needs to be seen to be taking positive steps to mitigate the rising crisis in the city.

The unfortunate side effect of dismantling both the Seekers and the Healing Hands organizations is that the council is left without their dedicated investigators into magical malfeasance and misadventure, and their support system for the increasing madness inflicting the city.

To address the latter, the hospices are being run by an oversight committee from the Guild of Balance, drawing on the expertise of the city's second best hospitalers - the Explorer's Guild. While medical facilities continue to function, they are less efficient than under the overtaxed Healing Hands, and it's clear they will begin to fail soon.

For the former, the council is split. Currently investigations are being conducted by the Watch, with the Guard assisting with auxiliary policing. However, the Guard are ill suited to the subtleties of civil service and the guilds do not work well together. Some of the Council, led by Harbin Wingate, wish to deputize and exploit the characters skills and inclinations, while other factions wish to explore alternatives. For now, Harbin is getting his way, though heavy scrutiny is being levelled on the endeavor.

Despite misgivings as to the course of action, the council remains united in their intent to act. If there was a reluctance to accept the severity of the peril to the city in the past, it has vanished with the evidence discovered in the Seeker's temple, along with the undeniable events in the city. Madness and unrest are at an unprecedented high, monster sightings and attacks are being reported hourly, the psychic notes have apparently become so agitated they are displaying numerous color and

### **"But we don't want to be Watchmen..."**

The current adventure requires the characters to at least work for the Watch. Some groups may jump at the chance to be legitimized, while others may strongly desire to maintain independent status.

This will be covered in greater detail in the Campaign Guide 2, but in short, let them retain the status they want.

If they want to become official Watchmen, a special operations unit, a hired mercenary force, or a secret vigilante group, tailor it according to their preferences. After all, they are the heroes of this story.

For the first three options, Guildmaster Wingate can accommodate those arrangements. For the last, semi legitimacy can be achieved through using Inspector Sharps as a contact - sort of like Commissioner Gordon to their Batman (Batmen? Batpeople?). For something less official, perhaps the party are hired by a citizen's shadow council represented by Radiant Soul, or perhaps a crimelord or merchant, or any other NPCs of their acquaintance.

demeanor changes (from the regular green and general laconic indifference) and are aggressively attacking in deadly swarms. As the city conditions have become more hostile, with many of the travelling merchants have left for safer harbors, and both sea and airship traffic to the city is at an all time low. Few airships have docked at the PTC air docks in the last few weeks, and at the time of this adventure, only one ship - The Emerald Vision - is present, currently under repairs due to damage suffered in its last voyage. The harbor docks have only two dozen ships in port, and all of these are locally owned. Trade is suffering as a result, and having a flow on effect to the



Andurian economy.

The revelations from the Sanitarium have been catalogued and investigated, including the Arcane Wards discovered in Thaddeus' cell. Specialist wizards and university researchers (possibly including any arcane minded characters) have concluded they are part of an elaborate ritual spell to protect from otherworldly interference. The researchers have determined the required silver component, but not the energy cost unless the characters have informed them. The conclusion from the investigation by these resources is that the city should be warded. The plan is to erect the wards on the inner surface of the city walls or approximation where the walls have been removed). The ramifications and outcome of this are discussed in the Conclusion and will in large part be determined by what the characters know, choose to share, and their actions in this adventure.

However, currently the city's silver shortage is making that impossible. Despite Merchant Prince Veranion's assurances the Trade Guild is looking into the supply issues, Guildmaster Wingate remains skeptical. His desired course of action is to send his own investigators, and has determined the characters have the necessary skills and motivation to assist. His plan is to officially endorse them as deputy Watchmen, or hire them as a special investigative unit to replace the Seekers.

### Meeting with the Guildmaster

The party is approached by Inspector Sharps (or another Watch contact) to meet with Guildmaster Harbin Wingate. Sharps knows that Wingate desires the characters assistance however not the specifics. Assuming they agree, they are lead to the Council Chambers rather than the Watchtower in the Council Ward. Both of which are literally across the street from each other.

The Council Chambers is a sprawling fortress in the city centre, and the characters have been here recently for the trial. They are led to a series of offices in a wing, and asked to wait in a well-appointed lounge outside Harbin's place of work. Full length windows overlook one of the courtyards of the complex.

As the party members wait, with Sharps in attendance, they hear raised voices from within the office - specifically a commanding female voice berating Wingate. A successful DC 18 Perception check allows

### Foreshadowing the Echo

The GM has the option here to foreshadow the Echo - which is recommended if the players have not yet begun to piece together that there is a shadow force at work directing the events in the city. The use of this should be organic, based on revelations in previous play. If overused, this could become something of a 'bludgeon' approach.

As Eiria exits Wingate's office, the most perceptive characters (passive Perception 15 or higher) notice her partial reflection in several windows as she passes.

A split second later a second reflection passes through the windows as if trailing or stalking the Guildmaster, but no other figures exit the office. It vaguely looked like a pale purple shadow of an old woman, but it passes so quickly the characters are left questioning if they saw it at all.

If asked, Eiria has no notion of what they are talking about, having never seen this image.

characters to get enough snippets and key words to understand the general content of the argument if not the actual speech. The female voice is vehemently arguing against Wingate's current course of action which includes naming the characters, and words like 'stubborn' 'reckless' and 'ill advised' are heard. Eventually the confrontation eases, and the doors fly open, a clearly frustrated Eiria Valdorn (Guildmaster of the Explorer's Guild) exits. She pauses briefly at the sight of the adventurers, and mutters the words "Be careful, you are being manipulated" before moving off.

If somehow communicated with (or tracked down later) she will inform the characters that her opposition to their inclusion has to do with the fact they are being used for

political gain, and the council doesn't hold their interests at heart. She is concerned they are being treated as expendable. All of this is true to Eiria's reckoning, but of course the Echo is playing a deeper game. The characters represent an uncontrolled element in the city that seem to keep derailing her plans. She does not want them being sent to Silverton.

*Guildmaster Harbin Wingate appears in the now open doorway and ushers you in, dismissing Inspector Sharps. The office is well appointed, but the heavy stacks of paperwork that bury the desk demonstrate that it's not merely for show. As you settle into the provided chairs, the craggy old man seats himself in his own, back straight and penetrating gaze taking you in.*

*"I'll come right to it, as I'm not given to flowery speech" he says directly. "The city's a mess, and getting worse each day. Despite their cruelty and corruption, the Seekers were effective at investigating, and in many cases managing, whatever the hell this effect on the city is". He gestures to the piles of paper on his desk. "The chaos is spreading. Reports of sightings & attacks from indescribable monsters, pervasive mass nightmares & madness, civil unrest, and escalating crime cross my desk hourly. Rumor-mongering of magical artefacts, strange events, omens and prophecies spread throughout the city. There are dark forces at work here, and frankly we are not equipped to deal with it. I've managed to get the Guard to work with the Watch to help police the civilians, but we don't have the expertise to combat this. We've hired specialists to try to unravel the clues and the strange protection spell we found under the Sanitarium. I'm told that if it's viable, and could protect the city, but the incantation needs an inscription in silver, and it needs to be huge.*

*We've discovered that there's a silver shortage in the city which has been going on for some time. The current events have hurt trade and forced many of the non-residents, including merchants, from the city. There's barely a ship in port. Still, this shortage seems to predate the worst of it, and I can't help but think this isn't a coincidence. Merchant Prince Veranion, Guildmaster of the Trade Guild assures the council it's a supply and demand issue, and has sent representatives to Silverton – our biggest silver supplier – to determine the shortages and delays.*

*Maybe I've been a Watchman too long, or maybe I'm just a suspicious old man, but I don't trust that squeezer. He's a political animal through and through, and something just doesn't add up to me. He might have a few on the council convinced, but my gut tells me there's something not quite*

*right here.*

*I want to conduct my own investigation. And this is where you come in. I don't condone vigilantes in my city, but I can't deny your effectiveness, or your motives. You've out shone the Seekers at their own specialty, and uncovered threats and conspiracies under our noses. But you've done it without support or legitimacy, and outside of the law. That must change.*

*I want you to work for me. Travel to Silverton and discover why the silver supplies are so low. Do all you can to secure the silver we need to complete the protective wardings. The city won't be safe until we can implement something to combat this pervasive miasma of insanity that's blanketing Anduria"*

The nature of the employment with the Watch can be negotiated or tailored to suit the campaign. Wingate will happily deputize the characters as actual Watchmen, or hire them as specialists. The remuneration can be negotiated as well, but will likely be 'on completion of case or task' rather than an incremental salary. The amount is up to the GM, with a ballpark figure around 100gp or more per character, with bonuses paid based on outcomes. This mission is their trial run to evaluate the working relationship between the Watch and the party.

Wingate is happy to discuss any and all aspects of the task and destination, but in truth he knows very little. Silverton is a mining town to the west, past the verdant farmlands and up into the Dragon's Teeth Mountains. It is an independent settlement - a 'company town' as the major resource and primary employer is the silver mine run by Silver Peaks Mining Concern. All other services there stem from supporting the main industry. He knows Silverton is run by a town council and mayor (Rheese Ildenwald), but little else. It's a harsh frontier town that only has trade dealings to tie it to Anduria, and those go through the Trade Guild. Wingate mistrusts any information from them, hence requiring his own evaluation.

Wingate can supply the characters with a map, suggesting either the overland route or hiring air transport – if the characters can actually find an available airship. There is one in dock for repairs at the moment that Wingate is aware of – the Emerald Vision. A meeting can be arranged with the captain if the adventurer's desire.

If the party has its own suspicions, or heeds Eiria's

warning, and confronts Wingate with their concerns, he lets out a dry chuckle.

*“Of course you are being used. That’s the nature of those in power. Don’t make the mistake of confusing business with personal matters. You are effective tools that we need right now. I don’t discard valuable resources easily though. That serves no purpose. You have proven your commitment to help Anduria, and you have useful skills and a demonstrated willingness to use them. I’d rather have you with me than working in an undirected and frankly illegal fashion in the city. We can be more effective together”*

He certainly makes no promises about their safety, but seems genuinely interested in maintaining their wellbeing, if for no other reason than they are useful to him. There’s no sentiment here, but Wingate isn’t entirely made of stone.

### Troubleshooting

If the characters don’t want to work for the Watch, or Wingate, he doesn’t press them, but warns that their vigilantism will not be tolerated and that the Watch will be forced to treat them like criminals if they act outside the law, regardless of their intentions.

Alternatives for hooking the characters into the adventure are presented in the sidebar above, and in **Campaign Guide 2**.





## Chapter 2 - Journey to Silverton

Once set the task of travelling to Silverton the party is free to make its own choices or arrangements on the method of transport. The silver mining town is some 160 miles to the east, with the first two thirds of the journey across the flat farmland plains with the last leg going deep into the rugged and craggy territory of the Dragon's Teeth Mountain range.

By foot or horse the journey takes 15 days. By airship (hired for 400gp for the journey and back) it takes just 3 days, accounting for the harsh mountain weather. Jotun will not allow any of his couriers to travel that far from the city, and water travel is impractical for the landlocked town.

If the characters do decide they wish to hire an airship they are able to find a solid merchantman called the Emerald Vision. This sleek but slightly shabby vessel is captained by Octavio "Tavo" Velderve, a flamboyant and dashing figure who styles himself an adventurer and corsair, though he does not actually engage in piracy. Octavio will engage with an attractive character and spend much of the voyage outrageously and harmlessly flirting with them. Any serious interest from the character is politely rebuffed, Octavio claiming the endless sky is his true love.

### Octavio "Tavo" Velderve and the Emerald Vision

Octavio is a merchant and courier with dreams of grandeur. His ship reflects this. Once serious risk of attack is determined - such as discovering the dragon and Silverton occupation - Tavo is very reluctant to place his ship in peril. Inspiring heroic speeches or the threat to his reputation with a DC 15 Bluff, Diplomacy or Intimidate is required to elicit any action that may risk the ship. The character Tavo has struck a bond with gains a +2 *circumstance bonus* on this check.

Even still, as soon as the ship suffers damage Octavio retreats, and cannot be pressed to take further risk.

Octavio and the Emerald Vision potentially have roles to play in the final adventure - *Doors Best Left Closed* - if the characters cultivate a good relationship with the capricious captain.

Basic statistics for an airship can be found in the Ultimate Combat book.

The GM is free to spice up the travel leg of the adventure with encounters if they so choose, especially if the characters choose to travel the two weeks by land, however no encounters are provided.

As the characters come within a few miles of the town, read the following;

*As you journey deeper into the mountains, the clouds become thick and heavy, the land rising to a point where they seem low enough to touch. Winds whip at you, tugging and tangling your hair and cloaks. Stinging sand is carried by the gusts, forcing you to squint and turn away from the breeze.*

*Through the mist and dust, you catch sight of movement on*

*the horizon. Flying creatures dart in and out of the clouds in sharp banking turns and lunges. Several smaller creatures seem to harry a larger one. The larger beast appears to be a dragon from its profile, and moments later when it breathes a cone of visible cold that drops several of its attackers from the sky, your hunch is confirmed.*

*The aerial battle continues for a number of minutes, growing steadily larger in your vision as the combatants fly in your direction. The smaller creatures resolve into griffons, which appear to be armored. You also see that projectiles are being fired from the ground to strike the dragon, rocks and ballista bolts that trail heavy chains, with some have found their mark, dragging at the beleaguered wyrm.*

*The battle rages on, getting closer by the moment. More strikes by the griffons sees the dragon begin to wilt, its silver scales slick with blood. A fireball explodes, clipping the dragon, and it spirals toward the earth, seemingly overcome at last. It drops from view below a ridge only a few hundred yards away.*

The descriptive text above assumes the characters are at ground level. The DM may wish to modify the distance if the characters are riding an airship, increasing it to around a mile or so in order to allow the next scene to take shape before they arrive. Alternately the GM can simply allow the characters to view the lead up activities, but the airship will also be visible to the attackers, who will send out a contingent to intercept and warn away the characters.

It is assumed that the characters will want to investigate the event, either to intervene on behalf of the silver dragon, knowing that such creatures are a force for good in the world, or (in the case of less charitable types) to simply assuage their curiosity or possibly elicit a reward. If the characters want to avoid the scene, see **Troubleshooting** below.

### **Captured**

The forces of the Silversmith proceed to go about



subduing and capturing the dragon. Assuming the characters require at least a few minutes to reach the scene you can read the below text. If they can arrive immediately or remotely view the scene paraphrase having the forces close in on the downed dragon, throw a weighted net over it and pull tight training chains to entangle the wyrm, then move to subdue it with long silver glaives and a few well-placed thrown boulders.

*Topping the ridge you look down into a shallow valley between rising peaks. In the centre is the dragon, entangled in a net of sparkling silver and surrounded by brutish ogres wielding long pikes. Several griffons circle overhead and another rests on the arm of a fire giant like a bird of prey.*

*An enormous wagon drawn by huge oxen has been drawn up alongside the captured wyrm, and the pike wielders viciously prod the great beast in an effort to goad it onto the vehicle.*

There are 4 ogres, 3 griffons (remaining out of a contingent of 6) and a fire giant here. If the characters are seen, or if they intervene, 3 ogres and the three griffons move to intercept them while the remaining ogre tries to get the dragon on the cart. The giant throws a rock or two at characters unwilling to be chased off easily, and enters the fray if the first wave begins to falter.

The creatures are regular versions of their kind, with a few minor enhancements. The ogres are wielding large silver tipped glaives (2d10 piercing damage with a 10 foot reach) treated with a substance called *bloodburn* (see **New Magic Items**). The fire giant uses standard weapons, also coated with *bloodburn*, and has 1 spare dose on its person. The fire giant also has 2 *incendiary bombs* (see **New Magic Items**) as well as a handful of rocks.

**Ogres** (4) - HP - 30

**Griffons** (3) - Hp - 42

**Fire Giant** - Hp - 142



If the characters are struggling, the dragon manages a breath weapon burst that can encompass a few of the attackers as a last-ditch effort before succumbing to exhaustion.

If the heroes are triumphant they can free the **Adult Silver Dragon**, but find the silvery net almost impossible to damage (AC 25, Hardness 10, Hp 50, Burst DC 35) requiring time to untangle it instead (the net can only be used a large creature or larger). Once free, the beleaguered dragon (with 10 hp remaining out of 195) gratefully introduces herself as Silvirantalas (Silvira for short) and can relate some very useful information about the current state of Silverton.

If the characters fail in their attempts to free the dragon, or are captured, see **Troubleshooting** below.

Silvira explains that the city is under occupation, and while she has no idea how long it has been so, the fortifications are impressive. They consist of a stone wall surrounding the main town and a huge central fortress that did not exist prior to the occupation. The areas seem much hotter too, with the mountain snows retreating from the town itself, leaving arid land behind. When she and her mate Ailishandaver, sought to investigate, not fearing the weapons of lesser creatures, they were

### Detecting Silver

Silvira's sense that she is being supernaturally detected is not paranoia. The Silversmith's ability to detect silver within a mile enables her to sense Silvira's presence, and the 'dragon silver' in her body is extremely rare and sought after by the Smith. It is one of the few things that will rouse the devil from her crafting. The Silversmith immediately notes Silvira's presence within 1 mile of the city, and uses her telepathy (and other abilities and flunkies) to send troops to capture the dragon.

The response is swift and unerring. Characters that insist on trying to bring the dragon along will be attacked near constantly in overwhelming force until half the Citadel defenders are slain. In that eventuality the Silversmith will pull back and plan an ambush, assuming the dragon is coming to rescue her mate.

assaulted with strange silver weapons - as well as poison and flame the likes of which they'd never experienced. Silvira's mate was taken down in the surprise assault, and she was driven off, but not before she saw him being bound and captured rather than killed. Silvira tried to infiltrate in humanoid form (with her *Change Shape* ability), but she was discovered almost as if they had a supernatural sense to find her (see **Detecting Silver** sidebar), and was forced to flee. She has been watching the town for a few days, noting strange groups of humanoids arriving sporadically with overt banners or parading, like ambassadors or envoys. Each was challenged at the gates, yet allowed to enter. Four days after her mate's capture (today) Silvira finally grew desperate enough to try to sneak in with one of these groups, concealing herself under a wagon. She overheard their discussions and learned it was a trade delegation from Anduria, and a few snippets about there being rare prizes for sale, and

a need to “continue the current arrangement” that was in place. Before she could discover more a sally force exited the defences before the delegation closed to the gates. Silvira knew it was for her and fled to avoid catching the humans in the attack. The force was the one that was attacking her just as the characters arrived. Silvira hadn’t counted on the griffons and couldn’t evade the pursuit entirely. It was at that point that the characters arrived on the scene to assist.

If the characters think to ask, she can describe the Andurian delegation. There were eight in all. Six guards and two men that looked and talked like merchants, though they bore no identifying symbols (she knows of the Andurian Guilds, and might surmise they are members of the Trade Guild, as most merchants are, but has no evidence). One was middle aged and portly, while the other was younger and thinner. She gives enough of a description for the adventurer’s to identify them on sight, but unlikely enough for the to recognise them by identity if Belzar and/or Trevel are used (see **The Merchants** sidebar).

Silvira the dragon is desperate to discover the fate of her mate, and rescue him if possible, but the last few days have taught her that her chances of getting in are poor at best. Instead she entreats the characters to infiltrate and discover his fate. Silvira offers each character an item from her hoard if they can rescue her mate (any one item of 20,000gp value or less, of their choice). She will also aid them if they are outside the city, but she dares not risk the city defences again.

Silvira suggests that once the party are in the city, they might contact either the mayor Rheese Ildenwald or sheriff Celena. Familiar with them (though they never met directly) from previous times the dragons came disguised to the town, Silvira does not know the current status or location of these NPCs (the mayor is deceased).

### **Troubleshooting**

Cautious, incurious or uncaring characters may wish to avoid the battle scene with the dragon and its attackers. It might be felt that intervening will place them at unnecessary risk, or ruin any chance of a stealthy investigation.

The scene is directly in the path they need to travel, but players willing to lose some time can avoid it altogether.

### **The Merchants**

The Peregrine Trading Consortium (PTC) are behind much of the silver shortage to Anduria. While this is a trade ploy – manipulating supply and demand – it was actually orchestrated by the Echo to ensure there was not enough silver supply to complete any significant protection wardings.

The ideal candidates to represent the PTC in this adventure are the rising ex-quartermaster Belzar and /or Trevel, if they remain logically available based on previous play. Their availability, appropriateness and attitude to the characters is left to the GM.

If this is the players’ choice then a few elements of the story will change.

Firstly, they do not gain the dragon’s help, information and suggested contacts. They will arrive at Silverton blind to the situation there. Arriving openly will likely result in challenge, and if they cannot supply an acceptable reason for their presence (see **Chapter 3 – Silverton**) they will be assaulted.

Secondly, without interference Silvira is captured. She will be loaded onto the oversized cart, bound in the net of silver. The journey back to Silverton will take several days, in which the dragon will be tortured and subdued. Like her mate, Silvira will be taken straight to the citadel, and down to the Silversmith’s forge. Instead of the hook to rescue the mate, the characters will now have the opportunity to rescue Silvira, who will be alive, bound and hung in the forge, awaiting the Silversmith’s attentions once the current weapon is complete (see area 96 of the lower citadel). A sidebar offers alternate read aloud text for this development.



## Chapter 3 - Silverton

Seven months ago, a devilish conqueror came to Silverton, drawn by its silver mines, and took over, occupying the area and turning the townsfolk into an abundant slave force for her operations. The rule of the Silversmith is orderly and harsh, with insurrection brutally oppressed. The townsfolk are slowly adjusting to their new status, and have begun to form an organized resistance after the initial shock has worn off. However, the unnaturally disciplined invaders are slowly rooting out and dismantling the fledgling insurgency.

### The Town of Silverton

The town itself was once an orderly but unplanned community radiating outward from the central smelter, storehouses and shipping infrastructure of the Silver Peaks Mining concern. Along with the town hall, these buildings comprised the heart of the town. Everything

else was established with no real thought to planning, save that wide roads were maintained to facilitate travel and transport. Buildings began tightly clustered near the heart, and became more spread toward the fringes of the settlement.

Since the arrival of the Silversmith and her occupying forces the town has changed dramatically. Using the *Anvil of Kings* (see **New Magic Items**) the Silversmith has magically raised stonework defences around the town, raised a citadel, sunk a moat and raised the level of a pocket of magma in a dormant volcano basin. Almost overnight the landscape of the town changed dramatically.

### Climate

Silverton is generally perpetually cold thanks to the temperate zone the town is located in combined with the altitude. Under light snow six months of the year, then arid and barren mountains and hills the other six



months makes the mountainous Silverton a fairly hostile location where only the hardy survive. It is summer when this adventure takes place (the prologue - **Difficult Circumstances** - being set in spring) and the mountains around the town the days are chill (59° Fahrenheit / 15° Celsius) in the day, and the nights frigid (36° Fahrenheit / 2° Celsius).

The artificial raising of magma has increased the temperature in the vicinity of the town significantly, but only really to a few hundred yards just beyond the walls. The outer areas are pleasant for humans (72° Fahrenheit / 22° Celsius) while the upper citadel is warm (86° Fahrenheit / 30° Celsius).

Ironically the occupation has made the town a more habitable place for the locals in terms of temperature, but the giants and firenewts still find it uncomfortably cold.

The clash of the ambient cold and artificial heat cause frequent storms in the area, with lashing rains and unpredictable winds. Fog is also common in the outer sections of the city. The GM is free to use this as they see fit, maybe offering concealment for characters to infiltrate or organize the townspeople.

## Town Defences

### Occupying Forces

The occupying forces consist of a total of;

- 250 standard orcs
- 30 elite orcs that serve as officers,
- 68 firenewts (and mounts),
- 55 ogres,
- 12 azers
- 10 fire giants (including the Queen)
- A number of unique NPCs and monsters.
- There is also a flight of 9 trained griffons (The previous assaults by the dragons killed a significant number).

**The exact numbers are up to the GM to adjust based on the challenge they wish to present to their players.**

While this might seem like a lot at first glance, they are generally spread thinly around the town and at the mine, meaning the defences appear to be sparsely populated in many cases. Patrols are regular, but small. The population is mostly kept in check by intimidation and the

## Getting Captured

If the characters are defeated in the town it is unlikely they will be killed, as the Silversmith needs slaves to work the mines and smelter. If captured in town, or in the Citadel, the characters find themselves in Area 83 on the foundry level, along with the rest of the slaves, while any magical or interesting equipment will be spread between the treasury in the citadel and the major NPCs.

The exception to this is if they slay more than half of the citadel's occupying population or slay a number of powerful or key NPCs. In this case they are deemed a serious threat, and are taken to the Chamber of Dark Delights (Upper Citadel, 2nd level, Area 37) for torture unto death.

In either case the characters should be given opportunity to escape the first time they are captured, either by their own skills, or assisted by an ally NPC, Damien or another NPC they can convince, bribe or threaten into aiding them. If they do escape and are later recaptured they are put to death immediately.

(legitimate) fear that family members and loved ones held in the mine or foundry will suffer for any resistance.

## The Walls

The walls are 30ft high, smooth stone that is new but bears no construction marks. There is stair access for both medium and large creatures at intervals. There are two gates - one facing Anduria to the east, and one facing the mine to the north - which have gatehouses that are 50ft high, 60ft wide and 100ft deep with heavy portals at each end bolstered by metal portcullises. The area in the middle is an open air killing ground. Each gate is always

heavily defended, with at least 4 **ogres** and 12 **orc** troops present at all times.

### **The Towers**

The towers rise another 30ft from the wall (60ft total), have medium and large creature access, and are fitted with 1 heavy catapult (on roof) and 4 ballistae (on second top level). There is a tower every five hundred yards and each has warning horns. Each of the towers is manned by an ogre and 2 orcs.

### **Patrols**

Under standard day conditions there are 4 patrols of 5 firenewts & striders wandering throughout the city, and 2 patrols (same numbers) shepherding silver carts to and from the mine. At night there are 4 firenewt patrols (two of 7 and 2 of 8) within the city and none on cart duty.

When there is unrest or revolt in the town, these patrols are augmented with 5 orcs and an elite orc each.

### **Morale in the City**

#### **The Occupying Forces**

The invaders are arrogant and comfortable. Despite the innate toughness of the mountain people of Silverton, they were no match for the organized and well-armed invaders, and fell to capture easily. The Silversmith (using the *Anvil of Kings*) shaped the fortress and the walls in only a few hours, a show of power which cowed the locals and emboldened the occupiers. Armed with the Silversmith's weapons, the invaders have even captured a silver dragon. Secure in their power, complacency has set in. They are not expecting attack or uprising.

The first significant defeat the characters hand the invaders will not hurt morale, but successive defeats will rattle them. More and more the city forces will fall back to the Citadel if pressed, returning with large reinforcements (either in contingent size, or literally ogres and giants).

#### **The citizens of Silverton**

The morale of people of Silverton is low. Occupied by a brutal force of humanoids, isolated and enclosed in walls, under the eye of infernal powers that can shape the earth and having watched (or heard about) the defeat of a silver dragon has left much of the people feeling

completely hopeless. There are a few individuals that retain a will to fight back (as discussed in **The Resistance** below) but most are thoroughly cowed. However, the people of Silverton are hardy, and the spark of defiance remains. If the characters can fan that spark they can fuel the fire of uprising.

There are a little over 1000 citizens of Silverton remaining, but only half of those are combatants, the remainder being too young, old, sick, injured or lacking the will. That is still a potential force of 500 angry townsfolk to rally. The townsfolk are merely average people however, and will fair poorly against any of the invaders unless they vastly outnumber them. It is up to the GM to determine how effective they are (see **Uprising** below).

#### **The Resistance**

Within the town are a number of key figures that could help galvanise the populous, organize them and lead them - in either an uprising or a retreat. These figures meet with each other on occasion, and with the general people of the town, but are only really on the cusp of organization. Several run their own guerrilla operations, striking at lone or vulnerable enemy soldiers where possible.

Unfortunately, all but one of these figures has been captured and the resistance has lost cohesion and hope. Oswin the Cheesemonger is currently all that remains of the four ringleaders. Without at least *two others* rescued, the people of Silverton will not aid the characters with anything more elaborate than some information and a place to hide. How they will help is based on the specialties of the leaders. Celena is required to form an offensive rebellion or uprising, while Terlamín can form a defensive stand within the city, and Lanos can organize an escape or other non-combat based distraction.

**Oswin** can be found in the basement of Caroman's Textiles (Location A). The others include;

**Celena the Sheriff** - recently captured trying to sneak several women and children out of the city, and sent to the Silver Mine (Chapter 4) to the North.

**Lanos Vilderman** - Discovered planning an ambush of a patrol. His squad was slaughtered, and he was dragged off and languishes in the Ogre barracks in the Upper Citadel (Area 32).

**Terlamín the Smith** was taken a few weeks ago to the foundry deep below the citadel. He hasn't been seen since.

### What They Know

The resistance is very well versed in the numbers and habits of the invaders. Oswin in particular serves as the information administrator, and along with the locations of the other leaders, he can tell the characters anything about Silverton before the invasion, and the following after;

- The invaders are ruled by a creature called the Silversmith, but no one's ever seen it.
- He can give general numbers and types of creatures in the invading army.
- He can give general patrol numbers and composition, but not the routes (but the routes regularly change)
- Discipline is high, but occasionally orcs sneak into town to drink and start fights - they believe entry can be gained through a sally port on those nights.
- Travellers or guests have been gathering at the citadel. One came by airship, others by flying beasts (a wyvern and a nightmare) and still others by land. He is not sure why.
- Two silver dragons were in the vicinity until recently. One was captured and dragged through the city by cart. This was a week ago.

### By Any Means Necessary - Attack, Infiltration, Uprising

To accomplish their goals (primarily procure silver, and perhaps free a dragon and the people of Silverton) the characters are free to use whatever methods they can bring to bear. The town is set up as a sandbox of places, personalities and resources for the players to do as they will. While not every plan, scheme or method can be anticipated, the most likely are discussed in detail. It is possible that all three scenarios are used in some combination (i.e. an uprising to act as a distraction to cover infiltration or assault).

#### Attack

Powerful or combat optimized parties may simply go on the offensive from the outset. This is a risky proposition because while they will likely overwhelm the first few invader positions or patrols they encounter, attack will announce their presence and they will soon face escalated and coordinated counter attack, and the likely massing of powerful troops (particularly the giants) at the citadel.

A *hammer of thunderbolts* was seeded into the material for

### Best Laid Plans

As GM it falls to you to be arbiter of the chances of success of any plan the Players decide to embark on. While I have advocated previously that the adventure path is intended to be hard, and not forgiving of foolishness, there is a special consideration to this adventure given possible overwhelming opposition.

When deciding on enemy reactions to player plans you should endeavor to be fair, and to not play the invaders as a 'single mind'. It takes time to send messages, marshal troops and react to threats. Miscommunication or incorrectly relayed orders should be a factor and the invaders should not be perfectly timed or coordinated in actions. Ridiculous play should not be rewarded, but the characters should be offered the benefit of imperfect adversaries.

just this situation, appearing as an option in the side trek **Beneath the Waves**. A *belt of giant strength* - required to make use of the hammer if the characters don't already possess one - can be found in this adventure in the ruins of the smithy (Location B) as an option, with the clues to its whereabouts offered in interactions with various NPCs in the adventure.

If you feel your group is likely to exhibit this playstyle as a primary method of goal resolution, and you have included the lead up items, you may want to have NPCs volunteer this information quickly and upfront, the braver ones seeking out the characters to deliver it.

Similarly, the silver dragon Silvira could make a few strafing runs and even commit to the assault, feeling that this is her last opportunity to rescue her mate, no matter how foolhardy a frontal assault seems. If the characters

seem determined to take this path she will aid them.

If the characters arrived in an airship they might simply look to fly over the town and straight to the citadel, where an air dock (and possibly an airship) awaits. Arriving in this way unannounced however, will provoke bombardment via the citadel siege engines, giants and the griffons.

### **Infiltration**

The town, and even the fortress itself, is not hard to penetrate with a little stealth or deception, or even a combination of both;

#### *Stealth*

The city walls are long and only sparsely patrolled, and a stealthy party could slip over them if they are careful and plan the infiltration well (observe guard movements, go at night etc.) or conversely are just lucky. Moving around the town is equally easy as most of the occupants are put to work or severely cowed and do not venture out. Only sporadic patrols need be dodged. Of course if the characters are spotted on the streets fleeing is made more difficult due to the lack of crowds or regular activity to blend into or use as a distraction.

Entering the Citadel or Foundry by stealth is harder, but not impossible. The areas vary in occupancy, though some are almost always attended. The characters are clearly out of place in this area, so unless combined with deception (below) they may find that once they are spotted the response is swift and direct.

#### *Deception*

There are a few representatives in the town that are neither locals nor invaders, and this is an eclectic group without a doubt. With the permission of the Silversmith Bealazon has invited a number of 'select and discerning' individuals to bid for some unique weapons. Additionally, several representatives have arrived for the purposes of engaging in broader politics or commerce (including the PTC party). This creates the opportunity for the characters to pass themselves off as welcome visitors to the lesser invaders. Such a deception will not work in the presence of Bealazon, and several key NPCs might recognize and even reveal the characters, but most of the occupying forces and even the other invitees will not know the characters aren't what they claim to be.

Invitees have been issued with written invitations, or responses to overtures sent to the affirmative, and many of the invaders (gate or sensitive location guards, elite warriors and officers etc.) know to ask for such identification. The characters can get around this by procuring an invitation (from any of the other representatives), or making a forgery from either seeing one or making one if they can access the office (area 41) on the 2nd floor of the citadel.

Invitees do not have the full run of the complex (no access to the Foundry or specific areas of the citadel), but such a ruse will allow the characters the best unchallenged access of all the options available to them.

### **Uprising**

Alone, or in possible coordination with the above, the characters might seek to empower the citizens of Silverton to rise up and throw off their oppressors. The locals do vastly outnumber the invaders, and the invaders (until alerted or attacked) are quite thinly spread and somewhat complacent about the prospect of resistance. The locals are not warriors, however, and are poorly equipped and are really no match for the aggressors, particularly to more powerful creatures (ogres and giants).

The locals are also reluctant to embark on potentially suicidal attacks without some form of assistance, assurances and demonstration that such an action would work. That said, the hardy folk of Silverton are almost eager to be convinced.

Any uprising effort would need to show a plan that will have a reasonable chance of working, and it would have to be delivered to the leaders of the people of Silverton. As stated in **The Resistance** (above) no formal organized uprising will occur without at least 3 of the resistance leaders present.



### Locations of Interest in Silverton

Silverton has taken damage in the initial attack that has not been repaired, and many of the buildings are empty as their original occupants are either dead, fled or pressed into service. Maybe one in every 4 or 5 buildings is occupied now. Silverton is a very much a ghost town. What little remain of the population in town are effective hostages, or provide essential services. The folks are half starved (thanks to enforced rationing), beaten and weary. Everywhere the characters look they will see suffering faces in the sparse population.

At every crossroads are gallows from which hang rotting bodies - the corpses of insurgents left to serve as a warning to the rest. The citizens are so cowed that they do not dare cut them down for fear the occupiers will replace them with new ones.

A few taverns remain open, being one of the few places the townsfolk are permitted to gather without being dispersed. Though they live in fear, they still seek out the reassurance of others, and so taprooms full of people are not uncommon occurrences on a daily basis.

Aside from those few gatherings, the townsfolk stay out of sight. Characters may notice the occasional face in a window or peeking through a curtain, but otherwise are unlikely to encounter anyone on the streets except firenewt patrols.

#### Location A - Caroman's Textiles

*A shop with boarded up windows stands here, it's wooden sign above the door dangling from one chain, the other broken and swinging loose in the breeze. The sign has a bolt of cloth and reads Caroman's Textiles.*

Inside the shop has been looted and trashed, but eagle-eyed searchers (DC 18 Perception check) can discover a trap door that opens onto a staircase to the cellar.

The cellar is a large area filled with storage foodstuffs and a few weapons. The room looks lived in and a small stove has seen recent use. There is a small table and chairs, and a cot in one dark corner. Concealed in some old crates (DC 18 Perception) on a search) are maps of the city that have been updated after the occupation, detailing defences and troop deployment.



get rowdy for fear of attracting attention, so the taproom is a sullen affair most days, with a dozen or so souls sharing their misery.

The appearance of the characters is treated warily, though the locals can be convinced with a DC 16 Diplomacy check, and brought to a helpful mindset. Garrat, the owner and bartender, knows Oswin and where to find him, and will assist characters that have either convinced him of their good intentions (as above), or have visibly skirmished with the occupiers.

Oswin the Cheesemonger is currently staying here. Unless taken by surprise he will be here still, concealed with *invisibility* and assessing any intruders. If he deems the characters worth the risk, or they are led here by other locals, he will seek their assistance with the resistance and offer aid in return. He has a number of enchanted cheeses that serve as potions (see NPC Gallery).

#### **Location B – The ruins of the Seven Stars Smithy**

*A burned-out shell of a building lies here, the remnants of a smithy by the looks of the cracked forge and half buried anvil. A discarded wrought iron sign reads 'the Seven Stars'.*

While barely anything is salvageable, concealed within the loose bricks of the forge is a wrought iron lockbox (locked – DC 16 Disable Device or DC 18 Strength check to open) containing a heavy belt seemingly crafted from fine flat stone pieces linked by steel wires. This is a *belt of giant strength +4*.

#### **Location C – The Rough and Tumble Tavern.**

*A large stone establishment, with a sign that boldly proclaims it to be 'the Rough and Tumble Tavern' seems to have fared passing well under the occupation. A few broken windows aside, the establishment appears to be open for business.*

The tavern is in fact still open, having deep stocks that are only now beginning to dwindle. Commerce is not banned under the occupation, but the orcs and firenewts can make it tough for the locals and having a few ales has become a balm to some of the townsfolk. They never

#### **Location D – The Hogshead Tavern**

*A large wooden one-story building stands here, its façade scarred by fire in places. A wooden sign hangs above its door, its name – "The Hog's Head" inscribed above a stylized pig. An axe has been buried in one side of the sign.*

*From inside you can hear coarse laughter and shrieks of fear and pain.*

The Hog's Head has the unfortunate distinction of being the favorite hangout of one of the orc squads that occupy the city. Despite being against the army's rules, the orcs continue to shirk their patrol duties whenever they feel they can get away with it.

If the characters venture a look, they will see that the inside of the tavern is heavily damaged, with axe scarred walls and broken furniture. The bar owner – Tessa - and her family (husband, 2 sons and 1 daughter) continue to serve as required, and they do so meekly. The orcs slap them around out of spite, throwing tankards and the occasional axe at them as they try to remain unobtrusive. The orcs games are cruel, but do not extend further than this as they do not wish to draw the attention or ire of their superiors.

When the characters arrive, there will be a squad of 12 orcs in the tavern. If the characters do intervene and slay or run off the orcs Tessa gratefully sends them to Garrat at the Rough and Tumble Tavern (Location C) suggesting he might know someone who can assist them in their efforts.

### Location E - The Old Foundry

*Numerous cart tracks lead into this dilapidated warehouse, many of which go nowhere or have clearly been dismantled. It looks as though it once might have managed the minecart traffic but has now been bypassed and abandoned.*

If the characters look inside;

*Inside, the building is little more than a massive shell, with only foundations and fittings where equipment once stood. There are half a dozen broken brick ovens and smelters, however these appear to have been at least partially dismantled. Several grates in the floor cover slag runoff areas, and large piles of broken debris are scattered about.*

The occupying forces stripped the foundry of everything useful and moved it to the lower levels of the citadel to use in their 'efficient' refining process.

The Foundry has now become the home of a gang of half feral children who live in the slag runoff pits. If the characters search the area or stay more than a few minutes they are assaulted by a band of 10 children (use level 1 commoner statistics) wielding broken weapons, pipes and sharp slivers of metal.

The band can be calmed by a DC 17 Diplomacy check, which can be made with a +5 circumstance bonus if food is offered. If failed the characters may have to retreat or resort to other methods of pacification. The gang will not pursue them out of the foundry.

If calmed the children can tell the characters of the attack and invasion, of the slaughter and imprisonment of the adults. They are all without parents now and have banded together to survive. They have no useful information about the occupation or resistance.

**Commoners (10)** - Hp - 4

### Location F - The Citadel

See Chapter 5

### Encounters in Silverton

In addition to the locations of interest, the characters are likely to encounter other events as they traverse the town. For each hour they spend in the town, roll on the following table. Anything marked with an asterisk will only occur once. Treat further such rolls as 'no encounter'.

Roll (1d12)	Result
1	<b>Patrol</b> - 10 orcs looking for mischief. They will hassle locals and seek to arrest any armed characters they discover.
2	<b>Patrol</b> - 4 firenewts on striders. They ignore locals but seek to arrest armed characters.
3	<b>Child in harm's way*</b> - a child will chase a ball out into the street in front of a patrol (either #1 or #2 above). If the characters do not intervene the child gets savaged or trampled.
4	<b>Resistance Ambush</b> - 12 commoners attack 10 orcs. If the characters do not intervene the commoners are cut down and the orcs lose half their numbers.
5	<b>Ambush Lost</b> - 10 commoners lie butchered in the street, along with 2 orcs. The 8 remaining orcs are brutally torturing the 2 surviving commoners.
6	<b>Fire*</b> - a building is on fire, and a few bedraggled locals are trying to douse it. Without the characters help it will spread to several nearby buildings before eventually burning itself out.
7-8	<b>No Encounter</b>
9	<b>Wandering Ogre</b> - 1 ogre wanders the streets, smashing windows and taking anything it fancies from within.
10	<b>Fire Giant*</b> - 1 fire giant makes its way to one of the walls to check on the guards there. It will question any characters it sees, and if not satisfied they are envoys will seek to kill them.
11	<b>Ore Cart</b> - (only along the tracks) - An ore cart pushed by manacled prisoners makes its way to or from the citadel.
12	<b>Envoys*</b> - A carriage carrying a rustic outlands lord and his entourage (3 lesser lordlings) and a half dozen guards afoot, make their way to the citadel. They have a legitimate invitation and a chest carrying 5000gp in order to purchase weapons due to a local petty border dispute. They have just arrived through the gates and are making for the citadel.

## Chapter 4 - The Silverton Mine

The silver mine is deeper into mountains away from town, some five miles north. There is a compacted earth road, and two sets of mine cart tracks that traverse the open land between the town and the mine site. The mine itself is a branching shaft underground mine with limited upper works. No ore processing is conducted on the site. The upper works was purely for the organization of mining and shipment of ore back to the foundries in town.

Under the occupying forces however, many of the buildings have been destroyed, a wall built (constructed rather than created by the Anvil) and it is now as much a prison as a mine. All the workers have been permanently relocated underground, where they both work and sleep, and what remains of the buildings turned into quarters for the invaders.

### The Journey

The five-mile journey is though cold, open and inhospitable tundra. The tracks run relatively straight through the wilderness, and every hour or so, slow moving ore carts will make their way to and from the mine to the town with the left track is for returning empty carts, the right is for laden carts to travel to the town. The carts move at about half the speed of the average walking person. The carts are unguarded, being manned by a dozen slaves that are shackled to the cart itself. Periodically patrols of firenewt cavalry check on the progress of the transport. Every mile or so the tracks connect at a waystation that has several spur tracks and switches to allow carts to change tracks.

### Occupants

There are 12 ogres and 40 orcs present at the mine, as well as a brutal human commander - Talshak Esvandurg - set in place to manage the operation and keep order. Talshak was a canny barbaric warlord, who pledged service to the Silversmith when she overran his homeland in a previous mining operation (not unlike the current situation) rather than be made a slave. He embraces his new role, and his knowledge of mining has made him invaluable. He keeps both subordinates and prisoners in line with savage brutality, perfect for managing orcs and ogres, who genuinely fear and respect him.

Talshak can be placed wherever the GM desires, or

### Dragon Assault

If full out attack is the plan, Silvira the dragon will gladly assist in assaulting the upper works if asked. She cannot enter the mines themselves, but will gladly distract or destroy the occupiers in the upper works.

Out of sight of the town, and against very limited defences, Silvira can single-handedly destroy any and all forces and fortifications here.

randomly between the orc barracks, firepit, equipment shed or walls. Only Talshak has keys to the prisoner's manacles, and these he always guards jealously on his person.

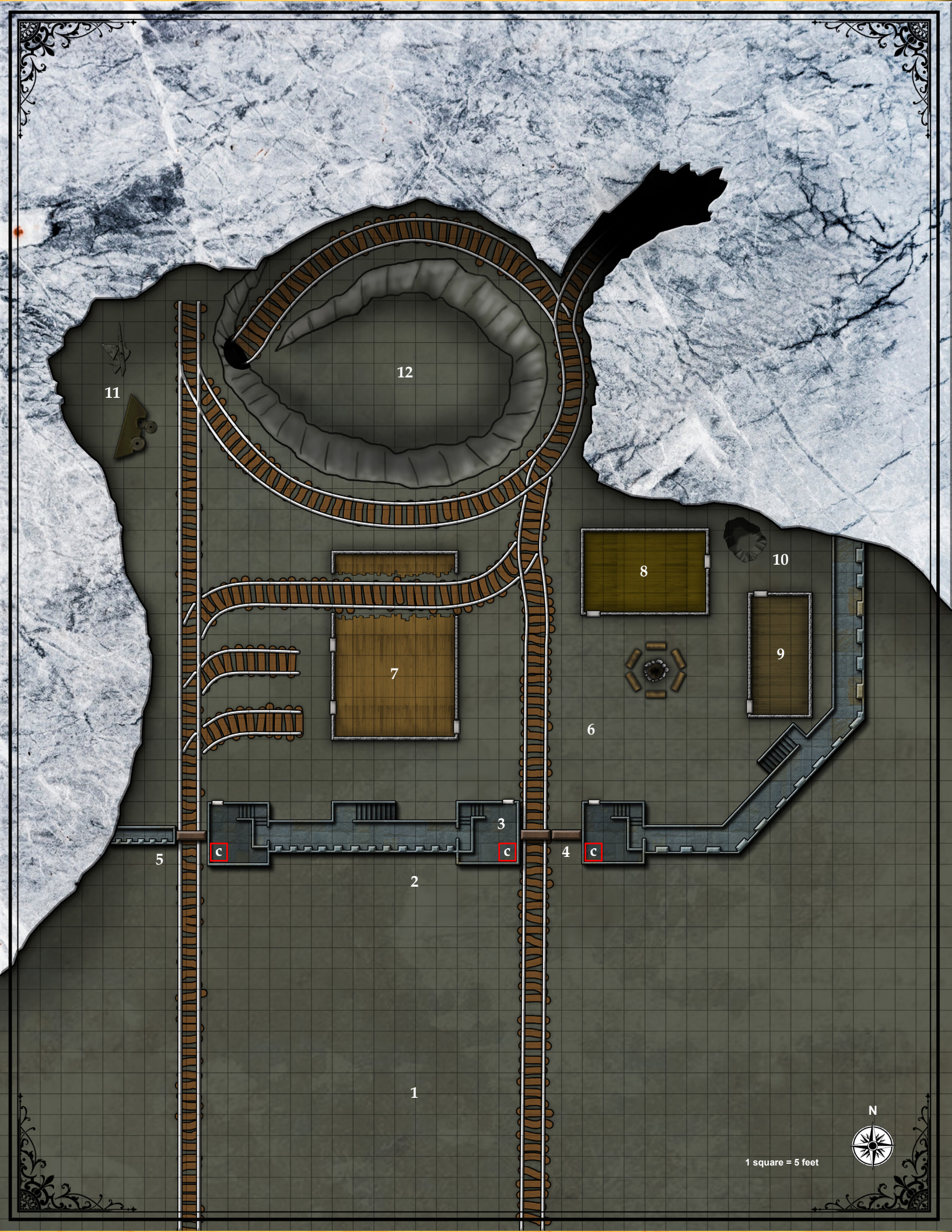
The mine houses 276 townsfolk and miners pressed into servitude. The workers are chained to each other, or to fixed points in the mine, forced to work 16 hours a day, are fed irregularly and they sleep where they fall. Exhaustion and hunger keep them from rebelling. It is a brutal existence, and many have died in the depths of the mine under the new order. Mine duty is reserved as a punishment for townsfolk who make trouble, or those that can be used to leverage the good behavior of citizens in the town - family members of people that are useful to the invaders. Among the townsfolk here is **Celena** the former sheriff, who is a respected figure and a member of the resistance. Without her the people of the town cannot be rallied to rebellion.

### Defences

The upper works are surrounded by a new 20 foot high wall manned at all times by 4 ogres (three rotating shifts of 4) and a dozen orcs (three rotating shifts of 12). The remaining orcs take shifts in and out of the mines in groups of 2-3.

The gates are stout (AC 1, Hardness 5, HP 100, Strength





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1 square = 5 feet

DC 25 to burst), and controlled by pulleys inside the adjoining towers. They can be operated by any creature or creatures with a combined strength of 20.

### 1) The Approach

*The walls of the mine's upper works can be seen from half a mile out, nestled between two mountain peaks. The tracks lead up to and through a pair of gates set into the bleak stone walls. The foundations of several buildings can be seen before the walls, recently torn down it appears.*

Visibility is clear for miles, so the characters will be spotted approaching unless they take significant methods to conceal themselves, either by stealth or disguise. Characters approaching with no obvious business here (i.e. not of the occupying forces) will be challenged at 300 feet and fired upon if they continue to advance.

If they wait long enough carts will leave and approach the mine – huge contraptions 10 feet wide and 20 feet long, pushed and pulled by a dozen shackled slaves. This occurs every hour or so. This may provide cover or disguise (or a way to get through the gates) but also risks civilians in their plans.

### 2) The Walls

The walls are 20 feet high and crenelated, with guards that patrol regularly. The walls are manned at all times by 4 ogres (three rotating shifts of 4) and a dozen orcs.

Ogres (4) – Hp – 30

Orcs (12) – Hp – 6

### 3) The Towers

The towers are 30 feet high, with hollow interiors and flat tops. Inside, each stores spare weapons and foodstuffs for the occupiers. Stairs lead to the battlements, while internal ladders reach trapdoors in the ceiling that allow roof access.

Each tower has a chain and pulley mechanism which opens the single gate attached to it. A combined strength of 20 is required to operate a gate. The mechanism can be fouled with a DC 18 Disable Device check or damaged by

inflicting more than 10 points damage (AC 10).

### 4) Main Gate

*A massive gate stands here, roughly crafted of thick wooden beams bound in iron. The left door has been raised a half foot or so to allow cart tracks to run underneath.*

Most of the gap is filled with the tracks themselves, leaving maybe a 2 feet wide by ½ foot high. A small creature could squeeze through with a successful DC 14 Acrobatics check.

### 5) Secondary Gate

*A secondary gate bars entry here – half the size of the main gate. Like its counterpart, it has been raised to accommodate cart tracks.*

Most of the gap is filled with the tracks themselves, leaving a section 2 feet wide by ½ foot high. A small creature could squeeze through with a successful DC 14 Acrobatics check.

### 6) Compound

*Beyond the walls is a compound dominated by a huge mining pit that delves deep into the earth. Cart tracks extend from it, into a huge central shed structure and then out across the tundra. To the west a pile of rusted and broken mining equipment lies in ruin, while to the east two large buildings flank a huge firepit area.*

The compound generally sees a constant stream of activity as carts move back and forth, under the watchful eyes of the orcish guards.

The firepit area is lit twice a day for meals, but otherwise is the general gathering place, and 0-2 (1d3-1) ogres and 2-8 (2d4) orcs can be found here.

Ogres (var) – Hp – 30

Orcs (var) – Hp – 6



### 7) Equipment Shed

*The sound of metal on metal echoes throughout this area. This massive wooden shed is cluttered with shelves, racks and rows of wood and metal bars, beams and parts. The northern section is bisected with a section of track, and a huge iron cart sits here, being worked on by a group of humans in chains, guarded by a pair of orcs.*

The equipment shed holds mining tools (picks, shovels etc), lanterns, chains and manacles, mining engineering equipment (pulleys, ropes etc.), wooden beams, metal rods, panels and cart parts, maintenance tools (smiths tools, rivets etc.), rail sections, sleepers, and everything needed to manage a mining operation.

There are 8 humans fixing a cart (the cart crew) with a bent axle, under the watchful eye of 2 orcs. The noise is so loud that all creatures incur a -5 circumstance penalty on Perception checks, and are unlikely to be roused by anything short of full alarm outside. Combat in here is also unlikely to be heard externally.

If the slaves are liberated, they can detail the entirety of the complex and its occupants to the PCs.

**Commoners (8) - Hp - 4**

**Orcs (2) - Hp - 6**

### 8) Orc barracks

*The rough wooden exterior of this building has been scarred by various blade marks and crude graffiti and images. Several knives and hand axes are in bedded near a man shaped target painted on one wall. Windows pierce the walls in a dozen places, shuttered tight against the mountain chill.*

If the PCs approach quietly and the alarm has not been raised, guttural (orcish) voices can be heard within. The Barracks holds 50 or so beds and pallets in haphazard fashion, currently occupied by the remaining orcs not on duty, which is around 8 or so (minus any around the fire pit). Talshak also bunks here in the north west corner.

Searching the rancid bedding turns up innumerable personal items including weapons, skulls and bones (animal and humanoid), crude art, clothing, dice and cards, and some coins and trinkets worth a total of 300gp (no silver though).

**Orcs (var) - Hp - 6**

### 9) Ogre barracks

*This large building seems mostly undamaged, but the putrid reek emanating from it is detectable a dozen feet out.*

The ogre barracks is a festering flophouse filled with lice ridden piles of (uncured) furs that act as beds for 12 ogres. The remainder of the off duty ogres are here (8 - minus any at the fire pit). The place is filled with rotting animal carcasses and smells worse than the midden pit. There is a few choice pieces of miscellaneous treasure and a scattering of coins among the pallets, totaling 400gp, but all reek until thoroughly cleansed.

**Ogres (var) - Hp - 30**

### 10) Midden pit

*A deep, wide pit has been dug here, half filled with trash and excrement, the stench eye watering, though still somehow not as bad as the ogre barracks nearby. A shimmering scrap of cloth on the surface gets your attention, clearly richly made despite the filth staining it.*

The midden pit is home to a gargantuan swarm of poisonous carrion beetles (see **Bestiary**) of terrifying proportions that aggressively attack anyone or anything that disturbs the pit more than simply dropping something in.

Just above the surface but covered in...dirt...is a cloth than an ogre used to wipe itself. This is a powerful magic item called a *robe of the magi* (see **New Magic Items**), but is stuck fast and snagged on several sticks and other debris. Removing it from the pit will disturb the swarm.

**Swarm of Poisonous Carrion Beetles - Hp - 90**

### 11) Rust heap

*A large pile of rusted scrap has been collected here. You can make out the shells of several carts as well as track rails and other metal objects. A strange insect like creature the size of a dog is tied to a wooden stake in the middle, its rope leash allowing it to reach most of the scrap, but roam no further.*

The creature is a rust monster that Talshak employs to reduce metal waste in the area. If set loose it will unlikely move from the area without prompting (as it has ample food) but if lead away it can certainly be used to cause damage elsewhere. If attacked it will flee.

If it is discovered running loose the orcs seek to recapture it, and this would make an effective distraction for a few minutes.

**Rust Monster** - Hp - 27

## 12) The Pit

*The enormous mining pit descends several hundred feet into the earth, encircled by a spiraling track into the depths. At numerous places tunnels into the rock diverge from the main track, offering dozens of sub tunnels and spurs to choose from. Disheveled figures can be seen working the stone or pushing the mammoth carts under the eyes and lash of orcish guards.*

The various mining tunnels extend for miles underground, and contain the bulk of the prisoners, as well as around 20 orcs spread thinly through the complex (generally in pairs).

The townsfolk are the most brutalized of all in the occupation, and most are too weak or weary to do anything except watch the characters in disbelief, though they will accept their freedom if it is won for them. The exception is the Silverton sheriff, **Celena**, a fiery halfling who is eager to assist the characters and rally the people against the invaders. Her time here has only stoked the fires of rebellion in her, and if freed she will be able to not only generate support for the characters from the Silverton locals, but effectively coordinate any actions the locals take (such as guerrilla attacks or evacuations etc.). When found Celena has the *exhausted* condition and only half her hit points, but if given sufficient time to recover will become a useful ally for the characters (her statistics can be found in the **NPC Gallery**). She is also aware of the *belt of giant strength* Terlamin has secreted in his smithy, and was planning on using it herself, but will just as easily tell her rescuers about it.



## Chapter 5 - The Citadel

The citadel sits on an artificial island of rock, roughly 1000 feet in diameter, surrounded on all sides by a deep moat (250 feet down) filled with cooling lava. The citadel itself occupies one edge, defending the single bridge to the island, while the remaining plateau is featureless, barren rock.

It is immediately evident that this is not a natural formation. In addition to the obvious geological inconsistency of the lava moat with the terrain, the rock of the plateau and the walls of the citadel are unnaturally smooth, as if shaped from clay or similar malleable substance. The power of the *anvil of kings* allowed the Silversmith to do almost exactly that, shaping hard stone as though it were soft. While some of the detached buildings inside the courtyard are regular construction, the lower chambers, the citadel and the smoke stacks are all eerily smooth, with no joins or tool marks, except where doors and other fittings have been later attached.

### State of Alarm

As the characters begin to explore the citadel, it is likely their presence and hostile intentions are going to be discovered at some point - though when and to what extent is largely based on the choices of the players.

While many areas are isolated enough that combat is not necessarily immediately noticed, clearly overt attacks or large visible activities - such as assaulting the walls with a rebellious populous or enlisting a silver dragon for a frontal assault - will invoke an organized response. Similarly, retreating to rest, or holing up inside the complex to rest for an extended period (overnight) will almost certainly result in the incursion being noticed, and defences being increased.

Overt attacks will be met with full mobilisation (all combatants in the occupying force) initially, with most protecting the citadel first, and then moving into the town itself to quell unrest and man the walls. Assume 2/3 forces for the citadel and 1/3 for the town unless the citadel is hard pressed, in which case all forces congregate there.

Incursions will initially be responded to by sending two search parties to split up and look for intruders. If

no giants have been slain the groups will consist of 2 **ogres** and 6 **orcs**. If giants have been killed, each group is doubled in size and 2 fire **giants** (if available) also join each hunting party. If one or both the hunting parties are destroyed the citadel goes to full mobilisation as if under assault.

### Morale in the Citadel

The citadel is run by a ruthless devil, and as such military discipline is uncommonly good in such a disparate occupational force. In any given encounter in the citadel, creatures will not surrender or run unless more than half of their number have been slain. Even then, the retreat will be orderly, seeking reinforcements and defensible locations. Only once more than 80% of the group has been defeated will creatures break and run.

If the Silversmith is alive the occupying forces will not surrender, even to the point of total annihilation. A unique devil that can literally move the earth is far more intimidating than the characters, regardless of their lethality. They can be forced to temporarily withdraw, but they will not abandon their roles. However, should the Silversmith be slain, and that knowledge made apparent, the discipline of the occupying forces will crumble with astronomical speed. If most of the force is still intact the various factions will fall to infighting to establish a new order (which will quickly be decided by physical power) and the occupation will continue - at least temporarily - in a similar fashion, though more brutally for the townsfolk. If left alone, the occupying forces will slowly shrink due to purposelessness and desertions, and within a few months most of the humanoids will move on or be driven out. More likely though, the characters (and allies) will seek to rout them sooner. Without the Silversmith this will be as easy as slaying or defeating 50% of any of the contingents (firenewts, orcs, ogres or giants) to force that contingent to flee. If more than 50% of the giants are slain, or 50% of the total of the other contingents ALL the occupying forces flee.

### The Citadel Level 1

#### On Approach

*The fortification in the centre of the town is truly impressive. Sitting on a barren rock island, surrounded on all sides by a*



1 square = 5 feet



deep chasm, the fortress spans more than 500 feet across and more than 70 feet high, its two towers reaching in excess of 150 feet. The Citadel is surrounded by a curtain wall 25 feet tall, complete with watchtowers and gatehouse that rise even further. Several support buildings reside within the protective walls, and three stone chimneys continuously belch smoke to the heavens. The entire edifice is plain stone, yet is all the more imposing for its bleak, unadorned facia.

### 1) Gatehouse

The gatehouse consists of two tall towers flanking a massive wooden gate, each of its portals 20 feet across. A huge iron portcullis stands raised, but twisted iron points reach downward like broken teeth, giving the impression of a monstrous mouth poised to bite down. The towers have conical roofs over battlements, and figures can be seen moving overhead.

The gates are heavy and have no mechanisms, being opened by hand. A combined Strength of 30 is required to open a single gate. They can be barred from the inside (Burst DC 50), and can withstand significant assault (AC 5, Hardness 5, HP 300).

The portcullis weighs an astronomical amount, and requires the use of twin windlass (found on the lowest level of the towers) and gears to raise. Each windlass requires application of at least a combined strength of 20, and they must be turned simultaneously (the orcs/ogres achieve this with a signal horn). The windlass, chains, gears or counterweights can be disabled with a DC 20 Disable Device check or by dealing 30 points of damage (AC 10, Hardness 5). The portcullis itself weighs more than even the giants can lift and it can take a huge amount of damage before failing (AC 5, Hardness 10, HP 300). If the portcullis is disabled in the lowered position it would take an extended feat of engineering to reopen.

The gates are usually manned by 12 orcs and 2 ogres, all except the ogres manning the gates above – (see Area 31). The ogres lounge in the windlass rooms awaiting the call to open the gates.

**Ogres (2) – Hp - 30**

#### 1a) Sally Ports

Each of the three smaller towers has a sally gate. These are always closed and barred unless being actively used in a tactical maneuver (in theory, see below). Each of

the gates requires a combined strength of 20 to open if unbarred, but otherwise is difficult to penetrate (DC 30 Strength check to burst, AC 5, Threshold 5, HP 120).

The smaller towers are manned by a contingent of 3 orcs spread between the upper and lower levels.

If the citadel is not on alert there is a 10% chance at night that one of these gates is open. Despite the Silversmith's need for ridged order, the chaotic occupying forces occasionally lapse and a few periodically sneak out into the town to find 'fun' amongst the cowed populous, drinking and pushing around the humans. They bribe the guards with stolen ale. The locals have figured this out, knowing that orcs at 'play' in town means one of the sally ports is compromised – See **Chapter 3 – The Resistance**).

**Orcs (3) – Hp - 6**

### 2) Marshalling Yard

*This area has seen the tread of countless feet, as well as livestock and wagons. Tracks lead in all directions and there is no way to track a specific trail. The area is kept clear at all times unless troops are marshalling for defence or to sally.*

If the characters are present for the arrival of a guest, dignitary or trader (or are posing as such themselves), they will see a formal greeting conducted by Beazon himself, and orcs will take the mounts, wagons and the like to the stables (area 20) while the guests are ushered inside.

### 3) The Chimneys

*Three tall chimneys stand here, constructed of well fit stone blocks and rising some 75 feet in height, just past the battlements of the Citadel. Thick black smoke billows from them, sweeping across the top of the building.*

The stacks are well constructed, but clearly lack the smooth, unworked look of the rest of the citadel, as if they were an afterthought (which they were). Bricks can be pried loose with effort, but the chimneys are sound, and will not fall without significant structural damage (AC 5, Hardness 8, 100 hp). They radiate heat around the clock.

While it is technically possible to traverse the chimneys,

### Smoke and Asphyxiation

Anyone forced into a smoke heavy environment struggles to see and to breathe.

Light smoke creates concealment (20% miss chance on attacks). Creatures need to make DC 15 Fortitude saves each round or spend the round coughing and choking. Two consecutive rounds of choking inflict 1d6 non-lethal damage. When a creature's non lethal damage exceeds its current hit points it falls unconscious.

Heavy smoke creates total concealment (50% miss chance) and causes a creature to risk suffocation. A creature must hold its breath. Creatures may hold their breath for 2 rounds per point of Constitution. Full round actions reduce this by 1 round each time. After this time the creature must make DC 10 Constitution saves, with each subsequent round the DC increasing by 1. On a failed save the creature falls unconscious.

Unconscious characters begin dying quickly. After the first round of unconsciousness the character drops to -1 hit points and is dying. The round after it suffocates and dies.

anyone doing so will begin to asphyxiate unless immune to poison or able to sustain themselves without breathing (See sidebar above).

#### 4) Ogre Hall

*The interior of this hall reeks with sweat and rotten meat. Huge pallets fill the entire open space, heaped with matted pelts and skins, and heavy snores can be heard from several places. Half eaten animal carcasses are hung from chains thrown over the rafters, and various brutal weapons hang from hooks or are plunged point first into the floorboards.*

This is the main ogre barracks. There are 20 pallets in the lower area and 25 in the upper (See Area 32). None of these pallets are owned individually, the ogres taking whichever is free as needed. Currently there are 7 Ogres in here asleep, four on the lower level and 3 on the upper. The ogres keep their personal wealth on them rather than left in the Hall, with only weapons, blankets and hides, tin plates and mugs and a few trophies (usually animal skulls or odd shaped rocks) amid the pallets. However, a careful search (DC 18 Perception check) reveals a small black marble that rolled into a crack in the floorboards near the base of the stairs. It is actually a *bead of force*.

Ogres (4) - Hp - 30

#### 4a) - Ogre 'Champion'

*This room has a massive timber frame bed that has split with overuse and applied weight. The hides here are slightly less dank than those in the common area, and the walls are decorated with mounted animal heads and torn banners.*

Since the ogres belong to the Silversmith now, they no longer have a Chief, but the tradition of selecting the greatest among them to lead has resulted in the selection of a 'Champion', which is just to say the biggest and most powerful ogre. There is a 50% chance that the current champion - Hrulgurlrik - is in his quarters at any time (if not he is patrolling the walls, or down in the mess on the Armory level below (see area 58). Hrulgurlrik has the size and statistics of a **hill giant**, and wears piecemeal armor of hammered metal plates (AC 23). He carries the key to Lanos' chain (Area 32). He also has a cache of treasure under his bed in a low footlocker, consisting of 37cp, 56gp, 20lbs of various dented pewter serving wear pieces (50gp total), a gold pendant (50gp) and an empty ivory scroll tube (25gp).

Hrulgurlrik - Hp - 85

#### 5) Elite Orc Barracks

*This huge hall is filled with orderly rows of beds, each with a footlocker and weapon rack. The central area has been cleared for a fire pit, and a range of trophies, both grizzly and mundane, hang on the walls.*

This is the elite orc barracks, where warriors that have demonstrated unusual intelligence and discipline have been promoted to command roles over the orc troops.



There will be 1d10 **elite orcs** here at all times, mostly sleeping.

There are 15 beds in the lower area, and another 15 in the upper (see Area 33). Each bed has a footlocker containing clothes, personal items and 1d6 gp worth of miscellaneous coins and trinkets. The weapon racks hold the weapons and armor of sleeping orcs.

The central fire pit has ashes, half burned wood and bones. The trophies range from poorly cured animal hides and skulls, to odd weapons, banners and a series of shop signs stolen from Silverton and nailed to the wall.

**Elite Orcs (var)** - Hp - 22

### 5a) Commander Grushnak's quarters

*This room has a crude wooden bed heaped with furs, a locker and weapon rack to one side and a small table and chairs to the other. A mantichore pelt has been nailed to the far wall, complete with wings and tail.*

Grushnak is an immensely powerful elite orc, having maximum Hit Points and an additional +2 to damage on attacks. There is a 30% chance he is present, otherwise he might be found anywhere within the citadel.

The footlocker holds clothing and a few personal items, including a bejeweled dagger (100gp), a carved crystal skull (50gp) and a scattering of coins totaling 23gp and 12cp. The mantichore pelt is in amazing condition despite the nails (having been properly cured) and could fetch 200gp from a collector.

**Grushnak** - Hp - 33

### 6) Grounds Stores

*This wooden structure holds all manner of tools and equipment. You can see various carpentry and stone working tools, as well as raw materials such as lumber and sheets of shale. Numerous crates and clay pots are stacked toward the rear of the space.*

The items in here are to maintain the grounds, particularly the buildings, gates and siege equipment. The crates hold metal plates, rivets and bolts, while the clay pots have oil for the gears and hinges of the gates. Timber sheets and beams, stone shale and the like can be found, along with carts to move them and ladders (4 of 20 feet in height) to

access roofs. There are all manner of manual tools, some of which are sized for giants. The GM has discretion on discovering specific items.

### 7) Siege Armory

*This vast hall holds rows of siege weapons, including ballista, catapults and several huge iron pots on frameworks for tipping. Stacks of ballista bolts lean against one wall, while crates and odd clay pots are piled nearby.*

There are 16 ballista, 8 boiling oil pots and 4 heavy catapults here, protected from the elements but ready to be deployed as needed. There are over 500 ballista bolts and the clay pots hold oil that can be set alight by a wick. The oil pots burst on impact, spreading the oil across a 20ft by 20ft square centred on the impact point. If the oil is lit it deals 2d6 fire damage per round/turn for 1d6 rounds/turn (creatures take damage at the start of their turn. Inside most of the crates are tools and spare parts for the war machines. However one crate holds 12 silver spheres around 1 foot in diameter packed carefully and padded with straw. These are *incendiary bombs* (detailed in the **New Magic Items** section).

If the characters have led a local rebellion - and the occupying forces have become aware of it in time to mount a defence - some or all of the arsenal here might be deployed to the walls and citadel battlements.

### 8) Exercise Yard

*Five crude wooden targets are arranged in the eastern end of this exercise yard, the large trunks carved into vaguely humanoid shapes and heavily scarred with blade cuts and dents. The wall of the building behind them hasn't fared much better.*

*A worn gravel trail leads east to a more open training yard where the well-trodden stone is scarred and scuffed. A large bench rests on one side, and various boards and signs marked with crude runes adorn the nearby walls.*

This is the giant's exercise yard, and at any time during the day (when the citadel isn't responding to an alarm or threat) there is a 30% chance of 1-3 fire giants being present, sharpening their skills or simply staving off boredom.

If the characters can read or translate the giant language they will see that the various boards are score, wagers

and debts for around 8 different giants.

**Fire Giants** (var) - Hp - 142

### 9) The Citadel Gates

*Ahead stand two massive portals of polished silver, their surfaces reflecting a distorted version anyone approaching. Overhead a balcony provides a vantage of the marshalling yard, behind which are huge glass windows.*

The doors are solid silver and extremely heavy, but not locked. Anyone with less than 15 Strength must make a Strength check (DC 15) in order to open them.

If the character's presence in Silverton has caused enough of a disruption to be noteworthy, there is a change that any eagle eyed characters (base Perception skill of +10 or more) will notice an extra figure in their distorted reflection - a twisted image of an old woman. It will vanish upon any scrutiny. This is the Echo. She is now powerful enough to project her image and is trying to keep tabs on the characters. She has no way of knowing their progress (unless alerted by their actions) but she maintains a regular watch on the entry here.

### 10) Grand Hall

*Standing where a grand hall would be in a palace or castle, this chamber is not so much grand as cavernous. The expansive space here is an empty stone chamber, echoing and eerie, with shadows playing along the bare walls from the chandeliers than hand around its edges.*

*To the far end is a massive stone staircase that ascends to a landing, then splits to either side to continue the ascent. The stairs seem to be a mixture of larger and smaller steps, as if for varying sized creatures.*

If no alarm has been raised, and the characters aren't with an invited group, this area is generally deserted. If arriving as part of a delegation, the characters are greeted by 4 **elite orcs** and either Bealazon or Inferenia. If the alarm has been sounded, a contingent of 10 **elite orcs** is here awaiting deployment.

For all its impressive size this room serves little purpose yet, with the lack of furnishings conveying that it is unfinished. It is Bealazon's intent that when the citadel becomes a centre for trade and communication amongst

the fiendish and tyrannical this will become a reception area or entertainment area for grand events of torture or spectacle.

The stairs are split into steps for medium sized creatures and steps for larger creatures. Using unsuitable steps is equivalent to *difficult terrain*.

### 11) Giant's Commons

*The oversized doors give way to an enormous hall, heavy with heat and thick with smoke given off by a score of braziers placed around the walls. Strangely reflective tapestries adorn the walls between braziers. A huge round table, made of iron and sized for creatures more than twice your height dominates the centre of the room, surrounded by equally large chairs. A firepit blazes in the centre of the table.*

*A number of doors lead off the room and its attached corridor, some larger and ornate, while others are smaller, but all are built for giants.*

*To the west a section is reserved for weapon and armour racks, bristling with gargantuan armaments, next to a spiral staircase that leads downward into darkness.*

This area is the giant's commons, and 1d4 **fire giants** can be found here at any time, either in the main area, or in one of the smaller rooms (Area 11a). It is uncomfortably warm here (95° Fahrenheit / 35° Celsius) for most humanoids.

The braziers and the firepit are all lit by *firestones* (see **New Magic Items**) augmented with additional wood and coal. The giants find the climate here 'bracing' despite the raised temperatures and wish to keep their comfort levels up in their personal areas.

The weapons and armor are all made of heavy iron, sized for fire giants, and act as spares or emergency weapons to augment the giant's personal arms. There are a 6 spears, two dozen javelins (24), 8 hand axes, 2 greatswords, 2 shields and a suit of giant sized plate armor.

The tapestries are amazing works of art in design, woven from metal wire rather than thread. The various metals (iron, copper, bronze, and various alloys of gold that appear green, blue and rosy) add color and texture to the tapestries. Unfortunately, despite the ingenuity the art is crude in terms of quality and subject rendition. The

pieces mostly depict giants on the march, or assaulting castles or villages, or forge work and they are not worth much beyond the metal values themselves (around 200gp). They are also obscenely long and heavy (12 feet long, 6 feet high, and weighing over 1000lbs each). There are 12 such tapestries.

The stairs lead down to the lift (Area 74) on the Armory level below.

**Fire Giants** (var) - Hp - 142

### 11a) Giant Personal Rooms

Each of these rooms is plain, having only a huge iron framed reinforced bed with hide bedding, and an iron footlocker and an iron weapons and armor stand.

Any giants found in these rooms (see above) have a 50% chance of not being in armor.

Each giant has 1d20 gold pieces, 1d10 copper pieces and few personal items.

### 12) Kitchen

*Thick steam and smoke issue from this area as you enter, along with the aroma of cooked meat. Dozens of servants or slaves dash about preparing meals, both regular and giant sized, all under the watchful gaze of an ogress in an apron.*

The kitchen is active at all hours due to the numbers of dwellers in the upper citadel and Damien's alchemists. The regular troops are generally fed from the kitchen in the armory level (area 57), but this kitchen provides for the giants, guests, VIPs, and the servants themselves.

The servants are all townsfolk pressed into service under threat to themselves and their families. Most know someone either in the Forges below or in the mines to the north. Unless given proof of their safety and or uprising the servants will not assist the characters, but they will not hinder them or give them away either.

The ogress is not a slave and brooks no interlopers in her kitchen. Wielding a cleaver like an axe, she charges, screaming at the top of her lungs if attacked.

**Ogress** (1) - HP - 30

### 13) Dry Stores

*This area looks like a madman's warehouse, stacked floor to ceiling with a chaotic and at times precarious assortment of barrels, boxes and crates. A narrow walkway has been cleared between the two doors.*

This area contained the dry stores for the Citadel's kitchen. Inside the containers are various foodstuffs such as root vegetables, flour, fruit, dried fruit and meats, water, ale etc. The stacks are precarious, with any rummaging through the containers requiring characters to make DC 14 Dexterity checks or cause a cascade of falling crates that generates a huge noise and alerts the kitchen staff.

### 14) Cold Stores

*Dozens of whole animal carcasses hang from the ceiling of the cold, tiled room. In the south west corner a bowl sits on a pedestal, mist issuing forth and rolling across the floor.*

This is where the perishables (meat) are stored for the citadel, which is restocked almost daily. The room is a chill 40° Fahrenheit (4 Celsius). The blue liquid is a form of *liquid ice*, and is the source of the chill, inflicting 1 point of cold damage on touch, or 1d6 cold damage if the entire amount is tipped or thrown on a target. The liquid slowly evaporates over a number of hours, suggesting it is replenished periodically (about once per day).

### 15) Pots and Pans

*A veritable ironmongery of pots, pans and cooking utensils can be found here, hanging from hooks, crammed onto shelves or just piled onto the floor. To the south a shelf holds crockery, cups and glasses and serving platters, while a chest of drawers to the west clearly houses a small horde of utensils.*

This utilitarian room has one virtue - limited access. Despite the contents, it is only accessed twice per day - once at dawn to remove the day's allotment of kitchen requirements, and once after dark to stow the cleaned cookware for the next day's use. If the characters need a place to hide, rest or hold a clandestine meeting this is the perfect place between these times. Only the servants access this place so if they are discovered, the characters can likely convince their intruder to not report their presence. However, missing staff will be investigated by the ogress eventually.

If the characters can arrange a secret meeting with Reighar, he will suggest it be held here.

### 16) Laundry

*Steam billows forth from the open doors of this area. Inside, heated pots of laundry are turned by hand by servants wielding wooden paddles. Dripping baskets of washing are taken outside by haggard looking servants.*

The laundry, like the kitchen, runs at all hours to manage the linens for the Citadel. Servants are constantly moving in and out of this area. Like the kitchen, the staff are not here by choice, but are too afraid to rebel against their captors. The ogress and the occasional orc from outside will wander by to check on the activities here.

### 16a) Laundry Yard

*Long lines are strung across the citadel yard here, drying washing fluttering in the breeze. Several servants work doggedly to complete their task while fending off the attentions of a few bored orc soldiers*

Day or night washing is hung here by servants, and 1d4 **elite orcs** are present to proposition, annoy and harass servants, or cruelly damage or soil the cloth to generate additional work or trouble for the townsfolk.

**Elite Orcs** (var) - Hp - 22

### 17) Linen Storage

*Floor to ceiling shelves line the walls, piled high with various linens from sheets to tablecloths to servant's livery.*

This room sees a regular passing of staff. While most of the contents are uninteresting the servant's uniforms might be of interest to stealthy characters.

Unfortunately, a poor overworked servant has accidentally mixed in one of Valsharren's favorite shirts in with the servant's clothes. He will certainly come looking for it (and a servant to whip) at some point, and instantly recognizes it if worn by anyone. It is very similar to the servant's shirts, if a bit more ornate, and there is a 25% chance that purloined uniforms include this garment.

### 18) Refuse Pit

*A deep, dark pit resides in this alcove, cut directly into the stone. Warm, sulphurous air rises from somewhere below.*

This pit is where the servants dump all internal waste - it is a smooth sided pit that is 250 feet deep, terminating in a lava flow near the alchemy lab (Area 89) on the foundry level. Anyone foolish enough to enter this pit is almost certainly going to fall to their death. The smooth sides require a DC 25 Climb check each 50 feet traversed. Anyone failing falls the remainder of the distance, impacting onto the lava flow, taking both falling and lava immersion damage (1d6 per 10 feet fallen, to a maximum of 20d6, and 20d6 fire damage). Anyone who makes it safely down to just above the lava might be able to push open the metal cover to exit into the laboratory.

### 19) Servants Quarters

Each of these tiny rooms holds 2 sets of bunk beds (4 beds total) and 4 footlockers containing clothing. The cramped quarters will have 2 sleeping servants in each, regardless of time of day. They have no possessions of worth.

The small set of alcoves contains various cleaning tools and supplies such as brooms, dusters, buckets, scrubbing brushes etc.

### 20) Stables

On approach

*This long building is crafted from stone, with a wooden roof. The roof is scorched at the northern end*

Inside

*The stench of confined animals is strong here, mixed with an acrid burned smell. Stalls run the length of the hall, and you can hear movement within them.*

*At the southern end large barn doors open into a storage area where two carriages reside*

*At the northern end something large moves amongst bales of straw and hanging tack.*

The stables has 3 **elite orcs** in attendance at all times, partly to act as grooms and guards, but mostly to alert the guests if their mounts begin to act up.

There is a wyvern belonging to Valsharren stabled in the northern end. While responsive to Valsharren, it remains

a wild and dangerous creature to others, and is currently particularly riled due to the nightmare in the stall next to it. The wyvern will attack anyone that tries to approach. The northernmost stall holds Reighar's nightmare, a cantankerous creature that tried to burn down the stables recently. The inside of the stall has been lined with waxed tarpaulins to limit damage, and the creature has been 'chastised' by Reighar into behaving for now. Any incursion by the characters sees it act out, breaking out of its stall and seeking to burn and/or attack anything in sight.

The next three stalls down from the nightmare are empty, however all the remaining stalls are filled with horses of various types and quality. There are 3 trained warhorses, while the rest are a mix of riding and draft animals.

The carriages in the southern section couldn't be more different. One is an ornate, crimson red passenger carriage with plush seats and carved paneling. There is space below for stowing crates or luggage and it is rigged for two horses to pull the load - both are in stall 1.

The other carriage present is a well-made but plain wooden coach. The vehicle is split into a smaller passenger section in the front (that can hold 2-3 people) and a long cargo section in the rear. Larger in size, it is rigged for four draft horses, which are clustered together in stall 3, and has the emblem of the PTC on it.

**Elite Orcs (3) - Hp - 22**

**Wyvern - Hp - 73**

**Nightmare - Hp - 51**

### 21) Bulk Waste Chute

*A huge square chute is carved into the stone here, dropping away into darkness. Waves of heat combined with a sulphur-like stench waft from the shaft.*

This is the bulk waste chute for the external waste from the citadel - stables waste, corpses that have no use, bulk timber or broken objects etc.

The chute falls away 250 feet to a lava flow on the Foundry level below. Anyone foolish enough to enter this pit is almost certainly going to fall to their death. The smooth sides require a DC 25 Climb check each 50 feet traversed. Anyone failing falls the remainder of the distance, impacting onto the lava flow, taking both

falling and lavalava immersion damage (1d6 per 10 feet fallen, to a maximum of 20d6, and 20d6 fire damage).

Periodically orcs or ogres from the citadel will exit the nearest sally port and portage bulk waste here to be disposed of.

### 22) Guest Dining Room

*A dark wood dining table dominates this hall, its polished surface reflecting the light of the candelabra lining the walls. Twelve matching chairs surround it, and a silver sculpture rests in its centre. A cabinet of similar make rests against the south wall.*

If the characters enter this area at a meal time (breakfast, lunch or dinner) some or all of the guests may be present (GM's discretion). There is a 20% chance that Bealazon or Inferenia are also present (either one or the other but not both).

The dining room is well lit by a dozen iron candelabra. Spare candles, dishes, platters and crystal goblets can be found in the cabinet (worth a total of 200gp), along with an assortment of wines and liquors (worth a total of 150gp).

The sculpture is 1 foot high, made of solid silver and depicts an angel impaled on a spear. It is artistically superior work, if a little gruesome, and is worth 400gp. It was sculpted by Inferenia, and if stolen while she exists, she will track it down and torture the thief for their impertinence.

### 23) Guest Library & Study

*A small library is illuminated by four drifting globes of pale blue light, which cast dancing shadows across the bookshelves and a number of desks or low couches here.*

The floating globes are a minor, permanent enchantment that produce dim lighting. During the day hours there is a 50% chance that Syndyrdara is here conducting research or simply reading for entertainment. As one of the few places in the citadel upper works that has softer lighting it is her retreat in the day.

This is a guest library prepared for the comfort of the Citadel's guests. Some of the content was plundered from Silverton, and the rest is several hundred years

of accumulation by Bealazon and Inferenia. There are no books of significant monetary value here, nor any powerful secrets (these are kept in Area 49). However there is one item of interest to the characters if they take time to search (at least an hour).

This significant item is the one tome entitled "The Enlightened Age" which is a book written in the present tense on the social and political climate of Anduria during the time of Aether's ascension. The volume indicates that Anduria was ruled by a king (Ghelghar the 3rd) before the arrival of the god. King Ghelghar did not enjoy popular support, as he was said to be a weak and introverted man who struggled with the responsibilities of state. When the god appeared King Ghelghar was one of the first to convert to the new religion, though the author suggests this was a necessary political move rather than one of faith. Unable to compete with a deity, Ghelghar abdicated to Aether within a year, the clergy becoming the ruling class, much to the chagrin of the nobility of the day. Liviana was the high priestess of Aether, and administered the city while the god-on-earth resided in his grand temple, mostly away from the view of the zealous populous. The author doesn't speculate of what occupies a god's time, and the book ends with the author suggesting that the 'current' political state will last forever as gods are eternal and will not die or be subject to popular vote.

#### 24) Guest Sitting Room

*Several couches and low tables are arranged in this oddly shaped room. Light is emitted by arrow slits, and several elaborate wrought iron candelabra stand obtrusively around the walls.*

This is a sitting or waiting area for the guests, and if the characters arrive as such they will be asked to abide here as the servants prepare appropriate guest quarters.

The couches are all varying styles, ranging from hard leathery finish to a deep soft velvet, and while the tables are empty, waiting guests may be served platters of fruit or goblets of wine by servants.

#### 25) Trophy Room

*A glass case resides centrally in this chamber with a number of items on display within. The walls are hung with banners, broken weapons and other assorted trophies.*

The glass case contains numerous small objects, each with its own small nameplate;

- *"The Eye of Abraxus, cleaved from the face of the great beast by General Baalzemon"* - A desiccated lump of tissue, vaguely spherical and off white, around 6 inches in diameter. A DC 18 Knowledge (planes) check reveals that Abraxus was an infernal Rust Dragon that attacked the hell city of Dis, driven off - but not slain - by a devil general Baalzemon at a battle called the Razing of Iron. It was said the general blinded the dragon and forced it to retreat. The eye is magical. Anyone possessing it gains +1 to Initiative and Perception, but -1 to Sense Motive.
- *"The Hand of Vecna"* - A blackened, withered humanoid right hand. It detects as magical, and if identified it requires activation by attaching to the stump of a right wrist, in exchange for magical power. A DC 15 Knowledge (arcana) check allows characters to recall that the legendary Hand of Vecna is supposedly his left hand. Attaching the hand activates it (see **New Magic Items**)
- *"The Eyeglass of Thurston"* - A plain magnifying glass with a brass rim and worn wooden handle. It is not magical.
- *"The Crown of Ghelghar, Last King of Anduria"* - a golden crown, slightly scuffed and dented with age, set with a dozen emeralds. It is worth 1000gp for its materials, and theoretically a great deal more for its historical value (see Area 23). Interestingly, the Explorer's Guild will be less than enthusiastic at the find, suggesting it's a fake.
- *"The Spellbook of Nelarin"* - A large tome bound in blue leather with brass fittings and an ornate clasp lock. The clasp lock isn't locked, and the book is blank, save for a *glyph of warding* holding a *feeblemind* spell (DC 22 Will saving throw).

#### 26) Empty Guest Room

*This bedroom is neat and tidy, lacking any personal effects. It has low table surrounded by chairs in the section nearest the door, while a dressing screen bisects the room creating a second section with a large plain bed, a footlocker and a wardrobe. Several unlit candelabra line the walls.*

This guest room is empty. The GM could add any NPCs they wish, or the characters might be assigned this room if they arrive as guests.

### 27) Empty Guest Room

This area is exactly the same as area 26.

### 28) Occupied Guest Room

*This room has low table surrounded by chairs in the section nearest the door, a decanter and wine glasses resting on the surface. Past a dressing screen, a second section has a large bed, its covers askew, and an open wardrobe displaying several esoteric outfits. The candelabra against the walls appear to have never been used.*

This room is occupied by Syndyrdara Ilalazza (Syndyr), a female drow magus from a small outpost that broke away from a larger city. Under constant attack by summoned demons, Syndyrdara sought out the Silversmith to procure weapons with which to harm the demonic aggressors.

If Syndyr has not been found in any other locations prior to the PCs entering, she can be found here studying. She has unpacked several outfits fit for a noble into the wardrobe in order to remove the creases, and a travel chest that rests in the bottom holds her spellbook, and 4000gp in sapphires (that she intends to use as payment for weapons), as well as some travelers equipment and three vials of Cockatrice Spit poison.

**Cockatrice Spit:** type contact, injury, injected; **Save** Fort DC 12, **Frequency** 1/round for 4 rounds; **Effects** 1d2 Dex (victims reduced to 0 Dex are pertified); **Cure** 1 save.

### 29) Empty Guest Room

This area is exactly the same as area 26.

### 30) Empty Guest Room

This area is exactly the same as area 26.

## The Citadel Level 2

### 31) Portcullis Works

*This cramped chamber is dominated by the portcullis to the east, and a complex set of gear works and counterweights to the west. A path barely wide enough to pass through allows access to the towers on either side.*

When down, the top of the portcullis and heavy chains that allow it to be raised are visible here. The chains go through pulleys in the top of the gatehouse and then link up with the gear works on the east side of this room. These in turn are connected to the windlass in the level below. The gears or counterweights can be disabled with a DC 20 Disable Device check or by dealing 30 points of damage (AC 10, Hardness 5). The portcullis itself weights more than even the giants can lift and it can take a huge amount of damage before failing (AC 5, Hardness 10, HP 300). If the portcullis is disabled in the lowered position it would take an extended feat of engineering to reopen.

The gates are usually manned by 12 **orcs** and 2 **ogres** - each tower having 4 **orcs** on this level (total 8).

**Orcs (8) - Hp - 6**

### 31a) Gatehouse Upper Towers

*These flat-topped towers each have a heavy ballista mounted between the battlements.*

Each of these towers are manned by 2 orcs, and along with the ballista have enough bolts for 30 shots. The orcs here have signal horns to raise the alarm (4 short bursts) or to signal the gates open (1 long burst).

**Orcs (4) - Hp - 6**

### 32) Ogres Barracks - Upper

*The upper section is similar to the floor below, with pungent pallets lined up in rows. In one corner you can see a huddled figure on a straw pallet, the metallic rustle of a chain suggesting it is not there by choice.*

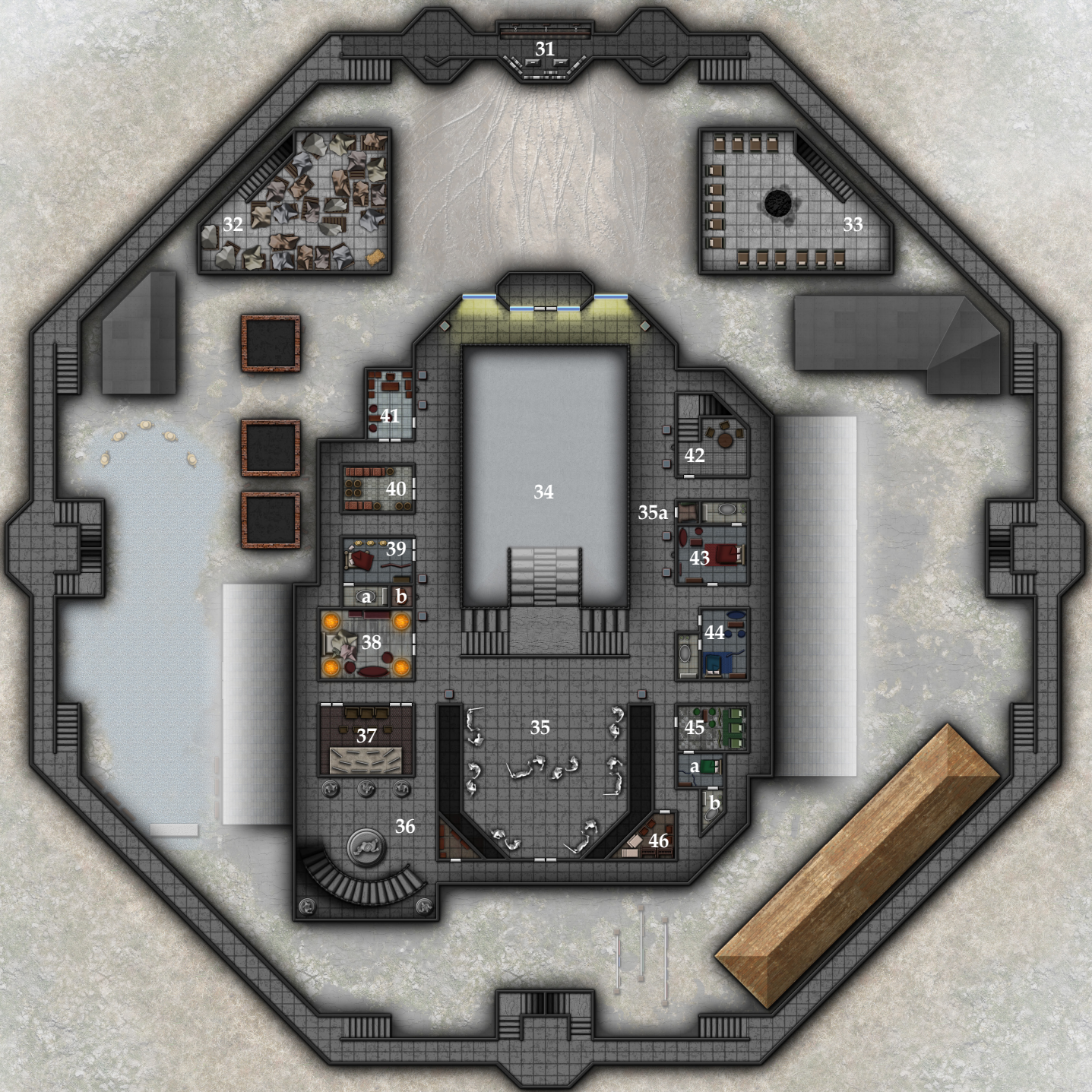
The room contains 25 ogre pallets, 3 of which are occupied by **ogres**.

In the south west corner is a





1 square = 5 feet





haggard looking young man of about 25, attractive if somewhat disheveled. This is Lanos Vilderman, a local bard and town crier (level 1 bard), and a surprisingly respected figure in Silverton. He was discovered arranging an ambush of a patrol however was spared due to his singing voice. The ogres keep him here and force him to entertain them with song, beating him when his voice gives out. The chain holding him is sturdy (AC 10, Threshold 10, Hp 20, DC 18 Disable Device check to unlock, Strength DC 22 to burst) with the key being held by the champion in Area 5. Lanos begs quietly for freedom, and is indebted to the characters if they do so. He one of the four key townsfolk that can help raise the populous in open rebellion - something he is keen to do at the party's request.

**Ogres (3) - Hp - 30**

**Lanos - Hp - 7**

### 33) Elite Orcs Barracks - Upper

*The upper section of the barracks is much the same as the lower, with orderly rows of beds, each with a footlocker and weapon rack. The central area has likewise been cleared for a fire pit, though fewer trophies hang on these walls.*

This is the elite orc barracks, where warriors that have demonstrated unusual intelligence and discipline have been promoted to command roles over the orc troops. There will be 1d10 **elite orcs** here at all times, mostly sleeping.

There are 15 beds in this area, each has a footlocker containing clothes, personal items and 1d6 gp worth of miscellaneous coins and trinkets. The weapon racks hold the weapons and armor of sleeping orcs.

The central fire pit has ashes, half burned wood and bones. The trophies include a few more poorly cured animal hides and skulls and a single wyvern's tail pinned to the wall.

If the PCs were to inform Velsharran of the existence of this trophy, he will lose his temper and assault the barracks, thrashing (but not killing) any orcs inside in his fury over the 'disrespect'. This will draw a lot of attention, and require Bealazon or Inferenia to attend to calm the situation. While it will not result in any enemy fatalities, it will be a significant distraction.

**Elite Orcs (Var) - Hp - 22**

### 34) Grand Balcony

*A wide stone gallery rings the great hall below, culminating in a set of iron grillwork, glass inset doors to an external balcony. Despite the glass, the doors appear as if they could present a significant defence to intruders.*

Ringling the gallery are a dozen shoulder high stone plinths with being empty, and others with half-finished sculpture or busts. Between the plinths unlit braziers line the walls.

Like the grand hall below (Area 10) this is another unfinished area that has fallen by the wayside for now. The half-completed sculpture are Bealazon's works, postponed in favour of other pursuits. He returns here periodically to advance the work, often in the middle of the night. Several busts are beginning to show their inspiration, such as a fiendish visage, a shapely nude of a female humanoid (Inferenia), a crucifixion scene, a human heart, and a couple of less identifiable pieces. None is complete enough to be worth anything, but are small enough to be carried away (ranging from 50lbs to 200lbs each).

Tactically, there are numerous places to hide here (behind plinths) and the plinths and sculpture could be dropped onto creature below. Theft or damage to the sculptures sends Bealazon into a rage, and he begins interrogating guests and guards, and creating a significant disturbance and distraction. Anyone caught in the act is attacked, and if possible subdued and taken to the chamber of dark delights for reprisal.

### 35) Display Gallery

*This large vaulted area has the feel of a gallery, with silvery weapons of various sorts on display in several interesting ways. Many simply hang on the walls, but others are clasped in the hands of skeletons or suits of armor posed in battle stances, displaying the method of use of each wicked implement. Often this pose includes an accompanying figure set to simulate the damage inflicted, such as a shattered skull or rent armor.*

This is where Bealazon shows off the Silversmiths work to prospective buyers. All the weapons displayed here are wrought in silver alloy as strong as steel, most embellished with gothic styling, serrations, hooks and barbs or hellish motifs (it is a display gallery after all). These are all normal weapons, though high quality.

Some of the skeleton and suits of armor are just as

they seem, but there are also 2 **skeletal champions** (See **Bestiary**) and 2 suits of animated armor (medium **animated objects**, with AC 16) within the display. If anyone handles any of the weapons without the Silversmith, Bealazon or Inferenia present they animate and attack the 'thieves'.

All up, the following *masterwork* silver weapons are displayed - 2 longwords, 2 battle axes, a great sword, a maul, a warhammer, 2 spears, a poleaxe, 2 warpicks, several javelins, and a few stranger exotic weapons the characters are unlikely to recognize (several oddly shaped and top heavy polearms and diamond headed swords that are not meant for medium humanoids).

**Animated Armor (2)** - Hp - 36  
**Skeletal Champion (2)** - Hp - 17

### 35a) Closet

*This small area is clearly a closet, with a number of cloaks hanging from hooks and several pairs of boots lined up neatly below them.*

The closet does actually function as a closet, but it also has a secret purpose. It is adjacent to the 'private suite', the guest quarters generally reserved for the least trusted guest, the closet has a well concealed viewing hole on the west wall to spy on the occupant. The spy hole is easily visible from this side but is protected from use by anyone other than Bealazon by a **cloaker**.

If the closet is searched (once the cloaker is dealt with) there are over a dozen fine cloaks and sets of boots, and one set of boots of elvenkind.

**Cloaker** - Hp - 51

### 36) Statue Room

*A colossal statue dominates this area, a fiendish looking female with bat wings and a wicked looking hammer rising from the floor to the ceiling some 30 feet above. A row of smaller statues stand before it, depicting a female knight, a fiendish sorcerer and a hellish king.*

*Toward the rear of the room are two more statues - one of a regal man in the throes of agony, and the other is a ghostly figure with the torso of a crone.*

*A set of wide stone stairs ascends to a level above.*

The main statue depicts the Silversmith, which the characters will recognize if they have seen her. The other statues before here are Inferenia, Bealazon and Asmodeus himself. The statues at the rear are Aether and the Echo of Faith, though the latter is unlikely to be recognized by the characters. The statues are of a plain granite stone, but are masterfully crafted. They are far too heavy to move, the smaller statues weighing over 1000lbs, and any damage to them will send Bealazon into a rage, as discussed in area 34.

### 36a) Storage

*This small room has a multitude of benches, racks and shelves filled with various tools including hammers, chisels, files and other similar items.*

This is where Bealazon keeps his sculpting supplies and several masterwork sets of artisan tools. A thorough search (DC 15 Perception check) reveals a set of silver torture implements stuffed into the back of one shelf. These are the 'back up' set for the Chamber of Dark Delights (Area 37) in case of breakage or loss.

### 37) Chamber of Dark Delights - Torture Theatre

*This chamber is staged like a theatre, with comfortable chairs in both regular and giant size set near the doors facing an open, slightly raised stage on the far side. A number of metal frames - both hanging and standing - exhibit the most horrific spectacles of torture, with dozens of humanoids crafted into macabre works of butchery on display.*

*As you stare in fascinated horror, they seem to twitch and moan.*

Despite the effect, there is only one currently living subject in this chamber - a vivisected **bearded devil** that still clings to life. He is no threat and begs for death. The twitching and moaning effect on the remaining cadavers is a specialized application of the *animate dead* spell to replicate the suffering of the living. However, a detailed inspection and a DC 14 Heal check clearly suggests that the subjects are in fact tortured to death for entertainment, then magically 'displayed' afterward. The subjects are mostly human males and females, though there is also a male orc, a female dwarf, a male elf and a male gnome. These were all former townsfolk.

A search of the room will turn up a set of masterwork silver implements of torture in a rack on the rear wall.

Bealazon is the 'artist' that performs here. Regular attendees of this entertainment include Inferenia and Vex the Giant Queen, along with amenable guests (currently Valsharren and Reighar) and the occasional favored soldier or captain as a reward for service. Damien is peripherally aware of the existence of this chamber, but studiously maintains his distance and professional relationship. While appalled, he maintains his position on the means justifying the ends to save all of Anduria.

**Bearded Devil - Hp - (57) 1**

### 38) Fire Giant Queen's Chambers

*Heat and smoke boil forth from this room as you open the heavy doors. Within, four huge braziers burn away merrily in the four corners of the room, each as a large as a bonfire. Against the far wall is a monstrous canopied bed that could easily accommodate a small party, draped liberally with hides and skins.*

*To the east is an enormous wardrobe and dresser, complete with a silvered mirror of giant proportions. To the west is a sitting area with plush chairs and couches, on the wall behind which is a tapestry of silver and gold that shimmers in the firelight.*

This is Vex the fire giant queen's chambers. There is a 50% chance she is here when the characters arrive, unless they have met her elsewhere. She is always accompanied by two pet hell hounds. Vex is bored for the most part, and may engage intruders in conversation if convinced they are guests unless they have killed giants or bear a hammer of thunderbolts, in which case she attacks on sight. She is both queen and shaman and instantly recognizes the hammer, and also knows how to destroy it if given the chance. She will seek to incapacitate such a wielder first. If engaged in conversation she discusses the general layout of the keep and the fact that the forges are below. She gossips about the silver dragon that was brought in and taken to the lowest levels. However, if the characters ask too many questions that guests should know she becomes suspicious and invites them to take a 'tour' of the display gallery (Area 35) where she suggests they handle the weapons (knowing guests have been warned not to), or to find Inferenia (Area 39 or Area 41).

If the characters have engaged in combat, distraction

or destruction up to this point, and approach or search the dresser, they are spied upon by the Echo using the reflective surface. Sharp eyed characters might notice her (base Perception skill of +10 or more) as a brief visage of a twisted old woman for a moment before it vanishes.

The queen possesses several opulent gem studded outfits and jewelry pieces favoring fire opals and rubies. A search of her rooms turns up around 1000gp in such gems. She wears an iron crown set with a single huge ruby (worth 1500gp). The tapestry depicts a vista of the elemental plane of fire, and is threaded with iron, platinum and gold, weighs over 1000lbs (12 feet long, 6 feet high). If it can be looted intact it could fetch upward of 3000gp.

**Vex, fire giant queen - Hp - 189**

**Hell hounds (2) - Hp - 30**

### 39) Inferenia's Chamber

*This chamber seems fit for a warrior, though one that lives in opulence. A massive four posted bed dominated the far wall, its rumpled covers showing its recent use. A dressing section is partitioned off to the west, a wardrobe visible above the lacquered wood screens. Against the east wall are a series of racks and wooden dress dummies bearing arms and armor fit for a knight.*

This is Inferenia's room, and while the dresser and weapons area are real and utilized, the bed is a carefully crafted fiction to perpetuate the idea she is mortal. Anyone searching the bed can make a DC 18 Perception check to see that the rumpled covers have a light layer of dust and seem staged.

The dressing area is screened by ornate lacquered wood and paper screens (worth 50gp if they can be transported), a dresser and a wardrobe full of tasteful gowns and evening wear (worth a total of 50gp) along with more utilitarian garb.

The weapons area displays a suit of halfplate and a steel shield (plain centre, but pattern etched edges), as well as a lance, morningstar, footman's pick, broadsword and heavy crossbow (with a quiver of 20 bolts) All the weapons are masterfully crafted antiques being worth twice the normal listed value.

### 39a) Bathroom

*A luxurious stone bathtub rests in the centre of this chamber, rising to waist height and large enough to cater to several occupants comfortably. A nearby cabinet holds shelves of oils and unguents, and a stack of folded towels. Ornate candelabra rest in reach corner, unlit though clearly well used with dried wax clinging in stalactite-like trails to the metal.*

Inferenia's bathroom sees significant use, and she can be found here 20% of the time if the alarm has not been raised, or if not previously encountered. Heated water is brought up by bucket by the servants regularly from the laundry. The bath is likewise emptied and cleaned when she is finished. If Inferenia is here when the characters enter, the mercurial knight is as likely to invite one or more of them to join her as she is to take offence (GMs discretion). If attacked she will drop her pretence and access the hidden chamber (Area 39b) via *gaseous form* to arm and armor herself before returning to slay intruders or raise the alarm.

The south wall has a small stone vent in it (DC 20 Perception check to find) near the floor that allows access to area 39b.

### 39b) Inferenia's Crypt

*This cramped hollow is barely large enough for the ornate stained wood coffin that rests on the floor and the antique full plate armor that stands to attention against the wall, the gauntlets of which grip an odd green tinged sword.*

This area has no source of light unless brought by the characters. If they somehow manage to enter this area while Inferenia is both absent and not in her armor, a second set of antique looking full plate and a greatsword can be found here – the set that is listed in her statblock.

The coffin is of the finest quality, highly polished dark wood, lined with a padded silk interior. If previously defeated, Inferenia might be found here.



The armor is serviceable full plate of an antique design. The sword is a magical long sword made from an unidentifiable green metal. This is actually one of the long lost green steel swords created by Aetrekas the tiefling weapon smith in Anduria. On its blade are the infernal runes for the word 'Inexorable' (see **New Magic Items**).

### 40) Treasury

#### On Approach

*The heavy iron doors here display a massive built in lock, and are cast with forbidding infernal visages of leering devils.*

The doors are bound with a lock of the highest quality (DC 20 Disable Device check) and are sturdy (AC 5, Hardness 10, Hp 100, DC 22 Strength check

to burst). The Silversmith, Bealazon and Inferenia all have keys.

#### Inside

*This room is filled with neatly stacked wooden crates, a few barrels and several iron bound chests. In the centre of the area is a silvery bipedal construct that faces you with a metallic squeal and then strides forward.*

The construct is made of silver however in all other respects has the statistics of a **stone golem**. It will not attack if the Silversmith, Bealazon or Inferenia are present.

This is the treasury, containing the accumulated wealth of the Citadel. The crates contain trade bars of gold (500gp), copper (1000gp) and iron (1000gp) in various quantities, as well as various bolts of cloth (500gp) and uncut semi-precious stones (700gp). The barrels contain rare vintage wine and spirits from foreign countries (worth 500gp). The chests contain coinage (346 platinum, 1567 gold, 6523 copper) as well as both cut and uncut gemstones (worth 15,000gp). Almost all the treasure belongs to Silverton

however. Only the wines/spirits, uncut semi-precious stones and 200 or so gold pieces were from other sources (namely guests and weapon purchasers, either as gifts or down payments).

Characters taking the treasure is dealt with in the **Conclusion**.

**Silver (Stone) Golem - Hp - 107**

#### 41) Steward's Office

*Large iron chandeliers support hundreds of candles that give this room an almost pleasant appearance. Near the doors are several plush chairs around a low table that is piled with thin books and a decanter of liquor.*

*Toward the rear of the room stands a dark stained wooden desk, complete with a high backed chair and flanked with filing cabinets in the same wood.*

This is Inferenia's office, where she brokers sales and keeps records. The books on the low table are actually brochures displaying both the physical weapons and the alchemical weapons that they supply for the right buyer at the right price.

The records in the filing cabinet have stocks, sales figures, acquisitions, shipments, outlays etc. Characters searching the records must make an Intelligence or Profession (clerk) check to find the following information;

**DC 5** - Valsharren has ordered a vast amount of war weapons, and made a down payment in uncut semi-precious stones worth 700gp.

**DC 10** - Several shipments of silver weapons have been made to Avernus, the first layer of Hell, over the last few weeks. The shipments have been sent to a devilish general named Razelaphon.

**DC 13** - Reighar has made several attempts to purchase an undisclosed item, but has been turned down by the Silversmith several times in unequivocal fashion.

**DC 16** - Belzar has offered to sell bulk silver to the Silversmith at exorbitant rates - around 10 times its raw worth - and has proposed an importation arrangement with the PTC to source silver from overseas through Anduria.

**DC 20** - The Silversmith acquired a promise for securing another source of silver of no less than 100 thousand pounds with a devil named Gevreldrin. In return she

promised the devil the soul of a silver dragon.

#### 42) Guard Room

This room contains a basic table and chairs and houses 2 elite orcs which are always present. If they come under assault they attempt to raise the alarm.

**Elite Orcs (2) - Hp - 22**

#### 43) Valsharren's Quarters

*This opulent room is furnished in shades of red, with the bed linens, cushions and upholstery and wall hangings all in crimson. The room has a large bed against the south wall, and a sitting area to the north. An armor rack and large travel locker sit in the north-west corner.*

This is the room of Valsharren, a savage warlord from the west (over the mountains) who has come seeking weapons of war.

A search of the room reveals that the walls are marred where objects have struck them (many are hidden behind the banners and tapestries), and the odd splinter of broken wood or pottery can be found. Valsherran's travel locker holds several daggers, a dozen sets of travel clothes, a sack of 300gp in uncut semi-precious stones, and a few personal items (comb, a few trinket jewelry items, a few monster teeth).

Through the door is a bathroom with a ceramic tub, buckets for filling (or emptying) and a cabinet full of towels, soaps and colognes.

#### 44) Reighar's Quarters

*This well-appointed room has been furnished in shades of blue, with the bed linens, cushions, upholstery and wall hangings in a range of matching colors. A sitting area has been set to the east, while a large bed rests to the west. Against the south wall is a partitioned dressing area screened by a blue folding frame.*

This is the room of Reighar, a reserved and cadaverous looking dwarven sorcerer seeking to purchase (so far unsuccessfully) the *Anvil of Kings*.

There are a number of severe grey outfits in the dressing area, and a trunk under the bed holds Reighar's personal belongings as well as his arcane tools. He also has 200gp

in assorted coinage and a journal that details his research into undeath and musings on necromancy.

Through the door is a bathroom with a ceramic tub, buckets for filling (or emptying) and a cabinet full of towels, soaps and colognes.

#### 45) Belzar's (and Trevel's) Quarters

*This lavish room has been furnished in shades of green, with the bed linens, cushions, upholstery and wall hangings in a range of matching colors. A low table and sitting area takes up the north section of this room, while several a small beds lie to the south, partially screened by a wooden partition.*

The beds are occupied by the PTC guards, who have little personal effects beyond their weapons and armor.

**45a)** This room is a bedchamber, with a large bed and a screened dressing area with a wardrobe. If Trevel is in the PTC party the screen has been placed against the wall and a second bed has been placed here. In trunks under the beds are the personal effect of Belzar and Trevel, which consist of travel gear and good clothing (with the PTC crest) as well as a scattering of coinage 30gp each). In Belzar's locker there is also 200gp in coin, copies of the formal documents proposing the silver trade deal and a personal journal filled with Belzar's ambitions, half a dozen poorly thought out schemes for advancement and some scathing insights about his superiors.

**45b)** Through the door is a bathroom with a ceramic tub, buckets for filling (or emptying) and a cabinet full of towels, soaps and colognes.

#### 46) Guest Storage

Stuffed into this room are a number of stacked bed frames, as well as cloth covered mattresses and other furniture.

This room serves as the storage for replacement or extra



furnishings for the guests. If the characters attend as guests, this is where additional beds are sourced to accommodate them if the three spare guest rooms below are insufficient.

One bed frame looks recently damaged, and was in fact destroyed by Velsharren in a rage.

### Citadel Level 3

#### 47) Tower Landing

*A large set of stone stairs descends and ascends from this landing area.*

*A set of iron double doors is set into*

*the south wall, and the rest of the chamber is plain stone hung with tattered banners.*

The iron doors don't have a lock, but can be barred from the inside, making them difficult to breach (AC 5, Hardness 10, Hp 100, Strength DC 25 to burst). Several heavy iron bars stand to one side for this purpose.

The tattered banners depict various military company symbols (a raven clutching a lance, a dragon rampant, etc) and are all obviously old and in disrepair. However, one single red "banner" - threadbare and faded with a device of a winged warthog in stained off-white - is actually a *carpet of flying* (5ftx10ft 400lbs). The ancient item is so old that the next time it is used there is a 25% chance that it fails mid-flight and is destroyed. Each use thereafter the failure chance increases by a cumulative 1%. The item cannot be repaired. The carpet is literally tens of thousands of years old and is simply failing with age. Bealazon knows about this item (he placed it) and is not above using it to flee if needs be.

#### 48) Bealazon's Room

*The ascending stairs pause at a landing here before continuing upward. A set of plain bronze doors stand closed here.*

The doors have handles and locks (DC 15 Disable Device check) which are *arcane locked* (Raised to DC 25). The door is tough to break down, with an AC 5, Hardness

8, Hp 50, Strength DC 15 (or 25 with *arcane lock*) to burst.

*The room beyond is a small round chamber with no windows and no light source, save the illumination that spills in from the arrow slits behind you. In the shadow filled space you see a large round bed in the centre, surrounded by low tables, couches and eclectic almost organic looking wooden furniture. The walls are draped with alternating red and purple hangings, plain except for golden thread edging.*

The room has an odd feel, as there are no corners or hard edges, and the striping pattern of the alternating red and purple hangings is disconcerting and a little disorienting.

The furnishings are of fine quality and craftsmanship, but again feel odd and alien. There are almost no personal items here, but there are a few smooth, globular stone 'artworks' on various surfaces (worth nothing). A search of the room turns up a chest with clothing tailored for a winged man (and thus useless to anyone else) and a crystal decanter and glasses stowed on a low shelf under a table. The crystal set is worth 50gp, but the wine within is a fiendish brew that is highly poisonous to mortals – anyone drinking 4d6 acid damage, with a successful DC 20 Fortitude saving throw reducing the amount by half.

#### **49) Bealazon's Wizard Workshop**

*The stairs end in a set of bronze doors, their surfaces cast with fiendish faces.*

The doors have handles and locks (DC 15 Disable Device check) which are *arcane locked* (+10 to DC). The door is tough to break down, with an AC 5, Hardness 8, Hp 50, Strength DC 15 (or 25 with *arcane lock*) to burst.

*The circular chamber is pierced with dozens of arrow slits all fitted with grimy glass, allowing the ambient light to filter in, but still maintaining a shadowy ambience. The walls between the windows and the floor are plain, unadorned stone. Various tables, stands and free standing book shelves dot the room, making it feel like a strange collection of projects rather than a cohesive workroom. On the north side of the room, a pair of arcane circles have been inscribed into the floor. In the centre of the room a slender staff stands upright on one end, held aloft by unknown means, while a worn and chipped brass cog hovers above it in the air. You get a deep sense of foreboding from the innocuous brass trinket.*

This is Bealazon's workroom, and it is set up in 'stations'

that cater to a specific ongoing project or interest.

One station has a small alchemical set up that (with a DC 10 Knowledge (arcana) check) can be determined to be extracting some sort of essence from various samples of blood. The essence is vaguely magical but doesn't seem to have a specific function. There are 12 distinctly different blood samples (varying in color and consistency) being extracted.

Another station has an odd apparatus of twisting silvery wires that looks very much like a bramble patch. Close examination shows that the wires are actually iron coated in a liquid silver that constantly flows across the endless twists and paths. If interrupted by touching the silver with an object or hand, the silver congeals into a swirling ball of liquid around 2 inches in diameter. The substance has been dubbed 'living silver' by Bealazon, and is always magically mobile. If not set on a perpetual course (like the framework) the 'living silver' tends to move in random directions. It is a magical curiosity.

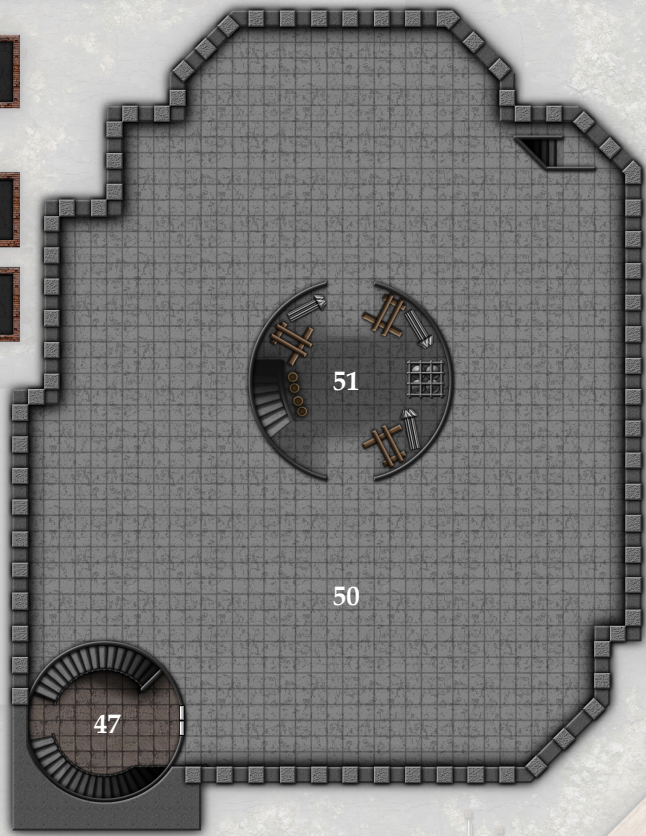
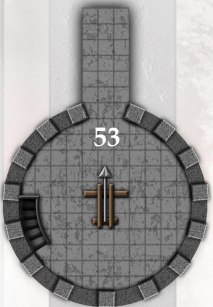
A third station has a complex glass terrarium with multiple chambers and levels. Various forms of plants and small animal and insets live within the environment. Most of the contents resemble known flora and fauna but have color or textural variations not seen before. A DC 15 Knowledge (nature) check indicates that most of the plants and animals are not only predatory and carnivorous, but also poisonous. They do not attack each other. There is another set of containers nearby that house mice, lizards and beetles respectively, and if any are placed into the terrarium they are gruesomely devoured by the plants and animals within. If the GM wishes to introduce an exotic familiar or small animal companion this is a good place to do so.

A fourth station is a complex cylinder of rotating shelves that has a central core that each shelf is fixed to at a different point. While the shelves can be moved, they can never be aligned, giving the apparatus the look of an odd fungus or coral shape. On each of the shelves are dozens of bottles, jars and pots, containing hundreds of spell components. There is nothing of real monetary value here, but any wizard can restock a component pouch with anything of less than 10gp value.

There are three cylindrical bookshelves that free stand in locations in the room. These are 7 feet tall and have shelves every foot in height, filled with various tomes.



1 square = 5 feet





The collection is extensive, dealing primarily with magical theory, planes of existence and metallurgy. The entire collection is worth maybe 2000gp, but constitutes hundreds of books. Amongst the books are a scroll of *protection from good* (CL 10), a scroll that is blank but trapped with a *glyph of warding* (dealing 5d8 cold damage, DC 18 Reflex save for 1/2), and Bealazon's spellbook (his 'everyday' book he has others secreted away) containing all his regularly used spells (see Bealazon's statblock on page 85).

The two inscribed circles are different, but likely recognizable by a magical practitioner with a DC 10 Knowledge (arcana) check. Each is inscribed with a sparkling silver and diamond powder, cemented hard by unknown means. One is a summoning circle, and the other is a teleportation circle.

The staff in the centre is made of polished brown wood, slightly twisted but otherwise straight. It is perfectly balanced however, and can be made to stand on its own with careful placement. This is not a magical effect. Any contact causes the staff to fall.

The cog is most certainly magical, and detects as both magical and evil to detection spells. It is around 3 inches in diameter, and is scratched and worn in appearance. However it is immune to all attempts to damage it that the characters can manage. It hovers in place if released,

but can be easily grasped and moved. It exudes an aura of unease and foreboding, but while uncomfortable to be around it is not actually harmful. It is a tiny piece of the great Machine, an unimportant and replaceable cog that has not been infused with much of the corruption. Bealazon has been studying it. Characters taking it may find it useful (See Campaign Guide 2).

### 50) Citadel Top and Battlements

*The top of the citadel is a cold and windswept open area of plain stone. At several points around the battlements are metal anchor points and stone bins. Scratch and wear marks indicate that large objects have been moved roughly across it at some juncture, marring the stone surface.*

There are 2 ogres and 2 elite orcs stationed here at all times to keep a watch, but they mostly gather in their pairs and dice or otherwise pass the time. Unless under alarm there is a very good chance of surprising the guards here.

The anchor points and stone bins are for the deployment of the siege weaponry held in Area 51. The anchor points keep the weapons in place as they are fired while the stone bins store ammunition as needed. As the catapults and ballista are rolled into place they mar the surface and a DC 5 Survival check will indicate the tracks lead to the closest doorway from area 51.

**Elite Orcs (2) - Hp - 22**

**Ogres (2) - Hp - 30**



### 51) Wargear

*This high chamber is open on both east and west ends with 25 foot arched entrances. Around the bare stone chamber are a dozen engines of war – ballista and catapults – along with stacks of ammunition for both on low carts and in bins along the walls. Against the south wall is a caged rack that holds silvery spheres sized for the catapults to throw. Along the north wall a sturdy set of stone stairs lead upward.*

There are 7 heavy catapults and 7 ballista, though only 2 of each are fully deployed, with the rest in partial lock and storage position. It would take only a few moments to deploy the readied ones, but several minutes to set those partially disassembled to save space. There are hundreds of catapult shot (rocks and iron spheres) and thousands of ballista bolts. There are also crates of tools, iron nuts and bolts, rope, oil and other care and maintenance equipment.

The rack on the south wall has a metal grate across it to ensure the contents don't spill, and holds 2 dozen incendiary bombs (see **New Magic Items**).

### 52) Griffon Roost

*This area is filled with the stench of mouldering hay and droppings. Dozens of nests fill this area, and you can see a scattering of bones across the muck stained floor.*

This is the griffon roost. There are enough nests for 12 griffons. There are 6 **griffons** here, plus any that survived the encounter with the characters and the dragon in **Chapter 2 Journey**. There is no treasure, but there is a single newly born baby griffon (non-combatant, 1 hp) that the characters could take and sell (worth around 1000gp to the right buyer) or try to raise. If the characters use indiscriminate 'area of effect' spells in here this creature will certainly perish.

**Griffons** (6+) - Hp - 42

### 53) Parapet and Airship Dock

This open tower top is raked by cold winds and the wafting smoke from the nearby stacks. The bare stone is surrounded by crenelated parapets on all sides except for a long pier that juts out into space. A ballista is mounted near the centre of the roof.

There are 3 **elite orcs** on duty here at all times, one of

which has a set of signal flags and a warning horn. Any airships approaching that do not give the correct responses warrant an alarm and are fired upon. Unless otherwise garnered by some other method, parties relying on 'guessing' the correct sequence have only a 10% chance to do so.

**Elite Orcs** (3) - Hp - 22

### Armory Level (Below Citadel Level 1)

All ceilings are 20 feet high unless specified, the level is warm (95° Fahrenheit / 35° Celsius) and a light smoke haze permeates the entire level.

Certain areas are hot enough to induce heat fatigue (see sidebar). These are covered in the individual area descriptions.

### 54) The Bridges

*Three stone bridges span a staggeringly deep moat. Lava roils restlessly some 250 feet below, its hellish light bathing the undersides of the spans. Sulphur and brimstone odors permeate the chokingly hot air rising from below. The bridges themselves are each 40 feet across and 200 feet long, and for all their vast size seem perilously small and fragile against the enormity of the gulf. The central bridge reaches directly across to the gates of the immense fortress. Figures can be seen patrolling the walls above. The north and south bridges angle downwards, disappearing into tunnels cut into the sheer rock face some 50 feet below the citadel. While the north bridge is unadorned, the south bridge is fitted with two sets of iron tracks, and human slaves push massive mine carts into and out of the tunnel.*

Anyone on the bridges can be easily seen from the walls of the Citadel, and 200 feet is a long distance to cross. Armed parties (or anyone appearing to be out of place) heading to the lower level triggers an alarm.

Strange parties approaching the main citadel gates (via the central bridge) are not uncommon, and are able to cross and announce themselves without early warning.

Anyone falling from the bridge may end up contacting the lava 250 feet below. Such a fall deals standard fall damage (1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6) and damage on contact with the lava

### Heat Fatigue

Throughout areas of the complex, particularly the lower sections, characters are subject to fatigue based on exposure to temperature extremes. In different areas this heat fatigue may occur more rapidly based on the ambient conditions. These effects do not stack. They are simply more or less likely to occur based on the circumstances.

A character in areas above 90° F/ 32° C must make a DC 15 Fort save each hour (rolls incur -4 for heavy clothes or armor, and cumulative -1 per previous check) takes 1d4 non lethal damage and is *fatigued*. Characters reduced to unconsciousness begin taking lethal damage.

In severe heat (110° F/ 43° C) the save is each 10 minutes.

Characters under the effect of *endure elements* are unaffected.

Non-lethal heat fatigue damage can only be alleviated by leaving to a lower temperature area – one that does not cause heat fatigue. For example, incurring heat fatigue on the foundry level, a character must either leave the level entirely, or enter the Alchemy complex (Areas 89-95) where the temperatures are lessened.

(20d6 fire damage per contact or turn of contact unless immune to fire damage).

### 55) Ore Drop

*A thick dust and smoke haze permeates this large chamber, adding a choking element to the already hot air and reducing visibility. Metallic squealing drowns out all other sounds as*

*mine carts are pushed along tracks, or tipped into a massive chute on the north side. The smoke seems to emanate from there. Several ogres crack whips or prod the bedraggled human slaves as they struggle to manoeuvre the massive ore carts. Against the wall here and there are the huddled forms of unconscious or dead slaves.*

The smoke haze and noise level cause all creatures to incur a -5 circumstance penalty to perception checks in this area. Sounds of combat are unlikely to be differentiated from the metallic straining of carts on tracks.

There are 3 **ogres** here, and several **orcs** periodically coming and going – primarily collecting the collapsed slaves and taking them to Area 56. There is also a dozen or more slaves in the process of moving ore carts.

**Ogres (3) - Hp - 30**

### 56) Larder

*Unlike the rest of the complex, this room lacks a smoke haze and heat, and is instead jarringly cool and reeks with the copper tang of blood. On a pedestal in the centre of the room is a glass bowl filled with some sort of misting blue liquid which appears to be the source of the unnatural chill. The walls are lined with meat hooks, and the butchered remains various animals and humanoid creatures hang here, slowly bleeding into several drains in the floor. The southern extension of the room holds a butcher's block, where a misshapen ogre is dismembering carcasses, and removing entrails and viscera into several metal pots. A pile of dirty human corpses lies next to the block, clear evidence of what happens to the slaves that can work no more.*

There is 1 ogre here, and the occasional orc servant running between Area 55 (corpse collection), this room and the kitchen (Area 57).

The chamber is kept at an almost frigid 53° Fahrenheit (12° Celsius). Meat will not last long here, but given the kitchen turnover it tends not to be here longer than a few hours in any case.

The blood is collected in narrow pipes (6 inches) that lead down to a catchment in the alchemy laboratory (Area 89) on the level below.

The blue liquid (a form of *liquid ice*) is indeed the source of the chill, inflicting 1 point of cold damage on touch, or 1d6 cold damage if the entire amount is tipped or thrown



1 square = 5 feet

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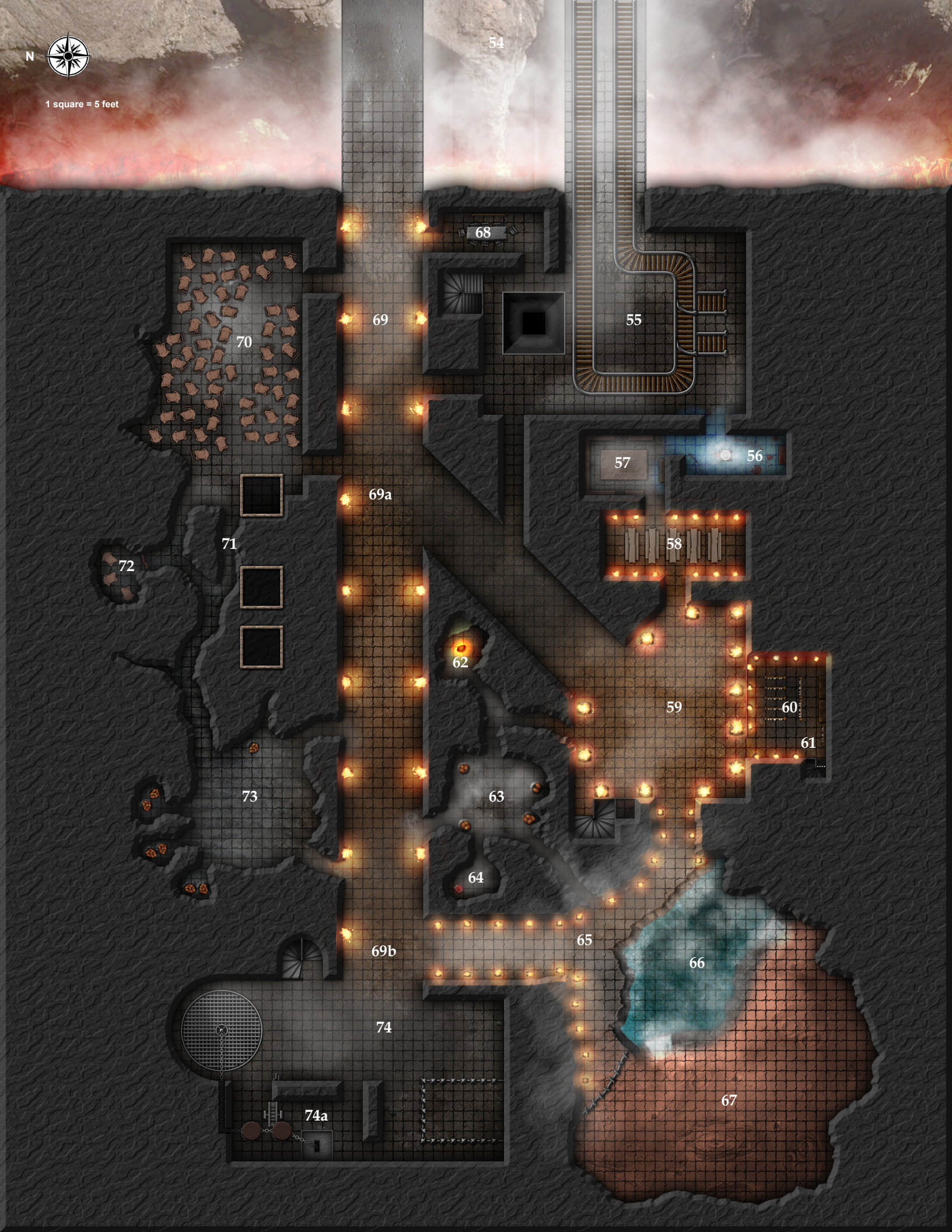
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on a target. The liquid slowly evaporates over a number of hours, suggesting it is replenished periodically (about once per day).

**Ogre (1) - HP - 30**

### 57) Kitchen

*The smells of cooking meat assail you as you enter this hot and hazy room. Banks of fires burn brightly against all the walls, and several spits turn and pots boil amid the chaos. A dozen or so orcs dash about the room, cooking, clashing, screaming and making a general racket as they prepare food. A massive wooden bench rests in the centre of the room, filled with dirty pots, pans, knives and other utensils.*

There are 12 orcs here, who will assault intruders with various kitchen implements. If reduced to less than half their numbers the remainder try to flee in all directions for reinforcements.

With the fires the temperature reaches a scorching 104° Fahrenheit (40° Celsius) here.

**Orcs (12) - Hp - 6**

### 58) Mess Hall

*Rows of wooden tables and benches run from one end of this hall to the other. Heavy braziers burn along the east and west walls at 10 foot intervals, lighting and warming the chamber. The floor is littered with old bones and gristle, in some cases inches deep in the corners and out of the way places. Streaks of dried mud and footprints give indicate this is a well-used area.*

This mess hall services the orc, ogre and firenewt contingents. Depending on the time of day this hall could be filled to capacity (some 30 creatures, random distribution) or completely empty. At standard meal times (early morning, midday and evening) expect a full (or close to) house, and at any other time there is a 30% chance of 2d6 creatures here.

### 59) Marshalling Hall

*This massive worked chamber is illuminated by huge iron braziers set at 20 foot intervals against the walls, though its ceiling is lost in gloom. The floor is streaked with mud, evidencing countless footfalls belonging to clawed feet*

This is the area the patrols form up in when commencing or completing a patrol. At any given time there are 30 firenewts on Striders out in patrol (from the total of 68 or so firenewt warriors). The patrols form up every 12 hours, then leave as a group before splitting up into 6 groups of 5. At around 6am and 6pm there is a changeover. At this time 60 (!!!) firenewts and mounts are in this area (the returning patrols and the commencing ones). At all other times the Hall is relatively empty, except for incidental traffic to and from the mess. Once the characters begin culling patrols or firenewts in the complex, reduce the numbers accordingly.

### 60) Armory

*Racks of silver weapons gleam in the flickering firelight given off by the braziers that light this chamber. Dozens of swords, shields, spears, and more, made from precious silver, are arranged in orderly display here. Against the south wall, rows of shelves are stacked high with clay jars. There is a small archway leading off in the south west corner of the room.*

The armory supplies the elite firenewt forces with weapons from the forge below. At full stock there are 80 silver longswords, 80 heavy silvered shields and 80 silver tipped longswords - minus of course whatever has been taken by the patrols (usually 30 of each at a time), or is carried by internal inhabitants (see **State of Alarm**). The jars contain applications of *bloodburn*, some 40 jars of 5 applications each (200 applications total). Each patrol coats their spears as they leave, so 30 applications are used per 12 hours, but these are replenished quickly from the alchemy lab on the level below.

While there is certainly a wealth of weapons here, most parties will struggle to carry so much loot, and GMs would be advised to enforce encumbrance rules or face the possibility of a sharp surge in character wealth.

### 61) Locked Access Way

*Within this small alcove is a set of stairs leading down. However, the way is blocked by a stout iron gate with a heavy lock.*

These stairs allow Damien's assistants to restock the *bloodburn*, and allow for the occasional replacement of weapons from the forge below. However, as Damien is not appreciative of any unauthorized individuals in his laboratory, a gate has been placed to limit traffic.

There are several keys – Damien has one, as do all of his apprentices. The Firenewt chieftain also has one in his quarters (area 62) for emergency use, and the Deacon (sub-chief) carries one. Finally, Bealazon carries one on his keyring. The gate is iron (AC 5, Hardness 10, HP 30) and the lock is of good quality (DC 18 Disable Device check to pick, DC 22 Strength check to burst).

### 62) Firenewt Chieftain's Den

*The rough walls of the tunnels open into in a hot, moist den. A pool of water congeals in the far end, and a stone that glows like hot coals rests in the centre of the room. There are a few leathery hides on the walls and floor.*

This chamber belongs to the firenewt chieftain, who is a **Chosen of Imix**. At night, the chief can be found here. During the day, he is attending his duties and can be found 75% of the time anywhere from Area 58 to Area 73, or 25% of the time out in the town with a patrol.

The glowing stone is a *heatstone*, and the hides are from several breeds of giant lizard. Under one of the hides is a small hollow in the rock where the chief keeps his most prized possessions – a handful of fire opals (6 in all, worth 100gp each), a key to the armory gate (Area 60) and *The Eye of Imix* (See **New Magic Items** for details on both enchanted items).

**Chosen of Imix** – HP – 43

### 63) Chieftain's Harem

*This humid chamber is bathed in a fine fog and has water slicked surfaces. Several smooth hollows worn into the floor serve as nests for clutches of orange eggs.*

This room is the chieftain's harem. Though male and female firenewts are impossible to distinguish, the four (4) firenewt occupants of this room are the most intelligent and accomplished of the firenewt females, and are thus considered the most likely to bear a 'suitable' offspring for the chief. Each hollow has a clutch of 2-4 eggs, and the 'mothers' remain here at all times to protect them. Approaching characters are warned away by aggressive hissing, like that of an agitated snake, though as long as they don't actually come into contact with the firenewts or eggs they can pass through the chamber without being attacked.

There is nothing of monetary value in the chamber, though 2 of the eggs (randomly positioned) contain young that will grow to be Warlocks of Imix upon reaching maturity.

**Firenewt (4)** – Hp – 22

### 64) Deacon's (sub-chief's) Den

*The slick chamber appears empty, save for a glowing red stone on a small pedestal toward the back and a rough looking scaled skin.*

The sub-chief rarely spends any time here, preferring to spend it in the alchemy laboratory in the Foundry level, returning only to sleep for a few hours each day. This obsession with alchemy is causing friction between himself and the chief as he neglects his duties, and a confrontation is likely as soon as the chief can confirm a successor in his latest brood.

The glowing stone is a *heatstone*, and the skin is that of a giant lizard. Here is a hollow under the skin, but it is empty.

### 65) Strider Cavern

*The smooth, worked walls give way to a huge natural looking cavern that is oppressively hot and humid. Dim light shed by braziers reflects off mineral deposits in the walls, revealing several hundred feet of mist shrouded chamber beyond. You stand on the high ledge, overlooking a huge, clear pool that overflows in two waterfalls, emptying into an even larger mud pool some twenty feet below. The thick mud occasionally bubbles and pops. A wide, mud caked ramp descends to the lower section, closed off by a heavy metal barricade. Scores of large bird-like creatures wallow in the boiling mud.*

There are 62 **striders** stabled here. At the GM's discretion there might also be 1d4+1 firenewts present in the pool (area 13)

This chamber is slightly hotter than the rest of the level (100° Fahrenheit / 38° Celsius) but far more humid. Any creature that is not protected against temperature extremes will begin to feel fatigue after spending more than 1 hour in this area (see sidebar page 50). The condition cannot be alleviated until the creature leaves.

The ramp angle is sharp, and the mud and humidity

makes it very slick. The entire ramp is treated as if affected by a *grease* spell (Reflex DC 14) to anyone without means to generate grip (such as clawed feet).

The metal barricade is around 5 feet in height, and made of heavy wrought iron. It is both warm and wet to the touch. It is designed to deter the Striders from leaving the area, though in truth any that wished to do so could jump the barrier (they don't because they are content in the mud). For medium creatures this barrier requires a DC 14 Climb check to scale (it is smooth and very slick, covered in condensation and mud).

**Striders (62) - Hp - 18**  
**Firenewt (Var) - Hp - 15**

### 66) Hot Springs

This pool is reasonably clear and gently moving, with a slow current toward two waterfalls on the far edge where the pool spills to the mud below. Steam rises from the surface, and you can feel heat emanating from the water.

There is a 30% chance that the pool is occupied by 1d4+1 firenewts when the characters enter the area. Despite this being a place of relaxation, the militant creatures will be armed.

A close look into the pool (DC 16 Perception check) reveals that the pool is artificial, the water generated by a *decanter of endless water* wedged into a crack in the rock near the centre of the pool, and the heat is generated by six *heatstones* spread evenly around the area. The pool is uncomfortably hot without being scalding (160° Fahrenheit / 70° Celsius).

**Firenewt (Var) - Hp - 15**

### 67) Strider Pen & Mudpool

*The mud of this pool slowly bubbles and pops, sending gobs of scorching mud splattering up the walls. Dozens of creatures that look like large featherless birds roll languidly in the steaming mire.*

The mud ranges from 2 to 6 feet deep, and is scaldingly hot, dealing 1 point of fire damage per turn or contact to anyone not resistant or immune to fire. It also acts as *difficult terrain*. Though not immediately apparent without previous knowledge or special insight, the Silversmith directed a lava flow several feet beneath this area to heat the pool. The lava now cycles up from below through tightly pressurized lava tubes.

All of the "off duty" striders are penned here, which is usually around 35 or so. They are fairly docile, but become agitated at the approach of non-firenewt creatures, and hostile if such creatures actually enter the mud.

Somewhere in the pool (GM's discretion or random placement) is a *staff of fire*. This belongs to the Deacon, who lost it to a playful Strider that snatched the 'stick' from him and hid it in the pool. Distracted as he is with learning alchemy, he simply hasn't gotten around to retrieving it. Though the mud blocks any visible radiance from detect magic, other means of location (*locate object*) might be useful. Randomly searching for several hours will eventually turn it up also.



### 68) Guard Room

*Dust and smoke create a haze in this room, that is otherwise empty save for a large, rough cut wooden table and chairs, and massive gong brass gong against one wall. A bulky figure sits at the table, head bowed.*

If the characters are quiet (compared to the general noise from area 55) and no alarm has been raised, the ogre here is asleep. If he has been roused he is playing 'possum', and will leap up and strike the gong as his first action, and then repeatedly if offered the chance (1 strike per action).

If the gong is struck it reverberates through the halls, alerting the nearby areas. One strike alerts the ogres in Area 55, two strikes rouses the firenewts in Area 70, and three strikes reaches the ogres/giant in area 74.

The table holds only a pitcher of water and a half-dozen tin mugs.

Ogre (1) - Hp - 30

### 69) 'The Promenade'

*The huge tunnel that opens into the side of the moat continues deeply into the earth. The walls are plain stone, with heavy iron braziers affixed to the walls every 40 feet or so. The illumination from the flickering fires causes dancing shadows to be cast down the great hall, giving the passage a hellish aspect.*

The passage is 40 feet wide and over 400 feet long. It is the central access for this level, and there is a 1 in 6 chance that other creatures enter each time the characters are here. These creatures may include firenewts moving between the barracks and the armory/mess areas, ogres from Areas 55/68 wandering past, or even a fire giant heading to or from Area 74.

### 69a) Marshalling Fork

*The massive hall branches here, a second major passage angling off to the south west. The floor is coated in patches and trails of what looks like mud and heavy scuffing.*

### 69b) Pen Fork

*The Tunnel branches to the south here, and the main passage opens up into a large chamber to the west. To the south you see a fine fog mixed with the smoke haze, and condensation trickles down the walls.*

### 70) Firenewt Barracks

*Downward angled tunnels open into a vast chamber, which is partly worked to the south and east, and more naturally shaped elsewhere. The entire floor is covered with scores of pallets and hides, many of which are occupied by red skinned firenewts. A strange brick wall is built into the west side of the barracks.*

This is the main firenewt barracks, housing the bulk of the warriors. There are 45 pallets in all here, with 11 to 20 **firenewts** here at any one time (1d10+10). In addition to their silvery arms and armor, each warrior has collected coinage, trinkets and semi-precious items looted from the townsfolk. While the firenewts have limited interest in material wealth (beyond weapons and objects 'sacred' to Imix) they have a strong sense of superiority, and take loot because the orcs and ogres do so. The fear is in not doing so it makes the firenewts look somehow weak to the other humanoids. There is a total of 34pp, 168gp, 567cp and several hundred 'personal' items totaling

50gp in worth.

The brick work here is unique in the complex. The entire complex was shaped by the *Anvil of Kings* save for a few existing natural caverns. However the Silversmith failed to enclose this section of the exhaust stacks when creating the fortress and then moved on to crafting the silver weapons. The result was that the smoke emptied into here rather than out to the upper levels, causing the firenewts considerable distress as the hot, dry air affected them adversely. Rather than risk the Smith's ire, Bealazon had a couple of local masons fix the issue. The stones are well fitted, but not mortared, and can be removed with some effort (10 minutes of heavy labour, or magic such as *stone shape* etc.). This will open up the exhaust stack once more which will make the barracks, once again, unbearable for the firenewts until repaired.

**Firenewts** (var) - Hp - 15

### 71) Smoke Filled Tunnel

*This narrow tunnel is filled with a much thicker smoke haze than the rest of the level, obscuring vision and making breathing difficult.*

The area is filled with light smoke (see sidebar page 56). Close inspection reveals the thin, cracked stone adjacent to the stack shaft, which can be broken through with little effort. Doing so fills the tunnels and area 70 and 73 with heavy smoke quite rapidly (within 10 minutes), obscuring the area and adversely affecting the Firenewts (see sidebar). The risk to the breeding females and young would force the firenewts to relocate and seek the source of the smoke, potentially creating a significant distraction while investigation and repairs took place.

Opening both the cracked area at 71 and the stack in 70 would cause these areas to become filled with heavy smoke in only 3 minutes, and take significantly longer to repair (GMs discretion).

### 72) Mating Chamber

*At the end of this tunnel is a small chamber filled with rough scaled hides and curtained off with a leathery hanging. It is unoccupied.*

This is the mating chamber for the firenewts, who treat this sacred duty with reverence and respect. The characters can rest here undisturbed if they are not seen



### Smoke and Asphyxiation

Anyone forced into a smoke heavy environment struggles to see and to breathe.

Light smoke creates concealment (20% miss chance on attacks). Creatures need to make DC 15 Fortitude saves each round or spend the round coughing and choking. Two consecutive rounds of choking inflict 1d6 non-lethal damage. When a creature's non-lethal damage exceeds its current hit points it falls unconscious.

Heavy smoke creates total concealment (50% miss chance) and causes a creature to risk suffocation. A creature must hold its breath. Creatures may hold their breath for 2 rounds per point of Constitution. Full round actions reduce this by 1 round each time. After this time the creature must make DC 10 Constitution saves, with each subsequent round the DC increasing by 1. On a failed save the creature falls unconscious.

Unconscious characters begin dying quickly. After the first round of unconsciousness the character drops to -1 hit points and is dying. The round after it suffocates and dies.

entering and the curtain is closed. The firenewts would not dare disturb the mating rites of others as it is seen as blasphemous.

### 73) Brood Den

*This cavern is roughly circular, though it is dimpled with many small hollows where numerous firenewts reside. Moisture hangs in the air, and though warm the chamber is not unpleasantly hot. The occupants seem smaller and more immature than many of the others you've seen, standing between 3 and 4 feet in height.*

This is the brood den, and houses the women and children of the clan, some two dozen in total. These are lightly armed (clubs) and fight only if escape is impossible. The brood den doesn't warrant any *heatstones*, but the close quarters keeps the clan warm.

The three offshoot caverns are hatcheries, each holding a dozen eggs in hollows in each.

**Firenewts (24) - Hp - 15**

### 74) The Elevator

*This immense chamber is split into several sections which are sized for giant humanoid creatures. To the south a large section holds numerous huge wagons, each sizable enough to haul a small house. Just to the west of the wagons is a pen containing a dozen gargantuan oxen, standing 10 feet at the shoulder.*

*To the north is a huge metal grating suspended over a shaft by heavy iron chains. The chains thread through a pulley and into a chamber to the east.*

*Set into the east wall is a spiral staircase that extends both up and down.*

There may or may not be a guard here, or someone tending to the oxen. Each time the characters enter there is a 50% chance the room is occupied, and if it is then it will be either a **fire giant** guard or 2 **ogres** attending the oxen.

There are 4 wagons, each 15 feet wide and 20 long, parked neatly to the south. These are immensely heavy, and require a combined Strength of 40 to move. The wagons are used to transport large or large quantity goods to and from the Smelter. They have harnesses for 2-4 large beasts of burden and are used to transport the weapons crafted below. The wagons were also used to get Ailish the silver dragon down to the Silversmith's smithy. A careful examination (DC 18 Perception check) will uncover a single silver scale (around 1 foot square) wedged between the boards of one of the wagons.

The oxen enclosure holds a half dozen **dire oxen** (use elephant statblock) held for pulling the wagons. These are ill tempered, stubborn beasts that will not willingly do anything unless goaded - literally. They will mostly ignore characters unless attacked or the characters try to move or prod them into action (requiring a DC 16 Handle

Animal check). There are several whips and goads hung on the walls nearby, and if used as part of the check they grant a +5 circumstance bonus to the roll.

The huge wrought iron framework is an elevator. The grating is suspended from four points by the chain, which meets centrally above it at a pulley, and feeds into the gear works (Area 74a). The shaft is smooth and the grating set well enough that it is a relatively smooth ride up and down. The mechanism for operation is a large lever near the north entry to Area 74a. The level has only an up/down action - either level position is merely an 'activator', engaging the gears to raise or lower the elevator, triggering the move regardless of position.

The chains are heavy and durable (AC 6, Hardness 10, Hp 30, Break DC 20). The grating is so heavy and fit so well it won't tilt or tip with uneven weight distribution, and cannot be destabilized without damaging the chain supports. If two or more supports are severed the grating turns and hangs vertically in the shaft. If all four chains are cut the grating falls to the level below.

The stairs to the east go to both the lower level (area 75) and the Keep above (area 11). The steps are sized for large creatures, making the ascent or descent difficult, but not dangerous under normal conditions. If the characters are running or rushing a DC 13 Climb check is required each round. Failure indicates a fall, the character taking 1d6 bludgeoning damage and falling prone.

**Fire Giant** - Hp - 142  
**Ogres (2)** - Hp - 30  
**Dire Oxen (6)** - Hp - 93

#### **74a) Gear Works**

*This chamber is cluttered with numerous interlocking gears and cogs which fit into two capstans that are wrapped in lengths of heavy chain. One length is fed north through a channel in the wall to the elevator, while the other is fed south to a shaft in the floor.*

This room is heavily cluttered, counting as difficult terrain and offering cover to combatants in here. If the elevator is operating (in either direction) anyone in and around the mechanisms must make a DC 16 Reflex saving throw or take 2d6 bludgeoning damage from contact with moving parts.

The elevator mechanisms are robust, but highly interconnected, and careful sabotage (DC 18 Disable Device check) or causing significant damage (AC 4, Hardness 5, HP 30, Strength DC 20 to break) will jam or render them inoperable.

Severing either chain coil (AC 6, Hardness 10, Hp 30, Break DC 20) connecting the elevator or counterweight will send the attached item plummeting down its respective shaft. Both fall the full distance, the elevator becoming a twisted metal wreck, while the counterweight shatters at the base, showering Area 75 with stone shards, dealing 10d6 damage (1/2 bludgeoning, 1/2 piercing) to all occupants.

Sabotage of the elevator or counterweight will result in immediate investigation and the citadel will go on alert.

#### **Foundry Level (Below Armory Level)**

The foundry level is 250 feet below the Citadel, and 200 feet below the Armory Level. All ceilings are 40 feet high and lit with wall mounted braziers unless otherwise specified.

The air is acrid and smoky and the temperature is blisteringly hot (113° Fahrenheit / 45° Celsius). Between the smoke and the heat any creature that is not protected against temperature extremes will begin to feel fatigue after spending more than 10 minutes in this area (see sidebar page 50).

The entire level (except areas 89-95) reverberates to the sound of metal on metal, and the harsh cries of the oft burned or whipped workers can be heard throughout. No combat noises will draw attention here unless the combat is visible or otherwise distinctive.

#### **75) Elevator Terminus**

*This chamber is partially natural and partially worked, with a large circular depression in the north and a spur to the west that houses a giant sized table and chairs, as well as piles of rust colored furs.*

*To the south and east passages lead off.*



1 square = 5 feet

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Under normal conditions there are 2 **fire giant** guards here and 2 **hell hounds** resting on the furs. They immediately challenge anyone that is not disguised as a known personality of the complex as this is a restricted area. They will not immediately attack given the number of foreign buyers in the citadel, but they will adamantly refuse further access to the level.

On the table are a set of giant sized knuckle bones, iron plates (filled with roasted meat), iron tankards (filled with ale), an iron pitcher (empty) and 53 gp in loose gold pieces.

**Fire Giant** (2) - Hp - 142

**Hell Hounds** (2) - Hp - 30

### 76) Runed Arch

*A huge stone arch has been shaped into the stone here, narrowing the passage to 30 feet across. The surface of the arch is inlaid with silver runes. Within the arch is an opaque curtain or crackling purple energy that seems to roil and arc randomly.*

This is the Silversmith's infernal equivalent of a 'do not disturb' sign. The energy barrier is an evocation effect requiring a DC 16 Knowledge (arcana) check to identify. It is built into the arch and can be activated or deactivated by the Silversmith as an action. Anyone touching the barrier automatically takes 3d6 unholy damage and 3d6 force damage (no saving throw).

Anyone passing through it is subject to 10d6 unholy and 10d6 force damage, and must make a DC 16 Dexterity saving throw, with success allowing them to take ½ damage and pass through the barrier. Failure results in full damage and being repulsed back to their original point of contact. The energy curtain has the equivalent of a 12th level caster level for the purposes of *dispel magic* or similar effects. If dispelled the arch becomes inactive for 1 hour, after which the Silversmith can reactivate it.

The arch itself could be damaged to the point of failure with enough effort or the right magic. It has AC 8, Hardness 8, HP 300, and fails if reduced to 0 hp. It is susceptible to stone

altering magic, such as *stone shape*, but must have at least 50% of its mass affected before it fails (75 cu ft, or 14x 5 foot cubes).

### 77) Lava Bridge

*A blast of hot air and a growing orange glow precedes the sight of a massive iron grate spanning a lava flow ahead. The corridor you are in bisects a smaller tunnel at right angles, the lower half of which is filled with molten rock that sluggishly flows south. The heat is unbearable.*

The tunnel the characters are in is 40 feet high, while the lava tube is only 20 feet in diameter. It rises 10 feet above the ground level, then there is a drop of 2 feet to the surface of the lava flow (which is 8 feet deep).

The grating is thick and robust, but heated to a point where a dim red glow can be seen from it. Anyone touching the grate takes 2d6 fire damage, halved if wearing thick clothing or armor with boots or durable foot coverings. Additionally, the heat and pressure change causes a powerful heated air current to form here, dragging creatures toward the grate and lava tunnel. The 10 feet on both sides and the grate itself are considered difficult terrain as creatures must expend effort to avoid being pulled in and to pull away alternately. Creatures of large size or greater are unaffected.

There is also an opportunistic **Magma Crawler** here, who occasionally pulls away a straggler from crossing groups. It does not bother the Giants or Ogres, so pickings are rather slim. Every time the characters or another group of creatures with medium or smaller size passes through the area it tries to drag one into the lava. It will retreat if reduced to ¼ HP. In addition to its formidable attacks, and creature dragged into contact with the lava takes 2d6 fire damage per contact / round of contact, or 20d6 if immersed.

**Magma Crawler** - Hp - 95

### 78) Weapons Stockpile

*Ahead you see a wide chamber filled with various crated, boxes and barrels. Several Ogres appear to be directing a stream of dirty and*



*dependent slaves that deliver handcarts full of silver weapons. The slaves sort the various items into type, and load them into the containers. Others are hammering lids on full containers and stacking them with great effort.*

There are generally 4 **ogres** here, and more than a dozen slaves at any one time. If the ogres are killed efficiently and without drawing attention, the slaves will volunteer to assist any jailbreak effort. If the characters actions are messy and draw attention, or if they are asked to assist without demonstration of any combat proficiency (i.e. stealth infiltration) they are more likely to cower unless convinced to help (DC 14 Diplomacy check) or one of the known Silverton NPCs are with them.

This is where the completed weapons are crated for shipment, either to the surface or through the Hell Gate (Area 97). Currently most of the crates are empty, but there are several dozen of each of the following weapons - longswords, shortswords, battleaxe heads, greataxe heads and warhammer heads, as well as hundreds of spearheads and arrow and bolt tips. All of these weapons are a high percentage silver alloy, and are treated as silvered weapons.

**Ogres (4) - Hp - 30**

### 79) Trapped Corridor

This corridor drops down to 20 feet in height, and lit by smaller wall mounted braziers than in other areas. The door at the end of the corridor appears to be made of iron, and has an inset lock (AC 6, Hardness 10, HP 50, DC 16 Disable Device check to disable).

Two thirds of the way down the corridor is a well-constructed pit trap that will drop intruders into the lava channel below. The trap is difficult to spot, requiring a DC 16 Perception check. It is triggered by stepping on the 2nd half of the 10 foot section, potentially catching a closely following ally. Once the trap is triggered, the affected characters must make a DC 16 Reflex saving throw of fall 5 feet into contact with the lava stream, taking appropriate damage (20d6 fire damage) until they are able to extricate themselves. The trap does not reset itself.

**GM Note** - If the PCs are having an easy time of it, and the magma crawler still lives, it might take advantage of the moment to attack the fallen creatures and anyone else trying to assist them.

### 80) The Foundry

If the characters are entering the Foundry for the first time read this;

*Intense heat washes over you as you look out across a vast cavern that dwarfs anything else you've seen in the complex. Hundreds of feet wide, and even greater in length, this foundry is dimly lit in the hellish glow of molten rock, forge and smelter fires and a scattering of iron braziers. The whole cavern is blanketed in a haze of smoke and dust, which thickens the air and coats every surface.*

*To the east the floor rises in tiers, a massive stockpile of raw ore creating a mountain on the uppermost level. Nearby slaves fill and push carts into a massive furnace, the resulting metal poured into moulds on the central floor below, while slag is dumped into the flowing river of lava that bisects the chamber. More carts take the cooled metal to the forges in the north. Scores of filthy slaves scamper to and fro, keeping the process moving under the watchful eye of what appear to be flaming dwarf overseers. A lone fire giant paces the floor, barking orders and cracking a silvery whip at any of the workers that begin to flag.*

The cavern is 300 feet long at its longest and 200 feet wide at its widest point. The ceiling is more than 100 feet high in the central section. The first tier, where the stockpile and furnace sit, is 20 feet above the floor, lowering the ceiling height to around 80 feet. The second tier - where the stairs are - is 20 feet above that, making the ceiling 60 feet high. The forge section has a specifically lowered ceiling in order to accommodate the chimney stacks that draw some of the smoke away, being only 20 feet high in total.

There is a single **fire giant** (acting as forge master) and 12 **azer** overseers here, managing 67 slaves of various races (see individual areas for monster and slave distribution). The slaves are all worn and weary, but are the toughest of the captives, having survived and acclimatized (mostly, see area 83) to the hellish heat.

The heat is almost unbearable to anyone not used to it (122° Fahrenheit / 50° Celsius), with anyone not protected against temperature extremes likely to succumb to the heat quickly (see sidebar page 50).

The smoke and dust haze, along with the forge noise and frenetic activity limits visibility and perception. Perception checks for all creatures incur a -5 circumstance penalty while in areas 80-88.

The slaves here are among the most brutalized in the town. They will not rise up or assist characters unless the giant and the azer overseers are slain.

### 81) The Forges

*Three huge firepits sit here, their coals being fanned by filthy slaves manning bellows. The pits are surrounded on all sides by anvils, where burned and scarred smiths work the silvery metal into weapons. Still more workers load handcarts with the final products. The ceiling is much lower in this section, a mere 20 feet above the floor, and is pierced by three shafts directly above the firepits. Smoke from the forge and surrounding areas seems to be channeled up here, though not nearly enough to clear the chamber.*

There are 2 azer overseers here, watching over 30 workers. At each station a smith creates weapons of silver alloy to be stockpiled in Area 78. At the moment there are dozens of half-finished pieces and several hundred pounds of semi cast raw alloy.

The chimneys travel the entire height of the complex, passing through Areas 70 & 71 on the Armory Level, and exiting high above the citadel level in tall stacks. The chimneys are 350 feet long, and unbroken (except by potential PC action on the levels above). Anyone trying to traverse the chimneys begins to asphyxiate unless immune to poisonous gasses (see sidebar page 56)

**Azer (2) - Hp - 15**

### 82) The Grate

*A massive wrought iron grate spans this tunnel, some 30 feet across and 20 feet high. A ten foot section in the centre appears to be a swinging section that allows passage, though it is closed and held fast by a sturdy padlock.*

There is generally 1 azer overseer on guard here (who does not have a key). The lock is sturdy (AC 16, Hardness 5, HP 50, DC 16 Disable Device check to disable), but certainly more susceptible to damage than the grate itself (AC 8, Hardness 10, HP 100).

**Azer - Hp - 15**

### 83) Slave Quarters

*This area is shrouded in darkness, the only light being the*

*ubiquitous hellish glow coming from through the massive grate to the west, and a similar source from a crack in the stone to the east. Despite the darkness the cavern feels expansive, and you can make out the dark outlines of slumped forms on the ground. The oppressive heat and smoke mix with the smell of rot and death.*

This is the slave quarters. The slaves sleep in short shifts before being roused once more. There are 29 slaves here at the moment, sprawled exhausted on the hard stone floor. They have nothing but the clothes on their backs. Waste is managed by a sinkhole in the west alcove, and when a slave dies their corpses are left for the overseers to find and dispose of (through the crack to the east). The slaves have learned the hard way that disposing of the dead generally brings beatings and questioning over the "missing presumed escaped" slave. There are currently 2 corpses here that have yet to be taken care of.

The slaves are all hard and tough men and women, mostly human but with the occasional dwarf or half elf. Like those in area 27, they can be convinced to join the uprising only when the fire giant and azer have been eliminated.

Terlamin the Smith can be found here, a member of the resistance leadership, and owner of the (now destroyed) Seven Stars Smithy. Terlamin is gravely ill, and will not survive much longer. He is being worked to death. If rescued, he reveals that he has a *belt of giant strength* hidden in the ruins of his smithy, and gifts the characters with this knowledge in gratitude.

At the east side of the chamber is a narrow crack in the rock that leads out to the lava moat that surrounds the Citadel. There is a small ledge here that sits barely a foot above the surface of the liquefied rock. Whether or not this was a mistake or an intent of the Silversmith when the complex was formed is unknown to either the prisoners or guards. The opening is currently used to dispose of corpses. The opening is not visible from the bridges.

### 84) Smelting (Bar pour & production)

*Two sets of tracks cross the centre of the chamber to the main metal pouring area and carts move between it and the forges to the north.*

*A huge set of stone moulds dominates the floor, and ragged*

*slaves use an articulated hanging chute to direct the molten metal into channels that feed the slowly cooling alloy into roughly weapon shaped depressions. As the pouring moves from end to end, other workers with prybars remove the semi-cooled blocks and load them into the carts.*

There are 2 **azer** overseers here, along with the **fire giant** forge master, watching over 15 prisoners here managing the pour. They systematically move from one end to the other to allow the molten metal time to cool. The slaves here are among the most burned and scarred. The tracks each have a single handcart that allows the movement of the cooled bars to the forge area.

Contact with the molten metal deals 5d6 fire damage per contact. If the metal remains in contact with a creature as it cools it continues to deal damage each round and each round until it is removed (scraped off with an action), though it deals damage with one less dice (i.e. 4d6 damage on the 2nd round, 3d6 on the 3rd etc.).

**Fire Giant** - Hp - 142  
**Azer (2)** - Hp - 15

### 85) The Overlook and Stairs

If the characters are entering the cavern for the first time read or paraphrase the text from Area 80. In addition, the following can be used;

*A set of stairs terminates in a ledge overlooking the foundry cavern below. The ledge is some 20 feet above the next level, which holds a huge ore stockpile and the tower like furnace. 20 feet below that is the main chamber where the pouring and forging take place.*

A single Azer overseer stands guard at the base of the stairs, looking over the cavern.

**Azer** - Hp - 15

### 86) Silver Ore Stockpile

*A huge mound of ore rests here, its unstable sides constantly shifting and sliding. From a hole in the ceiling above more ore routinely falls, creating small avalanches that rain down on the workers below. The dust is thick in this area.*

There are 4 slaves here shoveling ore into handcarts brought by the prisoners working on the Smelter.

The stockpile is 50 feet high, its peak sitting 30 feet below the chute that links to Area 2 on the level above. The constant pouring of ore makes the pile unstable, and anyone trying to climb or traverse it must make DC 16 Reflex saving throws or fall and become half buried in rock. Any character that falls takes 1d6 bludgeoning damage and gains the *pinned* condition until a successful DC 14 Strength check or Escape Artist check as an action or taking 1 minute of work to dig themselves out.

### 87) Furnace & Smelter

*A huge cylindrical furnace spans three levels here, and is reminiscent of an anthill in both shape and surrounding activity. On the uppermost section a ramp leads up to a chute where several prisoners push handcarts of ore to pour into the top. On the level below several prisoners work bellows under the gaze of an azer overseer. Another azer seems to be monitoring the activity of the smelting process, directing slaves to feed in iron bars and other items at regular intervals. A couple more slaves work the chutes that drop to the lower level, one releasing molten metal, and the other slag that is directed into the lava flow.*

There are 12 slaves here and 2 **azer** overseers.

The furnace is a complicated multi chamber unit that is fed ore at the top, uses a lava tube - fanned with the bellows - to heat the metal in place of other fuel such as coal or coke. As the ore melts, one the azer oversees the addition of adds several alchemical substances (including limestone, carbon and *flamedust* - a powder that generates greater heat) and the right quantity of iron to form a viable alloy. Once the concoction is sufficiently heated for the metal to settle below the slag layer, both are drained through their respective chutes.

There are 1200 iron bars in a stack at the foot of the furnace, as well as several pounds of carbon and limestone briquettes, and a pouch of *flamedust* (enough for 20 'uses' - see **New Magic Items** appendix).

Contact with the molten metal deals 5d6 fire damage per contact. If the metal remains in contact with a creature as it cools it continues to deal damage each round and each round until it is removed (scraped off with an action), though it deals damage with one less dice (i.e. 4d6 damage on the 2nd round, 3d6 on the 3rd etc.).

**Azer (2)** - Hp - 15

### 88) Azer Barracks

*This small offshoot cavern has twelve stone biers draped in scaled hides. Weapon, armor and tool racks line the north wall.*

This is the azer barracks and unless roused by an alarm there are 4 azer resting here at most times. The azer have a collective treasure of 200gp as payment for their services, and three silvered weapons hang from the racks (2 warhammers and a battleaxe). There are several sets of artisans (smiths) tools here, including one of astonishing quality (masterwork) that could be sold for 400gp to a competent smith.

**Azer (4) - Hp - 15**

### 89) Alchemy Lab

*The sweltering heat gives way to a more bearable temperature in this area, though it is still warm.*

*This room is cluttered with benches and tables in odd configurations, all piled high with pots and vessels, stills and glassware. All manner of machines and gadgets spin and turn, gears rotating to keep various vials and tubes moving in circles or complex patterns. You see smoke of various colours rise from points in the room, one vessel emits steam and another gives off sparks. Against the north wall a small channel allows lava to flow into a small catchment.*

And if the characters have not caused alarm read the following;

*Several figures can be seen moving amongst the fantastical maze, feverishly checking on projects or venting pressure lines.*

This is the main alchemical laboratory for the Citadel. Here Damien and his apprentices produce the various alchemical substances required for the complex, in exchange for precious silver (See Area 95). As stated in the description these is a small catchment in the north for lava to collect to be used in the experiments, and in the south wall is a disposal chute that allows waste to be dropped into the lava tubes. Anyone or anything that comes into contact (2d6) or immersion (20d6) takes fire damage per contact / round of contact.

The layout of the laboratory is a maze, and counts as difficult terrain. Any combat within the room will damage something of the apparatus, each missed attack or Area of Effect ability causing a random effect as detailed in the sidebar (page 64). The location and creatures affected

are up to the GM, but generally the closest to where the attack occurred. Clever players might think to target the apparatus to cause these effects, which is as simple as hitting AC 10 and dealing more than 1 hit point as it is all very delicate. After 6 such effects they cease occurring as the apparatus is too damaged to retain pressure or contents.

If a fight breaks out the apprentices will certainly not initiate breakage of the equipment, but if breakage seems inevitable they will use it to their advantage. Similarly, they have no qualms about using any of the alchemical products being produced here or using a dipper (made of adamantite - worth 100gp) to fling lava from the catchment (improvised weapon, range 10', dealing 4d6 fire damage on contact, and 2d6 fire on the subsequent round) to repel any invaders.

The alchemy laboratory is currently producing a number of substances, and has 3 flasks of alchemist's fire, 6 vials of acid, 3 packets of *flamedust*, 4 vials of *liquid ice*, 8 packets of *bloodburn* and a *heatstone* (see **New Magic Items** for statistics).

Present at any one time here are three of the four apprentices, with the other resting in their quarters - **Vortarg** (male orc), **Rilix** (female kobold), **Bolnuur** (male azer) and **Chella** (female human) and 75% chance of the **Decon Xillril** (statistics as Firenewt Chosen of Imix). The apprentices will challenge intruders, but begin politely, thinking them to be Bealazon's guests/buyers at first, unless the characters have raised an alarm. Guests will be firmly asked to leave, the laboratory being declared "Off Limits" by the "High Alchemist".

Combat in here will draw the final apprentice within 1d4 rounds and Damien within 3d4 rounds. The apprentices will fight to the death unless ordered not to by Damien, but the Decon will not, going so far as to bargain for his life with the information about his lost staff (Area 67). If Damien is drawn to this section, refer to Confronting Damien (see Area 96).

### 90) Cold Storage

*This area is supernaturally cold, especially when compared to the rest of the complex. Mist flows forth from a massive iron cauldron sitting in the centre of the room and condensation clings to all everything. Numerous shelves line the walls with a scattering of jugs, jars and clay vessels spread around the*



mostly empty surfaces. A deep stone trough stands against the north wall, filled with a thick red liquid that seems to drain in from a chute above. The coppery scent of blood can be smelled from it.

The iron cauldron 4 feet across and 4 feet high. It is  $\frac{3}{4}$  filled with a freezing liquid (*liquid ice*) that gives off the cold chilling the room. It doesn't freeze but is biting cold, dealing 1d6 cold damage on contact. It is also what keeps the larder (area 56) cool.

The trough contains blood (more than 30 gallons of it) which trickles down from the larger above. It is an ingredient in *bloodburn*.

The various jars contain mostly plant or animal matter that needs to be kept chilled, but one pot container holds 17 packets of *flamedust*, and another contains a strange reddish-brown powder. The powder, dubbed *Incendium*, is highly unstable in temperatures above 40° Fahrenheit / 5° Celsius. If taken from the room, it will explode in 2d4 minutes (dealing 10d6 fire damage in a 10 foot radius). The round before it explodes it will emit a fine stream of smoke, allowing a DC 16 Perception check to see or smell the smoke before detonation, allowing 1 round of action.

### 91) Dry Storage

*This walls of this warm and dry room are lined with shelves to a height of 6 feet, with a dizzying array of jars and containers of all shapes and styles. The shelves to the south house exotic alchemical glassware, and there are many gaps in the arrangement.*

*In the centre of the room is a broad wooden table, scarred and dented with use. Numerous open jars sit there, in front of a set of scales and weights.*

This is the main storage for the laboratory. It contains dry reagents, and most of the empty containers, utensils and spare glassware needed to manage the lab. There is also a set of ledgers and inventories (written in common) on one shelf, detailing the contents, quantities, values and expected usage and replacement schedules.

A detailed search of the room - using the ledgers as guides - can turn up around 2000gp worth of rare and portable herbs, dusts, powders and so forth. In addition there are the following unique items;

### Alchemical Chaos

Roll (1d10)	Random effect
1	An acidic compound sprays forth, covering all creatures within 5 feet and dealing 4d8 acid damage (DC 16 Reflex saving throw for $\frac{1}{2}$ )
2	A burst pipe jets out a horizontal fan of flame acting as a <i>wall of fire</i> 10 feet long, that lasts for 4 rounds. Any creature starting its turn within 5 feet takes 2d4 fire damage, and any creature passing through it takes 4d8 fire damage.
3	A powerful release of steam causes a 10x10 scalding fog cloud that lasts for 4 rounds, acting as the <i>fog cloud</i> spell and dealing 1d4 points of fire damage to anyone starting their turn in it
4	Shrapnel (metal, glass) explodes outwards, causing 6d6 slashing damage to all creatures within 10 feet and generating another roll on this table from a random point within the area of effect. Creatures can make a DC 16 Reflex saving throw for $\frac{1}{2}$ damage.
5	A slick, greasy substance gushes onto the floor, creating a slick pool 5 feet in radius. It acts as a <i>grease</i> spell with a DC 15 for saves.
6	Toxic smoke billows forth requiring all creatures within 5 feet to make DC 15 Fortitude saving throws or suffer 2d6 acid damage per round for 1d4 rounds. A successful save reduces the damage to only 1 turn of exposure.
7	<b>Green Slime</b> spews forth from a containment vessel in a 10 foot spray in a random direction (roll 1d8 to determine) coating anyone in its path.
8	Dazzling sparks issue forth, requiring all adjacent creatures (within 5 of the impact point) to make a DC 16 Reflex save or gain the <i>blinded</i> condition for 2 turns.
9	A pressurized vessel explodes with a deafening concussion. All creatures within 20 feet must make DC 16 Fortitude saving throws or take 4d4 sonic damage and be <i>deafened</i> for 10 minutes. A successful saving throw negates the damage and reduces the deafness to 3 rounds.
10	Cascade! Roll 1d4+1 times on this table, the effects going off in random places in the room (from origin point roll 1d8 to select direction and 1d6 to select distance in squares/5 foot increments).

- A small rack containing 3 *potions of cure serious wounds* (3d8+6, CL 6), a *potion of invisibility* (CL 5), a *potion of bull's strength* (CL 5), and a *potion of resist energy (fire)* (CL 5).
- A firebird feather, which with a successful DC 18 Knowledge (arcana) check a spellcaster can determine will increase the save DC of any fire based spell by 2 if burned as part of the casting.
- A withered eyeball about the size of a fist. A successful DC 18 Knowledge (arcana) check reveals it to be the eye of a gazer (a many eyed aberration). Using this as the focus (not consumed) for any spell that allows remote manipulation (*mage hand, floating disc, telekinesis* etc) increases the strength and/or carrying capacity by 10%.
- A vial of constantly churning, flowing and color changing semi-liquid (it has the consistency of syrup). A successful DC 18 Knowledge (arcana) check reveals it to be fluid extracted from a chaos beast. If a portion is drunk (there is enough for 4 'sips'), and the character makes a successful DC 12 Fortitude save (to avoid vomiting it back up), the next spell they cast that alters their physical form (*alter self, polymorph, shape change* etc) has its maximum duration doubled.

### 92) Apprentice Room - Rilix

*This bedchamber is oddly hot and has a strange mix of sophisticated and barbaric furnishings. On the west side is a study desk and chair, with an oil lamp to provide illumination over a small bookshelf. A few paintings of dragons in flight wall hang on the walls.*

*To the east a pallet of straw and hides has been formed into a nest of sorts, around which are displayed several wooden chests. A glint of gold can be seen in the nest.*

This is the room of Rilix, the kobold apprentice. Rilix favours herself as a dragon, and is appalled at the treatment of the captured silver dragon. Even without Damien's approval she may assist the characters if they approach her, and eagerly does so with Damien's consent.

The desk is of decent quality, as are the books, though they are all rudimentary alchemy texts and not valuable. The paintings are passable quality, worth 10gp each (there are 6). The chests have Rilix's personal items, clothing and the like, all arranged like treasure, but nothing of real worth. Inside the nest is a scattering of coins (22gp,

134gp and 45cp), three semi-precious topaz gems (25gp each), a pearl brooch (40gp), a gold locket (50gp), and a jewelled dagger (100gp). There is also a *heatstone*.

### 93) Apprentice Room - Bolnuur

*A huge green bonfire burns in a stone firepit in the centre of this spartan space, making it feel more like an oven than a bedchamber. To the east a stone slab serves as a bed, while beaten copper lockers lie at its foot. Other than a huge mural of a phoenix in flight on the west wall the room is otherwise unadorned.*

This is the room of Bolnuur the azer apprentice. The Bonfire has a coal bin at its base, and is fed regularly to keep the area at a temperature Bolnuur appreciates. The copper lockers (three, each worth 30gp) have a set of metalworking tools, a set of paints and several sets of clothes respectively. There are no other items of value here.

### 94) Apprentice Room - Vortarg & Chella

*This chamber is mostly bare, with a large bed and a dressing table against the far wall, with a wardrobe on the south next to a full-length mirror. A few chests lie against the north wall, open and with clothing scattered around them.*

This is the personal room of the apprentices Vortag and Chella, an unusual couple. The wardrobe, dresser and mirror belong to the fastidious male half orc, within immaculately pressed and cleaned clothes, robes and shoes may be found (worth a total of 50gp) as well as several copper and gold pieces of jewelry (rings, earrings, torcs – worth 300gp total) and a collection of brushes and combs.

The messy chests hold Chella's clothing and personal items – while some are of reasonable quality nothing is of much worth.

### 95) Damien's Room

*A large stone desk sits in the centre of this room, a high backed wooden chair behind it. The desk, and numerous side and trestle tables are filled with various papers and books. A small cot is pushed to one side, with a wooden trunk lying nearby.*

This is Damien's room, which is more of a study and less of a bedroom. The desk is solid stone, weighing in at over a tonne. The books and papers are various research notes

that Damien is trying to replace after the loss in his tower (Ignorance is Bliss). A detailed search by anyone with proficiency in Knowledge (arcana) will indicate that most of the research here centres on planar rifts, 'thin spots' between planes, abjuration of extra planar creatures and ecology and anatomy of extra planar creatures.

The cot seems to get regular use, and the trunk contains only clothing. No personal items or items of value can be found here, as Damien has given up on all personal pursuits or attachments to the past to pursue his studies.

### 96) Damien's Laboratory

Unless summoned by combat in the main lab, or another obvious source of commotion that requires investigation, Damien will be found here.

*Steam and smoke billows from this small, cramped alchemical laboratory. Tables filled with various glass apparatus line the walls to the north, east and south, with various liquids and concoctions making their way through the dizzying glass maze. Several small braziers burn here, keeping a number of flasks within the process boiling*

*The west side of the room is dominated by a huge stack of silver trade bars – thousands of pounds of silver in all. The west wall is covered in silver sigils, as if someone has been practicing warding.*

If Damien is here read the following;

*Damien stands in the room, shirtless in the heat. Green runes pulse on his torso - some form of elaborate spell tattooed into his skin – as he works on some alchemical compound.*

The room has several interesting items of note. The Silver Bars weigh over 4000lbs, and constitute enough silver to cover about half of the walls of Anduria in the protective wards. The silver wards on the walls bear some resemblance to those found in the last adventure, however show signs of being more advanced. The Elder Sign is among them. Finally, the strange green liquid being created as a final product of the apparatus in here has yet to be given a name (though Damien is partial to "Nightmare Slayer"). It is a thick liquid that can be smeared on weapons or surfaces, and is a virulent poison

**Nightmare Slayer.** Type Injury; Save Fortitude DC 15, Frequency 1 per round for 4 rounds. Effects 1d2

Strength and Dexterity damage. **Cure 2** saves; **Special** Creatures with the aberration type incur a -5 penalty to save against this poison, and ignores poison immunities.

There is enough for 12 doses currently, and 6 more doses if the current batch is completed. Damien can produce 1 dose a day if provided with the ingredients (500gp per dose). The poison must be stored in airtight containers, spoiling after 24 hours exposed to air. Each dose is used after a wounding.

### Confronting Damien

If Damien is here this will be the moment of showdown – once and for all to either consign him to the villain category or to redeem him to the side of the heroes. Damien is working with the Silversmith, though this is a simple business arrangement. He creates and provides several useful alchemical compounds and minor magics (the *liquid ice*, *bloodburn*, *hell's blood* and *heatstones*) in exchange for a huge stockpile of silver and infernal blood (for his poison), and the freedom to pursue his own research. The silver is for the same spell (or one very similar) that the characters have discovered via Rhion Barakar's influence in the last adventure (Sanitarium). If the characters talk to Damien, or even review his notes (room 95) and the sigils on the walls here, they will recognize this fact. This is intended to ward Anduria. The sticking point is likely to be Damien's 'ends justify the means' attitude and the fact that he is a willing collaborator in the oppression of Silverton to meet his requirements. Again, in this he justifies it as the oppression of a few thousand to save the far larger population of Anduria in the short term, and his growing fears this otherworldly incursion will imperil the whole world drives him on. He sees this as the lesser of two evils. The characters, and certainly the Silverton folk, may not share this viewpoint.

Damien is growing desperate and tires of the constant interruptions to his work. The characters are either with him or against him – and now is the moment that comes to a head. If the characters insist on obstructing him Damien deems them to be an interference that must be destroyed, and combat to the death ensues. The characters can try to bring Damien around, however, if they agree with his plan but not his methods. He can be convinced to work with them so long as their goals match his, and the outcome will be the same. In this way they can divert him from his current path of actions.



The GM is free to let this happen organically through roleplay, or it can be made into a mechanical challenge based on a dice roll. In the latter case, it will be a DC 20 Diplomacy check with the following modifiers;

- +5 on the roll if they can eloquently describe the threat facing the city in enough detail that conveys they understand the severity (ie potentially reality ending Non-Euclidean threat from another world).
- +1 if the characters sided with him in the confrontation with Triast in his tower (*Ignorance is Bliss*)
- -1 if the characters sided against him in the confrontation with Triast in his tower (*Ignorance is Bliss*)
- +1 if the characters are verbally sympathetic with his cause (saving the city of Anduria)
- +1 if the characters have and are wearing the runestone amulet he created (*From the Ashes*)
- +1 if the characters have seen the Keystone in the caves below the manor (*From the Ashes*)
- +2 if the characters retrieved his coin from the well at the manor (*From the Ashes*)
- -2 If the characters retrieved Alluria's doll from the fallen tower at the manor (*From the Ashes*)
- +1 if the characters tell him they have effectively disbanded the Seekers of Asmodeus (*Sanitarium*)
- +1 if the characters indicate they are in the process of gathering silver for a warding spell (*Sanitarium*)

Ultimately what Damien believes is that reality itself is under threat, and the loss or subjugation of a few (or few hundred or thousand) lives is an unfortunate but necessary sacrifice to save everyone else. Years of being ignored or dismissed has made him a dichotomous blend of fatalistically resolved but secretly desperate for acceptance and approval. Damien is a brittle individual that can be turned back to reason if he can be convinced that the characters believe the magnitude of the threat and will work with him to combat it. The alternative is Damien is pushed far beyond reason if he perceives they fail to recognize the threat or lack the will or means to act against it.

If the characters redeem Damien, he will realize that he is on the verge of losing his humanity to his obsession, and that the characters can act as a 'moral compass' of sorts for him. He will share his plans, and agree to assist them in theirs so long as their plans are clear and concise in acting toward saving the city.

**Development** - if the characters reveal to him his daughter still 'lives' on as a ghost at his manor he immediately breaks down sobbing, abandons all current activities and makes for Anduria at all speed by using *teleport*. If on good terms with the characters he implores them to take his research and save the city, and instructs his apprentices to assist them.

### 97) The Silver Smith's Forge

*The now all too familiar heat blasts out at you as you enter this chamber, an immense natural looking cavern that's ceiling rises so high it is in shadow despite the ambient illumination provided by both the magma flows and the hellish looking braziers that line the walls.*

*Ahead of you the lava flow splits around a section of the floor, forming a moat around a raised area dominated by a silvery anvil covered in iridescent blue runes. The anvil has silvery roots extending from its base, driving deeply into the rock around it. A long sword lies atop the anvil.*

*Hanging from the ceiling by silver chains is the body of a dragon, its head and wings draping listlessly downwards toward the forge below. Its scales are pale white - a sickly color - as if all the pigment has been leached from them. There is something very wrong about the scene which more than the mere slaughter and butchery, a disgust that strikes at your very soul, as if something beautiful has been forever sullied.*

*Struggling with this sight, you barely notice a nightmare creature shifting at the rear of the cavern. Fully ten feet tall, this demonic looking humanoid ripples with muscles under a vaguely female form. In one hand it grasps a huge hammer, and in the other trails a silvery net. It rises from a huge silver throne, descending stone stairs toward you, bat wings unfurling from behind and a contemptuous expression on its face.*

*"You dare interrupt my sacred work?!!" she sneers in a voice like snapping bones, sharp and menacing. "You are arrogant indeed to waste my time, but I do so love testing my creations when the opportunity presents itself. My latest blade is my finest, pure dragonsilver forged in exquisite agony and tempered in sweet regret. It is a work of art, wouldn't you agree?"*

The Silversmith is a unique devil whose purpose is to forge weapons for the Bloodwar - an eternal struggle

## What Damien Knows

The last time the characters saw Damien he was trying to justify his action during the events of Ignorance is Bliss – the theft of the memories of various members of the Explorer's Guild. He then disappeared, urging them to seek out his history in order to understand his motivations.

Now suitably informed, he feels the time is right to plead his case. Either the characters will stand with him, knowing the horrors the city faces, or they will side against him. In the latter case they are hopelessly lost in his mind.

With the chance to coherently talk to Damien they can find out what he knows.

Damien knows that powerful but corrupt objects are accumulating in the city. Aside from the Keystone (in his manor), the Crystal Needle (originally in the hands of the Seekers) and the Ring (originally in the characters hands), he believes there is one more unidentified Artifact in the Vault, but he can't prove it yet (he suspects because of the 'feel' of the objects).

He knows that they are part of a Machine that resides under Anduria. He doesn't know its purpose, but suspects its a 'reality engine' – a powerful magical artefact that can bend reality. He doesn't know who built it or why, only that it has great potential for harm. He has explored parts of the Machine tunnels and seen the chamber at the centre of the city although he cannot yet breach it due to the powerful sonic aura it radiates. He has seen the obsidian pillar at the centre. He has also seen the infernal 'additions' to the Machine, which fuels his suspicion of Aether's deal (see below)

He has **NOT** seen the Wells (Under Anduria side trek), not having bothered to explore outwards. He assumes the Machine stops at the walls, hence the perfectly circular city.

He suspects that the objects are corrupted as a result of improper use, and not functioning correctly from their original purpose. Damien even suspects that they have been warped physically – he believes the Keystone and the Ring used to look different than they do now.

With the Seekers collecting the objects, he senses a connection to the lost god Aether, also called the Mad God. He suspects that this is not a coincidence. Damien believes the Machine and the Mad God are connected. His theory is that whatever the Mad God did, it broke the Machine, corrupted the parts, and resulted in the god's death. Why Azmodeus believes he is entitled to Aether's soul is not known, but Damien suspects Aether bargained with the arch devil to get the Machine to function (the infernal outfitting of the Machine), and that this was possibly to bypass missing parts.

He suspects the attempted use caused the god's death, corrupted the Machine and its parts, and set off a chain of destruction in the city three hundred years ago (where most of the histories stop). The reappearance of the parts is too coincidental to be chance, and

he believes there is a concerted effort to reassemble the corrupt Machine, though he is not sure exactly by whom, or to what purpose. Damien also believes the rising madness and appearance of otherworldly creatures is connected. He doesn't know much about the creatures except they are not infernal.

In his searches Damien has determined that the Guilds are either dupes, pawns, clueless or actual conspirators in the plot. He tried many times to get them to see the danger, and was dismissed and rebuffed every time.

Damien began targeting the Explorers because they seemed to have the most likely source of information – being in contact with the unearthed Machine parts and having a mandate to uncover lost items, information and history. The Seekers were a poor target for information because they were hierarchically ignorant and so zealously focused on their goal they were missing the bigger picture. What he discovered is that a disproportionate number of Explorers were going mad, and so he targeted them with his memory extraction creature (he is apologetic about the harshness of the method, but not too much after what he found). He discovered that they served a creature called the Echo of Faith, and that many of their duties included restoring the Machine and uncovering the artifacts. Damien doesn't know if they are plants in the Explorer's Guild or under direction from it. Similarly, he doesn't know if Eiria is a dupe or a co-conspirator. What he does know is that the Echo of Faith is an incorporeal creature of some kind.

In any case, the Echo seeks to reassemble the Machine, and this can only be bad for the city and its people – regardless of its actual specific motivation. Damien's goal is to thwart this by any means necessary. His current plan is to protect the city with his warding runes spell. For this he needs silver, hence his service here – trade for silver stocks. He also knows the spell will need powering, and if it is souls a lot of people will die – maybe upward of 20,000 – but it will save the city and the rest of the population (of 200,000).

As to the Silversmith - she seems to be a devil bent on collecting silver to create weapons for the Bloodwar (an eternal lower planar conflict) – as silver bypasses abyssal resistance and therefore makes powerful weapons. As far as Damien can tell she moves around from location to location, conquering and stripping mines clean before moving on. He believes if the townsfolk can outlast the occupation the Silversmith and her forces will move on and leave them. He isn't happy about the situation, but he saw a way to exploit it – silver linings and all that. Damien did not consider trying to fight the Silversmith – he is a scholar who is cursed (or gifted) with fire – something she is very much immune to.

Damien does find it suspicious that the Silversmith is here at the same time that the world requires silver for the protection spell – and again, it seems to convenient for coincidence. He believes the Echo has a hand in this, trying to thwart his plan.

between demons and devils. Silver, as pure a substance as there is, can be deadly to many fiends. The Silversmith seeks to create not only strong weapons in bulk, but perfect the greatest weapons with which to turn the stalemate to the advantage of hell. Lured here by the Echo to take advantage of the natural abundance of silver, the discovery of the dragons was an unexpected opportunity. The dead dragon is all that remains of the abducted silver - the creature's natural silver content leached out through unspeakable diabolic rituals involving dark magic and torture. The result left the Silversmith with enough silver to forge a unique sword, partially imprinted with the dragon's personality while its soul is consigned to the hells for eternity.

Despite her assertions that the characters are wasting her time, the Silvermith is secretly pleased at their intrusion, and will happily discuss her 'art', the occupation and subjugation of Silverton and its inhabitants of 'lesser races', and her plans to expand across the mortal realm (the last is something of a lie, though she plans to stay and collect more silver for weapons). In truth she hopes to goad these 'emotional' mortals into taking up the sword on the anvil and using it. The investiture of a sliver of the dragon's personality was accidental, and she's wary that such a powerful mind might overwhelm a wielder, or at least cause unexpected complications. She'd rather not test this herself, and weak willed mortals make great first test subjects. The Silversmith plans to work up to more powerful minds. She is not afraid of the characters, having never been seriously challenged in her eons of existence. Her greatest fear is that they will attack her without using the sword, and she'll slaughter them without seeing the weapon in action. Of course, that will just be a pleasant distraction and she can run tests later.

#### **The Silversmith - Hp - 172**

Once the Silversmith is defeated, move onto the **Conclusion**.

The sword is a unique weapon crafted in the worst of circumstances, but could still be a force for good in the world. Its name is *Silver Sorrow* and it is semi-sentient, able to convey feelings through a morose empathy (see **New Magic Items**).

The anvil is a dwarven artifact known as the *Anvil of Kings* or *The World Anvil*, and is sacred to dwarvenkind everywhere (see **New Magic Items**). Possessing this

#### **Silvira Captured**

If Silvira was captured in Chapter 2 she is here, bound and ready for the Silversmith to extract her silver for the next experiment.

Read or paraphrase the following;

*Next to the pale dragon corpse a second dragon hangs, cocooned in a silvery net. The dragon is listless, but twitches occasionally.*

item will get the characters slaughtered by any dwarves that see them with it (considering any who have it to be blasphemers and thieves of the highest order - even being a dwarf won't save a person unless they are also noble and have valid - or at least arguable - claim to it), but returning it to a ruling clan (such as might be found in the nearby settlement of Thun Geldir) will earn them everlasting gratitude. Any dwarven character, any of the few remaining dwarves in Silverton, or any dwarves in Anduria (including Thorgrim) can easily identify this artifact as it's likeness and legend are burned deeply into dwarven culture. All other characters can recognize it with a successful DC 18 Knowledge (history or arcana) check. Characters that have played through Adventure 4 - Ignorance is Bliss might recognize it from the tapestry hung in Damien's tower.

The silver throne is a solid silver chair, high backed and intricately shaped and etched with eye bending designs and diabolic iconography. While it might be pleasant for a devil to look at, mortals are uncomfortable in its presence in a way they can't quite describe. This is the taint of hell, and nothing can change this aura of unease it seems to radiate. It weighs over a 5000lbs, and has a GP value of 10,000gp in raw silver, though it may need to be broken or melted down. The silver technically belongs to Silverton.

Standing next to the throne is an iron stand that holds

a highly polished silver shield. Though mundane, the Echo has been using it as a surface in which to talk to the Silversmith, using the smith's affinity with silver to her advantage, claiming to be a fiendish spirit of craft, and dispensing advice and information. It was through this she led the Silversmith to Silverton. The mutually beneficial arrangement gave the Silversmith a huge supply of raw material, while the Echo was able to strangle the supply in Anduria, limiting materials for wards against her plans.

When the characters approach the throne for the first time, the Echo appears in the silver shield, the characters interferences finally enough to raise her anger to the point of confrontation.

*A shadow moves across the surface of the polished shield, and resolves itself into the wispy, ghostlike shape of an old woman, her wizened, almost skeletal face twisted in hatred. Her hissing voice is like dead leaves crackling underfoot.*

*"Enjoy your victory worms!" she spits  
"It will avail you nothing in the end. Three hundred years of planning will not be cast down by the actions of a few fools. You'll die for your blasphemy, screaming in agony like the rest of the filth that are undeserving of my lord's divine plans"*

*With a final curse she is gone, leaving only silence.*

At this point it is unlikely the characters have any significant clue who the Echo is, though they might have heard a few snippets about her and be able to put a few theories together. More likely they will be baffled as to the identity of the ghostly old woman and why she hates them. Either is fine. The characters have finally incensed the Echo enough to reveal herself briefly. She is shallow enough that threatening the characters makes her feel better for a time, despite the setback here. From an adventure perspective this foreshadows later events and allows the characters to recognize her in these events.

### 98) Gate to Hell

*A huge stone ring stands on its side here, fully 30 feet in diameter, with silver runes are carved into its circumference. Wheel and drag marks mar the stone leading up to it, ending abruptly before passing through.*

This is a gate to Avernus, the first layer of the Nine Hells. Activating it requires a certain knowledge of inter-planar gates (DC 18 Knowledge (arcana) check) and the casting of an instant transportation spell of 4th level or higher (*dimension door, teleport, gate* etc.) to trigger the opening. Once triggered, the gate creates a two-way portal to Avernus that lasts for 1 minute. Further spells like to the above can be cast to maintain the gate, each adding another minute to the duration.





The portal is a clear 'window' and the fiery, rocky planes of Avernus can be seen through it, as can numerous infernal creatures. A similar ring exists in Avernus at the 'other end', and creatures on the other side can see into the cavern, and cross over if they so choose. The Avernus gate is activated the same way as this one.

The Silversmith used the gate to ship the weapons back to Hell for use in the blood war. The area on the other side is a supply depot, from which catalogue and distribution of the shipments occur. The devils on the other side (5 bearded devils) are not alarmed by the portal's activation, but do become suspicious when a load of weapons is not transported through. They also scrutinise the characters, as generally the Silversmith operates the gate. Unless the characters cross over, the devils do nothing, though they do send for a superior. Subsequent openings of the gate show more devils amassing in defensive positions (2 more bearded devils arrive every minute, to a maximum of 20). If the gate is opened 5 times, or kept open for 5 minutes the devil commander (a **chain devil**) sends through a scout party of 4 **bearded devils** to investigate, and reopens the portal in 5 minutes to receive a report.

Unless the characters (or players) are exceptionally foolish, they should recognize the danger of flirting with a gate to hell and resist the urge to step through and or arouse the suspicion or ire of those on the other side.

Crossing to Avernus is not covered in this adventure, but is dealt with in the side trek *Lost Souls* in **Campaign Guide 2**.

## Conclusion

As a sandbox there are several elements that may bring about or impact on the conclusion of the adventure.

### Slaying the Silversmith

With the death of the Smith, all the cohesion and drive of the occupying forces evaporates. The various humanoid groups begin to withdraw or try to fortify various areas of the town, and the upper hierarchy of the citadel retreat to contemplate their next actions, but most certainly flee the citadel within a day or in the face of any organized resistance.

### Recovery of Silverton

Once the occupiers are sufficiently reduced in numbers and organization, the population of Silverton stage a coup (with or without the characters) and free the remaining prisoners and throw off the shackles of oppression. The town and citizens are in a poor state, but the hardy folk of the mountains are no strangers to adversity, and almost immediately begin to recover and rebuild. Silverton will be a shadow of its former self for many seasons, however it eventually rebounds stronger than before, complete with new defences and a new citadel.

Assuming the characters assisted in any recognizable way, the town leaders (those who survive) treat them as allies and saviours.

### The Silver

The silver the characters were sent to retrieve belongs to Silverton, so they can't just take it. They will have to negotiate, or have someone negotiate on behalf of the city. However, as Silverton is suffering hardship in the wake of the occupation and has the excess stockpiles at hand, obtaining the needed silver for food, raw materials and manpower can be achieved relatively easily over a few days of talks.

### The Dragons

With the death of her mate, and the revelation of his soul being consigned to Hell, Silvira will be heartbroken. She recognizes that *Silver Sorrow* holds a portion of her mate's soul, but cannot bear to be around it. The dragon will request the characters take the weapon with them.

If they seem amenable, Silvira will request they delve into the Nine Hells to try to retrieve her mate's soul, but is understanding if they do not wish to take the risk (it is the Nine Hells after all). She isn't willing to go as a silver dragon would draw devils like flies to honey, and she respects any creature's decision not to undertake a perilous quest.

Silvira awards each of the characters a choice of magic item (or *rare* quality or lower) if they learned the fate of her mate and slew the Silversmith.

If the characters are willing to travel to hell for her, this is covered in the Side Trek "Lost Souls" in Campaign Guide 2.

### Damien

Redemption may be a possibility, but the Silverton folk only see him as an oppressor at worst, or collaborator at best. Openly working with Damien will strain relations with the town. Similarly, he is still a wanted criminal in Anduria, and if the characters are working with the Watch there is a tacit obligation to turn him in.

Conversely, driving him off will only create a greater wildcard in the battles ahead. Damien and the characters have similar goals, but now if they get in his way he will not protect them. They have cost him a lot here, even if the final result (getting the silver for the wards) is the same.

If the characters do seek to ally with Damien, he will suggest a clandestine arrangement where he assists them in secret, hiding in the city (perhaps at his old mansion) and contacting in only the most dire of circumstances.

There is also the matter of Damien's daughter. If the characters disclose that his daughter remains as a ghost at his manor (or he discovers it for himself upon returning), he abandons all other activities to spend time with her (at least for a while). Anyone seeking to stop this incurs his full and unrestrained wrath. During this period he will be an entirely unhelpful ally and an implacable foe if disturbed. Eventually this contact spurs him into redoubling his efforts to save Anduria (and freeing Aluria, who is bound to the Keystone), joining the characters if they have redeemed him or going his own way if not.

### **The Anvil of Kings**

The Anvil is a particularly potent item that characters may wish to claim for themselves and keep secreted away. In truth it is likely to cause little but grief. Aside from the issues with any and all dwarves who see it, its unique powers of earthshaping will serve as a flag to identify its use and draw dwarven crusaders in droves to reclaim it. Indeed all the dwarves in Silverton already suspect it is the cause of the great shifts to the town, and rumor will spread if the anvil doesn't show up, regardless of what counter stories the characters seek to use to justify the miraculous earthshaping around the town.

Once the town is liberated a senior dwarven smith - Belvor Shatterstone (cousin to Thorgrim) approaches them with any remaining representatives to the town council - asking for its return to the dwarves of Thun Geldir.

Additionally, the Anvil cannot shape any of the City of Anduria that falls within the walls. The Machine maintains the integrity of the city from magical manipulation short of deific interference. While characters can use it outside the walls or in the surrounding areas, any such activity immediately brings investigations from the city, in particular the Guild of Balance, which sends assassins to rectify the 'imbalance' created by ill-advised use of the anvil.

Even if the characters limit their use to lesser powers, the owner will begin to be overtaken by the urge to craft, and eventually give up adventuring for good. If they choose not to use but merely secure the item, let them. Ultimately, they lose the opportunity to create an alliance with the dwarves of Thun Geldir, and make resisting the R'lyeh incursion in *Adventure 7 - Doors Best Left Closed* that much more difficult.

Should the characters willingly return the Anvil they are named 'Dwarf-friends' by the rulers of Thun Geldir, considered honoured guests and allies, and a granted the use of a boon to be decided later. The boon is tantamount to a favour owed, and cannot be bartered for material wealth (which is also seen as a high insult). Thorgrim or Belvor is appointed as their contact to Thun Geldir in Anduria, as the Shatterstone clan are more highly placed than Thorgrim chose to let on.

If using an optional Reputation system, returning the

Anvil should see an immediate level or rank increase, while withholding it should equate to an equal loss in reputation.

### **Returning to Anduria**

In returning to Anduria, there are several more elements to tie up.

#### **Guildmaster Wingate and the Council**

Returning to the City under conditions that either allow the acquisition of silver or shed light on the reason for its unavailability, they have met their mission requirements and will be paid accordingly.

If the characters have freed the town and/or negotiated on Anduria's behalf the council assign diplomats and logisticians to oversee the arrangements from here out. Similarly, opening relations with the dwarves of Thun Geldir through their actions is viewed favorably and these diplomatic opportunities are explored as well.

If the characters left Silverton with the Silversmith still in power, Guildmaster Wingate is less pleased, and begins to work on the council to either diplomatically or militarily intervene. Any intelligence the characters provide (such as forces distribution or the presence of the Anvil of Kings) helps shape the strategy. The Silversmith does not give up the town or the needed silver easily, and whatever course of action the Council takes requires months to acquire the necessary silver - time in which the madness, monsters and civil unrest grow steadily worse. If using an optional Reputation system the characters should suffer a loss of a level or the like as the general populous begin to lose faith in both them and the council.

If the Trade Guild interference in Silverton is exposed, Merchant Prince Veranion suffers embarrassment and loss of face, but claims that his representatives deviated from their mandate and instructions, and were not acting in accordance with his wishes. He vows that he will undertake an internal investigation to root out partisan factions in the guild. The characters have earned a powerful political enemy as well. Such is politics.

If the characters bring forth accusations of collusion with the Echo - either against the Guilds or Guildmasters - based on Damien's suspicions Wingate listens, and considers what they have to say, but is going to want

to know the source of this information, which may put the characters in a difficult position. Damien is still a wanted criminal, and not considered to be either reliable or particularly stable. Wingate will note the characters suspicions and reasoning, but is unlikely to take action at this time unless overwhelming evidence can be provided.

### **Eiria and the Echo**

Despite Eiria's misgivings about the characters becoming involved, she is pleased that they have returned. Though she won't seek them out personally, she will meet with them if they seek her out, assuming they have an amicable relationship. She remains suspicious of Wingate's motives, but can't fault the results if the characters are successful in Silverton.

If confronted with Damien's theories or accusations of being a dupe, pawn, or complicit in the Echo's plans she is genuinely bemused. Remember that Eiria has no knowledge of the Echo's presence or activities. Any questioning, magical or mundane, will reveal that she is genuine when she denies involvement or knowledge. She is inclined to take what the characters say about their personal experiences with the Echo at face value, though she is dubious about anything they reveal as Damien's information. That said, if it is addressed Eiria is grateful that the characters brought to her the reasons behind Damien's attacks on her guild (*Ignorance is Bliss*) while at the same time denouncing them as misguided and urging characters who are allied with him to turn him over to the authorities. Given their service to the city she will not press this further, but she may reveal their alliance to Wingate if she believes the characters have withheld this.

If the GM wants to use this opportunity to reinforce the connection between Eiria and the Echo at this point, they can optionally have anyone with a high perception (base Perception skill of +10 or more) catch a momentary glimpse of the glowering face of the Echo in a reflective surface. It will vanish before anyone else sees it. They are left with the impression the Echo stares at both them and Eiria with malevolence - reinforcing the idea that both they and Eiria might be targets for the creature. This is optional and should be used only if the GM considers this right for their group.

### **The Wards and the Silver**

Once the silver is acquired, Wingate directs his arcane specialists and researchers to begin the warding process. If any characters were involved in the initial research, they are invited to return and assist. Unless the characters have conveyed it, the Wingate and the council are still unaware of the terrible price in life energy the wards will exact.

If the characters do not make the council aware of this, when the wards are completed 10% of the population of Anduria randomly die instantly, much to the horror of everyone. Wingate immediately resigns his position, and is arrested and tried for his negligence. The arcane specialists, the characters and anyone else involved is immediately questioned and investigated by the Watch. Anyone found to be withholding important information is prosecuted as accessory to mass murder. Of more concern, the Guild of Balance conducts their own clandestine investigation, meting out swift execution to those who escape the official proceedings. The GM will need to judge how to handle this in their campaign, particularly with regards to the fate of the characters. At the very least, it is recommended that callously, knowingly allowing so many to die should have each character have a chance (10%) of being among the dead, and that one or more important (but not pivotal) NPCs also perish due to their inaction. If they have families, they should suffer loss as well. The GM should use every avenue to drive home the consequences of their choice.

If the characters *do* make the council aware of the energy requirements, a week passes as the council searches for alternate energy sources and debates the moral implications. It is hopefully at this time that the characters should come forward with the knowledge of the Machine Reservoirs deep under the guard bastions (from the side trek Under Eternity in the **Campaign Guide**). If the characters never discovered them, or fail to disclose this information, they are not used, and instead all the moral wrangling splits the council, but eventually it is decided to tap any and all magical sources they can scrounge (existing wards on the Vault, miscellaneous magical items and locations that can be tied to the spell and the like). Still short of the power requirements, the majority of the council vote to use the inmates of Titan's Grasp, and the wretched of Pilgrimage to complete the wards. Eiria and Wingate both quit the council in protest, and are placed under house arrest to avoid creating a

general panic before the completion.

The wards take several weeks to inscribe on the inner surface of the walls, using teams or artisans under the direction of specialists and under heavy guard from both the Watch and the Guard. Where the walls are missing around the Docks, the wards are inscribed on the streets and buildings instead. The inscriptions are kept lit and guarded day and night. A few incidents of crazed individuals attacking, defacing or disrupting occur as the Echo attempts to use her broken and ill-suited slaves to halt the process, however these actions do not overly impede the progress.

Conditions in the city steadily worsen, and both monster sightings and attacks (particularly from black many tentacled creatures and seemingly crazed psychic mote swarms) become common. Various forms of madness become evident in the populous, and with the health facilities completely overwhelmed. Many individuals are forced to try to manage their or their loved ones conditions personally, resulting in injury, death and random violence as a daily occurrence. Mobs gather outside the Council Chambers, Watch Tower and even the characters residences if they are well known enough, as the people beg, cajole and demand help. The Council dispatches watch units with criers to spread the word that the wards, once complete, will alleviate the city's suffering. For weeks the population's morale runs the knife edge of hope and despair.

Eventually the wards are complete and are powered one way or another - see above - to the relief or horror of the citizens.

*As the last of the wards are complete there is a blinding flash of silver as they activate, bathing the entire city in argent illumination. Slowly the light dims to a soft glow, casting only barely visible radiance around the hundred foot high pattern of arcane runes now visible from every part of the city.*

*More pronounced than the physical effects are the psychological effects. The palpable tension that filled the city is gone, a strange psychic silence where a ...presence... had been before. So subtle that you had not even realized it until it was gone, you now recognize something malevolent and ancient had hung over Anduria like a fog of madness. Its absence is like a crushing weight lifted, and you feel almost giddy with relief. You look around and see it on the faces of those near you. Hope*

*has returned to the city.*

If the wards were powered by human sacrifice add the following;

*The silence lasts a mere handful of heartbeats before it is broken by a far off cry, a long mournful wail of loss. Other voices blend with the first until the city itself shakes with the heartbreak of its citizens. Anduria is protected, but the cost is unbearably high.*

The state of the city is now determined by the method of its protection. If the wards were activated using the power of the reservoirs - which are drained to near dry - the population is buoyed by this victory against the encroaching darkness, the confidence in its heroes and leadership sours and hope returns to the city.

If, however, either random citizens or the prisoners (some, not all. More on that in Adventure 6 - *World In Shadow*) and slum dwellers must be sacrificed to erect the wards the populous are horrified, disheartened and heartbroken. Confidence in the heroes and leaders is shattered, with the consensus among the citizens being that of betrayal. Morale is at an all-time low, despite the protection from the otherworldly influences. The city is thrown into turmoil as vast numbers of the people riot and rage. Days of destruction and violence ensue, causing both the Watch and the Guard to enforce a declaration of martial law and put down the mobs with force. Many are injured, both rioters and innocents alike before the unrest is quelled. Dozens of buildings are burned, and several ships sunk. Eventually order is restored, but the city becomes a dark parody of Silverton, with the population oppressed by its own authorities.

Regardless of either outcome, once the wards are powered the city is protected from the creeping influence of R'lyeh. Creatures no longer slip through the gaps in the planes to infest the city with those already there becoming much less active. Instances of madness lessen or are completely cured, and the agitated psychic motes settle into a more dormant state. Regardless of the moral state of the people, the city is safe, for now at least.

## New Magic Items

### The Anvil of Kings (the World Anvil) (*major artefact*)

**Aura** strong transmutation; CL 20th

**Slot** - ; **Weight** 200lbs

#### DESCRIPTION

The Anvil of Kings is a large mithral anvil measuring 3 feet long (from tip to back), 1 foot wide (at its widest point) and 2 feet tall. Its sides are etched with dwarven runes of creation and strength, which glow with an inner blue fire.

When commanded to 'take root', mithral roots extend from its lower section to embed themselves in any material or object the anvil is on, and through into the earth below. When the mithral roots are extended, blazing blue roots extend from the etched runes deeper own the sides of the anvil.

- This anvil grants a +10 sacred bonus to all Craft skills that require the use of an anvil.
- Items take half as long to craft as they normally would.
- The anvil generates its own heat, and can duplicate the effects of a full forge at the owner's discretion.
- All items successfully crafted are light, strong and aesthetically pleasing to behold (aesthetics are to the creator's values). Items are always *masterwork* quality. If the crafter fails to achieve the required skill DC to craft a masterwork item of the type, the material used is destroyed instead.
- When crafting using the anvil, there is a small chance (1 in 20) that a successfully created item is extraordinary in some way, the anvil infusing it with magical energy. The created item is equivalent to a common or uncommon magic item, gaining a magical +1 (or equivalent of a +1 ability if such a property is not appropriate. The GM determines the magical ability for it).
- The Anvil's properties that assist metal shaping are also useful for destroying objects. Any object placed on the anvil and struck with the intent of breaking or reshaping take twice as much damage, and any Hardness is ignored. This property only affects items



of lower quality than the Anvil (ie the Anvil cannot be invoked to cause extra damage to an Artifact item placed upon it).

- The Anvil can be commanded to anchor itself into the very earth of where it is placed. Silvery mithral roots delve deep into the earth, spreading out over 50 feet in every direction. The Anvil becomes immobile and immovable by any force short of anything that possesses the strength to tear the root system from the earth intact (such as the Tarrasque). While embedded the Anvil draws upon the elemental powers of earth and fire. Any non-magical weapons touched to the anvil gain the *flaming* property and are treated as adamantine for 1d4 hours afterward, while non-magical armor so touched confers *resist fire 10* and gains the adamantine property for 1d4 hours afterward. While there is no limit to the number of items that can be imbued, each item can only ever

be imbued in this way once. If the same item is ever touched to the anvil again it instantly crumbles to dust. Magic items cannot be imbued in this way.

- While rooted (see above) the elemental properties can be harnessed in the creation of magical items. It does not confer the ability to create magic items in the owner does not have it, however. Any magical items crafted upon it – assuming the crafter meets any other crafting requirements – that draw upon the elements of Earth or Fire (either thematically, or as requirements – such as flametongue weapons, staves of fire etc) have

their costs reduced by 10%.

- While rooted (see above) the Anvil gives the owner the ability to shape the very earth around the artifact. The GM has final discretion on exactly how much and in what way the earth can be affected, but typically this might include reshaping chambers or caverns, creating rock pillars, tunnels, crevasses etc. This is a slow process, affecting no more than 100 cu. ft. per hour, and is limited to within 1 mile of the Anvil itself. Changes are permanent, and incautious use may have lasting detrimental effects on the local area at the GMs discretion. The owner is in no way protected from the changes wrought if they place themselves in peril.

### **CURSE**

The attuned owner becomes more influenced by the artifact the longer they remain attuned to it. The Anvil of Kings is a dwarven relic, forged in antiquity and is infused with the essence of that race.

After one week of use the owner moves one step toward Lawful on the Lawful-Neutral-Chaos scale, and one week later moves another step (if they started as Chaotic). This perspective shift is temporary at first (and is reversible by *atonement* if the owner relinquishes ownership), but each week after becoming Lawful the owner must make a Will saving throw to avoid the change being permanent. The save DC begins at DC 10, however increases by 1 after each week in possession (maximum DC 40).

In addition, the owner begins to become obsessed with crafting to the exclusion of all else. At first it is merely an interest, followed by a desire, but eventually it becomes an all-consuming passion. After possessing the anvil for a month, the owner must make a Will saving throw each week, beginning at DC 10 and increasing by 1 each week (maximum DC 40). Failure indicates that the owner eschews all other activities that week that are not related to the advancement of their craft. They will eat, sleep and pursue activities for survival, but all waking hours are dedicated to crafting or crafting related activities. A successful saving throw means that they can pursue other activities that week.

### **DESTRUCTION**

The Anvil of Kings must be bathed in the blood of a current reigning dwarven monarch, then be used to destroy 100 metallic objects (armor, weapons) within 1 hour. On the last blow, the anvil is sundered.

**Note** - The Anvil of Kings as written is not capable of the sweeping and rapid changes that affected Silverton in the module. This discrepancy can be attributed to the nature and time the Silversmith was in possession of the Anvil. Ultimately her fiendish nature and immortal lifespan allowed her greater mastery over the Anvil than a mortal can achieve.

### **Eye of Imix** (*minor artefact*)

**Aura** moderate evocation and necromancy; **CL** 12th

**Slot** -; **Weight** 1b

### **DESCRIPTION**

The Eye of Imix is a tiny orange gem that is hot to the touch, no matter what material is placed between flesh and gem.

*Cleanse by Flame* (once per day) - This ability causes the

touched individual (requiring a touch attack roll if the creature is unwilling) to be wreathed in orange flame for a number of rounds determined by the owner, up to a maximum of 6. For each round engulfed, the recipient is healed for an increasing amount of damage, and cured of one poison, disease, curse or ongoing magical effect (their choice). On round one the healing is 10 points, round 2 it is 20 points, round three is 30 points, 4 is 40 points, 5 is 50 points and 6 is 60 points, to a maximum total cumulative healing of 210 hit points.

Each round so engulfed the recipient is incapacitated, and must make a Constitution saving throw, with the DC starting at 12 on the first round, and increasing by 1 each subsequent round. Success allows the recipient to choose to end the effect or continue. Failure results in the recipient's death, with its body immolated in fire and reduced to ash in 1 round.

Creatures immune to fire gain the beneficial effects, but not the incapacity or immolation risk.

### **CURSE**

The Eye of Imix is at all times monitored by Imix (an elemental prince of fire), who can send visions or telepathic communication to the owner (acts as a *sending* spell). If Imix favors the owner, he may offer it the opportunity to serve him, becoming a slave to his will. Any creature agreeing to such a deal must swallow the gem, gains unique abilities as determined by the GM and becomes an NPC under the GM's control.

### **DESTRUCTION**

The eye must be swallowed by an elemental creature of Water of Ice. The creature must immediately, and every day thereafter, make a DC 18 Constitution saving throw or die. If the creature successfully survives for 1 month (in terrible agony) the eye is extinguished permanently.

### **Inexorable**

**Aura** moderate transmutation; **CL** 12th

**Slot** -; **Price** 32,000gp; **Weight** 1b

### **DESCRIPTION**

This green steel longsword has a flamberge style blade and a twisting silver hilt that resembles curling flames. The grip is a soft grey leather and the silver pommel resembles a flaming skull. This strange green sword is heavier than its size would suggest, and insanely sharp. This is a +2 longsword that deals 2d8 damage rather than 1d8 on a strike.

### **CONSTRUCTION**

**Requirements** Craft Magical Arms and Armor, *lead blades*; **Cost** 16,000gp.

**The Right Hand of Vecna** (*cursed item*)

**Aura** strong necromancy; **CL** 15th

**Slot** -; **Weight** 2lb

This withered right hand can only be activated by placing it to the wrist of a living creature that is missing its right hand. Upon placement the hand fuses to the creature and functions in all ways as a hand. The creature may cast the following spells requiring somatic only components;

- *mage hand* at will
- *chill touch* 5/day (DC 15, lasting 10 rounds)
- *vampiric touch* 3/day (DC 17)
- *interposing hand* 1/day (the hand detaches and enlarges for the effect, if 'destroyed' it reappears at the wrist)

**CURSE**

The hand has a mind of its own, and can act without the owner's intent or even knowledge, though often the consequences result in immediate repercussions. Initially the hand occasionally makes obscene gestures, grabs at nearby creatures or objects or occasionally picks a pocket or two.

These prankster-like activities are designed to distract the owner from the hand's true purpose and belie its powerful dark will. The hand takes over the owner's sleeping body, using it like a puppet to perform dark magic, murder and to gather power. The owner has no memory of these activities, and if somehow awakened prematurely, are surprised by their situation, much like a sleepwalker is. The hand has unlimited uses of its own spell like abilities when in control. Each night that it takes over the owner, the owner must make a Will saving throw (the GM should ask for a D20 roll but not tell the player why). The DC begins at 1, but increases by 1 each night to a maximum of DC 20. Should the owner eventually fail, the hand talks over in the same method as a *magic jar* spell, with the hand itself acting as the vessel. The owner may continue to make DC 20 Will saving throws each day to break the control, now fully aware of their predicament.

A *remove curse* spell or severing the hand breaks the attachment but if the owner's personality is in the hand at the time, they are destroyed by this action, and unrecoverable except via a *wish* spell.

**Robe of the Magi**

**Aura** moderate abjuration; **CL** 12th

**Slot** -; **Price** 50,000gp; **Weight** 1b

**DESCRIPTION**

A lesser version of the Robe of the Archmagi, this elegant garment is made from exquisite cloth of brown, adorned with silvery runes. You gain the following benefits while wearing the robe;

- +3 armor bonus to AC
- Spell resistance 15
- +2 resistance bonus on all saving throws
- +1 enhancement bonus on caster level checks to overcome spell resistance

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *antimagic field*, *mage armor*; **Cost** 25,000gp.

**Silver Sorrow** (*minor artefact*)

**Aura** strong transmutation; **CL** 12th

**Slot** -; **Weight** 200lbs

Silver sorrow is a mithral longsword, but the wielder can alter the blade to form any other hilted weapon (sword or dagger) as an action, the blade flowing like liquid until the desired size and shape are reached, then hardening once more. The blade remains in its new form until changed by the wielder or is no longer in the possession of a creature (where it reverts to its original shape).



This is a +2 sword, and is cold to the touch, dealing an additional 1 point of cold damage on attacks. It has both the silver and good properties

The sword has the following spell-like abilities (CL 12), usable by the wielder, each once per day; *bless*, *featherfall*, *fog cloud*

Silver Sorrow is haunted by the spirit of the silver dragon sacrificed to create it. The wielder is blanketed with a constant melancholia (except when under the influence of the *bless* ability) and suffers a -2 profane

penalty to saving throws against emotion altering spells and effects.

**DESTRUCTION**

Silver Sorrow must be bathed in the tears of a silver dragon, then broken under its claws.



## Minor Magic Items

### Firestone

**Aura** minor transmutation; **CL** 5th

**Slot** -; **Price** 9000gp; **Weight** 1lb

#### DESCRIPTION

This item appears as an irregular shard of volcanic rock. As an action, when the command word is spoken, this stone bursts into flame, giving off light and heat like a torch. The light is considered bright light to a range of 20 feet, and dim light to a range of 40 feet. The flame deals 1d4 points of damage on contact, or at the start of a creature's turn if they are in contact with the stone.

The stone continues to burn until an action is used to speak the command word, or the stone is immersed in water or smothered by a non-flammable substance, such as sand.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *burning hands* or *produce flame*; **Cost** 4500gp.

### Heatstone

**Aura** minor transmutation; **CL** 5th

**Slot** -; **Price** 9000gp; **Weight** 1lb

This item appears as an irregular shard of volcanic rock. As an action, when the command word is spoken, this rock heats up to 100 degrees Celsius (212 degrees Fahrenheit) and remains at that temperature until the command word is spoken again. Any creature touching the heated surface takes 1 point of fire damage per contact and each time they start their turn in contact with the stone. The stone can be used to raise the ambient temperature of surrounding air or material, the effects based on the volume of material in contact, for such effects as boiling a small volume of water or warming a large volume of water or a small chamber (GM's discretion).

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *burning hands* or *produce flame*; **Cost** 4500gp.

## Alchemical Items

### Bloodburn

**Price** 50gp, **Weight** 1lb

Bloodburn is a viscous green liquid that is safe to touch, but becomes highly virulent if in contact with blood of any creature that is not of the fiend or plant type, assuming it has blood. It is most often used to coat bladed weapons like a poison, requiring an action to apply, and 1 dose

is good for a single strike. It becomes inert after 8 hours of exposure to air. Bloodburn is often stored in air tight packets that are applied by piercing the packet with the blade to be coated.

When in contact with blood it generates a heat effect, dealing 1 point of fire damage to the creature, which must make a DC 16 Constitution saving throw at the end of each of its turns. Failure results in an additional 1 fire damage. Success ends the effect.

**Flamedust (Incendium)** **Price** 100gp, **Weight** - (pinch)

This shimmering yellow powder seems to sparkle and give off wisps of smoke. Flamedust increases the heat of any fire temporarily to far beyond its normal temperature. As an action you can add a pinch of Flamedust to a fire or flame, causing it to flare blue increasing heat and fire damage by 1d6 until the start of your next turn. If used as part of the casting of a fire-based spell, the damage is not increased but any saving throws have their DCs increased by 1 for the spell effect. This item is generally found in amounts of 1d6 pinches.

### Hell's Blood

**Price** 100gp, **Weight** 1lb (per ounce)

Hell's blood is a viscous, black magical alchemical liquid similar to alchemist's fire, but more potently explosive. If exposed to air it explodes into flame, consuming the liquid and deals 2d6 fire damage per ounce of the liquid to anything in contact with it, or within 5 feet. The damage stacks with greater volume, but caps at 8d6 fire damage at 4 or more ounces. Creatures within the area of effect may make a DC 15 Reflex saving throw for half damage.

Hell's Blood must be kept in an air tight container. It is generally used as a grenade-like device.

### Incendiary Bomb

**Price** 1000gp, **Weight** 100lb

Incendiary Bombs are silver spheres about 1 foot across that contain 5 ounces of Hell's Blood mixed with a volume of neutral liquid that helps spread the explosive reaction when the shell is ruptured. The shell is hard but thin, with an AC of 14, and requiring 5 points of damage to rupture. A bomb can be hurled via catapult dealing 4d4 points of damage on impact. If this is enough to shatter the shell, the contents explode for 8d6 fire damage in a 20 foot diameter sphere from the point of impact. Creatures within the area of effect may make a DC 15 Reflex saving throw for half damage.

## Bestiary

### Elite Orcs

*Slightly larger than their green skinned brethren, these tan skin orcs stand straighter, and their equipment is well cared for.*

#### Elite Orc

CR 1

XP 400

LE Medium humanoid (orc)

**Init** +0; Senses Darkvision 60ft.; Perception +3

DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**Hp** 22 (3d8+9)

**Fort** +5, **Ref** +1, **Will** +0

OFFENSE

**Speed** 20 ft. (30ft base)

**Melee** greataxe +6 (1d12+4 /x2)

**Ranged** javelin +2 (1d6+3 /x2)

STATISTICS

**Str** 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 8, **Cha** 8

**Base Atk** +2, **CMB** +5, **CMD** 15

**Feats** Toughness, Weapon Focus (greataxe)

**Skills** Perception +3, Intimidate +3

**Language** Common, Orc

**Combat gear** none

**Other Gear** half plate, greataxe, javelins (3), 10gp

TACTICS

Elite Orcs advance and try to bull through enemies with brute strength.

### Firenewt

*This humanoid reptile has fiery red scales, wears chain armor and carries a sword and shield.*

#### Firenewt

CR 1

XP 400

NE Medium monstrous humanoid (fire)

**Init** +1; Senses Darkvision 60ft.; Perception +4

DEFENSE

**AC** 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)

**Hp** 15 (2d8+6)

**Fort** +3, **Ref** +4, **Will** +3

**Immune:** fire

**Weaknesses:** vulnerability to cold

OFFENSE

**Speed** 30 ft. (20ft in chainmail)

**Melee** longsword +3 (1d8+2 19-20/x2)

**Special Attacks:** Breath weapon (5 ft cone, 1d6 fire damage, Reflex DC 12 for 1/2, usable every 1d4 rounds)

STATISTICS

**Str** 14, **Dex** 13, **Con** 16, **Int** 7, **Wis** 10, **Cha** 8

**Base Atk** +1, **CMB** +3, **CMD** 13

**Feats** Mounted Combat

**Skills** Intimidate +3, Perception +4, Ride +2

**Language** Common, Ignan

**Combat gear** none

**Other Gear** silver chainmail, silver longsword, silver medium shield, 15gp

TACTICS

Firenewts charge their Striders into combat and fight mounted, using their breath weapon and that of their mount on creatures when available.

### Firenewt Chosen of Imix

*This humanoid reptile has fiery red scales glares at you with an aggressive and cruel expression. It wears no armor and carries only a light sword, but the air of menace is unmistakable.*

#### Firenewt Chosen of Imix, Sorcerer 5

CR 5

XP 2400

NE Medium monstrous humanoid (fire)

**Init** +5; Senses Darkvision 60ft.; Perception +4

DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 *mage armor*, +1 Dex)

**Hp** 43 (2d8+5d6+16)

**Fort** +3, **Ref** +5, **Will** +7

**Immune:** fire

**Weaknesses:** vulnerability to cold

OFFENSE

**Speed** 60 ft.

**Melee** longsword +3 (1d8+2 19-20/x2)

**Special Attacks:** Breath weapon (5 ft cone, 1d6 fire damage, Reflex DC 12 for 1/2, usable every 1d4 rounds), change energy type of spells to fire, elemental ray (fire, 10ft., 1d6+2, 6/day).

**Spells Prepared** (CL5, DC13+SL, +8 Conc)

**2nd (5)** – *flaming sphere* (DC 15), *scorching ray*, *spontaneous immolation* (DC 15)

**1st (7)** – *burning hands* (DC 14), *mage armor*, *magic missile*, *shield*, *touch of combustion* (DC 14).

**Cantrips** - *detect magic*, *flare*, *ray of frost*, *read magic*

STATISTICS

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

**Base Atk** +2, **CMB** +4, **CMD** 14

**Feats** Elemental Spell (lightning), Elemental Spell (cold), Improved Initiative, Mounted Combat.

**Skills** Bluff +11, Intimidate +6, Knowledge (planes) +8, Perception +4, Ride +2

**Language** Common, Ignan

**Combat gear** none

**Other Gear** silver longsword

### Giant Strider

*This large biped appears to be a cross between a lizard and a bird, with thick scales and a beaked, crested head.*

### Giant Strider

CR 2

XP 600

N Large magical beast (fire)

**Init** +1; Senses Darkvision 60ft., low-light vision; Perception +4

**DEFENSE**

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**Hp** 18 (2d8+9)

**Fort** +6, **Ref** +4, **Will** +0

**Defensive Abilities:** Fiery Healing

**Immune:** fire

**Weaknesses:** vulnerability to cold

**OFFENSE**

**Speed** 40 ft.

**Melee** Bite +5 (1d8+4), Claw +5 (1d8+4)

**Space:** 10ft; **Reach** 5ft.

**Special Attacks:** Fire Blast

**STATISTICS**

**Str** 18, **Dex** 12, **Con** 17, **Int** 1, **Wis** 9, **Cha** 8

**Base Atk** +2, **CMB** +7, **CMD** 18

**Feats** Run

**Skills** Perception +4

**Language** -

**Fiery Healing (Ex):** Giant striders are immune to fire. If a giant strider would take fire damage, it is instead healed for an equal amount of damage.

**Fire Blast (Su):** Once every 1d4 rounds, a giant strider can emit a small fireball from ducts near its eyes. Each fire blast has a range of 60 feet and a burst radius of 10 feet. Creatures caught in the blast must make a Reflex save (DC 14) or take 1d6 points of fire damage. A successful save negates all damage. The save DC is Constitution-based.

### Magma Crawler

*This monstrosity resembles a red-skinned cuttlefish with extended tentacles and waves of heat radiating from its body.*

### Magma Crawler

CR 8

XP 4,800

CE Large outsider (earth, extraplanar, fire)

**Init** +6; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +15

**Aura** blistering aura (20 ft., DC 14)

**DEFENSE**

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**Hp** 95 (10d10+40)

**Fort** +7, **Ref** +9, **Will** +10

**Immune** fire; **Resist** acid 10

**Weaknesses** vulnerability to cold

**OFFENSE**

**Speed** 30 ft., burrow 30 ft., bore

**Melee** 2 arms +15 (1d6+5), 4 tentacles +13 (1d6+2 plus grab), bite +15 (1d8+5)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with arms and tentacles)

**Special Attacks** fiery rend (2 arms, 1d6+7 plus 2d6 fire), magma jet (2d6 fire, DC 19)

**STATISTICS**

**Str** 20, **Dex** 15, **Con** 18, **Int** 11, **Wis** 16, **Cha** 9

**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 28

**Feats** Cleave, Cleaving Finish, Improved Initiative, Multiattack, Power Attack

**Skills** Escape Artist +15, Knowledge (arcana) +13, Knowledge (planes) +13, Perception +15, Sense Motive +15, Stealth +11

**Languages** common, ignan, terran

**ECOLOGY**

**Environment** any (Plane of Fire)

**Organization** solitary or pair

**Treasure** none

**SPECIAL ABILITIES**

**Blistering Aura (Ex)** Waves of heat pour off of a magma crawler. Any creature within 20 feet of a magma crawler at the beginning of its turn takes 1d6 nonlethal damage and becomes fatigued from exposure to heat. A DC 14 Fortitude save negates the fatigue and reduces the nonlethal damage by half. This does not cause a creature that is already fatigued to become exhausted. The save DC is Charisma-based.

**Bore (Ex)** A magma crawler can burrow through lava or other forms of earth, even solid rock, at its full burrow speed. When burrowing through non-molten earth or stone a magma crawler leaves behind a 10 foot

diameter circular tunnel. This tunnel has extremely smooth sides where the rock has been melted.

**Fiery Rend (Su)** When a magma crawler strikes the same target with both arm melee attacks it can tear the target apart with a violent twisting motion. This also releases a fiery blast from the creature's arms, adding 2d6 points of fire damage.

**Magma Jet (Su)** When it is in contact with a pool or stream of lava, a magma crawler can shoot a stream of lava at its opponents. Any creatures in a 50 foot line take 2d6 points of fire damage from the lava. A DC 19 Reflex save reduces the damage by half. The save DC is Constitution-based.

Native to the elemental Plane of Fire, when they are encountered on other planes magma crawlers will seek out environments as similar as possible to their home. This usually means active volcanoes, lava fields or other areas with heavy geothermic activity.

Not much is known about magma crawlers except that they are cruel predators that seem driven by an alien intelligence. They have been known to toy with their prey once it has been wounded before applying the death blow.

A magma crawler is about 12 feet long, plus tentacles and weighs approximately 3,000 pounds.

### Skeletal Champion

*This animated skeleton has burning red lights shining from its empty sockets, and its skull seems to twist into an expression of contempt and hate as it moves forward with deadly grace.*

### Skeletal Champion

CR 2

XP 600

Human skeletal champion warrior 1

NE Medium undead

**Init** +5; Senses Darkvision 60ft.; Perception +6

DEFENSE

**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

**Hp** 17 (2d8+1d10+3)

**Fort** +3, **Ref** +1, **Will** +3; channel resistance +4

**DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3 19-20/x2)

STATISTICS

**Str** 17, **Dex** 13, **Con** -, **Int** 9, **Wis** 10, **Cha** 12

**Base Atk** +2, **CMB** +5, **CMD** 16

**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +7, Perception +6, Stealth -1

**Language** -

**Combat gear** none

**Other Gear** masterwork silver longsword

### Swarm of Poisonous Carrion Beetles

*A swarm of tiny black beetles pours forth like a wave, the droning and chittering of their movement drowning out all other sounds*

### Swarm of Poisonous Carrion Beetles

CR 7

XP 3,200

N Diminutive vermin (swarm)

**Init** +10; Senses Darkvision 60ft.; Perception +4

DEFENSE

**AC** 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)

**Hp** 90 (12d8+36)

**Fort** +10, **Ref** +10, **Will** +7

**DR** 10/bludgeoning

**Immune:** swarm traits

OFFENSE

**Speed** 40 ft.

**Melee** swarm (3d6 plus distraction plus poison)

**Space:** 10ft; **Reach** 0ft.

**Special Attacks:** Distraction (DC 18)

STATISTICS

**Str** 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9

**Base Atk** +9, **CMB** +11, **CMD** 16 (cant be tripped)

**Feats** Ability Focus (poison), Dodge, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

**Skills** Climb +24, Perception +4, Stealth +24

**Language** -

**Poison (Ex):** injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Con; *cure* 2 consecutive saves.

## The Silversmith

*A nightmare creature stands before you. Fully ten feet tall, this demonic looking humanoid ripples with muscles under a vaguely female form. In one hand it grasps a huge hammer, and in the other trails a silvery net. It rises from a huge silver throne, descending stone stairs toward you, bat wings unfurling from behind and a contemptuous expression on its face.*

### The Silversmith

CR 13

LE large outsider (devil, evil, lawful, native)

**Init** +6; **Senses** Darkvision 120ft., see in darkness, detect silver; Perception +20

#### DEFENSE

**AC** 27, touch 12, flat-footed 25 (+2 Dex, +16 natural, -1 size)

**Hp** 172 (15d10+90)

**Fort** +16, **Ref** +12, **Will** +18 (reroll one failed Will save)

**DR** 10/good and silver; **Immune:** fire, poison; **Resist** acid 10, cold 10; **SR** 24

#### OFFENSE

**Speed** 30ft.; Fly 60 ft.

**Melee** *Hell Hammer* +28/+23/+18 (2d8+12 plus Stun / x3) or +24/+19/+14 (2d8+20 plus Stun/x3 w/PA), tail +22 (2d6+4 plus poison)

Or 2 claws +24 (2d8+9), tail +22 (2d6+4 plus poison) or 2 claws +20 (2d8+17 w/PA), tail +22 (2d6+4 plus poison)

**Ranged** Silver Web +24 ranged touch, range 20ft. (entangled)

Space 10ft., Reach 10ft.

**Special Attacks:** Poison (Injury, Fort DC 18, 2 Dex/round for 5 rounds, Cure 2 saves)

**Spell-like abilities** (CL18, DC13+SL, +21 Conc)

At Will - *detect magic*, *greater teleport* (self plus 50lbs. of objects only), *produce flame*, *scorching ray*

3/day - *fireball* (DC 16), *stinking cloud* (DC 16), *wall of fire* (DC 17)

1/day - *quicken fireball* (DC 17), *cloudkill* (DC 19)

#### STATISTICS

**Str** 28, **Dex** 14, **Con** 22, **Int** 10, **Wis** 14, **Cha** 16

**Base Atk** +15, **CMB** +25 (+27 w/ sunder and disarm), **CMD** 37 (39 vs sunder and disarm)

**Feats** Improved Initiative, Improved Iron Will, Improved Sunder, Improved Disarm, Iron Will, Multiattack, Power Attack (-4/+8), Weapon Focus (warhammer)

**Skills** Bluff +19, Craft (weaponsmith) +21, Craft (armorsmith) +16, Fly +17, Intimidate +19, Knowledge (planes) +16, Perception +18, Sense Motive +18

**Language** Common, Infernal; Telepathy 100ft.

### Special Abilities

**Bound to the Anvil (Su)** After countless centuries in possession of the artifact the Silversmith has formed a bond to the *anvil of kings* that goes far beyond normal. She is treated as a native outsider to whatever plane the anvil resides on. Additionally, she is able to use the anvil's earthshaping ability far beyond its standard limits. This has no game effect beyond the justification of the rapid construction of the fortifications in Silverton.

**Sense Silver (Su)** The Silversmith can automatically detect the presence, volume, type and purity of any silver within 1 mile of her.

**Stun (Su)** Whenever the Silversmith hits with her hammer, the opponent must make a DC 18 Fortitude saving throw or be stunned until the end of its next turn.

**Combat gear** none

**Other Gear** *Hell Hammer* (+3 large adamantite warhammer), *Silver Web* (+2 large silver net, Hardness 10, Hp 150, Burst DC 40).



## NPC Gallery

**Beazon, male half-fiend wizard (enchanter) 10 CR 12**  
XP 19200

LE Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 17, touch 12, flat-footed 15 (+4 *mage armor*, +2 Dex, +1 natural)

**Hp** 75 (10d6+40)

**Fort** +6, **Ref** +6, **Will** +10

**Immune** poison; **Resistance** acid, cold, electricity and fire 10; **DR** 5/magic; **SR** 23

**OFFENSE**

**Speed** 30 ft.; Fly 60 ft. (good)

**Melee** quarterstaff +5 (1d6+1)

**Special attacks** smite good (+2 hit/+10 damage), dazing touch (8/day), aura of despair (10 rounds per day, -2 to enemy ability, attack, damage, skill rolls and saving throws).

**Spells Prepared** (CL10, DC15+SL, +10 Conc)

**5th** - *hold monster*<sup>E</sup> (DC 22), *feeblemind*<sup>E</sup> (DC 22), *teleport* (x2)

**4th** - *confusion*<sup>E</sup> (DC 19) (x2), *charm monster*<sup>E</sup> (DC 21), *dimension door*, *terrible remorse*<sup>E</sup> (DC 21)

**3rd** - *dispel magic*, *hold person*<sup>E</sup> (DC 20) *suggestion*<sup>E</sup> (DC 20), *vampiric touch* (DC 18)

**2nd** - *acid arrow*, *hideous laughter*<sup>E</sup> (DC 19) (x2), *invisibility*, *mirror image*, *see invisibility*,

**1st** - *charm person*<sup>E</sup> (DC 18), *identify*, *mage armor*, *protection from good*, *shield*, *unprepared combatant*<sup>E</sup> (DC 18)

**Cantrips** - *daze*, *detect magic*, *mage hand*<sup>\*</sup>, *read magic*

E - enchantment spell

\* - already cast

**Spell-like abilities** (CL10, DC12+SL, +10 Conc)

1/day - *contagion*, *desecrate*, *unholy blight*.

3/day - *darkness*, *poison*

**STATISTICS**

**Str** 12, **Dex** 16, **Con** 16, **Int** 20, **Wis** 12, **Cha** 14

**Base Atk** +5, **CMB** +5, **CMD** 18

**Feats** Scribe Scroll, Improved Initiative, Spell Focus (enchantment), Greater Spell Focus (enchantment), Spell Penetration (+2 to overcome SR), Greater Spell Penetration (additional +2 to overcome SR), Toughness, Iron Will.

**Skills** Diplomacy +16, Fly +15, Heal +11, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +11, Spellcraft +18

**Language** Abyssal, Common, Draconic, Elvish, Infernal,

**Special Abilities** Enchanter (opposition schools evocation and transmutation), Arcane bond (staff), enchanting smile (+4 to Bluff, Diplomacy and Intimidate), **Combat gear** *staff of charming*, *potions of cure serious wounds* (3d8+10) (x2).

**Other Gear** spell component pouch, spellbook (*animate dead*, *contagion*, *gentle repose*, *glyph of warding*, *arcane lock*, *blindness/deafness*, *comprehend languages*, *interrogation*, *sculpt corpse*).

**Bolnuur, male azer wizard (evoker) 5 CR 6**  
XP 2400

LN Medium outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Perception +6

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+4 *mage armor*, +1 Dex, +2 natural)

**Hp** 42 (2d10+5d6+14)

**Fort** +6, **Ref** +2, **Will** +8

**Immune** fire, **SR** 13

**Weaknesses** vulnerability to cold

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk warhammer +4 (1d8+1/x3 plus 1d6 fire)

**Ranged** light hammer +3 (1d4+1 plus 1d6 fire)

**Special attacks** heat (1d6 fire), Intense Spells (+2 to damage of Evocation spells), Force Missile (1d4+2 force, 5/day).

**Spells Prepared** (CL5, DC12+SL, +7 Conc)

**3rd** - *fireball*<sup>E</sup> (DC 17) (x2)

**2nd** - *flaming sphere*<sup>E</sup> (DC 16), *scorching ray*<sup>E</sup> (x2)

**1st** - *burning hands*<sup>E</sup> (DC 15) (x2), *mage armor*, *shield*

**Cantrips** - *detect magic*, *flare*<sup>E</sup>, *ray of fire*<sup>\*E</sup>, *read magic*

\* fire version of *ray of frost*

<sup>E</sup> evocation spell

**STATISTICS**

**Str** 13, **Dex** 12, **Con** 15, **Int** 14, **Wis** 12, **Cha** 9

**Base Atk** +3, **CMB** +4, **CMD** 14

**Feats** Power Attack, Scribe Scroll, Improved Initiative, Spell Focus (evocation), Greater Spell Focus (evocation), Spell Penetration (+2 to overcome SR)

**Skills** Appraise +10, Climb +5, Craft (weaponsmith) 8, Craft (armorsmith) +8, Knowledge (nobility) +6, Knowledge (planes) +10, Perception +6, Spellcraft +10

**Language** Common, Ignan

**Special Abilities** Evoker (opposition schools illusion and enchantment), Arcane bond (warhammer)

**Combat gear** none

**Other Gear** mwk warhammer, light hammer, a spellbook made of carved slate tiles ring bound in iron with his spells chiselled into it (weighs 50lbs).

**Celena Ashelm, female gnome paladin 8** CR 6

XP 2400

LG small humanoid (gnome)

**Init** +0; **Senses** low-light vision; Perception +10

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 size)

**Hp** 81 (8d10+32)

**Fort** +10, **Ref** +4, **Will** +9 (immune to fear & charm)

**Defensive Abilities** Defensive training (+4 dodge bonus to AC vs giant subtypes)

**OFFENSE**

**Speed** 20ft.

**Melee** Gnome Hook Hammer +10 /+5 (1d6+2 or 1d4+2 x3/x4) or +8/+3 (1d6+11 or 1d4+11 x3/x4)

**Special Attacks** Smite Evil 3/day (+2 hit/+8 damage/+2 AC vs smite target), +1 hit vs reptilian or goblinoid subtypes.

**Spells Prepared** (CL5, DC12+SL, +7 Conc)

**2nd** - *bull's strength, widen auras*

**1st** - *cure light wounds, restoration (lesser)*

**Spell-like abilities** (CL8, DC12+SL, +10 Conc)

1/day- *dancing lights, ghost sound, prestidigitation, speak with animals.*

**Str** 15, **Dex** 10, **Con** 14, **Int** 12, **Wis** 12, **Cha** 14

**Base Atk** +8; **CMB** +9; **CMD** 19

**Feats** Power attack (-3 hit/+6 damage, or +9 with 2hd weapon), Skill focus (perception), Toughness, weapon focus (gnome hook hammer)

**Skills** Climb +5, Craft Armour +7, Craft Weapon +7, Heal +8, Perception +10, Sense motive +6, Swim +5

**Languages** Common, Gnome, Sylvan

**Special Abilities** Keen senses (+2 to Perception), Illusion resistance (+2 saves vs illusions), Obsessive (+2 to Craft Weapon), Favored Class (Paladin +1hp), Aura of Good, Detect evil, Smite Evil 3/day (+2 hit/+8 damage/ +2 AC vs smite target), Divine grace (+2 all saves), Lay on hands 6/day (4d6 healing, plus sickened and diseased), Aura of Courage (immune to fear, allies within 10' gain +4 to saves vs fear), Divine Health (immune to diseases), Mercy (Sickened & Diseased), Channel positive energy (uses 2 LoH), Divine bond (weapon, +2 bonus equiv, 8 mins 1/day), Aura of resolve (immune to charm, allies within 10' gain +4 saves vs charm).

**Combat Gear** none

**Equipment** Gnome hook hammer, chainmail.



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*Celena's original equipment is long gone, having been taken by her captors and disposed of. She is able to scrounge a weapon and armor once freed. Her CR reflects this reduction in resources.*

**Chella, female human sorcerer 5 (aberrant) CR 4**  
XP 1200

N Medium humanoid (human)

**Init** +6; **Senses** Perception +7;

DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 *mage armor*, +2 Dex)

**Hp** 28 (5d6+10)

**Fort** +3, **Ref** +5, **Will** +8

OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +2 (1d6)

**Special attacks** polymorph subschool spells last 50% longer, acidic ray (30ft., 1d6+2, 6/day), long limbs (+5 reach on touch attack)

**Spells Prepared** (CL5, DC13+SL, +12 Conc)

**2nd (5)** - *hideous laughter*, *invisibility*, see *invisibility*

**1st (7)** - *corrosive touch*, *endure elements*, *enlarge person*, *mage armor*, *shocking grasp*

**Cantrips** - *acid splash*, *detect magic*, *ghost sound*, *light*, *mending*, *ray of frost*

STATISTICS

**Str** 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 14, **Cha** 16

**Base Atk** +2, **CMB** +2, **CMD** 14

**Feats** Brew Potion, Combat Casting, Eschew Materials, Improved Initiative

**Skills** Bluff +11, Craft (alchemy) +11, Knowledge (arcana) +11, Perception +7, Spellcraft +11, Use Magic Device +11

**Language** Common, Orcish, Ignan, Infernal

**Special Abilities**

**Combat gear** none

**Other Gear** quarterstaff

**Inferenia, female, human vampire Fighter 7 CR 8**  
XP 1200

LN Medium undead (augmented humanoid)

**Init** +7; **Senses** darkvision 60ft., Perception +8;

DEFENSE

**AC** 30, touch 14, flat-footed 26 (+10 armor, +6 natural, +3 Dex, +1 dodge)

**Hp** 73 (7d10+35) fast healing 5

**Fort** +9, **Ref** +5, **Will** +5 (+2 vs fear)

**Defensive Abilities** channel resistance +4

**DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

**Weaknesses** vampire weaknesses

OFFENSE

**Speed** 30 ft.

**Melee** +1 *greatsword* +14/+9 (2d6+10 17-20) or +12/+7 (2d6+16 17-20 w/PA) or +11 slam (1d4+4 plus energy drain)

**Special attacks** blood drain, children of the night, create spawn, dominate (DC 17), energy drain (2 levels DC 17)

STATISTICS

**Str** 18, **Dex** 16, **Con** -, **Int** 15, **Wis** 12, **Cha** 18

**Base Atk** +7, **CMB** +11 (+13 w/ trip, disarm & sunder),

**CMD** 24 (26 vs trip, disarm & sunder)

**Feats** Dodge, Improved Initiative, Improved Disarm, Improved Trip, Iron Will, Power Attack (-2/+4 or +6), Toughness, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

**Skills** Climb +14, Intimidate +14, Perception +8, Stealth +10

**Language** Common, Infernal

**Special Abilities** armor training (-2 armor check, +2 max dex, full move), weapon training 1 (+1 hit/damage with blades), shape change (dire bat or wolf, *beast shape 2*), gaseous form, shadowless, spider climb

**Combat gear** none

**Other Gear** +1 *full plate*, +1 *keen greatsword*, *hat of disguise*

**Oswin, the Cheesemonger, male human wizard 10 CR 9**  
XP 6400

N Medium humanoid (human)

**Init** +6; **Senses** Perception +9;

DEFENSE

**AC** 18, touch 12, flat-footed 16 (+4 *mage armor*, +2 Dex, +2 deflection)

**Hp** 58 (10d6+20)

**Fort** +5, **Ref** +5, **Will** +7

OFFENSE

**Speed** 30 ft.

**Melee** +1 *alchemical silver dagger* +6 (1d4/19-20)

**Special attacks** hand of the apprentice (7/day), metamagic mastery 2/day

**Spells Prepared** (CL10, DC14+SL, +14 Conc)

**5th** - *contact other plane*, *prying eyes*, *teleport*

**4th** - *arcane eye*, *locate creature*, *screaming*, *symbol of revelation*

**3rd** - *fly*, *haste*, *slow*, *summon monster 3*

**2nd** - *detect thoughts*, *glitterdust*, *psychic reading*, *rope trick*, see *invisibility*



**1st** - *anticipate peril, discern next of kin, mage armor (extended)\*, see alignment (x2)*

**Cantrips** - *detect magic, detect poison, presdigation, read magic*

\*already cast

STATISTICS

**Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10**

**Base Atk +5, CMB +4, CMD 21**

**Feats** Augment Summoning, Brew Potion, Defensive Combat training, Discovery: Time Stutter, Extend Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (conjunction)

**Skills** Fly +15, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (planes) +17, Knowledge (religion) +17, Linguistics +11, Perception +9, Profession (cheesemonger) +9, Sense motive +5, Spellcraft +17

**Language** Common, Abyssal, Aklo, Auran, Celestial, Infernal, Sylvan, Terran, Undercommon

**Special Abilities** Arcane bond (small rind of limburger), **Combat gear** *wand of invisibility (38 charges), assorted 'potion' cheeses (CL 10 - *potion of fly (x3), potion of haste (x2), potion of anticipate peril (x4), potion of invisibility (x3)*)*

**Other Gear** +1 *alchemical silver dagger, brooch of shielding (34 hp), ring of counterspells (hold person), ring of protection +2, spell component pouch, spellbook (all prepared spells plus *flash forward, summon monster 5, telekinesis, black tentacles, summon monster 4, halt undead, phantom steed, ray of exhaustion, stinking cloud, hideous laughter, locate object, authenticating gaze, detect undead, identify, true strike*).*

**Reighar Deepstone, male dwarf sorcerer 8**

**CR 7**

XP 3200

CN Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60ft.; Perception +1;

DEFENSE

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 deflection)

**Hp** 31 (8d6)

**Fort** +3, **Ref** +5, **Will** +8

**DR** 5/- (applies to non-lethal only) **Resist** Cold 5

OFFENSE

**Speed** 20 ft.

**Melee** +1 *shortsword* +5 (1d6+1 /19-20) or (1d6+3 with arcane strike)

**Special attacks** grave touch (6/day), Bloodline Arcana: Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

**Spells Prepared (CL8, DC13+SL, +10 Conc)**

**4th (3)** - *stoneskin*

**3rd (6)** - *animate dead (lesser), dispel magic, vampiric touch*

**2nd (7)** - *blindness/deafness, darkness, false life, web*

**1st (7)** - *charm person, chill touch, comprehend languages, disguise self, grease, shadow trap*

**Cantrips** - *detect magic, ghost sound, light, mending, ray of frost, resistance*

STATISTICS

**Str 10, Dex 15, Con 11, Int 12, Wis 13, Cha 16**

**Base Atk +4, CMB +4, CMD 16**

**Feats** Arcane Strike, Diehard, Endurance, Eschew Materials, Martial Weapon (shortsword), Still Spell

**Skills** Bluff +8, Diplomacy +6, Intimidate +7, Knowledge (arcana) +8, Knowledge (engineering) +2, Knowledge (nobility) +2, Knowledge (religion) +5, Sense Motive +3, Spellcraft +7, Stealth +4, Use Magic Device +7

**Language** Common, Dwarven, Undercommon

**Special Abilities** Defensive training (+4 Dodge bonus to AC Vs Giant subtype); Greed (+2 appraise/ nonmagical item with precious metal or gems); Hatred (+1 racial bonus to attack Ork/Goblinoid subtype); Hardy (+2 racial bonus on St vs Poison, Spell and spell like effect); Stability (+4 Racial bonus on CMD Vs Trip and bull rush); Stonecutting (+2 Bonus to perception to notice unusual stonework); Weapon Familiarity (proficient with battleaxes, heavy picks, and warhammers. Treat any weapon with the word "dwarven" in its name as a martial weapon).

**Combat gear** none

**Other Gear** +1 *shortsword, ring of protection +1, cloak of resistance +1*

**Rillix, female kobold wizard 5 (illusionist)**

**CR 4**

XP 1200

LE small humanoid (kobold)

**Init** +7; **Senses** low-light vision.; Perception +7

DEFENSE

**AC** 19, touch 15, flat-footed 16 (+4 *mage armor*, +3 Dex, +1 natural, +1 size)

**Hp** 28 (5d6+10)

**Fort** +5, **Ref** +4, **Will** +6

OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +1 (1d4-1 19-20)

**Ranged** dagger +5 (1d4-1 19-20)

**Special attacks** Binding darkness (30ft. ranged touch, entangle for 2 rds, 6/day)

**Spells Prepared** (CL5, DC13+SL, +12 Conc)

**3rd** - *dispel magic, major image*<sup>1</sup>

**2nd** - *blindness/deafness* (DC 15), *haunting mists*<sup>1</sup>, *mirror image*<sup>1</sup>

**1st** - *blurred movement*<sup>1</sup>, *mage armor*<sup>\*</sup>, *shield, vanish*<sup>1</sup>

**Cantrips** - *acid splash, detect magic, mage hand, read magic*  
1 illusion spell

<sup>\*</sup> *already cast*

STATISTICS

**Str** 7, **Dex** 16, **Con** 14, **Int** 16, **Wis** 10, **Cha** 10

**Base Atk** +2, **CMB** +0, **CMD** 10

**Feats** Scribe Scroll, Combat Casting, Great Fortitude, Improved Initiative, Iron Will.

**Skills** Knowledge (arcana) +11, Knowledge (planes) +11, Perception +7, Spellcraft +11, Stealth +15

**Language** Common, Draconic, Undercommon, Dwarvish.

**Special Abilities** Day Raider (no sunlight sensitivity/low-light vision instead of darkvision), Illusionist (opposition schools necromancy and evocation), Arcane bond (amulet), extended illusions (any illusion with duration as concentration lasts 2 additional rounds after ceasing).

**Combat gear** none

**Other Gear** mwk dagger, spell component pouch, spellbook (containing *chill touch, color spray, blur*).

**Syndyrdara Ilalazza, female drow magus 9** CR 8

XP 4800

NE Medium humanoid (elf)

**Init** +8; **Senses** darkvision 120 ft.; Perception +12

DEFENSE

**AC** 22, touch 14, flat-footed 18 (+8 armor, +4 Dex)

**Hp** 77 (9d8+37)

**Fort** +9, **Ref** +7, **Will** +7 (+2 vs enchantment)

**Immune** Sleep, **SR** 15

**Weaknesses** Light blindness (blinded in bright light)

OFFENSE

**Speed** 30 ft.

**Melee** +1 *keen, frost scimitar* +12/+7 (1d8+5+1d6 cold, 16-20) or +10/+10/+5 (1d8+5+1d6 cold, 16-20, plus touch spell effect)

**Ranged** mwk handcrossbow +11/+6 (1d4+1 19-20, plus poison (Cocatrice spit poison - page 38))

**Special attacks** Arcane pool (8 points - +3 bonus for 1 min for 1 pt, plus other abilities).

**Spells Prepared** (CL9, DC13+SL, +16 Conc)

**3rd** - *vampiric touch* (x3), *haste*

**2nd** - *frigid touch* (x3), *invisibility, web* (DC 15)

**1st** - *corrosive touch* (x2), *shield, shocking grasp* (x2), *unerring weapon*

**Cantrips** - *arcane mark, detect magic, ghost sound, mage hand, read magic*

**Spell-like abilities** (CL9, +12 Conc)

1/day - *dancing lights, darkness, faerie fire*

STATISTICS

**Str** 10, **Dex** 18, **Con** 16, **Int** 16, **Wis** 12, **Cha** 16

**Base Atk** +6, **CMB** +6, **CMD** 19

**Feats** Combat Casting, Dervish Dance, Improved Initiative, Toughness, Weapon Finesse

**Skills** Fly +11, Perform (dance) +12, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +12, Spellcraft +15

**Language** Common, Elvish, Undercommon, Drow Sign Language, Infernal

**Special Abilities** spell combat (-2 hit full attack plus 1 spell cast), spell strike (deliver touch spell through weapon with 'free' strike), spell recall (arcane pool points to recall cast spells), knowledge pool (arcane pool points to prepare unknown magus spell), improved spell combat (+2 conc checks to cast defensively)

**Combat gear** 3 vials of cocatrice spit poison, 20 bolts.

**Other Gear** +1 *keen, frost scimitar*, +2 *elven chain*, masterwork hand crossbow, masterwork scimitar (spare), spellbook (all 0th level magus cantrips, *true strike, magic missile, mirror image, phantom steed*).

**Talshak, male human barbarian 8**

CR 7

XP 3200

LE Medium humanoid (human)

**Init** +6; **Senses** Perception +13

DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**Hp** 98 (8d12+46)

**Fort** +10, **Ref** +5 **Will** +4 (+3 reflex vs traps)

**DR** 2/-

OFFENSE

**Speed** 30 ft. (40ft out of armor)

**Melee** +1 *shocking burst greatsword* +15/+10 (2d6+7+1d6 electricity 19-20) or +13/+8 (2d6+13+1d6 electricity w/ PA)

**Special attacks** Rage (24 rounds, +4 Str/Con, +2 Will saves, -2 AC) Rage Powers (auspicious mark, guarded stance, increased damage reduction, night vision), uncanny dodge (cannot be flanked or flat footed), damage reduction 1/-.

**While Raging** (AC 14/16 vs melee, Str 22, Con 22, Hp 116, +1 *shocking burst greatsword* +17/+12 (2d6+10+1d6

electricity 19-20) or +15/+10 (2d6+16+1d6 electricity w/ PA)

#### STATISTICS

**Str 18, Dex 15, Con 18, Int 12, Wis 12, Cha 14**

**Base Atk +8, CMB +12, CMD 24**

**Feats** Power Attack (-2/+4 or +6), Improved Initiative, Toughness, Weapon Focus (greatsword).

**Skills** Acrobatics +14, Climb +16, Intimidate +14, Perception +13, Survival +13, Swim +16

**Language** Common, Orcish

**Combat gear** none

**Other Gear** +1 *shocking burst* greatsword, hide armor

**Combat gear** none

**Other Gear** +1 greatsword, +1 halfplate

### Valsharren, male human fighter 10

CR 10

XP 9600

CE Medium humanoid (human)

**Init** +6; **Senses** Perception +11

#### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+9 armor, +2 Dex)

**Hp** 98 (10d10+46)

**Fort** +10, **Ref** +5 **Will** +6 (+3 vs Fear)

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *greatsword* +19/+14 (2d6+11 17-20/+4 to confirm) or +16/+11 (2d6+20 17-20/+4 to confirm w/PA)

**Special attacks** Spirits of the Damned

#### STATISTICS

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

**Base Atk** +10, **CMB** +14 (+2 to disarm), **CMD** 26 (26 vs disarm)

**Feats** Combat Expertise, Critical Focus, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Disarm, Improved Initiative, Iron Will, Power Attack (-3/+6 or +9), Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword). 11

**Skills** Climb +17, Intimidate +13, Perception +11, Ride +15, Survival +14.

**Language** Common, Orcish, Infernal

**Special Abilities** weapon training (+2 hit/damage with heavy blades, +1 with light blades), armor training (+2 dex max, -2 armor check penalty, full move in heavy armor).

**Spirits of the Damned (Su):** Valsharren is constantly surrounded by the tormented spirits of his victims, their piteous wails filling the air. Anyone coming within 30 feet of him must make a DC 14 Will saving throw or gain the frightened condition. A creature may make a new saving throw at the end of each of its turns to end the effect. Valsharren can suppress this effect at will if he chooses.



**Vex the Fire Giant Queen, Cleric 5****CR 12**

XP 19200

LE large humanoid (giant, fire)

**Init** +1; **Senses** low-light vision.; Perception +15

## DEFENSE

**AC** 24, touch 8, flat-footed 24 (+8 armor, -1 Dex, +8 natural, -1 size)**Hp** 189 (15d8+5d8+100)**Fort** +18, **Ref** +6, **Will** +14**Defensive abilities** rock catching; **Immune** fire**Weakness** vulnerability to cold

## OFFENSE

**Speed** 40 ft. (30ft. in armor)**Melee** greatsword +24/+19/+14 (3d6+14)**Ranged** rock +14 (1d8+14 plus 1d6 fire)**Space** 10ft.; **Reach** 10ft.**Special attacks** heated rock (+1d6 fire), rock throwing (120ft.), fire bolt (30ft., 1d6+2 fire, 6/day).**Spells Prepared** (CL5, DC13+SL, +8 Conc)**3rd** - *dispel magic, fireball* (DC 16), *stone shape***2nd** - *augury, hold person* (DC 15), *produce flame, restoration* (lesser)**1st** - *burning hands* (DC 14), *command* (DC 14), *comprehend languages, cure light wounds, shield of faith*.**Orisons** - *detect magic, guidance, mending, spark*

## STATISTICS

**Str** 29, **Dex** 13, **Con** 21, **Int** 12, **Wis** 16, **Cha** 14**Base Atk** +15, **CMB** +25, **CMD** 34**Feats** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)**Skills** Climb +13, Craft (tapestry making) +8, Intimidate +13, Knowledge (planes) +9, Perception +15, Sense Motive +16**Language** Common, Giant, Ignan**Special Abilities** Domains (Law, Fire), Channel Energy (negative, 3d6, DC 14), touch of law (attack rolls, skill and ability checks, saving throws treated as 11 for 1 round, 6/day).**Combat gear** none**Other Gear** greatsword, half plate.**Vortarg, male half-orc sorcerer 5 (dragon, black) CR 4**

XP 1200

N Medium humanoid (half orc)

**Init** +5; **Senses** darkvision 60ft.; Perception +8;

## DEFENSE

**AC** 16, touch 11, flat-footed 15 (+4 *mage armor*, +1 Dex,

+1 natural)

**Hp** 55 (5d6+25)**Fort** +3, **Ref** +5, **Will** +8**Resist** acid 5

## OFFENSE

**Speed** 30 ft.**Melee** 2 claws +3 (1d4+1)**Special attacks** claws (1d4, considered magical), +1 damage to acid spells**Spells Prepared** (CL5, DC13+SL, +12 Conc)**2nd (5)** - *acid arrow, fire breath, resist energy***1st (7)** - *corrosive touch, identify, mage armor, magic missile, shocking grasp***Cantrips** - *acid splash, detect magic, light, mage hand, ray of frost, resistance*

## STATISTICS

**Str** 13, **Dex** 12, **Con** 18, **Int** 10, **Wis** 10, **Cha** 16**Base Atk** +2, **CMB** +3, **CMD** 14**Feats** Eschew Materials, Improved Initiative, Toughness, Still Spell.**Skills** Knowledge (arcana) +9, Perception +8,**Language** Common, Orcish,**Special Abilities** Orc Ferocity (when brought below 0 hit points but not killed, can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying. 1/day)**Combat gear** none**Other Gear** none

## Silverton Politics and Plots

The various NPCs scattered throughout the citadel, mine and town have their own agendas which may or may not directly oppose the Player Characters. Some of the NPCs could be willing allies, or at least self-interested enough to ally with the characters temporarily if it furthers their agenda.

**Desires/Motivations** indicates the NPC's prominent drives that the characters might be able to understand or exploit.

**Loyalty** indicates alliances. *Loyal* implies a close bond, overcoming or suborning which is difficult. *Allied* indicates loose bond that might be overcome. At the DM's discretion loyalty might be shifted by good social skills rolls or roleplay.

**Enemy/Ally** is the default position of any NPC who understands the player character's motivations. This does not account for deception on the part of the characters. The DM is free to alter this as they see fit for all NPCs except Damien and the Silversmith.

Name	Desires/Motivation	Loyalty	Ally/Enemy
Bealazon	Serve the Silversmith, amass arcane power and personal influence	loyal to Silversmith and Inferenia, allied with Vex	Enemy
Belzar/Trevel	Rise through the PTC, amass personal wealth and influence	None	Enemy
Bolnur	Develop arcane power	allied with Damien	Either
Celena	Overthrow the occupying forces, free Silverton	loyal to Oswin, Lanos & Terlamin	Ally
Chella	Develop arcane power	loyal to Vortarg	Either
Damien	Save Anduria by any means necessary, collect silver	None	Either
Decon Xillril	Develop arcane power, overthrow Firenewt leader	None	Enemy
Inferenia	Serve the Silversmith, for the moment	loyal to Bealazon allied with the Silversmith	Enemy
Lanos	Overthrow the occupying forces, free Silverton	loyal to Celena, Oswin & Terlamin	Ally
Oswin	Overthrow the occupying forces, free Silverton	loyal to Celena, Lanos & Terlamin	Ally
Reighar	Obtain the Anvil of Kings	None	Either
Rillix	Develop arcane power	None	Either
Silvirantallas	Save mate, overthrow the occupying forces, free Silverton	None	Ally
The Silversmith	Master weaponsmithing in silver, craft weapons, amass personal power and influence	None	Enemy
Syndyrdara	Obtain weapons for House	None	Either
Talshak	Serve Bealazon	loyal to Bealazon	Enemy
Terlamin	Overthrow the occupying forces, free Silverton	loyal to Celena, Lanos & Oswin	Ally
Valsharren	Amass personal power, sate destructive urges	None	Enemy
Vex	Amass personal power	allied with the Silversmith & Bealazon	Enemy
Vortarg	Develop arcane power	loyal to Chella, allied with Damien	Either

## Pregenerated Player Character Statblocks

### Alizsah, Tiefling (kyton spawn) Female Bard 7

CG medium humanoid (Tiefling)

**Init** +2; Perception +5; darkvision 60 feet.

#### DEFENSE

**AC** 20, touch 12, flat-footed 18 (+2 natural, +6 armor, +2 Dex);

**Hp** 41 (7d8+7)

**Fort** +5, **Ref** +9, **Will** +6; +4 vs bardic performance and sonic

**Resist** cold/electricity/fire 5

#### OFFENSE

**Speed** 30 ft.

**Melee** +7 Sickle 1d6+1 (20/x2)

**Ranged** +9 Longbow 1d8+2 (20/x3) - (+1 hit/damage within 30ft)

**Special** bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire courage +2, inspire competence +3, suggestion).

**Spell-like Ability** (CL 7th, Concentration +11)

**2nd (1)** - *web* (DC 16)

**Bard Spells Known** (CL 7th, Concentration +11)

**3rd (2)** - *crushing despair* (DC 17), *haste*

**2nd (4)** - *blur*, *eagles splendor*, *sound burst* (DC 16), *silence* (DC 16).

**1st (5)** - *comprehend languages*, *delusional pride* (DC 15), *ear-piercing scream* (DC 15), *innocence*, *undetectable alignment*

**0th** (at will) - *daze* (DC 14), *detect magic*, *ghost sound*, *mage hand*, *presdigation*, *read magic*.

#### STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 9, **Cha** 17 (19)

**Base Atk** +5; **CMB** +5; **CMD** 17

**Feats** Armor of the Pit, Martial Weapon Proficiency (longbow), Point Blank Shot (+1 hit/damage within 30ft), Weapon Focus (longbow)

**Skills** Acrobatics +6, Appraise +5, Bluff +14, Climb +5 (+10), Diplomacy +9, Disable Device +6, Disguise +7, Escape Artist +8, Heal +3, Intimidate +14, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Perception +4, Perform (dance) +14, Perform (oratory) +14, Sense Motive +3, Sleight of Hand +6, Spellcraft +6, Stealth +8, Use Magic Device +11.

**Languages** Common, Abyssal, Infernal

**SQ** Tiefling racial (cold/electricity/fire resist 5, +2 Escape Artist/Intimidate, prehensile tail), Favoured class bonus (+1 skill point/level), bardic knowledge +1, versatile performance (Acrobatics, Fly; Bluff/Diplomacy).

**Combat Gear** *potion of cure light wounds* (1d8+1), *potion of shield of faith* (Cl 1st),

**Other Gear** +1 composite longbow (12 str), 24 arrows, cold iron masterwork sickle, +2 glamerd mithral chain shirt, cloak of resistance +2, davedevil boots, headband of alluring charisma +2, ring of climbing, mysterious engraved circlet, 1100gp

#### TACTICS

Alizsah tends to use charm, guile and, if needs be, intimidation to achieve her goals. She prefers subterfuge to open action, though she's not afraid to get her hands dirty when the time comes. In a party she will support any action with spells, performance and her bow, closing to melee only as a last resort. She specializes in confounding her opponents.

#### Description

Lithe and agile, Alizsah has short black hair, violet skin and wickedly demonic eyes. When working, she wears dark, form fitting leathers, and carries a bow over her shoulders and sickle at her side. When 'performing' she wears little more than a smile.

#### Background

Alizsah grew up in the darker parts of the city, her blood and upbringing making the transition to the seamy side of society. She moves through the criminal element like a master, using her burlesque performances to get close to the right people. She takes jobs where she can get them, but excels in spying, information gathering and 'recovery'. Despite a truly devilish streak, Alizsah has limits to how far she will delve into the darkness, and she is particularly cagey about her past or the mysterious circlet she carries.

**Character Concept** - Vernon Swain-Nisbet



## Elzix, Human Female Oracle 7

CG medium humanoid (Human)

**Init**+0; Roll Twice (always act in surprise round); Perception +10

### DEFENSE

**AC** 20, touch 10, flat-footed 18 (+7 armor, +3 shield);

**Hp** 41 (7d8+7)

**Fort** +3, **Ref** +3, **Will** +7

### OFFENSE

**Speed** 20 ft.

**Melee** +9 longsword 1d8+3 (17-20/x2)

**Ranged** +5 throwing axe 1d6+2 (20/x2)

**Oracle Spells Known** (CL 7th, Concentration +11, +15 casting defensively)

**3rd (5)** - *deadly juggernaut*, *dispel magic*, *prayer*.

**2nd (7)** - *bull's strength*, *cure moderate wounds*, *fog cloud*, *resist energy*

**1st (7)** - *cause fear*, *cure light wounds*, *divine favor*, *enlarge person*, *forbid action* (DC 15), *murderous command* (DC 15).

**0th (at will)** - *create water*, *detect magic*, *light*, *mending*, *read magic*, *spark*, *stabilize*

### STATISTICS

**Str** 14, **Dex** 10, **Con** 10, **Int** 13, **Wis** 12, **Cha** 17 (19)

**Base Atk** +5; **CMB** +7; **CMD** 17

**Feats** Combat Casting, Die Hard, Extra Revelation, Improved Shield Bash, Scribe Scroll, Toughness.

**Skills** Craft (alchemy) +10, Diplomacy +13, Heal +10, Knowledge (religion) +10, Perception +10, Sense Motive +10, Spellcraft +10

**Languages** Common, Halfling

**SQ** Favoured class bonus (+1 skill point/level), Skilled (+1 skill point/level), Mystery (Battle), Revelations (War Sight), Skill at Arms, Weapon Mastery - longsword, Resiliency not disabled at 0hp), Oracle Curse (Lame)

**Combat Gear** *potion of cure light wounds* (1d8+1), *potion of shield of faith* (Cl 1st), *scroll of fog cloud* (Cl 4th)

**Other Gear** +1 keen longsword, +2 scalemail, +1 heavy steel shield, *aegis of recovery*, *cloak of resistance* +1, *headband of alluring charisma* +2, throwing axe (4), 1700gp

### TACTICS

Elzix revels in a brawl, but she's got a deep vindictive streak. She opens combat with spells that hamper or confuse her opponents, then wades in with her sword and shield, ruthlessly crushing her opposition while they are weakened.

### Description

Thin and waifish, with slightly tangled long brown hair, Elzix looks like exactly what she is - a hardened street kid. She has a noticeable limp, and a masterful 'innocent' expression only a 15 year old girl can produce. Garbed in slightly oversized armour and wielding a longsword and shield, she cuts a slightly comical figure until observers realise the deadly precision of her movements and the almost maniacal gleam in her eye.

### Background

An orphan in an unforgiving city, Elzix grew up rough and poor, falling into street gangs at an early age. She found she had the fire for a fight, and never took a backward step. Her awakening to mystical power occurred at puberty, and she rose even further, her gang and their "Battle Witch" carving out a nice little territory in the Lower Ward. Until recently, she was content with this, but she's begun to sense true darkness on the horizon...and she's always up for a scrap.

**Character Concept - Zorba "The Dwarf Smasher"**



## Lenalee Shieldheart, Halfling Female Paladin 7 (Hospitaler)

LG small humanoid (halfling)

**Init** +1; Perception +6

**Aura** - Courage (10' all allies gain +4 saves vs fear)

**DEFENSE**

**AC** 22, touch 11, flat-footed 19 (+8 armor, +2 shield, +1 Dex, +1 size);

**Hp** 60 (7d10+14)

**Fort** +11, **Ref** +9, **Will** +11; **Immune** Fear, Disease

**OFFENSE**

**Speed** 20 ft. (15ft in armor)

**Melee** +11/+6 longsword 1d6+3 (19-20/x2)

**Ranged** +9 light crossbow 1d6 (19-20/x2)

**Special** Smite Evil (one target, +4 to hit, +7 damage, Bypass DR, +4 AC vs target, damage bonus doubled on 1st attack vs evil outsider, dragon or undead)

**Spells Prepared** (CL 4th, Concentration +7)

**2nd (1)** - *shield other*

**1st (2)** - *cure light wounds* (x2)

**STATISTICS**

**Str** 12, **Dex** 12, **Con** 12, **Int** 11, **Wis** 12, **Cha** 17 (19)

**Base Atk** +7/+2; **CMB** +7; **CMD** 18

**Feats** Greater Mercy (+1d6 healing on Lay on Hands when no conditions exist), Toughness, Word of Healing (use Lay on Hands at 30' range), Selective Channeling.

**Skills** Diplomacy +14, Heal +11, Knowledge (religion) +8, Perception +6

**Languages** Halfling, Common.

**SQ** Halfling Racial (+1 AC and hit, -1 CMB/CMD, +2 saves vs fear, +1 all Saves, +2 Acrobatics/Climb/Perception, +4 Stealth), Favoured class bonus (+1 skill point/level), Aura of Good, Detect Evil (move action, single target, 60' range), Smite Evil 3/day, Lay on Hands (30', 3d6 healing and removes *sickened & diseased* conditions 7/day, can damage undead), Mercy (sickened), Channel Energy (positive, 30' burst, 2d6, Will DC 17) 6/day, Divine Bond (Weapon +1 enhancement bonus or ability, sheds *light*, 1/day, 5 minutes).

**Combat Gear** *potion of cure light wounds* (1d8+1), *potion of shield of faith* (Cl 1st)

**Other Gear** +2 longsword (small), +2 chainmail, +1 light steel shield, masterwork light crossbow (small), 24 bolts, *cloak of resistance* +1, *headband of alluring charisma* +2, 2100gp

**TACTICS**

Lenalee will always attempt a diplomatic solution before combat, and will seek to incapacitate rather than kill opponents if possible, always offering quarter if asked. If her comrades are in genuine danger she will switch, however reluctantly, to lethal combat.

Lenalee uses her spells and abilities to shield and heal her allies, and will always interpose herself between them and harm.

### Description

Lenalee always tries to keep a comely appearance (her only true vice) despite wearing her father's weathered suit of armour. Her auburn hair is usually in a ponytail with some sort of flower decoration. Both her shield and her armour display her family crest, a pair of swords crossing in front of a heart. Her eyes (one blue, the other green) seem to have a welcoming twinkle about them. Unlike most halflings, her feet are covered mainly for protection. Her father's long sword rests in a sheath on her right hip (she's left handed).

### Background

Lenalee was born to a forgotten hero and took up his mantle when he passed. She seeks to do his memory justice and protect the weak from aggressors. To her everyone is deserving of mercy and bloodshed to her means failure.

### Character Concept - Adam Matherly





## Luther "Sarge" Flint, Human Male Gunslinger 7

LN medium humanoid (human)

**Init** +7; Perception +11

DEFENSE

**AC** 21, touch 16, flat-footed 15 (+5 armor, +4 Dex, +2 dodge);

**Hp** 60 (7d10+14)

**Fort** +7, **Ref** +10, **Will** +5

OFFENSE

**Speed** 30 ft.

**Melee** +8/+3 longsword 1d8 (19-20/x2)

**Ranged** +13/+8 pistol 1d8+6 (20/x4, Misfire 1)

**Deeds** Deadeye, Gunslinger's dodge, Quick clear, Gunslinger initiative, Pistol whip, Utility shot, Dead Shot, Startling Shot, Targetting

STATISTICS

**Str** 10, **Dex** 17 (19), **Con** 12, **Int** 13, **Wis** 14, **Cha** 10

**Base Atk** +7/+2; **CMB** +7; **CMD** 20

**Feats** Gunsmithing, Extra Grit, Improved Initiative, Point Blank Shot (+1 hit/damage within 30'), Precise Shot, Rapid Reload (pistol), Weapon Focus (pistol).

**Skills** Acrobatics +14, Craft (weaponsmith) +11, Knowledge (engineering) +11, Knowledge (local) +11, Perception +12, Profession (soldier) +11.

**Languages** Common, Dwarven.

**SQ** Favoured class bonus (1hp/level), Skilled (+1 skill point/level), Grit (4 points/day), Deeds, Nimble (+1), Gun Training 1 (pistol)

**Combat Gear** *potion of cure moderate wounds* (Cl 3rd 2d8+3), *potion of shield of faith* (Cl 1st)

**Other Gear** masterwork longsword, dagger (2), +2 *pistol*, shot & powder for 120 shots, +2 *studded leather armour*, *cloak of resistance* +2, *endless bandolier*, *belt of incredible dexterity* +2, gunsmith's kit, 1530gp

TACTICS

Luther is soft spoken and is equally at home talking things through or 'taking them outside'. If combat occurs he prefers to think his way through a situation, calm and considered before taking action - which is inevitably through the sights of his pistol.

### Description

Luther is a man in his forties, short cut hair and heavily scarred face. He wears leather armour and a heavy coat, and carries a longsword and a pistol holstered at his side. He has the bearing and calm assured purpose of an ex-military man.

### Background

Luther served as a sergeant in the Andurian Guard, stationed in one of the few external outposts in the region. Career military, he was content to serve out his days, but a sudden, unprovoked attack on the outpost by a small horde of shambling undead wiped the Guard contingent there out to a man - only Luther survived. The attack ceased as suddenly as it started, with no apparent reason or trigger. Deeply troubled by this he resigned his commission to seek out the cause of the incursion.

Character Concept - Brian Dunnett



## Tarathiel Crystalthorn, Elf Male Wizard 7

NG medium humanoid (Elf)

**Init** +6; Perception +10; Low Light Vision.

### DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection);

**Hp** 36 (7d6+7)

**Fort** +4, **Ref** +5, **Will** +6; +2 vs Enchantment; **Immune** Sleep

### OFFENSE

**Speed** 30 ft.

**Melee** +4 Longsword 1d8 (19-20/x2)

**Ranged** +6 Longbow 1d8 (20/x2)

**Special** *force missile* (1d4+3) 7/day

**Wizard Spells Prepared** (CL 7th, Concentration +11, +15 casting defensively)

**4th (2)** - *resilient sphere* (DC 18), *wall of fire* (DC 18)

**3rd (3)** - *dispel magic*, *fireball* (DC 17), *lightning bolt* (DC 17)

**2nd (4)** - *blur*, *mirror image*, *scorching ray* (x2).

**1st (5)** - *burning hands* (DC 15), *grease* (DC 15), *mage armor*, *magic missile*

**0th (4)** - *detect magic*, *light*, *ray of frost* (DC 14), *resistance*

### STATISTICS

**Str** 10, **Dex** 15, **Con** 12, **Int** 17 (19), **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Combat Casting, Craft Wand, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Penetration (+2 CL to overcome SR)

**Skills** Appraise +8, Craft (alchemy) +12, Knowledge (arcana) +13, Knowledge (planes) +13, Knowledge (history) +13, Knowledge (local) +12, Perception +10, Spellcraft +13 (+15 for identification).

**Languages** Common, Elven, Celestial, Draconic, Sylvan.

**SQ** Elven Racial (Immune to magic sleep, +2 saves vs enchantment, +2 Perception/Spellcraft (identification only),

+2 CL to overcome SR, proficiency with 'elven' weapons), Favoured class bonus (1 skill point/level), Arcane Bond

(amulet, cast any spell known 1/day), Arcane school (Evocation, opposition schools Necromancy and Enchantment), Intense Spells (add +1/2 level to damage of evocation spells)

**Combat Gear** *wand of magic missile* (CL 3rd, 50 charges), *wand of invisibility* (CL 3rd, 50 charges).

**Other Gear** masterwork longsword, masterwork longbow, 24 arrows, *cloak of resistance* +2, *headband of vast intelligence* +2 (*Knowledge - planes*), *ring of counterspells* (*dispel magic*), *ring of protection* +1, spellbook (all 0th, memorised plus *expeditious retreat*, *identify*, *protection from evil*, *shield and fox's cunning*), 550gp

### TACTICS

Tarathiel is happy for others to go hand to hand, remaining toward the back where he can rain down destruction on his foes with magic or arrows.

### Description

Tarathiel is a young elf, with pale blonde hair blue eyes. He wears finely tailored clothing, and carries a longbow and longsword, the traditional weapons of his people.

### Background

Tarathiel is young by the standards of his race, young enough to be impassioned and wish to embark on grand endeavours. 'Foolish' other elves deem it. Tarathiel was raised in a distant enclave, to a life of study and privilege.

When he uncovered an ancient text predicting a great evil rising in the Eternal City, Tarathiel impulsively journeyed there to uncover and face this menace.

### Character Concept - T. Minards & Micah Watt



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*The Guild of Peace and Healing, one of the most trusted institutions in the Eternal City, has been exposed as a corrupt and spent force. The revelations in the depths below the Sanitarium send shockwaves through the governing City Council*

Amongst the discoveries is a powerful protective enchantment that can halt the growing madness, but it requires vast quantities of silver that the Andurian reserves simply don't have.

With the metal supplies dwindling, the heroes must travel to the nearby mining community of Silverton to discover the secret of the missing silver.

