

Stonecunning

A one-Round D&D LIVING GREYHAWK[®]
Meta-Regional Adventure

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Version 4

Six years ago, the home of Valthen Stoneheart in the Iron Hills was razed by a small band of invaders; little has since been heard or seen in the region of his lair... Now, a ship of the Scarlet Sign has been spotted near the Azure Coast. What has peaked the interest of the Brotherhood? And what will be the consequences for the Iron League? It's for the heroes to find out... without getting caught!

A Meta-regional module for APLs 2-8.

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

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

SCORING

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

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in the Iron Hills. All characters from Meta-region 5

pay one Time Units to participate in the adventure. Adventurers from other regions pay two Time Units.

Adventurer's Standard Upkeep costs 12gp. Rich Upkeep costs 50gp. Luxury Upkeep costs 100gp.

Adventure Background

Wizardry is not popular amongst the dwur. It is rare for them to take up the profession, and even rarer for them to reach great heights. Valthen Stohaard of the Iron Hills, also called Stoneheart due to his reclusive and uncaring nature, was one of the few dwur that succeeded. While less talented than his peers, he was coldly calculating and incredibly patient, and over the long years of his life accumulated a great knowledge on magical lore.

His main focus was the working of magic through stone and the study of the plane of elemental earth. Being not a very social kind of man, he eventually tired of the distractions around him and decided to leave his people to get the peace required to give himself totally to his study. Working strong elemental magic, he constructed a hall in the south of the Iron Hills, far away from his home, only a few miles from the coast. To protect himself against the raiding of wandering humanoids, he filled it with traps and conjured or constructed a number of creatures, giving them detailed instructions to guard his home against intruders.

He then went to work, and effectively disappeared from the face of the earth for several decades.

Seven years ago, in 586 CY, Spannek Regor, a captain in the Scarlet Brotherhood army, was pushing his war band across the Iron Hills. A large force of Ahlissa troops had marched upon Idee, driving the forces of the Brotherhood ahead of them. Left alone with his men, rather than return to Idee, Spannek sought shelter in the hills. Staying close to the coast, he hoped to evade the dwur and find a route into Onnwal, where his brethren, at that time, still held the country – though a rebellion was on the make.

In this manner, he stumbled on the lair of Stoneheart, where he bided shelter for his men, posing as a merchant fleeing for the war in Idee. Not too knowledgeable of the war that was taking place, Valthen agreed to shelter the men for the night, if only they were quiet and let him conduct his work in peace. But Spannek was not resigned to peace at all – that night, he and his men broke out of the cells Valthen had assigned them as living space, and started raiding the lair.

Valthen was taken by surprise when the bandits forced their way into the Alabaster Hall, where he was documenting a new magical experiment. He immediately cast *xorn movement* to flee to the safe haven of the Sanctuary Room, but before he could get away, a dart coated with a deadly poison that even the dwur could not

resist hit him. He arrived in his sealed-off sanctuary knowing that he had only a few minutes to live. With his last efforts, he cast a terrible spell he had been preparing, summoning an entity from beyond to safeguard his lair and take vengeance on the bandits. As he died, a gate opened, and a fiendish being stepped out, filled with hatred and bloodlust.

Spannek meanwhile ordered his men to loot the place and find the dwur, though now the traps and monsters in Valthen's lair were set against them. One of his men fell prey to a deadly spike trap - but Spannek pushed on. Then a monstrous being rose up from the floor amidst the bandits and attacked them. Never had they seen such a creature, a monstrous three-legged, three-eyed being that seemed to be made of stone, with a lava-like skin and a large mouth lined with jagged teeth. It fell on the men, and Spannek was forced to admit defeat – he grabbed whatever he could from the Alabaster Hall, including a large rune-engraved stone that Valthen had been working on, and made off. His men followed suit.

Several were slain by traps they set off, or by the rampaging monster that appeared and disappeared through the walls of the lair. One particular rogue was cut off from his fellows. Seeing no way out, he fled into the room he had been quartered in earlier that night, and invoked the protective powers of a magic ring he had been carrying. The magic of the ring failed him somehow and he was almost instantly slain by the monster – but his roguish powers had invoked a powerful force that saved the other men – for when the fiend attempted to follow the bandits, it discovered that a protective barrier had risen up around it – effectively trapping it inside a 60 feet radius globe.

Spannek and his men did not wait to see what would happen - they fled the area and travelled south, then east into Sunndi, where they quickly fell to banditry.

For seven years, the fiendish xorn that Valthen summoned remained in Stoneheart's halls. It could not leave – not through the magic barrier, or through the gate from whence it came. It nursed its hatred, awaiting a time that someone was to arrive in the halls – someone that could either set it free – or upon whom it could exact its revenge.

Summary

The party is sent to investigate the lair of Valthen and return with any of his research notes. They take leave of their boat several miles from his lair, so as not to arise the suspicion of either the Iron Hill dwarves or the Scarlet Brotherhood, whose ships have been spotted in the area. It is important that they are not

seen – there is no reason yet to suspect the Brotherhood knows of the interest of the League, and they would like to keep it that way.

When examining the lair, they may discover the true reason the Brotherhood is interested in the lair: not Valthen's magic, but the diary of a bard that reveals the name of a Brotherhood traitor.

They also attract the attention of the fiendish Xorn, who first attempts to persuade (or threaten) them into releasing him, and – when they either decline or once they open the gate – attacks them.

Meanwhile, the Brotherhood also has a party ready – by then the party must escape either by stealth or by fighting the group.

Introduction

When the adventure starts, the Iron League has come into possession of some of the items Spannek's men had looted from Valthen's lair. They are eager to find out what happened several years ago.

The League is in a bit of a situation. They want to investigate the lair of Valthen Stoneheart, but the lair is located in the Iron Hills, the domain of King Holgi Hirsute of the dwarves. The League does not want to involve the King. They fear that Hirsute will consider whatever is in Valthen's lair property of the dwur by right of heritage, and will be reluctant to hand them over until he has gone through every road to assure no dwur has a claim on it. It may even turn out that some distant relative of Valthen desires it. The League has no idea what is so important, which is why they want their hands on it quickly – after all, it may be time-critical.

Sending their own troops would be a delicate matter. It could be seen as a claim of Irongate on the coast. Worse – the infiltration of Valthen's lair, even though most dwur never liked him – might be perceived as some kind of invasion, a breach of the homes of the King's own.

As such, the League is forced to find a number of volunteers from outside – people that can be trusted with this mission but that are not directly connected to Irongate or the League.

Using their connections to the various factions that make up the League's network, they have sent out Renath Barga, a Irongate dwur, to contract a number of individuals that have been recommended for various reasons. However, they have to move quickly and with stealth, as the Scarlet Brotherhood seems also to have dispatched forces to investigate the lair.

At the start of the adventure each hero has received a summons, and is about to meet the dwur at the appointed location, where she will finally recruit them and send them on their mission.

This introduction starts in Irongate, and assumes the heroes actually travelled to Irongate, following the summons. As an alternative, to make for a less pressured meeting, this can take place in a town or city in the character's own region. In that case, some adjustments in the following texts may be necessary. Notes for some regions will be given below.

When the players are settled hand them their letter (Player's Handout One), and ask if they wish attend the meeting. Any character that does not attend, or refuses the oath or the mission is out of the adventure. Determine APL only after all characters have either accepted or rejected the mission.

The location mentioned in the letter is a guildhall in the docks district of Irongate. If a PC presents the letter at the door and states his or her name, the woman on guard checks the name on a list. She then directs the PC to the second floor, where they are to wait in a carpeted hall, furnished with plush chairs and a large, low wooden table dressed with flower bouquets. The coat of arms of Irongate is hanging opposite the large glass windows. There are a number of corridors and doors leading from this hall, but the guards that are present will not allow anyone to investigate further.

When everyone has arrived, the woman opens one of the doors, and ushers them into the room beyond. Read or paraphrase the following:

The room you enter is sparsely furnished and less lofty than the hall you just left. It has a single window that throws a meagre light on a large round table, set with a number of sturdy wooden chairs. A large, flat stone, broken in two, rests on the table, which is bending beneath its weight.

One of the chairs is occupied by a dwur; an older woman with long, greying braided hair held together with a golden ring set with a gleaming stone. She is clad in fine, dark blue robes with a dark red stripe running across her chest.

In the back of the room, near the window, a young woman sits on a chair. She is hard to make out, a mere shadow against the light from the window.

The dwur looks up at you, then rises as she holds out her hand to shake yours.

"Good to see that you have come! I am Renath Barga: negotiator, diplomat, merchant – the voice of Cobb Darg some call me – but that is a gross exaggeration! I merely do my job, one of which was to bring you here... But sit down! Sit down!"

She motions to the chairs around the table.

"Some refreshments will be brought along shortly. Meanwhile, let me say it is a pleasure to meet such fine heroes. I have sometimes fancied

myself a bit of a hero, but here, one look at you and I can see how mistaken I am! I am proud to sit in the shadows of such fine people!

Mayhap you can tell me about some of your exploits? A small tale while we wait for the drink to... ah. There they are."

A maid comes in with glasses and a jug of clear sparkling water. While she pours the drinks, Renath gives the characters the opportunity to introduce themselves – to her and, if needed, to each other. She patiently listens until the characters start to ask her questions on the mission. If nobody does so within a number of minutes, the woman in the back coughs, shaking Renath out of her silence.

"Ah...yes. Well...maybe we should get to the point. I first have to ask you to swear to complete secrecy regarding this mission. It is delicate and we would not like it if anything of it leaked out. Even if any of you eventually refuse the mission, we need to be sure that those who continue on can do so in safety. So, will you take this oath?"

If any character refuses to cooperate, Renath thanks the character for coming, but politely asks him or her to leave, before she explains the mission to the others.

There is no magic involved here (though the characters need not realize this). It is possible for PCs to lie about their intentions. Renath has been told the PCs can be trusted, and believes them if they give her their word. Only those who refuse to take an oath are sent away. Once the oaths are taken, Renath explains the mission.

"Good! Now, to the task. A few months ago we received this stone" – she gestures to the fragmented slate on the table beside her – "from the Kingdom of Sunndi. It had been found in the possession of a group of bandits that plagued the country. It's an interesting item... magical, and forged, we found, with extra planar power drawn from the elemental planes. Unfortunately it is broken now, so we can only guess at the magic it contained.

More research revealed that the item was the work of a dwur named Valthen Stohaard. He is a wizard who disappeared several years ago into the Iron Hills – most people assume he was killed during the wars. The works here may be proof of that; for it seems unlikely he would have handed over such a work of art without a struggle.

Now, normally we would have let this pass. The magical research of Valthen would of course be valuable to us, but it had no priority. That changed a

month ago, when a patrol of dwur in the employ of King Hirsute encountered a war band led by a red-robed man – no doubt a Scarlet Brotherhood monk – in the vicinity of Valthen's lair. They were defeated at great loss, but unfortunately the leader got away, and the others were all killed, thus we could not determine what their goal was. We suspect now that they were heading towards Valthen's lair.

This means that there may be riches to be found there that are of interest to the Brotherhood. And if they are of interest to them, they are of interest to us.

So, whatever Valthen left behind is now a priority – we need to retrieve whatever the Brotherhood expects to find before they do. We are confident that they haven't achieved that goal yet, though we have to hurry. Also you must avoid any Brotherhood troops you encounter – they must not know of our interest in the place; understood?

Now, the problem is we cannot send our own men. King Hirsute is very touchy when it comes to Irongate's men on his land, so we are looking for outsiders – Hirsute will likely not pay attention to a band of travellers as much as he would to an Irongate patrol.

This is one reason why we want to keep this mission under cover – if he finds out that we are sending people he might get very annoyed. The other reason is that we have not yet reason to think that the Brotherhood knows of our mission. This would certainly be an advantage. You can see: discretion is very important!

Now. What we want of you is to go to Valthen's lair – without drawing attention – infiltrate it, find whatever is of value and return it to us.

Are you up to that task?"

There are two occupants in the room – Renath Broga, who does all the talking and professes to be a local diplomat and the other woman. The other woman is a local official whose responsibility is guarding the stone. Her name is Mara and she does not answer questions. (If this scenario does not start in Irongate, Mara can be replaced with a local official, and in that case might provide regional information as needed).

☛ Renath Broga, Female dwur Ari4, AL LG.

☛ Mara, Female human (Oeridian) Rog6, AL NG.

Renath told most of what she thinks is important, but the heroes may still have some questions. She answers them patiently, occasionally slapping her forehead, chiding herself for not telling them right away.

The following are questions PCs are likely to ask. If PCs ask questions that cannot be derived from the text, Renath either says she doesn't know, or (especially with politically sensitive questions) that the PCs are better off not knowing.

Who is Valthen Stohaart?

He is – or was – a powerful wizard, specialized in elemental earth magic. He was born in the Iron Hills but was very quiet and withdrawn. He moved away from his people forty years ago and retreated into the Iron Hills. Never been seen since. What? Yes, he was a dwur. Didn't I tell you?

Who does Renath work for?

I work for the government of Irongate as a diplomat. I am especially assigned to deal with threats against the countries that are members or allies of the Iron League. There are many agents that would like to see the peace between our states destroyed. We fight these agents, and the evil forces that they represent!

Where is the lair? How do we get there?

It's on the very edge of the Iron Hills, near the Azure Coast. We will be dropping you off by boat. From there it will take you about a day travel, due north.

What do you expect us to find that is so important?

We suspect that the Brotherhood is looking for magic or information – research notes and the like – but we cannot be sure.

What do you know about the lair?

Nobody has been to that place in years – the last man to visit there was a local merchant, named Merrywinkle, who sold him some equipment for his alchemy, and that was almost seven years ago. The locals think it is haunted - we don't know what you will find. All we know is that it is built into the hills – into the rock itself.

Why doesn't Hirsute sent his own men?

We asked, but he doesn't want to. We are not certain why, but most dwur consider the area haunted – it's possible that factors into it. (not true, but Renath doesn't know this)

Who is the other woman?

She is a local official. Never mind her.

Do we get paid?

We will, of course, pay all expenses, but we have limited funds.

What we do have is plenty of iron and the best smiths in the Flanaess. If you succeed in your mission, we can arrange for one of your weapons to be replaced by an item forged by our very best craftsmen. It will be high quality, suitable for enchantment, and a token of your good standing in our city!

Once the PCs have asked all their questions, Renath enquires if the characters accept the mission. Those that do get a day to prepare, before they are to report to the docks, where they will depart on the *Spitting Swallow*.

Alternate starting points.

If you start the adventure in a locale other than Irongate, you can use the following suggestions to alter this encounter:

Ahlissa (Naerie)

The local official is Sabinthea Arxx of the House of Arxx, an Oerid House. The house has one rural and one urban branch. Sabinthea belongs to the urban branch, which is known to have connections in Irongate (Mara).

🗡 **Sabinthea Arxx**, female human (Oeridian) War5, AL LN.

Sabintha is very formal and serious-minded, a military careerist and already a Lieutenant in the Army. She has been picked for this position because of the connections of her House. She sees this as an opportunity to advance her standing within her House, the Army and Irongate.

The meeting takes place at the Ropemaker's Delight, a large inn at the edge of the Craft Quarter of Naerie City. On the opposite side of the street is the Dock Quarter, which faces the sea. The Ropemaker is a medium quality inn with drink prices at –10% of standard and food prices at +5%. Rooms are at +5% of standard. Members of House Arxx regularly hire a set of rooms in the back upper floor of the inn for meetings. The staff and regular residents of the inn all know this and act respectfully around members of House Arxx.

Onnwal

The meeting takes place in one of the private meeting rooms in the Inn of the Slumbering Wyrms in the

Boatstrand district of Killdeer. The Wyrms is a good, clean inn on the waterfront, which caters to a wide clientele ranging from sailors to officials and army officers from the Duke's Keep to members of several of Onnwal's more notable War Companies. The room, tucked away in a corner of the ground floor, is small and wood-panelled, with a round oaken table set in the centre, surrounded by a dozen high backed chairs. Cair, the half-olven innkeep, will show the PCs into the room, where Renath and Varyanna await them. Cair will ask if the PCs require anything, and if there is nothing else, will depart with a nod to Varyanna.

The local woman is Varyanna Cederann, a native of the Eastern Marchlands. She bears no obvious tokens of affiliation or allegiance.

Once the PCs have accepted the mission they will be directed to travel overland to Irongate from there they will board the *Spitting Swallow*. They will have one day of rest to prepare themselves before the vessel sails. This is an opportunity for them to encounter Norrick and Merrywinkle.

🐉 **Varyanna Cederann**, human female (Oeridian), NG.

Appearance. Varyanna is a pretty woman in her late 20's. She is a pureblooded Oeridian and so has fine olive skin, a mane of long brown-black hair and deep set dark-brown eyes. She wears a loose blouse, pantaloons and leather sandals. She wears no adornments other than the long silver hairpin with the impassive face of a woman set in green jade, with which she pins up her hair.

Character. Varyanna comes across as a slightly reserved, but frivolous young woman - perhaps the younger daughter of a rich merchant, used to wealth and privilege. This is exactly what Varyanna wants people to think, knowing that they'll underestimate her - inevitably to their cost should they try to cross her. If asked about her affiliations, she will be evasive - saying merely that she acts with the best interests of Onnwal and the Iron League.

Sunndi

The meeting takes place in one of the private rooms in the Trodden Adder, a large inn in the Gate district in New Keep (A9 on the New Keep map, if available).

Primarily the soldiers that guard the gates, and new arrivals or start-outs from Naerie visit the inn.

The woman in the back is Cecila Avon, an apprentice to Lanaerra A'Quillian, the wizard who investigated the stone.

🐉 **Cecila Avon**, female half-elf, Wiz4, AL CG.

She can confirm that the stone was indeed imbued with planar (transmutation) magic, but does not otherwise reveal much.

Once the adventurers accept the mission, they get one day to prepare. They are then given transport to Naerie, where they are to board the *Spitting Swallow*, who will bring them to their destination.

Encounter One: Treason

Note: If the party used one of the alternative starting points to this module, this encounter can be advanced to that location.

The party gets one day to prepare (get provisions, new weapons, cancel meetings, and so on). The League will refund them for any normal provisions they buy (such as torches, food, and replenishing normal ammunition), but not weapons, armour, or other expensive equipment.

The league pays for the characters' Standard Upkeep - they do not have to pay for upkeep during this adventure (unless they want Rich or Luxury upkeep instead).

The party may want to check out the merchant who had the last shipment delivered to Valthen's lair. Merrywinkle is a gnome who runs Tinkleware, a glassmaking shop near the city's market. He is a bit deaf and has a bad memory. Valthen often required acid-resistant glassware, and was one of Merrywinkle's best paying customers, requesting a yearly supply of glass. Seven years ago he stopped ordering, and Merrywinkle suspected that Valthen had made a better deal with a competitor in the Iron Hills.

He has visited the lair once, but only recalls that it is a furnished cave in the side of a hill. A caravan of Iron Hill dwur delivered the last shipment. Their reports told him that they were not allowed to enter, as Valthen had been adding some nasty traps in his lair, to ward against the jebli in the hills.

At the end of the day, before retiring, Norrick, a travelling rogue of ill repute who sells information to the highest bidder, selects one of the NPCs.

He selects the character most likely to break the oath (i.e. a Chaotic Neutral rogue), and approaches once he is or she is alone.

As you go about your business, the sensation creeps over you that you are being watched. You turn around to see who it is that is stalking you. For a moment you can't see it, but then you notice a short man, in dirt caked clothes and a cloth cap on his balding palate, who is beckoning at you. He grins as

he sidles up to you, revealing a mouth of rotting teeth and a nasty breath than makes you back off.

"Shhhhhh" he lisps, putting his finger over his mouth as if motioning you to silence "I saw you come out of the halls. Been busy, eh? Talked a lot with that dwur, did you? Maybe something you can share with trusty old Norrick?" Ain't no fair not to share... Maybe if you share some, Norrick 'll share with you some of his own..."

Norrick is interested to hear what the character has heard from Renath. Renath is an important figurehead, so Norrick expects that whatever goes on between him and any summoned adventurers must be worth his while.

If the PC makes clear that he does not desire to reveal anything, or if he adopts a threatening attitude, Norrick lisps an apology and backs off. He may make another attempt to another character, but if that fails (or if none of the characters look promising), he does not return.

If a character shows interest, he continues, offering more and more money for details on what transpired inside. He is willing to pay for whatever the character can tell him, up to the price of 15gp (though he'll haggle it down as much as he can) if the character tells him about the mission. Once he heard the PC's story, he pays, pulling several coins out of the depths of his coat, and then disappears.

Characters who track Norrick find he goes into the Poor District, where he starts roving around, trying to find a prospective buyer for his newfound information. He doesn't find who he is looking for until the next day (when the party has left the city).

Several days after the characters are gone, rumours are flying through the city, and the League eventually learns from the broker who revealed the mission. By then, of course, it is all too late. Note that the traitor receives a different Adventure Record.

Treasure

All APLs: Coin – up to 15 gp.

After play has concluded here proceed to Encounter Two.

Encounter Two: The Azure Coast

The journey on board the *Spitting Swallow* goes swiftly and without problems. It's a sleek ship with a dark blue hull, owned and ran by Shig'serra, a dark skinned, half-olven female, as well as ten roguish crew members of various heritage. Most of them keep to themselves and show no interest in the mission. During the trip the

characters are left to themselves by all but Renath who also takes ship with them.

In the early morning of the following day (more if the ship leaves from a port other than Irongate), the ship throws out its anchor in a shallow bay on the Azure Coast, hidden from view from the sea. Here, the characters are dropped off.

You are on a pebbly beach that surrounds the small bay where the Spitting Swallow has been anchored. The countryside consists mostly of plains, with occasionally a low hill, and sparse vegetation. The wind has free play here; a stiff, chilling breeze that makes your cloaks and robes flutter.

Looking back, you see Borga discuss something with the Baklunish cleric that served on the ship. She shakes her head, and then hurries over to you with a worried look on her face.

"Bad tidings, I fear. Alghmet, the cleric, just told me he received tidings that a Scarlet Brotherhood ship was sighted in the vicinity. We can't tell where it went, but it does not bode well. You will have to be prepared to encounter a gang of Brotherhood thugs! Avoid them at all costs – they must not know of your presence. They must not discover our plans!"

She points over the plains, towards a row of dark shapes in the north.

"Valthen's home is somewhere in those hills, a day's walk from here. If you head straight on, you will eventually reach the Iron Road, which is one of the ways to Irongate. It may take some time to find Valthen's home, but it is the only dwelling on the road in this area, so if you look out for a trail it should not be too hard. Our information is that his home lies to the west. You will have to hurry though. The people we hired are to be trusted, but they seem not eager to wait for you overly long. I can probably manage to keep them here for a few days, but if your investigations take too long... well.... It's a long walk to Irongate."

The characters can discuss their strategies, and should then make their way to the lair of Valthen. The initial journey is not too hard, and the hills can be reached a few hours before evening falls.

Eventually, the party finds the Iron Road, a well-kept road that runs from east to west through the lower border of the Iron Hills. The road is well travelled, though most traffic takes a northern route, which benefits from better patrols, and allows for trade with Hisurite's folk.

If the party follows the road eastward, they won't find much – Alson's lair is to the west.

After several miles following the cobbled road westward, you can discern a flickering light in the distance. Coming from a slightly higher point, you see a bridge spanning a narrow creek that has chiselled a deep gorge into the hills. Near the bridge, several figures are huddled around a fire, their silhouettes dancing around the flames.

The figures are six dwur guards, out on patrol, who set up camp while keeping an eye on the bridge.

The party can, if they like, avoid detection, though it will be hard to cross the deep gorge without the bridge. Approaching the guards will immediately draw their attention. While not unfriendly, they are reserved at first, requesting information on what the party is doing here and where they are going.

Most stories will satisfy their curiosity – though they won't easily buy it if the characters claim to be merchants, unless they carry goods or a good amount of money on them. Blatantly stating their mission to investigate Valthen's lair does not alarm them – they are not aware of any political tension, though no doubt Hirsute will eventually hear if the party reveals too much. If the party comes up with a plausible story, they are invited to join the campsite, where the dwur hold guard – otherwise, they will have to camp on their own.

The dwur point the party in the right direction if they ask for Valthen's lair, though they suggest the party should not go there. They claim the area is haunted, and tell sinister stories of mysterious disappearances, wailing in the night, and dark monstrous shapes flying at night.

Indeed, if any character opts to stand guard (or if the party avoids the patrol), several times a loud, monstrous howl (the Xorn) is heard, and dark shapes (gargoyles) seem to be passing by, far over the characters heads.

The shapes disappear quickly, and the howling stops abruptly. All that can be discerned by a Listen check (DC 15) is that it comes from the north west. The gargoyles do not attack, but the events may make the night uncomfortable. Once the night has passed continue to Encounter Three.

Encounter Three:

The lair

A mile from the bridge, a track leads north to Valthen's lair.

Up ahead, a large hill comes into view. It is quite a bit larger than the other hills around it, rising up several hundred feet from where you are standing now. It is mostly bare – there are several shrubs at the base, but

aside from patches of dried, yellow grass, nothing covers it.

The track leads up to a side of the hill shielded from view from the road. There, a large recess has been carved into the hill. A stone wall and ceiling support the niche. Broad steps lead up to two stone doors, which are swung open.

As you approach, you notice how silent everything is. No singing of birds, or the buzz of insects. All is still. Even the wind has died.

Valthen's lair was formed from the very mountain itself, using powerful spells. When he set it up, it was meant to provide the ultimate environment for him to study and experiment with elemental magic, and develop spells that affect earth and stone.

A number of features were taken into account when designing the halls. Unless noted otherwise, consider these standard throughout the complex.

With the exception of the entrance hall, the gallery, and the sanctuary, all rooms are built to dwarven size. Gnomes, halflings, and dwarves will feel comfortable, but anyone larger than a dwarf (humans and elves, for example) have to stoop. Stooping hinders movement. A stooping creature's effective movement rate is halved, and they cannot run. Large weapons cannot effectively be employed. Fighting with a large slashing or bludgeoning weapon (including the scythe) while stooping incurs a –2 penalty to attack and damage, due to lack of space for swinging the item. Reflex saves and skills that require movement (such as Balance, Climb, Jump, and Tumble) suffer a –2 circumstance penalty. Abilities that depend on movement, such as evasion, suffer an identical penalty.

These penalties increase to –4 for large creatures, and –8 to huge creatures. Note that huge creatures can't enter the lair at all unless they can burrow.

With a few noted exceptions, there are no lights in the halls or provisions such as torches or candles. Dwarves depend on their darkvision, so the party needs to provide its own light.

The walls, floors, and ceilings are a dull dark grey, shot through with darker lines. From a distance, the walls of the rooms look like smooth marble. Anyone who looks closer will note that this is not exactly so. Fine cracks run though the walls, and a dwarf can identify that the walls are natural, unworked stone – even though they feel smooth and have somehow been shaped to form these rooms. The nature of these walls enable the use of certain spells that might not work on worked stone (such as *soften earth and stone* and *stonewalk*).

The Barrier

The barrier is a spherical area, with a radius of 60-feet, centred on the *barrier ring*. It is a *wall of force* that only affects non-natives of the material plane. Outsiders, ethereal or astral creatures, or summoned creatures cannot cross it. It blocks any spells that would normally transport creatures into or out of the barrier, including extra-dimensional travel, such as *dimension door*, *teleport*, or *gate*. Spells that conjure (but not create) creatures or items, unless the creature or item can be found within the barrier are similarly barred. *Dismissal*, *mount*, or the *summon monster spells* will also fail, but *unseen servant* spell will work and a *summon swarm* spell may summon the centipedes from room 14.

If anyone claims the ring, the barrier will move with it. It does not collapse until someone activates the ring. If the barrier collapses, the Xorn is freed and will immediately attack the party. When functioning properly, the *barrier ring* wards the wearer against attacks from the Xorn, unless she attacks the creature itself.

The Xorn

Watching the party as they enter the xorn does not show itself until the characters have gone beyond the Alabaster Hall. Then, it starts to play its game, intending to intimidate the characters into releasing it by striking out at them as they explore the dungeon. It initially just stalks them, making noises and causing glimpses of itself to be seen. If they leave the Alabaster Hall, it turns off the light, plunging the room into darkness.

Once the xorn has them spooked, it springs up from the ground (generally at the back of the party or when a character is alone), mauls one character as a surprise action, then melts into the floor again in the next round. It does this several times before it deems the characters fearful enough to approach it with its ultimatum. If possible, it attempts to attack characters holding lanterns or lights. It may also grapple a character, then retreat back through a wall into another room.

As it needs the party, it initially does not aim to kill, causing only subdual damage, though that policy is abandoned immediately if the party does not meet its demands. It attempt to avoid harming the mages – it expects them to be the most capable to release it.

It otherwise does not prevent the party from looting the dungeon. It has not need for anything left here, having destroyed or eaten what it could.

Once the party is sufficiently paranoid (preferably after the characters have found Zhebek's diary), it whispers it's demands from the safety of the stone walls. When the Xorn makes contact with the party read or paraphrase the following:

A soft, crackling laugh echoes through the halls.

"Had enough?"

The voice is almost a whisper. You try to determine where it comes from, but it is almost impossible to make out. It seems like the sounds are coming from the walls around you.

"I can decimate you anytime I like..." the voice continues, getting a bit louder, as if the creature that speaks is drawing near. "But I need you to do me a favour.

You are trapped. You cannot escape if I do not desire so. But... neither can I."

It seems this bit of information was given with some reluctance, as the voice falters a bit before it continues.

"I need your assistance to get me away from this place. Open the gate that let me in, and I will let you leave here, with whatever riches you can find. Defy me, and I will see you all dead."

You are now almost certain the voice comes from within the walls, though it is hard to determine where – it seems to be moving constantly.

"So... what will it be? Do we have a deal?"

The Xorn does not reveal any other information until the party agrees to help it.

If the party refuses, it flies into a rage and attacks, to kill. It uses the stone walls for cover as much as it can, appearing and disappearing in a guerilla like fashion. If it loses too many hit points, it retreats to the Sanctuary where it uses the healing potions before it next attacks.

If the party agrees to help, it guides them to the Sanctuary (room 17).

APL 2 (EL 3)

🔥 **Fiendish Minor Xorn (1):** Small Outsider, hp 19; see Appendix One.

APL 4 (EL 3)

🔥 **Fiendish Minor Xorn (1):** Small Outsider, hp 33; see Appendix Two.

APL 6 (EL 7)

🔥 **Fiendish Average Xorn (1):** Medium-size Outsider, hp 45; See Appendix Three.

APL 8 (EL 8)

🔥 **Fiendish Average Xorn (1):** Medium-size Outsider, hp 73; see Appendix Four.

Speak with Dead: Most of the dead bandits have degenerated to skeletons, but it is possible people will attempt to use *Speak with Dead* to find out what happened. Indications of what a body may or may not reveal are given in text below. Most information can be retrieved from Zhebek's diary (Player's Handout Three).

1. Entrance Hall

As you pull open the large stone doors, daylight falls into a rectangular hall. Two supporting stone pillars seem to jut out from the floor, holding up the roof ten feet overhead. The remains of two large wooden crates stand to your left, broken open, spilling dirt and hay onto the grey tiles that make up most of the floor. An iron crowbar lies to the side, the thick coating of rust showing that it hasn't been touched for several years.

At several spaces along the opposite wall, is a bass relief of a dwarf holding up pedestals. Each pedestal holds a dragon-like creature, also carved from stone. The two dragons nearest to the doors menacingly stretch out their claws to each other, and in doing so provide an archway over a narrow, low corridor that leads deeper into the hills. The iron gate that bars this corridor seems rusted but is half opened, enough for a man to squeeze through.

This hall is the only room that has tiles on the floor. The crates are empty; the remains of the last shipment of delicate glassworks delivered at Valthen's lair, several months before Spannek and his men arrived. The glassworks now reside in the laboratory. A brand on the cases confirms that they are from Merrywinkle's Tinkleware.

The crowbar is thoroughly rusted, and almost completely useless, though it can be used as an improvised, iron club.

The dwarves are true statues, but some of the 'dragons' are actually gargoyles, which hunt throughout the hills from this spot.

The gargoyles were dominated by Valthen and have clear instructions to attack everyone not accompanied by himself, if they attempt to enter the lair. While Valthen is long dead, the *compulsion* he cast on the gargoyles is still effective. Due to the strong and long-term domination by the dwarf, have a nasty temper and haven't eaten properly in weeks.

The gargoyles attack any group not accompanied by Valthen. Whenever one of the characters starts to move inside, the gargoyles closest to the corridor attack him, possibly flat-footing the characters as they do so. They also attack if a character does something that can be perceived as hostile (such as casting a spell), in which case they attack the offensive character.

Treasure: One of the statues is hollow, and contains the gargoyle's secret stash in a small sack

All APLs: Coin – 3 gp.

APL 2 (EL 3)

➤ **Small Gargoyles (2):** hp 20 each; see Appendix One.

APL 4 (EL 4)

➤ **Small Gargoyles (4):** hp 20 each; see Appendix Two.

APL 6 (EL 7)

➤ **Gargoyles (3):** hp 43 each; see Appendix Three.

APL 8 (EL 9)

➤ **Gargoyles (6):** hp 43 each; see Appendix Four.

2. Hallway

If the party has no means to see in the dark, the first person to enter needs make a Reflex save (DC 10) to avoid falling into the pit trap. Falling in does 1d6 points of crushing damage. The character falls on top of the dead bandit that lies on the bottom of the pit.

If the party has lights or darkvision, it is easy to see and avoid the trap. Due to the nature of this trap PCs gain no XPs for falling foul of it.

All APLs (EL 1)

➤ **Pit trap:** CR 1; mechanical; location trigger; Reflex save (DC 20) avoids; 10 ft. deep (1d6, fall); Search (DC 20) unless area is lit; Disable Device (DC 20).

Ten feet out into the corridor, a large pit opens up. It spans the entire width of the corridor – not even a seam can be seen on the wall.

Ten feet below lies a skeleton. The chain mail it wore is rusted and pierced by a set of sharp, stone spikes. Rocks and stone debris spill around the body, as if it rolled out from under the mail.

The bandit at the bottom of the pit is Pasha, one of the first to leave. The trap sprung when he forced his way outside. He died in agony as parts of his innards petrified due to the trap's poison (now inert). His armour and sword have rusted away. He has no money on him (the gargoyles took it).

Speak with Dead: Pasha is a Suel native of Idee that defected to the Brotherhood. He only worked for a short time for Spannek, and was not one of the brightest. He was the first that ran and never got a good look at the beast that killed him or his companions.

3. Gallery Garden

The hall you enter stretches out at least sixty feet in front of you. Forty feet wide, and at least fifteen feet high, it is huge compared to the small corridor you just came through.

As you step forward, the shadow of a heavy, muscular figure falls over you, looming at you from the shadows.

Give the characters a moment to react, and then continue with the following text:

You whirl around to face the menace, only to realize that it is the crumbling statue of a dwarf warrior. It wields a heavy axe, and points a finger at you as if designating you the target of its scorn.

Looking around, you see more dark shapes, all unmoving, standing at various points throughout the hall. A larger shape dominates the centre of the hall. It seems to be some kind of structure, with more statues on top of it.

The statues are just that – statues. They are very detailed, and some almost look alive but they are all just blocks of stone – Valthen made all of these statues himself, using *stone shape, soften earth and stone*, and *prestidigitation* to add detail.

This hall was meant as an underground garden, with fluorescent mosses and fungi, but years of neglect have taken its toll. The structure in the centre is a fountain, but no water flows anymore (the pipes are clogged).

If anyone takes a moment to listen, looks up, or after they have been in the hall for a few rounds, they notice the bats on the ceiling.

A chattering noise makes you look up. It looks like a velvet blanket covers the ceiling. It is filled with hundreds and hundreds of tiny bats, a few swooping over your head, most of them lazily hanging down on the ceiling, several feet above you. You can now also see that the floor is covered ankle deep in bat guano, and large patches of mosses and fungi grow wild on it.

There are over five hundred bats in the hall. They are not dangerous and will not attack, though sufficient disturbance (a loud noise, or a flashy area of effect spell) arouses them and causes a dark cloud of fluttering bats to drop from the ceiling.

The cloud obscures vision, and anyone caught in it must make a Will save (DC 10) or be stunned for one round. The bats can be chased out of the cave, but will return within a few hours.

Those who pay attention may notice that almost all bats nestle near the entrance – few dare settle in the far end of the room (where they fall prey to the Xorn).

At the end of the hall lies another bandit corpse. This was Athania, one of the last to leave – and to fall prey to the Xorn. Her skeleton is horribly mangled, and the bones are scattered over the floor, along with a broken bow and shattered long sword.

Speak with Dead: Athania's body is too badly damaged to be affected by this spell.

4. Guest Halls

This narrow hallway is again set to the size of dwur.

There are six stone doors coming out into this hall, as well as a smaller, wooden door that hangs loose from its hinges, and reveals what must be a lavatory.

At the end of the hall two large stone doors stand slightly ajar. Light is spilling through the gap.

Each door leads to a guestroom. Most of them are empty but for a stone cot, a table, and a chair. The beds are dishevelled.

Trap: The doors to the Alabaster Hall are warded with a pit trap. It's one of the first traps Valthen built and rather simple, just a very deep shaft ending in a small, round oubliette. The main difficulty here is that the walls at the bottom curve upward and are very slippery, making it impossible to climb out without tools.

This trap has not been tripped (the bandits discovered this trap before they entered the halls and managed to avoid it).

APL 2 (EL 2)

↗ **Pit Trap:** CR 2; mechanical; location trigger; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 23); Disable Device (DC 23).

APL 4 (EL 2)

↗ **Pit Trap:** CR 2; mechanical; location trigger; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 25); Disable Device (DC 25).

APL 6 (EL 2)

↗ **Pit Trap:** CR 2; mechanical; location trigger; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 27); Disable Device (DC 27).

APL 8 (EL 2)

↗ **Pit Trap:** CR 2; mechanical; location trigger; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); Search (DC 29); Disable Device (DC 29).

Speak with Dead: Rego can tell most of what happened (see the journal of Zhebek). In addition, he can explain what his ring is supposed to do, and provide the command word. He feels it failed him (he is not aware that the barrier exists).

Treasure: The last room to the right contains the body of Rego, a thief who owned a magic ring – a present from a Brotherhood monk for the successful assassination of a rival. The *barrier ring* – Rego was told – would protect him from harm by summoned creatures. Unfortunately, when Rego attempted to activate the ring, he fumbled, and the barrier that would normally have warded him came into being in a sixty feet radius around him, trapping the xorn inside.

The xorn quickly killed Rego, but the ring proved untouchable – and has remained on his body since. Beside the ring, Rego's body still holds three daggers, and 7 gp in coins.

All APLs: Loot – 1 gp; Coin – 1 gp; Magic – *barrier ring* (3,992 gp).

5. The Alabaster Hall

A warm glow illuminates the remains of some kind of study. A low table near the entrance is upturned and broken in two. Shelves along the walls, some of which once contained books, are scattered over the floor, along with shreds of half-burned paper and shards of glass and pottery. From the walls hang torn pieces of paper, once detailed sketches of intricate designs that can only have an arcane purpose. On one – which spans over ten feet – can still be made out named and numbered spheres and connecting lines, in various colours. Some symbols seem familiar, but most of the names are in a foreign alphabet.

A door at the end of the room stands open. To the left, a portcullis blocks entry to what looks like a workroom. Just in front of it is another small wooden door; similar to the one you passed in the corridor.

The only item that is largely untouched is a cabinet, on which a pot of ink has spilled its contents on a roughly bound stack of parchment, gluing a goose feather pen to its pages. A small hooded lantern hangs above it, emitting a flickering light.

In the centre of the room lie the skeletal remains of a red haired woman. She is dressed in the remains of a shredded, golden robe, embroidered with a dark red pattern similar to a snake's tongue. Her skeletal form is twisted and broken, and it seems the lower half of her body is missing.

This room was used by Valthen to record his notes; hence it is the only room that has a permanent light source. The hooded lantern contains a *continual flame*.

The book on the table contains his most important research notes. Most of his writings can still be made out. They concern planar and elemental magic, and are written down in Terran, intermingled with words borrowed from Draconian and Dwur. Found herein are explanations of various experiments, as well as a number of magic items he created, including the stone the Iron League owns. It also contains an early draft of the layout of Valthen's lair (show the Players Handout Two), as he had it in mind shortly before he built it. While he deviated on some small items later on, there is a sketch of the Sanctuary's location.

The book is one of the items the League is interested in. Most other books are burned or shredded, victims of the fight that broke out. They were a 16-part catalogue on stones and gems. Four slightly damaged books are left (D, E-F, Q, and Y-Z), buried among the debris

The dead body is that of Kelsa the Liar, a female sorcerer/cleric of Syrul. She counselled Spannek to personally bear his message to Onnwal, rather than return to Naerie, where his betters would take the claim for the discovery. While she did not know the details of Spannek's discovery, she relished the opportunity to instigate conflict. Unfortunately, her sharp wit did not protect her against the xorn when it reared up out of the floor and bit her in half.

Speak with Dead: If a character attempts to commune with Kelsa using a *Speak with dead*, her body will answer any question with a lie or a fabrication, courtesy of Syrul. She'll claim to be an innocent woman whose friends were slaughtered by the insane diabolist that lives here.

If she is somehow forced to tell the truth, she does not answer, but collapses into dust with an anguished cry.

Treasure: Searching her body reveals a rusty-red metallic, forked-tongued amulet (an unholy symbol of Syrul), a staff, and a scroll. The staff is not magical, but still in a fair condition and can be twisted open to reveal a concealed dagger. The scroll contains two *Speak with dead* spells. She has no money on her, but does carry a small bloodstone, valued 75 gp.

All APLs: Loot – 1 gp; Coin – 12 gp; Magic – *scroll of speak with dead* x2 (62 gp).

6. Golem workshop

A stone portcullis blocks entry to this room. Through its bars you see a workplace. A large stone slab dominates this room. On top of it lies a giant block of clay, shaped in the form of a man. The clay has dried and hardened, cracks have formed all over the body. A musky smell permeates the air.

Behind the slab, a workbench is pushed against the wall. It is littered with hammers, chisels, and knives, all of them thoroughly rusted. The instruments are covered with sheets of paper that have fallen out of one of the many binders that lay on top of the shelf above the working bench.

Valthen installed the portcullis after a golem he created went berserk. The portcullis opened automatically to him. Others can open it with a *knock* spell (unlike a normal portcullis), or by forcing it open. Once opened it stays open.

Portcullis: 2 in. thick; hardness 10; hp 60; AC 5; break DC 28; lift DC 25.

The clay form is part of an experiment of Valthen's to create a clay golem using arcane magic. The body he forged was one of many attempts – this experiment was interrupted by Spannek's arrival (the last entry in his notebook details the creation of the body).

The body has since dried and is now very brittle, useless for animation.

The binders contain rows of notes of previous experiments, all failed. Among the notes are two scrolls: one contains *haste*, the other *xorn movement* (a spell Valthen researched, see Appendix Five).

At the far end of the room is a locked stone door. The key to its lock is on the shelf, at the side of the door.

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; break DC 28.

Treasure

All APLs: Magic – *scroll of haste* (31 gp), *scroll of xorn movement* (94 gp).

7. Hall

Behind the door, two corridors lead up to two heavy stone doors. One of these doors is decorated with a relief, depicting a large hammer emanating rays.

The relief depicts the holy symbol of Fortubo.

8. Storage Room

This room is furnished around the walls with three stacks of large, wooden shelves. The shelves are covered with boxes, bags, vials and jars containing a large range of substances. Most prominent here are a large collection of rocks in various shapes and colours, and several glass jars containing with what seems to be coloured sand.

Everything is covered in a thick layer of dust.

Treasure: Most non-organic, generic spell component can be found here, including a large collection of different types of rock, sands, crystals, and salts. None of these are worth much except for a fanatic earth elemental such as Valthen. The whole collection (approximately 20 lbs. contained in various vessels) can be sold for 50gp to the right buyer.

All APLs: Loot – 4 gp.

9. Shrine to Fortubo

A small stone altar stands in the middle of a room resembling, for the most part, a roughly furnished cave. The walls here are rough and uneven, not smooth as those in the rest of these halls. The floor is level, but you can see veins crisscrossing the floor, as if some artery of ore has been laid bare.

The only worked wall is the one opposite the door. A large relief shows a small bearded human, holding a large hammer in one of his fists. Glowing coals in two braziers cast a dark red glow on his face, as his eyes gaze at you in stern judgment.

The two braziers are enchanted with a variation of the *continual flame* spell. They only illuminate a ten-foot area and break when taken from the room.

The human depicted is the Suel god Fortubo, wielding his hammer, Golbi.

While not barred from entering, the Xorn does not attack anyone in the shrine.

10. Hall

The first thing you see as you look through the open door is the skeletal remains of a large man lying in an awkward position in the middle of a intersection of two corridors.

He must have been a warrior. His sword, now rusted, lies at his side. The breastplate he wore is likely deteriorated. It shows several peculiar, circular holes, as if something large and sharp punctured it several times.

The door to the vault (room 11) is *arcane locked*.

❖ **Arcane Locked Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; break DC 38.

The door to Valthen's private quarters (room 15) has an average lock (Open Lock DC 25, Break DC 28).

❖ **Locked Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Open Lock DC 25; break DC 28.

Speak with Dead: Borat never saw the Xorn. He was killed when the *darkness* took effect, and he stumbled on the spike trap.

Treasure: Some items of value can be found on Borat's body:

All APLs: Loot - 24gp; Coin - 3gp; Magic – 0gp.

Traps: There are several traps set out in this hall (see the map). The body is that of Borat, a warrior. He lies on the spike trap (trap A).

A: Spike trap

Whenever someone enters the five-foot square of this trap, six sharp stone spikes jut out of the floor. They are actually formed from the floor (like a *stone shape* spell) – there are no signs that indicate their presence, and their positions shift each time the trap activates again.

Aside from disarming it, the trap can be avoided by not stepping onto the area (i.e. by jumping over it). Someone who has *Stonecunning* can use the Search check to detect this trap as a rogue can. A Spellcraft check (DC 21) in conjunction with a *detect magic* reveals that the floor radiates Transmutation magic.

APL 2 (EL 2)

↗ **Spike Trap:** CR 2; magical; location trigger; automatic reset (1 minute); Atk +6 melee (2d6); Search (DC 23); Disable Device (DC 23).

APL 4 (EL 3)

↗ **Spike Trap:** CR 3; magical; location trigger; automatic reset (1 minute); Atk +8 melee (4d6); Search (DC 25); Disable Device (DC 25).

APL 6 (EL 4)

↗ **Spike Trap:** CR 4; magical; location trigger; automatic reset (1 minute); Atk +10 melee (8d6); Search (DC 27); Disable Device (DC 27).

APL 8 (EL 6)

↗ **Spike Trap:** CR 6; magical; location trigger; automatic reset (1 minute); Atk +12 melee (12d6); Search (DC 29); Disable Device (DC 29).

B: Pit Trap

Operated by pressure plates, this trap covers the entire 5-foot floor. Once triggered, it does not reset (forcing characters to climb or jump the gap).

Someone who has *Stonecunning* can use the Search skill with a +2 circumstance bonus to detect this trap.

APL 2 (EL 3)

↗ **Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search (DC 23); Disable Device (DC 23).

APL 4 (EL 3)

↗ **Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search (DC 25); Disable Device (DC 25).

APL 6 (EL 4)

↗ **Spiked Pit Trap:** CR 4; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 50 ft. deep (5d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search (DC 27); Disable Device (DC 27).

APL 8 (EL 5)

↗ **Spiked Pit Trap:** CR 5; mechanical; location trigger; manual reset; Reflex save (DC 20) avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search (DC 29); Disable Device (DC 29).

C: Poison Gas Trap

Whenever someone moves into the indicated area, a bluish-grey gas cloud spouts from six small holes in the walls, filling the 5 ft. x 10 ft. area. Someone who has *Stonecunning* can use the Search skill to detect this trap as a rogue can.

A *detect magic* in conjunction with a Spellcraft check (DC 21) reveals that the first twenty feet of the walls into the corridor radiate Transmutation magic.

All APLs (EL 0)

↗ **Flesh to Stone Gas Trap:** CR 7; magical; location trigger; no reset; spell effect (*flesh to stone*), Fort save (DC 19) resists; Search (DC 29); Disable Device (DC 29).

The gas in this trap has faded and no longer transforms flesh to stone. However PCs failing their saves develop cracked, greyish skin and a grating rough voice. A successful *dispel magic* cast against a 13th level caster dispels this effect.

11. Vault

This is only a small room, hardly ten feet square. From what you can see around you, there used to be a large glass display in the centre, but something shattered it, leaving only an ebony framework standing. The floor is covered with glass shards. There are numerous coins littered among the debris, but whatever was on display here is gone.

Treasure: The vault contained a large collection of priceless gems and crystals, but the Xorn has eaten all these. What remains of the gold stored here is scattered on the floor. There is a total of 300gp various coinage, but gathering it will take over an hour of searching.

All APLs: Coin – 50 gp.

12. Terrarium

This is probably one of the strangest rooms you have yet seen. A large glass wall is set halfway into this room. The space behind is filled with moss-covered rocks, tiled up high to the left side of the wall. The right side is partly filled with a fetid pool of water, twirling with mud and weed.

The glass wall is cracked in several places, allowing part of the water to seep onto the floor, where it has formed a pool of foul smelling liquid.

This is a terrarium, where Valthen kept a small collection of amphibians. Aquatic animal life, especially salamanders and frogs, was the only thing besides magic that could catch his interest. He even attempted to combine the two passions – trying to breed fire-breathing frogs or salamanders that could walk through stone.

If the party pays some notice, they will discover that the terrarium is not empty – there are actually a number of diminutive frogs in the water and between the rocks, hard to see as they hide between the debris.

These frogs are light green in colour with bright yellow and red spots, which seem to shift on their skin as they move. They have managed to survive and multiply due to the toughness bred into them that allows them to survive on a minimum of food.

Development: While the frogs are mostly harmless, if the PCs spend overly long examining them this provides the Xorn with an excellent opportunity to make an appearance.

13. Kitchen

One side of this space is taken up by a large stone platform, home to a number of cupboards and what seems to be some kind of oven. The other side holds a fireplace, with a large spit lying over a long dead fire.

A large table has been pushed against the far wall. As you look closer, you can see two bodies lying near it. One body is rather shabby dressed, and lies in an awkward angle several feet from the wall. The other lies half-hidden behind the table. It is dressed in colourful clothes, and seems to be a man. His long blond hair still clings to its skull, and he clutches a bundle of paper to its chest, as if it could ward him from death.

The kitchen contains everything you generally find in a kitchen – pans, pottery, cutlery, plates, knives, and other gear.

The water in the caskets is fetid, and most food is spoiled, but one of the closets contains stone humps in the shape of hams and two earthen flasks.

These stones are actually petrified meat – a way to keep meat good indefinitely. When he needed food Valthen would apply his ointment (of which two full flasks remain here) to the stone meat.

The bodies are those of Yari, a rogue and Zhebek, a bard. If Zhebek's body is moved or touched, his spirit is awoken and rises from the body, howling and gibbering, maddened through the horror of his trial

☛ **Zhebek, allip:** 26 hp; Monster Manual, page 16.

Zhebek moves about his body, gibbering madly, subjecting anyone in the room to his babbling.

He is totally self-absorbed and far-gone but does not attack unless the characters attack him first, or unless the xorn is present. In that case he immediately attacks, flailing at the xorn until it flees the room.

Zhebek does not respond to questions. He follows the characters around as they explore the kitchen, but does not leave the room (even while in combat).

If the characters ignoring him, he sinks back into the floor, lamenting his fate, after five minutes of roaming.

Speak with Dead: Yari can safely be questioned. See Zhebek's diary for more details.

If *Speak with Dead* is cast on Zhebek, this will awaken his spirit (see above). If the allip was slain, no response can be got from his body.

Treasure: The bard's body carries a long sword, a lute, and a diary (see Player Handout Three).

The diary is the true goal of the Brotherhood agents – it contains the name of a traitor. The bandits have between them 63gp in coins and small gems.

All APLs: Loot – 43 gp; Coin – 10 gp; Magic – Valthen's ointment x2 (1,100 gp).

14. Supply Room

This room contains a large, partially collapsed cupboard, several bags that may once have contained grain, and a number of caskets. It's obviously a storage area but whatever goods were here are long gone.

At APLs 2 and 4 continue:

A soft rustling emanates from one corner of the room, followed by a strange clicking sound that seems to draw nearer.

The supplies are either spoiled or have wasted away. The sound came from the centipedes that have made this room (and the tunnels they burrowed beneath it) their lair. They are hungry and attack as soon as someone enters the room.

APL 2 (EL 1)

➤ **Monstrous Centipede, Medium-Size (2):** hp 4 each;
See Appendix One.

APL 4 (EL 3)

➤ **Monstrous Centipede, Medium-Size (5):** hp 4 each;
See Appendix Two.

15. Private quarters

A well-furnished room, with plush carpet and a small table with two comfortable chairs, make you almost forget the carnage you have witnessed so far.

A bed flanked by a large wardrobe stands in the far corner, discreetly separated from the rest of the room by a heavy curtain.

Against another wall is a small desk, with an empty bowl and a bar of soap on top of it. Above it is a large fresco, slightly faded, depicting a band of dwur fighting a large ogre. Several more frescoes are situated at the end of the room. They show a heavily armoured dwur with a large battleaxe leading a dwur army, a bird's view of a large city in the mountains, and a pegasus fighting a red dragon.

The room is spotless; a permanent *unseen servant* maintains it. If the characters disturb anything in this room, the servant goes about cleaning up after they have left. It cannot repair things that are broken, but cleans away footprints, and moves anything left behind into the desk or wardrobe. It only acts if there is nobody in the room.

Valthen's desk holds another diary of his – this one contains notes on his attempts to interbreed elementals with animals – mostly amphibians and reptiles. Almost all of his attempts met with failure. Only his last experiment yielded results, when he used magic to imbue frog eggs with pattern magic.

A secret door in the back of the room leads to Valthen's private library. A Search check (DC 15) finds a shifting door behind the fresco of the pegasus (actually a depiction of the god Jascar fighting Beltar).

16. Library

Three large bookcases take up most of this room, one on each side of the room. Only two of them are still standing, filled in five shelves with dusty toms and scrolls.

The third has been heavily mauled. It leans against the wall, its shelves broken, and the books that were once inside scattered on the floor. Most books have been trampled or were bitten through – the

marks you can see suggest something big chewed its way through them.

Some of these books deal with basic magic, elemental forces, or planar theories, but most concern themselves with the properties of rock or gems, tools and tricks of stone working and gem cutting, basic physics, and dwarven history. A separate shelf in one of the still remaining bookcases has books on animals, mostly on amphibians and reptiles. One very worn book details keeping and breeding frogs.

There are no magic tomes here, but Search check (DC 21) through the books on the floor the remains of Valthen's spellbooks can be found.

Treasure: There are three notebooks, bound in a dull grey, pebbly hide. Most pages have been torn, but a few spells remain and can be deciphered.

All ALPs: Magic – Spellbook One (7 gp), Spellbook Two (13 gp), Spellbook Three (9 gp).

❖ **Spellbook 1:** *protection from evil, unseen servant, summon monster II, summon monster IV.*

❖ **Spellbook 2:** *enlarge, flesh to stone, stone to flesh, teleport.*

❖ **Spellbook 3:** *grease, pass wall, xorn movement* (see Appendix Five). This book has a *sepia snake sigil* on it (cast at 11th level, save DC 15). The wards on the other spellbooks were sprung when the xorn mauled them in his frustration in failing to find a way out.

Deciphering spells from these books is at a –2 circumstance penalty due to the bad condition of the material. *Read magic* works as normal. *Xorn movement* is a 5th level spell from the Manual of the Planes (see Appendix Five).

17. The Sanctuary

A large circular room opens up. It is a perfect sphere bordered by unworked but smooth walls, with red and gold veins flashing through its surface.

Most of the area is in disarray. Several cabinets on this side of the room have been totally shattered. One of them has been hurled to the other side, where it has hit a glass stand, crushing the vials and other fragile material that were on display. The only object untouched by destruction is the well-preserved, dried body of a dwur, which lies a few feet from the glass case.

In the very middle of the room hangs a shimmering shield that emits a dark green light. It is ten feet high and five feet wide, and flashes gold and green sparkles every now and then. Sometimes, a shadow seems to move inside it, but you cannot make out what it is.

The Sanctuary is a circular room thirty feet beyond Valthen's lair. There are no real passages that lead to it. It is the ultimately warded conjuration room, inaccessible for snooping thieves and monsters, and warded so that summoned creatures cannot escape to run havoc.

There are three ways of getting to this room. The first, and most likely one – is that the Xorn brings the characters here. If they agree to aid it, it will lead them to the library (room 16), where it will proceed to dig a tunnel thirty feet into the rock, leading to the sanctuary.

The second way is that the party find out the existence of this room for themselves. The notes of Valthen describe the location of the sanctuary. Character can decide to dig for it (which will take quite some time), or use magical means (such as *passwall* or *dimension door*) to get into the room.

The third way is by accident. If the party uses the scroll of *xorn movement* on a character for scouting around, the character may accidentally get himself into this room.

The room originally held Valthen's magic items and research papers. Like in many places in the lair the Xorn vented its anger and frustration here, destroying most of the dwur's work. Searching through the debris reveals broken wands and staves and shattered potions. Three potions of *cure light wounds*, obtained from the temple of Fortubo, are still intact (unless the Xorn used them to cure itself), as well as a large book holding more research notes – these ones concerning the summoning of monsters.

The large green shield is the portal through which Valthen summoned the Xorn. It is useless – effectively in stasis - as long as the barrier is active.

The body is that of Valthen himself. He died of the poison mere seconds after he summoned the Xorn to take revenge. He is dressed in his working robes, stained with acids and clay.

Speak with dead: Valthen can give only a partial account of what happened, having been surprised by his guests in the middle of what he considers an exceptionally important experiment. He has no idea why he was attacked, and is rather suspicious of anyone who is not a dwarf, suspecting another trap.

He cannot give an explanation of why the gate doesn't work anymore, except that it must be due to an 'outside interference of a magical nature.

Treasure: The only item of value Valthen's corpses wears is his *ring of sustenance*.

All APLs: Magic – *ring of sustenance* (208 gp).

Development: The xorn demands the characters open the gate so he can return. If they fail, do not comply, or take an extraordinary amount of time, it attacks them.

If they succeed in opening the gate, it attacks them anyway, but leaves through the gate when reduced to half

hit points, or after 1d4 rounds (as it fears the gate will close again).

Opening the gate can be done in a few ways. The first is to stop the *barrier ring* from functioning. This can be done by properly using it, either through a rogues Use Magic Device skill, or by finding the command word ("Krovashar").

It is also possible to temporary suppress the barrier. A *dispel magic* on the ring will accomplish this. An *anti-magic shell* cast to surround either the ring or the gate will also work. Other spells may have the same effect – the DM should judge the party's attempts to activate the gate.

Moving the barrier so the gate falls outside it activates the gate, but leaves the xorn unable to reach it.

If the barrier closes or is suppressed, the gate becomes active for five rounds, after which it closes and disappears (it does not disappear if the barrier moves – the xorn needs to be in the same dimensional space before it can do so).

As a final solution, if the *barrier ring* is touched to the gate, they annihilate each other, as they disappear in a blinding flash. The barrier is gone, leaving the xorn free to go where it wants, but as the gate is destroyed it immediately attacks.

The gate also closes if the xorn is destroyed (whether the barrier is active or not). The gate is impassable to any native of the prime material plane unless that individual is warded with mighty magics.

Encounter Four: Enter the Brotherhood

A short time after the party started investigating Valthen's lair, the Scarlet Brotherhood agents arrive there too.

This encounter starts shortly after the party either defeat or escape from the xorn. If the party takes a considerable time investigating the lair (longer than a day), they simply arrive during the evening and set up camp ready to explore the area the next day.

A sudden loud bang resounds through the halls, echoing off its walls. It sounds like something exploded. More noise follows – the clang of metal hitting rock. The sound seems to come from the entrance.

A few seconds later, your suspicion is confirmed as a female voice echoes : "Volata! Superte dwur sa gishar denjo ?"

The 'explosion' is the sound of large statue hitting the floor after being toppled over. The agents have just arrived at the lair, were the gargoyles attacked them (if

the party killed the gargoyles themselves, the agents destroyed all remaining statues, to be sure the threat is gone).

The voice is that of Ka Kertari, who is not too eager to get noticed by the dwur and commands her men to be silent. (What she said was in Ancient Suel and translates as: "Silence! Do you want the dwur to come search for us?"). Kel, a wizard, and Ido (a bard and former member of Spannek's band) accompany her along with a couple of hochebi guards.

He overheard Zhebek talking in his sleep while they stayed in Stoneheart's halls. It is his testimony that prompted the Brotherhood to investigate the lair.

The agents do not enter the complex immediately. They have heard stories from Ido about the traps and the creature, and plan to enter prepared and by daylight. They set up camp at a safe distance from the entrance.

The PCs should do their utmost to avoid fighting these Brotherhood agents for two reasons a) they were told to do so by their Iron League contacts and b) the Brotherhood possess overwhelming force.

APL 2 (EL 8)

- **Ka Kertari:** human Mon2; hp 17; See Appendix One.
- **Ido:** human Brd2; hp 10; See Appendix One.
- **Kel:** human Sor1; hp 5; See Appendix One.
- **Hochebi guards (10):** hp 9 each; See Appendix One.

APL 4 (EL 12)

- **Ka Kertari:** human Mon4; hp 27; See Appendix Two.
- **Ido:** CR 2; human Brd2; hp 10; See Appendix Two.
- **Kel:** CR 3; human Sor3; hp 12; See Appendix Two.
- **Hochebi guards (16):** humanoid Ftr1; hp 12 each; see appendix 1

APL 6 (EL 14)

- **Ka Kertari:** human Mon6; hp 43; See Appendix Three.
- **Ido:** human Brd4; hp 18; See Appendix Three.
- **Kel:** human Sor5; hp 20; See Appendix Three.
- **Hochebi guards (20):** humanoid Ftr1; hp 12 each; See Appendix Three

APL 8 (EL 16)

- **Ka Kertari:** human Mon8; hp 56; See Appendix Four.
- **Ido:** human Brd6; hp 24; See Appendix Four.
- **Kel:** human Sor7; hp 27; See Appendix Four.
- **Hochebi guards (10):** humanoid Ftr2; hp 21 each; See Appendix Four.

Treasure

If the PCs fight the Brotherhood the following treasure can be recovered:

APL 2: Loot - 167gp; Coin - 10gp; Magic - 83gp.

APL 4: Loot - 255gp; Coin - 11gp; Magic - 178gp.

APL 6: Loot - 316gp; Coin - 14gp; Magic - 203gp.

APL 8: Loot 167gp; Coin - 11gp; Magic - 203gp.

Development: The best way to deal with the group is to sneak outside at night. The agents are probably too powerful to take on it a stand up fight (the DM is encouraged to drop some hints, perhaps describing the group setting up camp for the night etc.)

Two hochebi are on watch at all times and these will need to be dealt with, so sneaking in will not be easy. There are a number of possibilities to increase chances for Hide or Move Silently checks. One easy way is to scare the bats in the halls. The screeching swarm will provide ample cover for the party to move closer, adding a +10 circumstance bonus to Hide and Move Silently checks. Dousing the fire of the camp adds a +4 circumstance bonus due to the sudden darkness.

It is also possible to engage the agents in melee, but it is likely the party will be overmatched unless they can gain surprise.

Surprising them is hard, as the perimeter of the Brotherhood's camp is warded with an *alarm* spell, which rings a bell when someone comes within 25 feet of the campfire (Ido casts the spell shortly after camp is set up).

If the player characters are discovered, the Brotherhood party immediately attacks.

The hochebi guards throw their javelins, and then charge into melee. If needed, Kel casts *mage armour* on Ka Kertari and himself (in APL 4 and higher, those spells have already been cast and are still active), before he retreats to the back, from where he uses his range spells to hamper the party. Kertari downs her *cat's grace* potion, and then hurls her poisoned shuriken before she joins the fight.

Ido, a coward by nature, uses his singing to inspire courage, but attempts to stay out of close combat, instead casting spells to aid his companions once his song has its effect. If Kertari is defeated, he turns tail and runs. Kertari and Kel flee only once all hochebi guards have been killed. The hochebi guards have no fear of death and fight till the end.

Any agent that gets away will report the events to the Brotherhood, so it is desirable to not let any of them escape. If any are captured, they are silent about their mission, refusing to talk except to curse the party.

If the party is defeated or driven off, any surviving character captured by the Brotherhood will be taken to Scant. All is not lost however. PCs undergoing such a fate manage to escape before reaching the beleaguered capital of Onnwal and escape.

As they will escape with essentially no equipment such PCs may invoke a modified version of the Charity of Friends Clause found in Chapter Six of the LIVING GREYHAWK Campaign Sourcebook.

PCs who escape are also docked 2 TUs, simulating their escape and travels back to their homeland.

Charity of Friends Clause: If you escape from the Brotherhood before reaching Scant you have escaped without any equipment. In this instance you may enlist the charity of friends. This gives you one-fourth the total from Table 5-1: Character Wealth by Level from the DMG, or all of your character's coin value from your last Adventure Record, whichever is greater.

Wizards may opt to discard half of this charity to create a new spellbook identical to their former spellbook, or take the full charity and rebuild their spell book by way of scrolls. This represents family and friends chipping in to help get you back on your feet. No player at the table is allowed to contribute to this amount.

Conclusion

Unless the party spends an extraordinary amount of time (more than four days) before they return to the bay, the *Spitting Swallow* is still there, waiting for them to return them home. If they do take too long, they will have to travel to Irongate by themselves. Renath has guards watching out for their arrival.

If the characters provide useful information (especially Zebhek's diary), they are rewarded with one masterwork weapon, worked with the symbol of the Iron League on it.

For purposes of calculating treasure, masterwork weapons are 300 gp more expensive than normal weapons; Players may give up one of their own weapons or pay for the base weapon cost to level out on the maximum gp cap for the adventure.

The characters gain favourable standing with the league, with the exception of any players that sold their mission to Norrick. The latter are now distrusted and will not be asked for further missions (though they receive payment as normal) until they again regain the League's trust.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to the Meta-regional Team at

creighton.broadhurst@ntlworld.com as soon as possible. General comments about the module are also welcomed at this address.

1. Did the party retrieve Valthen's notes?
2. Did the party retrieve the diary?
3. Did the party engage, or did the Brotherhood party discover them? If they engaged, did any of the Brotherhood agents escape?
4. Did anyone of the party break the oath?
5. Did the xorn survive?
6. Did the party retrieve Valthen's body?

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter Three

Defeat the Gargoyles

APL 2	60 xp
APL 4	120 xp
APL 6	210 xp
APL 8	270 xp

Defeat the Centipedes

APL 2	30 xp
APL 4	90 xp

Encounter the Traps in Room 4

APL 2	60 xp
APL 4	60 xp
APL 6	60 xp
APL 8	60 xp

Encounter the Traps in Room 10

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	330 xp

Defeat the Xorn

APL 2	90 xp
APL 4	90 xp
APL 6	210 xp
APL 8	240 xp

Discretionary role-playing award

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp

Total possible experience

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Meta-regional scenario, characters from Meta-region 5 may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Maximum Treasure Totals

The maximum amount of treasure that a player character is able to take from this module is linked to the APL at which the module is played. These totals are:

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp
APL 8: 1,250 gp

Treasure Key

L = Looted gear from enemies, C = coin, gems, jewelry and other valuables, M = Magic items, S = Special

Encounter One

Sell the secret to Norrick

All APLs: Coin – up to 15 gp.

Encounter Three

Room 1

Defeat the gargoyles and find their treasure:

All APLs: Coin – 3 gp.

Room 4

Strip Rego's body

All APLs: Loot – 1 gp; Coin – 1 gp; Magic – *barrier ring* (3,992 gp).

Room 5

Strip Kelsa's body and loot the room

All APLs: Loot – 1 gp; Coin – 12 gp; Magic – *scroll of speak with dead* x2 (62 gp).

Room 6

Loot the room

All APLs: Magic – *scroll of haste* (31 gp), *scroll of xorn movement* (94 gp).

Room 8

Loot the room:

All APLs: Loot – 4 gp.

Room 11

Loot the room (takes an hour):

All APLs: Coin – 50 gp.

Room 13

Loot the room and the bandit's bodies:

All APLs: Loot – 43 gp; Coin – 10 gp; Magic – *Valthen's ointment* x2 (1,100 gp).

Room 16

Find the spellbooks

All APLs: Magic – Spellbook One (7 gp), Spellbook Two (13 gp), Spellbook Three (9 gp).

Room 17

Loot the room and Valthen's body:

All APLs: Magic – *ring of sustenance* (208 gp).

Encounter Four

Defeat the Scarlet Brotherhood party:

APL 2: Loot – 167 gp; Coin – 10 gp; Magic – 83 gp.

APL 4: Loot – 255 gp; Coin – 11 gp; Magic – 178 gp.

APL 6: Loot – 316 gp; Coin – 14 gp; Magic – 203 gp.

APL 8: Loot 167 gp; Coin – 11 gp; Magic – 203 gp.

Conclusion

Return to Renath and turn in Zhebek's diary

All APLs: Loot – 150 gp or 300 gp.

Favourable Standing with the Iron League

The character is held in some regard by the members of the League. While no direct benefits are tied to this, future Iron League scenarios may require a favourable standing.

Items Possibly Found during the Adventure

APL 2

Everburning torch (Any, DMG)

Potion of cure light wounds (Any, DMG)

Scroll of haste (Any, DMG)

Scroll of speak with dead (Any, DMG)

Scroll of xorn movement (Adventure, see Appendix Five)

Barrier ring (Adventure, see below)

Ring of sustenance (Adventure, DMG)

APL 4

Everburning torch (Any, DMG)

Potion of cure light wounds (Any, DMG)

Potion of cat's grace (Any, DMG)

Scroll of haste (Any, DMG)

Scroll of speak with dead (Any, DMG)

Scroll of xorn movement (Adventure, see Appendix Five)

Barrier ring (Adventure, see below)

Brooch of shielding (Any, DMG)

Ring of sustenance (Adventure, DMG)

APL 6 and 8

Everburning torch (Any, DMG)

Potion of cure light wounds (Any, DMG)

Potion of cure moderate wounds (Any, DMG)

Potion of cat's grace (Any, DMG)

Scroll of haste (Any, DMG)

Scroll of speak with dead (Any, DMG)

Scroll of xorn movement (Adventure, see Appendix Five)

Barrier ring (Adventure, see below)
Brooch of shielding (Any, DMG)
Ring of sustenance (Adventure, DMG)

Appendix One

APL 2

Encounter 4 (EL 3)

🦇 **Fiendish Minor Xorn:** CR 3; Small Outsider [Earth, Evil]; HD 3d8+6; hp 19; Init +0; Spd 20 ft., burrow 20 ft.; AC 23 (touch 11, flatfooted 23) [+1 size, +12 natural], Atk +6 melee (2d8+2, bite), +4 melee (1d3+1, claws x3); SA Burrow, smite good; SQ Xorn qualities, darkvision 60 ft.; SR 6; AL NE; SV Fort +5, Ref +3, Will +3; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Intuit Direction +3, Listen +6, Move Silently +3, Search +6, Spot +8; Multiattack.

Burrow (Ex): Xorn's can glide through the stone, earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any other sign of its presence. A move earth spell cast on an area contained a burrowing xorn flings the xorn back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

Smite Good (Su): Once a day the xorn can make a normal attack deal an additional 3 hit points of damage.

Immunities (Ex): Xorns are immune to fire and cold.

Resistances (Ex): Xorns have electricity resistance 10.

Half Damage from Slashing (Ex): Slashing weapons deal only half damage to xorns, with a minimum of 1 point of damage.

All-Around Vision (Ex): Xorn's symmetrically placed eyes allow them to see in any direction bestowing a +4 racial bonus to Spot and Search checks. Xorns can't be flanked.

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

Encounter 4, Room 1 (EL 3)

🦇 **Gargoyles (2):** CR 2; Small Magical Beast (Earth); HD 2d10+8; hp 20 each; Init +2 (Dex); Spd 45 ft., fly 75 ft.; AC 17 (touch 13, flatfooted 14) [+2 Dex, +4 natural, +1 size], Atk +4 melee (1d4, claw x2), +2 melee (1d6, bite), +2 melee (1d6, gore); SQ Damage reduction 5/+1, freeze; AL CE; SV Fort +7, Ref +5, Will +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills and Feats: Hide +9*, Listen +3, Spot +3; Multiattack, Weapon Finesse (claw, bite, gore).

Freeze (Ex): A gargoyle can hold so still as to appear as a statue. A successful Spot check (dc 20) reveals the gargoyles true nature.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Encounter 4, Room 14 (EL 1)

🦇 **Monstrous Centipede, Medium (2):** CR 1/2; Medium-Size Vermin; HD 1d8; hp 4 each; Init +2 (Dex); Spd 40 ft.; AC 14 (touch 12, flatfooted 12) [+2 Dex, +2 natural], Atk +2 melee (1d6-1 and poison, bite); SA Poison; SQ Vermin, darkvision 60 ft.; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +8, Spot +8; Weapon Finesse (bite).

Poison (Ex): Fort save (DC 13) resists; 1d3/1d3 Dex.

Vermin: Immune to all mind-influencing effects.

Encounter 5 (EL 5)

🦇 **Ka Kertari:** male human (Suel) Mon2; CR 2; Medium-Sized Humanoid; HD 2d8+4; hp 17; Init +6 (+2 Dex, +4 Improved Init.); Spd 30 ft.; AC 15 (touch 15, flatfooted 13), (+2 Dex, +3 Wis), Atk +1 melee (1d6, fists) or +1 melee (1d6, quarterstaff), +3 ranged (1 and poison [DC 14 resists, 1 Con/Unconscious], shuriken); SA Unarmed strike, stunning blow, flurry of blows; SQ Evasion; AL LE; SV Fort +5, Ref +5, Will +6; Str 11, Dex 15, Con 14, Int 11, Wis 16, Cha 13.

Skills and Feats: Diplomacy +5, Hide +5, Jump +4, Listen +7, Move Silently +6, Spot +5, Tumble +8; Deflect Arrows, Dodge, Improved Initiative.

Stunning Blow: 2/day; Fort save (DC 14) resists.

Equipment: quarterstaff, blue whinnies stained shuriken x6, potion of *cure light wounds* x2, trail rations (5 days), water flask x2, backpack, caltrops (1 bag), antitoxin (1 dose).

🦇 **Ido:** male human (Suel) Brd2; CR 2; Medium-Sized Humanoid; HD 2d6; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (touch 12, flatfooted 12), (+2 leather armour, +2 Dex), Atk +1 melee (1d6, short sword), +3 ranged (1d8, light crossbow); SQ bardic music (inspire courage, countersong, fascinate), bardic knowledge; AL LE; SV Fort +0, Ref +5, Will +4; Str 11, Dex 15, Con 10, Int 14, Wis 13, Cha 15.

Skills and Feats: Diplomacy +6, Escape Artist +3, Hide +7, Listen +7, Move Silently +7, Perform +7, Spot +3, Tumble +7; Alertness, Dodge.

Spells Known: (3/1; base DC = 13 + spell level); *o-detect magic, flare, ghost sound, light, prestidigitation*; 1st-~~alarm~~, *expeditious retreat*.

Equipment: short sword, light crossbow, dagger, leather armour, area map, spell component pouch, bedroll, trail rations (4 days), water flask x2, torches x3, silk rope, 16gp, 8sp, 12 cp.

☛ **Kel:** male human (Suel) Sor1; CR 1; Medium-Sized Humanoid; HD 1d4+1; hp 5; Init +7 (+3 Dex, +4 Improved Init); Spd 30 ft.; AC 13 (touch 13, flatfooted 10), (+3 Dex); Atk +0 melee (1d6, quarterstaff), +3 ranged (1d8, light crossbow); AL LE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Concentration +9, Knowledge (arcana) +6, Listen +3, Spellcraft +7, Search +2, Spot +3; Combat Casting, Improved Initiative.

Spells Known: (5/4; base DC = 13 + spell level); *0-*daze, *detect magic*, *light*, *ray of frost*; *1st*-mage armour, *burning hands*.

Equipment: spell component pouch, quarterstaff, light crossbow, 10 bolts, quiver, bedroll, backpack, trail rations (4 days), water flask x2, 26 gp, 5 sp.

☛ **Hochebi Footmen (10):** CR ½; Medium humanoid (6 ft. tall); HD 1d8 + 1; hp 8; Init +1 (+1 Dex); Spd 30 ft.; AC 18 (touch 11, flat-footed 17), (+1 Dex, +5 chainmail, +2 large steel shield); Atks +3 melee (1d8+2 [x2/19-20], longsword), +2 ranged (1d6+2, javelin); AL LE; SV Fort +3, Ref +1, Will +0.

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Move Silently +3, Spot +3; Alertness.

Equipment: chainmail, large steel shield, longsword, javelin, 2 gp each.

Appendix Two

APL 4

Encounter 4 (EL 5)

➤ **Fiendish Minor Xorn:** CR 3; Small Outsider [Earth, Evil]; HD 5d8+10; hp 33; Init +0; Spd 20 ft., burrow 20 ft.; AC 23 (touch 11, flatfooted 23) [+1 size, +12 natural], Atk +8 melee (2d8+2, bite), +6 melee (1d3+1, claws x3); SA Burrow, smite good; SQ Xorn qualities, darkvision 60 ft damage reduction 5/+1; SR 10; AL NE; SV Fort +6, Ref +4, Will +4; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Intuit Direction +8, Listen +9, Move Silently +9, Search +8, Spot +8; Multiattack, Power Attack.

Burrow (Ex): Xorn's can glide through the stone, earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any other sign of its presence. A move earth spell cast on an area contained a burrowing xorn flings the xorn back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

Smite Good (Su): Once a day the xorn can make a normal attack deal an additional 5 hit points of damage.

Immunities (Ex): Xorns are immune to fire and cold.

Resistances (Ex): Xorns have electricity resistance 10.

Half Damage from Slashing (Ex): Slashing weapons deal only half damage to xorns, with a minimum of 1 point of damage.

All-Around Vision (Ex): Xorn's symmetrically placed eyes allow them to see in any direction bestowing a +4 racial bonus to Spot and Search checks. Xorns can't be flanked.

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

Encounter 4, Room 1 (EL 4)

➤ **Gargoyles (4):** CR 2; Small Magical Beast (Earth); HD 2d10+8; hp 20 each; Init +2 (Dex); Spd 45 ft., fly 75 ft.; AC 17 (touch 13, flatfooted 14) [+2 Dex, +4 natural, +1 size], Atk +4 melee (1d4, claw x2), +2 melee (1d6, bite), +2 melee (1d6, gore); SQ Damage reduction 5/+1, freeze; AL CE; SV Fort +7, Ref +5, Will +0; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills and Feats: Hide +9*, Listen +3, Spot +3; Multiattack, Weapon Finesse (claw, bite, gore).

Freeze (Ex): A gargoyle can hold so still as to appear as a statue. A successful Spot check (dc 20) reveals the gargoyles true nature.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Encounter 4, Room 14 (EL 3)

➤ **Monstrous Centipede, Medium (5):** CR ½; Medium-Size Vermin; HD 1d8; hp 4 each; Init +2 (Dex); Spd 40 ft.; AC 14 (touch 12, flatfooted 12) [+2 Dex, +2 natural], Atk +2 melee (1d6-1 and poison, bite); SA Poison; SQ Vermin, darkvision 60 ft.; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +8, Spot +8; Weapon Finesse (bite).

Poison (Ex): Fort save (DC 13) resists; 1d3/1d3 Dex.

Vermin: Immune to all mind-influencing effects.

Encounter 5 (EL 7)

➤ **Ka Kertari:** male human (Suel) Mon4; CR 4; Medium-Sized Humanoid; HD 4d8+8; hp 29; Init +7 (+3 Dex, +4 Improved Init.); Spd 40 ft.; AC 20 (touch 16, flatfooted 17), (+3 Dex, +3 Wis, +4 *mage armour*), Atk +3 melee (1d8, fists) or +3 melee (1d6, quarterstaff), +6 ranged (1 and poison [DC 14 resists, 1 Con/Unconscious], shuriken); SA Unarmed strike, stunning blow, flurry of blows; SQ Evasion, still mind, slow fall (20 ft.); AL LE; SV Fort +6, Ref +7, Will +7; Str 11, Dex 16, Con 14, Int 11, Wis 16, Cha 13.

Skills and Feats: Diplomacy +5, Hide +8, Jump +4, Listen +9, Move Silently +7, Spot +7, Tumble +11; Deflect Arrows, Dodge, Improved Initiative, Mobility.

Stunning Blow: 4/day; Fort save (DC 15) resists.

Equipment: quarterstaff, blue whinnies stained shuriken x6, *potion of cure light wounds* x2, *potion of cat's grace*, trail rations (5 days), water flask x2, backpack, caltrops (1 bag), antitoxin (1 dose).

➤ **Ido:** male human (Suel) Brd2; CR 2; Medium-Sized Humanoid; HD 2d6; hp 10; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (touch 12, flatfooted 12), (+2 leather armour, +2 Dex), Atk +1 melee (1d6, short sword), +3 ranged (1d8, light crossbow); SQ bardic music (inspire courage, countersong, fascinate), bardic knowledge; AL LE; SV Fort +0, Ref +5, Will +4; Str 11, Dex 15, Con 10, Int 14, Wis 13, Cha 15.

Skills and Feats: Diplomacy +6, Escape Artist +3, Hide +7, Listen +7, Move Silently +7, Perform +7, Spot +3, Tumble +7; Alertness, Dodge.

Spells Known: (3/1; base DC = 13 + spell level); *o-detect magic, flare, ghost sound, light, prestidigitation*; 1st - ~~alarm~~, *expeditious retreat*.

Equipment: short sword, light crossbow, dagger, leather armour, area map, spell component pouch, bedroll, trail rations (4 days), water flask x2, torches x3, silk rope, 16gp, 8sp, 12 cp.

☛ **Kel:** male human (Suel) Sor3; CR 3; Medium-Sized Humanoid; HD 3d4+3; hp 13; Init +7 (+3 Dex, +4 Improved Init); Spd 30 ft.; AC 17 (touch 13, flatfooted 14), (+3 Dex, +4 *mage armour*); Atk +1 melee (1d6, quarterstaff), +4 ranged (1d8, light crossbow); AL LE; SV Fort +2, Ref +4, Will +5; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 17.

Skills and Feats: Concentration +11, Knowledge (arcana) +6, Listen +4, Spellcraft +7, Search +3, Spot +4; Combat Casting, Dodge, Improved Initiative.

Spells Known: (6/6 (4*); base DC = 13 + spell level); *o-daze, detect magic, light, mage hand, ray of frost*; 1st - *mage armour, burning hands, magic missile*.

**Kel has already used 2 1st level spells today.*

Equipment: brooch of shielding (17 ch.), spell component pouch, quarterstaff, light crossbow, 10 bolts, quiver, bedroll, backpack, trail rations (4 days), water flask x2, 26 gp, 5 sp.

☛ **Hochebi Footmen, Ftr1 (16):** CR 1, Medium humanoid; HD 1d8+1 and 1d10+1; hp 19; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 11, flat-footed 18), +1 Dex, +6 banded mail, +2 large steel shield); Atks +4 melee (1d8+2 [x2/19-20], longsword), +2 ranged (1d6+2, javelin); AL LE; SV Fort +5, Ref +1, Will +0.

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4; Alertness, Improved Initiative.

Equipment: banded mail, large steel shield, longsword, javelin, 2gp.

Appendix Three

APL 6

Encounter 4 (EL 7)

➤ **Fiendish Xorn:** CR 7; Medium-Size Outsider [Earth, Evil]; HD 7d8+14; hp 45; Init +0; Spd 20 ft., burrow 20 ft; AC 22 (touch 10, flatfooted 22) [+12 natural], Atk +10 melee (4d6+3, bite), +8 melee (1d4+1, claws x3); SA Burrow, smite good; SQ Xorn qualities, darkvision 60 ft, damage reduction 5/+1; SR 14; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Intuit Direction +10, Listen +10, Move Silently +10, Search +10, Spot +14; Multiattack, Power Attack.

Burrow (Ex): Xorn's can glide through the stone, earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any other sign of its presence. A move earth spell cast on an area contained a burrowing xorn flings the xorn back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

Smite Good (Su): Once a day the xorn can make a normal attack deal an additional 7 hit points of damage.

Immunities (Ex): Xorns are immune to fire and cold.

Resistances (Ex): Xorns have electricity resistance 10.

Half Damage from Slashing (Ex): Slashing weapons deal only half damage to xorns, with a minimum of 1 point of damage.

All-Around Vision (Ex): Xorn's symmetrically placed eyes allow them to see in any direction bestowing a +4 racial bonus to Spot and Search checks. Xorns can't be flanked.

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

Encounter 4, Room 1 (EL 7)

➤ **Gargoyles (3):** CR 4; Medium-size Magical Beast (Earth); HD 4d10+16; hp 43 each; Init +2 (+2 Dex); Spd 45 ft., fly 75 ft; AC 16 (touch 12, flatfooted 14) [+2 Dex, +4 natural], Atk +6 melee (1d4, claw x2), +4 melee (1d6, bite), +4 melee (1d6, gore); SQ Damage reduction 15/+1, freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills and Feats: Hide +9*, Listen +4, Spot +4; Multiattack, Weapon Finesse (claw, bite, gore).

Freeze (Ex): A gargoyle can hold so still as to appear as a statue. A successful Spot check (dc 20) reveals the gargoyles true nature.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Encounter 5 (EL 8)

➤ **Ka Kertari:** male human (Suel) Mon6; CR 6; Medium-Sized Humanoid; HD 6d8+12; hp 43; Init +7 (+3 Dex, +4 Improved Init.); Spd 50 ft; AC 21 (touch 17, flatfooted 18), (+3 Dex, +3 Wis, +4 *mage armour*, +1 monk's bonus), Atk +4/+1 melee (1d8, fists) or +4 melee (1d6, quarterstaff), +7 ranged (1 and poison [DC 14 resists, 1 Con/Unconscious], shuriken); SA Unarmed strike, stunning blow, flurry of blows; SQ Evasion, still mind, purity of body, slow fall (30 ft.); AL LE; SV Fort +7, Ref +8, Will +8; Str 11, Dex 16, Con 14, Int 11, Wis 16, Cha 13.

Skills and Feats: Diplomacy +6, Hide +12, Jump +7, Listen +10, Move Silently +7, Spot +7, Tumble +12; Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Mobility.

Stunning Blow: 6/day; Fort save (DC 16) resists.

Equipment: quarterstaff, blue whinnies stained shuriken x6, *potion of cure moderate wounds* x2, *potion of cat's grace*, trail rations (5 days), water flask x2, backpack, caltrops (1 bag), antitoxin (1 dose).

➤ **Ido:** male human (Suel) Brd4; CR 4; Medium-Sized Humanoid; HD 4d6; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (touch 13, flatfooted 12), (+2 leather armour, +3 Dex), Atk +3 melee (1d6, short sword), +6 ranged (1d8, light crossbow); SQ bardic music (inspire courage, countersong, fascinate), bardic knowledge; AL LE; SV Fort +1, Ref +7, Will +5; Str 11, Dex 16, Con 10, Int 14, Wis 13, Cha 15.

Skills and Feats: Diplomacy +8, Escape Artist +4, Hide +10, Listen +9, Move Silently +10, Perform +9, Spot +4, Tumble +10; Alertness, Dodge Mobility.

Spells Known: (3/1; base DC = 13 + spell level); 0- *detect magic*, *daze*, *flare*, *ghost sound*, *light*, *prestidigitation*; 1st- ~~alarm~~, *expeditious retreat*, *summon monster I*; 2nd- *hold person*, *hypnotic pattern*.

Equipment: short sword, light crossbow, dagger, leather armour, area map, spell component pouch, bedroll, trail rations (4 days), water flask x2, torches x3, silk rope, 16 gp, 8 sp, 12 cp.

➤ **Kel:** male human (Suel) Sor5; CR 5; Medium-Sized Humanoid; HD 5d4+5; hp 20; Init +7 (+3 Dex, +4 Improved Init.); Spd 30 ft.; AC 17 (touch 13, flatfooted 14), (+3 Dex, +4 *mage armour*); Atk +2 melee (1d6,


quarterstaff), +5 ranged (1d8, light crossbow); AL LE; SV Fort +2, Ref +4, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +11, Knowledge (arcana) +8, Listen +4, Spellcraft +9, Search +4, Spot +5; Combat Casting, Dodge, Improved Initiative.

Spells Known: (6/7 (5^{*})/5; base DC = 14 + spell level); o-daze, *detect magic*, *light*, mage hand, *ray of frost*, *read magic*; 1st - mage armour, *burning hands*, *magic missile*, *shield*; *glitterdust*, *melf's acid arrow*.

**Kel has already used 2 1st level spells today.*

Equipment: brooch of shielding (17 ch.), *potion of cure light wounds*, spell component pouch, quarterstaff, light crossbow, 10 bolts, quiver, bedroll, backpack, trail rations (4 days), water flask x2, 26 gp, 5 sp.

 **Hochebi Footmen, Ftr1 (20):** CR 1, Medium humanoid; HD 1d8+1 and 1d10+1; hp 19; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 11, flat-footed 18), +1 Dex, +6 banded mail, +2 large steel shield); Atks +4 melee (1d8+2 [x2/19-20], longsword), +2 ranged (1d6+2, javelin); AL LE; SV Fort +5, Ref +1, Will +0.

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4; Alertness, Improved Initiative.

Equipment: banded mail, large steel shield, longsword, javelin, 2 gp.

Appendix Four

APL 8

Encounter 4 (EL 8)

➤ **Fiendish Xorn:** CR 8; Medium-Size Outsider [Earth, Evil]; HD 11d8+33; hp 73; Init +0; Spd 20 ft., burrow 20 ft; AC 22 (touch 10, flatfooted 22) [+12 natural], Atk +14 melee (4d6+3, bite), +12 melee (1d4+1, claws x3); SA Burrow, smite good; SQ Xorn qualities, darkvision 60 ft, damage reduction 5/+2; SR 22; AL NE; SV Fort +9, Ref +9, Will +7; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +14, Intuit Direction +14, Knowledge (minerals) +4 Listen +14, Move Silently +14, Search +16, Spot +16; Multiattack, Power Attack.

Burrow (Ex): Xorn's can glide through the stone, earth as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any other sign of its presence. A move earth spell cast on an area contained a burrowing xorn flings the xorn back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

Smite Good (Su): Once a day the xorn can make a normal attack deal an additional 11 hit points of damage.

Immunities (Ex): Xorns are immune to fire and cold.

Resistances (Ex): Xorns have electricity resistance 10.

Half Damage from Slashing (Ex): Slashing weapons deal only half damage to xorns, with a minimum of 1 point of damage.

All-Around Vision (Ex): Xorn's symmetrically placed eyes allow them to see in any direction bestowing a +4 racial bonus to Spot and Search checks. Xorns can't be flanked.

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

Encounter 4, Room 1 (EL 9)

➤ **Gargoyles (6):** CR 4; Medium-size Magical Beast (Earth); HD 4d10+16; hp 43 each; Init +2 (+2 Dex); Spd 45 ft., fly 75 ft.; AC 16 (touch 12, flatfooted 14) [+2 Dex, +4 natural], Atk +6 melee (1d4, claw x2), +4 melee (1d6, bite), +4 melee (1d6, gore); SQ Damage reduction 15/+1, freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills and Feats: Hide +9*, Listen +4, Spot +4; Multiattack, Weapon Finesse (claw, bite, gore).

Freeze (Ex): A gargoyle can hold so still as to appear as a statue. A successful Spot check (dc 20) reveals the gargoyles true nature.

Skills: *Gargoyles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

Encounter 5 (EL 10)

➤ **Ka Kertari:** male human (Suel) Mon8; CR 8; Medium-Sized Humanoid; HD 8d8+16; hp 57; Init +7 (+3 Dex, +4 Improved Init.); Spd 50 ft.; AC 21 (touch 17, flatfooted 18), (+3 Dex, +3 Wis, +4 *mage armour*, +1 monk's bonus), Atk +3 melee (1d8, fists) or +7/+4 melee (1d6, quarterstaff), +9/+4 ranged (1 and poison [DC 14 resists, 1 Con/Unconscious], shuriken); SA Unarmed strike, stunning blow, flurry of blows; SQ Evasion, still mind, purity of body, slow fall (50 ft.), wholeness of body (16hp), leap of the clouds; AL LE; SV Fort +8, Ref +9, Will +9; Str 12, Dex 16, Con 14, Int 11, Wis 16, Cha 13.

Skills and Feats: Diplomacy +8, Hide +12, Jump +9, Listen +10, Move Silently +11, Spot +7, Tumble +14; Deflect Arrows, Dodge, Improved Initiative, Mobility.

Stunning Blow: 8/day; Fort save (DC 17) resists.

Equipment: quarterstaff, blue whinnies stained shuriken x6, *potion of cure moderate wounds* x2, *potion of cat's grace*, trail rations (5 days), water flask x2, backpack, caltrops (1 bag), antitoxin (1 dose).

➤ **Ido:** male human (Suel) Brd6; CR 6; Medium-Sized Humanoid; HD 6d6; hp 26; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (touch 13, flatfooted 12), (+2 leather armour, +3 Dex), Atk +4 melee (1d6, short sword), +7 ranged (1d8, light crossbow); SQ bardic music (inspire courage, countersong, fascinate), bardic knowledge; AL LE; SV Fort +2, Ref +8, Will +6; Str 11, Dex 16, Con 10, Int 14, Wis 13, Cha 15.

Skills and Feats: Diplomacy +8, Escape Artist +6, Hide +12, Listen +11, Move Silently +12, Perform +11, Spot +5, Tumble +12; Alertness, Dodge, Mobility, Spell Focus (Enchantment).

Spells Known: (3/4/3; base DC = 13 [*15] + spell level); 0- *detect magic*, *daze*, *flare*, *ghost sound*, *light*, *prestidigitation*; 1st- ~~alarm~~, *charm person**, *expeditious retreat*, *summon monster I*; 2nd- *hold person**, *hypnotic pattern**, *tasha's hideous laughter**.

Equipment: short sword, light crossbow, dagger, leather armour, area map, spell component pouch, bedroll, trail rations (4 days), water flask x2, torches x3, silk rope, 16 gp, 8 sp, 12 cp.

☛ **Kel:** male human (Suel) Sor7; CR 7; Medium-Sized Humanoid; HD 7d4+7; hp 28; Init +7 (+3 Dex, +4 Improved Init); Spd 30 ft.; AC 17 (touch 13, flatfooted 14), (+3 Dex, +4 *mage armour*); Atk +3 melee (1d6, quarterstaff), +6 ranged (1d8, light crossbow); AL LE; SV Fort +3, Ref +5, Will +7; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +14, Knowledge (arcana) +9, Listen +5, Spellcraft +11, Search +4, Spot +5; Combat Casting, Dodge, Improved Initiative.

Spells Known: (6/7 (5^{*})/6/5; base DC = 14 + spell level); 0-daze, *detect magic*, flare, *light*, *mage hand*, *ray of frost*, *read magic*; 1st - *mage armour*, *burning hands*, *magic missile*, *ray of enfeeblement*, *shield*; *glitterdust*, *melf's acid arrow*, *scare*; 3rd - *lightning bolt*, *summon monster III*.

**Kel has already used 2 1st level spells today.*

Equipment: brooch of shielding (17 ch.), *potion of cure light wounds*, spell component pouch, quarterstaff, light crossbow, 10 bolts, quiver, bedroll, backpack, trail rations (4 days), water flask x2, 26 gp, 5 sp.

☛ **Hochebi Footmen, Ftr2 (10):** CR 2, Medium humanoid; HD 1d8+1 and 2d10+2; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (touch 11, flat-footed 18), +1 Dex, +6 banded mail, +2 large steel shield); Atks +6 melee (1d8+2 [x2/19-20], longsword), +3 ranged (1d6+2, javelin); AL LE; SV Fort +6, Ref +1, Will +0.

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +3, Listen +4, Move Silently +3, Spot +4; Alertness, Improved Initiative, Weapon Focus (longsword).

Equipment: banded mail, large steel shield, longsword, javelin, 2 gp.

Appendix Five:

New Magic

Xorn Movement

Alteration

Level: Sor/Wiz5

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level or see below

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell may move through natural, solid materials such as earth and stone such as a xorn, burrowing through the earth but leaving behind no tunnel or sign of passage. The target cannot move through worked stone, brick or metal. A *move earth* spell cast on an area containing a creature using xorn movement will fling the target back 30 feet and stun it for 1 round (a successful Fortitude save negates the stunning).

The target of xorn movement is able to breathe normally while entombed in earth and natural rock.

The *xorn movement* spell last a minimum of 1 round/level. If the target has not emerged into a significant volume of open air (a space large enough to contain the target comfortably) for the entire duration of the spell, *xorn movement* remains in effect until the target does move into such an area. In this fashion, characters that find themselves deep in the Elemental Plane of Earth can find their way to safety.

Focus: A scale from a xorn's hide.

From Manual of the Planes, page 40.

Barrier Ring: This ring has been forged in the shape of a thin golden band set with a single small black stone. This ring, when activated, wards the wearer as if protected by a *protection from evil* spell for up to seven minutes. To activate this affect the command word "Krovashar" must be spoken. This is a use-activated ability and can be used three times per day.

When worn the ring also continuously protects the wearer as if he were under the affect of a *dimensional anchor* spell. The *dimensional anchor* effect is a spell trigger effect.

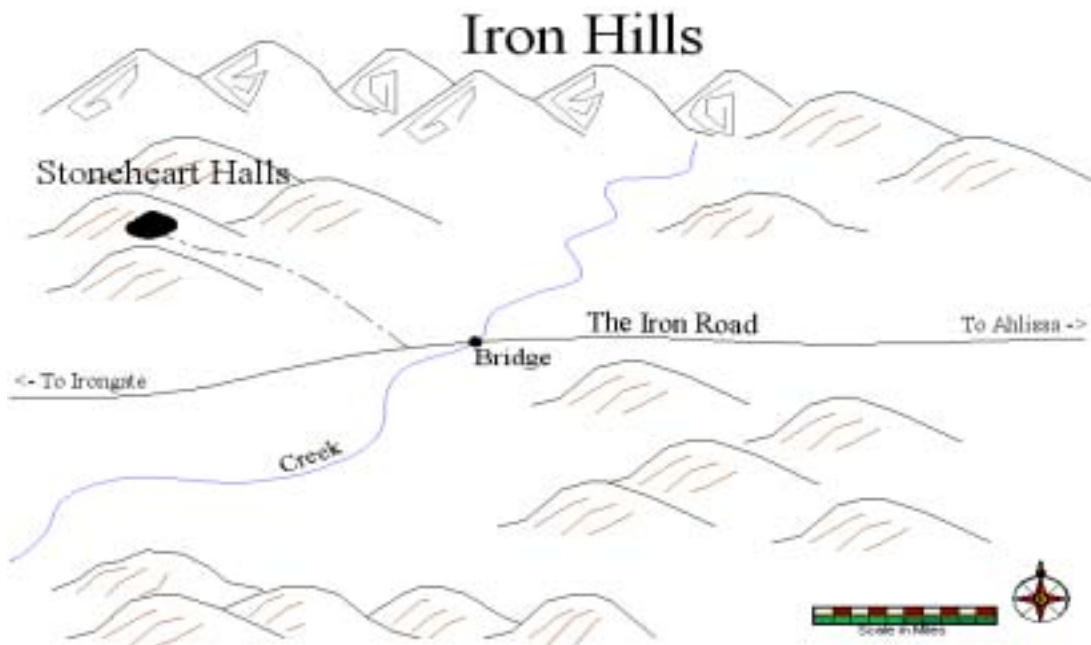
Caster Level: 7th; **Prerequisites:** Forge Ring, *dimensional anchor*, *protection from evil*; **Market Price:** 47,906gp.

Valthen's Ointment: When applied to a stone object this thick greasy ointment affects the object as if a *stone to flesh* spell had been cast upon it. A flask of *Valthen's ointment* contains enough oil to coat one medium-sized object. Enough of the oil must be used to coat the entire object or the spell will fail.

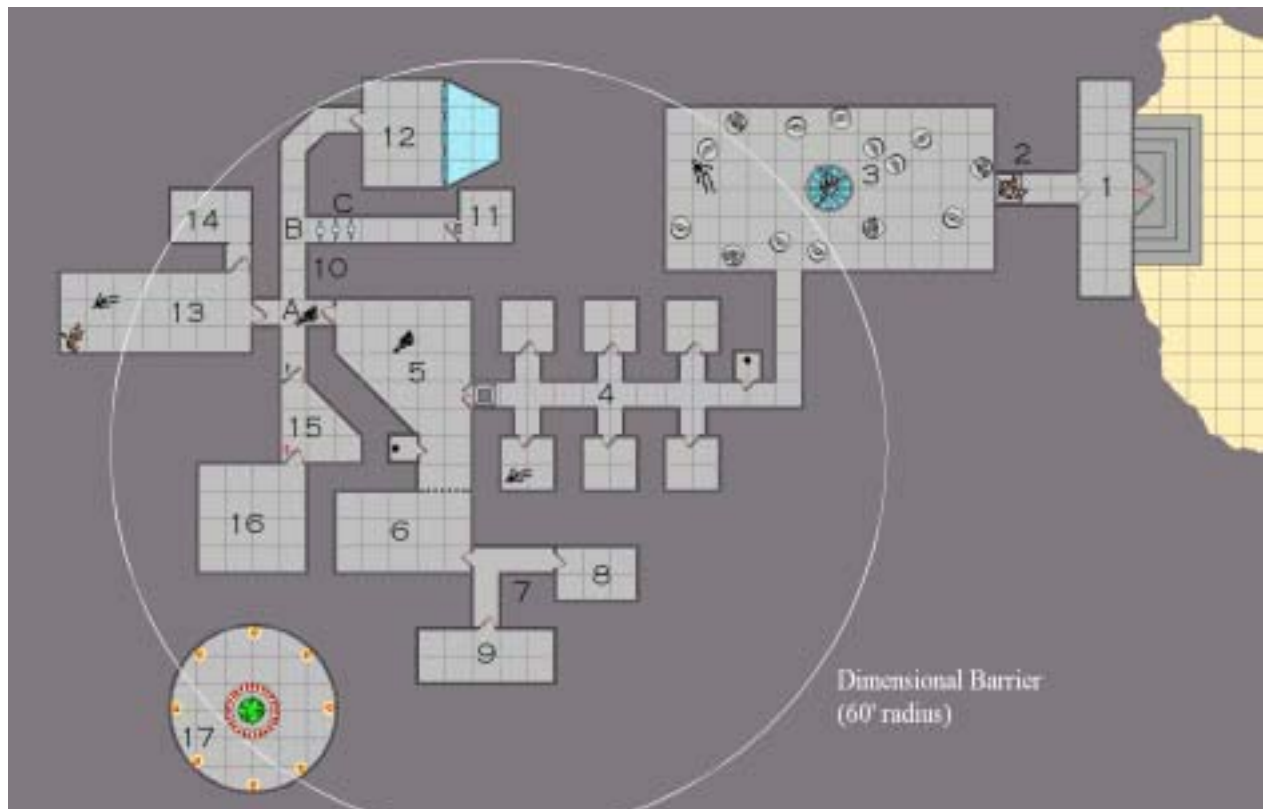
Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *flesh to stone*; **Market Price** 6,600gp.

Appendix Six: Maps

The Wilderness



Valthen's Lair



Player Handout One: Invitation

Greetings, brave one, from the halls of Irongate.

We are in need of brave men and women to help us through dark times.

We have a mission, one that is sensitive and requires someone dedicated to our cause and the fight against the darkness that has fallen over our region. We cannot simply thrust this upon any common mercenary, so we turn to you!

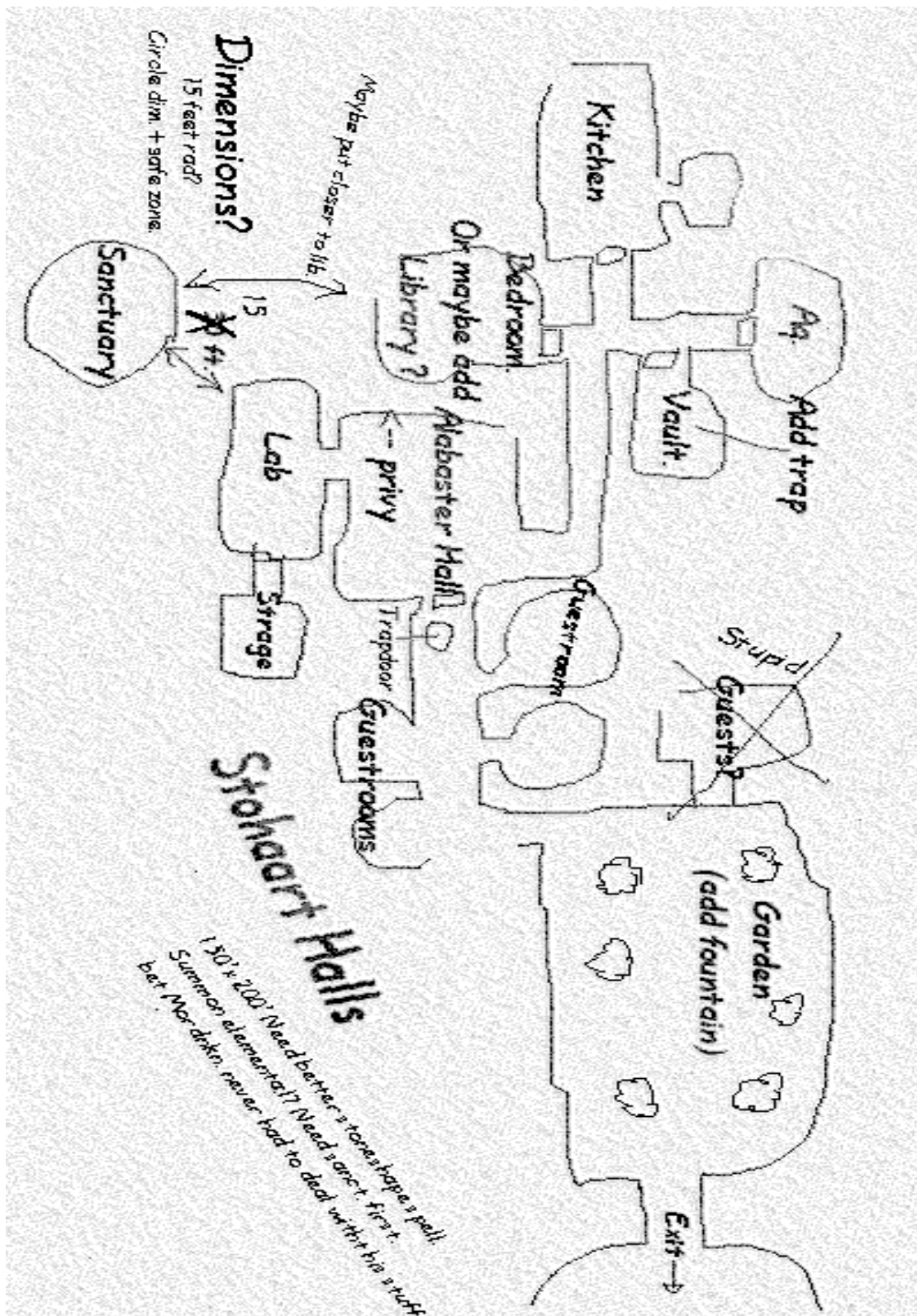
You are known to us as someone with both the experience to take on our mission, and the just mind to complete it with the most discretion. Your reputation has preceded you and hence we have selected you - among only a few - as worthy for this task.

If you indeed dare join us in our fight, please come to the address given below, where you will be admitted upon showing this letter and stating your name. There, among others that will join you, we will provide you with more details.

Irongate, and the regions around it, count on you!

Renath Borga of Irongate.

Player Handout Two: Stohaart Map



Player Handout Three: Zhebek Rona's Diary

Harvester 22, 586 CY

We are retreating along the coast. The forces of Axhar of Glenfort are hot on our tails, having taken the village of Alymport and witnessed the slaughter we left behind. Ker Spannek is mustering us to press on, into the Iron Hills, but already I hear mutters from the others that the battle is lost, and that surrender is the only chance for survival. Huh. I will not chance that – after the razing of Alymport, and the atrocities committed by men I thought had at least some measure of honor, I do not doubt that they will see us all drawn and quartered should we fall into their hands.

I blame Spannek for this – he seems too eager to proof his worth, commanding me about like some silly foot soldier.

Zheb, do this! Zheb do that!

And while we would have returned to Naery were we would be safe behind the walls, he now leads us along the coast, deeper into enemy territory. I could not comprehend his strategy until last night, when I heard him discuss his plans with Karat, that nasty half orc that has been his aide ever since I placed under his command. It seems he wants to push past Irongate to Onnwall, where troubles are brewing. Word he had, from a messenger in Alymport that died – eventually – under his hands, that someone named Keskyra – one of our own, as I understood, though I do not know her – has turned on us and sold information to the rabble of Onnwall. Spannek feels a large reward can be earned if he can reveal her name to Sister Kuranyie, who may then use that information to justly punish the traitor and crush the pity rebels once and for all. It is good to know this. After all, should Spannek fall along the way, I am sure the Sister will lend her ear to what Zhebek Rona has to say.

Harvester 24, 586 CY

I write this from the darkened halls of a dwur's burrow. It's no more than a hole in the ground, and I would have rather gone around it, but the storms that were driving in from the coast forced us to seek shelter. Spannek doesn't like it either, I can tell. He feels that his message – and his forthcoming reward – is being unnecessarily delayed. Yet, he was patient in his dealing with the cur that runs this place, a smelly dwur with a sour attitude. No doubt we will raze this place, kill its inhabitant, and burn whatever will catch flame in this cave before we go on – we can not leave any witnesses!

In fact, I hear him talk in the room next to mine as I write.

The storm has calmed. I think we will leave soon.

Harvester 25?, 586 CY

Folly! Why have I ever set foot in this place!

Oh, now how I wish we had left calm and quiet into the night, but of course we did not. We sneaked out of the rooms, and forced our way into the halls beyond, where we found the dwur working on some kind of journal.

He seemed surprised – but not as much as I was as I viewed the works in that room. Stone sculptures which could only be crafted with magic, a workbench that contained some kind of a lab, sketches with arcane symbols... this fellow was a wizard!

I yelled a warning to the men as the dwur weaves his hands and uttered an incantation. Yari was quick to throw one of his deadly darts, and I think he got him good, but before we could fell on him to finish it the dwur stepped right through the walls! I never saw anything like it! Spannek was furious and demanded we find and kill the spellslinger, though by then I had my doubts whether we could.

What happened next was a nightmare. Lights suddenly went out, plunging us in total darkness. Up ahead, I could hear Borat scream, a scream that seemed to take a long time to die. Kelsa the Liar lit the place up through her magics, casting a pale glow. Ahead of us, we could see the body of Borat, pierced as if spikes had come up through the ground.

For one moment, all was quiet. Yari moved forward, carefully tapping the walls in order to find the trap that surely must have been sprung. But his skills were not set to expect what rose up in front of him – through the floor it came, a monstrous creature with skin like lava, arms and eyes everywhere and a large, gaping maw that snapped at the rogue and almost swallowed him whole. Athania immediately let arrows fly in panic, ignoring our companion, while Kelsa threw a wave of flames at the creature, but it seemed to no effect. It let out a roar that almost sounded like a laugh, before it sunk back in the ground, leaving the charred corpse of Yari behind.

Before we had even blinked, it was again amidst us, coming from under our feet, and grabbing Kelsa with its maw.

I do not remember much after that. All I could do was run, into the dark... away! away! When I finally came to my senses I found I was running the **WRONG** way! I had run deeper into the complex! I lit a torch to find myself in some kind of kitchen, and when I turned I nearly died of fright... the fiend was charging right at me! I thought I would die! But then the creature suddenly stopped short, as if it had collided with some kind of invisible wall. It was furious, and growled and bit at me while I tried to crawl as far away in a corner as possible.

What held it from ripping my throat out, I do not know - nor how long this will last... It is gone now... but I am sure it will be back... How do I get out of this place?

Harvester still?, 586 CY

I do not know whether it is day or night. How long have I been here since it last came to look at me? It mocked me, though I feel it is trapped as much as I am. It showed me the body of Yari, and tossed it at my feet.

Then it went away. But I know it is still there...daring me to get up and cross the barrier...

...

This will be my tomb! I do not want to die!

...

My light is dwindling. This is the last of my oil, soon all will be dark.

...

I feel weak. Need so see the light, but cannot... dare not leave, lest it jumps out on me from the walls. It watches me!

...

Lights are going out... No ink left...