

# HORRENDOUS IRONSTORM MOUNTAIN HABITATS

by **B. Matthew Conklin III**  
Greg Oppedisano and Christopher Wissel

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# Credits

by B. Matthew Conklin III, Greg Oppedisano and Christopher Wissel

**Content Editor:** E.P. Healy

**Mechanics Editor:** Michael Thompson

**Artwork:** Cover by Mariusz Gandzel, Interior work by the Chris Malidore, Cartography by Kosala Ubayasekara

**Art Direction & Layout:** Kosala Ubayasekara

<<http://www.silven.com/>>

## About the Author

Matt Conklin has freelance credits with Paizo, Goodman Games, Wizards of the Coast. He is one of the founding members of the Were-Cabbages RPG Design group. He lives a bohemian existence in Metropolitan Detroit. Matt would like to thank his group (Chad, Craig, Dave, Jason, John, Mike, Mike Pat, and Tom) for "running with it" the night he came up with this crazy idea. Who says a group composed of all dwarves (four of whom are barbarians) can't work?

Greg Oppedisano agreed to be bitten by the Were-Cabbage because he thought that he would look more like Swamp Thing and less like a brussel sprout with arms... Happy husband, soon to be father of three, teacher of history, coach of championship football teams, master of dungeons. Greg would write more if he wasn't committed to watching the Leafs extend their Stanley Cup drought into the year 2050. Go Leafs Go!

## About the Mechanics Editor

Michael Thompson is a computer engineer and IT manager by trade, but a dreamer and idea man at heart. He is a veteran of 25+ years of RPG gaming, including D&D, World of Darkness, GURPS, Villains & Vigilantes, and too many others to list. In addition to writing, he is currently a D20 Mechanics Editor for Silven Publishing and a forum moderator at the company's website. Mike lives in Norton, Massachusetts, a small town 15 minutes north of Providence, RI.

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HABITATS

## Horrendous Habitats

### Ironstorm Mountain

Requires the use of the *Dungeons & Dragons Player's Handbook*, Third Edition, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

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# Introduction

The Horrendous Habitats series features ready-to-use lairs and hideaways to be integrated easily into your game. The idea is to feature a complete and detailed “home” for your chief antagonist, one worthy of striking fear and loathing into the heart of the players upon entering it.

Our goal with this series is to furnish DMs with a set of easily adaptable and usable locations that can be used to enhance your already existing adventures, and which serve as an inspiration or standing plot hook for a longer campaign.

## ***How to Use This Book***

This book details a complete lair or hideaway to be used by a chief antagonist in your game. The text is written in as generic a manner as possible for you to be able to drag and drop this directly into your campaign and use with your own information. However, DMs without their own characters to populate this lair will find ready-made NPCs in the Appendix at the back of this book.

The first section will cover using Ironstorm Mountain in your games, while Sections 2 and 3 go into depth on the Ironstorm Mountain itself and the area surrounding it.

## ***Who is This Book For?***

This book is for DMs and is not designed to be used by players. It would be detrimental to read this if you are a player in a campaign where the DM is planning on using this hideaway.



# What is Ironstorm Mountain?

Ironstorm Mountain has many locations ripe for adventure, including prisons, crumbling cities, dueling dragons, and the sleeping form of a dark god. In addition to a number of physical dangers, enterprising azers, nefarious slavers, insane derro, cloaker assassins, and a devious cult that includes four clans of troglodytes also populate the mountain.

Parties of adventurers should find themselves amazed and challenged by what they find in the depths of Ironstorm Mountain.

## **The History of Angstradt (as it is known)**

Centuries ago dwarven prospectors found the mountain that would later become known as Ironstorm (or Cair-Ebok to the dwarves) on the southern tip of a temperate east-west range. It was a veritable miner's cornucopia rich in iron, nickel, silver, zinc and that rarest of metals – mithral. Veins of precious gemstones ran through her core like frozen streams, for the mountain was closely connected to the Elemental Plane of Earth. Planar and geological fluctuations between the two realms caused new deposits of ore to appear spontaneously within the mountain.

Almost immediately a colony was established along the shores of a lake in a high mountain vale. The vale was later called Boraddin's Chalice after the lead surveyor. An unusually adventuresome dwarf by all accounts, he undertook many of the dangerous first delves into the heart of Ironstorm itself. These journeys were fraught with peril as the elemental denizens were eager to keep the mountain to themselves.

In addition to the various earth elementals, rogue mephits and magmin from the lava-filled strata further below attempted to sideline the expedition. But Boraddin would have none of it and pressed on, much to the anguish of his wife, Bronwen, who wept bitterly while he was gone. It was during these expeditions that Boraddin found the hollow core of the mountain, a huge terraced cavern near its center, its base filled with water from the higher altitudes.

Seeing this as the ideal place from which to survey the rest of the mountain, it was decided the colony would move into the fissure. And thus was born the city of Angstradt, a proper kingdom away from the eyes of the local migrating human tribes and nosy elves. For his great accomplishments, Boraddin was made its first king.

In the depths, powerful dwarven arcanists and clerics performed a great magical rite that bent the earth elementals within the mountain to their will and bound them to eternal service. With the elementals at their side, constructing the city and driving off the rogue magmin was a simple task. Later still, the elementals



*The Dwarves they dug deep, they dug greedily!*

were given the duty of safeguarding the mountain and its secrets, orders they fulfill even to this day.

Centuries passed, and the dwarves and their servants grew rich in their mountain even as humans and elves moved in the forests and plains surrounding it. The first people who settled around the mountain heard the sounds of the dwarven craftsmen and so named the peak Ironstorm.

It wasn't long before contact and then dialogue between the races began, but most of the dwarven kings never took much interest in the goings on outside their mountain, and so they became distant from their more frivolous neighbors. Their representatives stopped attending meetings and they stopped answering the mountain gates, trading exclusively with other dwarven communities in the mountains to the north and their deep gnome kin in the depths. Years passed and the humans and elves became suspicious after not hearing from their neighbors for so long. They finally sent a small military force to the mountain to see what had become of the dwarves. Whatever the actual intent of the visit, the dwarves took the act as an invasion and a series of small, but bloody wars gripped the region for the next sixty years. Eventually the Outsiders, as the dwarves called the humans and elves, simply ceased coming to the mountain, thus ending the Summit War. Claiming victory, the dwarves returned to their work.

A century passed and Angstradt's population grew, as did its need for space. King Baltuck Ironhame II, bitter memories still fresh in his head from the Summit War in which he had fought as a prince, ordered the mountain's lowest mines be dug deeper. The mines were expanded outward under the neighboring kingdoms and even into the remote wilds to the south and west. Branches went north beneath the hidden mountain vales. Ironhame envisioned one day that Angstradt would form the

hub of a circle of dwarven military outposts, trade centers and city-states that would eventually grow so powerful that no one would dare invade.

Alas, it was not meant to be. Shortly after the excavation reached the base of the mountain, King Ironhame II was caught in a cave-in triggered by a minor earth tremor and crushed under tons of rock. His son Tuckburrow vowed to see his father's tunnel plan through. And with renewed vigor, the water-bored tunnels were widened and bent upward so more trade goods could be sent overland to new dwarven enclaves to the south and west. Soon, longer and deeper tunnels wound their way to distant lands. But even then the mountain's base had developed an evil reputation among some miners. They called it the "black cells" for the rock that seemed to absorb torchlight. The air was always cold and damp down there.

During this time of expansion, the dwarves of Ironstorm encountered and battled many underground menaces. Occasionally, their tunnels hit long-forgotten dungeons filled with orcs, goblins or cave vermin. On other occasions, they'd accidentally break the seal of a lonely barrow, unleashing whatever angry dead guarded the place. It was in the great southern swamps and the dank limestone caves that dotted the area that they met the foe who would one day supplant them.

A number of primitive troglodytes — splintered among some two-dozen tribes — lived in the marshes. Swampland and half-drowned caves were not the battlefield of choice for heavily armored dwarven soldiers, especially when harassed by a multitude of troglodyte clans that ambushed them then retreated into the mire. Frustrated by such a dishonorable enemy, King Tuckburrow sent the weight of his military might against the swamplands, enlisting the other communities he traded with. It was, in the end, the death knell of his realm. The swamp was home to many enemies — troglodytes, dragon turtles, goblins and black dragons — but the worst was so small the dwarves couldn't even see it — pech plague.

Pech plague (also known as gorgon's breath) was a magical disease that had seemingly run its course centuries before. Most of the current denizens of the swamp had developed a natural immunity to it — but not the dwarves. Slowly over the course of days, creatures contracting the disease turn to stone. The dwarven soldiers returning to the city introduced the disease into the population where it became a full-blown plague. Suddenly, the war took a horrible turn and the metal-hungry troglodytes in greater numbers than ever before seen assailed the dwarf-built tunnels, forcing the dwarves back to the black cells of Angstradt.

His kingdom on the verge of destruction, Tuckburrow instructed his son, Baltuck III, to flee with what healthy survivors he could muster. Meanwhile, Tuckburrow and his personal guard would meet the troglodyte horde head on, hoping to collapse the great hall at the center of the cells on their enemy. They were never seen again, though it is assumed they succeeded in at least collapsing the swamp tunnel as a great earthquake struck the mountain. Baltuck III got the survivors to safety just as a second calamity hit the embattled kingdom.

## Elementals: The Bound Earth Elementals

*We will do as we have always done until the breaking of the world.*

Still bound by dwarven magic to their eternal task of keeping Ironstorm secure are a number of earth elementals that roam through the mountain the way a fish might swim through a lake. These beings do their work unobtrusively, disrupting outside mining efforts and keeping watch on the mountain's secret doors. Since most of what they do is accomplished inside the mountain's rock walls, very few know these beings even exist. Their sabotage is most often chalked up to bad luck, faulty engineering, ghosts or even to the spirit of the mountain itself. Most of the older prospectors recount a half-dozen ghost stories about dead miners, prison inmates, fairies or the mountain personified leading the unwary or the greedy to their doom.

The elementals rarely intend to kill — they're more interested in stopping outside tunneling — but their tactics do result in often-fatal cave accidents. In fact, the number of accidents has roused suspicions in Valglaren Vrad. He has recruited the diviner Ul'Fahss Aht Wadd to determine the source of the problem.

For their part, the elementals long to be free of their bound state. They cannot leave the mountain, and with the dwarves gone, more delvers have been attracted to the mountain and its appetizing mineral wealth. The delvers are none to picky about devouring any elementals hidden in the rocks they consume. Regardless, they view the elementals as nuisances for collapsing delver-made burrows. The ill-tempered delver known as Kingfisher specifically targets earth elementals that get too close, chasing them through the mountain, smashing through any obstacles in his path.



*Fike's greed for the hidden wealth of the mountain knew no bounds.*

Hearing of the mountain kingdom's imminent collapse, the great black dragon Felmiasmire Poisontongue assaulted the upper garrison.

Baltuck and the refugees scattered and fled through the old supply tunnels. Swearing vengeance on the dragon and the troglodytes, Baltuck lead an expedition back to the mountain more than a century later. He and his party never returned. Since then, survivors of the exodus have passed on the mountain's legend.

### ***The Secrets that History Forgot***

Baltuck Ironhane II was not solely guided by spite when he decided to expand his kingdom by digging under the surface dwellers. Buried deep in the black cells at the base of the mountain was creature of the elder days. Some would call it a god; most would call it an abomination. It has sat torpidly in its prison of rock since before the mountain's formation. Through all that time, it has been aware of the area it resides in and in a dim way the entire mountain and even some of the lands around it. Not only is it aware, but it can subtly influence the environment and those beings residing within it.

When the dwarf king constructed the tunnels, it made sure that the picks and shovels would lead to its prison to free it. But because the practical dwarf king — who had planned much of the construction — refused to dig any farther than needed, the tunnel stopped mere feet from the monster's prison. Enraged, the creature shook in fury and the whole mountain shook with it. The shaking collapsed the tunnel's ceiling, killing the king and his engineers who had decided the base had been reached.

To the abomination, the "little things" — the dwarves — that lived in the mountain were too inflexible to be moved much and so the thing in the cells went back to "sleep," biding its time. It

awoke when the tunnels into the swamp were completed and sensed the troglodytes. The entity found a useful tool in these new little things. Through them, it lured the dwarves into the reaches of the swamp where it knew death awaited them in the form of the plague. When the balance of power shifted, it communed with those few troglodyte shamans who could hear its whispers and drove them to rise up and strike at the dwarves while they were at their weakest.

Once again, though, a stubborn dwarf king interfered with the entity's release in the way ants interfere with a picnic. Tuckburrow and his guard descended to the black cells intent on holding it as long as they could before collapsing it and sealing the mountain's lower tunnels. But the thing in the deep knew the old king's mind and played on his arrogance, the reverence of his father's dream and the loyalty of his supporters. It goaded him into holding off destroying the hall until it was too late and the troglodyte horde was upon the dwarves. Somehow the dwarf finally saw through the ruse. Bleeding from a spear wound on the floor at the same spot his father had died, the dwarf king could almost "see" the creature in all its horror right through the very stone. He cursed the mountain, and with his good arm hammered out one of the wedges that had been set to bring the roof. The ceiling collapsed, crushing everyone.

It took more than a year for the surviving troglodytes to dig through the rubble, but once they did, Ironstorm was theirs.

### ***Ironstorm Prison***

Ironstorm Prison (know simply as Ironstorm to it's inhabitants) was constructed a little over a century ago by Turinnahd, a nearby kingdom whose frontier at one time included the mountain range containing Ironstorm Mountain and the neighboring free town of Tommerast. When a survey of the area turned up the ruins of a dwarven watchtower along the exterior

Ironstorm Timeline	
Approx. 1,270 years ago	Dwarven surveyors find Cair-Ebok Mountain.
Approx. 1,200 years ago	Founding of Angstradt. Boraddin becomes the first King of the Mountain. Dwarves enact the binding ritual on the earth elementals. Human and elven clans begin to move into the region around the mountain.
Approx. 1,050 years ago	Boaddon Forgehand, son of Boraddin, becomes king and founds the Crystal Forges.
Approx. 900 years ago	Baltuck, the first son of Boaddon, becomes king. Angstradt's golden age. The town of Tommerast is founded.
Approx. 770 years ago	Boaddin II, son of Boaddon, becomes king. Troubled by illness, his reign is short.
Approx. 715 years ago	Halstruck the Fiery, second son of son of Baltuck, becomes king. Halstruck turns his back completely on the outside world to tend to internal matters.
Approx. 560 - 500 years ago	Summit Wars begin on a misunderstanding. Tommerast is sacked twice.
Approx. 500 years ago	Summit Wars end when the war-weary humans and elves abandon the fight.
Approx. 465 years ago	Baltuck II (Ironhame), son of Halstruck, becomes king.
Approx. 400 years ago	Baltuck Ironhame begins the great excavation project meant to isolate his people from further interference by the surface dwellers.
Approx. 275 years ago	Tuckburrow, son of Baltuck Ironhame, becomes king after his father is killed in a cave-in in the black cells.
275 - 175 years ago	Angstradt expansionist period. The dwarves of the mountain are all but forgotten by the surface dwelling peoples and are only referred to in song and legend.
195 - 175 years ago	Marsh Wars against the troglodytes.
175 years ago	Pech plague enters Angstradt. Troglodyte clans push Angstradt's defenders through miles of tunnel to the black cells at the base of the mountain. King Tuckburrow triggers a cave-in that seals the black cells, crushing himself and the invaders. The dragon Felmiasmire Poisonsong breaches the upper garrison, damaging the dam. He descends to Angstradt proper and ravages the city. Baltuck III, son of Tuckburrow, leads refugees out of the doomed city. The survivors scatter to the hinterlands. Orcs and goblinoids from the nearby peaks mount expeditions to the mountain.
174 - 171 years ago	The Wars in the Deep. Troglodytes breach the black cells and move into the mountain. They clash with orc and goblin squatters and later with each other. The God on the Black Rock is exhumed.
171 years ago	The Asnarr troglodytes recover a stash of dwarven weapons and armor and use it to crush their rivals, the Ssalass, who have retreated into the lower mines. This begins a time of relative stability within the mountain as the troglodytes wait for the waking of their torpid god.
130 years ago	The Kingdom of Turinnahd wins a series of military campaigns that expand its boards to include Ironstorm Mountain and the town of Tommerast.
125 years ago	Montique Fike convinces King Trewnin II to build a prison on the peak as part of his plan to loot the mountain. The construction reinvigorates the economy of Tommerast.
120 years ago	Ironstorm Prison is completed, and mining operations begin.
101 - 98 years ago	Turinnahd Civil War.
100 years ago	Frustrated by the earth elementals' sabotage and lack of supplies from Turinnahd, Fike abandons the prison. Tommerast declares itself a free town.
94 years ago	Fall of Turinnahd to savage humanoid invaders. Tommerast, too, suffers as most of its population flees to friendlier lands over the next ten years.
90 years ago	Fike returns to Ironstorm prison with the aid of Edgerrach the bandit king. Edgerrach appoints the dwarf Valglaren Vrad to keep an eye on Fike.
85 years ago	Fike and Edgerrach are both slain when the bandits are routed from the prison by a group of local heroes. Vrad escapes with much of the bandit king's wealth, which he uses to found the Crimson Fetter.
75 years ago	Baltuck III leads an expedition back to Ironstorm. They are never seen again.
1 year ago	Vrad and the Crimson Fetter set up mining operations in the prison once more.



of the summit, Montique Fike, the king's wizard and a devious loremaster, knew at once that the mountain was probably the site of the lost dwarven kingdom of Angstradt. He quickly advised his lord, the inept King Trewnin II, whose kingdom was gripped with internal problems due to rampant government corruption, into building a prison for dissidents on the ruins. He had himself put in charge of the project. What he did not tell the king was his intent to sack the mountain of its treasures using the prisoners as slave labor.

After it was complete, the prison became a symbol of Turinnahd's power and tyranny. More than half of those sent to it did not return. Most prisoners were worked to death in the mines or killed by fellow inmates or cruel jailors.

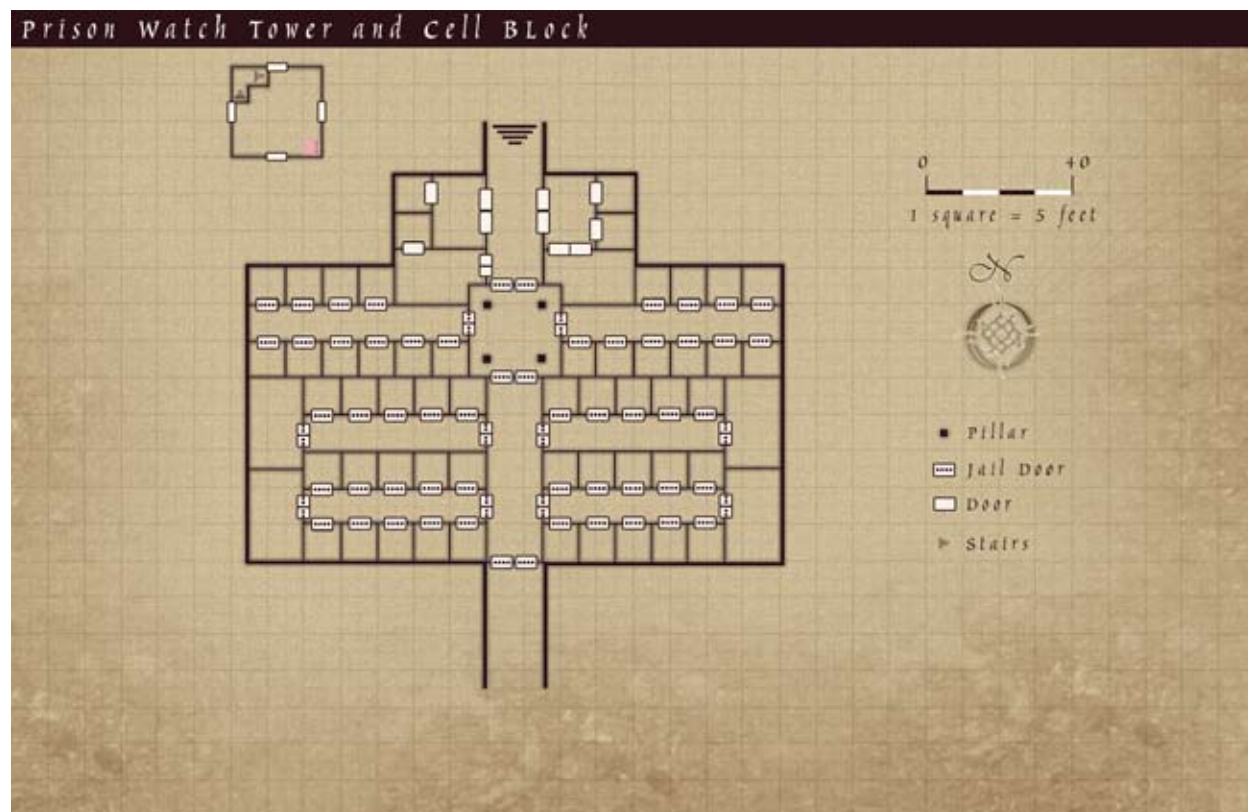
In the end, the mountain got the better of Fike. For twenty years he delved the mountain but to no avail, the elementals bound to protect the stone did secretly foiled every attempt to breach Angstradt. At the end of those twenty years of fruitless searching, Turinnahd collapsed in civil war and was later destroyed by barbaric humanoid invaders. Without supplies from the capital, the prison was abandoned.

The obsessed Fike returned to the site ten years later after allying himself with Edgerrach, a powerful bandit lord from the north. Fike's tales of the mountain intrigued Edgerrach and they set up

shop in the prison to prey on Tommerast and the other small communities along the former frontier. Fike made sure their raids resulted in the taking of slaves whom they forced down into the now unstable shafts to continue the work the prisoners of Ironstorm had begun thirty years before.

Once again it was to no avail. The bandits were eventually routed from the mountain by a group of young heroes from the surrounding towns who had suffered enough of their pillaging. The infirm Fike died during the assault in a cave-in that buried part of the prison when one of his spells misfired.

Unfortunately Fike's obsession did not die with him. Valglaren Vrad, an inexperienced dwarf footpad, was Fike's personal aide. He also spied on the mad wizard for Edgerrach and learned much from Fike he never revealed to anyone. Now older, Vrad has grown into a powerful slaver whose experiences at breaking men in his youth have not been wasted. Vrad controls the Crimson Fetter, an organization far more powerful than Edgerrach's rabble. The Crimson Fetter has connections to distant lands and even powerful governments that rely on Vrad's talents. Always though in the back of his mind, Vrad has heard the siren call of Ironstorm and the limitless wealth that lies within. Now that he has the resources and slaves to expend, he has returned to the mountain as bent on obtaining its riches as his insane mentor was.





## Getting to Ironstorm Mountain

Ironstorm Mountain is located in the wild lands of what was once the kingdom of Turinnahd. The area is now a collection of ruins, dangerous wilderness and desperate beings with dark intentions.

### 1. Ruined Garrisons

The landscape around Ironstorm is home to a fair share of ruined towers. Many of these structures once contained fighting men or dwarves, each charged with protecting the plains against the barbarian tribes or serving as hard points to blunt military advances. Now, the garrisons are little more than decayed shells. Most were abandoned at the end of the Summit Wars when men and elves looked to more pressing concerns than a stalemated war with a stubborn enemy. Others show signs of a violent end, being burned out shells or reduced to piles of rubble via fire, magic, siege engines or marauding giants.

The human-built garrisons are a mix of Turinnahd and pre-Turinnahd construction. The earlier garrisons are for the most part built along mountain's spurs so as to have a good view of the surrounding terrain. They are a mix of construction styles

reflecting the cultures that tried to settle the area. Most sport a single stone tower with one or two additional buildings and a low wall or rampart. Some were attached to small mountain hamlets. In areas not yet overgrown, these ruins can be seen from miles away. After the Summit Wars, during Turinnahd's expansionist period, a new series of keeps were constructed along the road to Tommerast and from there to Ironstorm Prison. These followed a more uniform pattern and were built on hills overlooking the main overland road. Each sported an enclosing wall, with three outer buildings: a barracks, an armory and a stable. The central command post is a simple three-story structure containing a first floor mustering area and mess hall, a second floor officer's quarters, and a watch post on top. Having been abandoned to the wilds since Turinnahd's decline, more of these structures exist today. While officially abandoned, bandits and monsters often use these structures as havens from which to launch raids against the caravan traffic on main road. Once called Gallow's Way because it connected Tommerast to the Turinnahd prison, the earthen road is now little more than a grassy cart trail winding up into the hills.

Dwarven watch posts ring Ironstorm just as the pre-Turinnahd towers do, but at a slightly higher altitude and in a less conspicuous manner. They were constructed in such a way as to blend into the mountain itself. In fact, it is possible to walk right past one and not even notice it. Most are partially sunken within the various rock prominences common to the mountain. Hidden spy holes let those inside keep an eye on

their surroundings. All of these lookouts have a well-hidden secret passage that leads to the upper garrison. These passages were abandoned when Baltuck II, then king of Angstradt, turned his back on the outside world. He ordered the earth elementals inhabiting the mountain to seal them. Unlike the human redoubts, these small hard points have suffered less from time and wear. The outdoor entrances to these lookouts are well camouflaged, as are the structures themselves (Search DC 25). Once pass whatever trap or ward the dwarven engineers might have placed as an obstacle, one needs to navigate a narrow 30-foot hewn corridor before arriving at the watch post proper: a small series of rooms connected by a door and stairs large enough to accommodate six or so dwarves.

## 2. The Forest of Stone

The dark forests at the foot of Ironstorm are thick and nearly impenetrable. Unlike most wooded areas, the lands here are quiet and still. No birds chirp, and the wildlife seems to prefer grazing for its food among the brush on the outskirts of the area.

Once this was an elven kingdom, thriving and full of life. Alimadrel Devnisha, the elven queen, ruled wisely for many centuries. When the humans came to establish a river trade in the grasslands to the south, she treated them shrewdly and established a strong ally to serve as a buffer between the forests and the more hostile lands.

When the dwarves of Angstradt grew in power, Alimadrel's people wished to trade with them as well. Sensing something dark in the depths of the mountains, she initially refused, imposing light sanctions and taxation on any elvish traders who pursued open trade with the dwarves. After the dwarves closed their borders, the most powerful of her merchant houses eventually pressured her into sending a force up the slopes.

The disaster that followed led the elves to abandon their homes in the trees. By the time the Summit Wars with the humans ended, the elves had left for greener pastures, leaving nothing behind but a few treehouses. Queen Alimadrel established a new kingdom and became isolationist, restricting trade completely.

One hundred years later, the dwarves began their great tunneling project under the leadership of Tuckburrow. The tunnels even traveled just below the ancient roots of the forest's trees. When Pech Plague struck the dwarves, it spread to all the open tunnels, somehow infecting the roots of the great oaks in the center of the forest. Several of the trees turned completely to stone and fell into the tunnels, killing or cutting off any dwarf foolish enough not to evacuate. The plague spread to the bowers, eventually leaving behind a twisted, barren patch of uninhabitable petrified trees to stand silently like sentinels in the heart of the forest.

## 3. Tommerast

This once prosperous town is now little more than a maze of decayed stone and wood-frame buildings. Only about a quarter of the town's buildings (and most of those down its main street) are actually used. The rest crumble with age. The cobblestone

roads are now mostly dirt and the roads to and from town have become narrower and slightly overgrown. Civil services are nearly nonexistent. Nowadays, only the desperate come to Tommerast: people either fleeing trouble or hoping to strike a rich vein in a mountain that seems as cursed as it does rich in precious minerals.

A council of business owners manages the town. Each has a stake in the seeing that the town is kept free from outside domination. Mostly this is because they don't want to pay taxes, but in some cases it is because the nature of their business would be found repellent in civilized lands. The councilmen are Charlton Kresse, the latest in his family's line to own the town's general store; Fauldman Nockwood, a lumber baron who has clashed several times with the area's sylvan inhabitants over logging rights; Gannama Ursaru, a wealthy moneylender and land speculator; Wairt Rednettle, the sly owner of the town brothel; and the grim Goslow Firspitter, who represents the Crimson Fetter's interests.

The arrival of the Crimson Fetter has been something of an economic boon to the town. As a result, the townsfolk don't spend too much time dwelling on the Ironstorm prisoners. A popular rumor is that Ironstorm operates with the sanctioning of other powerful lands and that anyone sent there is a convicted criminal from one of those places. Even if the truth were more widely known, it is doubtful the townsfolk would or could do anything about it.

Sheriff Lumbach Horsefist, a loutish half-orc whom the council occasionally uses as its muscle, upholds what law there is in the town. Horsefist is a very bribable official, but has thus far been able to keep it a secret. Mostly he is just trying to survive as best he can. He is aided in his post by four lackluster deputies who are themselves all bullies.

The town judge, Keln Throgmorton, is the worst of the lot. He is known to take bribes, most of which he spends in the town's tavern, the Pitons-to-Pint. He is also a bully who finds satisfaction in life only by exerting his power over those brought before his bench. Since the Crimson Fetter moved into the area, criminals are now more likely to be sent to Ironstorm than to the town gallows as before. Yet amid all the evil and corruption in the city, honest ranchers, farmers, prospectors and business folk find a way to eke out a little bit of civilization.

**The Free Town Tommerast (hamlet in the remains of a small town):** Nonstandard; AL CN; 100 gp limit; Assets 1,800 gp; Population 364; Isolated (human 95%, half-orc 4%, half-elf 1%).

*Authority Figures:* Charlton Kresse, LN male human expert 5 (owner and operator of Kresse's Goods); Fauldman Nockwood, NE male human expert 4/ranger 2 (owner of Nockwood Lumber), Gannama Ursaru, LE male human expert 4/rogue 1 (moneylender); Goslow Firspitter, NE male human fighter 3 (Crimson Fetter caravan master); Judge Keln Throgmorton, LE male human expert 4 (magistrate); Lumbach Horsefist, N male half-orc fighter 4 (town sheriff); Wairt Rednettle, CN male human rogue 5 (owner of the Silk and Velvet).

*Important Characters:* Annok Steelmead, CG male half-orc

## Tommerast in Your Campaign

As with most of this book, the details of Tommerast are left to the DM to supply. Feel free to drop anything you find inappropriate and make it your own. That said, Tommerast is a flickering beacon of civilization on a now-wild frontier. It is a hard place where the ruthless and strong rule. What passes for the law here is more akin to thuggery. The town council is on the whole more interested in its own personal advancement rather than Tommerast.

It is ripe with corruption, bigotry, sexism and intrigue. But at the heart of the town are its common citizens: men, and women who exemplify the virtues of hope, justice and perseverance. Most of the townsfolk in Tommerast are looking for a better life away from the things that drove them to the frontier town. They are fleeing debt, prison, abuse, themselves or worse.

Those families native to the region have carved out a small niche they hope to expand and leave for their heirs. Most hope civilization finally catches back up with the place, and that Tommerast may once again regain its lost prominence. It is important that while roleplaying the town NPCs that the DM gets across the idea that the characters have hopes for the future (even if they are corrupt ones).

In game terms, the purpose of the town is twofold. One, it is a relatively safe haven for characters adventuring in the region. Second, it can serve as a motivational tool to get the characters involved in adventures. Were the God on the Black Rock ever to regain its full mobility, Tommerast would be its first target. Likewise, the threat to the town posed by the troglodytes, Felmiasmire Poisonsongue, or (more subtly) the Crimson Fetter might spark the PCs' motivations enough to draw them into an adventure. It is a fine line to walk. You don't want Tommerast's internal problems so pervasive the characters give up on the place, but at the sametime you don't want to neglect the fact that the town has problems and villains of its own.

expert 3/fighter 2 (blacksmith); Barthallamel Higgins, LN male human expert 5 (owner and operator of the Pitons-to-Pint); Eziekia Utridge, NG male human commoner 7 (local farmer); Gilbert Hasse, CG male human ex-paladin 3/cleric 3/expert 2 (doctor); Hadaro Melboa, CN male human rogue 5 (charletan); Hurbit "Man Mountain" Som, N male human barbarian 2/druid 4 (musclebound hermit); Madra Rokk, NG female human expert 6 (historian/teacher); Morton Stele, LE male human cleric (death god) 4 (undertaker); Palo "Slappy" Wertigan, CG male human expert 7 (grizzled old prospector); Zana Telleska, CG female human commoner 3 (talkative hostess).

### 4. Anvil's Rest

While the mountains and earthquakes over the last few hundred years have effectively cut off any route to Ironstorm, a natural spring called Anvil's Rest has been quietly laying a path used by diplomats, merchants and slavers. The natural spring, located at

the base of the mountain, cuts into the sheer rock walls of the mountainside, traveling at a gradual slope for more than 1,000 feet before soaking into the granite again.

Over the centuries, the trickling water has cut a wide tunnel that reaches a height of more than 15 feet in certain sections. The tunnel takes a couple of twists and turns, effectively blocking natural light and casting nearly half of its length in complete darkness. The tunnel eventually comes out near the Swing (see below). To get to the trail that winds up the mountain, adventurers either have to enter the long tunnel that leads to the natural springs of Anvil's Rest, or find a magical means around the miles of granite and bedrock that loom above them.

The granite inside the tunnel is constantly wet with the slow trickle of water, and very slippery.

Also, several foul creatures often creep into the darkness, waiting to attack unsuspecting travelers. In addition, the Crimson Fetter and a few wily bandits who are aware of being followed often use the tunnels as a chokepoint to trap unsuspecting heroes.

The springs themselves are little more than a few pools of overflowing water fed from inside the mountain and trickling gently into the lower tunnel. The Crimson Fetter occasionally uses this wide area as a temporary base camp. There is a small chance adventures encounter a full caravan of slaves and bandits camping near the pools.

### 5. Ironstorm Prison

A small principality that once claimed the mountain erected Ironstorm Prison on the foundation of an ancient dwarven watchtower. The prison was meant to hold people too important to kill, but too dangerous to be left close to court. Prisoners were made to mine the mountain in the hopes of securing any of the dwarves' lost treasure. Very little came of this, and as the kingdom dwindled, so to did its use for the prison. Eventually, the prison was abandoned to the wilds.

It wasn't long before others took an interest in the mountain and its treasures. Powerful slavers moved into the keep to start up mining operations once more. The new owners of Ironstorm purchased slaves, debtors, pressgang victims and unruly prisoners from other lands. The new owners rebuilt the prison to hold more prisoners in tighter quarters and extended the living quarters into the mountain itself. Today, the mountain once again rings with nearly constant toil.

The prison is broken up into two parts: the tower and the prison cellblock. The tower and its adjoining wall and gatehouse occupy a smoothed-off mountain plateau on the southeastern face of the mountain. Once out of the gates, it is about a half-mile walk to the Swing, a pulley system that crosses a deep mountain gorge that cuts across the Gallow's Way.

The tower itself houses most of the prison's slavers and their gnoll flunkies, as well as an interrogation chamber and offices and chambers for Vrad and his head interrogator, Ul'Fahss Aht Wadd. Aht Wadd has made a near science of extracting



*Mul Zanders in one of his frequent rages.*

information and compliance from his charges some of whom would rather die than face another session with the surgically cold Aht Wadd.

The cellblock entrance lies beneath a cliff overhang that is nearly as tall as the tower. The overhang gives the courtyard some protection from the harsh mountain winds. The weasel-faced Mul Zanders oversees the cellblock. Zanders is an absolute bully and sadist, given to taking out his life's frustrations on others, especially if those "others" can't fight back. Once a cruel ship's boatswain, Mr. Zanders (as he prefers to be called) relishes his job as Ironstorm's head disciplinarian over the slaves in his care.

He still dresses and affects the style of a seaman and is never without his trusty lacquered truncheon, good as he likes to say "fer puttin' the scum in their place." He tends to get on better with the gnolls, who laugh at his cruel jests. Most of the human slavers find Zanders repugnant.

Among the cellblock's many inmates, the most notable is "Precious," who serves as the prison's unofficial mascot of sorts. The formerly nameless troll was subdued along the Pebble Run, where she had been responsible for the disappearance of two small slave caravans. Instead of killing the feral troll, Valglaren decided to use the creature as a motivational tool. Whenever an Ironstorm slave gets too uppity, the instigator is tossed into Precious' cell where the ten-foot-tall giantess mauls him to death. The stone halls carry the troll's howls and her victim's screams throughout the prison.

Precious' mind works on about the same level as that of a caged beast. Given the opportunity, she would gladly rend and eat all the inhabitants of the prison, starting with whoever is closest.

The scariest monster in Ironstorm though is the warden, Valglaren Vrad himself. Unlike the noble bloodlines of the dwarves of Angstradt, Vrad comes from mixed stock. It's a flaw he has never fully come to terms with. His nose is crooked, his eyes are beady and misaligned, and he keeps his beard untrimmed to hide the patchy spots. Merciless, calculating and cruel, he can be as cold as Aht Wadd and as brutal as Mr. Zanders. He is more manipulative than both, however. There is nothing Vrad treasures more than respect, and he reinforces that respect by inspiring fear in those around him. To achieve that fear, he acts completely unpredictable. His demeanor is manic, punctuated with occasional homicidal rages and moments of crafty introspection. But it is all part of an act to enforce his control over those around him.

**Precious, female troll barbarian 2:** hp 98; see Horrendous Characters and Creatures.

**Mr. Zanders, male human rogue 5:** hp 35; see Horrendous Characters and Creatures.

**Typical Crimson Fetter Slaver, human fighter 3:** hp 27; see Horrendous Characters and Creatures.

**Typical Gnoll Flunkie, gnoll:** hp 11.

**Typical slave, human commoner 2:** hp 5.

**UPFahss Aht Wadd, male human diviner 8/rogue 1:** hp 35; see Horrendous Characters and Creatures.

**Valglaren Vrad, male hill dwarf fighter 5/rogue 5:** hp 67; see Horrendous Characters and Creatures.

## 7. The Swing

Ironstorm has had a remarkable increase in earthquakes over the last century. There is no greater evidence of this than the yawning breach that has opened near its summit. Occurring nearly 200 feet below Ironstorm Prison, the chasm has effectively removed the last portion of the original trail.

In order to complete construction of Ironstorm Prison above this chasm, Montique Fike installed a feat of engineering called the Swing. The device is a long series of poles constructed of ironwood that extends out above the chasm. It is attached to a greased swivel and threaded with a steel chain attached to a pulley system.

On the lower side of the chasm, the steel chain extends down to the trail and terminates in a heavy grappling hook. This hook can be attached to a cart, the saddle of a pack animal, or to a cage full of prisoners. Once attached, it is swung around from the top, causing the steel chain to be spooled through the pulleys. As a result, the Swing transports the passengers both across and up.

Using the Swing has several dangers, all of them now augmented by age and its exposure to the cruel mountain elements. First, the steel chain can safely support 1,250 pounds, and transporting anything over that runs the risk of breaking it (1% chance per 10 lbs. over 1,250). Second, on windy days, the gusts near the top of the mountain have a 25% chance per round of causing the Swing to either crash (50% chance) into the side of the mountain (2d6 points of structural damage to objects and 1d6 points of damage to passengers) or flail outward



*The swing providing some slaves dangerous means of passage.*

(50% chance), dumping items and slaves to their deaths (all unsecured items have a 50% chance of dropping; unsecured passengers must make a DC 15 Strength check to avoid falling). Finally, the guards (or more usually their heavy horses) who provide the muscle to operate the Swing must make 3 rounds of DC 20 Strength checks to successfully move The Swing to the other side of the ravine. A maximum of eight creatures can aid in the check, but failure by 10 or more causes the Swing to automatically move as if in a wind gust. Understandably, the swing is rarely used on windy days.

The Swing is always manned by 3-5 slavers and their horses. The slaves wait for password signals to be yelled from below before operating the Swing. The lower side of the chasm sports a base camp a few hundred feet away from the Swing (on more level ground) with a few hovels and a small stable. Slavers and merchants traveling to the fortress often rest here before taking the Swing across. The camp also serves as a wayside station for those who get caught on the mountainside during heavy winds. The place is run by a dozen hardy mountaineers, half of them slavers; the others are camp followers.

**The Swing (support chain and 10-foot-square metal frame gondolas):** 3 inches thick; hardness 10, hp 30, break DC 28.  
**Crimson Fetter Slaver, human fighter 3:** hp 27; see Horrendous Characters and Creatures.  
**Camp Follower, human commoner 2:** hp 5; Skills of note: Craft, Perform or Profession (any one) 6.

### ***The Perilous Ascent***

The ascent to Ironstorm Mountain is a difficult proposition. While the dwarves of Angstradt took great pains to carve out the interior of the mountain, they felt little need to make the exterior safe. During the reign of Baltuck the First, the elven and human kingdoms often ascended the mountain for trade, spending exorbitant resources to ensure the mountain ascent was

safe. During the Summit Wars, the dwarves intentionally ruined the paths to the two principal entrances (the mountain doors to the Grand Walk and the Gravel Way). Later earthquakes destroyed the Gravel Way exit. If one can find the Gates to the Grand Walk (located on the southwestern face of the mountain, Search DC 25), one must still get past the *arcane lock* (caster level 16th) and the door's magical reinforcement before entering Ironstorm.

In his mad quest for Angstradt's treasures, Montique Fike took great pains to make Gallow's Way, the road to Ironstorm Prison, passable. But endless sabotage by the earth elements bound to protect the mountain's secrets still contributed to a good deal of fatal and near-fatal accidents. During those periods when the fortress was abandoned, the path was treacherous for lack of upkeep. Upon his return, Vrad has made an effort to keep the path up. He employs workers from Tommerast to keep it clear of rubble and foliage.

Animals and prospectors have carved out numerous small trails over the years, but most are narrow and winding.

To further complicate matters, the vile creature trapped in the depths of the mountain has begun to stir, shaking the very foundation in its last throes of aberrant dreaming. The tremors have created chasms, rifts, slippery scree slopes and other hazards. Some portions of the peak are nearly insurmountable because of these dangers.

Gallow's Way, the primary ascent to Ironstorm Prison, is a narrow cart trail that zigzags across the steep southeastern face of the mountain and eventually comes out a half-mile from the overhang under which the old fortress is located (though one must still cross to it via the Swing). Without magical aid, this journey requires about 18 hours climbing up the mountain. The ledge is roughly 10 feet wide at all points. The mountain's face is a jagged rock wall extending upward at an 80 degree angle. On

## Ironstorm Mountain Cross Section



the other side of the path is a sheer drop to the rocks below. A number of small caves are interspersed along the various trails. Each is usually hidden by foliage. Adventurers may use these rest stops as shelter from the snow and wind. Some are old mine tunnels, while others were once used by the dwarves as way stations.

Some of these shelters have become the homes for wandering beasts, goblins or giants who live in the mountains. The path to the prison is relatively clear, but even so the slavers of the Crimson Fetter always travel in well-armed groups.

The weather on Ironstorm Mountain can change very quickly, pinning down travelers or causing them to turn back. For every hour spent on the mountain's exterior, the DM should roll for random weather. The bottom half of the mountain should be considered temperate climate, and the top half a cold climate.

**Gates to the Grand Walk:** 3 feet thick; hardness 16; hp 1,080; Break DC 80 (including +10 for arcane lock); Open Lock DC 40 (arcane lock must first be dispelled or otherwise suppressed).

### Pebbleruns

Scattered about the lower slopes of the mountain are several wide swaths of small rocks and scree — loose rocks kicked up by one of the tremors over the past century. Superstitious mountaineers and prospectors point to this as evidence that a mountain spirit exists. These patches vary in width from 15 feet to more than 50 feet wide and extend up to a quarter-mile up the mountain. These areas are named for the location where they

occur (The Southern Run, High Run, etc ...) and are highly unstable. They require ginger climbing and a sure step to avoid being buried by the shifting rock or simply slipping off the slope altogether.

Characters moving in a pebblerrun must make a DC 15 Balance check (DC 20 if moving at full speed) or a DC 25 Climb check to avoid falling. Characters that fall can make a DC 18 Reflex save to avoid being buried up their waist (victim has partial cover, is effectively prone, and requires a DC 12 Strength check to remove himself). If the character fails the Reflex save by 5 or more, he does not lodge anywhere on the slope and tumbles to the bottom of the mountain (20d6 points of damage). Precautions, such as using rope and pitons, can avoid this danger, as can certain spells and abilities.

In addition, a number of different hungry monsters make their home in these dangerous locales. Some pebblerruns are watched over by hippogriffs, griffons or rocs that wheel down to snatch helpless prey in their great talons. Others spiral down to the mountain's base to pick up the remains of incautious travelers who fell to their deaths.

Likewise, hill and stone giants living in the mountain crags often enjoy the sport of tossing rocks at folks trying to navigate the loose scree. Most stone giants do it for sport, gambling among themselves on how many victims they can knock off the mountain or whose head they can crack with a well-placed rock. Hill giants toss rocks at travelers for the food and loot they think they will collect.

## Angstradt Overrun

With the dwarves gone and many of their deep tunnels still open, Ironstorm rapidly became a haven for all sorts of monsters. Troglodytes, goblinoids, orcs and aberrations of all sorts made use of the subterranean network to access the mountain and the lands above. Within the space of a few years, monsters from Ironstorm's depths assailed the kingdoms bordering the mountain. The entire area quickly gained an evil reputation.

Chief among the new denizens of the dwarven city were the troglodytes who came to free their god. At first, the tribes cooperated in unearthing the creature, and even succeeded in breaking it out of its black onyx cell. The monstrous thing they unearthed combined all the worst aspects of toads and monitor lizards into one enormous whole. But the beast was unmoving and, though its dead black eyes held a dull sort of life, its form remained paralyzed. The lifelessness of their god led to a power struggle among the troglodyte clans, which descended into open cannibalistic warfare.

The fighting lasted until the Asznarr tribe found a sealed cache of dwarven weapons and armor in the military district of Towne B'twixt and used both to crush their opponents. The Asznarr became the lead tribe and rule from the Iron Crown and the caves underneath to be close to their god. Three other large tribes still reside in Ironstorm: the populous Haakkuk clan that controls the Upper Garrison and Boraddin's Chalice; the nearly feral Sligrрук who roam the tunnels and mountain as a whole; and the exiled Ssalass who make their homes in the depths of the ancient dwarven mining tunnels.

### The Troglodyte Clans

The Troglodyte clans of Ironstorm are the true power at the heart of the mountain. Once the tribes numbered into the dozens, but the power struggle that ensued after the "god" was unearthed reduced them to four major tribes and a handful of smaller bands. Were they more organized and cooperative, they could easily break from the mountain, topple the Crimson Fetter and subjugate the surrounding lands. Yet their factious nature and open dislike for one another keeps them from posing any unified threat to the outside world — at least for now.

#### Asznarr: The Zealous Tribe

*Only we have the guile, the will and the steel to lead our people out into the light world. Only we have the knowledge to expunge that light for all time. And because of that we were chosen.*

Led by a sect of cultists dedicated to rousing their living god, the Asznarr's zealotry and mastery of divine magic currently has them sitting in the position of ruling tribe. The Asznarr have the largest reserves of weapons, armor and raw metal of any of the troglodyte tribes, and nearly every warrior has one or two metal weapons or pieces of armor. The elite warriors who form the bulk of the guards for the cult's priests use specially designed plate mail created by azers and derro artisans. This specialized armor takes into account the creatures' tails and their peculiar necks and lizard jawlines. The designs are distinctive and



*Blackscales and his bodyguards look upon you with disdain.*

disturbing, with fiendish flourishes added by the insane derro to make the armor seem more like naturally occurring shiny chitin. The helmets look like segmented steel mollusk shells.

The half-fiend Shocha is the high priestess and ruler of the Asznarr troglodytes, as well as the spawn of the God of the Black Rock. She has been groomed since hatching to be the spiritual leader of her people and is treated with all the reverence due one of divine blood. Her back sports a pair of fan-like membranous wings, and her scales are a lustrous dark green with randomly occurring patches devoid of pigment. One patch sits on the left side of her face, rendering her left eye pink. Her head and neck frills are longer and more jagged than normal, as are her teeth and claws. Confident and resourceful, Shocha sees herself one day ruling a great and terrible kingdom where surface-dwellers are raised as cattle for troglodytes to consume.

#### Haakkuk: The Feathered Clan

*Very soon the Great One will rise and bless those who have served it well.*

The Haakkuk, or feathered clan, is so named for many reasons: their propensity for wearing the garishly dyed feathers of birds they hunt in the mountain valleys; because they are as numerous as the migrating flocks that rest in the valleys; and because of their rather cowardly reputation for taking flight from battle. The clan is the most numerous of the tribes, but follows the dictates of the Asznarr and its high priestess Shocha.

Aside from decorative feathers (a symbol of their connection to the reptilian-footed birds they hunt), the clan is typical in many ways. Most of the metal dwarven artifacts the clan finds are handed over to the Asznarr, who in turn reward the clan with metal bric-a-brac. Only about half of the tribe actually carries weapons and then mostly simple knives, steel shard-tipped javelins, stone axes and clubs. The best equipment goes to the



# Ironstorm Prison

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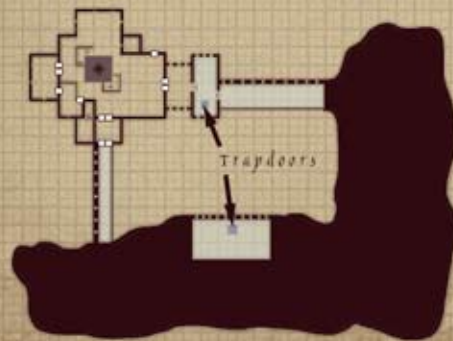
## First Floor



## Second Floor



## Third Floor and Battlements



0 80  
1 square = 5 feet

- Doors
- Stairs

greatest warriors. The less-equipped warriors tend to fight with their natural weapons or prefer to lead specially trained beasts into battle. No other tribe surpasses the Haakkuk when it comes to beast handling.

Blackscale, a young half-black dragon, is the current chieftain of the Haakkuk. Blackscale is large for a troglodyte, standing over 6½ feet tall. He is powerfully built with an overly long neck. His charcoal scales are thick and barbed like his father's. His head bears a pair of forward-curving horns, and his lips pull back to reveal his terrible fangs. As fearsome as Blackscale looks, he is a coward at heart and often uses the dark mithral chain shirt given to him by Poisontongue and his camouflage abilities to get the drop on foes with his bow from afar. He got and keeps his position as chief mainly through his draconic strength, fearsome looks and the fact that no one wants to test Poisontongue's parental bond to his only son — though truth be told the black dragon could care less about his offspring, something Blackscale has only recently come to understand. Outside the confines of the mountain, Blackscale rides a trained tyrannosaurus into battle, further adding to his fearsome reputation.

Blackscale has improved the Haakkuk's lot mostly through diplomacy. The feathered clan acts as the eyes, ears, servants and first-line defenders of the Asznarr clan as well as for Poisontongue. In return, they are given hand-me-down metal items, tools and a certain amount of protection, which has allowed their numbers to increase. The Haakkuk have several camps in the upper garrison and the caves in the upper mountain vales of Boraddin's Chalice. They use the Chalice as a home for the vicious dire animals and dinosaurs they train. Recently, Haakkuk scouts encountered the Crimson Fetter, which controls the southeastern slope from the prison fortress. Blackscale is still deciding whether he should form an alliance with these outsiders or simply crush them. An attack against the prison would result in heavy losses; however, having powerful outsiders as allies could come in handy should his other allies within the mountain desert him.

#### **Sligruuk: The Berserker Clan**

*Numbers mean nothing. Turtle shells mean nothing. Fear means nothing. Only blood matters. When you hear it beating like drums in your head, calling to you from the throat of your foe, and then as you devour it and wear it as a second, red skin, then you shall know the strength that you can find in blood.*

No clan is so feral and merciless as the Sligruuk, who are bred from birth for battle and glorious death. All the clan's children are hatched in a single dank pit where food is provided in the form of ritually blinded prisoners. In order to eat, the tiny but ferocious hatchlings must bring down the often much larger prey with nothing but their claws, teeth and sheer numbers. Those who die provide food for those who will eventually triumph.

The Sligruuk shun overt displays of metal, preferring to rely on their natural claws and fangs — although they augment these with razor-sharp metal prosthetics which they use with apparent glee. Sligruuk enjoy leaping en masse upon foes and slicing them to bloody ribbons. Scarification, body paint and grisly, poorly

cured trophies from their victims are common, while overt armor is looked down upon as being the “slow coward's path.” Before a large surface raid, Sligruuk troglodytes whip themselves into a berserker state during a bloody sacrificial ceremony that involves dancing and semi-mock combat. The blood-chilling screams, pounding drums and rattling gurunfindas (a noisemaker used as a religious token and incorporated into weapons; see sidebar) can be heard throughout Angstradt and the lower mines. The noise can sometimes be heard in the depths of the upper mines and even near the surface as well. The current denizens of the ruined city stay inside on those nights when the drumming is heard, and post a double guard as the blood-maddened Sligruuk have difficulty in telling friend from foe.

The warrior-chief Urruuko the Man-Eater leads the Sligruuk. Of average height for his race, he is a mass of muscle and sinew, and very athletic. Scars, many of which are self-inflicted, crisscross Urruuko's hide. Urruuko proudly bears metal and bone piercings, including steel spurs where his original claws used to be. He is still young by troglodyte standards, but the Sligruuk believe he is quasi-divine because of his madness. They would follow him anywhere.

To say that Urruuko is insane is to do psychopaths a disservice. He always appears to be in a sort of beatific, trancelike state. His eyes are always open just a little too wide, observing others just a little too obviously, and his reptilian smile is always a little too ambiguous. He rarely speaks; when he does, everyone tends to quiet themselves. He is prone to sudden fits of violence that often end in fatalities — yet during the fight he never seems to lose his awed expression. It is his dream to one day lead a mighty holy war against those who oppose his tribe and the God on the Black Rock. It is a dream that the equally mad derro savant Dannindgër plays to. Szabora, the crafty leader of the Ssalass troglodytes, also plays to the younger troglodyte's fanaticism in the hopes of winning an ally against the Asznarr tribe. Szabora, however, does so warily as he fears once the Man-Eater is unleashed, no one will be able to stop him.

Urruuko wears ceremonial armor and fetishes known collectively as the “Tokens of the Hunt.” Passed down to all the tribal leaders, the tokens are an ornate bronze breastplate (+3 breastplate); a bone, fur and wire belt (*belt of giant strength* +4); a pair of bracers fashioned from crocodile skulls (which duplicate the effects of an *amulet of mighty fists* +2); and a set of matching bone sandals (*boots of speed*). Sligruuk also wears an *amulet of health* fashioned from the mummified heart of the previous chief, whom he killed in ritual combat.

#### **Ssalass: The Redroot Troglodytes**

*We do not forget the place that is rightly ours! We do not forget the hated ones who play at being close to our god! Very soon the Great One will grow tired with them and devour them for their arrogance! Then we shall descend to its throne.*

The Ssalass, or Redroot troglodytes, take their name from the iron-rich mines they call home. The earth in the area is red from mineral deposits, and the troglodytes often use the reddish mud for face and body paint. Once the lead clan when the tribes first

## Gurunfindas

Gurunfindas weapons are masterwork clubs, flails, maces or morningstars whose metal, bone or wood heads are hollowed out and packed with religious relics (rune stones, quartz, mummified remains, bones, etc.). The items are then sealed up, causing them to rattle when shaken. This also allows the weapon to be used as a holy symbol or a crude musical instrument. Sometimes holes or odd flanges are added to catch the air and produce a droning sound not unlike a bullroarer. Regardless, the odd balance means the weapon is considered exotic in the hands of those not used to wielding one. A gurunfindas weapon costs double the normal price of the bludgeoning weapon.

A gurunfindas weapon is a traditional weapon and religious icon in some primitive humanoid tribes. Tribes that use a specific gurunfindas weapon may treat the weapon as a normal weapon of the same type instead of an exotic one when determining proficiency. The troglodytes of Ironstorm use of a variety different looking gurunfindas based on which tribe they belong to.

arrived at the mountain, the Ssallass have since been driven from Angstradt to the far corners of the mountain. The troglodytes now live in the miles of mine shafts and natural caves radiating from the mountain's fractured core. They subsist on giant vermin, sightless fish, fungi and anyone unfortunate enough to meet them. The Redroots often trade metal salvage they find in the depths for supplemental foodstuffs, particularly with the Zygomite of Three Pointes who sends its goblin slaves deep into the mines to meet with the troglodytes.

Intertribal cannibalism is rare among the necromatic-leaning Ssallass. They have more practical uses for the dead. The Ssallass use the undead as slave labor and have raided many ancient dwarven burial sites in the mountain and along the Grand Walk to secure metal, weapons and undead slaves.

The Ssallass are currently engaged in an off-and-on guerrilla war with the Asznarr tribe and their supporters. To protect themselves, the paths to Ssallass temporary shelters are often booby-trapped, with pits filled with jagged spikes and zombies being most popular. The clan is constantly on the move and stays broken up into several small groups that usually number between six and ten members. These groups meet once every month or two to swap supplies and information, as well as to plan their next move.

Szabora the Ancient is the current leader of the Ssallass. He gained the nickname early, as he was cunning and wise like an elder even at an early age. Still wise, Szabora is now middle-aged in troglodyte terms though he appears older still. His tribe's rough lifestyle has worn on him. His rambling existence has exposed him to many cultures, allowing him to come across as more civilized (but no less ruthless) than many of the other tribal leaders. To Szabora, everything and everyone is a commodity ready to be exploited. Recently, he used his diplomatic skills to sway the young chief of the Sligruuk into

a treaty between their two tribes. He secretly hopes to use Urruuko and his tribe against the hated Asznarr. Szabora, however, realizes he is playing with fire, knowing full well that the unstable Urruuko is just as likely to turn on him as anyone else.

Like everything else the tribe owns, Szabora's armor is a shabby patchwork of pieces of other people's armor he has collected over the years. The fact that it is mostly made of scrap mithral does make it impressive, though.

## Getting Around the Mountain

PCs can explore several levels of the mountain, each ripe with obstacles, bloodthirsty monsters and the whispers of dark plots. Below is a brief overview of the mountain.

### The Upper Mines

The Upper Mines refers to mines dug into the mountainside by outsiders hoping to gain access to Angstradt or the rich veins of ore that run through the peak. Some of these shafts delve hundreds of feet into the mountain and date back centuries. Others have caved in or been sealed off by rockslides. Trolls, cave bears or the like use a few as lairs. Most of the tunnels are unstable from age or poor construction. The mines currently being worked by the prisoners of Ironstorm are certainly no exception.

### Boraddin's Chalice

In a secluded vale high up in the northernmost mountain spurs is Boraddin's Chalice, named after the mountain's first king Boraddin the Brave, who first surveyed the peak. Boraddin's Chalice measures five miles in diameter at its widest point and is the crossover point between Ironstorm and the northern range. The area is dominated by a mountain lake surrounded by a ring of dense conifer-laden hills and bluffs that eventually turn into the cliff faces and mountainsides that enclose the region. Due in part to the area's geographical isolation, many nearly extinct species of creatures exist here. Several types of dinosaurs, dire animals and primitive freshwater marine life that have adapted to the altitude and the cold-to-temperate climate can be found within Boraddin's Chalice. Some beasts avoid the cold by staying near the hot springs and geysers that dot the valley. Very few of the land-bound creatures grow past Large size, but Huge dinosaurs exist. Rocs and other giant predatory birds also roost on the mountain ledges around the Chalice's rim.

Tribes of goblins and hobgoblins reside in the northern range. They regularly make forays for supplies into the Chalice, but the valley's undisputed masters are now the Haakkuk troglodytes who have several small camps dotting the southern spurs closest to Ironstorm. Their camps tend to be located near geothermal hotspots, as the reptilian troglodytes have yet to completely adapt to mountain living. The largest troglodyte camp is situated in the entrance to the Upper Garrison — an outpost Boraddin originally built to serve as his clan's base of operations while plumbing the mountain's depths.

## The Upper Garrison

This area was the military heart of Angstradt. Once a great bastion and strategic point to gain deep access to the mountain, it was also the dwarves' initial point of entry and their first outpost. From here, Boraddin and his kinsmen delved deeper into the mountain's roots and bored out their kingdom. The garrison has undergone several changes over the past several centuries.

The garrison served as a mine, an outpost and as a military staging hall after Angstradt was built. Finally, when the dwarves began their exodus away from their city, the garrison fell to Felmiasmire the black dragon, who gained entrance into the peak via the garrison's now shattered gates. Today, the garrison level is a dungeon wilderness populated by slimes, oozes and monstrous vermin. Members of the Ssalass ("Redroot") troglodyte clan haunt the garrison looking for metal salvage. Meanwhile, the Haakkuk, the feathered clan, guard its main passages.

## The Grand Walk

The Grand Walk leads from the mountainside's southwestern hidden gates (Search DC 25) into the heart of Angstradt. The great vaulted gallery averages thirty feet wide and nearly a hundred feet tall. Besides its many branching passages, the walls are riddled with tombs and mausoleums of dwarves whose souls have passed on to their maker's forge. Alas, not all the spirits of the dead rest so easily. In the time since Angstradt's fall, the tombs have become prime targets for troglodyte and goblin grave robbers.

Evil spirits drawn to the mountain by the stirrings of the god on the black rock have animated many of the inhabitants within the various sepulchers. Others have been stirred to awaken by the plight facing their home and their hatred of the living things that now defile it. Clerics among the Ssalass tribe routinely use the dwarven corpses to fill out their tribe's ranks in times of war.

## Kingfisher, Lord of the Deep (EL 14)

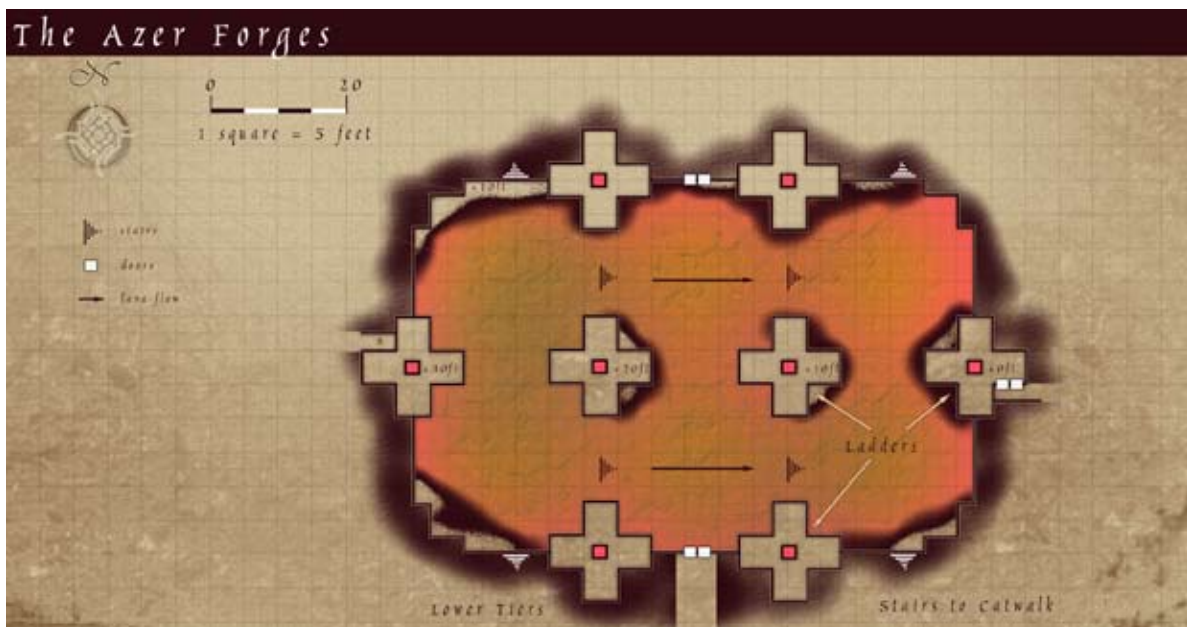
Of all the delvers that swim through Ironstorm Mountain, none is larger or more terrifying than the one the inhabitants call Kingfisher. As large as a whale and as merciless as an orc, Kingfisher is a menace to mine dwellers everywhere. The creature strikes without much warning, smashing through walls to devour or crush everything in its path. Kingfisher was one of the first delvers to arrive after the dwarves left Ironstorm and has become so addicted to the wealth of minerals that he exists in a near-constant state of intoxication. He has even been known to attack other delvers for choice deposits.

"Kingfisher," advanced delver: hp 356; see Horrendous Characters and Creatures.

**Gates to the Grand Walk:** 3 feet thick; hardness 16; hp 1,080; Break DC 80 (including +10 for arcane lock); Open Lock DC 40 (arcane lock must first be dispelled or otherwise suppressed).

## Lower Mines

The Lower Mines could more appropriately be called the inner mines, as they originate from within the mountain rather than without. Originally, these were all well-constructed dwarf-built mines; but increasingly more of these tunnels are now delver-made, as the mineral hungry creatures crisscross the old mines searching for food. The mines are home to a diverse assortment of creatures, including delvers, earth elementals and Ssalass troglodytes. Of special note are the delvers. Delvers are solitary creatures that travel alone, so it is unlikely adventurers will face more than one at a time. Delvers are intelligent, with a keen understanding of their surroundings. When fighting a party of adventurers, the delvers use their tunneling ability to its full of advantage. A delver prefers to attack from its tunnel, keeping stone at its sides to protect its flanks. If desperate, they trigger cave-ins to protect their retreat.



## The Gem Mines

Just south and about 200 feet down from Angstradt proper are a series of gemstone mines and forges that have been partially drowned in lava that seeped in through cracks in the mountain's base. This area features tight, confining tunnels, and sheer rifts created by the shifting bowels of the mountain. Evidence is present that supports the fact that these gem veins have long been mined. Ashen remains of burned wooden structures framed by dwarven handiwork cling to the gem walls in partially lava-filled rifts. A colony of azer miners has made this and the nearby district of Downtowne their home. They have strung flexible scaffolding crafted of pitons and steel cables along the areas where they are presently working. At any given time, a dozen regular azer miners work the superheated steel scaffolding under the watchful eye of the guardsmen and their thoqqua mounts. Delvers rarely travel to the gem mines as the heat is too much for them to bear.

**Azer guardsmen, azer fighter 3:** hp 50; see Horrendous Characters and Creatures.

**Azer mounts, advanced thoqqua:** hp 52; see Horrendous Characters and Creatures.

**Azer miners, azer:** hp 11; MM 21.

## Angstradt proper

Angstradt is little more than a dungeon now. It is controlled by whoever is strongest and has the most metal weapons — currently the Asznarr troglodytes. A rough sense of community does exist among the various factions and wards of the former city, enough to give a rough outline of the current political structure and factions that hold sway.

**Angstradt (village in the remains of a large city):** Monstrous; AL CE; 200 gp limit; Assets 8,960 gp; Population 896; Mixed (troglodyte 51%, goblinoid 14%, orc 8%, azer 5%, derro 4%, aberrations 4%, mephits 4%, earth elementals 3%, magmin 3%, undead 2%, other 2%).

**Authority Figures:** God on the Black Rock (horrific monster widely worshipped by the troglodytes); Shocha, female half-fiend troglodyte cleric 13/heirophant 1 (High Preistess of the Asznarr); Blackscale, male half-black dragon troglodyte ranger 8 (Chieftain of the Hakukk); Szabora male troglodyte cleric 11/rogue 2 (Clan Leader of the Ssalass); Urruuko, male troglodyte barbarian 10/fighter 4 (Chieftain of the Sligruuk)

**Important Characters:** Araxi Siroun, male azer cleric 9 (Azer Lord); Char, young female red dragon; King Baltuck Ironhame, male dwarf ghost fighter 10 (former King of Ironstorm); Dannindgër the Wise, male derro sorcerer 12 (derro savant); Felmiasmire Poisonsongue, elite old male black dragon; Ilgustra, night hag; The Kingfisher, advanced delver; Omus, destrachan (sadistic killer); Velus, male ogre mage (treasure hunter).

The city of Angstradt is constructed on a series of cliff shelves and hanging stalactites within the central mountain cavern. Unlike most subterranean realms, many of the buildings are freestanding structures similar to those of surface-dwellers. Several hundred magical lanterns riveted into place on the sides of the buildings provide light (*continual flame*; caster level

10th). Four-foot-tall stone embankments surround the cliff terraces, which are accessible to one another by flights of stairs, stone bridges and, in some cases, cable cars similar to the Swing (see above). The city sports several temples, administrative buildings, an arena, homes and shops. Most of the shops were family owned and offered living quarters on the second floor; the first floor was used as a showroom or work area. Besides metalworking and mining, the colony was also known for its carpentry, cheese-making, cobbling, leatherworking, musical instruments, gem cutting, glassblowing and wines. During the city's peak, dwarf vintners cultivated hearty vines in Boraddin's Chalice, while house lords practiced falconry on the slopes around the mountain.

Some of the dwarf clans constructed homes in the larger stalactites hanging from the shelf areas. These were often large enough to accommodate several smaller families from within the same clan, and all of them accommodated at least one workshop to practice the family's principal trade. The walls, windows and terraces of these homes often broke through the face of the stalactite, allowing inhabitants a spectacular view of the cavern and Bronwen's Tears, the majestic waterfall that emptied into Angstradt's base. These structures were often accessible from an enclosed entry hall located on a city shelf.

Bronwen's Tears finds its source in the higher peaks to the north. The fall's tributaries empty into Boraddin's Chalice and from there drop through a series of fissures into the heart of the central cavern. When the dwarves lived in the mountain, they constructed a dam and floodgate as part of the upper garrison to hold back the water. This allowed them to explore the mountain's deeper roots. Since Felmiasmire's attack on the garrison, the dam and the gates that hold back the waters do not close. Bronwen's Tears is once again flooding the lower reaches of the cavern. During the rainy season, the waters crest over some of the lowest cliff shelves, drowning the dwarven ruins built upon them. The dragon now makes its home in the remains of a grand feast hall on one of these half-drowned tiers.

## Spirehome

The Grand Walk opens on what was once the arena and entertainment district of the dwarven city. While in the company of other races, dwarves are usually a rather reserved lot. But the bustling Spirehome district was a place where a dwarf could let his beard down and enjoy the fruits of his labor. Theaters, pubs, specialty food shops and the stone arena (which seated 4,800) provided diversions from work and warfare. Dwarven artists, athletes and entertainers plied their trades here more than 300 years ago. In the intervening time, orcs, goblins and troglodytes raided the area of nearly every "worthwhile" treasure. The "useless" murals, mosaic tiles, delicate geometric columns, decorative fountains, magical lamps and beautiful statuary have been broken and vandalized. What is left in the ruin only hints at the area's former splendor.

Instead of artisans, Spirehome is now home to the majority of the non-troglodyte population of the new Angstradt. These residents include numerous refugees from races native to the lightless subterranean world, including orcs, goblins,

Angstrad Full City



hobgoblins, bugbears, derro, gargoyles, stone giants and dark elves. The Asznarr tribe controls the area. The zealous troglodytes exact heavy tithes from residents in the form of food, metal and servitude. Those who cannot pay are sacrificed to the troglodytes' ever-hungry god.

### Downtowne

Downtowne is separated from Uptowne by a 60-foot-high cliff of stone. Here one can find the remains of the shops dedicated to metalworking, casting and stonework. Once, rhythmic hammering mixed with the sounds of dwarven voices belting out steel and song all at once.

Downtowne provided the percussion by which the rest of the city worked.

Built into the walls and underground area of the district are some of the largest and most acoustically sound forges in the mountain, including the legendary Forges of Boaddon. Here, the Forge Masters would, like conductors, lead troupes of smiths and workmen in song and percussion. Junior smiths, journeymen and apprentices mimicked and added to the precise performance with rhythmic counter-hammering, the shifting of coal carts and the pumping of the bellows. The result was the creation of exquisite works of metal and jewelry, and the music for which the district, and indeed the mountain, became known.

By means of magic and artifice, many of these forges were made to open directly to the Elemental Plane of Fire, where the hottest and purest flames burned. Since the time of the dwarves, the magic that controls the gates has grown erratic and attracted the attentions of those on the far side. A colony of azers has claimed many of these forges and uses them for their own purposes.

*If you look closely you might see a small fire elemental staring back at you...*



## The Derro Savant and the Army of Ascension (EL 15 or varies)

Dannindgër the Wise, a derro savant in the making, resides in Spirehome. Dannindgër is guided by the strange madness that affects his kind. He hears voices, which he attributes to a group of divine beings he calls the Great Old Gods. The voices speak prophesy to him, but the talent occasionally manifests at inappropriate times. When in the throes of a vision, the savant goes rigid, his voice drops several octaves, as he speaks foul, hateful blasphemies or portents of future doom. Half of the time he forgets what he said and relies on one of the many scribes he employs to read the vision back to him.

Most of the common troglodytes in Ironstorm believe that Dannindgër communes with the God on the Black Rock and that he is therefore a holy vessel. They part for him whenever he appears in the public squares of Angstadt proper, slay those who speak against him, and would give their lives in his defense if he were attacked. The derro sorcerer has been using this "community enthusiasm" to try to raise a great army of derro and other monsters to conquer the surrounding subterranean regions currently held by the heretical dark elves in the name of the God on the Rock and the other obscure deities he purports to be in contact with. Dannindgër believes these deities are the only true gods, and that all the others are merely figments created by their misguided worshippers. He insists that the true gods are nothing like us. Their forms, thoughts and morals are completely outside anything a mortal can imagine. To understand them, you have to become like them and do the unimaginable.

Currently, his "Army of Ascension" is little more than a rabble of troglodytes, goblins, ogres and other less-than-savory creatures. Its core is made up of a cadre of derro fanatics and underworld merchants. The merchants supply Dannindgër with money and supplies. The fanatics form the core of his personal guard, a group so bloodthirsty it has even managed to gain the respect of Urruuko the Man-Eater, chieftain of the Sligruuk troglodytes.

The troglodyte clan chiefs tolerate Dannindgër and his followers for now, and believe that he does have a special bond with their god. But the high priestess Shocha in particular knows that she will have to be rid of him before his army grows to the point where it threatens her tribe's power. Also, she is not entirely comfortable with the thought that hers is not the only "god" the derro seems to be in contact with.

**Dannindgër the Wise, derro sorcerer 12:** hp 73; see Horrendous Characters and Creatures.

**Derro Fanatics, derro barbarian 2/rogue 2 (6+):** hp 47 each; see Horrendous Characters and Creatures.

Under the direction of Araxi Siroun (see *Horrendous Characters and Creatures*), the azers have begun harvesting the mountain's mineral wealth in the form of gems and precious metals. These items are in high demand on planes that not bordering the Plane of Earth. In order to operate more freely within the mountain, Araxi trades azer-forged weapons and armor with the troglodytes (primarily the Asznarr) and the underworld merchants who stop off in Ironstorm.

The azers claim the district's forges and mines, but the plateau itself is home to only a few mangy ogres and goblins whom the azers keep a wary eye on. The red dragon, Char, frequents the neighborhood, too, hoping to learn more about her rival Felmiasmire while trying to also find out about the defenses around the azer forges, which she would one day like to raid. Of even greater concern is the night hag Ilgustra, who haunts Downtowne and the nearby mines searching for her precious Heartstone, which was taken long ago by a young Baltuck Ironhame. The then-Prince incorporated the stone into the pommel of his axe. Ilgustra, humiliated by the loss, spent years looking for the thief, but never found him. Refusing to give up her search, the hag scrounged the entire city, even daring to approach Felmiasmire's lair. Amused, the dragon told her he did not have the stone but that perhaps it was buried in the Hall of the Departed. Since then, the hag has been lurking around the old ruined workshops and forges looking for an item that might gain her entry into the tombs of the dwarf kings. As of yet, Araxi and his followers have not been able to stop her.

The azer forges and gem mines area is extremely hot and inhospitable. Adventurers traveling in these halls and tunnels likely need magical means of protecting themselves from the effects of extreme heat, catching fire and exposure to lava.

Deep in the Lower Mines, in tunnels long abandoned by dwarf and troglodyte, the fires of the bowels of the earth have broken through deep fissures to flood forge hall and gem mine alike. A few years ago, Araxi Siroun, an azer gemologist and adventurer, saw an opportunity upon hearing of Angstradt's collapse and the abandonment of her mines. Gathering a band of doughty azer warriors and miners, Araxi followed delver and dwarven tunnels to plumb the mountain's depths until he happened upon the abandoned, lava-filled forges of Boaddon. Today, the azer have set up shop in the lava-drowned gemstone mines and forges under Downtowne. Here they work the mines and craft metal goods for their landlords, the Asznarr troglodytes. The forges are extremely hot and inhospitable, however, keeping the troglodytes from bothering them. The azer craftsmen and evokers are thus free to work the forges with their bare hands to create items of practical beauty.

In this way, the azer have literally carved a niche for themselves deep within the bowels of the mountain, a niche they fiercely and actively defend. They are not evil, but are understandably xenophobic, being more comfortable treating friendly outsiders as business associates rather than friends. Adventurers can converse with and trade with the azer, but they are probably not going to be invited into the forges or mines until they have proven themselves trustworthy. This can be accomplished by aiding the azer against their many foes. The azer offer gems,

equipment or refuge in exchange for aiding them against the dangerous hag Ilgustra, the pesky magmin and mephitic, or for dealing with the ever-present delver threat. Understandably, they will not be seen aiding characters wanted by the Asznarr troglodytes or those who have angered Felmiasmire. Crossing those foes who would definitely be bad for business.

The fiery azers breed thoqqua as mounts and workhorses. They occasionally use them as guard dogs as well against the delvers that favor gemstones to iron.

Further down in the mines are active lava tubes and hot springs. Several deep side tunnels are completely submerged in lava, leading to a series of small, isolated caves and fissures. Free-flowing lava moves through these sections and pours slowly over fissures in the form of fiery lava falls. Several caves contain gem walls or offer access to precious metals, but their relative isolation makes harvesting the riches difficult even for the fire-resistant azer. Many of the caves also host small colonies of barbaric magmin and mischievous mephitic gangs.

Traveling within the submerged tunnels is very dangerous and requires special means or magic in order to survive. At all times, adventures face the effects of extreme heat. When traveling through the tunnels, remember that the fluid within those spaces is lava.

## Uptowne

If Downtowne was the heart and soul of Angstradt, then Uptowne was its brain. Here the dwarven engineers representing a number of craft guilds (carpenters, public works, stonemasons, miners, jewelers, etc.) discussed and planned various large-scale projects. Among those were plans for excavating the base of the mountain and the tunnel program.

The meeting halls now stand silent. Uptowne is now home to the Gray Emissaries, blind albino ogres from an unnamed kingdom deep beneath the earth. Other creatures live here as well (mostly monstrous humanoids, troglodytes and goblins), but the presence of the Emissaries leaves the whole district on edge. Currently, they make their haven in one of the huge stalactite spire homes.





## The Gray Emissaries (EL 11 for one cloaker and one blind ogre slave)

Within the depths of the world, many strange and alien beings exist. Among the most alien are the aberrations known as cloakers. Deep beneath Ironstorm, an entire realm of the flapping creatures exists in an enormous cavernous area so wide it has its own unnatural weather patterns (mostly fog and light mists that fall from the cavern's roof). The walls are honeycombed with tunnels that spill farther into the depths. It is here that the red-eyed cloakers flap though an eerie black light created by a phosphorescence that runs like lightning through the otherwise lightless gulf's walls.

Whatever unfathomable governing body that controls this kingdom took notice of the God on the Black Rock's stirring and sent its emissaries to witness its "rebirth." The emissaries' titles translate into "adviser" or "diplomat" in the Undercommon tongue. They are specially trained to handle negotiations with more human-like creatures, though the diplomatic process they use is far from humane and often leaves their negotiating partners dead. The cause of death almost always is the result of massive trauma and lack of attached entrails, which are found strung about the scene like so many horrid garlands.

When the cloaker emissaries appeared before the troglodyte clans to petition for admittance to see the God, they arrived as cloaks on the backs of specially bred, sightless ogre slaves. The emissaries never once revealed their true nature (or numbers) and were accepted based on the arcane portents their brutish slaves uttered. For now, the emissaries watch what unfolds with detached interest, noting all that they see in Angstradt. The

cloakers occasionally secretly hunt and kill a humanoid victim out of what might be instinct, addiction, sadistic curiosity or a need to stay in practice for when the real "negotiations" begin. On that day, the inhabitants of the black gulf will come in force to show the bipedal troglodytes and everyone else who the real Chosen of the God on the Black Rock are.

The cloakers' ogre slaves were bred in lightless caverns for generations as pets and makeshift mounts for the alien masters. Cloaker-bred ogres are sightless giants who have lost most of their skin pigmentation and have vestigial eyes (which have regressed to the point they appear as large milky orbs). They are hairless and nearly devoid of personality, acting as little more than living machines. The ogres used by the cloaker emissaries are specially trained so that they can tap into the bestial fury exhibited by their forebears and launch into a homicidal rage. They are trained to respond to predetermined whistles and moans the cloaker negotiators use as a coded language.

When forced to speak, the Gray Emissaries give one of a handful of monotone rehearsed monologues they have committed to memory in response to predetermined topics. Any "off-topic" subject usually generates a change in subject, stony silence or a response that allows the emissary to leave the area so it can confer with its master in private before giving an answer. No one has yet to connect the Gray Emissaries with the rash of killings in Uptowne. Nor has anyone yet seen through the cloakers' disguise.

**Typical cloaker emissary, cloaker rogue 1/assassin 5 (10):** hp 96; see Horrendous Characters and Creatures.

**Typical cloaker-bred ogre slave, augmented ogre barbarian 4 (10):** hp 79; see Horrendous Characters and Creatures.

## Towne B'twixt

The former military district once was the pride of Angstradt — until the disastrous conclusion of the "Swamp War." At the end of that conflict, during which most of the soldiery was wasted on futile attempts to suppress the troglodytes on their home soil, the district was quarantined due to the outbreak of Pech Plague.

Towne B'twixt sports more "statues" of plague victims than any other location in Angstradt, as the sick soldiers stoically accepted their fate and barred their doors hoping to spare their families from the plague. The petrified inhabitants are for the most part whole and undamaged, as few of the city's new inhabitants come here.

Legends say one day the petrified dwarven host will be released from their 300-year imprisonment and wreak vengeance on the invaders who have taken over their homes. Rumors, however, have not deterred Char the red dragon, who keeps her lair in the large ornate stables that once housed the dwarves' war ponies. The stable still contains most of their remaining small-scale siege equipment.

Though there are a number of petrified dwarves here, the Asznarr troglodytes long ago raided the armories of Town

B'twixt and used the weapons and armor to dethrone the Ssalass tribe. The stolen weapons helped them take over as Ironstorm's lead troglodyte clan.

**Char, female elite young red dragon:** hp 136; see Horrendous Characters and Creatures.

## Iron Crown and Hall of the Departed

Iron Crown, also known as Thaneshome, was the home for the dwarven court — and a magnificent court it was. Built on a stalagmite that had been carved into three mounting tiers, Iron Crown served as a military bastion and as a symbol of pride for Angstradt's populace. Its walls were higher than the embankments surrounding the other hex-shaped districts, sometimes reaching 25 feet with parapets and battlements. No pennants flew above these walls; instead, a number of high stone markers, painted and sculpted with the heraldry of the king and the families of his loyal subjects, stood proudly.

Now, though, the paint has faded. The grounds are dotted with the ruins of guesthouses; barracks for the king's guard; and the homes of various stewards, clerks, matrons, chefs, royal craftsmen and courtiers. Among the ruins stand the petrified remains of many of these dwarves, all victims of the plague.

# Typical Dwarven Dwellings

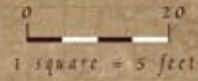


## Dwarven Clan Stalagmite Home

1. Clan Hall
2. Railed stair / chimney
3. Sitting Room
4. Den
5. Bedroom
6. Water closet
7. Entry hall / kitchen
8. Balcony / Garden
9. Clan workshop / Forge
10. Storage



Ground Floor



- Doors
- ▲ Stairs
- Pillars

### Sub Level 1



### Sub Level 2



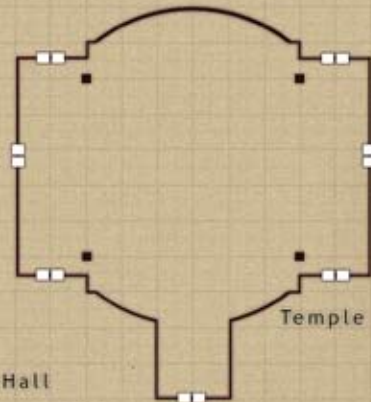
### Sub Level 3



## Wallside Dwarven Manor



1. Entry parlour
2. Sitting Room
3. Dining Room
4. Water Closet
5. Kitchen
6. Pantry
7. Baths
8. Guest Room / Storage
9. Bedroom
10. Master Bedroom
11. Guest Room
12. Closet



Temple

## Clan Feast Hall

1. Dining Hall
2. Parlour
3. Kitchen
4. Pantry
5. Wine Pantry
6. Upper Gallery
7. Servants Quarters
8. Upper Parlour with Private Booths
9. Guest Room



The Asznarr Tribe camps in the Iron Crown's dining halls and on its high terraces. The golden throne room is now an abattoir where the troglodytes conduct sacrifices and prepare special meals. The once-magnificent throne is now draped with poorly cured skins and decorated with the skulls of those who have died here. Similar trophies hang from the walls and ceiling around the room.

Jutting off the main stalagmite, and accessible via a narrow set of stone steps, is low spur of rock with a white stone temple built atop it. This is the Hall of the Departed. Showered in the near-constant spray of Bronwen's Tears, the dwarven kings of old and their households rest in stone sepulchers with all of their earthly treasures amid murals depicting their greatest deeds. Invaders — and the monstrous entity that lurks beneath the city — have defiled the hoary rulers' sleep. Now, the five ghostly kings — Boraddin, Boaddon Forgehand, Baltuck I, Boraddin the Brief and Halstruck the Fiery (all have similar stats to King Baltuck Ironhame II, *see Horrendous Characters and Creatures*) — and their advisers take endless counsel on what vengeance they should wreak on their enemies.

Confined to the Hall and the crypts below, they take out their mostly impotent rage on those who venture into the Hall or the courtyard surrounding it. The ghosts cannot travel any farther than the mist of Bronwen's Tears. The crypt is sealed by powerful magical wards, and not even Felmiasmire (who can "smell" the treasure within) has yet deduced a way past these obstacles without undue injury.

## Temple Column

Temple Column was home to the temple district as well as a great many healers and apothecaries. Now it plays host to monstrous gangs left to their own devices by the troglodytes. It is considered a bad neighborhood even by modern Angstradt standards.

Chief among the gangs is the Black Mortis, a roving pack of two-dozen or so slaving gnolls. The gnolls have no formal leadership and seek only to be feared by other column inhabitants. They lounge about in the vandalized Hall of the All-Father, the district's great central temple, while their slaves (taken by force from numerous other, mainly underground races) toil in fields of giant mushroom-like fungi or raise fire beetles. The slaves work hard at their labors — so they themselves won't be eaten. Regardless of how much food the slaves provide, though, the gnolls often kill and devour hapless slaves who displease them — or who just happen to look tasty at the moment. The gnolls enjoy attacking creatures foolish enough to defy their self-centered edicts. Woe to that creature, as the gnolls, in a frenzy of bloodlust, swarm the victim en masse.

Also of note is Omus the destrachan, who keeps a den under the streets of Temple Column in the sewers. The streets are pockmarked by gaping holes — caused by Omus' using his harmonics to drop prey through the cobblestones into his lair.

**Omus, destrachan:** hp 60, MM 49.

**Typical Black Mortis member, gnoll (24):** hp 12, MM 130.

## High Shoal

Light crafts (weaving, glass blowing, pottery) were practiced here, but all have long since gone by the wayside as the new tenants have little interest in such work. High Shoal is home to Ironstorm's two largest goblin clans, the Grask and the Waarak. Both clans are composed of a motley collection of goblinoids; the sneaky Grask primarily of goblins and bugbears, while the more militaristic Waarak are mostly goblins and hobgoblins. Currently, they are allies to present a unified front against the troglodytes clans, any of which would take serious losses trying to uproot the goblins. Even though they are nominally at peace, fights and minor bloodletting are still common between the two factions.

High Shoal features some of the best fishing in Ironstorm. Several steep but serviceable paths lead from the district's low wall down to a small waterside dock (which now lies rotting under 10 feet of water). The goblins fish to supplement their diet of cave vermin and fungi, but as of late are having more trouble doing so. A quartet of harpies known as the Four Talons have taken residence in a shallow cave along the cliff face. The creatures harass the goblins and anyone else taking the paths — unless the traveler offers a sufficient bribe.

The Four Talons also keep an eye on the cavern's inhabitants for Felmiasmire after the dragon caught them sneaking about Murky Bottom not long ago. The dragon threatened to devour them if they didn't do as he said, promising to chase them to the ends of the earth should they fail him.

**Typical Grask or Waarak Goblin Warrior (varies):** hp 5; MM 133.

**Typical Grask Lurker, bugbear (varies):** hp 16; MM 29.

**Typical Talon, harpy (4):** hp 31; MM 150.

**Typical Waarak Tough, hobgoblin warrior (varies):** hp 6; MM 153.

## High Pointe

An old aristocratic neighborhood built high in the cavern wall, High Pointe is now home to the ogre mage Velus. The treasure hunter came to the mountain by secret ways to find a mighty artifact called the Stone Rod. His cat's-paws, a dozen chokers, flit about the city's shadows seeking information and throttling those who know too much about their activities.

High Pointe itself is relatively intact, as few wish to traverse Murky Bottom to get to it. The dwarves also blocked many of the tunnels leading to it in a desperate attempt to fend off the plague. Unfortunately, they were too late and the plague claimed most of the residents, leaving High Pointe full of petrified dwarves frozen in whatever pose they were in when the magical disease claimed them. Velus picked High Pointe for its inaccessibility. His chokers traverse the remaining tunnels surrounding the city or scale the cavern walls to get where they want.

**Velus, male ogre mage:** hp 47; MM 200.

**Choker spies (12):** hp 16; MM 34.

### Three Pointes

Three Pointes were sturdy residential neighborhoods designed for the working-class. When the dragon Felmiasmire first arrived in Angstradt, he razed most of the neighborhood closest to Murky Bottom. Now, the half-drowned district is home to monstrous vermin, strange aberrations and the truly desperate who have nowhere else to go. Why else would anyone live in the shadow of a dragon's lair?

North from the lowest Pointe, along a steep stone trail, is the Middle (or North) Pointe. Like its lower neighbor, it is partially razed, though not nearly as badly. Now called the Warren for its roofless buildings and half-bowled-over walls, it is run by a small troop of minotaurs. These thugs use their low cunning to lure small groups of scavengers into the maze-like warren of broken walls and fallen columns. They decorate themselves with frightening war paint and have formed an alliance of sorts with the equally savage Sligruuk troglodytes.

Fungi and mold overrun the upper and southernmost Pointe. The buildings are for the most part rotting shells molded over in toadstools that even grow upon the nearby cavern walls. The place smells unbearably rank and is lit by eerily phosphorescent fungi, some of which stand taller than the ruins. The lord of this district is a zygomite, a mushroom-like creature that uses the mold to power its personal dream world. In order to insulate itself from the outside world, it lives within a plant-like construct known as a cerebrotic vessel.

The zygomite has organized a deal with the local tribes of savage humanoids to provide it with organic material in order that it might cultivate more fungus. The fungus is in turn used to feed the zygomite's dream world. Excess fungus is used to feed the rest of the city.

Only a couple of paths exist through the district, and the zygomite's goblin slaves watch those. People passing through are generally left alone — unless the goblins think they can

### A Tale of Two Dragons

Ironstorm sports not one, but two dragons: Felmiasmire Poisonsong and Char. Felmiasmire is an old black dragon who in many ways put the final nail in Angstradt's coffin. As the mountain fell to troglodytes and the plague, the wily dragon crept in and looted the kingdom of its treasures. Char, on the other hand, is a young upstart red dragon who thinks big. She came to the mountain only recently, lured by tales of wealth, but was otherwise unprepared for what lay under the mountain.

When Felmiasmire got wind of the fall Angstradt, he flew with all haste from the southern swamplands, squeezed his way through the Upper Garrison gates and down into the city proper, where he proceeded to loot the city of its riches. He devoured what holdouts remained. The dragon then made his way to Murky Bottom, where he created a lair in the hollowed-out interior of great hall. Relatively content with his wealth, he ponders the magical defenses of the Hall of the Departed, hoping to steal the riches of Angstradt's kings of old.

The dragon spends his days snoozing or looking through his treasure, unbothered by Ironstorm's other inhabitants, all of whom avoid the district. Confident in his own power, Felmiasmire has heard the stories about the God on the Black Rock but puts little credence to the thought that the entity is grander or more powerful than himself. The dragon notes that the "frog god" has yet to make its presence known to Poisonsong in person. Unconsciously, he is afraid of the God on the Black Rock, but his immense ego and greed won't allow him to leave the area until he has every last coin, starting with the treasure he knows is buried in the Hall of the Departed.

The black dragon seems unconcerned with the world about him, but the truth is there is not much that happens in the mountain that Felmiasmire isn't aware of. Aside from his hyperkeen senses, he has installed his own half-blood son, Blackscale,

as the chief of the Haakukk. Blackscale is more of a tool than a son to Felmiasmire. Through the Haakukk and their menagerie of beasts, the black dragon keeps tabs on most of the mountain and its surroundings, gleaming as much from his spies' scents as by what they tell him.

Char is a greedy opportunist by nature; when she found out that an ancient dwarf kingdom lay in the depths of the mountain next door to the peak she laired in, she made it her mission to find a way inside. As luck would have it, Char discovered a collapsed service tunnel that connected to the maze of passages at the mountain's base. From there, she made her way up to Angstradt proper, where the first sight of the preserved city (and all the treasure it might hold) floored the inexperienced dragon. Alas, her luck did not hold, for Felmiasmire Poisonsong had beaten her to the punch and looted much of the city more than a century earlier.

Char senses the male dragon's presence down in drowned district of Murky Bottom, and knew at once she had a rival (though truth be told she's nowhere near his league). Currently she is still probing her rival's hold on the mountain, and looking to find pawns powerful (and gullible) enough help her deal with the black dragon, the extent of whose power she has yet to fully fathom. Her first serious move might be to try to goad Poisonsong into showing himself so she can see what she is up against. She has no idea how dangerous such a tactic is with a dragon as powerful as Poisonsong; it becomes less a matter of poking a hornets' nest and more like poking a volcano ready to erupt.

For his part, Poisonsong knows what Char is up to and, like an overgrown house cat, has decided to let the fledgling play her games. If she pushes him too far, it will give him an excuse to stretch his wings and lay waste to a large section of the countryside as well as the interior of the mountain itself. That should show any doubters who is really in charge of Ironstorm.



*The throne of the toad-like monstrosity is too horrific for all but the hardiest of adventurers to gaze upon.*

overpower them. Individuals or small groups of strangers are almost always ambushed; their remains are used as compost to help grow the fungi.

**Minotaurs of the Three-Pointes Warren (8):** hp 42; MM 189.

**Zygomite:** hp 92; see New Monsters.

**Cerebrotic Vessel:** hp 125; see New Monsters.

**Typical Zygomite Slave, goblin warrior (22):** hp 5; MM 133.

### Murky Bottom

Once a fishing community, Murky Bottom is now drowned beneath three feet of water. The entire district is deserted save for the dragon Felmiasmire, who claims the entire area as his own. No one — not even the various tribes of troglodytes — have dared to pester the beast or try to make him move on. On the contrary, everyone gives the district a wide berth, traveling (in some cases) through miles of tunnels just to avoid sight of the place. The black dragon resides in the remains of the area's largest feast hall.

### Myrwinn's Maze

An insane dwarf wizard built Myrwinn's Maze, a hidden dungeon within the mountain, shortly before Angstradt fell. It has remained mostly abandoned, but who knows what treasures may remain?

### The Black Cells

The mountain's base, the lower halls and the heart of Baltuck Ironhame's kingdom have long since been renamed the Black Cells. Far beneath the King's Iron Crown district lies a once-magnificent set of vaulted halls more than 100 feet high,

### Baltuck's Ghost (EL 13)

Centuries earlier, the once-noble King Baltuck Ironhame II distinguished himself in the Summit Wars, causing the elven settlements to turn tail. He then dealt a severe blow to the human communities around the mountain, the effects of which still reverberate throughout the region. With no concept of time, the dead king still believes he exists during the period of his greatest glory. He searches for his son, Tuckburrow, and often pauses to wallow in guilt at the inability to counsel his offspring.

The dead king stalks the tunnels under Angstradt, obsessed with protecting the mountain from the dangers of the outside world. He attacks any non-dwarves at first sight (starting attitude: hostile), but if presented with some of the mountain's more recent history, he can be convinced to stand down. If made friendly, he allows the use one of the great cornerstones of the lost kingdom, his prized *horn of blasting*, to carve new tunnels through the earth.

Before his death, his obsession with the great tunnel project was fueled by the taint of the God on the Black Rock. In death, he still senses the God below, a holdover from his connection to it in life. The God has no further hold on him, though, but he still fears to enter the Black Cells, afraid of the nameless horrors he might find and subconsciously afraid to see the spot where he died. Only by containing the God can King Ironhame attain eternal rest.

In death, Ironhame is ghostly pale and wears the regal armor bearing the hammer-and-lightning motif of Angstradt. In profile, he is a proud figure, with a thick, gray beard, and a heavy crown of gem-studded mithral on his brow. When viewed from the front, the manner of his death becomes apparent. The left side of his face is bashed in by the cave-in that killed him, and tendrils of pale ethereal mist emanate from the wound.

Ironhame's most loyal guardsmen, six paragons of dwarven virtue, attend the king at all times. All of them perished with their king during the ceremony, but continue to follow him as spectres. As such, they see all living things as a threat to their lord's well-being.

**King Baltuck Ironhame II, male dwarf ghost fighter 10:** hp 65; see Horrendous Characters and Creatures.

**Spectral guardsmen, spectre (6):** hp 45 each; MM 232.

## Pech Plague

Disease	Infection	DC	Incubation	Damage
Pech Plague/Gorgon's Breath	Contact	20	1-2 days	1d6 Dex

Pech plague is a magical disease that once contracted (via a failed Fort save) slowly turns the victim to unmoving stone (as the spell *flesh to stone*). As the transformation occurs, the victim's skin becomes increasingly stone-like in appearance and texture, and the victim radiates a faint transmutation aura. As this occurs, the character's joints lock up, becoming stiffer as the disease progresses, eventually leading to petrification (as *flesh to stone* spell) when the victim's Dexterity reaches 0. For every two points of Dexterity lost to the disease that would result in a negative Dexterity modifier (i.e., ability loss that reduces Dexterity to 8 or less), the character gains one point of natural armor. This natural armor bonus does not stack with *stoneskin* or spells or effects that mimic it.

*Remove disease* is insufficient to cure pech plague by itself. Only by casting *remove disease* and either *remove curse* or *dispel magic* in successive rounds (no particular order) can one be rid of it. Other than that, *stone salve* and *stone to flesh* can revive a victim who has been turned to stone. Characters who contract pech plague and turn to stone, then are later revived are immune to further bouts of the plague. They may still become carriers (33% chance). Carriers can be cured through an application of *remove disease* or *remove curse*.

### God of Plagues

The God of the Black Rock seems to have some connection to the plague. The exact nature of this connection is unclear, but apparently the entity and its worshippers are immune to the disease.

with long galleries that eventually become well-hewn tunnels. These passages reach for miles to all corners of what was once Tuckborrow's expanding empire. The stone tile floors have been ripped up, however, and more than half the tunnels are collapsed. Blood stains the walls, and the stench of the place is worse than the hundreds of troglodytes who worship here at each new moon. The graven images of the kings of Ironstorm have had their eyes gouged from their stony heads, those that remain in one piece that is.

At the center of the hall sits the enormous black rock prison/cocoon/throne of the great toad-like monstrosity too horrible for mortal eyes that sits upon it. Even the troglodytes avert their gaze. Troglodytes, in the throes of ecstatic dance, circle the great beast. If the god is in the mood, it sometimes snatches up one of the dancers in its colossal maw and swallows him whole. Much good fortune is thought to shine on the family whose child is thus snatched, and the survivors are given gifts of steel. Slaadi, demons and the abyssal basilisk spawn of the God now roam the halls. Character's seeking escape may find these dark chambers and tunnels the most perilous within the mountain. DMs are advised to let the sleeping god be asleep — or at least disinterested — if characters arrive here unprepared.

### Adventure Hooks for Ironstorm Mountain

Getting the PCs to Ironstorm Mountain can be part of the fun. There are several ways to accomplish this, some of which are detailed below.

#### Pioneering Spirit

The characters are pioneers, hired mercenaries or caravan hands whose job it is to carve out some civilization in the rediscovered frontier around Ironstorm Mountain. This might involve taming Tommerast.

#### Prison Break

In this approach, PCs begin the campaign as prisoners in Ironstorm Prison. Stripped of their weapons and items, they are resigned to an ignoble life of chained servitude and repeated beatings at the hands of Mr. Zanders and his gnoll flunkies.

Suddenly, at the opportune moment, an earthquake rocks mountain. The characters' cell splits open while their neighbors' cell is buried in tons of rubble. Precious escapes her cell and begins devouring everyone in sight on her way toward the characters. Their only hope is through a hole in the floor of their cell that leads to a natural chimney then into a maze of tunnels above Angstradt. Lost and unequipped for adventure, the PCs will have to navigate the caves and find food, water and weapons, all the while avoiding capture by the Crimson Fetter or a premature run-in with Precious.

As an alternative, PCs could be sent to infiltrate the prison to look for a particular slave of great value. Perhaps he is the captured son of a noble, a close friend of the PCs, or a prophet foretelling doom in the mountain's depths.

#### Dragonslayers

Felmiasmire has sacked another town, and the council of Tommerast is fearful he'll come for them next. The characters are hired on as dragonslayers. Their first step will be finding the beast's lair. Once inside the mountain, they may find an unlikely ally in the upstart Char.

#### The Cult of the Black Stone

A diviner close to the PCs speaks of strange things lurking in the depths of a secluded mountain range. He foretells that a time of woe is coming, that soon a dark god will be released to shake the entire continent in his throes to escape. This dark, primeval

entity will bring the civilized lands into an age of savagery, leaving nothing behind but conflict and chaos.

As helpful agents of a good-aligned church, it is up to the PCs to pinpoint the location of this threat and destroy it before it is unleashed. To this end, they have to infiltrate Ironstorm Mountain and defeat the tribes of troglodytes, then enter the Black Cells for their final confrontation with the God on the Black Rock.

### **Restoring the Glory**

While the kingdom of Angstradt is lost, several dwarven kingdoms have heard of it. The proud dwarven clans that once claimed so much glory have fallen in stature among the other civilized races. A forward-thinking dwarven thane seeks to restore much of that lost glory by reopening Angstradt.

The PCs' goal is to clear out the ruined dwarven city and reclaim the territory in the name of a distant dwarven kingdom or perhaps a long-lost surviving heir to the crown. While an all-dwarven party is not required for this scenario, it could be a lot more fun if one or more in the party are dwarves.

### **Stopping the Slavers**

In this campaign, the Crimson Fetter has been taking a more active role in the region, expanding its slave trade to include several kingdoms. As the vast majority of these slaves are transported to Ironstorm Mountain, they are essentially never heard from again. The PCs' primary goal in the campaign is to stop this slave trade and travel to the mountains to cut off the demand for slavery at its source.

The beginning of this scenario is investigative, as the PCs will need to pose as slavers, or use their contacts to gain the location of the slaver camps. From there, learning about Ironstorm Prison will take them to Tommerast and then up the mountain for a confrontation with Valglaren Vrad himself.

## ***Adapting the Setting***

Ironstorm Mountain is easily adaptable to any number of published settings. Much of the landscape, organizations and history of Angstradt can be changed for campaigns set in nearly any published world, or the DM's personal homebrew campaign.

Ironstorm Mountain revolves in part around a massive dwarven city abandoned by its creators. While it is not necessary to have an active dwarven culture in an Ironstorm campaign, any current dwarven settlements or NPCs may know much that would help PCs discover the mountain. Furthermore, the slavers who run the prison could be a front for almost any dark organization seeking the treasures of the mountain. In any case, reoccurring villains in the DM's campaign can in most cases be subbed for villains in this book.

As an alternative, DMs might put their homegrown villains in direct competition with the PC in a race to uncover the secrets (and the rewards) of the lost dwarven city.

A powerful demon, lich, downcast god or other ancient evil can replace the God on the Black Rock as the primary villain. Such a creature should probably be dedicated to chaos, death, destruction and entropy.

The setting is designed to offer challenges to many different levels of adventuring parties. Lower-level parties might find the prison proper and the upper mines to be the site of most of their adventuring. Mid-level parties will find good challenges within the hidden city of Angstradt, whether by negotiating with the various aberrant factions who live there or exploring the treasures of the old dwarven kingdom. High-level parties will enjoy the deepest parts of the mountain and dealing with the Black Cells and the twisted lair/prison of the God of the Black Stone. Several other creatures have been trapped in those half-drowned, lightless pits, drawn by the God's power, and even a powerful party will be hard pressed to get them all out.

# Horrendous Characters and Creatures

Note in relation to the “non-named” troglodyte NPCs: The tribal names given in their description are only there to illustrate the tribe to which they are most usually associated. For example, troglodyte necrocants are most usually from the Ssallast tribe, although every tribe has at least one undead specialist cleric with stats and abilities compatible with the necrocant stat block. Named troglodyte NPCs, like Shocho, are affiliated only with their named tribe.

**Araxi Siroun, male azer cleric 9:** CR 11; Medium outsider (fire, extraplanar); HD 11d8 + 9; hp 68; Init +6; Spd 20 ft.; AC 31 (flat-footed 30, touch 12); Base Atk/Grp +8/+10; Atk +12 melee (1d8+3 plus 1d6 fire, +1 flaming burst flail) or +10 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+3 plus 1d6 fire, +1 flaming burst flail) or +10/+5 ranged (1d8, light crossbow); SA heat; SQ darkvision 60 ft., immunity fire, spell resistance 13, vulnerability (cold); AL LN; SV Fort +10, Ref +8, Will +9; Str 15, Dex 15, Con 13, Int 17, Wis 18, Cha 11.

**Skills:** Appraise +17, Climb +3, Concentration +15, Craft (gemcutting) +10, Diplomacy +9, Heal +7, Knowledge (religion) +12, Listen +12, Profession (miner) +9, Search +9, Spot +9.

**Feats:** Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency (flail)B, Weapon Focus (flail)B.

**Cleric Spells Prepared** (caster level 9th): 0—*cure minor wounds, detect magic, detect poison, guidance, light, mending*; 1st—*bless, comprehend languages, detect evil, magic weaponD, shield of faith, summon monster I*; 2nd—*consecrate, hold person* (DC 16), *lesser restoration* (DC 16), *silence* (DC 16), *spiritual weaponD, zone of truth* (DC 16); 3rd—*continual flame, dispel magic, magic vestmentD, magic vestment, searing light*; 4th—*divination, divine power, restoration* (DC 18), *spell immunityD*; 5th—*flame strikeD* (DC 19), *raise dead*.

**Domains:** Protection (protective ward), and War (Marital Weapon Proficiency [flail], Weapon Focus [flail]).

**Possessions:** +1 full plate, +2 heavy steel shield, +1 flaming burst flail, light crossbow, 20 bolts, ring of protection +1, iron holy symbol, spell components, 755 gp in gemstones.

**Azer evoker 6:** CR 8; Medium outsider (fire, extraplanar); HD 2d8 plus 6d4 + 16; hp 45; Init +7; Spd 30 ft.; AC 21 (flat-footed 18, touch 13); Base Atk/Grp +5/+7; Atk +8 melee (1d8+2, masterwork flail) or +8 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d8+2, masterwork flail) or +8 ranged (1d8/19-20, light crossbow); SA heat; SQ darkvision 60 ft., fire immunity, spell resistance 13, cold vulnerability; AL LN; SV Fort +7, Ref +8, Will +9; Str 14, Dex 16, Con 15, Int 20, Wis 12, Cha 6.

**Skills:** Appraise +9, Climb +8, Concentration +13, Craft (usually

armorsmithing, gemcutting, or weaponsmithing) +12, Decipher Script +10, Hide +10, Jump +9, Knowledge (architecture and engineering) +14, Listen +8, Profession (miner) +12, Search +12, Spellcraft +16, Spot +8.

**Feats:** Combat Casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Toughness.

**Languages:** Ignan, Common, Draconic, Dwarven, Giant, Terran, Undercommon.

**Wizard Spells Prepared** (caster level 6th): 0—*acid splash, detect magic, light, mage hand*; 1st—*burning hands* (DC 16), *endure elements, enlarge person, magic missile* (x3); 2nd—*blur, flaming sphere* (x2; DC 17), *invisibility, mirror image*; 3rd—*fireball* (DC 18), *haste* (DC 18), *lightning bolt* (DC 18), *summon monster III* (usually a small elemental).

**Prohibited Schools:** enchantment and necromancy.

**Possessions:** masterwork flail, light crossbow, 20 arrows, headband of intellect +2, boots of levitation, bracers of armor +2, necklace of fireballs (type IV), potion of cure serious wounds, scroll of bear's endurance, scroll of comprehend languages, wand of scorching ray (48 charges), spell components, spellbooks (containing all prepared spells plus all standard evocation spells up to third level), 160 gp in gemstones.

**Azer Guardsman, azer fighter 3:** CR 5; Medium outsider (fire, extraplanar); HD 2d8 plus 3d10 + 20; hp 50; Init +2; Spd 30 ft.; AC 27 (flat-footed 25, touch 12); Base Atk/Grp +5/+9; Atk +10 melee (1d8+4/x3, masterwork warhammer) or +8 ranged (1d6/x2, masterwork javelin); Full Atk +10 melee (1d8+4/x3, masterwork warhammer) or +8 ranged (1d6/x2, masterwork javelin); SA heat; SQ darkvision 60 ft., fire immunity, spell resistance 13, cold vulnerability; AL LN; SV Fort +10, Ref +6, Will +7; Str 18, Dex 15, Con 19, Int 14, Wis 16, Cha 8.

**Skills:** Appraise +4, Climb +12, Craft (gemcutting) +8, Hide +9, Intimidate +3, Jump +12, Listen +10, Ride +10, Search +9, Spot +10, Swim +12.

**Feats:** Cleave, Mounted Combat, Power Attack, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

**Languages:** Ignan, Common.

**Possessions:** masterwork breastplate, masterwork heavy tower shield, masterwork warhammer, 3 masterwork javelins, *potion of cure serious wounds*.

**Azer Mount, advanced thoqqua:** CR 4; Large elemental (earth, fire, extraplanar); HD 7d8 + 21; hp 52; Init +0; Spd 30, Burrow 20; AC 19 (flat-footed 19, touch 9); Base Atk/Grp +6/+12; Atk +11 melee (1d8+6 plus 2d6 fire, slam); Full Atk +11/+6 melee (1d8+6 plus 2d6 fire, slam); SA heat, burn; SQ darkvision 60 ft., fire immunity, tremorsense 60 ft., cold vulnerability; AL N; SV Fort +5, Ref +2, Will +3; Str 23, Dex 11, Con 17, Int 6, Wis 12, Cha 10.

**Heat (Ex):** Merely touching or being touched by a thoqqua automatically deals 2d6 points of fire damage.

**Burn (Ex):** When a thoqqua hits with its slam attack, the opponent must succeed at a Reflex save (DC 13) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. The burning creature can use a full-round action to put out the flame (see the DMG for more information on catching on fire).

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.



**Tremorsense (Ex):** Thoquas can automatically sense the location of anything within 60 feet that is in contact with the ground.

**Blackscale, Haakukk Clan Chieftain, male half-black dragon/troglodyte ranger 8:** CR 11; Medium dragon; HD 2d10 plus 8d8 + 60; hp 107; Init +2; Spd 30 ft.; AC 25 (flat-footed 23, touch 12); Base Atk/Grp +9/+14; Atk +15 melee (1d8+8/x3, +1 spear) or +13 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow [Str +5]); Full Atk +15/+10 melee (1d8+8/x3, +1 spear) and +12 melee (1d6+2, bite) or +13/+8 ranged (1d8+6/x3 plus 1d6 fire, +1 flaming composite longbow [Str +5]); SA acid breath weapon, favored enemy (dwarf) +4, favored enemy (human) +2, stench (DC 17); SQ animal companion (monitor lizard), combat style archery, darkvision 90 ft., favored enemy (dwarf) +4, favored enemy (human) +2, improved combat style (archery), low-light vision, swift tracker, woodland stride; AL NE; SV Fort +15, Ref +8, Will +4; Str 20, Dex 14, Con 22, Int 12, Wis 14, Cha 12.

**Skills:** Climb +12, Concentration +6, Handle Animal +11, Hide +20\*, Listen +2, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Move Silently +10, Ride +12, Spot +7, Survival +8, Swim +12.

\*The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured in the stats above.

**Feats:** EnduranceB, MultiattackB, Many ShotB, Mounted Combat, Mounted Archery, Power Attack, Rapid ShotB, TrackB, Weapon Focus (longbow).

**Languages:** Draconic, Sylvan.

**Ranger Spells Prepared** (caster level 4th): 1st—*entangle* (DC 13), *longstrider*; 2nd—*spike growth* (DC 14).

**Breathweapon (Su):** 60-foot line, once per day, damage 6d8 acid, Reflex DC 17 half. The save DC is Constitution-based.

**Possessions:** +1 shadow mithral chain shirt, +1 spear, +1 flaming composite longbow [Str +5], *potion of cure serious wounds*, *potion of gaseous form*, *potion of invisibility*, *scroll of underscreech* (see *New Spells*), exotic military saddle for T-rex, thunderstone (2), spell components, bag of gold nuggets (800 gp).

**Hyitchuk, trained tyrannosaur mount:** hp 190; MM 61.

**Hatqua, monitor lizard animal companion:** hp 25; MM 275.

**Char, female elite young red dragon:** CR 8; Large dragon; HD 13d12+52; hp 136; Init +0; Spd 40, fly 150 (poor); AC 23, touch 11, flat-footed 21; Base Atk/Grp +13/+24; Atk +19 melee (2d6+7, bite); Full Atk +19 melee (2d6+7, bite), +17 melee (1d8+3, 2 claws), +17 melee (1d6+3, 2 wings), +17 melee (1d8+10, tail slap); Face/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spells; SQ blindsense 60 ft., immunity to fire, keen senses, vulnerability to cold; AL CE SV Fort +12, Ref +8, Will +8; Str 24, Dex 15, Con 18, Int 15, Wis 10, Cha 16.

**Skills:** Appraise +18, Bluff +19, Diplomacy +21, Escape Artist +18, Jump +23, Listen +18, Search +18, Spot +18.

**Feats:** Ability Focus (breath weapon), Alertness, Flyby Attack, Multiattack, Wingover.

**Languages:** Draconic, Common, Undercommon.

**Breath Weapon (Su):** 40-foot cone, once every 1d4 rounds, damage 6d10 fire, Reflex DC 21 half. The save DC is Constitution-based.

**Sorcerer Spells Known** (5/4; caster level 1st): 0—*arcane mark*, *detect magic*, *mage hand*, *open/close* (DC 13); 1st—*charm person* (DC 14), *obscuring mist*.

**Possessions:** +2 short sword with the words *Adamant Heart* engraved on the blade in elven script, *potion of cat's grace*, *potion of detect thoughts*, *potion of water breathing*, *wand of detect secret doors* (29 charges), *wand of summon monster I* (32 charges), a glass and gold wire music box (200 gp), aquamarine (600 gp), marble chess set (1,300 gp), 1,200 gp, 55 pp.

**Crimson Fetter Slaver, human fighter 3:** CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +5; Spd 20; AC 21 (flat-footed 20, touch 11); Base Atk/Grp +3/+5; Atk/Full Atk +6 melee (1d10+2/19-20, masterwork bastard sword), or +4 ranged (1d10/19-20, heavy crossbow); AL LE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

**Skills:** Climb -3, Handle Animal +2, Intimidate +2, Jump -9, Ride +4, Swim -18.

**Feats:** Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

**Languages:** Common.

**Possessions:** full plate, heavy steel shield, masterwork bastard sword, heavy crossbow w/10 bolts, *potion of cure moderate wounds*.

**Cloaker Emisary, cloaker rogue 1/assassin 5:** CR 9; Large aberration; HD 6d8 plus 6d6 + 48; hp 96; Init +10; Spd 10, fly 40 (average); AC 22, touch 15, flat-footed 16; Base Atk/Grp +7/+13; Atk +13 melee (1d6+6, tail slap); Full Atk +13 melee (1d6+6, tail slap), +8 melee (1d4+3, bite); Face/Reach 10 ft./10 ft. (5 ft. with bite); SA death attack (DC 18), engulf, moan, sneak attack +4d6, spells; SQ +2 save against poison, improved uncanny dodge, shadow shift, trapfinding, uncanny dodge; AL CE; SV Fort +7, Ref +14, Will +7; Str 22, Dex 22, Con 19, Int 16, Wis 13, Cha 18.

**Skills:** Bluff +15, Disguise +8, Gather Information +11, Hide +15, Listen +13, Move Silently +20, Spot +13, Tumble +16.

**Feats:** Combat Expertise, Combat Reflexes, Flyby Attack, Improved Feint, Improved Initiative.

**Languages:** Undercommon, Common, Grimlock, Kou-Toan.

**Assassin Spells Known** (5/4/3; caster level 5th): 1st—*feather fall*, *ghost sound* (DC 14), *obscuring mist*, *sleep* (DC 14), *true strike*; 2nd—*alter self*, *cat's grace* (DC 15), *invisibility* (DC 15), *spider climb* (DC 15); 3rd—*deep slumber* (DC 16), *magic circle against good* (DC 16).

**Moan (Ex):** A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

**Unnerve:** Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

**Fear:** Anyone within a 30-foot spread must succeed on a DC 20 Will save or become panicked for 2 rounds.

*Nausea:* Anyone in a 30-foot cone must succeed on a DC 20 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

*Stupor:* A single creature within 30 feet of the cloaker must succeed on a DC 20 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Engulf (Ex):** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Shadow Shift (Su):** A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

*Obscure Vision:* The cloaker gains concealment (20% miss chance) for 1d4 rounds.

*Dancing Images:* This effect duplicates a *mirror image* spell (caster level 12th).

*Silent Image:* This effect duplicates a *silent image* spell (DC 20, caster level 12th). The save DC is Charisma-based.

#### **Cloaker-bred ogre slave (“Gray Emissary”), augmented**

**ogre barbarian 4:** CR 7; Large giant; HD 4d8 plus 4d12 + 35; hp 79; Init +0; Spd 40 ft.; AC 19 (flat-footed 10, touch 19); Base Atk/Grp +7/+19; Atk +16 melee (3d6+13/19-20, +1 greatsword) or +6 ranged (1d8+8, javelin); Full Atk +16/+11 melee (3d6+13/19-20, +1 greatsword) or +6 ranged (1d8+8, javelin); SA rage; SQ blindsight, immunities, scent, trap sense +1, uncanny dodge; AL CE; SV Fort +12, Ref +2, Will +2; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

*Skills:* Climb +13, Hide +4\*, Jump +17, Listen +6, Spot +2. A cloaker-bred ogre’s chalky gray-white skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground. This bonus is figured into the stats above.

*Feats:* Power Attack, Weapon Focus (greatsword), TrackB, Toughness.

*Languages:* Undercommon.

**Blindsight (Ex):** Cloaker-bred ogres can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Cloaker-bred ogres are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a cloaker-bred ogre’s sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a cloaker-bred ogre is effectively blinded.

**Immunities:** Cloaker-bred ogres are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

*Possessions:* +1 hide armor, +1 greatsword, ring of protection +1.

**Dannindgër the Wise, derro sorcerer 12:** CR 14; Small monstrous humanoid; HD 3d8 plus 12d4 + 30; hp 73; Init +8; Spd 20 ft.; AC 19 (flat-footed 15, touch 17); Base Atk/Grp

+9/+4; Atk +9 melee (1d4-1/19-20, masterwork short sword) or +14 ranged (1d6/19-20 plus poison, masterwork repeating crossbow) or +14 ranged touch (ray – damage by spell); Full Atk +9/+4 melee (1d4-1/19-20, masterwork short sword) or +14/+9 ranged (1d6/19-20 plus poison, masterwork repeating crossbow) or +14 ranged touch (ray – damage by spell); SA poison use, sneak attack +1d6, spell-like abilities, spell use; SQ darkvision 60 ft., madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +7, Ref +11, Will +19; Str 8, Dex 18, Con 15, Int 12, Wis 4, Cha 26.

*Skills:* Bluff +13, Concentration +14, Hide +16, Listen +2, Knowledge (arcana) +13, Move Silently +12, Spellcraft +15.

*Feats:* Blind-Fight, Combat Casting, Craft Wand, Improved Initiative, Point Blank Shot, Weapon Focus (ray).

*Languages:* Undercommon, Draconic.

*Sorcerer Spells Known* (6/8/8/8/6/4; caster level 12th):

0—*acid splash, dancing lights, detect magic, mage hand, mending, prestidigitation, ray of frost, read magic, resistance*; 1st—*alarm, feather fall, magic missile, ray of enfeeblement, shield*; 2nd—*invisibility* (DC 20), *protection from arrows, scorching ray, shatter* (DC 20), *web* (DC 20); 3rd—*blink, dispel magic, haste, ray of exhaustion* (DC 21); 4th—*dimension door* (DC 22), *enervation, wall of fire*; 5th—*contact other plane, wall of force*; 6th—*chain lightning* (DC 24).

**Spell-Like Abilities** (caster level 3rd):

At will—*darkness, ghost sound* (DC 18); 1/day—*daze* (DC 18), *sound burst* (DC 20).

*Possessions:* masterwork shortsword, masterwork light repeating crossbow, 10 bolts, *hat of charisma* +2 (as *cloak of charisma*), *cape of tongues* (see *New Magic Items*), *potion of cure moderate wounds, potion of cure serious wounds, scroll of protection from energy* (2), *ring of protection* +2, *wand of fly* (31 charges), spell components, 1,100 gp in jewelry and coins.

**Derro Fanatics, derro barbarian 2/rogue 2:** CR 7; Small monstrous humanoid; HD 3d8 plus 2d12 plus 2d6 + 14; hp 47; Init +8; Spd 30 ft.; AC 21 (flat-footed 17, touch 15); Base Atk/Grp +6/+2; Atk +10 melee (1d10+4/x3, masterwork greataxe) or +11 ranged (1d6/19-20, masterwork repeating crossbow); Full Atk +10/+5 melee (1d10+4/x3, masterwork greataxe) or +11/+6 ranged (1d6/19-20, masterwork repeating crossbow); SA poison use, rage 1/day, sneak attack +2d6, spell-like abilities; SQ darkvision 60 ft., evasion, madness, spell resistance 15, trapfinding, uncanny dodge, vulnerability to sunlight; AL CE; SV Fort +6, Ref +10, Will +5; Str 16, Dex 18, Con 15, Int 10, Wis 6, Cha 14.

*Skills:* Balance +6, Bluff +5, Escape Artist +8, Hide +14, Intimidate +9, Jump +10, Listen +4, Move Silently +10, Tumble +11.

*Feats:* Blind Fighting, Improved Initiative, Power Attack.

*Languages:* Undercommon.

**Spell-like Abilities (Sp):** (caster level 3rd):

At will—*darkness, ghost sound* (DC 12); 1/day—*daze* (DC 12), *sound burst* (DC 14).

*Possessions:* masterwork chain shirt, masterwork greataxe, masterwork light repeating crossbow, 20 bolts, tanglefoot bag.

**Felmiasmire Poisonsong, elite old black dragon:** CR 17; Huge Dragon (water); HD 25d12+200; hp 362; Init +0; Spd 60 ft., swim 60 ft., fly 150 ft. (poor); AC 32 (flat-footed 32,

touch 8); Base Atk/Grp +25/+44; Atk +37 melee (2d8+12, bite); Full Atk +37 melee (2d8+12, bite), +35 melee (2d6+6, 2 claw), +35 melee (1d8+6, 2 wings), +35 melee (2d6+17, tail slap); SA: breath weapon, frightful presence (DC 25), spells; SQ blindsense 60 ft., corrupt water (DC 25), damage reduction 10/magic, darkvision 120 ft., immunity to acid/sleep/paralysis, low-light vision, spell resistance 22, water breathing; AL CE; SV Fort +22, Ref +14, Will +15; Str 33, Dex 10, Con 26, Int 18, Wis 12, Cha 17.

**Skills:** Concentration +30, Diplomacy +25, Hide +14, Intimidate +25, Knowledge (arcana) +24, Knowledge (local) +24, Listen +25, Move Silently +22, Search +24, Sense Motive +23, Spot +25, Swim +33, Use Magic Device +24.

**Feats:** Ability Focus (breath weapon), Alertness, Awesome Blow, Hover, Improved Initiative, Multiattack, Power Attack, Snatch, Improved Sunder.

**Languages:** Draconic, Common, Dwarf, Giant, Undercommon. **Sorcerer Spells Known** (6/7/7/5; caster level 7th): 0 - *arcane mark, detect magic, disrupt undead, light* (DC 13), *message, read magic, resistance*; 1st—*comprehend languages, detect secret doors, identify, mage armor, magic missile*; 2nd—*bear's endurance* (DC 15), *blur, invisibility* (DC 15); 3rd—*dispel magic, ray of exhaustion* (DC 16).

**Breath Weapon (Su):** 60-foot line, once every 1d4 rounds, damage 16d4 acid, Reflex DC 28 half. The save DC is Constitution-based.

**Crush (Ex):** Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+17 points of bludgeoning damage, and must succeed on a DC 28 Reflex save or be pinned; grapple bonus +44.

**Frightful Presence (Ex):** 240-foot radius, 24 HD or less, Will DC 25 negates.

**Corrupt Water (Sp):** Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 25) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence (240-foot radius).

**Spell-Like Abilities (Su):** (caster level 7th) 3/day—darkness; 1/day—plant growth.

**Possessions:** +1 *elven chain, sword of the planes, divine scroll of air walking, divine scroll of call lightning, figurines of wondrous power* (ivory goats), *horn of fog*, a pouch containing 12 quartz pieces cut to look like coins (9 gp each), three masterwork battleaxes, two masterwork halberds, four masterwork warhammers, two sets of ceremonial dwarf-size masterwork full plate armor with gold piping (2,000 gp each), a set of six carved ivory and gold-leaved flacons (100 gp each), a matching pair of gold bracelets made to look like coiling serpents (500 gp each), a jade statuette of a monitor lizard (900 gp), a masterwork lyre inlaid with silver (1,250 gp), a scale marble statue of a dwarf maiden combing her hair (3,000 gp, weighs 250 lbs.), a large glockenspiel water clock with intricate dwarf figurines that move about at the tolling of each hour (5,500 gp, weighs 275 lbs.), a gold diadem encrusted with rubies (10,000 gp), 50,000 sp, 10,600 gp, 1,225 pp.

**King Baltuck Ironhame II, male dwarf ghost fighter 10:** CR 12; Medium Undead (incorporeal); HD 10d12 (Undead); hp 65; Init +5; Spd 20 ft.; fly 30 ft. (perfect); AC 15 manifested

(flat-footed 14, touch 11) or 11 ethereal (flat-footed 10, touch 11); Base Atk/Grp +10/+15; Atk +18 melee (1d12+8/19-20/x3, +1 ghost touch greataxe); Full Atk +18/+13 melee (1d12+8/19-20/x3, +1 ghost touch greataxe); SA frightful moan, horrific appearance, manifestation, telekinesis; SQ rejuvenation, turn resistance +4; AL LN; SV Fort +6, Ref +3, Will +5; Str 20, Dex 12, Con —, Int 10, Wis 13, Cha 18.

**Skills:** Appraise +0 (+2 for weapons), Craft (weaponsmithing) +13, Hide +9, Intimidate +17, Listen +9, Search +8, Spot +9.

**Feats:** Cleave, Improved Bull Rush, Improved Critical (greataxe), Improved Initiative, Improved Overrun, Iron Will, Greater Weapon Focus (greataxe), Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

**Languages:** Common, Dwarven.

**Frightful Moan (Su):** All living creatures in a 30-foot spread must make a Will save (DC 19) or become panicked for 2d4 rounds.

**Horrific Appearance (Su):** All living viewers within 60 ft. must make a Fortitude (save DC 19) or take 1d4 points of damage to Strength, Dexterity and Constitution. A creature that successfully saves against this effect cannot be affected by King Baltuck Ironhame II's horrific appearance for 24 hours.

**Telekinesis (Su):** King Baltuck Ironhame II can use telekinesis (caster level 12th) as a standard action. When the ghostly king uses this power, he must wait 1d4 rounds before using it again. **Possessions:** +2 *ghost touch full plate*, +1 *ghost touch greataxe, horn of blasting*, 8,000 gp crown.

**"Kingfisher," advanced delver:** CR 13; Gargantuan Aberration; HD 31d8 + 217; hp 356; Init +5; Spd 30ft, Burrow 10 ft.; AC 27 (flat-footed 26, touch 7); Base Atk/Grp +23/+53; Atk +31 melee (1d8+12 plus 2d6 acid, slam); Full Atk +31 melee (1d8+12 plus 2d6 acid, 2 slams); Space/Reach 20 ft./15 ft.; SA corrosive slime; SQ acid immunity, darkvision 60 ft., stone shape, tremorsense 60 ft.; AL NE; SV Fort +19, Ref +11, Will +19; Str 35, Dex 13, Con 25, Int 14, Wis 14, Cha 12. **Skills:** Knowledge (dungeoneering) +24, Knowledge (nature) +24, Listen +26, Move Silently +23, Spot +26, Survival +28 (+30 underground).

**Feats:** Ability Focus (corrosive slime), Alertness, Awesome Blow, Blind-Fight, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Track.

**Languages:** Terran, Undercommon, Dwarf, Ignan.

**Corrosive Slime (Ex):** The Kingfisher produces a mucus-like slime that is highly corrosive. The slime is particularly effective against stone. The Kingfisher's mere touch deals 2d6 points of damage to organic creatures or objects. Against metallic creatures or objects, the slime deals 4d8 points of damage; against stony creatures (including earth elementals) or objects, it deals 8d10 points of damage. The Kingfisher's slam attack leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime.

An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds at a Reflex save (DC 34). Weapons that strike the delver also dissolve immediately unless the wielder succeeds at a Reflex save (DC 34).

Creatures attacking the Kingfisher with natural weapons take

damage from the slime each time their attacks hit unless they succeed at Reflex saves (DC 34).

**Tremorsense (Ex):** The Kingfisher can automatically sense the location of anything within 60 ft. that is in contact with the ground.

**Stone Shape (Ex):** The Kingfisher can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, the Kingfisher can soften and shape up to 25 cubic feet of stone, as stone shape cast by a 20th-level druid.

**Mul Zanders “The Boatswain,” male human rogue 5:** CR 5; Medium Humanoid; HD 5d6 +10; hp 35; Init +7; Spd 30 ft.; AC 17 (flat-footed 14, touch 13); Base Atk/Grp +4/+6; Atk +8 melee (1d6+3, +1 club) or +7 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +3, Ref +6, Will +1; Str 14, Dex 16, Con 15, Int 13, Wis 10, Cha 13.  
*Skills:* Balance +13, Bluff +9, Climb +10, Intimidate +11, Jump +4, Listen +8, Sense Motive +8, Spot +8, Tumble +13, Use Rope +11.

*Feats:* Combat Expertise, Improved Initiative, Weapon Focus (club).

*Languages:* Common, Gnoll.

*Equipment:* +1 studded leather, +1 club (Zander’s truncheon has the added ability to deal non-lethal damage instead of lethal damage with no attack penalty. It can be used as a sap to deliver a non-lethal sneak attack), two sets of masterwork manacles, ring of keys, 175 gp, three fine gold teeth worth 10 gp each (not his own).

**“Precious,” female troll barbarian 2:** CR 7; Large giant; HD 6d8 plus 2d12 + 64; hp 98; Init +1; Spd 40 ft.; AC 15 (flat-footed 15, touch 10); Base Atk/Grp +6/+18; Atk +13 melee (2d8+12, greatclub) or +13 melee (1d6+8, claw); Full Atk +13/+8 melee (2d8+12, greatclub) and +8 melee (1d6+4, bite) or +13/+13 melee (1d6+8, 2 claws) and +8 melee (1d8+4 bite); SA rage 1/day, rend (2d6+12); SQ darkvision 90 ft., low-light vision, regeneration 5, scent, uncanny dodge; AL CE; SV Fort +14, Ref +4, Will +3; Str 27, Dex 12, Con 26, Int 6, Wis 12, Cha 8.

*Skills:* Climb +8, Jump +8, Listen +6, Spot +5, Survival +5

*Feats:* Iron Will, Power Attack, Track.

*Languages:* Giant.

**Rend (Ex):** If Precious hits with both claw attacks, she latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to Precious. If she loses a limb or body part, the lost portion regrows in 3d6 minutes. She can reattach the severed member instantly by holding it to the stump.

**Rage (Ex):** Precious can fly into a rage once per day. In a rage, her Strength improves to 31, her Constitution improves to 30, and she gains a +2 morale bonus on Will saves, but she takes a –2 penalty to Armor Class. The increase in Constitution increases her hit points by 16 points, but these hit points go away at the end of the rage when her Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, Precious cannot use any Charisma-, Dexterity- or Intelligence-based skills (except for Balance, Escape Artist, Intimidate and Ride), the Concentration

skill, or any abilities that require patience or concentration, nor can she activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. She can use any of her known feats. A fit of rage lasts for 13 rounds. Precious may prematurely end her rage. At the end of the rage, she loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can’t charge or run) for the duration of the current encounter.

Entering a rage takes no time itself, but Precious can do it only during her action, not in response to someone else’s action.

*Possessions:* If freed by an earthquake, she can haul down and use a metal bar imbedded in a chunk of masonry attached to her wrist via a set of large masterwork manacles (treat this as a greatclub).

**Shocha, High Priestess of the Asznarr, female half-fiend troglodyte cleric 13/hierophant 1:** CR 17; Medium Outsider (native, reptilian); HD 16d8 + 48; hp 129; Init +7; Spd 20 ft., fly 30 ft. (average); AC 26 (flat-footed 25, touch 15); Base Atk/Grp +10/+11; Atk +13 melee (1d8+2 plus 2d6 against lawful opponents, +1 anarchic gurunfindas morningstar) or +11 melee (1d6+1, claw) or +15 ranged (1d6+3, +2 returning javelin); Full Atk +13/+8 melee (1d8+2 plus 2d6 against lawful opponents, +1 anarchic gurunfindas morningstar) and +9 melee (1d4, bite) or +11 melee (1d6+1, 2 claws) and +9 melee (1d4, bite) or +15 ranged (1d6+3, +2 returning javelin); SA divine reach, smite good (+16), stench (DC 14); SQ acid/cold/electricity/fire resistance 10, damage reduction 10/magic, darkvision 90 ft., immune to poison, rebuke undead; AL CE; SV Fort +16, Ref +7, Will +16; Str 12, Dex 16, Con 16, Int 14, Wis 22, Cha 20.  
*Skills:* Concentration +20, Hide +9\*, Knowledge (religion) +17, Listen +11, Sense Motive +11, Spot +11, Spellcraft +12. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Augment Summoning, Combat Casting, Combat Expertise, Empower Spell, Improved Initiative, MultiattackB, Spell Penetration, Weapon Focus (morningstar).

*Cleric Spells Prepared* (caster level 14th): 0—*create water, cure minor wounds* (2), *mending, resistance* (2; DC 16); 1st—*bane* (DC 17), *bless, cause fear* (DC 17), *cure light wounds* (DC 17), *death watchd, doom, protection from law*DC (DC 17), *shield of faith*; 2nd—*calm emotions, death knell*Dd (DC 18), *desecrate, shatter*C (2; DC 18), *silence* (DC 18), *sound burst* (2; DC 18); 3rd—*bestow curse* (DC 19), *cure serious wounds* (DC 19), *contagion* (DC 19), *magic circle against law*DE (DC 19), *prayer, protection from energy* (DC 19); 4th—*empowered chaos hammer*DC (DC 20), *control water* (DC 20), *freedom of movement* (DC 20), *restoration* (DC 20), *summon monster IV* DC (2); 5th—*dispel good* (DC 21), *greater command* (DC 21), *righteous might, sphere of pestilence\** (DC 21), *slay living*Dd (DC 21); 6th—*animate objects*DC, *poison* (DC 22), *greater dispel magic*.

D = Domain spell; C = Chaos spell; d = death spell; \* = new spell; Domains: Chaos (casts Chaos spells at +1 caster level), Death (Death Touch 1/day: If Shocha succeeds in a melee touch attack she may roll 13d6, if the number equals or exceeds the

target's current hit points, the target dies).

Spell-Like Abilities (caster level 16th):

3/day—*darkness*, *poison* (DC 20), *unholy aura* (DC 24)

1/day—*blasphemy* (DC 23), *contagion* (DC 19), *desecrate*, *unhallow* (DC 21), *unholy blight* (DC 20)

*Possessions*: +3 *medium fortification full plate*, +1 *anarchic blackrock\* gurunfindas morningstar* (that also functions as a *metamagic rod: Quicken*), +2 *javelin of returning*, *diadem of charisma* +4 (as *cloak of charisma*), *peript of wisdom* +4, *cloak of resistance* +4, *mask of the skull*, *ring of protection* +4, *potion of displacement*, *potion of owl's wisdom*, *potion of protection from arrows*, *potion of remove disease*, *scroll of planar ally*, *scroll of plane shift*, adamantine holy symbol (2,300 gp), spell components, jewelry worth 1,200 gp.

\*see *New Material*

### **Szabora the Ancient, Ssalass chieftain, male troglodyte cleric**

**11/rogue 2**: CR 13; Medium Humanoid (reptilian); HD 13d8 plus 2d6 + 45; hp 105; Init -1; Spd 20 ft.; AC 22 (flat-footed 22, touch 9); Base At/Grpk +10/+10; Atk +11 melee (1d6+1, +1 ghost touch club) or +10 melee (1d4, claw) or +10 ranged (1d6, masterwork javelin); Full Atk +11/+6 melee (1d6+1, +1 ghost touch club) and +8 melee (1d4, bite) or +10 melee (1d4, 2 claws) and +8 melee (1d4, bite) or +10 ranged (1d6, masterwork javelin); SA rebuke undead, sneak attack +1d6, stench (DC 14); SQ darkvision 90 ft., evasion, rebuke undead, trapfinding; AL NE; SV Fort +13, Ref +6, Will +13; Str 10, Dex 8, Con 16, Int 14, Wis 23, Cha 12.

*Skills*: Concentration +11, Craft (talisman) +10, Diplomacy +13, Hide +14\*, Knowledge (religion) +11, Listen +11, Search +12, Sense Motive +13, Spot +11, Spellcraft +10. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats*: Brew Potion, Craft Wondrous Item, Extra Turning, Greater Spell Focus (Necromancy), MultiattackB, Spell Focus (Necromancy).

*Languages*: Draconic, Dwarf, Undercommon.

*Cleric Spells Prepared* (caster level 12th): 0—*create water*, *cure minor wounds*, *detect magic*, *mending*, *read magic*, *resistance*; 1st—*bane* (DC 17), *bles*, *comprehend languages*, *deathwatch*EN, *divine favor*, *obscuring mist*, *protection from good*DE (DC 17), *shield of faith*; 2nd—*augury*, *death knell*DEN (DC 20), *desecrate*E, *enthrall* (DC 18), *resist energy* (DC 18), *shatter* (DC 18), *silence* (DC 18); 3rd—*animate dead*DEN, *blindness/deafness*N (DC 21), *contagion*N (DC 21), *dispel magic*, *steel bones\** (DC 21); 4th—*death ward*N, *divination*, *lesser planar ally*, *poison*N (DC 22), *slay living*N (DC 22), *unholy blight*DE (DC 20); 5th—*dispel good*DE (DC 21), *spell resistance* (DC 21), *symbol of pain* (DC 21); 6th—*antilife shell*, *create undead*DEN, *harm*N (DC 24).

D = Domain spell; E = Evil spell; d = death; \* = new spell; Domains: Death (Death Touch 1/day; If Szabora succeeds in a melee touch attack he can roll 1d6, if the number equals or exceeds the target's current hit points, the target dies), Evil (casts Evil spells at +1 caster level).

*Possessions*: +1 *mithral scale mail*, +1 *light steel shield*, +1 *ghost touch gurunfindas club*, 4 masterwork javelins, *peript of wisdom*

+4, *pearl of power* (2nd level), *potion of protection from good*, *potion of restoration*, *potion of shield of faith* +2, *wand of shatter* (18 charges), iron holy symbol, spell components, tanglefoot bags (x2), 540 gp in trinkets.

**Troglodyte Alcoyte, troglodyte cleric 3**: CR 4; Medium Humanoid (reptilian); HD 5d8 + 5; hp 27; Init +0; Spd 20 ft.; AC 20 (flat-footed 20, touch 10); Base Atk/Grp +3/+3; Atk +5 melee (1d4+2, claw) or +7 melee (1d10+3, masterwork gurunfindas greatclub) or +3 ranged (1d6, javelin); Full Atk +5 melee (1d4+2, 2 claws) and +3 melee (1d4+1, bite) or +7 melee (1d10+3, masterwork gurunfindas greatclub), and +3 melee (1d4+1, bite), or +3 ranged (1d6, javelin); SA stench (DC 15); SQ darkvision 90 ft. rebuke undead; AL CE; SV Fort +7, Ref +1, Will +6; Str 14, Dex 11, Con 12, Int 8, Wis 16, Cha 12. *Skills*: Concentration +3, Hide +4\*, Knowledge (religion) +0, Listen +6, Spot +3. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats*: Improved Turning, MultiattackB, Weapon Focus (greatclub).

*Languages*: Draconic.

*Cleric Spells Prepared* (caster level 3rd): 0—*create water*, *cure minor wounds* (DC 13), *mending*, *resistance* (DC 13); 1st—*bane* (DC 14), *cure light wounds* (DC 14), *protection from good*DE (DC 14), *shield of faith*; 2nd—*bull's strength* (DC 15), *death knell*E (DC 15), *enthrall* (DC 15), *shatter*D (DC 15).

D = Domain spell; E = Evil spell; Domains: Destruction (may *smite* a foe once per day with a +4 attack bonus and +3 damage bonus), Evil (casts Evil spells at +1 caster level)

*Possessions*: masterwork splint mail, masterwork gurunfindas greatclub, 2 javelins, *potion of cure moderate wounds*, *potion of lesser restoration*, iron holy symbol, spell components, 2d6 gp and 1d20 sp.

### **Troglodyte Barbarian (Sligruuk), troglodyte barbarian 4**

CR 5; Medium Humanoid (reptilian); HD 2d8 plus 4d12 + 18; hp 53; Init +5; Spd 30 ft.; AC 22 (flat-footed 21, touch 11); Base Atk/Grp +5/+8; Atk +9 melee (1d6+3, claw) or +7 melee (1d12+4/x3, greataxe) or +6 ranged (1d6+3, javelin); Full Atk +9 melee (1d6+3, 2 claws) and +6 melee (1d4+1, bite) or +7 melee (1d12+4/x3, greataxe) and +6 melee (1d4+1, bite) or +6 ranged (1d6+3, javelin); SA rage 1/day, stench; SQ fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +2, Will +2; Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8. *Skills*: Climb +6, Hide +8\*, Jump +6, Listen +4, Spot +1. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. \*This improves to +8 in rocky or underground settings.

*Feats*: Improved Initiative, Improved Natural Attack (claws), MultiattackB, Weapon Focus (claws).

*Languages*: Draconic.

**Rage**: While in a rage, a troglodyte barbarian's statistics change as follows—hp 65; AC 20, flat-footed 19, touch 9; Grp +10; Atk/Full Atk +11 melee (1d6+5, 2 claws) and +8 melee (1d4+2, bite) or +9 melee (1d12+7/x3, greataxe) and +8 melee (1d4+2, bite); SV Fort +12, Will +4; Str 20, Con 21; Climb +8, Jump

+8. A troglodyte barbarian's rage lasts 8 rounds after which it becomes fatigued.

*Possessions:* masterwork breastplate, masterwork greataxe, three to six javelins, *potion of cure moderate wounds*, *potion of protection from good*, 2d10 gp.

**Troglodyte Beastkeeper (Haakkuk), troglodyte ranger 5:**

CR 6; Medium Humanoid (reptilian); HD 7d8 + 21; hp 56; Init +5; Spd 30 ft.; AC 21 (flat-footed 20, touch 11); Base Atk/Grp +6/+8; Atk +8 melee (1d4+2, claw) or +9 melee (1d8+2, masterwork heavy mace) or +8 ranged (1d6+3, masterwork javelin); Full Atk +7 melee (1d4+2, 2 claws) and +5 melee (1d4+1, bite) or +6/+1 melee (1d8+2, masterwork heavy mace) and +6 melee (1d6+1, masterwork sickle) and +5 melee (1d4+1, bite) or +7 ranged (1d6+3, masterwork javelin); SA stench (DC 14); SQ darkvision 90 ft.; AL CE; SV Fort +10, Ref +5, Will +1; Str 15, Dex 12, Con 17, Int 10, Wis 10, Cha 8.

*Skills:* Concentration +6, Handle Animal +8, Hide +9, Listen +10, Move Silently +8, Ride +4, Search +5, Spot +10, Survival +10. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Animal Affinity, Endurance, Improved Initiative, MultiattackB, Quick Draw, Track, Two-Weapon Fighting.

*Languages:* Draconic.

*Possessions:* masterwork chainshirt, masterwork heavy mace, masterwork sickle, masterwork javelin, *potion of cure moderate wounds*, *potion of magic fang* (2), 3d6 gp and 1d20 sp.

**Troglodyte Bodyguard, troglodyte fighter 5:** CR 6; Medium Humanoid (reptilian); HD 2d8 plus 5d10 + 21; hp 62; Init +5; Spd 20 ft.; AC 25 (flat-footed 24, touch 11); Base Atk/Grp +6/+9; Atk +9 (1d4+3, claw) or +11 melee (2d4+5, masterwork falchion) or +7 ranged (1d6+3, javelin); Full Atk +9 (1d4+3, 2 claws) and +7 melee (1d4+1, bite) or +11/+6 melee (2d4+5, masterwork falchion) and +7 melee (1d4+1, bite) or +7 ranged (1d6+3, javelin); SA stench (DC 14); SQ darkvision 90 ft.; AL CE; SV Fort +10, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 10, Cha 8.

*Skills:* Climb +0, Hide +4, Intimidate +2, Jump -6, Listen +5, Swim -2. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Cleave, Great Cleave, Improved Initiative, MultiattackB, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

*Languages:* Draconic.

*Possessions:* masterwork banded mail, masterwork falchion, 4 javelins, *potion of cure serious wounds*, *potion of bull's strength*, *stone of alarm*, 2d10 gp and 2d20 sp.

**Troglodyte Bully, troglodyte warrior 1:** CR 2; Medium Humanoid (reptilian); HD 3d8 + 12; hp 29; Init +0; Spd 20 ft.; AC 21 (flat-footed 21, touch 10); Base Atk/Grp +2/+4; Atk +4 melee (1d4+2, claw) or +4 melee (2d6+3, greatsword) or +3 ranged (1d6+2, masterwork javelin); Full Atk +4 melee (1d4+2,

2 claws) and +2 melee (1d4+1, bite) or +4 melee (2d6+3, greatsword) and +2 melee (1d4+1, bite) or +3 ranged (1d6+2, masterwork javelin); SA stench (DC 15); SQ darkvision: 90 ft.; AL CE; SV Fort +9, Ref +0, Will +0; Str 15, Dex 11, Con 18, Int 10, Wis 10, Cha 8.

*Skills:* Hide +3, Intimidate +1, Listen +5, Ride +2. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Cleave, MultiattackB, Power Attack.

*Languages:* Draconic.

*Possessions:* breastplate, greatsword, javelin, 1d20 sp.

**Troglodyte Cenobyte (Asznarr), troglodyte cleric 6:**

CR 7; Medium Humanoid (reptilian); HD 8d8 + 24; hp 56; Init -2; Spd 20 ft.; AC 23 (flat-footed 23, touch 9); Base Atk/Grp +4/+3; Atk +3 melee (1d4-1, claw) or +4 melee (1d8-1, masterwork gurunfindas heavy mace) or +3 ranged (1d6-1, masterwork javelin); Full Atk +3 melee (1d4-1, 2 claws) and +2 melee (1d4-1, bite) or +4 melee (1d8-1, masterwork gurunfindas heavy mace) and +2 melee (1d4-1, bite) or +3 ranged (1d6-1, masterwork javelin); SA stench (DC 14); SQ darkvision 90 ft., rebuke undead; AL CE; SV Fort +11, Ref +1, Will +8; Str 9, Dex 8, Con 17, Int 10, Wis 16, Cha 14.

*Skills:* Concentration +10, Hide +4\*, Knowledge (religion) +5, Listen +7, Spot +7. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Combat Casting, Extra Turning, Improved Turning, MultiattackB.

*Languages:* Draconic.

*Cleric Spells Prepared* (caster level 6th): 0—*cure minor wounds* (DC 13), *detect magic*, *detect poison*, *read magic*, *resistance* (DC 13); 1st—*bles*, *cure light wounds* (DC 14), *doom* (DC 14), *protection from good*DE (DC 14), *shield of faith*; 2nd—*darkness*, *death knell*E (DC 15), *enthrall* (DC 15), *shatter*D (DC 15), *silence* (DC 15); 3rd—*bestow curse* (DC 16), *contagion* (DC 16), *dispel magic*, *magic circle protection against good*DE (DC 16).

D = Domain spell; E = Evil spell; Domains: Destruction (may smite a foe once per day with a +4 attack bonus and +6 damage bonus), Evil (casts Evil spells at +1 caster level)

*Possessions:* masterwork full plate, masterwork gurunfindas heavy mace, masterwork javelin, *potion of bull's strength*, *potion of cure moderate wounds*, *scroll of owl's wisdom*, *scroll of shield of faith*, spell components, 2d6 gp and 1d20 sp.

**Troglodyte Elite Warrior (Asznarr), troglodyte fighter 7:**

CR 8; Medium Humanoid (reptilian); HD 2d8 plus 7d10 + 36; hp 101; Init +1; Spd 20 ft.; AC 29 (flat-footed 28, touch 11); Base Atk/Grp +8/+11; Atk +11 melee (1d6+3, claw) or +13 melee (1d8+4, +1 morningstar) or +9 ranged (1d6+3, masterwork javelin); Full Atk +11 melee (1d6+3, 2 claws) and +9 melee (1d4+1, bite) or +13/+8 melee (1d8+4, +1 morningstar) and +9 melee (1d4+1, bite) or +9 ranged (1d6+3, masterwork javelin); SA stench (DC 15); SQ darkvision 90ft.; AL CE; SV Fort +13, Ref +3, Will +3; Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 8.

*Skills:* Hide +6\*, Jump +4, Ride +8, Listen +5. The skin of a

troglydte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is already figured in the stats above.

*Feats:* CleaveB, Combat ReflexesB, Improved Sunder, Iron Will, MultiattackB, Power AttackB, Quick Draw, Weapon Focus (morningstar), Weapon Specialization (morningstar)B.

*Languages:* Draconic.

*Possessions:* +1 full plate, +1 heavy steel shield, +1 morningstar, 3-4 masterwork javelins, *potion of cure serious wounds*, *potion of bull's strength*, thunderstone, 5d20 gp.

**Troglydte Necrocan (Ssalass), troglydte cleric 8:** CR 9; Medium Humanoid (reptilian); HD 10d8 + 30; hp 89; Init -1; Spd 20 ft.; AC 25 (flat-footed 25, touch 9); Base Atk/Grp +7/+6; Atk +6 melee (1d4-1, claw) or +7 melee (1d8, +1 morningstar); Full Atk +6 melee (1d4-1, 2 claws) and +4 melee (1d4, bite) or +7/+2 melee (1d8, +1 morningstar) and +4 melee (1d4-1, bite); SA stench (DC 14); SQ darkvision 90 ft., rebuke undead; AL CE; SV Fort +12, Ref +1, Will +10; Str 8, Dex 8, Con 16, Int 12, Wis 19, Cha 13.

*Skills:* Concentration +11, Hide +7\*, Knowledge (religion) +9, Listen +8, Spellcraft +9, Spot +8. The skin of a troglydte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Extra Turning, Improved Turning, MultiattackB, Scribe Scroll, Spell Focus (Necromancy).

*Languages:* Draconic, Abyssal.

*Cleric Spells Prepared* (caster level 8th): 0—*cure minor wounds* (DC 14), *detect magic*, *detect poison*, *read magic*, *resistance* (DC 14); 1st—*bless*, *cause fear*DN (DC 16), *cure light wounds* (DC 15), *deathwatch*EN, *protection from good*E (DC 15), *shield of faith*; 2nd—*cure moderate wounds* (DC 16), *death knell*DN (DC 17), *desecrate*E, *hold person* (DC 16), *silence* (DC 16); 3rd—*animate dead*DN, *blindness/deafness*N (DC 18), *contagion*N (DC 18), *dispel magic*, *speak with dead*N; 4th—*freedom of movement* (DC 18), *poison*N (DC 19), *summon monster IV*, *unholy blight*DE (DC 19).

D = Domain spell; E = Evil spell; N = Necromancy Spell; Domains: Evil (casts Evil spells at +1 caster level), Death (Death Touch 1/day: If the necrocan succeeds in a melee touch attack he may roll 8d6, if the number equals or exceeds the target's current hit points, the target dies).

*Possessions:* +1 half-plate, masterwork heavy steel shield, +1 *gurunfindas morningstar*, *periapt of wisdom* +2, *bag of holding* (type II), *scroll of animate dead*, *scroll of cure serious wounds* (2), *scroll of restoration*, iron holy symbol, spell components.

**Troglydte Scout (Ssalass), troglydte rogue 3:** CR 4; Medium Humanoid (reptilian); HD 2d8 plus 3d6 + 15; hp 41; Init +5; Spd 30 ft.; AC 20 (flat-footed 19, touch 11); Base Atk/Grp +3/+4; Atk +4 melee (1d4+1, claw) or +5 melee (1d6+1, masterwork short sword) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d4+1, 2 claws) and +2 melee (1d4, bite) or +5 melee (1d6+1, masterwork short sword) and +2 melee (1d4, bite) or +6 ranged (1d8/19-20, masterwork light crossbow); SA stench (DC 14); SQ darkvision 90 ft., evasion, trap sense +1, trapfinding; AL CE; SV Fort +7, Ref +4,

Will +1; Str 12, Dex 13, Con 17, Int 12, Wis 10, Cha 8.

*Skills:* Bluff +1, Climb +3, Disable Device +3, Gather Information +3, Hide +12, Intimidate +3, Listen +8, Move Silently +9, Open Lock +3, Sense Motive +4, Spot +8, Survival +0.5, Tumble +6, Use Magic Device +3, Use Rope +5. The skin of a troglydte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Dodge, Improved Initiative, MultiattackB.

*Languages:* Draconic, Undercommon.

*Possessions:* masterwork studded leather, masterwork light crossbow, masterwork short sword, *potion of invisibility*, 2d6 gp and 1d20 sp.

**Troglydte War Dancer (Sligruuk), troglydte barbarian 8:** CR 9; Medium Humanoid (reptilian); HD 2d8 plus 8d12 + 40; hp 81; Init +5; Spd 30 ft.; AC 23 (flat-footed 22, touch 11); Base Atk/Grp +9/+13; Atk +14 melee (1d6+4, claws) or +14 melee (1d12+6/x3, greataxe) or +10 ranged (1d6+4, javelin); Full Atk +14 melee (1d6+4, 2 claws) and +11 melee (1d4+2, bite) or +14/+9 melee (1d12+6/x3, greataxe) and +11 melee (1d4+2, bite) or +10 ranged (1d6+4, javelin); SA: rage 3/day, stench (DC 15); SQ DR 1/—, fast movement, improved uncanny dodge, trap sense +2, uncanny dodge; AL CE; SV Fort +13, Ref +3, Will +3; Str 18, Dex 12, Con 18, Int 8, Wis 12, Cha 8.

*Skills:* Climb +8, Hide +8\*, Intimidate +7, Jump +8, Listen +4, Spot +1. The skin of a troglydte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws), MultiattackB, Weapon Focus (claws).

**Rage:** While in a rage a troglydte war dancer's statistics change as follows: hp 101; AC 21, flat-footed 20, touch 9; Grp +15; Full Atk +16 melee (1d6+6, 2 claws) and +13 melee (1d4+3, bite) or +16/+11 melee (1d12+10/x3, greataxe) and +13 melee (1d4+3, bite); SV Fort +15, Will +5; Str 22, Con 22; Climb +10, Jump +10. A troglydte war dancer's rage lasts 9 rounds, after which it becomes fatigued. A war dancer may only rage once per encounter.

*Possessions:* +1 breastplate, +1 greataxe, three to six javelins, *amulet of strength* +2 (as *gauntlets of ogre power*, but in the form of a mummified fetish worn about the neck), *potion of cure serious wounds*, *potion of shield of faith* +3, 4d20 gp.

**UP'Fahss Aht Wadd the Interrogator, male human diviner 8/rogue 1:** CR 9; Medium Humanoid; HD 1d6 plus 8d4 + 9; hp 35; Init +2; Spd 30 ft.; AC 15 (flat-footed 13, touch 13); Base Atk/Grp +4/+4; Atk +4 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d6, quarterstaff) or +7 ranged (1d8/19-20, masterwork light crossbow); SA sneak attack +1d6; SQ summon familiar, trapfinding; AL NE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 14, Con 12, Int 19, Wis 13, Cha 10.

*Skills:* Appraise +8, Bluff +5, Concentration +12, Diplomacy +6, Gather Information +6, Heal +5, Intimidate +6, Knowledge

(arcana) +12, Knowledge (local) +9, Knowledge (The Planes) +12, Listen +5, Move Silently +9, Search +12, Sense Motive +9, Sleight of Hand +6, Spellcraft +14, Spot +5.

*Feats:* Craft Wand, Scribe ScrollB, Skill Focus (intimidation), Skill Focus (sense motive), Spell Focus (divination), Spell Focus (enchantment)

*Languages:* Common, Draconic, Infernal, Gnoll.

*Wizard Spells Prepared* (caster level 8th): 0—*acid splash, detect magic, ray of frost, touch of fatigue* (DC 14); 1st—*burning hands* (DC 15), *charm person* (DC 16), *comprehend languages, magic missile, ray of enfeeblement, shield*; 2nd—*arcane lock, detect thoughts* (DC 17), *ghoul touch* (DC 16), *hypnotic pattern* (DC 16), *see invisibility*; 3rd—*clairaudience/clairvoyance, dispel magic, lightning bolt* (DC 17), *ray of exhaustion* (DC 17), *suggestion* (DC 18); 4th—*charm monster* (DC 19), *crushing despair* (DC 19), *enervation, locate creature*.

\*Divination or Enchantment spell. Prohibited schools: transmutation.

*Possessions:* masterwork light crossbow w/ 10 bolts, surgical dagger, interrogation tools, *bracers of armor* +2, *headband of intellect* +2, *elixir of truth*, 2 *feather tokens* (whip), *ring of protection* +1, *scroll of endure elements, wand of cause fear* (39 charges), *wand of charm person* (46 charges), spell components, spellbooks (contain all prepared spells plus all cantrips [except transmutation] *major image* and all divination spells from the *PH* up to 4th level).

**Bucca, male augmented cat familiar:** CR —; Tiny Animal; HD 8d8; hp 17; Init +2; Spd 30 ft.; AC 18 (flat-footed 16, touch 14); Base Atk/Grp +4/-9; Atk/Full Atk +6 melee (1d2-4, 2 claws) +1 melee (1d3-4, bite); SA deliver touch spells, poison; SQ empathic link, improved evasion, low-light vision, scent, speak with snakes, speak with master; AL NE; SV Fort +2, Ref +6, Will +7; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

*Skills:* Appraise +3, Balance +10, Bluff +3, Climb +6, Concentration +11, Diplomacy +4, Gather Information +4, Heal +5, Hide +14, Intimidate +4, Jump +10, Knowledge (arcana) +7, Knowledge (local) +4, Knowledge (The Planes) +7, Listen +5, Move Silently +9, Search +3, Sense Motive +9, Sleight of Hand +6, Spellcraft +11, Spot +5.

*Feats:* Weapon Finesse.

**Urrooko the Man-Eater, Troglodyte Berserker Chieftain, male troglodyte barbarian 8/ Fighter 4:** CR 15; Medium humanoid (reptilian); HD 2d8 plus 4d10 plus 8d12 + 70; hp 138; Init +6; Spd 30 ft.; AC 28 (flat-footed 26, touch 12); Base Atk/Grp +13/+19; Atk +20 melee (1d6+12, claw) or +16 ranged (1d6+6, masterwork javelin); Full Atk +20 melee (1d6+12, 2 claws) and +15 melee (1d4+3, bite) or +16/+11/+6 ranged (1d6+6, masterwork javelin); SA rage 3/day, stench (DC 16); SQ damage reduction 2/-, darkvision 90 ft., fast movement,

improved uncanny dodge, trap sense +3, uncanny dodge; AL CE; SV Fort +19, Ref +6, Will +4; Str 22, Dex 14, Con 20, Int 10, Wis 10, Cha 10.

*Skills:* Climb +13, Hide +11\*, Intimidate +10, Jump +13, Listen +3, Spot +3, Survival +8, Tumble +10. The skin of a troglodyte changes color somewhat, allowing it to blend into its surroundings like a chameleon, providing a +4 racial bonus to Hide checks. This improves to +8 in rocky or underground settings. The +8 bonus is figured into the stats above.

*Feats:* Improved Initiative, Improved Natural Armor (2), Improved Natural Attack (claws), Improved SunderB, MultiattackB, Power AttackB, Skill Focus (Tumble), Weapon Focus (claws), Weapon Specialization (claws) B.

*Languages:* Draconic.

**Rage:** While in a rage, Urrooko's statistics change as follows: hp 166; AC 26, flat-footed 24, touch 10; Grp +21; Full Atk +22 melee (1d6+14, 2 claws) and +17 melee (1d4+4, bite); SV Fort +21, Will +6; Str 24, Con 22; Climb +15, Jump +15. Urrooko's rage lasts 9 rounds after which he becomes fatigued. Urrooko may only rage once per encounter.

*Possessions:* +3 *breastplate*, six masterwork javelins, *amulet of health* +2, *belt of giant strength* +4, *bracers of mighty fists* +2 (as *amulet of mighty fists*), *sandals of speed* (as *boots of speed*), *potion of enlarge person* (2), *potion of heroism* (2), *potion of protection from good*, 3 rubies (500 gp each).

**Vaglaren Vrad, Guild Master of the Crimson Fetter, male hill dwarf rogue 5/fighter 5:** CR 10; Medium Humanoid (dwarf);

HD 5d6 plus 5d10 + 20; hp 67; Init +8; Spd 30 ft.; AC 20 (flat-footed 16, touch 14); Base Atk/Grp +8/+11; Atk +13 melee (1d10+6/19-20/x3, +1 dwarven waraxe) or +12 ranged (1d4+3, dagger); Full Atk +13/+8 melee (1d10+6/19-20/x3, +1 dwarven waraxe) or +12 ranged (1d4+3, dagger); SA sneak attack +3d6; SQ +1 attack vs. orcs and goblinoids, +2 Appraise (stone and metal items), +2 Craft (stone and metal items), +2 saves vs. poison, +2 saves vs. spells and spell-like effects, +4 dodge bonus to AC vs. giants, darkvision 60 ft., stability, stonecunning, weapon familiarity; AL LE; SV Fort +7, Ref +8, Will +3; Str 16, Dex 18, Con 15, Int 17, Wis 12, Cha 15.

*Skills:* Balance +7, Climb +15, Diplomacy +4, Escape Artist +14, Hide +15, Intimidate +14, Jump +7, Listen +11, Move Silently +10, Open Lock +11, Search +10, Sense Motive +10, Spot +12, Tumble +8, Use Rope +5.

*Feats:* Blind-Fight, Combat Reflexes, Dodge, Improved Critical (dwarven waraxe), Improved Initiative, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

*Languages:* Common, Dwarf, Giant, Gnoll, Goblin.

*Possessions:* +3 *studded leather*, +1 *dwarven waraxe of mighty cleaving, gauntlets of ogre power* +2, *bag of tricks* (tan), *boots of striding and springing, ioun stone* (deep red), *ring of the ram*.



# New Monsters

## Zygomite (Hallucination Deity)

Small Aberration

**Hit Dice:** 16d8+16 (52 hp)

**Initiative:** +3

**Speed:** 10 ft.

**Armor Class:** 16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16

**Base Attack/Grapple:** +12/+7

**Attack:** Poison touch +12 melee touch (poison)

**Full Attack:** Poison touch +12/+12 melee touch (poison)

**Space/Reach:** 5 ft. /5 ft.

**Special Attacks:** hallucinatory aura, poison

**Special Qualities:** acid immunity, darkvision 60 ft., plant link, spell resistance 18

**Saves:** Fort +8, Ref +4, Will +16

**Abilities:** Str 8, Dex 9, Con 13, Int 16, Wis 18, Cha 21

**Skills:** Bluff +22, Diplomacy +7, Disguise +3 (+5 acting), Intimidate +24, Knowledge (dungeoneering) +22, Listen +23, Sense Motive +23, Survival +4 (+6 underground)

**Feats:** Blind-Fight, Endurance, Great Fortitude, Improved Initiative, Iron Will, Toughness

**Environment:** Underground

**Organization:** Solitary plus 1 cerebrotic vessel

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** usually any evil

**Advancement:** 9-11 HD (Small), 12-15 HD (Medium)

**Level Adjustment:** —

*This small creature resembles a torpid, gray-skinned anthropomorphic mushroom. Its tiny arms and legs are nearly atrophied, and its face is nothing more than a set of pinched grooves. Its bulbous head is connected to rough filaments of plant matter, leading to a bright, multicolored ball of energy embedded in its head.*

The zygomite is a creature that may have once been plant life, similar to more innocuous breeds of mushroom folk. However, its psychology and physiology are much more complex and wholly alien.

In eons past, the zygomites came to sentience inwardly, as opposed to outwardly. Instead of interacting with their environment and learning about the world around them, they retreated inward, constructing massive interactive vistas inside their own conscious egos. As a zygomite ages, these imagined worlds quickly become vast and convoluted in their scope. Many of these vistas are constructions of absolute beauty, but others are dark nightmare realms full of every horror capable of being perceived. Pinpointed in the swirling cosmic center of this titanic hallucination stands the zygomite, serving its created world as a megalomaniacal deity, omniscient and utterly limitless in its power.

In the reality outside of its mind, the zygomite is a small, physically weak creature. As it begins life, its large head begins to construct a spherical, multicolored node of pure imagination



that remains forever attached to its head. As this node grows, it requires large amounts of sustenance to power the imaginative forces inside the illusory universe. While the creature itself requires little more than the nutrients found in the soil to sustain its life, the node requires copious living organic matter.

A zygomite's only desire in existence is to gain enough sustenance to maintain its infinite dreaming state. Their intellects have developed powerful defenses and symbiotic relationships with certain forms of plant life, all methods of avoiding contact with encroaching reality. Despite these precautions, they must still make arrangements to feed their insatiable needs. To this end, they develop large tracts of the underworld where they construct farms, enslave lesser races, and occasionally trade with other societies to receive nutrients and life-sustaining minerals. In all cases, these arrangements are set up to be self-sustaining, requiring as little direct intervention by the zygomite as possible.

As the real world is uninteresting to them, any decisions they make are to further their own introverted needs. They are utterly ruthless in their negotiations and completely amoral.

### COMBAT

The zygomite prefers to rest comfortably inside its cerebrotic vessel and use bludgeoning attacks on enemies. If the vessel is destroyed, the zygomite can take a move action to emerge in any space within the vessel's reach, where it can deploy its powerful hallucinogenic mold to destroy its enemies. In the lair of a zygomite, there are often multiple patches (15HD worth) of hallucinogenic material lying around.

**Hallucinogenic Mold (Su):** A zygomite constantly exudes an aura of statically charged mold spores in a 30 ft. radius sphere around itself. Any sentient creature that begins its turn inside the area of effect must make a DC 19 Will save each round or spend that round hallucinating as if it were inside the zygomite's mentally constructed dream world (an effect that mimics the spells hallucinatory terrain and major image within the of the

spore cloud). Besides the general description of the illusionary world in which it and the affected characters exist, the zygomite may choose one of three phenomena for any affected creatures to perceive. The DC save is Constitution-based.

**Obedience:** The affected creature hallucinates that the zygomite is a true god, perceiving the zygomite's enemies as its enemies. As a free action, the zygomite can mentally control the affected creature for the next round, as per a *dominate monster* spell.

**Night Terror:** Once per round as a free action, the zygomite can dispatch a creature formed of its own worst imaginings to attack a character affected by its hallucinogenic mold. The effect is equivalent to a *phantasmal killer* spell, but the nightmare creature is visible to all the mold-affected creatures (though it still can target only one creature) and formed from the fears of the zygomite that created it. Because of the drain on the zygomite, it takes 1d4 rounds before this ability can be used again.

**Awe:** The affected creature experiences the fantastical vistas of the zygomite's realm and stands motionless and slack-jawed. While in this state, the creature is stunned.

**Poison (Ex):** The zygomite secretes a highly poisonous, mind-altering poison. Its touch attack causes the victim to make a DC 19 Fortitude save; initial and secondary damage 1d4 Wis and 1d4 Int. The save DC is Constitution-based.

**Plant Link (Su):** As a full-round action, the zygomite can create a symbiotic link between itself and any one mass of unintelligent plant life, preferably mold, spores, fungus or algae. While linked, the plant matter becomes a cerebrotic vessel in all respects and should be treated as the specific creature. The zygomite immerses itself inside the material, drawing any nutrients and food it needs. Once immersed, it can control the plant life, causing it to become mobile enough to consume resources and mount a physical defense. Furthermore, the zygomite can use any part of the plant matter to see, hear and touch. As a move action, a zygomite can choose to expel itself at any location inside the cerebrotic vessel's reach, but once expelled, the cerebrotic vessel reverts to inert plant matter. If the cerebrotic vessel dies, the zygomite is immediately expelled, but may choose the location, which must be within the former vessel's reach.

#### **Cerebrotic Vessel**

Huge Plant

**Hit Dice:** 15d8+60 (127 hp)

**Initiative:** +0

**Speed:** 20 ft.

**Armor Class:** 20 (-2 size, +12 natural), touch 8, flat-footed 20

**Base Attack/Grapple:** +11/+27

**Attack:** slam attack +17 melee (2d8+8 plus 1d6 acid damage)

**Full Attack:** 2 slam attacks +19 melee (2d8+8, plus 1d6 acid damage, plus Con drain)

**Space/Reach:** 15 ft./15 ft.

**Special Attacks:** Constitution drain, engulf, trample (2d8+12 plus 1d6 acid damage, plus Con drain)

**Special Qualities:** DR 10/slashing, darkvision 60 ft.

**Saves:** Fort +13, Ref +5, Will +6

**Abilities:** Str 26, Dex 10, Con 18, Int —, Wis 12, Cha 9

**Skills:** —

**Feats:** —

**Environment:** Underground

**Organization:** Solitary plus 1 zygomite

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Neutral

**Advancement:** 16-30 HD (Huge), 31-45 HD (Gargantuan)

**Level Adjustment:** —

*A lump of foul-smelling moss the size of a small hill rests in the tunnel ahead. Suddenly the entire mass shifts, rolling itself up into a vague sphere, which then tumbles toward you.*

This normally inert fungal matter is animated as a single amorphous living creature, forming a symbiotic relationship with a zygomite (see above). Resembling a huge ooze made from combinations of living matter such as fungi, mold, spores and algae, the material is capable of forming mossy tendrils that it uses for mobility and slam attacks. Altered from its normal state, the matter becomes steeped with acid drawn as a byproduct of a zygomite's creative node. Vessels over 15 HD are quite unusual, but they can grow to Gargantuan size.

The zygomite lies at the exact center of the mass. While inside the cerebrotic vessel, the zygomite has complete cover from outside creatures. Likewise, the aberration's hallucination mold cannot extend outside the vessel's inner chamber. The vessel is mindless on its own, and takes all of its instructions from the aberration inside of it. While moving, the vessel maintains the center of its shape around the zygomite at all times. It has no external organs, but the zygomite is able to issue commands by using the entire vessel as a sensory organ.

The vessels tend organic farms and stables of animals and slaves that are used for the zygomite's consumption. Inert vessels are harmless masses of organic matter, lying dormant and ready for a zygomite to use them. Vulnerable once the zygomite is removed, fire or cold can easily destroy the entire dormant mass.

#### **COMBAT**

While the cerebrotic vessel is not intelligent, it uses the tactics of the zygomite. It engages with its slam attacks, and attempts to engulf creatures that don't seem as mobile. If seriously wounded, it attempts to "regrow" lost hit points by using its Constitution drain on slave pens or masses of defenseless organisms.

**Constitution Drain (Ex):** Living creatures hit by a cerebrotic vessel's corrosive touch must succeed on a DC 16 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the cerebrotic vessel gains 5 temporary hit points

**Engulf (Su):** A cerebrotic vessel can try to wrap a single Large or smaller creature in its body as a standard action. The vessel attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and can deliver its slam attack to the engulfed victim with a +4 bonus. It can still use one of its slam attacks on other targets

within range at its normal attack modifier and still threatens a 15-foot area. Attacks that hit an engulfing vessel deal half their damage to the monster and half to the trapped victim.

**Trample (Ex):** A cerebrotic vessel can roll over Large or smaller prey. A creature that makes a successful DC 25 Reflex save takes half damage. The save DC is Strength-based.

## The God on the Black Rock

The God on the Black Rock is more of a plot device than an actual foe. It is this foul being's presence that drives most of the evil within Ironstorm Mountain. Evil or amoral NPCs (and evil PCs as well) feel the creature's mind calling to them, subtly drawing them toward the mountain. Characters are not likely to encounter the creature in actual combat, but for those groups that like a challenge and those DMs who are evil enough to give it to them, here is the god in all its glory. Don't say we didn't warn you.

### The God on the Black Rock (EL 23)

Colossal Outsider (chaotic, evil, native)

**Hit Dice:** 46d8+598 (805 hp)

**Initiative:** -1

**Speed:** 20 ft., swim 40 ft.

**Armor Class:** 34 (+33 natural, -8 size, -1 Dexterity), touch 1, flat-footed 34

**Base Attack/Grapple:** +46/+99

**Attack:** Bite +61 melee (6d6+23)

**Full Attack:** Bite +51\* melee (6d6+33) and 2 claws +46\* melee (3d6+21)

\*with 10 points of Power Attack added in.

**Space/Reach:** 30 ft./20 ft.

**Special Attacks:** Improved grab, petrifying gaze, putrefying ray, smite good (+20), swallow whole, trample (2d8+34)

**Special Qualities:** damage reduction 15/holy and magic, darkvision 120 ft., fast healing 20, immortal, immune to poison and mind-affecting effects, low-light vision, outsider traits, resistance to acid 30, resistance to cold/electricity/fire 10, see invisibility, spell resistance 32, telepathy

**Saves:** Fort +38, Ref +24, Will +16

**Abilities:** Str 56, Dex 8, Con 37, Int 6, Wis 12, Cha 35

**Skills:** Concentration +62, Hide +15, Listen +50, Spot +50, Swim +51

**Feats:** Awesome Blow, Blind Fight, Cleave, Empower Spell-Like Ability (horrid wilting), Empower Spell-Like Ability (poison), Improved Bull Rush, Improved Natural Attack (bite), Improved Natural Armor (5), Improved Sunder, Power Attack, Snatch

**Environment:** Underground

**Organization:** Unique

**Challenge Rating:** 23

**Treasure:** None

**Alignment:** Chaotic evil

**Advancement:** —

**Level Adjustment:** —

*Before you rests a titanic creature (or perhaps a great statue) from your darkest nightmares. Its body is vaguely reptilian, but bloated and sporting a half-dozen or more legs. Its back is a mass of spines, but it is the creature's visage that is most horrific. Its head is toad-*



*like. Its maw is filled with needle-sharp fangs the size of greatswords. The expression given off by the glassy black orbs that are its eyes is one of condescending mockery, combined with the malicious savagery of a callous child.*

The God on the Black Rock thinks of itself as beyond mortal-kind as humans think they are beyond fish. The creature is amoral, existing only to satisfy its own needs. It feels no pity for the humanoid minds and bodies it toys with, and tortures them in the same way that unusually cruel children torture animals. It cares nothing for its troglodyte worshippers, and kills or uses them for its own amusement.

It has been asleep for untold millennia and is only now rousing; it may not yet be at its full power. The Black Rock itself is either the creature's prison or its cocoon (*see Horrendous Magical Items*). In the end, whether The God of the Black Rock is a true god or not is left for the DM to decide.

### COMBAT

A force of pure malicious destruction, the God on the Black Rock revels in the chaos and terror its presence guarantees. Barely smarter than most beasts, but nonetheless cunning, it homes in on what it perceives to be the greatest threat and attempts to overwhelm it. During the course of a rampage, it often shatters creatures that it has previously turned to stone. It does this more out of malice than any tactical concern, though as often as not it's purely accidental.

If it is still torpidly bound to the black rock it is perched on, it moves no farther than 300 feet from it.

**Immortal (Ex):** The God on the Black Rock does not need to eat, sleep or breathe. It is immortal and does not age. Note: The God on the Black Rock does occasionally eat creatures, but this is mainly for its own amusement.

**Improved Grab (Ex):** To use this ability, the God on the Black Rock must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

**Petrifying Gaze (Su):** The God's gaze can turn a creature to stone, out to a range of 30 feet. A DC 45 Fortitude save negates the effect. The save DC is Charisma-based.

**Putrefying Ray (Su):** The God on the Black Rock can generate a ray of liquefying energy once every 1d4 rounds. The God must make a ranged touch attack (+37) to hit its target, dealing 15d6 points of acid damage. The ray has a range of 300 feet.

**Spell-Like Abilities (Sp):** (CL 20; DC 22 + spell level); 3/ day—darkness, empowered poison (DC 28), unholy aura; 1/ day—blasphemy, contagion, desecrate, destruction, earthquake, empowered horrid wilting, summon monster IX (fiends or slaadi only), unhallow, unholy blight. The save DCs are Charisma-based.

**Swallow Whole (Ex):** The God on the Black Rock can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once swallowed, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid

damage per round from the God's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the God's digestive tract (AC 25). Once the swallowed creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The God on the Black Rock's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small or 512 Tiny or smaller creatures.

**Telepathy (Su):** The God on the Black Rock can communicate telepathically with any intelligent creature within 500 miles whose presence it is aware of. The God's power manifests as dark feelings and vague imaginings rather than actual verbal communication, but these empathic messages are clear enough to be understood (fear, hatred, malice, etc.). Furthermore, it can influence the dreams and subtly nudge creatures it can communicate with via subconscious manipulation. Once per day, the God can use this "mental push" to duplicate the effects of the suggestion spell (DC 10). The God can also choose to invade the dreams of sleeping creatures, mimicking the effects of the nightmare spell (DC 27, though the use of dispel evil does not stun the God and merely ends the effect).

Being in mental contact with creatures of greater intelligence never stuns the God on the Black Rock.

**Trample (Ex):** Reflex half DC 54. The save DC is Strength-based.

# Horrendous Spells

## Underscreech

Divination

**Level:** Brd 1, Clr 2, Rgr 1, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 round

**Range:** Personal

**Area:** 100 ft. radius sphere

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None (harmless)

**Spell Resistance:** No

You emit a high-pitched whine that travels in all directions, bouncing off walls, ceilings and other impediments. Once the noise hits a solid object, it immediately bounces back, similar to a bat's sonar, and paints an accurate picture of your surroundings within the spell's range. With this information, you can draw a rough map of all open space between yourself and the range of the spell.

The sound is within audible range, and any wandering monsters or lairing creatures within the area of effect immediately hear it. Intelligent creatures may take action, and the chances of encountering a wandering monster are doubled during the next check.

Note that the spell allows you to only sense solid walls and similarly sized constructions. It will not reveal creatures, specific items, traps, secret doors or magical effects. It also ignores all illusions in the area of effect, such as *illusory wall*.

## Steel Bones

Necromancy

**Level:** Clr 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** 1 or more undead creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

*Steel bones* alters the skeletal structure of any skeletal corporeal undead creature (including such undead as liches, morhgs and skeletons), granting it increased offensive and defensive capabilities.

The spell affects up to 2 HD/level of undead creatures, with a maximum of 40 HD. When the spell is cast, the bones of the undead creature or creatures become alchemically altered, but retain their general size and shape. The vertebrae, cranium and extremities erupt with sharp blades, and the entire skeletal structure becomes interlaced with steel.

While under the spell's effects, the creature gains a +4 natural armor bonus and causes an additional +1d4 points of slashing damage using all its natural attacks. All natural attacks are treated as keen weapons, thereby doubling their usual threat range.

In addition, any spell that normally affects weapons or armor can be cast on affected undead to full effect. For example, a lich under a *steel bones* spell can also receive the benefits of *magic vestment* or *align weapon*.

**Material Component:** A 10 lb. lump of melted steel worth 100 gp, which is consumed in the casting.

## Sphere of Pestilence

Abjuration

**Level:** Clr 5, Drd 5, Sor/Wiz 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** 10 ft. radius sphere centered on you

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

You create a semi-permeable bubble of translucent slime that shimmers around you in a 10 ft. radius. This oily barrier is noxious to the touch and has two effects.

First, any creature passing through or moving within the area of effect is considered nauseated unless they make a Fortitude saving throw. Creatures immune to poison are immune to the effects of the nausea.

Second, any creature passing through the sphere is immediately exposed to a random disease, similar to the *contagion* spell. Each round spent inside the sphere requires the affected creature to make a new Fortitude saving throw. Note that it is possible for creatures that spend many rounds inside the area of effect to contract more than one disease.

**Material Component:** The mummified hand of a humanoid creature.

# Horrendous Magic

## Items

### Necklace of Teeth

In ancient times, these crude ornaments were often placed around the necks of intelligent undead creatures, adding different layers of protection for the lieutenants of undead armies.

The string of half-rotted teeth are pulled from the heads of animated zombies, and strung together on a silver chain dangled loosely around the neck. When worn, the necklace often shifts and rattles of its own accord. The necklace provides damage reduction 10/bludgeoning to its wearer. If the wearer is undead, it also confers +2 turn resistance that stacks with existing turn resistance.

Not quite devoid of undeath, the teeth may often pinch together, painfully grating on the wearer's neck at inopportune times. Living wearers suffer a -4 circumstance penalty to all Concentration checks.

Moderate abjuration; CL 10th; Craft Wondrous Item, *desecrate*, *stoneskin*; Price 20,000 gp; Weight 1 lb.

### Cape of Tongues

Once very popular among the ancient cultures of the snake men, the use of this garment has waned faster than their ruined civilization. At the height of their power, this cloak was commonly used by traders and diplomats, and was instrumental in gaining allies and goods from across borders. Possession was a sign of prestige among the merchant class, and sometimes they were even coveted by the gentry.

Made of interwoven snake tongues and fastened with an obsidian clasp, the magenta cloak glistens as if from dripping saliva. After the cape is donned, the garment slowly undulates about the wearer, as if tasting.

When worn, the cape allows the wearer to speak any language, as the woven tongues magically whisper translations into his ear. The cape confers a +2 competency bonus on all Diplomacy, Intimidate and Bluff checks when dealing with reptilian creatures. For other types of creatures, the cloak gives a -4 reaction adjustment.

Slight divination; CL 5th; Craft Wondrous Item, *tongues*; Price 23,100 gp; Weight 4 lb.

### The Black Rock (Major Artifact)

This artifact dates to the primeval days when manifestations of Gods strode with impunity throughout the world. It was an ancient age of demonic worship and massive aberrations whose grotesqueries defy description.

During this primordial time of swamp and ooze, the God on the Black Rock lived to despoil everything around it,

unintentionally drawing worship from aberrations and many generations of primitive cultures. Almost all of its exploits are lost to time, as is the reason for its imprisonment in the *black rock* deep in the bowels of Ironstorm Mountain. It is a mystery that cannot be unraveled with a simple explanation. Perhaps its incarceration is the result of elder gods who could not stand to see such a perversion exist in a world they had created. Or perhaps a band of arcane magic-users combined their might to drive the God from the world and imprison it within the artifact. Or maybe it was merely part of the creature's own unnatural lifecycle. Whatever the reason, it lies there still, thrashing with frustration and dreaming of a world of chaos and entropy where it can one day indulge itself unopposed.

The *black rock* is composed of a dense black onyx, roughly carved to form a 30 ft. high dais that extends nearly 60 ft. in diameter. The stone is rough-edged, and at least five separate chunks of stone have either been worn away or forcibly removed. These missing areas of rock bleed: A thick poisonous tar oozes from the holes in a slow, steady rhythm similar to a heartbeat.

The stone had several abilities when it was created eons ago, and has gained a few more as the ancient God began to pervert it through its very presence. First, the black rock generates a chaotic evil *forbiddance* spell in a 300 ft. radius from its center. Second, any Necromancy spells cast within the area gains a +4 profane bonus to its Difficulty Class. Finally, the rock emits brackish moisture that is highly poisonous to the touch (counts as poison use; DC 22 Fortitude save or suffer 1d6/2d6 Con damage).

The *black rock* still serves as a prison (or perhaps cocoon) for the God and keeps it in a state of slight torpor. Before it was fractured by the troglodytes, the *rock* completely encased the God, rendering it nearly powerless. Of the many castoff fragments, five large pieces (the size of a cantaloupe or larger) still exist that, were they to be brought back together, could hamper the God's reawakening. To restore the *black rock*, the five missing pieces must be touched to the stone's surface, whereby they are instantly reabsorbed into the whole. Each piece absorbed adds to the rock's overall critical mass and affects the God if it is within 300 ft. of the rock itself. One added fragment is that reapplying one shard lowers the god's caster level by 5; a second fragment lowers its Base Attack Bonus by 10. A third fragment reduces the save DCs for its special attacks by 5. Adding a fifth piece causes the God to be *slowed* (as the spell). After five rounds, the God freezes in a state of suspended animation. While in this state, the God is treated as a major artifact that can be destroyed only by a single hard-to-attain method, as determined by the DM. The locations of the *black rock* fragments likewise are left to the DM's imagination, but some possibilities include: in the custody of a local prospector, hidden in the Halls of Sorrow, hidden in the Elemental Plane of Earth or Fire, mixed into Felmiasmire's hoard, or crafted into Shocha's morningstar (as a half-fiend she is immune to its poison).

Overwhelming abjuration and necromancy; CL 30th; weight 15 tons.

## New Material

**Blackrock:** This jet-black stone has been chipped off or removed from the black rock artifact itself. The feel of the stone is warm to the touch, and it sparkles in the light as if it were wet. Occasionally, beads of brackish moisture form on the rock's surface, dripping down with the consistency of tar.

This stone can be incorporated into any bludgeoning melee weapon, making it into a masterwork version of the original weapon. This process is difficult and costs five times the normal price. Any additional magical enhancements included with a blackrock weapon cost an additional 3,000 gp.

Any time a blackrock weapon strikes a target, living or otherwise, it releases a splash of vile, sticky fluid in a 5-ft. radius spread. This tar-like substance acts as a lethal poison to anyone who comes into contact with it, including the wielder. Each time a creature susceptible to poison is in the radius of effect, it must make a DC 16 Fortitude save to avoid 1d3/1d3 Con damage. There is no limit to the number of times a blackrock weapon produces this effect.

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In the wintery peaks of the  
Ironstorm Mountain, greed and old evils  
have fought for domination.

It was a veritable miner's cornucopia rich in iron, nickel, silver, zinc  
and that rarest of metals – mithral. Veins of precious gemstones  
ran through her core like frozen streams, for the mountain was  
closely connected to the Elemental Plane of Earth. Planar and  
geological fluctuations between the two realms caused new deposits  
of ore to appear spontaneously within the mountain.

In addition to nefarious slavers, cloaker assassins, and a devious cult that  
includes four clans of troglodytes also populate the mountain.

Parties of adventurers should find themselves amazed and challenged by  
what they find in the depths of Ironstorm Mountain.

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