

GEO2-02



VEINS OF TRUST

A One-Round D&D[®] LIVING GREYHAWK[®]
Geoff Regional Adventure

Version 1

by Christopher Jensen

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Far to the west at the foot of the mountains, the giants and their thralls have a mine where they dig deep for ore to feed the appetite of their enormous army. Collapse this mine and seal it up tight and maybe, just maybe, you can weaken the giant's hold on Geoff.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Grand Duchy of Geoff. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is set in the early spring of CY 592. At this time, Grand Duke Owen has resumed direct rulership of Geoff. The Army of Liberation has driven the giants out of the village of Preston in the Oytwood. Everyone expects the campaign against the giants to continue this year.

Since the invasion of Geoff in CY 583, the giants have been opening mines to supply their new realm with ore and other mineral wealth. Some of these mines were old dwarven and gnomish mines while others are brand new. The giants primarily use goblins and slaves to work these mines, but occasionally other groups are used.

A scout in the Evro Llygadi (EV-ro lee-GAHD-ee, tr. Vigilant Eyes) has discovered one of these mines in the Crystalmists. The information has been brought back to Methos the Cat who takes the opportunity to send a group of experienced adventurers on an infiltration mission to disable the mine.

Unknown to Methos or the scout, this mine is being worked by a combination of grimlocks and slaves. The scout saw the orcs and some giants loading wagons outside the mine, but she was not able to get into the mine where she would have discovered that a clan of gnomes has been turned into slaves here.

The challenge for the characters is multi-fold. First, they have to survive getting to the mines deep in giant occupied lands. Next, they have to get inside the mine and find a way to disable it, discovering the slaves. Finally, the characters need to escape and complete the destruction of the mines.

There are a couple of decision points for the characters in this adventure. Overall, each group should arrive at the mines and eventually enter them. How the groups get to the mines and what they do once they arrive can vary. The encounters below show the outline for what most groups are expected to do and the direction provided by Methos the Cat for the party. When possible, alternate choices and encounters are provided to give groups the chance of following different routes.

For this adventure, all of the characters begin in the town of Hochoch. If a player refuses to agree that their character would be in Hochoch, ask them to play a different character or leave the table.

Encounter 1

The characters receive a missive directing them to visit the Boar's Knuckle Tavern and ask the bartender for a cat's tail. Upon asking for the drink from the bartender, the characters are given a drink with a cattail stirrer and a key to a backroom. Once all of the characters are assembled and introductions made, a stone in the fireplace begins speaking via a magic mouth spell. Methos the Cat delivers the information to the party and asks them to aid in the cause of Geoff by disabling the mine. Methos has left a map and a few supplies to help the party. Due to the suspected infiltration of the Longbowmen of Geoff by giant forces, Methos has asked the characters via other scouts.

Encounter 2

The characters begin their travels to the mine. Their journeys include a stop by a quarry built by the Knights of the Watch. The quarry is being used to cut stone for the knight's new castle in Hochoch. At the quarry, the characters get a chance to be a little heroic and help free a woman stuck in a well that collapsed.

Encounter 3

From the quarry, the characters begin an overland journey through the Stark Mounds. The party has the choice of journeying the remainder of the way at night or during the day. Groups that journey at night will encounter a group of undead while those that journey during the day will face a patrol of giants.

Encounter 4 (Optional)

As the party travels through the Stark Mounds, the gnomes have noticed their presence and recognize them

as enemies of the giants. They watch the character's progress as they travel, but unfortunately, one of the younger gnomes decides to play tricks on the party using his illusions. This goes on for a short while before the illusions suddenly stop and a patrol of gnomes comes out of hiding with the guilty culprit so he can apologize.

Encounter 5

The characters get the opportunity to observe a rarely seen phenomenon in the Stark Mounds: The very deadly SwordWraiths.

Encounter 6

The characters have a choice of barreling into the mines or sitting and scouting out a bit. A very tough battle is obvious for groups that want to go into the mine right away. A renegade gang of ettins has taken over the mine entrance. These ettins have a pair of brown bears with them and likely prove too tough a foe for most groups. If the characters sit and scout, however, they see a unit of fire giants dressed in uniforms that mimic militia uniforms. The fire giants promptly attack the ettins, killing the two bears and capturing all of the ettins. Afterwards, the giant leader gives a short speech in giant before chopping off one of the heads of an ettin as an example to the others. The ettins are escorted away in chains, and the characters see orcs come outside the mines with wagons loaded with ore. The ore wagons are hitched to the surviving ettin pulled off toward Gorna. The characters may notice one orc dragging a dead body off to the east side of the mine entrance before throwing it in a ravine. If the characters investigate the body, they find an old, gnomish male who looks malnourished. The gnome is already dead, but characters with *Speak with Dead* can gain additional information from him.

Encounter 7

Either the characters have decided to battle into the cave past the ettins or they waited and face only a few orcs. Either way, they enter the mines and begin investigating. Appropriate skills may give good clues as to how to collapse the mines with the materials given by Methos. A brief exploration of the mines allows the characters to discover a part of the Quikbucon Clan of gnomes. If the characters mention their mission to the clan leader, he tells them how to best disrupt the mine. If the party attempts to rescue the gnomes, the leader tells them they must hurry and get out before they too are captured. It would take too long to free all of the gnomes from their shackles. The leader also mentions that they can survive in the mines for years, so another rescue can be attempted in the future. Finally, the leader mentions a side tunnel he has seen and remembers from his youth. It should provide a fast egress through an old dwarven shrine after the mine entrance is closed.

Encounter 8

Having destroyed the mine, the characters rush back to the safety of Hochoch. The escape route they choose determines their final battle. If they leave through the

front entrance, they have to face a group of giants sent here to take over the operation now that the rogue ettins have been handled. This battle is on the tough side. If the party follows the side tunnel, they encounter a group of grimlocks who have taken over the old dwarven shrine.

Conclusion

After the final battle, the characters finally return to Hochoch. Methos' original note includes a warning not to reveal any information to anyone but him. He also asked the characters to return to the Boar's Head Tavern to leave a report of their findings with the bartender. The characters are free to share their information with any group they wish, but consequences might result.

INTRODUCTION

The adventure begins when each of the characters receives a note.

One chilly early spring morning you find a note. You don't remember receiving the note, but there it is, with all the rest of your possessions. The note was sealed with wax and addressed to you in particular.

Opening the note, you find a missive asking you to visit the Boar's Knuckle this very morning and ask the bartender for a Cat's Tail. It tells you to be prepared for a long journey. The note is simply signed with an M. After reading the note, the message disappears.

The note is from Methos the Cat, one of the highest-level operatives of the Evro Llygadi. Methos has used an illusion to write the note to each character. If they make a successful Will save (DC 17) they detect the illusion as such.

If the characters don't visit the Boar's Knuckle, they miss out on the adventure. If they do go, go to Encounter 1.

ENCOUNTER 1: AT THE BOAR'S KNUCKLE

The Boar's Knuckle is a popular tavern in the Commons of Hochoch and is built on the road that comes in from Hills Gate. The low slung two-story building is made of gray fieldstone and has a thatch roof.

Inside, the tavern is fairly dark as curtains cover the window to keep the heat. The heavy wooden beams hold up the second floor above you. Fireplaces at either end of the common room warm the place.

The largest feature in the room is an enormous bar that runs the length of the far wall. It made of a well-polished dark wood. Behind it is a wooden carving of a charging boar.

If a character asks the bartender for a Cat Tail, the bartender fixes them a cider drink with a splash of wine. He adds a cattail garnish. In addition, the bartender tells

the character that someone left them something. He tells them it is set-up in the private room at the end of the hall upstairs

The bartender does not answer any questions and really knows little else about what is going on.

Heading upstairs you find a small room with a sturdy oak table and chairs in the center. A fine looking assortment of cheeses, ham, bread, fruits, and vegetables is on the table along with another jug of the drink you currently hold in your hand. As you wait, other adventurers slowly join you.

As the characters enter, allow them to introduce themselves to each other.

If one or more characters decide to take their time about arriving for the meeting, some characters might have a chance to explore this room a little. For investigative characters, there is a box on the floor near the fireplace that does not have an obvious means of opening it. Any character that casts *detect magic* picks up two auras in addition to the ones the characters bring into the room. The first aura is from a stone in the mantle. It is of moderate strength and a successful Spellcraft check (DC 20) reveals it to be illusion magic. The second aura is from the box. It is of moderate strength and a successful Spellcraft check (DC 21) reveals it to be illusion magic also.

If a character tries to open the box while waiting have them make a Will Save (DC 20). If he or she succeeds, they see through the *permanent image* cast upon this box to see it is a normal box. The character can then open it normally to find the contents listed below.

If a character attempts to *dispel magic* on the stone and/or box, a 13th level illusionist cast both spells. If a character succeeds at dispelling the stone before it gives its speech, the adventure is not over, but trying to fulfill the requirements is nearly impossible. The map in the box provides some clue, but the characters do not know what to do with any of the information gathered or what their specific objective is. If the group decides to give up at this point, go to Conclusion A.

Once all of the characters are in the room, the stone in a fireplace begins to speak via a *magic mouth* spell.

"Greetings heroes. I have a matter that needs attending, and I hope you are the right ones to take care of it.

"Recently, a scout of the Evro Llygadi (EV-row la-GAHD-ee) found a mine west of Gorna. It is isolated from giant settlements and looks to be an easy target for sabotage. The scout did not get inside the mines, but she did see orcs loading ore into wagons that were then escorted off by giants toward Gorna.

"I am hoping you will be willing to go to this mine and do what you can to disrupt its operations. It is a dangerous mission deep behind enemy lines, but I think your group can succeed. To help you, I have included a map and some useful items in the box below. Try to find a main tunnel and do what you can to collapse it.

"I recommend traveling south of the Oytwood and crossing the Javan at the Knight's of the Watch quarry in the Stark Mounds. Once you have reached the quarry, journey straight

west. The gnomes are not expecting you, but they might be around if you need aid. The Stark Mounds should provide some relative safety as you journey the remainder of the way to the mines.

“Be extremely careful in your travels. Giants patrol the lands you are passing through. We know that giants run the mine, but we do not know their numbers. It would be well advised to scout out the opening to the mine before you enter.

“Once you have disrupted the operations, return to the Boar’s Knuckle Tavern and place a report of your findings in the scroll case in the box. There is a hollow space behind this stone. Place it in there and replace the stone. Do not speak to anyone of this mission – before, during, or after its completion.

“I’m afraid that we are stretched tight at the moment. So I can’t offer you anything other than the knowledge that you are weakening the giants.

“Good luck, and concentrate to see through the illusion on the box so you can open it.”

The stone stops speaking, and the characters are left to their own devices.

Any character attempting to open the box must now succeed at a Will Save (DC 16). The DC is reduced from above because of the benefit of knowing the illusion is there. Inside, the party finds several items.

First, the party finds a map showing the route described by Methos to the mine entrance. If the characters ask, the location is approximately 30 miles south southwest of Gorna. The mine is near a stream called “Mesler’s Run”. Due to the open terrain of the Stark Mounds and the foothills of the Crystalists, finding the mine should be no problem.

Next, the party finds a scroll tube with sealing wax. The tube is not sealed at this time. Instead, it is obvious the party is supposed to use the wax when they file their report to seal the tube.

Finally, the box contains four flasks of acid. These are obviously intended for use in the destruction of the mines. Any character with Alchemy, Knowledge (architecture and engineering) or Profession (mining) knows that used properly, there is only enough acid to eat through a major beam. Hopefully, the right beam can be chosen so the mines collapse.

There is no time limit for this module, so the party can choose to rest the night in Hochoch or can immediately head south to the Knights’ quarry.

Now that Preston is cleared, it is possible to take a boat south from Hochoch all the way to Keoland. The characters can book passage on one of these keelboats to the Knight’s Quarry. Passage costs 10 gp per individual and double that amount for mounts. Large animal companions are not allowed on the boat. However, because the boat travels slowly, animal companions can follow along beside on the bank.

If they choose a different route through the Stark Mounds than the Knight’s quarry, skip to Encounter 3. Otherwise, go to Encounter 2.

ENCOUNTER 2: KNIGHT’S QUARRY

You sail down the river for several days. As the boat reaches Preston, you note that the village is mostly a military camp. The Army of Liberation wintered here, and even though the village has been freed for but a few months, it is already showing signs of rebirth. You see many men and women are clearing out the old rubble and burned ashes that the siege left behind. You don’t get time to explore much beyond the jury-rigged docks before the captain tells you they are preparing to cast off.

For another day, you sail down the Javan, leaving the Oytwood behind and soon find yourself on the edge of the Rushmoors. The boatmen keep a sharp lookout but nothing emerges from the swampland.

By the next day, you’ve left the swamp and can see the crisp silhouettes of the Stark Mounds far to the west. Sometime in mid-morning, the boat pulls up at a dock, and you see there are a few buildings clustered around the dock as well as storage yards filled with blocks of cut and dressed stone. A wide, well-packed road winds westward toward the Stark Mounds.

The characters should disembark at this point and take the road west to the Knight’s Quarry. It is somewhat less than twenty miles, so the characters have hurry to make it there by nightfall. If they are on horse, the trip is must faster.

The buildings around the dock include a flophouse for boatmen staying the night and craftsmen that support the wagons and boats that pass through here.

Assuming the characters head west, they have no encounters before reaching the quarry.

You reach the quarry without difficulty. It is a small village near the base of a hill. There is a wooden palisade around the village and on one side of the village on a small rise is a small stone keep.

The hill itself has been extensively escalated. Scaffolding and ramps line the exposed stone. Stonecutters chisel out square blocks, which are slid down the ramps to base of the hill. There, masons dress the stones and load them onto pallets which are in turn loaded onto wagons and sent down to the river. Eventually, the stones make their way to Hochoch and are added to the Knight’s castle there.

As the characters approach the quarry and the village, they are stopped by two squires of the Knights of the Watch at a checkpoint just outside the village. They are asked their names, business, and their allegiance. As long as the answer seems reasonable, they are allowed in. Any character that declares allegiance to Ket, are not allowed entry. In addition, any character that declares allegiance, even jokingly, to the giants or an evil deity are taken into custody, the module is effectively over for that character.

If the characters ask about lodging, the squires direct them to the Wayward Home. It is the only inn in the village.

As the characters head to the Wayward Home near the center of town, they hear a small commotion coming from a nearby public well.

A commotion to your right catches your attention. Looking that way, you see a small child screaming and other nearby citizens yelling that someone has fallen into the well.

Assuming the characters head that way, they quickly discover that a woman has fallen into the well as she was pulling up a bucket of water. She is currently about thirty feet down and seems to be floating face first in the water.

The characters have four rounds to take action to save her. The woman is unconscious from the fall, so either magic or character intervention is needed.

Possible solutions include use of *levitate*, *water breathing*, *water walking*, or someone just jumping in to keep her head above water.

If a character jumps in, they take 2d6 points of subdual damage from the fall. This can be reduced to 1d6 subdual by making a successful Jump or Tumble Check (DC 15). Then, the character must make a Swim Check (DC 10) to tread water and keep the lady's head above water as well.

Once her head is out of the water, the characters should be able to easily rig a rope harness to lift her. If the characters are having problems coming up with ideas, have the crowd shout out suggestions.

If the party does not rescue the woman in time, a group of Knights of the Watch arrive shortly and retrieve her dead body. One of them is obviously her husband. He thanks the characters for trying, but moves away as the body is carried off. If the party offers to cast *Raise Dead*, her husband welcomes them to do so.

If the woman is rescued, the Knights of the Watch still arrive, but instead they take the woman to her home to recover. Her husband, Watcher Intha Aborel, thanks the characters and asks where the party is staying in town. He returns to the characters' inn shortly after making sure his wife is comfortable in their home.

The Wayward Home is a plain and utilitarian inn. The place was obviously constructed as a just a roadside stop for those at the quarry on business, not as a comfortable location for travelers. Inside, you see a few other patrons, but the place is mostly empty.

The party can get rooms here for 5 sp per night. Meals cost 3 sp for both dinner and breakfast in the morning.

If the characters rescued Watcher Aborel's wife, he pays for the rooms and their meals. In addition, he returns and gives the characters a *potion of cure light wounds* for saving his wife. He stays and talks with the characters for a short while. He knows all about the quarrying process going on up the hill. He also knows that goblin riders are common in the Stark Mounds, and the giants sometimes send in larger patrols. In addition, he warns the characters about the swordwraiths. They don't attack the gnomes for some reason, but they go after the Knights of the Watch with regularity.

ENCOUNTER 3: JOURNEY THROUGH THE MOUNDS

From the Knight's Quarry to the mine is about 120 miles. It takes 10 days for characters with a speed of 30 ft. to walk that far. They arrive in the afternoon of the 10th day.

If the characters have a speed of 20 ft., it takes 15 days, and they arrive in the afternoon on the 15th day.

If the characters are on horses, it takes eight days, and the characters arrive in the afternoon of the eighth day.

The characters come across Encounters 3, 4, and 5 at some point during their journey. Just drop them in where you see fit.

Some groups may have the ability to by-pass Encounters 3, 4, and 5 by teleporting or flying across the Stark Mounds. For those groups, alter the encounters as necessary or just have the party miss them.

Ask the party if they wish to make their sprint during the day or at night. After they have made their choice, continue with the appropriate encounter below. Either option provides the same EL battle. They only have one encounter though, either 3a or 3b, not both.

ENCOUNTER 3A: UNDER THE SUN

If the characters travel during the day, at some point during the trip through the Stark Mounds, the characters encounter a giant patrol. The exact time and place for the encounter is left up to the judge.

Allow any flying scouts, familiar or character, to make a Spot Check (DC 20) to notice a patrol of giants ahead. The patrol does not seem aware of the party's presence and can be easily avoided. If the characters wish to set up an ambush, they can try. If a familiar is asked for a description of the patrol, refer to monster stats provided below by APL.

If the party does not have a flying familiar or character scouting ahead, have everyone make Spot Checks (DC 20) to see the same patrol about 300 feet ahead. Also have the patrol make the same checks. If neither group makes the check, they automatically see each other at 150 feet. If the party notices the giant patrol at 300 feet and they are not spotted, the option of circling around or setting up an ambush is still available. If the giants spot the party, they immediately move to attack.

APL4 (EL 6)

👉 **Ogre:** hp 28; see *Monster Manual*.

👉 **Orcs (4):** hp 6, 6, 4, 4; see *Monster Manual*.

👉 **Gombar:** Male half-orc Clr4; hp 31; see Appendix I.

Tactics: Gombar casts *endure elements* (fire) each day after he completes his prayers. He moves into the fray slower than the others in the patrol. Each round, he casts a spell and moves. First, he casts *bull's strength* on himself. Then he casts *hold person* if anyone is within range, otherwise he

casts *divine favor on himself*. After that, he uses *sound burst* and *cause fear* to disable the enemy before finally wading into battle himself.

APL 6 (EL 8)

➤ **Ogres (3):** hp 30, 28, 26; see *Monster Manual*.

➤ **Orcs (4):** hp 8, 6, 4, 4; see *Monster Manual*.

➤ **Gombar:** Male half-orc Clr6; hp 45; see Appendix I.

Tactics: Gombar casts *endure elements (fire)* each day after he completes his prayers. He moves into the fray slower than the others in the patrol. Each round, he casts a spell and moves. If the enemy has many archers, he casts *windwall*. If not, he casts *spikes* on one of the ogre's clubs. Next, he uses his boosting spells to beef up his AC and strength as he closes. He casts *hold person* on the fastest closing enemy once he or she is in range.

From there, cast whatever seems best. Do not forget he can spontaneously cast *inflict* spells once he is in melee. Also remember the *pearl of power* if he needs to cast an additional 1st level spell.

APL 8 (EL 10)

➤ **Hill Giant:** hp 102; see *Monster Manual*.

➤ **Ogres (2):** hp 28, 26; see *Monster Manual*.

➤ **Orcs (4):** hp 6, 6, 4, 4; see *Monster Manual*.

➤ **Gombar:** Male half-orc Clr8; hp 59; see Appendix I.

Tactics: Gombar casts *endure elements (fire)* each day after he completes his prayers. He also casts *extended magic vestment* on his scale mail in the morning. He moves into the fray slower than the others in the patrol. Each round, he casts a spell and moves. If the enemy has many archers, he casts *windwall*. If not, he casts *spikes* on the hill giant's club. Next, he casts his boosting spells to beef up his AC, strength, and attacks as he closes. He casts *hold person* on the fastest closing enemy once he or she is in range.

From there, cast whatever seems best. Do not forget he can spontaneously cast *inflict* spells once he is in melee. Also remember the *pearl of power* if he needs to cast an additional 1st level spell.

APL 10 (EL 12)

➤ **Frost Giant:** hp 133; see *Monster Manual*.

➤ **Troll:** hp 70; see *Monster Manual*.

➤ **Ogres (2):** hp 28, 26; see *Monster Manual*.

➤ **Orcs (4):** hp 8, 6, 4, 4; see *Monster Manual*.

➤ **Gombar:** Male half-orc Clr10; hp 73; see Appendix I.

Tactics: Gombar casts *endure elements (fire)*, *extended magic vestment* (scale mail), *extended endurance* (+4 to Con), and *extended spikes* (club) each day after he completes his prayers. He moves into the fray slower than the others in the patrol. Each round, he casts a spell and moves. If the enemy has many archers, he casts *windwall*. If not, he casts his boosting spells to beef up his AC, strength, and attacks as he closes. He casts *hold person* on the fastest closing enemy once he or she is in range.

From there, cast whatever seems best. One of his favorite tactics is to ready an action to *flame strike* spellcasters as they begin casting spells. Do not forget he can spontaneously cast *inflict* spells once he is in melee. Also remember the *pearl of power* if he needs to cast an additional 2nd level spell.

ENCOUNTER 3B – UNDER THE MOON

If the characters travel during the night, at some point during the trip through the Stark Mounds, the characters encounter roaming undead. The exact time and place for the encounter is left up to the judge.

After the party travels about three hours toward the Stark Mounds, have everyone make Spot Checks (DC 20). If they succeed, they notice the undead approaching at 60 feet and can take partial actions. Those that fail the check cannot take a partial action.

APL 4 (EL 6)

➤ **Wights (2):** hp 26; see *Monster Manual*.

➤ **Large Zombies (3):** hp 32, 30, 29; see *Monster Manual*.

➤ **Large Skeletons (3):** hp 15, 14, 13; see *Monster Manual*.

APL 6 (EL 8)

➤ **Wight:** hp 26; see *Monster Manual*.

➤ **Large Zombies (3):** hp 32, 30, 29; see *Monster Manual*.

➤ **Large Skeletons (3):** hp 15, 14, 13; see *Monster Manual*.

➤ **Ebeta:** Female gnome vampire Sor5; hp 40; see Appendix I.

Tactics: Ebeta begins the battle with *mage armor*, *cat's grace* (+2), and *invisibility* cast on herself. She begins the battle by casting *shield*. She then uses her remaining 1st and 2nd lvl spells for magic missiles.

APL 8 (EL 10)

➤ **Wraith:** hp 32; see *Monster Manual*.

➤ **Wight:** hp 26; see *Monster Manual*.

➤ **Large Zombies (3):** hp 32, 30, 29; see *Monster Manual*.

➤ **Large Skeletons (3):** hp 15, 14, 13; see *Monster Manual*.

➤ **Ebeta:** Female gnome vampire Sor7; hp 54; see Appendix I.

Tactics: Ebeta begins the battle with *mage armor*, *cat's grace* (+2), and *invisibility* cast on herself. She begins the battle by casting *haste*, using the extra partial action to cast *shield*. She then casts *fireball* and other damage spells during the combat. If one of the undead looks hurt, she tries to hit it with a *negative energy ray* to heal it.

APL 10 (EL 12)

➤ **Spectre:** hp 45; see *Monster Manual*.

➤ **Wraith:** hp 32; see *Monster Manual*.

➤ **Wight:** hp 26; see *Monster Manual*.

➤ **Large Zombies (3):** hp 32, 30, 29; see *Monster Manual*.

➤ **Large Skeletons (3):** hp 15, 14, 13; see *Monster Manual*.

➤ **Ebeta:** Female gnome vampire Sor7/Divine Oracle2; hp 68; see Appendix I.

Tactics: Ebeta begins the battle with *mage armor*, *empowered cat's grace* (+4), and *improved invisibility* cast on herself. She begins the battle by casting *haste*, using the extra partial action to cast *negative energy wave* to bolster herself and surrounding undead. Next, she casts *shield* and *fly*. The very next round, she casts *mirror image* and lets fly with the damage spells. If one of the undead looks hurt, she will try to hit it with a *negative energy ray* to heal it.

ENCOUNTER 4: PRANKS IN THE NIGHT (OPTIONAL)

If you use this encounter, at some point during the trip through the Stark Mounds, the characters are spotted by a band of gnomes. The exact time and place for the encounter is left up to the judge.

As the party travels through the Stark Mounds, the gnomes have noticed their presence and recognize them as enemies of the giants. As the party sets camp for the second night in the Stark Mounds, the following occurs. Keep in mind these are all illusions cast by a 5th level gnome illusionist. The Will save for each image is provided for when characters interact with the illusions. Allow the characters to react as they choose, to each set of boxed text.

As you are setting up camp and deciding who gets which watch the second night in the Stark Mounds, an eerie fog settles over the camp. (Not an illusion, this is the fog cloud spell.)

Within seconds, dancing lights of colors begin appearing in the fog. (dancing lights, Will Save (DC 15) to disbelieve).

As you try to figure out what is happening, strange sounds reach your ears. It sounds like shambling footsteps. (ghost sound, Will Save (DC 15) to disbelieve).

The sounds finally get closer and you see moving toward you an awful smelling creature. It looks like a giant, but its skin is stretched tight across its bones, and a weird snake-like appendage extends from its belly. (major image, Will Save (DC 18) to disbelieve).

The gnome makes the creature look like it is attacking for 2 rounds before the image suddenly disappears. Have the image attack with two claws at +7 meleé. The damage for those who do not make the saving throw is 1d6+4 subdual.

Important Note: The gnome cannot see his image, so he is going by memory of where everyone was at the start of this mess. If his target moves, he cannot adjust. He also cannot cause wounds to appear if the creature is struck.)

Now you hear the steps of many creatures approaching from the darkness. You also hear the voice of a gnome, "Friends approaching, please do not attack." Out of the surrounding darkness a group of six gnomes appear. All except for one of them wears studded leather armor and carries a short bow. The last one has no armor and is being dragged by one of his fellows.

"I am sorry about the disruption to your activities. I am Tintompinkin and I lead this patrol. We have been watching you since you entered the Stark Mounds, and apparently our wizard here decided he was bored and wanted to have some fun. Jorgal, apologize to these people."

The unarmored gnome steps forward sheepishly. You see he is very young compared to the other gnomes, and with head hung low, Jorgal says, "I am sorry to toy like this. I was bored and thought it would be fun and interesting to see how you reacted to some illusions of monsters attacking. I hope no one is too upset with me."

Jorgal is truly sorry; he did only want to have fun. If pressed, he admits that it was fun watching the party attack the monster. If the party acts friendly toward Jorgal, he relaxes some and jokes with them.

Feel free to role-play as much as time allows, realizing that about 2 1/2 more hours are needed to complete the module.

ENCOUNTER 5: MOCKERY OF A LIFE ONCE LIVED

Use this text if the players chose to cross the Stark Mounds during the day.

Your trek continues uneventful across the Stark Mounds and evening soon approaches. By the time you find a suitable location and setup camp, the sun is a faint glow on the horizon. A slight, cool breeze flows by you,

untainted by the stench of war and destruction. After a meager meal, you settle down for some much needed sleep.

After an unknown amount of time, something awakens you. Dawn announces its arrival with a faint glow on the horizon. All is silent, no baying wolves, no chirping crickets, nothing. Perhaps that has awakened you.

Use this text if the players chose to cross the Stark Mounds during the night.

Your trek continues uneventful across the Stark Mounds. Dawn announces its arrival with a faint glow on the horizon. As you march along, you realize that the silence around you is deafening. You hear no baying wolves, no chirping crickets, nothing.

If they aren't camped, have the party determine a marching order, then describe the scene in the text below.

In the distance, beyond a growth of waist-high brush, near the crest of the next hilltop, a small campfire can be seen. In the fading moonlight the fire appears silvery and sheds little light. From this distance, it is not possible to tell if anyone, or anything, is near them.

These campfires belong to the Sword Wraiths. Many centuries ago a powerful Gyric wizard slew a Keoish army and enslaved their souls to forever guard the Mounds. Not known to many persons, the Sword Wraiths act out a cruel mockery of their life when they are not slaying living enemies.

The magic that bound these spirits is powerful Ur-Flan magic. It directs the spirits to only attack non-Flan. Since there has been a lot of intermarriage over the centuries, use this test to determine if the character is considered Flan.

First, did the character claim that his character is Flan. Second, does the character speak Flan. If the answer to both these questions are yes, then the wraiths ignore that individual. The wraiths ignore all non-humans, including half-orcs and half-elves, however, if an ignored character attacks the wraiths in any manner, then this protection is eliminated.

If the characters wish to do so, they may sneak up on the camp.

As you close on the campfire, you can tell that several people must be here. Ten tents are standing in a semi-circle around the campfire. Seven figures sit around the campfire. One figure slowly rotates a spit over the fire. The figures, the tents, and the fire maintain a silvery sheen. You notice three figures moving around, just beyond the tents, staring into the darkness. You see some bushes waving in the breeze through the tents. Bah! The moonlight must be playing tricks on your vision.

The figures sitting around the campfire are wearing tabards with some unknown heraldry on them. They appear to be talking among themselves although, from the distance, no

words can be heard. As you watch, you notice several other campfires nearby with figures moving around them.

Any party member that is able to see the uniform may make a Knowledge (nobility and royalty) check or a Knowledge (heraldry) check (DC 10) to note that this coat of arms could belong to one of the noble houses of Keoland. If they make a successful Spot check (DC 10), inform the players that they notice something unusual. The colors of uniforms and tents are in shades of gray. The player is certain that it is not a trick of the moonlight.

If the party gets closer make them roll a Listen check (DC 5). Tell them they hear nothing from the camp. The fire makes no sound. The soldiers, although speaking, have no voice. A light breeze sends chills up your spine. Something is clearly not right.

If a character casts *detect evil*, emphasize descriptively how the shock of evil sends the character reeling and unable to act for 2 rounds given its strength and intensity.

Every move you make, however slight, seems to create a rustling of your clothing or the gravel you stand on. Still, their silence is unsettling; their steps, the crackle of the fire, their voices, all are silent.

Looking closer, you notice that their eyes are but gaping black holes, their mouths a wide gasping abyss. These are wraiths of the mounds, and their touch is death.

Anyone with any score in Knowledge (local – Geoff) or Knowledge (history) may know that these are Swordwraiths; the undead remnants of the Keoish army destroyed many centuries ago. Inform them that such creatures are not hurt except by magical weapons.

If the characters venture too close (roughly 60 feet), the Swordwraiths get Spot checks (DC 15) to notice the players lurking nearby. If the characters do anything to attract the attention of the Swordwraiths, then the characters are automatically spotted.

One figure lifts what looks like a horn to its mouth, but no sound comes forth. However, those figures sitting begin to slowly rise and turn toward you. From within the tents, several figures come out and move toward you. There were at least twenty figures in the first camp. From the other campfires nearby, you see groups of figures silently making their way toward your location. The only thing you see is your death upon their dark faces.

If the players decide to run, let them. However, they must do nothing but run. If they run the rest of the night, they just stay ahead of the Swordwraiths. Continue with the box text below.

Will Death come quickly? As the legion of death closes upon you, the first rays of the morning sun come over the horizon. Like a mist in the face of a heavy breeze, the Wraiths slowly disappear. You find yourselves standing alone in the middle of an open field.

If the players decide to fight or do something else beside a full out run, engage the players in combat. The stats for Swordwraiths are below.

The initial wave includes 20 Swordwraiths with a new wave of 20 Swordwraiths arriving on the field every five rounds thereafter. The new wave comes onto the board regardless of the status of preceding waves and all start 100 ft. from the players. If, at any point after combat begins, the players decide to perform a full out run to escape the Swordwraiths, the encounter ends. Continue with Encounter 6.

If the Swordwraiths do not see the players, read the following, and then continue to Encounter 6.

The Swordwraiths mill about their camp the rest of the night. As the first rays of the morning sun come over the horizon, the scene before you dissolves into a mist and disappears.

☛ **Swordwraith (100+):** Swordwraith Ftr1; hp 12; see Appendix I. .

ENCOUNTER 6: A FAILED REBELLION

Eventually, the characters cross the White Oyt River, which is shallow and easily crossed this far up. They can find Mesler's Run and follow it up into the lower foothills of the Crystalmist.

After many days of travel, you find Mesler's run and follow it into the foothills of the Crystalmist. A short time later, you come across wagon tracks. The wheel ruts are much wider than the tracks of a regular wagon.

The characters can follow the tracks directly to the mine. It has been used in the past couple of days and trackers can find ogre, orc, and giant footprints. Exact numbers are impossible.

You see the mine entrance ahead. It is fairly large, and large barricades stretch across the entrance. The place seems to have been fortified for some reason. You have a good vantage point from here, as some trees screen your approach.

Let the characters take a few rounds to look around. If the characters ask for a description of the area, they notice the following:

The mine entrance is in the north side of a large, rocky hill. A small slope leads to the entrance, and some wagons can be seen just off to the west side of the entrance. The trees the characters are hiding in are about 300 feet north of the entrance.

There looks to be a small ravine off to the east with a few crows and vultures circling overhead. The approach to the ravine is in sight of the mine entrance. Any character that sends a flying familiar to investigate the ravine should be warned that the familiar is wary of going

there because of the large number of birds already there who might attack it. If the character persists, the familiar reluctantly goes, but has to face two-dozen crows and ten vultures.

The area between the trees and the mine entrance is open ground, easily visible from the mine entrance if anyone is keeping watch.

☛ **Crows (24):** Raven; hp 1 each; see *Monster Manual* page 201.

☛ **Vultures (10):** Eagle; hp 5 each; see *Monster Manual* page 196.

Once the characters have looked around, the following occurs.

A gang of six ettins approaches the mine entrance from the north. Two ettins on the inside move a barrier aside to allow them in. You see a few more ettins and plenty of orcs on the inside.

If the party attempts a frontal assault at this time, the ettins attack back to the best of their ability. The barriers are logs and tree branches tied together. The ettins can swing over top of them. The characters can climb over a barricade as per the Climb skill. Or they can attempt to destroy the barricades.

☛ **Barricades:** Hardness 5; hp 20; Break (DC 23).

The barricade provides half cover for the ettins. In addition, the area behind the barricade is bare of all vegetation, so *entangle* and *spike growth* won't work.

All APL's (EL13)

☛ **Ettins (9):** hp 65 each; see *Monster Manual*.

☛ **Brown Bears (2):** hp 51 each; see *Monster Manual*.

☛ **Orcs (20):** hp 4 each; see *Monster Manual*.

☛ **Ithik:** Male ettin Sor6; hp 95; see Appendix I. .

If the party has the good sense to wait a while and see what else is happening, about thirty minutes after they arrive a group of fire giants led by a cloud giant come walking up the path.

If they characters search around for another entrance, allow them to do so. They won't find any other entrances but they do find the ravine. It is filled with refuse. The old gnome detailed later in the adventure, isn't there yet. When the characters return to the mine entrance, they see the fire giants walking up.

The ettins have rebelled against the giant leaders and the fire giants and a cloud giant have been sent to bring them in. If at least one character speaks giant, use the entire boxed text below. If no one speaks giant in the

party, edit the spoken text with giant gibberish that no one understands.

Needless to say, if the party intervenes, all of the giants gang up on them before settling their own differences. In this case, use the ettin stats above plus the following.

ALL APL'S (EL 16)

In addition to the creatures listed above, the party also faces the following.

Cloud Giant: hp 178; see *Monster Manual*.

Fire Giants (6): hp 142 each; see *Monster Manual*.

Six fire giants dressed in uniforms and plate mail approach the mine's entrance. A cloud giant with light greenish skin and pale yellow hair leads them. The cloud giant steps to the front and speaks, "Ettins, come out and surrender. The Sakhut demands this of you."

From inside the cave a reply is shouted out, "Sakhut's law stinks. Ettins got no rights."

The cloud giant replies, "If you do not surrender, you will all be slain. Even with your bears and the sorcerer among you, our force is more powerful. Surrender and your lives will be spared."

You can barely make out an argument that is taking place behind the barricades. Finally, a voice is heard from within, "All right, we give. Coming out now." With that, the barriers are moved aside and ten ettins with two brown bears leave the cave. Behind the ettins, you see numerous orcs huddling in fear. All of the ettins except one are shackled together. The last ettin, however, is separated from the rest.

The single ettin seems to be the leader of the group. One head looks normal for an ettin, but the other head seems to have features more common to a dwarf. The skin is reddish, with golden hair and full beard and mustache. This must be some sort of crossbreed. The cloud giant throws this creature to the ground, and then the fire giants move to encircle it. Unfortunately, they move in a way that obstructs your view.

"No Jotenbrud defies the Sakhut." The cloud giant swings his huge morningstar through the air, and you see looks of horror on the faces of the other ettins as a bloody thunk is heard. "Let this be a lesson to you, Ettins. Spread the word about what happens to rebels among your kin." As the fire giants move aside, you see the ettin lying dead on the ground, the unnatural head smashed.

The characters are still probably worried about how they can get in, but the next sequence of events should ease their minds.

One of the fire giants grabs the dead ettin and throws it into the ravine. The rest of the fire giants move into the cave and quickly come back out escorting numerous orcs hauling carts of ore. The ore is quickly loaded into the wagons and the fire giants head off the direction they came. Your best guess is they are moving toward Gorna.

All that looks to be left at the mines are maybe a half-dozen orcs. No problem for your group.

As the carts are being loaded, have the characters make a Spot check (DC 20) to notice a single orc carrying a small, humanoid body to the ravine and hurling it over the side. It might have been a gnome or halfling.

The characters can freely move to the ravine and investigate after the giants leave. When they get there, they find that the ravine is a refuse pit. Laying a short ways in is an old, decrepit looking gnome. If any character is a member of the Quikbucon clan they recognize the gnome as one of the clan elders. The gnome looks to have died of a combination of old age and malnourishment. The gnome is happy in death, so any attempts to bring him back to life will fail. If a character casts *speak with dead* however, there are some answers they might get.

- *What clan are you from?* Quikbucon
- *Where is the rest of the clan?* Mining, mining below.
- *Why have you not escaped?* Slaves, all slaves.
- *Do you want to be raised?* Death is the final release.
- *What else is in the caves?* No eyes with brown skin and orcs.

Any other question should be answered from the viewpoint of a gnome who has been captured by the giants and enslaved to work these mines for the last few years.

ENCOUNTER 7: INTO THE MINE

Either the party has defeated the ettins or they watched the ettins' defeat by the other giants. In both cases, they have now entered the mines themselves. The mine is an iron mine.

The mine entrance lies clear ahead of you. The opening is over fifteen feet high and nearly twenty feet wide. Unfortunately, it would take much more acid than you possess, and the giants could easily undo any spells you use. You have to find some place else deeper in the mines to conduct your sabotage.

As the party moves closer, they see that the entry area is roughly forty feet across and twenty feet deep. A door is to the right, along the back wall, and a smaller opening about 8 feet high and 10 feet wide goes further into the hill, sloping downward.

ENCOUNTER 7A: BEHIND THE DOOR

The wooden door seems fairly stout. There does not look to be a keyhole, so you figure it must be barred or unlocked. The door is barred on the other side. As a result, it has the following stats.

☛ **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25).

Obviously any pounding alerts the orcs on the other side.

APL 4 (EL 6)

➤ **Orc (6):** Male orc Bbn1; hp 13; see Appendix I.

APL 6 (EL 8)

➤ **Orcs (6):** Male orc Bbn3; hp 29; see Appendix I.

APL 8 (EL 10)

➤ **Orcs (6):** Male orc Bbn5; hp 50; see Appendix I.

APL 10 (EL 12)

➤ **Orcs (6):** Male orc Bbn7; hp 68; see Appendix I.

ENCOUNTER 7B: INTO THE DEPTHS

Following the mine tunnels, you wander around for bit. Surprisingly, there do not seem to be any guards or miners in the areas you have explored.

At this time, the party has explored inside the mine for about thirty minutes. They have already passed a few good locations to collapse the tunnels, but only groups with the right skills realize this. Any dwarf (using stonemasonry) or character with Knowledge (architecture and engineering) or Profession (mining) can make a Spot check (DC 15) to find a suitable location to collapse the tunnels. Dwarves that actually have the aforementioned skills add their stonemasonry to their check.

If none of the characters make this check, the party has to continue exploring. If a character makes the check, tell them they have found a good location to disable the mine, but also remind the entire party that it seems very strange to have not found any miners yet.

If the party continues their exploration, proceed with the following. If they collapse the mines at this point, proceed to Encounter 8b because the party has to flee to the outside without knowledge of the escape tunnel.

Encounter 7c: Continuing the Search

Looking further and exploring deeper into the mine, you come across a wooden door barred and locked on this side as if to keep something in.

The party has explored for another thirty minutes before finding this door. The door has been installed to keep the gnomes locked in the mines. The stats for the door and padlock are provided here.

🔒 **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). **Simple Lock:** Hardness 15; hp 30.

If the padlock is removed, the bar can be removed easily and the door opened without problem.

Opening the door, you find a huge cavern being mined by gnomes chained to the walls, floor, and each other. Again, you are puzzled by the absence of any

guards, but with all of the chains and door blocking the exit, the gnome slaves are well protected.

There are 58 gnomes here. If the party enters, the gnomes prove slightly talkative, especially when the party tells them they are here to disable the mines. The characters are quickly pointed in the direction of the gnome leader, a well-built gnome female who looks to have just reached middle age.

She introduces herself as Mibatanga Quikbucon, chosen leader of this part of the enslaved Quikbucon clan. She can tell the characters that the giants captured the clan during the fall of Geoff. She suspects treachery that told the giants where the Quikbucons hid. The Quikbucons were enslaved as miners ever since. They were broken up into several groups and sent different places.

If asked, she directs the characters where to best collapse the mines. She mentions an alternate route that the party can take to get clear of the mines in case the giants return. That route surfaces to the east after about a mile, and passes through an old dwarven shrine.

She refuses to allow the characters to rescue the clan at this time. They must destroy the mine quickly and run. The clan can easily survive for years under the ground, awaiting a future rescue. The time needed to unlock everyone, plus the slow movement of too many of the old and injured of the clan prevents their rescue.

If a character is capable of teleportation magic, they can escape but cannot return due to interference within the caverns caused by interactions between a giant artifact in Gorna and the metals within the hill.

If a character chooses to stay behind with the gnomes against the wishes of Mibatanga, follow the instructions provided with Conclusion D.

Assuming the characters follow her advice, the tunnel can be collapsed very easily. The only decision is which way the party wants to flee. Proceed to the appropriate part of Encounter 8 based on the character's choice.

ENCOUNTER 8: ESCAPE

The party has two choices after collapsing the tunnels. First, they can use the secret exit mentioned by the gnome slaves. If this choice is made, use Encounter 8a.

If the party chooses to collapse the mines and flee through the main entrance, proceed to Encounter 8b.

ENCOUNTER 8A: THE SHRINE

Having collapsed the mineshaft behind you, the group searches for the passage that Mibatanga mentioned. After about an hour, you finally stumble upon the exit and begin following the dusty trail out to daylight.

After traveling for about an hour, you round a corner to find an inky blackness that your vision and light do not penetrate.

This is a simple initiative check. Some of the grimlocks are too far away to use their blindsight, but they still heard the party and move toward that entrance. Refer to DM Aid 2 for a layout of the shrine and the placement of the grimlocks when the party enters. If a numbered creature does not appear in the stat block for a particular APL, ignore it. For example, creature 5 is a grimlock ranger who does not appear until APL 6. At APL 4, this creature is not present.

For each battle, some general tactics are provided. You can use these or create your own with the creatures provided.

APL 4 (EL 6)

➤ **Grimlocks (3):** hp 11 each; see *Monster Manual*. (Creatures 1-3 on map)

➤ **Grimlock Cleric:** Male grimlock Clr4; hp 45; see Appendix I. (Creature 4 on map)

Tactics: The cleric begins the battle by casting *obscuring mist*. The next round, he casts *sanctuary*. He follows this with *darkness* on himself then *bull's strength*. If the *bull's strength* increases his strength to 17, his speed goes to 30 ft. Finally, he moves into battle, using his ability to spontaneously cast *inflict* spells and his battleaxe, using the tower shield as half-cover.

APL 6 (EL 8)

➤ **Grimlocks (3):** hp 11 each; see *Monster Manual*. (Creatures 1-3 on map)

➤ **Grimlock Cleric:** Male grimlock Clr6; hp 59; see Appendix I. (Creature 4 on map)

➤ **Grimlock Scout:** Male grimlock Rng2; hp 33; see Appendix I. (Creature 5 on map)

Tactics: Each of the grimlocks carries a rock with *deeper darkness* cast on it by the cleric. He rotates the stones so that everyone in the band has one working at all times.

Once battle begins, the cleric casts *sanctuary*. He follows this with *magic vestment*, *bull's strength*, *endurance*, and *darkness* before moving into battle. If the *bull's strength* increases his strength to 17, his speed goes to 30 ft. He uses the tower shield for half cover.

APL 8 (EL 10)

➤ **Grimlocks (3):** hp 11 each; see *Monster Manual*. (Creatures 1-3 on map)

➤ **Grimlock Cleric:** Male grimlock Clr8; hp 83; see Appendix I. (Creature 4 on map)

➤ **Grimlock Scout:** Male grimlock Rng4; hp 49; see Appendix I. (Creature 5 on map)

➤ **Grimlock Rogue:** Male grimlock Rog2; hp 29; see Appendix I. (Creature 6 on map)

Tactics: Each of the grimlocks carries a rock with *deeper darkness* cast on it by the cleric. He rotates the stones so that everyone in the band has one working at all times. The cleric has also cast *extended endurance* (+3 Con) on himself.

Once battle begins, the cleric casts *unholy blight* at the entrance to the cavern. He follows this with *bull's strength* and *endurance* on the ranger. Before moving into battle, he casts *greater magic weapon*, *magic circle against good*, and *divine power*. Once he casts *divine power* his speed goes to 30 ft. He uses the tower shield for half cover.

The ranger does not take any actions except to cast *resist elements (fire)* on himself until the cleric has cast *bull's strength* and *endurance* on him. The only exception is if the battle comes to him.

APL 10 (EL 12)

➤ **Grimlocks (3):** hp 11 each; see *Monster Manual*. (Creatures 1-3 on map)

➤ **Grimlock Cleric:** Male grimlock Clr10; hp 100; see Appendix I. (Creature 4 on map)

➤ **Grimlock Scout:** Male grimlock Rng6; hp 65; see Appendix I. (Creature 5 on map)

➤ **Grimlock Rogue:** Male grimlock Rog6; hp 53; see Appendix I. (Creature 6 on map)

Tactics: Each of the grimlocks carries a rock with *deeper darkness* cast on it by the cleric. He rotates the stones so that everyone in the band has one working at all times. The cleric has an *extended endurance* (+3 Con) cast on himself, as well as *extended magic vestment* and *extended greater magic weapon* cast on the ranger's equipment.

Once battle begins, the cleric casts *unholy blight* at the entrance to the cavern. He follows this with *bull's strength* and *endurance* on the ranger. Before moving into battle, he casts *greater magic weapon*, *magic circle against good* and *divine power*. If anyone gets within range so that he can "see" them, he casts *flame strike*. Once he casts *divine power* his speed goes to 30 ft. He uses the tower shield for half cover.

The ranger casts *resist elements (fire)* and (sonic) on himself while waiting for the cleric to cast *bull's strength* and *endurance* on him. The only exception is if the battle comes to him. He also starts with *extended magic vestment* and *extended greater magic weapon* cast on his chain shirt and battleaxe by the cleric.

If the characters are defeated, the cleric uses his healing spells to stabilize characters so they can be enslaved.

Once the party has defeated the grimlocks, continue with the following:

Having cleared this cavern, you can see that it was once a dwarf shrine of some sort. There are remnants that make you believe the place once served as a general shrine to the entire pantheon as is typical among the dwarves. Unfortunately, the place has been destroyed. Little remains intact of the once magnificent statues that graced this place. Instead, the grimlocks seem to have placed holy markings of their own upon the cavern.

A character that successfully makes a Knowledge (religion) check (DC 20) recognizes that this place has been dedicated to Vecna. The grimlock cleric also carries a holy symbol of this deity.

It is up to the players to draw what conclusions they wish from this information.

Encounter 8b: Out the In

As the mine collapses behind you, the group heads for the main entrance to return to Hochoch and report your findings.

As you leave the entrance to the mines, your expectation of an easy escape quickly fades as a giant patrol moves toward the mine entrance.

This group has been sent to provide some protection for the mines until a more permanent contingent can be sent.

Unless one of the characters is hiding and scouting ahead or if the characters left a familiar on watch, the giants spot the group as they are exiting and immediately attack. A scout or familiar can give the party some surprise, or they can choose to take the other exit mentioned by the gnomes, if they are aware of it.

APL 4 (EL 7)

👉 **Orcs (4):** hp 4 each; see *Monster Manual*.

👉 **Ogres (2):** hp 26 each; see *Monster Manual*.

👉 **Troll:** hp 63; see *Monster Manual*.

APL 6 (EL 9)

👉 **Orcs (4):** hp 4 each; see *Monster Manual*.

👉 **Ogres (2):** hp 26 each; see *Monster Manual*.

👉 **Troll:** hp 63; see *Monster Manual*.

👉 **Hill Giant:** hp 102; see *Monster Manual*.

APL 8 (EL 11)

👉 **Orcs (4):** hp 4 each; see *Monster Manual*.

👉 **Ogres (2):** hp 26 each; see *Monster Manual*.

👉 **Troll:** hp 63; see *Monster Manual*.

👉 **Hill Giant:** hp 102; see *Monster Manual*.

👉 **Frost Giant:** hp 133; see *Monster Manual*.

APLIO (EL13)

👉 **Orcs (4):** hp 4 each; see *Monster Manual*.

👉 **Ogres (2):** hp 26 each; see *Monster Manual*.

👉 **Troll:** hp 63; see *Monster Manual*.

👉 **Hill Giant:** hp 102; see *Monster Manual*.

Frost Giant: hp 133; see *Monster Manual*.

Cloud Giant: hp 178; see *Monster Manual*.

CONCLUSION

There are three basic ways this module can end. First, the characters decline to take the mission from the very beginning or never get enough information to conduct the mission. For these groups, use Conclusion A.

The second conclusion is for groups that make it the mine and somehow fail in disabling it yet return to report their findings. For these groups, use Conclusion B.

Finally, the groups that make it to the mines and successfully disable them use Conclusion C. If the characters are defeated by the giant patrol at the mine entrance, or by the grimlocks, use Conclusion D.

If the characters are defeated by the undead in the Stark Mounds, they are dead as no one else comes to rescue them before they become undead themselves.

CONCLUSION A

Your group has completely failed to accomplish their goals. Within a couple of days of your original meeting, you receive another note that clearly states that you are a failure and will never be asked to undertake a mission again.

The Army of Liberation, who presents them as pilfered loot, confiscates the flasks of acid you were given. Because of your past deeds, you are not prosecuted for theft, but a black mark has definitely fallen upon your name.

The characters receive no XP, no gold, and no items. They each receive the *Disfavor of Methos the Cat* for their complete failure.

CONCLUSION B

Having journeyed to the mines and back, but unable to collapse the tunnels, you file your report in the space behind the stone at the Boar's Knuckle Tavern.

Within a few days, you each receive an unsigned thank you note for your service to Geoff.

The characters receive the treasure and XP according to their accomplishments. These groups receive neither the Influence Point nor the Disfavor of Methos.

CONCLUSION C

Having collapsed the mines and battled for your escape, you return to Hochoch to place your report behind the stone in the Boar's Knuckle Tavern.

After a few days, you each receive an unsigned thank you note for your service to Geoff and a promise to pay you back somehow in the future.

Award the characters the XP and treasure according to their success. In addition, each character receives an Influence Point of Methos the Cat.

CONCLUSION D

Despair, that is the only way to describe your feelings. You have been captured by the giants and sent to work in the very mines you hoped to disable. You can only hope that someone comes to find you in the future.

Collect all of the character sheets and certs. It is important that you do not void the certs. Instead, each character, log sheets, and certs should be sealed in an envelop with the players name, e-mail, and mailing address on the outside. In addition, a note on the outside of the envelope should be made indicating whether the character died, was captured, or stayed with the gnomes. Remember that any dying characters are stabilized by the NPCs except the undead. The player should sign across the seal of the envelope so no question of tampering can be raised.

The collected characters should be sent to the Geoff Triad. It is possible that the players could be rescued in future events and/or special missions. The triad reserves final say in what is recovered if the character is rescued.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3a: Under the Sun

Defeat the patrol of giants and humanoids.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

-OR-

Encounter 3b: Under the Moon

Defeat the undead.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 4: Pranks in the Night

Good roleplaying.

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP

Encounter 7a: Behind the door

Defeat the orc guards.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 8a: The Shrine

Defeat the grimlocks.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

-OR-

Encounter 8b: Out the In

Defeat the giants.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Total Possible Experience

APL 2	600 XP
APL 4	810 XP
APL 6	1020 XP
APL 8	1230 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold piece each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 2: Knight's Quarry

Save the woman drowning in the well

APL 4: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character).

Favor of Watcher Aborel

The character named above helped rescue the wife of Watcher Intha Aborel, Magnificent Lion. As such, Watcher Aborel will speak on the named character's behalf if he or she wishes to join the Knights of the Watch or Knights of Dispatch. Other uses for this favor may arise in the future, but his favor can only be called upon once.

Encounter 3a: Under the Sun

Defeat the patrol of giants and humanoids and strip them of their gear.

APL 4: L: 38 gp; C: 0 gp; M: 0

APL 6: L: 43 gp; C: 0 gp; M: *pearl of power (1st)* (Value 100 gp per character).

APL 8: L: 43 gp; C: 0 gp; M: *pearl of power (1st)* (Value 100 gp per character).

APL 10: L: 52 gp; C: 0 gp; M: *pearl of power (2nd)* (Value 400 gp per character).

-OR-

Encounter 3b: Under the Moon

Defeat the undead and take the *pearl of power*.

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

APL 6: L: 0 gp; C: 0 gp; M: *pearl of power (1st)* (Value 100 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *pearl of power (1st)* (Value 100 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *pearl of power (2nd)* (Value 400 gp per character).

Encounter 7a: Behind the Door

Defeat the orcs and strip them of their gear.

APL 4: L: 43 gp; C: 0 gp; M: 0

APL 6: L: 43 gp; C: 0 gp; M: 0

APL 8: L: 43 gp; C: 0 gp; M: 0

APL 10: L: 43 gp; C: 0 gp; M: 0

Encounter 8a: The Shrine

Defeat the grimlocks and strip them of their gear.

APL 4: L: 14 gp; C: 0 gp; M: +1 *darkwood tower shield* (Value 163 gp per character).

APL 6: L: 26 gp; C: 0 gp; M: +1 *darkwood tower shield* (Value 163 gp per character).

APL 8: L: 27 gp; C: 0 gp; M: +1 *blinding darkwood tower shield* (Value 463 gp per character).

APL 10: L: 27 gp; C: 0 gp; M: +1 *blinding darkwood tower shield* (Value 463 gp per character).

-OR-

Encounter 8b: Out the In

Defeat the giants and strip them of their gear.

APL 4: L: 34 gp; C: 0 gp; M: 0

APL 6: L: 37 gp; C: 0 gp; M: 0

APL 8: L: 49 gp; C: 0 gp; M: 0

APL 10: L: 50 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 4: 263 gp

APL 6: 380 gp

APL 8: 681 gp

APL 10: 990 gp

Conclusion A

Disfavor of Methos the Cat

You have completely failed Methos the Cat in his request for service. Your incompetence has resulted in Methos deciding you are not fit to ever adventure for him again. As a result, this character may not play in any module that begins with Methos contacting the party.

Conclusion C

Influence Point with Methos the Cat

You have succeeded beyond expectations on a mission for Methos the Cat. This influence point can currently be used one of two ways, but the influence point may only be used once.

- Methos will take upon himself one influence point owed by the named character to the Midnight Ravens.

Both this cert and the influence point to the Midnight Ravens should be voided.

- The named character may use this cert to cancel one disfavor that he or she may earn in the future from Methos.

APPENDIX I: NPCS

ENCOUNTER 3A

APL 4

Gombar: Male half-orc Clr4; CR 4; Medium-size humanoid (orc); HD 4d8+8; hp 31; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d6+2, club); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Intimidate +3; Spell Focus (Enchantment), Spell Focus (Necromancy).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, detect poison, purify food and drink, resistance; 1st – cause fear (2), cure light wounds, divine favor, endure elements*; 2nd – bull's strength*, cure moderate wounds, hold person, sound burst.

Enchantment and Necromancy Spells (base DC = 15 + spell level).

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

Possessions: scale mail, large wooden shield, club.

APL 6

Gombar: Male half-orc Clr6; CR 6; Medium-size humanoid (orc); HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +6 melee (1d6+2, club); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Intimidate +4; Extend Spell, Spell Focus (Enchantment), Spell Focus (Necromancy).

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, detect poison, purify food and drink, resistance; 1st – cause fear (2), cure light wounds, divine favor, endure elements*; 2nd – bull's strength*, cure moderate wounds, hold person, remove paralysis, sound burst; 3rd – cure serious wounds, magic vestment*, spikes^, windwall.

Enchantment and Necromancy Spells (base DC = 15 + spell level).

^See Appendix 2: New Rules.

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

Possessions: scale mail, large wooden shield, club, pearl of power (1st).

APL 8

Gombar: Male half-orc Clr8; CR 8; Medium-size humanoid (orc); HD 8d8+16; hp 59; Init +0; Spd 20 ft.; AC

16 (touch 10, flat-footed 16); Atk +8/+3 melee (1d6+2, club); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +2, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Intimidate +5; Extend Spell, Spell Focus (Enchantment), Spell Focus (Necromancy).

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic, detect poison, purify food and drink, resistance; 1st – cause fear (2), cure light wounds, divine favor, endure elements*, shield of faith; 2nd – bull's strength*, cure moderate wounds, hold person, remove paralysis, sound burst; 3rd – cure serious wounds, dispel magic, magic vestment*, spikes^, windwall; 4th – cure critical wounds, divine power, extended magic vestment, unholy blight*.

Enchantment and Necromancy Spells (base DC = 16 + spell level).

^See Appendix 2: New Rules.

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

Possessions: scale mail, large wooden shield, club, pearl of power (1st).

APL 10

Gombar: Male half-orc Clr10; CR 10; Medium-size humanoid (orc); HD 10d8+20; hp 73; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +9/+4 melee (1d6+2, club); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +3, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +15, Intimidate +6; Extend Spell, Persistent Spell^, Spell Focus (Enchantment), Spell Focus (Necromancy).

Spells Prepared (6/5+1/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic, detect poison, purify food and drink, resistance; 1st – cause fear (2), cure light wounds, divine favor, endure elements*, shield of faith; 2nd – bull's strength*, cure moderate wounds, extended endurance, hold person (2), remove paralysis, sound burst; 3rd – cure serious wounds, dispel magic, magic vestment*, spikes^, windwall; 4th – cure critical wounds, divine power, extended magic vestment, extended spikes^, unholy blight*; 5th – circle of doom, flame strike, persistent divine favor, righteous might*.

Enchantment and Necromancy Spells (base DC = 16 + spell level).

^See Appendix 2: New Rules.

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

Possessions: scale mail, large wooden shield, club, pearl of power (2nd).

ENCOUNTER 3B

APL 6

➤ **Ebeta:** Female gnome vampire Sor5; Small undead; HD 5d12; hp 40; Init +9; Spd 20 ft.; AC 22 (touch 16, flat-footed 17); Atk +4 melee (1d4+1 plus energy drain, slam); SA Domination, energy drain, blood drain, children of the night, create spawn; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses, undead; AL CE; SV Fort +5, Ref +8, Will +6; Str 12, Dex 20, Con -, Int 14, Wis 14, Cha 21.

Skills and Feats: Bluff +13, Concentration +8, Hide +13, Knowledge (arcane) +10, Listen +14, Move Silently +13, Scry +12, Search +10, Sense Motive +10, Spellcraft +10, Spot +12; Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Scry).

Spells Known (6/8/5; base DC = 15 + spell level): 0 – *detect magic*, *disrupt undead*, *ghost sound*, *mending*, *ray of frost*, *read magic*; 1st – *change self*, *mage armor*, *magic missile*, *shield*; 2nd – *cat's grace*, *invisibility*.

Possessions: *pearl of power* (1st).

Familiar (rat): Tiny magical beast; HD 5d8; hp 20; Init +2; Spd 15 ft., climb 15 ft.; AC 17 (touch 14, flat-footed 15); Atk +4 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL CE; SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Note: Ebeta possesses a rat familiar. The familiar stays in a pouch on Ebeta's hip throughout the encounter.

APL 8

➤ **Ebeta:** Female gnome vampire Sor7; Small undead; HD 7d12; hp 54; Init +9; Spd 20 ft.; AC 22 (touch 16, flat-footed 17); Atk +5 melee (1d4+1 plus energy drain, slam); SA Domination, energy drain, blood drain, children of the night, create spawn; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses, undead; AL CE; SV Fort +6, Ref +9, Will +7; Str 12, Dex 20, Con -, Int 14, Wis 14, Cha 21.

Skills and Feats: Bluff +13, Concentration +10, Hide +13, Knowledge (arcane) +12, Listen +14, Move Silently +13, Scry +14, Search +10, Sense Motive +10, Spellcraft +12, Spot +12; Alertness, Combat Reflexes, Dodge, Great

Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Scry), Spell Focus (Evocation).

Spells Known (6/8/7/5; base DC = 15 + spell level): 0 – *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mending*, *ray of frost*, *read magic*; 1st – *change self*, *mage armor*, *magic missile*, *negative energy ray*^, *shield*; 2nd – *cat's grace*, *flaming sphere*, *invisibility*; 3rd – *fireball*, *haste*.

Evocation Spells (base DC = 17 + spell level).

^See Appendix 2: New Rules.

Possessions: *pearl of power* (1st).

Familiar (rat): Tiny magical beast; HD 7d8; hp 27; Init +2; Spd 15 ft., climb 15 ft.; AC 18 (touch 14, flat-footed 16); Atk +5 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +4, Will +6; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Note: Ebeta possesses a rat familiar. The familiar stays in a pouch on Ebeta's hip throughout the encounter.

APL 10

➤ **Ebeta:** Female gnome vampire Sor7/Divine Oracle2; Small undead; HD 9d12; hp 68; Init +9; Spd 20 ft.; AC 22 (touch 16, flat-footed 17); Atk +6 melee (1d4+1 plus energy drain, slam); SA Domination, energy drain, blood drain, children of the night, create spawn; SQ Low-light vision, +2 racial bonus on saving throws against illusion, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses, undead, prestige domain (Divination), scry bonus, prescient sense; AL CE; SV Fort +6, Ref +9, Will +10; Str 12, Dex 20, Con -, Int 14, Wis 14, Cha 22.

Skills and Feats: Bluff +14, Concentration +12, Hide +14, Knowledge (arcane) +12, Listen +14, Move Silently +13, Scry +18, Search +10, Sense Motive +10, Spellcraft +14, Spot +12; Alertness, Combat Reflexes, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Scry), Spell Focus (Evocation).

Spells Known (6/8/8/7/5; base DC = 16 + spell level): 0 – *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*, *mending*, *ray of frost*, *read magic*, *resistance*; 1st – *change self*, *identify*, *mage armor*, *magic missile*, *negative energy ray*^, *shield*; 2nd – *augury*, *cat's grace*, *flaming sphere*, *invisibility*, *mirror image*; 3rd – *divination*, *fireball*, *fly*, *haste*; 4th – *improved invisibility*, *negative energy wave*^, *screaming*.

Domain: *Divination* (Casts divination spells at +2 caster levels).

Evocation Spells (base DC = 18 + spell level).

^See Appendix 2: New Rules.

Possessions: *pearl of power* (2nd).

Familiar (rat): Tiny magical beast; HD 9d8; hp 34; Init +2; Spd 15 ft., climb 15 ft.; AC 19 (touch 14, flat-footed

17); Atk +6 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./o ft.; SQ Scent, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +4, Will +9; Str 2, Dex 15, Con 10, Int 10, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

Note: Ebeta possesses a rat familiar. The familiar stays in a pouch on Ebeta's hip throughout the encounter.

ENCOUNTER 5

➤ **Swordwraith:** Swordwraith Ftr1; CR 3; Medium-size undead; HD 1d12; hp 12; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +4 melee (1d8+2/19-20, long sword) or +3 ranged (1d6/x3, shortbow); SA Strength damage; SQ Damage Reduction 10/+2, +2 turn resistance, undead; AL LE; SV Fort +2, Ref +1, Will +3; Str 15, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +3, Hide +4, Listen +3, Move Silently +4, Ride +5, Spot +3; Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (long sword).

Possessions: long sword, short bow, 20 arrows, large steel shield, chainmail.

ENCOUNTER 6

➤ **Ithik:** Male ettin Sor6; CR 11; Large giant; HD 10d8+6d4+32; hp 95; Init +3; Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +12/+7 (1d10+6, greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Superior Two-Weapon Fighting, spells; SQ Darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +8; Str 23, Dex 8, Con 15, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +11, Listen +10, Search +0, Spellcraft +9, Spot +10; Alertness, Empower Spell, Improved Initiative, Power Attack, Spell Focus (Evocation), Spell Focus (Necromancy).

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – *dancing lights, detect magic, disrupt undead, ghost sound, mending, ray of frost, read magic*; 1st – *chill touch, enlarge, magic missile, shield*; 2nd – *cat's grace, flaming sphere*; 3rd – *lightning bolt*.

Evocation and Necromancy Spells (base DC = 15 + spell level).

Possessions: 2 greatclubs.

ENCOUNTER 7A

APL 4

➤ **Orc (6):** Male orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+1; hp 13; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d12+4/x3, greataxe) or +1 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +3, Ref +0, Will -1; Str 16, Dex 10, Con 13, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +3, Jump +3 Listen +3; Power Attack.

Possessions: scale mail, greataxe, 2 javelins.

APL 6

➤ **Orcs (6):** Male orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12+3; hp 29; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d12+4/x3, greataxe) or +3 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 10, Con 13, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +5, Jump +5 Listen +5; Power Attack, Cleave.

Possessions: scale mail, greataxe, 2 javelins.

APL 8

➤ **Orcs (6):** Male orc Bbn5; CR 5; Medium-size humanoid (orc); HD 5d12+10; hp 50; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d12+4/x3, greataxe) or +5 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 10, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7 Listen +7; Power Attack, Cleave.

Possessions: scale mail, greataxe, 2 javelins.

APL 10

➤ **Orcs (6):** Male orc Bbn7; CR 7; Medium-size humanoid (orc); HD 7d12+14; hp 68; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +11/+6 melee (1d12+4/x3, greataxe) or +7/+2 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 10, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +7, Jump +7 Listen +7; Power Attack, Cleave, Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 2 javelins.

ENCOUNTER 8A: THE SHRINE

APL 4

➤ **Grimlock Cleric:** Male grimlock Clr4; CR 5; Medium-size monstrous humanoid; HD 6d8+12; hp 45; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +7 melee (1d8+2/x3, battleaxe); SA Blindsight, spells, rebuke undead; SQ Immunities, scent; AL NE; SV Fort +6, Ref +5, Will +10; Str 14, Dex 12, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb -5, Concentration +9, Hide -6, Knowledge (religion) +7, Listen +10, Search +5, Spot +7; Alertness, Combat Casting, Spell Focus (Necromancy).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – *cure minor wounds* (4), *guidance*; 1st – *command, cure light wounds, obscuring mist, protection from good**, *sanctuary*; 2nd – *bull's strength, cure moderate wounds, darkness, desecrate**.

Necromancy Spells (base DC + 15 + spell level).

*Domain spells. Domains: Evil (Casts evil spells at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you

are also a wizard, actual wizard levels and these effective wizard levels stack).

Possessions: chain shirt, battleaxe, +1 darkwood tower shield.

APL 6

➤ **Grimlock Cleric:** Male grimlock Clr6; CR 7; Medium-size monstrous humanoid; HD 8d8+16; hp 59; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +8/+3 melee (1d8+2/x3, battleaxe); SA Blindsight, spells, rebuke undead; SQ Immunities, scent; AL NE; SV Fort +7, Ref +6, Will +11; Str 14, Dex 12, Con 15, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb -5, Concentration +11, Hide -6, Knowledge (religion) +9, Listen +10, Search +5, Spot +7; Alertness, Combat Casting, Extend Spell, Spell Focus (Necromancy).

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (4), guidance; 1st – command, cure light wounds, obscuring mist, protection from good*, sanctuary; 2nd – bull's strength, cure moderate wounds, darkness, desecrate*, endurance; 3rd – cure serious wounds, deeper darkness, dispel magic*, magic vestment.

Necromancy Spells (base DC + 15 + spell level).

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Possessions: chain shirt, battleaxe, +1 darkwood tower shield.

➤ **Grimlock Scout:** Male grimlock Rng2; CR 3; Medium-size monstrous humanoid; HD 2d8+2d10+8; hp 33; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +5 melee (1d8+2/x3, battleaxe) and +4 melee (1d6+1/19-20, short sword); SA Blindsight, species enemy (gnomes); SQ Immunities, scent; AL NE; SV Fort +5, Ref +6, Will +5; Str 14, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +7, Climb +5, Hide +11, Jump +5, Listen +9, Search +5, Spot +6, Wilderness Lore +7; Alertness, Track, Weapon Focus (battleaxe).

Possessions: chain shirt, battleaxe, short sword.

APL 8

➤ **Grimlock Cleric:** Male grimlock Clr8; CR 9; Medium-size monstrous humanoid; HD 10d8+30; hp 83; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +10/+5 melee (1d8+2/x3, battleaxe); SA Blindsight, spells, rebuke undead; SQ Immunities, scent; AL NE; SV Fort +9, Ref +6, Will +12; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb -5, Concentration +14, Hide -6, Knowledge (religion) +11, Listen +10, Search +5, Spot +7; Alertness, Combat Casting, Extend Spell, Spell Focus (Necromancy).

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds (5), guidance; 1st – command, cure light wounds (2), obscuring mist, protection from good*, sanctuary; 2nd – bull's strength, cure moderate wounds,

darkness, desecrate*, endurance; 3rd – cure serious wounds, deeper darkness, dispel magic*, extended endurance, magic vestment; 4th – divine power, greater magic weapon, unholy blight*.

Necromancy Spells (base DC + 15 + spell level).

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Possessions: chain shirt, battleaxe, +1 blinding darkwood tower shield.

➤ **Grimlock Scout:** Male grimlock Rng4; CR 5; Medium-size monstrous humanoid; HD 2d8+4d10+12; hp 49; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +7/+2 melee (1d8+2/x3, battleaxe) and +7 melee (1d6+1/19-20, short sword); SA Blindsight, species enemy (gnomes); SQ Immunities, scent; AL NE; SV Fort +5, Ref +6, Will +5; Str 14, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +9, Climb +5, Hide +13, Jump +5, Listen +10, Search +5, Spot +7, Wilderness Lore +9; Alertness, Track, Weapon Focus (battleaxe), Weapon Focus (short sword).

Spells Prepared (1; base DC = 12 + spell level): 1st – resist elements.

Possessions: chain shirt, battleaxe, short sword.

➤ **Grimlock Rogue:** Male grimlock Rog2; CR 3; Medium-size monstrous humanoid; HD 2d8+2d6+8; hp 29; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +7 melee (1d6+2/19-20, short sword); SA Blindsight, sneak attack; SQ Immunities, scent; evasion; AL NE; SV Fort +2, Ref +10, Will +3; Str 14, Dex 19, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +12, Hide +16, Intuit Direction +5, Jump +7, Listen +12, Move Silently +9, Search +11, Spot +9, Swim +7, Tumble +9; Alertness, Weapon Finesse (short sword).

Possessions: short sword.

APL 10

➤ **Grimlock Cleric:** Male grimlock Clr10; CR 11; Medium-size monstrous humanoid; HD 12d8+36; hp 100; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +11/+6 melee (1d8+2/x3, battleaxe); SA Blindsight, spells, rebuke undead; SQ Immunities, scent; AL NE; SV Fort +10, Ref +7, Will +13; Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb -5, Concentration +16, Hide -6, Knowledge (religion) +13, Listen +10, Search +5, Spot +7; Alertness, Combat Casting, Empower Spell, Extend Spell, Spell Focus (Necromancy).

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (5), guidance; 1st – command, cure light wounds (2), obscuring mist, protection from good*, sanctuary; 2nd – bull's strength, cure moderate wounds (2), darkness, desecrate*, endurance; 3rd – cure serious wounds, deeper darkness, dispel magic*, extended endurance, magic vestment; 4th – divine power, greater magic weapon, unholy

*blight**; 5th – *extended greater magic weapon, flame strike, spell resistance.*

Necromancy Spells (base DC + 15 + spell level).

*Domain spells. *Domains:* Evil (Casts evil spells at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Possessions: chain shirt, battleaxe, +1 *blinding darkwood tower shield.*

🗡️ **Grimlock Scout:** Male grimlock Rng6; CR 7; Medium-size monstrous humanoid; HD 2d8+6d10+16; hp 65; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +9/+4 melee (1d8+2/x3, battleaxe) and +9 melee (1d6+1/19-20, short sword); SA Blindsight, species enemy (gnomes, humans); SQ Immunities, scent; AL NE; SV Fort +6, Ref +7, Will +6; Str 14, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +11, Climb +5, Hide +15, Jump +5, Listen +12, Search +5, Spot +7, Wilderness Lore +11; Alertness, Dodge, Track, Weapon Focus (battleaxe), Weapon Focus (short sword).

Spells Prepared (2; base DC = 12 + spell level): 1st – *resist elements* (2).

Possessions: chain shirt, battleaxe, short sword.

🗡️ **Grimlock Rogue:** Male grimlock Rog6; CR 7; Medium-size monstrous humanoid; HD 2d8+6d6+8; hp 53; Init +5; Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atk +12/+7 melee (1d6+2/19-20, short sword); SA Blindsight, sneak attack; SQ Immunities, scent; evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +13, Will +5; Str 14, Dex 20, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +16, Hide +21, Intuit Direction +9, Jump +11, Listen +16, Move Silently +14, Search +15, Spot +13, Swim +7, Tumble +14; Alertness, Dodge, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword.

APPENDIX 2: NEW RULES

FEATS

Persistent Spell [Metamagic]

You make one of your spells last all day.

Prerequisite: Extend Spell

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal or a fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effect is discharged. You need not concentrate on spells such as *detect magic* and *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

SPELLS

Eagle's Splendor

Transmutation

Level: Brd2, Clr2, Sor/Wiz2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive eagle's splendor do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Ghostform

Transmutation

Level: Sor/Wiz 5

Components: V,S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You assume a visible, incorporeal form similar to the form a ghost assumes when manifesting. While the spell lasts, your body shifts onto the Ethereal Plane. You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body. You can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms.

Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

Creatures on the Material Plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier (always at least +1, even if your Charisma score does not normally provide a bonus). You cannot make physical attacks against foes on the Material Plane except with *ghost touch* weapons; in this case, you have no effective Strength score, but your Dexterity modifier applies to all your melee attack rolls. Your spells affect targets on the Material Plane normally unless the spells rely on touch. Your touch spells don't work on material targets. Against foes on the Ethereal Plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as any incorporeal creature can.

When the spell ends, you return fully to the Material Plane. If you return inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Negative Energy Burst

Necromancy

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20 ft. radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area + 1 point per caster level (maximum 1d8+10). A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Negative Energy Ray

Necromancy

Level: Sor/Wiz 1

Components: V,S,M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two extra levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Material Components: A mirror, which you break.

Negative Energy Wave

Necromancy

Level: Sor/Wiz 4

Components: V,S

Casting Time: 1 action

Range: 50 ft.

Effect: 50 ft. radius burst, centered on you

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from your body.

You can affect up to 1d6 HD worth of undead creatures per level (maximum 15d6). Those closest to you are affected first; among equidistant undead creatures, weaker ones are affected first. The spell can have one of two effects, which you select when you cast it.

Rebuked: The undead creatures cower as if in awe. (Treat them as stunned.) The effect lasts for 10 rounds.

Bolstered: Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1). The effect lasts 10 rounds.

Spikes

Transmutation

Level: Clr3, Drd3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

From *brambles*:

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster

level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

TEMPLATE

Swordwraith

Some mercenaries are so dedicated to a life of war that they rise from death to continue the battle, prowling the site of their deaths or the places of their burial, looking for foes to put to the sword.

Swordwraiths appear similar to how they did in life, although their equipment is more battered and their flesh appears insubstantial. In dim light or darkness, their eyes glow dimly. As most in a particular band come from the same mercenary company, they usually bear the same insignia.

Swordwraiths speak any languages they knew in life. Some have been willing to parlay with those they consider their military equal.

Creating a Swordwraith

“Swordwraith” is a template that can be added to any humanoid or monstrous humanoid creature with levels in fighter (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” It uses all of the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: As the base creature.

AC: Same as the base creature.

Special Attacks: A swordwraith retains all of the special attacks of the base creature and also gains the following attack:

Strength Damage (Su): A creature struck by a swordwraith’s melee weapon takes 1 point of temporary Strength damage.

Special Qualities: A swordwraith retains all of the special qualities of the base creature and also gains the following:
Damage Reduction (Su): A swordwraith’s insubstantial appearing body is tough, giving the creature damage reduction 10/+2. Despite their appearance, swordwraiths are not incorporeal.

Turn Resistance (Ex): A swordwraith has turn resistance +2.

Saves: Same as the base creature.

Abilities: Same as the base creature. As undead creatures, swordwraiths have no Constitution score.

Skills: Swordwraiths receive a +4 racial bonus to Hide and Move Silently checks.

Feats: Swordwraiths gain the Alertness and Iron Will feats.

Climate/Terrain: Any land and underground.

Organization: Company (2-8) or squadron (11-20 plus leader 1-4 levels higher)

Challenge Rating: Same as the base creature +2.

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

DIVINE ORACLE PRESTIGE CLASS

Some people call them mad, and certainly some divine oracles are driven mad by the visions they see. Some people doubt their words; indeed, some divine oracles are cursed never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed – or cursed – by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Hit Die: d6

Requirements

To qualify to become a divine oracle, a character must fulfill the following criteria.

Scry: 10 ranks.

Feat: Skill Focus (Scry).

Class Skills

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Prestige domain: Divination, scry bonus	+1 level of existing class
2 nd	+1	+0	+0	+3	Prescient sense	+1 level of existing class
3 rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4 th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5 th	+2	+1	+1	+4		+1 level of existing class
6 th	+3	+2	+2	+5	Uncanny dodge (can't be flanked)	+1 level of existing class
7 th	+3	+2	+2	+5		+1 level of existing class
8 th	+4	+2	+2	+6	Uncanny dodge (+1 against traps)	+1 level of existing class
9 th	+4	+3	+3	+6		+1 level of existing class
10 th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

Class Features

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles are proficient with all simple weapons. They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

Spells per Day: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day.

Prestige Domain: Upon adopting the divine oracle class, the character gains access to the Divination domain, described in Chapter 4: Divine Magic. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle has a +2 sacred bonus on all Scry checks.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), she instead suffers no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle adds her divine oracle level to her percentage chance of success when using divination spells such as *augury* or *divination*. If an 11th-level cleric/4th-level divine oracle casts *divination*, her chance of success would be 70% (base) + 15% (1% per caster level) + 4% (her divine oracle level), or 89%.

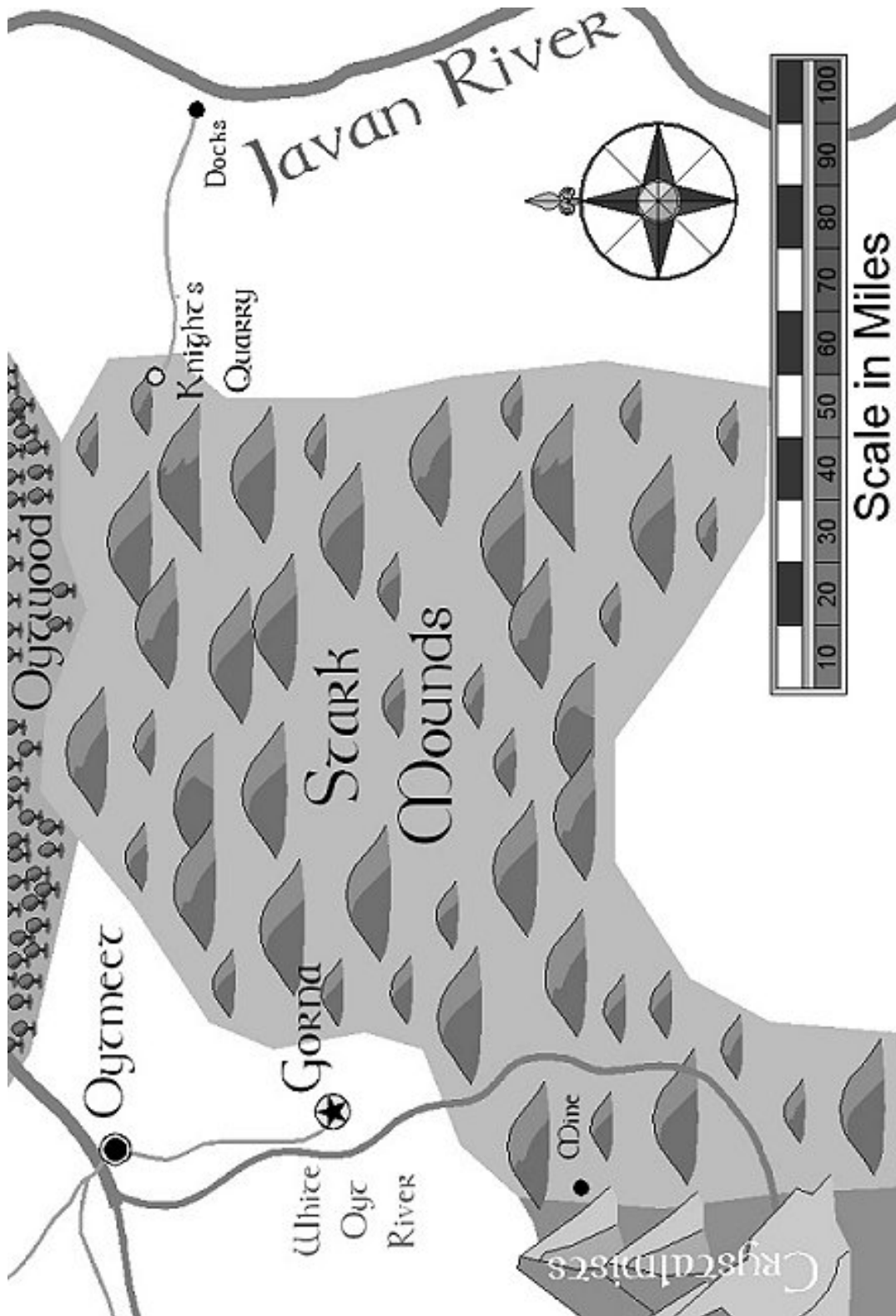
Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

At 6th level, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is that a rogue at least four levels higher than the divine oracle can flank her (and thus sneak attack her).

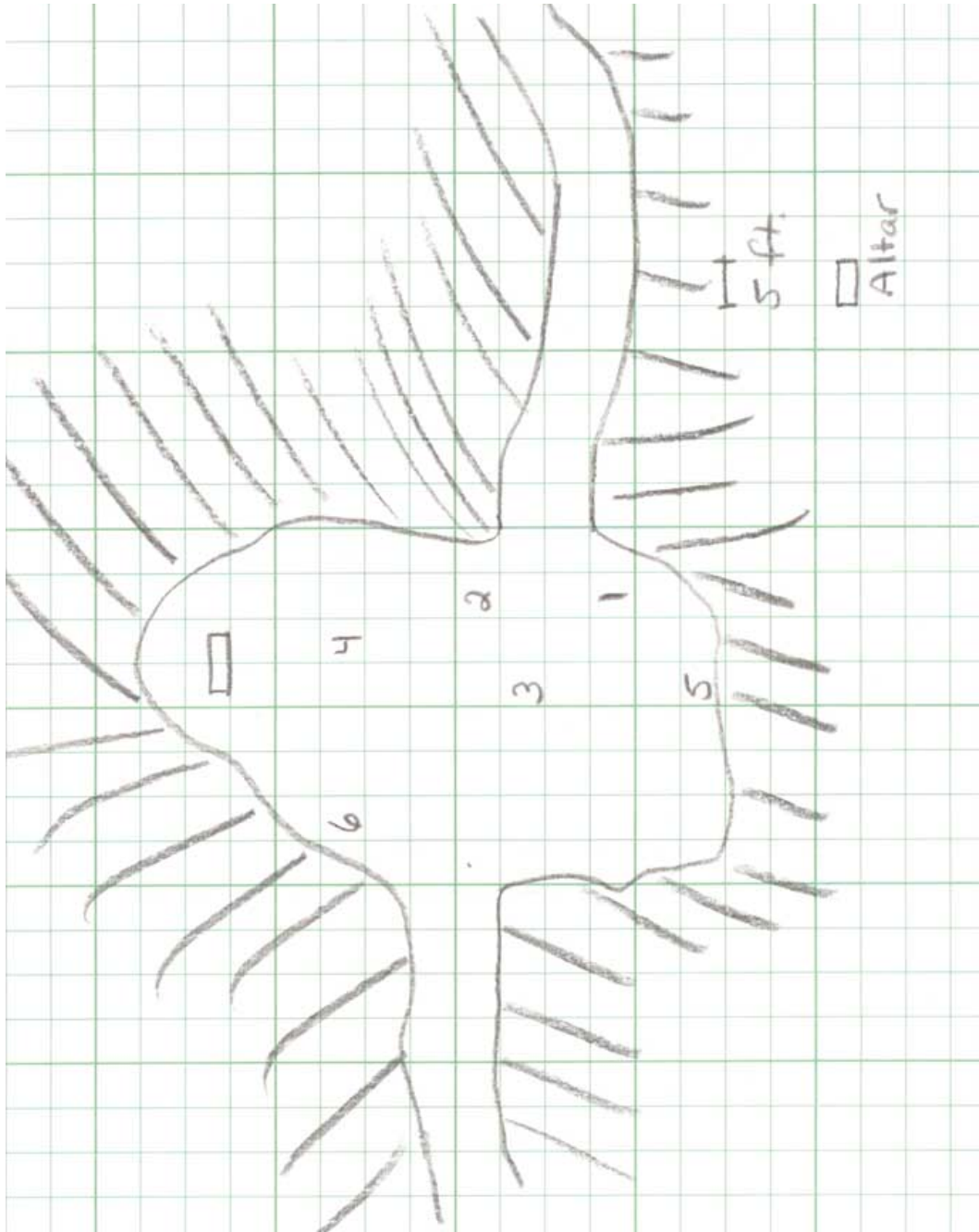
At 8th level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a partial action during a surprise round, unless she is physically restrained from doing so.

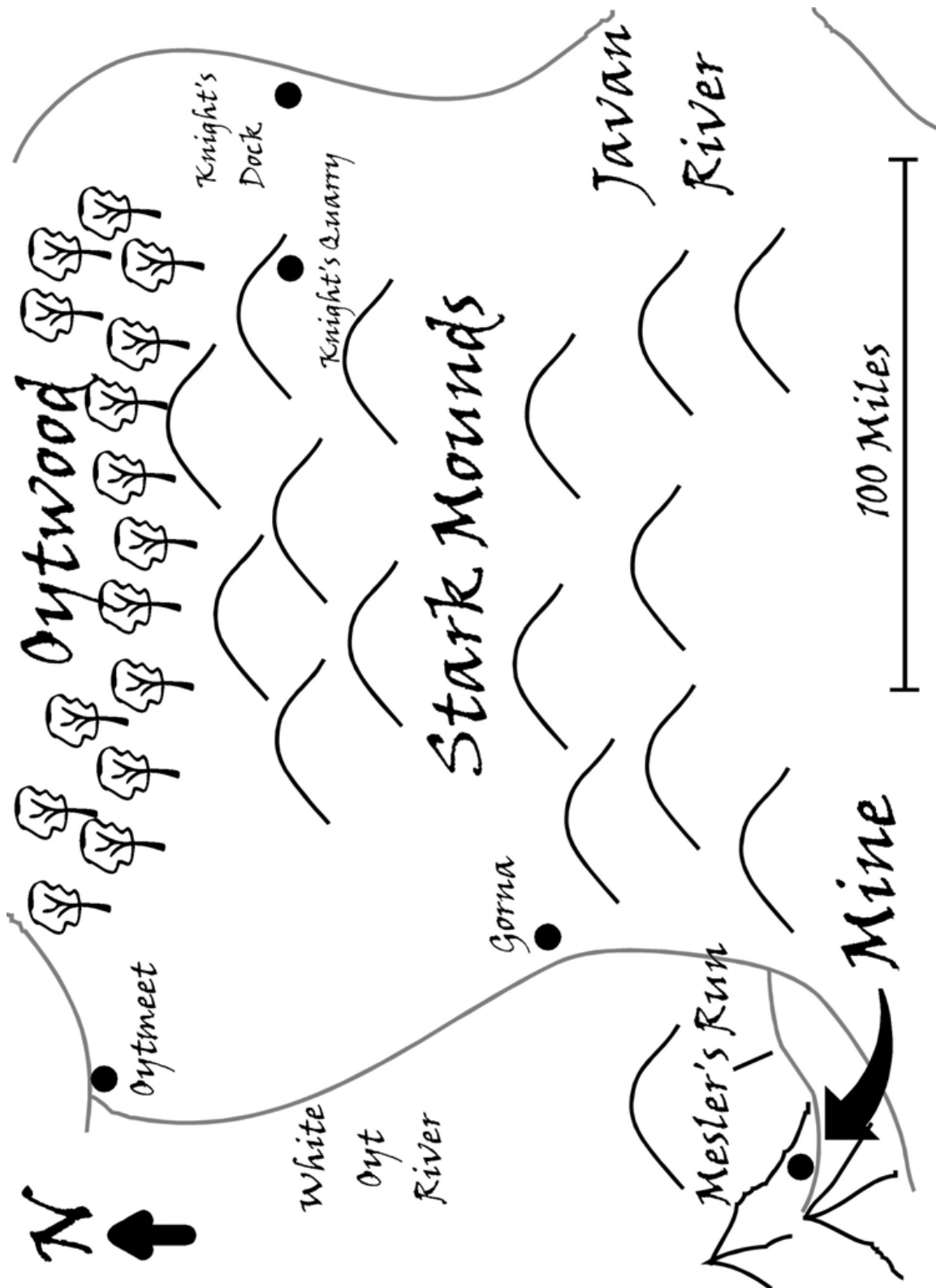
DM AID 1: MAP OF THE STARK MOUNDS



DM AID 2: LAYOUT OF THE SHRINE



Player Handout 1: Map to the Mine



Critical Events Summary: Veins of Trust

The Critical Event Summary should be turned in with the scoring packet. Filling out the Critical Event Summary is required during Premier slots.

CRITICAL EVENTS

Did the characters go on the mission for Methos?

Did the characters save the woman in the well?

Did the characters travel by day or night across the Stark Mounds?

Did the characters encounter the Gnome party?

Did the characters fight the SwordWraiths?

Did the characters free any Gnome slaves?

Did the characters collapse the cave?

Additional Judges Notes or Comments: