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THE HALL OF THE RAINBOW MAGE

The Broken Mountains

by Patrick Lawinger



The Broken Mountains is a web expansion for *The Hall of the Rainbow Mage* providing additional information about the wilderness north of Hampton Hill and detailing two additional small dungeons the PCs might decide to explore based on maps they discover in Londar Brightrain's tower. While these dungeons and encounters are designed for a party of 4 or more 8th or 9th-level characters the difficulty level can easily be increased by the DM.

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The Hall of the Rainbow Mage

The Broken Mountains

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Thanks to Natalie, a new baby gives a new outlook on life. Thanks also go to Melanie, Anthony, and Alexander for putting up with my gaming addiction.

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Introduction

The Broken Mountains is a web expansion for **The Hall of the Rainbow Mage** providing additional information about the wilderness north of Hampton Hill and detailing two additional small dungeons the PCs might decide to explore based on maps they discover in Londar Brighttrain's tower. While these dungeons and encounters are designed for a party of 4 or more 8th or 9th-level characters the difficulty level can easily be increased by the DM.

If the PCs do not return to Hampton Hill after exploring Londar's mansion, or if they do not find the caverns and laboratories hidden beneath it, these dungeons provide the PCs an excellent opportunity to discover additional information about what happened to Londar, or a way to interpret the *Decaying Book* (see the Items Appendix in **The Hall of the Rainbow Mage**) describing Horgrim's Pyramid, Korik's Ruby, as well as material describing the White Eye and the location of the temple to Horgrim (described in **The Hall of the Rainbow Mage**). This easily enables the PCs to continue their adventures without further trips to Hampton Hill, or interactions with Xanthaque.

Background

Horrik forest, the light forest dotted with rocky ravines and clearings, gives way to a section of wilderness further north of Hampton Hill known as the 'Broken Mountains.' It is an area of low, rocky hills, and thin, steep ravines cut by swift-moving rivers. Rumors and speculations suggest the area was once a series of mountains containing several cities and fortifications that was somehow destroyed by a natural, or unnatural catastrophe. Tales of forgotten dungeons, lost cities, hidden towers, and forgotten libraries make for interesting yarns in dark taverns but few adventurers trek into the Broken Mountains in search of these lost places. Orcs, ogres, and hill giants live a hard-pressed existence there under the watchful eye of a very old red dragon that considers the entire territory his personal kingdom.

Londar's research discovered several very old maps. By flying over the Broken Mountains and using his scrying room (Area 12 in Londar's Mansion) he was able to create new maps identifying the location of a wizard's tower (Falin's Tower) and a library (Library of the Dark Wind).

His information hinted both of these locations could hold the key to great power. He recruited an orcish war party to investigate the library, promising they could keep all magical weapons and gold they discovered if they allowed him to view all of the books they retrieved. He also made preliminary explorations of the tower on his own. These two locations provided him with the books, notes, and information that lead to the discovery of Horgrim's Pyramid and the White Eye, as well as additional valuable texts.

Londar ignored the fact that a very old red dragon named Atrilux considers the entire territory his. The dragon never noticed Londar's swift travels back and forth or the orcs Londar convinced to assist him.

Character Hooks

The PCs might decide to explore the area of the Broken Mountains based upon rumors they hear in Hampton Hill, or based upon notes and maps discovered in Londar's mansion (use Area 12, 32, or 33 of Londar's Mansion to provide these notes or maps).

Alternately, maps could be discovered at one of several locations in the Temple to Horgrim. If the PCs have completely explored the temple, the DM might have to increase the difficulty of the dungeons provided here, guidelines for doing so can be found at the end of the module.

Module Organization

This module is designed to provide a broad, open area for adventure. A general description of the Broken Mountains including encounter tables and a few lairs and locations follows the Introduction. Falin's Tower is detailed in the next chapter, followed by a description of the Library of the Dark Wind. Suggestions for continuing adventures and for adjusting the difficulty of the encounters lead into two Appendices detailing Monsters, and Magic Items and Spells.

DM Notes

This adventure includes overland travel and exploration potentially requiring a variety of climbing implements, and other adventuring tools. The DM should monitor the use of ropes, torches, lanterns and other gear as they see fit. The area is broken by many rough, steep ravines, PCs traveling with horses or other pack ani-

mals must make special preparations for crossing these hazards.

The Broken Mountains can be used as a location for a variety of other 'lost' towers, castles, cities or other elements found in a variety of other adventure modules as well as the lairs of dangerous, deadly creatures. In general, encounters can be adjusted to a lower level by reducing the number of creatures encountered, or by changing the creatures encountered. The Tome of Horrors (published by Necromancer Games) provides a wide range of creatures that can be used to populate the area.

Running the Adventure

This module is designed as an open-ended presentation of locations and dungeons. While none of these encounters is specifically required to solve elements of **The Hall of the Rainbow Mage**, they can provide exciting alternatives to some of the solutions provided in the original module. The PCs should be allowed to simply explore the area, but should always be reminded that they might not be able to overcome every creature they come across.

The Broken Mountains

Rumored to have been a series of tall, majestic mountains, various tales tell of earthquakes, wars, or magical cataclysms that shattered the mountains crumbling them down to the low rocky hills that now occupy the area. Different tales have different sources, but it was really a combination of war, nature, and even the wrath of several gods that eventually broke the mountains, hiding several small cities and various castles, dungeons, and wizard's towers. Discoveries by adventurers in the past feed tales of great riches lost in the mountains. Wiser individuals often suggest that, if this were true, the orcs and ogres living in the Broken Mountains would have discovered them by now.

Jumbled clusters of jagged rock thrust their way through the thin, scrub-like forest clinging to the low, rough hills and brutal, steep ravines. Trees growing here are twisted and stunted by the many violent storms and high winds that rip across the hills and valleys. Only those trees growing in the deepest valleys, or clinging to the rocky soil in the deep ravines grow beyond a height of 30-35 ft. The rough weather and thin, sandy soil leave little in the way of any arable land, one reason for the absence of any cities or towns dependant upon farming. Rough travel conditions and a lack of supplies make any effort to mine the minerals found here uneconomical.

Broken hillsides conceal numerous caves providing homes to a wide variety of creatures, from small gophers to dragons. Herds of small, goat-like deer adapted to the rough, rocky environment and steep ravines provide a source of food for a large variety of predators. The deer

thrive on scrub brush that is almost inedible to other creatures and breed so quickly that predators barely keep their population in check.

Swift, powerful rivers cut steep ravines through the rocky terrain and punch through cataracts with a deafening roar. Some ravines reach depths as great as 200 ft. and several of the rivers appear to disappear into the ground, possibly feeding into underground rivers or seas. Crossing over the deep ravines, with their rushing rivers and jagged rocks can be difficult, in some cases impossible, for those without the natural or magical ability to fly. Several of the wider crevasses are spanned by old rope bridges occasionally maintained by one of the tribes of orcs living in the area.

The Balance of Power

Several tribes of orcs have small villages tucked into safe, defensible locations, and numerous families of ogres and hill giants live throughout the area. Larger gatherings are generally discouraged by Atrilux, a great red dragon with a lair nearby (see Area G below), as he considers larger tribes of orcs a possible threat. Atrilux generally exacts a toll on the orc villages at random times. The toll isn't great, and the orcs always pay, so they generally get along. Atrilux considers anyone approaching his lair a threat and attacks them with brutal efficiency, but if he encounters a party of adventurers outside his lair he generally tries to exact some sort of payment or toll before going into full-fledged battle. Other than Atrilux, most creatures keep to their own hunting areas and avoid major con-



flicts. Other than orcs, ogres, and hill giants, other intelligent creatures exist only in small groups or even solo and are little threat to the more populous races or Atrilux. Atrilux himself only springs into action when he feels the need to crush a possible threat.

Atrilux has had only one problem with controlling the entire area, hill giants. He attacks hill giants whenever he sees them and acts immediately on reports of possible hill giant lairs. This makes hill giants particularly aggressive when spotted, as many creatures are happy to report them to Atrilux in an effort to gain favor. Unknown to Atrilux, orcs of the Bloody Fingers were recruited by Londar Brightrain to examine the ruins of the Library of the Dark Winds (see below). As a result, these orcs are rapidly growing in power and knowledge. If Atrilux learns of this, he immediately attacks the war party at the library, and demands all of the treasure they have discovered (see the description of Atrilux for further details). In general, no creature has any desire to do battle with Atrilux, allowing him to exact tributes and tolls from whomever he chooses.

Random Encounters

As outsiders to the area, the PCs are subject to attack, or observation from a number of different creatures in the area. Every six hours of travel and every four hours they are camped or traveling at night exposes them to a possible encounter listed in the random encounter table. PCs camping, or resting during the day are only subject to a random encounter once every eight hours.

Encounter Locations

The locations described below correspond to locations identified on the map (Map 1). Some entries cover multiple locations. Treasure at such locations must be determined by the DM based on the final encounter level. The PCs are also likely to come across many wild animals, including goat-like deer and black-skinned mountain lions (called black tigers by the local orcs). Game is plentiful so even the larger predators are unlikely to attack well-armed humanoids.

Random Encounters:

The DM should choose a random encounter from the following table by rolling a d20. Results labeled 'D' are daylight only, and are 'no-encounter' when rolled at night. Similarly, encounters labeled 'N' only occur at night.

1. The PCs are attacked by 1d4 hill giants (CR7 each) hiding from Atrilux as they approach their hidden lair (N).
2. A roc (CR9) circles over the PCs several times (attacks untended pack animals, but not PCs).
- 3-4. Attacked by an orc hunting party; **orc Rgr2** (CR2), and **1d6 orcs** (CR1/2 each).
5. **Atrilux** (see below) notices the PCs and comes by to demand tribute (D).
6. Attacked by 3 **ogres** (CR2 each) as they near a hidden cave.
7. The PCs discover the burned, half-eaten corpse of a **hill giant**. (no treasure)
8. Ambushed by an orc war party, **orc Bbn5** (CR5), 2 **orc Bbn2** (CR2 each), and 3d6 **orcs** (CR1/2 each).
9. Stumble across an **athach** (CR7) lair.
10. The party is approached by a **pegasus** (CR3) and warned about a nearby danger/lair (D).
11. Attacked by a **chimera** (CR7).
12. Ambushed by three **lamia** (CR6 each).
- 13-14. Attacked by three **black tigers** (CR4 each).
- 15-20. No Encounter

These encounters should be used once, or as the DM sees fit. One encounter per day is generally sufficient, but the DM should make this decision based on the party level, make-up, and precautions taken.

A. Orc Villages (EL Variable)

These spots identify orc villages of 250-300 individuals. Constant warfare and raiding between tribes, and between the orcs and ogres, makes these orcs particularly vigilant. Each village has well-placed scouts that should spot the PCs long before they see the village. Orcs in this area are remarkably non-aggressive toward other races and are far more likely to attempt negotiations and even trade with any party of PCs approaching their village(s). Intelligent enough to recognize the PCs pose a significant threat, they do their best to negotiate their way out of an attack by the PCs on their village. Their aggression is channeled against the other tribes in the area rather than small groups of adventurers so non-orcs are rather unimportant to them. Individuals willing to trade some coins, or even a minor magical trinket, are told about all of the local dangers, as well as the danger of facing Atrilux or some of the ogres in the area. While the orcs are confident they can defeat the PCs if the village is attacked, such a battle would severely weaken the tribe and open them up to attacks from other tribes. Negotiations with one tribe, especially trade arrangements of any type, could create enemies of other tribes.

All of these villages are approximately the same power level, creating a balance among the tribes. Any imbalance in power is quickly acted on by other tribes. A tribe suddenly weakened is subject to attack by other tribes while tribes that suddenly gain strength could find two or more opposing tribes join forces to attack them, thus bringing things back into balance. Atrilux (see Area G below) does his best to maintain a balance of power. The constant power struggle among the different tribes prevents any particular tribe from gaining enough power to do the unthinkable, attack his lair. The Bloody Fingers are increasing in power, but so far this knowledge has not spread to other tribes or to Atrilux (see below).

A1. Bloody Fingers

Bloody Fingers (Hamlet): Tribal: AL NE; 100 gp limit; Assets 1,250 gp; Population 250; Isolated (orc 98%, half-orc 2%).

Authority Figures: Fyrik the Hand, male orc

Bbn9 (chief).

Others: Bbn7, Ftr7, Adp7 (shaman), Ftr5 (x3), Bbn5 (x2), Bbn2 (x10), Rgr2 (x2), Adp2 (x2), the rest are standard orcs. All orcs fight for the survival of their village, including children.

The Bloody fingers have a well situated village tucked into a narrow valley with one safe entrance. They are becoming powerful enough to be a threat to other villages, and are more powerful when orcs located at the Library of the Dark Wind are taken into account. They use a tan flag with a symbol of a bloody finger as their symbol. All orcs from this clan wear similar markings on their clothes or tattooed into their skin.

A2. Clan of the Green Axe

Clan of the Green Axe (Hamlet): Tribal: AL CE; 100 gp limit; Assets 1,250 gp; Population 250; Isolated (orc 98%, half-orc 2%).

Authority Figures: Goe'gak, male orc Ftr7 (chief).

Others: Bbn7, Ftr7, Adp7 (shaman), Ftr5 (x3), Bbn5 (x2), Bbn2 (x10), Rgr2 (x2), Adp2 (x2), the rest are standard orcs. All orcs fight for the survival of their village, including children.

Goe'gak maintains his leadership through his possession of a powerful magic greataxe (+2 shocking greataxe) made of strange green metal. The village homes are spread out through a series of caves along the steep side of a large ravine.

A3. Silver Scales

Silver Scales (Hamlet): Tribal: AL CE; 100 gp limit; Assets 1,250 gp; Population 250; Isolated (orc 98%, half-orc 2%).

Authority Figures: Burnnight, male orc Bbn9 (chief).

Others: Bbn7, Ftr7, Adp7 (shaman), Ftr5 (x3), Bbn5 (x2), Bbn2 (x10), Rgr2 (x2), Adp2 (x2), the rest are standard orcs. All orcs fight for the survival of their village, including children.

The silver scales recovered the hides of two silver dragons slain by Atrilux and used them to create two sets of scale armor and a shield. Burnnight wears one set of armor and the leading Fighter of the clan has the other set as well as the shield. Their village is set on a high plateau between two large ravines and is easily defended by simply guarding the bridges spanning the ravines.

A4. Black Tigers

Black Tigers (Hamlet): Tribal: AL CE; 100 gp limit; Assets 1,250 gp; Population 250; Isolated (orc 98%, half-orc 2%).

Authority Figures: Biterock, male orc Ftr7 (chief).

Others: Bbn7, Ftr7, Ftr5 (x2), Bbn5 (x1), Bbn2 (x8), Rgr2 (x2), Adp2 (x2), the rest are standard orcs. All orcs fight for the survival of their village, including children.

This clan is widely considered to be the weakest of the four orc villages. It is still strong enough to make any attack costly enough that no other tribes have attempted to attack in full force. Raiding parties regularly test the village defenses leaving the inhabitants extremely cautious and paranoid. The village itself is poorly situated between a low hill and a deep ravine. All of the Black Tigers wear hide armor made from skins of the black tiger, a type of mountain cat indigenous to the area.

B. Ogre Lairs (EL variable)

Several locations are known ogre lairs with large ogre families. Consider each family to have 2d4 adults, 1d4 young, and one ogre Bbn 3 leader. While not normally known for such large family units, these ogres stay together for mutual protection from the hill giants known to live throughout the area. The ogres generally attack anyone approaching their home as a threat to their existence, but can sometimes be negotiated with in exchange for gold, food, or weapons. Atrilux visits the ogres regularly to exact tribute, and is openly worshipped by some of them as a god. The ogres have standard treasure for their kind, with a 20% chance of possessing hidden treasure acquired from a 7th-level or higher adventurer (randomly determined by the DM).

C. Fury's Village (EL Variable)

Several ogres built what amounts to a village out of the remnants of a large castle. It appears the castle was once built in a space between two mountains; the mountains collapsed all around the castle leaving a single entrance to the area.

The castle is essentially collapsed itself, though the ogres moved rubble out of a number of the rooms and used trees and branches from the surrounding area to create rickety roofs covering them. Ogre scouts watch the single entrance to their large lair. These scouts also watch the skies for flying creatures as they are visited periodically by Atrilux.

Fury, a half-ogre/half-red-dragon fathered by Atrilux, is the supreme leader of this group of over 30 ogres. Fury is supported Atrilux, who is worshipped as a god by ogres in this village. Atrilux uses Fury to monitor and control the various tribes of orcs and ogres in the area. If the PCs are spotted, Fury attempts to make peaceful contact, probably by sending a scout or representative of some sort. Her goal is to study the PCs and explore their reasons for being in the area, even going so far as to invite them into the village. She is confident enough in her power and strength that she is willing to talk to the PCs before making a direct attack. If she deems the PCs weak, she attacks, trying to take several prisoners to torture for information. Any and all information she or her tribe acquires is given to Atrilux as soon as possible. Fury, detailed below, can call 1 ogre Bbn5, 3 ogre Bbn3, and 3 ogre Sor2, as well as 3d6 adult ogres into battle anywhere near the village.

Fury and her villagers, have thoroughly explored the castle, keeping only small bits of treasure for themselves (the rest went to Atrilux). Adult ogres carry standard treasure in sacks attached to their belts while Fury maintains a small chest hidden in her home at the back of the castle. If the PCs manage to defeat Fury and her villagers, and explore the village they might be able to locate Fury's unlocked chest (Search DC 18) which holds essentially all of the village's treasure.

Treasure: Fury's chest contains: *incense of meditation, stone salve (2 jars), gloves of swimming and climbing, potion of fire breath, potion of heroism, potion of remove disease, potion of protection from elements (cold), silver masterwork flute, 2 emeralds (1200 gp each), 12 amber gems (70 gp each), 3842 gp, 12,327 sp, 976 cp.*

Fury, female half-ogre/half dragon Sor7: CR11; SZ L Dragon; HD 4d10+12 (ogre/half-dragon) + 7d6+21 (Sor/half-dragon); hp 80; Init +3; Spd 30 ft., fly 30 ft. (average); AC 19 (-1 size, -1 Dex, +9 natural, +2 bracers); Atk +14/+9 (1d8+9, bite), +9 (1d6+5 [x2], claws);

Reach 10 ft.; SA breath weapon (30 ft. cone of fire, 6d10 damage, Ref DC 19 for half), spells; SQ immune to fire, sleep, and paralysis, darkvision 60 ft.; AL CE; SV Fort +11, Ref +6, Will +8; Str 29, Dex 8, Con 17, Int 14, Wis 10, Cha 17.

Skills: Climb +16, Concentration +12, Jump +16, Knowledge (arcane) +10, Listen +7, Scry +9, Search +4, Spellcraft +9, Spot +7. *Feats:* Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes.

Possessions: +2 bracers of armor, +2 cloak of resistance,

Arcane Spells Known (cast per day - 6/7/7/5, base DC 13 + spell level): 0 - dancing lights, daze, detect magic, ghost sound, flare, ray of frost, read magic; 1st - change self, comprehend languages, detect secret doors, magic missile, sleep; 2nd - hypnotic pattern, invisibility, shatter; 3rd - haste, lightning bolt.

Description and personality: Fury is obviously a half-dragon, the red scales of her skin and her elongated snout would give away her heritage even without her large wings. Her magical abilities, and obvious dragon heritage, made it easy for her to gain control of a rather large group of ogres that worship Atrilux as a god. Her vanity and confidence prevent her from attacking creatures outright. She always hopes to bring new information or treasure to Atrilux in an effort to gain favor with him. Unfortunately, she seems completely unable to keep any sort of promise and almost always attacks in the end, sometimes chasing down creatures she has already negotiated with. Anyone able to defeat Fury and her village is considered a threat by Atrilux, who generally seeks out the culprits and destroys them within 3d4 days of any battle lost by Fury.

Combat Tactics: Fury attacks if discussions don't go her way, or simply if she feels tired of talking. She orders the ogre barbarians to attack, and the sorcerers to cast their spells. Other ogres, if they are present, join in as well. If Fury is slain, all of the other ogres lose heart and immediately flee. Fury generally starts out with a haste on herself and usually follows with a lightning bolt aimed at PCs. The second round of combat she starts casting haste on the more powerful barbarians and watches them tear apart the PCs. If the battle is clearly being won, or if she is forced to, she joins melee combat against the most lightly armored PC. She combines her wings and Jump skill to leap, or fly over opponents to create havoc. Ogre barbarians rage

before combat and fight until slain. Despite her intelligence, Fury is extraordinarily vain and considers herself invincible, it is unlikely she flees.

D. The Bridge of Spears

Every 3-4 ft. along this rope suspension bridge a spear replaces a rotting plank. The spears provide the only firm footholds along the entire length of the bridge. All of the wood planks are rotting and specifically designed to break. The decay of the wood planks is rather obvious, requiring an easy Spot check (DC 10) to notice. Crossing the 90 ft. bridge requires a Balance check (DC 14) with failure dropping the unhappy victim 150 ft. down into a raging river full of jagged rocks (15d6 damage). PCs making the mistake of stepping on a wood plank instead of a spear must make an additional Balance check (DC 14) to recover and keep from tumbling off the bridge.

E. Backmar's Lair (ELII)

Backmar, a powerful hill giant leader, built up a large group of hill giants and convinced them to attack Atrilux' lair through force and intimidation. Backmar and two other giants survived, only to find they are now the enemies of not only Atrilux, but also of all the other hill giants and creatures in the area. They stay hidden in their cave during the day, and venture out at night in search of food. They do their best to keep their cave hidden, and attack anyone that approaches.

Backmar, male hill giant Bbn2: CR 9; SZ L Giant; HD 12d8+60 (giant) + 2d12+10 (Bbn); hp 161; Init +4; Spd 50 ft.; AC 21; Attack +21/+16 melee (2d6+15, huge greatclub), or +10/+5 ranged (2d6+10, rock; SA rage (1/day), rock throwing; SQ uncanny dodge (Dex bonus to AC), rock catching; AL NE; SV Fort +16, Ref +5, Will +4; Str 31, Dex 10, Con 21, Int 11, Wis 11, Cha 17.

Skills: Climb +9, Jump +9, Handle Animal +7, Intimidate +7, Spot +4. *Feats:* Cleave, Improved Initiative, Power Attack, Weapon Focus (greatclub).



Possessions: huge greatclub, hide armor, a sack holding; a rough map of Atrilux' lair, a gold chalice (250 gp), a small silver statue of a stag (30 gp), the rotting head of a slain ogre, and coins totaling 78 gp, 32 sp, and 61 cp.

Hill Giant (2): CR 7; SZ L Giant; HD 12d8+48; hp 102; Init -1; Spd 40 ft.; AC 20; Atk +16/+11 melee (2d6+10, huge greatclub), or +8/+3 ranged (2d6+7, rocks); Reach 10 ft.; SA rock throwing; SQ rock catching; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills: Climb +9, Jump +9, Spot +4. Feats: Cleave, Power Attack, Weapon Focus (greatclub).

F. The Lion's Den (EL10)

Four lamias living in this narrow, strong-smelling cave viciously defend their territory against invaders. Orcs and ogres in the area make the lamia unusually cautious and willing to live and work together for survival.

Lamia: CR6; SZ M Magical Beast; HD 9d10+9; hp 58; Init +2 Spd 60 ft. AC 17; Atk +9 melee (1 point permanent Wisdom drain) or +11/+6 melee (1d4, dagger); SA spell-like abilities (1/day- charm person, major image, mirror image, and suggestion, cast as 9th-level sorcerer, save DC 11 + spell level), wisdom drain; AL CE; SV Fort +7, Ref +8, Will +7; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills: Bluff +13, Concentration +11, Hide +14. Feats: Dodge, Iron Will, Mobility, Weapon Finesse (dagger).

Combat Tactics: Two of the lamias cast mirror image and charge to attack with their daggers while the remaining two cast a major image of more lamias arriving from behind the party. During the second round of combat the two lamias holding back attempt suggestion spells on the two most heavily armored party members before charging into combat themselves. This is the safest home the lamias have known and so they simply do not flee.

Treasure: A large canvas sack hidden beneath rocks in the back of the lair contains: +1 bracers of armor, eyes of the eagle, sleep arrows (3), feather token (tree), the rotting heads of two ogres, and coins totaling 125 gp, 873 sp, and 89 cp. Unknown to the lamia, a ring of chameleon

power is hidden beneath some rocks and debris in the back of the cave (Search DC 38).

G. The Dragon's Tooth (EL20)

A lone jagged mountain thrusts up above the surrounding ragged hills like a sharp tooth. All of the intelligent creatures living in the Broken Mountains knows this is the home of Atrilux and they do their very best to stay away. The mountain itself is surrounded by a deep ravine and pockmarked with steam vents and geysers that throw off water heated up deep beneath the mountain itself. The entrance to Atrilux' lair is an extremely large cave half-way up the mountain. Extreme heat of the cave (90 degrees F, see chapter 3 the DMG, Heat Dangers) is due to the pool of boiling water that creatures must swim through to reach a second, smaller cave (110 degrees F) where he sleeps with his accumulated horde. The boiling water inflicts 10d6 points of heat damage per round of exposure (DMG, as above) and is heated constantly by magma deep beneath the mountain.

Atrilux' Horde: If the PCs slay Atrilux and find a way through his boiling pool they can attempt to steal his vast horde which totals 170,000 gp worth of magic items, gems, and coins to be determined by the DM.

Atrilux, Very Old Red Dragon: CR20; SZ G Dragon (Fire); HD 31d12+248; hp 449; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 36; Atk +40 melee (4d6+13, bite), +35 melee (2d8+6 [x2], claws), +35 melee (2d6+6 [x2], wings), +35 melee (2d8+19, tail slap); Face/Reach 20 ft. x 40 ft./15 ft.; SA breath weapon (60 ft. cone of fire, 18d10, Ref DC 33 for half), locate object, spell-like abilities (3/day-suggestion, 1/day-eye-bite, discern location), spells (13th-level, Sor), frightful presence (270 ft., Will DC 31); SQ blindsight 270 ft., fire subtype, damage reduction 15/+2, immunities, keen senses, SR 26; AL CE; SV Fort +25, Ref +17, Will +23; Str 37, Dex 10, Con 27, Int 22, Wis 23, Cha 22.

Skills: Bluff +37, Concentration +39, Diplomacy +37, Escape Artist +31, Knowledge (arcana, geography, history) +37, Listen +39, Scry +37, Search +37, Sense Motive +37, Spellcraft +37, Spot +39. Feats: Hover, Flyby Attack, Power Attack, Cleave, Snatch, Improved Initiative, Spell Focus (evocation), Alertness.

*Arcane Spells Known (Cast per day; 6/8/8/7/7/7/5; Cast as Sor13; Base DC 16 + Spell Level; *DC 18 + spell level for evocation spells):* 0 - dancing lights, detect magic, disrupt undead, ghost sound, flare*, mage hand, prestidigitation, ray of frost, read magic; 1st - change self, comprehend languages, detect secret doors, magic missile*, sleep; 2nd - blindness/deafness, blur, hypnotic pattern, invisibility, shatter*; 3rd - displacement, haste, lightning bolt*, tongues; 4th - lesser geas, polymorph other, polymorph self, summon monster IV. 5th - cone of cold*, summon monster V, teleport. 6th - chain lightning*, globe of invulnerability.

Description and personality: Nearly 800 years old, Atrilux' size and coloration clearly reveal he is a very old and powerful red dragon. Vain, but not foolish, Atrilux rules the Broken Mountains with an iron claw. Rather than slaying everything he sees, he exacts a tribute for the privilege of living or traveling in the Broken Mountains. Atrilux justifiably believes that letting the orcs, ogres, and other creatures live and continue to pay him tribute is more profitable in the long run. These merciful tendencies do not extend to anyone or anything he considers a threat. After a group of hill giants attempted to invade his lair, all hill giants have been on his hunting list.

While Atrilux attacks anyone and anything that approaches his lair, if he notices the PCs while patrolling he lands and demands tribute. Wise PCs pay whatever he asks, for a well-equipped party probably 1000 gp and a magic item or two, because he tends to get angry when not shown the proper 'respect.' He also asks the PCs why they are in the area. If they give an answer that might involve treasure, he probably watches them from a distance and demands further tribute when they try to leave the Broken Mountains. In any case, he most likely keeps an eye on the PCs or asks Fury and her ogres to watch them. The fastest way to gain favor with Atrilux and avoid paying overwhelming tribute, is to provide the location of a hill giant lair.

Combat Tactics: If angered enough to enter combat, or if foolishly attacked, Atrilux is an overwhelming foe. He flies up into the air, casts haste and globe of invulnerability on himself and begins making flyby attacks and using his breath weapon on his foes. If he needs to, and he rarely does, he hits his enemies with several chain lightning spells before closing for melee combat. When it comes to magic, Atrilux enjoys using lightning and cold-based spells against

his foes as his breath weapon is the most potent fire-based attack he knows. Atrilux is highly intelligent, and fights to the best of his ability. Overconfidence, a sin of many dragons, is not one of Atrilux' foibles. He is cautious, merciless, and methodical in battle, usually eliminating heavily armored warriors first and then the spell casters.

DM Note: Atrilux is easily able to decimate the party at their present level (whatever it might be) and it should be made clear to them that negotiation is the way to go. If they are foolish enough to attack Atrilux, well, that is what brand new character sheets are for.

H. Falin's Tower

As detailed in the next chapter, Falin's tower is extremely difficult to see due to its coloration and construction. Londar's notes make special mention of a forked river nearby that helps narrow down the location. Some search time might still be required.

I. Library of the Dark Wind

The library is described in the fourth chapter. Maps and notes discovered in Londar's laboratory and tower make special mention of a large, face-shaped rock on top of a nearby hill that helps the PCs mark this as the location they are seeking.



Falin's Tower

This squat, square tower once belonged to a powerful wizard named Falin D'arth and was a testament to her power. Slain during one of the great battles that helped shatter the surrounding mountains, her death triggered contingencies locking the tower and protecting it from all intruders. Her apprentices fled the tower, taking what few things they could carry. The grey stone tower blends in with the collapsed rock around it almost completely hiding it from view (Spot check DC 30 if more than 30 ft. away, DC 15 within 30 ft. and obvious 10 ft. from the doorway). Discovered, and re-discovered, by many orcs over the years, none were able to enter it. Londar Brightrain bypassed the locks and wards on the outer door, only to run into difficulty once inside. The guardian in the first room was virtually immune to the spells he had prepared and he was forced to flee. Although he planned to return later, Londar got busy examining the books and material discovered by the orcs exploring the Library of the Dark Wind for him and didn't have time.

The small tower consists of 5 levels, the ground level, two levels above ground, and two additional levels below ground. The only entrance is a heavily enchanted stone door (3 in. thick; Hardness 20; hp 60; Break (DC 30); SR 35), that was heavily warded with spells and traps until Londar removed them. Londar left the door unlocked when he fled, these statistics are provided in the event the PCs flee to the tower and/or use it as a hiding place or refuge. The door can be barred from the opposite side. A close examination of the door might reveal a history of enchantments such as glyphs and wards of some sort (Knowledge [arcane] check DC 20). The stone walls of the tower are not extremely thick, but are also heavily enchanted making them almost impervious to spells and physical damage (1 1/2 ft. thick; Hardness 20; hp 280; Break (DC 30); SR 35).

General Features

The tower is small, the ground level and upper levels are 30 ft. x 30 ft. with 20 ft. ceilings and the hidden underground levels are 40 ft. x 25 ft. with 15 ft. ceilings. Enchantments that kept all of the rooms well-lit faded centuries ago, as have many of the protective spells. There are no interior doors; Falin trusted her runes

and glyphs to keep anyone other than the most trusted individuals into her private domain. As there are no windows in any level of the tower, all of the rooms are in complete darkness unless the PCs bring a light source.

I. The Minotaur's Horn (ELio)

Almost all of the tapestries and paintings decorating the room were irreparably damaged during Londar's battle with the clay golem left to guard the tower. Londar was completely unprepared for such a battle and used a variety of powerful, destructive spells to slow the creature down enough to escape. The golem acts on orders to protect the tower from intruders by attacking anyone entering through the door. Once home to Falin's apprentices, the room held cots, desks, and small bookcases decorated with a minotaur theme. Almost all of the furniture is completely destroyed, and the rug covering the trapdoor to the underground levels of the tower is burned away leaving the trapdoor exposed and easy to locate. The railing for the staircase leading to upper levels of the tower is also damaged, but the stairs and walls are in excellent shape.

The fleeing apprentices took all of their personal belongings when leaving the tower. The only item of any note is a thin gold wand hidden beneath the wreckage of one of the desks (Search DC 28). Although the wand was never enchanted, its craftsmanship is of such high quality that anyone enchanting it can do so with half the normal experience cost.

Clay Golem: CR 10; SZ L Construct; HD 11d10; hp 60; Init -1; Spd 20 ft. (can't run); AC 22; Atk +14 melee (2d10+7 [x2], slams); Reach 10 ft.; SA berserk, wound (damage dealt requires heal or a 6th-level or higher healing spell to heal); SQ construct, magic immunity (immune to all spells except as follows; move earth drives it back 120 ft. and does 3d12 points of damage, disintegrate slows the golem for 1d6 rounds and does 1d12 points of damage, earthquake stops it from moving for that round and does 5d10 points of damage), damage reduction (20/+1), immune to piercing and slashing

attacks, haste (1/day after 1 round of combat, 3 round duration); AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

Combat Tactics: As characters enter through the doorway the golem moves forward to attack. The golem is programmed to remain inside the tower, but follows the PCs if they flee to other parts of the tower.

Treasure: Minotaur-themed decorations include the mounted head of a minotaur, slightly burned, hanging on one of the walls. A close examination of the head reveals one of the horns is hollow (Search DC 30). The hollow horn contains a small silver key fitting the chest in Area 3.

2. Falin's Library (EL variable)

The entire room is nothing more than a series of floor to ceiling shelves stuffed with decaying scrolls and books on a wide range of topics. Falin was highly protective of her library, she enchanted each of the 14 bookcases in the room with a powerful rune of ice designed to both protect her books from a fire, and to inflict damage on any intruders touching the books on her shelves. While almost all of the books have decayed over the past centuries of neglect, some texts are still legible.

Rune of Ice (14): CR5; 5 ft. radius blast of cold triggered by touch or flames; 8d8 points of cold damage (Reflex DC 15 for half), quenches natural and magical fires; Search (DC 30); Disable Device (DC 30); targeted Dispel Magic (DC 29).

Special Note: Any fire-based spell cast in the room triggers all of the runes at one time. Anyone standing in the room when all the runes are triggered suffers 12d8 points of cold damage with no saving throw allowed.

Treasure: The most valuable spellbooks were taken by Falin's apprentices but a number of other useful books and spellbooks remain behind including: *The Book of Glass and Steel* (see the Magic Items Appendix), Maps of the Brightlands (includes maps indicating the location of Arn's Mountain as well as several forgotten cities), Tongues and Dialects (allows individuals to read and interpret books found in Area 32 of Londar's Mansion in Hall of the Rainbow Mage), and a total of 8 spellbooks

containing the following spells (some spells are found in more than one book); 0 - *all, plus dowsing*, enumerate**; 1st - *alarm, buoyancy net*, change self, detect secret doors, detect undead, endure elements, enlarge, erase, expeditious retreat, feather fall, glue*, grease, hypnotism, identify, jump, mage armor, magic missile, magic weapon, reduce, shocking grasp, true strike*; 2nd - *alter self, arcane lock, bull's strength, cat's grace, commanding presence*, darkvision, detect thoughts, locate object, Mel's acid arrow, mirror image, scare*; 3rd - *blink, dispel magic, displacement, greater magic weapon, haste, lightning bolt, secret page, shrink item, slow, water breathing*; 4th - *arcane eye, detect scrying, Evar's black tentacles, fire trap, locate creature, scrying, wall of fire, wall of ice*; 5th - *contact other plane, passwall, permanency, stone shape, teleport, transmute mud to rock, transmute rock to mud*; 6th - *antimagic field, greater dispelling, guards and wards, legend lore, true seeing.*


*indicates spells found in Relics and Rituals published by Sword and Sorcery Studios.

3. Falin's Quarters (EL 8)

Once a richly appointed room, years of neglect leave it drab and unexciting. A large bed squats in the center of the room and a desk along the southern wall is flanked by several bookcases. A shield guardian standing in the corner nearest the stairway attacks anyone bold enough to climb the stairs.

Shield Guardian: CR8; SZ L Construct; HD 15d10; hp 82; Init +0; Spd 30 ft.; AC 24; Atks +16/+11/+6 melee (1d8+9, slam); Reach 10 ft.; SA Spell Storing (stoneskin); SQ construct, fast healing 5, shield other, guard, find master; AL N; SV Fort +5, Ref +5, Will +5. Str 22, Dex 10, Con -, Int -, Wis 10, Cha 1.

Combat Tactics: The guardian's last command was to 'guard this room' and it will continue to do so until it is destroyed or someone recovers its master's amulet (unlikely as it is buried deep beneath the earth). The guardian activates its *stoneskin* spell, which was stored in it by Falin before she left, giving it damage reduction 10/+5 for 3 hours or until the spell has absorbed 180 points of damage. The guardian attacks the first PC to exit the stairway, and continues to attack anyone entering the room.



Examining the Room: The DM should note that the battle with the guardian stands a good chance of destroying some of the items in the room. The bed has a feather mattress and old, tattered sheets and blankets that burn quite readily giving off pungent fumes if any fire-based spells are used in the room. A small wood chest with an elegant silver lock can be found beneath the bed (Search DC 12, DC 20 if the bed has been burned or destroyed). The desk and bookcases are mostly empty but one of the desk drawers contains a +2 *dagger* (Search DC 20) and an old spell book can be found in the bookcases (Search DC 25, requires detect magic or appears to be a mundane text) containing the following spells: 2nd - *alter self*, *arcane lock*, *bull's strength*, *cat's grace*, *detect thoughts*, *scare*; 3rd - *blink*, *greater magic weapon*, *haste*, *shrink item*, *water breathing*; 4th - *arcane eye*, *detect scrying*, *fire trap*, *scrying*, *wall of ice*.

Wood Chest: 1/2 in. thick; Hardness 4; hp 10; Break (DC 20); Open Lock (DC 35). The chest can be opened with the silver key found inside the minotaur horn in Area 1 of the tower.

Treasure: the chest contains a wide variety of small vials and potions marked with different symbols. None of the symbols makes sense unless the PCs discover, and interpret Falin's notebook found in Area 4 of the tower. The unidentified vials include: (1) *potion of cure light wounds* [x3], (2) *potion of cat's grace*, (3) *potion of speak with animals*, (4) *potion of bull's strength*, (5) *potion of lesser restoration*, (6) *potion of water breathing*, (7) *potion of neutralize poison*, and a (8) *potion of heroism*. *DM Note:* PCs can use the symbols in Figure 1 and the notebook found in Area 4 (Figure 2) to help identify the potions.

4. The Hall of Potions

Falin and her apprentices maintained an excellent laboratory for their research. It contains several sets of complex equipment for brewing potions, as well as all of the special cleansing agents and tools used to purify items for enchantment. The apprentices took all of their notebooks and potions with them but did not have time to remove the equipment. PCs intent on magic item creation find that using the equipment and materials already here can reduce their financial expenses by 50%. In addition, there is enough material here to brew at least 15 different potions, presuming the PCs have the skill and time to do so. Aside from the equipment left

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Falin's Notebook

Falin kept detailed notes on the potions she created, and on which symbols she used to mark particular vials. Unfortunately the notebook is old, worn, and mostly decayed. Once the few legible pages are analyzed it helps the PCs to identify the potions found in Falin's

Quarters (Area 3, and Figure 1) and provides information on activating the portals in the lowest level of Falin's Tower. At the DM's discretion, locations the portals lead to might also be identified. A figure of sample pages is included for PCs (Figure 2).

behind, the only other item of interest is Falin's Notebook which is found in one of the drawers (Search DC 20).

5. Portals and Gates

Falin created portals to simplify travel to various locations. Most of these locations were centers of magical power in her day. The portals made meetings with other wizards, and obtaining materials for her spells, potions, and magic items trivial. She always used a teleport spell for the return trip but preferred portals for the outgoing trips in the event changes to the area might interfere with her teleport spell. She used the bottom level of her tower as essentially a travel room with a clear, wide-open area in the center for her to teleport into and a series of 12 iron circles set into the walls that act as portals when activated.

Eight of the twelve portals still function, the others now lead to locations buried by rock or other material and simply do not activate. The eight functioning portals can be used to trans-

Falin's Portals

Falin designed and constructed the iron, rune-coated portals based on her own research into teleportation. The portals are activated with her amulet (now lost) or with a 100 gp gem. Once triggered, a portal remains active for 3 full hours showing a clear picture of what is on the other side. Unfortunately, the portals are all one-way. When Falin wanted to return to the tower she simply used a teleport spell.

port the PCs anywhere in the world, or even into other worlds, as the DM chooses. Suggested locations include the lands of Khemit, detailed in **Necropolis**, Leafon, the village in **What Evil Lurks**, and a location just outside Bard's Gate.

DM Note: This tower is an easily defensible, safe location and, though far away from civilization, could conceivably be used by the PCs as a base for their operations. The PCs are rapidly approaching a level where they can teleport back to the tower when needed and use the por-

tals to travel to different locations throughout the world. The DM should add locations to the portal list that fit with their game world or campaign. The portals and the mirror found in Lon-dar's mansion (Area 12) provide an excellent opportunity to send the PCs off on a wide variety of adventures in different parts of the world. If the DM wants to discourage PCs from using the tower as a permanent base, Atrilux could easily decide they are a threat to his power and attack the tower along with orcs and ogres 'recruited' to his cause.



Library of the Dark Wind

Once a large library created by followers of Horgrim (see **Hall of the Rainbow Mage** for information on Horgrim and his followers) to record their victories, tactics, and power, it is barely recognizable buried beneath a mountain's worth of rubble. Thin, scraggly trees cling to the sandy earth and rock near the front of the library, effectively covering the entrance or any other sign of its presence from the air. A rather large camp of orcs beneath trees near the entrance is the only hint there is something here.

These orcs are members of a Bloody Fingers recruited by Londar to explore the library. In return for the texts found there, Londar tutored Gozrek in magical arts, gave the orcs scrolls and potions to help in the exploration, and told them to keep any other treasures discovered there. Londar only wanted the historical texts, and access to any spellbooks discovered. The orcs can be negotiated with, especially if the PCs can claim knowledge of, or a relationship with, Londar (see below).

The orcs have two cooking fires spaced about 20 ft. apart flanking the entrance to the library and have well-placed lookouts spaced around a radius of approximately 60 ft. from the entrance. The lookouts are attentive, and keep a close watch on the skies as well as the ground giving them a +4 circumstance bonus to all Spot checks. In addition to Gozrek and Rocktight, who lead the party, there are 8 orc barbarians and 10 orcs. Of the 20 orcs present, at least 6 are always on lookout, 1d6 are out hunting for food, 1d6 are searching the library for more treasures, and the rest are in camp. If a lookout spots a threat, including the PCs, they sound an alarm causing all of the lookouts to return to camp, and any orcs inside the library to exit and take up defensive positions.

Gozrek, male orc Wiz9: CR 9; SZ M; HD 9d4+18; hp 42; Init +1; Spd 30 ft.; AC 14; Atk +5 melee (1d4+2, +1 dagger), or +6 ranged (1d8, masterwork light crossbow, crit 19-20, range 80 ft.); SA Spells; SQ darkvision (60 ft.), light sensitivity; AL LE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 15, Int 16, Wis 9, Cha 11.

Skills: Alchemy +15, Concentration +14, Knowledge (arcana) +15, Scry +15, Spellcraft +15. *Feats:* Brew Potion, Colorize Magic*, Craft Wand, Leadership, Maximize Spell, Scribe

Scroll.

Possessions: +2 bracers of armor, +1 ring of protection, +1 dagger, +1 cloak of protection, wand of magic missile (caster level 9, Maximized, 33 charges), arcane scrolls (caster level 9, *alter self, fly, haste, improved invisibility, summon monster IV*), *potion of bull's strength, potion of cat's grace*, masterwork light crossbow, 20 bolts, belt pouch with a 750 gp ruby, 23 gp, 78 sp, and 39 cp.

Wizard Spells Prepared (4/5/5/4/2/1): 0-arcane mark, daze, detect magic [x2]; 1st - change self, charm person, protection from good, shield, summon monster I; 2nd - magic missile [x2, colorized], invisibility, mage armor [colorized], protection from arrows; 3rd - fireball [x2], fly, haste; 4th - polymorph other, summon monster IV; 5th - rainbow staff*.

See Gozrek's spellbooks (Area 2, below) for a full list of the spells available to him.

*denotes spells and feats from **Hall of the Rainbow Mage** by **Necromancer Games**.

Description and personality: Born weak and feeble by orcish standards, Gozrek only survived through the intercession of his tribe's sole wizard and shaman. The strange red birthmark on his forehead, that chance shaped like the totem of his tribe, is the sole reason his life was preserved. Still weak by orcish standards, and ugly by the standards of any race, Gozrek's magical strength has granted him a leadership role in his tribe. Gozrek is vain and hungry for power. He was the driving force behind the agreement with Londar to explore the Library of the Dark Wind, and has been the primary beneficiary of the wealth and power found there. Gozrek is still angry about the treatment he received from members of his tribe when he was young, and plans to use the power he finds in the library to take control of the tribe and eventually all of the other orc tribes.

Rocktight, Gozrek's lieutenant, was intelligent enough to recognize Gozrek's potential at an early age. The two orcs are close friends, and together could defeat almost any other pair of orcs in the entire area. Rocktight believes Gozrek's birthmark was placed there by the gods as a sign of his impending power, the other orcs of their present party have come to this belief as well. The only individual Gozrek feels any obligation to, and takes any risk to assist is Rocktight.

Rocktight, male orc Bbn3/Rgr3: CR6; SZ M; HD 3d12+3 (Bbn) + 3d10+3 (Rgr); hp 50; Init +4; Spd 40 ft.; AC 18; Atk +12/+7 melee (1d8+7, +1 longsword, crit 19-20), +10 melee (1d4+6, masterwork dagger), or +10/+5 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA rage (1/day), favored enemy (ogre); SQ uncanny dodge (Dex bonus to AC), darkvision (60 ft.), light sensitivity; AL CE; SV Fort +8, Ref +7, Will +3; Str 22, Dex 18, Con 13, Int 10, Wis 11, Cha 8.

Skills: Climb +12, Intimidate +5, Listen +9, Search +3, Spot +3, Wilderness Lore +9. *Feats:* Ambidexterity*, Blind-Fight, Point Blank Shot, Track, Two Weapon Fighting*, Weapon Focus (Longsword). *Virtual feats only work in light armor.

Possessions: +1 longsword, +1 studded leather armor, +1 cloak of resistance, masterwork dagger, *potion of endurance* (x2), *potion of cat's grace*, composite shortbow, 50 arrows, belt pouch with 43 gp, and 89 sp.

Description and personality: Strong and graceful, Rocktight is cursed by weak features making him 'undesireable' to orc females and a very weak leader in most situations. A battle with an ogre damaged his throat leaving his voice soft, quivering, and high-pitched. Only his great strength and ability in combat keeps other orcs from making fun of his voice. Rocktight chooses to stay beside Gozrek, backing up any orders he might make, and doing his best to protect Gozrek from harm. Rocktight firmly believes that Gozrek is chosen by the gods to lead the Bloody Fingers into a grand future and does anything Gozrek orders, even if it means his death. Rocktight is never far from Gozrek's side.

Orc Bbn2: CR 2; SZ M; HD 2d12; hp 15 (19); Init +0; 40 ft.; AC 13 (11); Atk +5 (+7) melee (1d12+3 (+6), greataxe, crit x3), or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA rage (1/day); SQ uncanny dodge (Dex bonus to AC), darkvision (60 ft.), light sensitivity; AL CE; Fort +3, Ref +0, Will -1 (+1); Str 15(19), Dex 10, Con 11(15), Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +4. *Feats:* Weapon Focus (greataxe).

Parenthesis indicate changes while raging.

Possessions: *potion of cure light wounds*, studded leather armor, greataxe, composite shortbow, 30 arrows.

Orc: CR 1/2; SZ M; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13; Atk +3 melee (1d12+3, greataxe, crit x3), or +1 ranged (1d6, shortbow, crit x3, range 60 ft.); SQ darkvision (60 ft.), light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen, +2, Spot +2. *Feats:* Alertness.

Possessions: studded leather armor, greataxe, composite shortbow, 30 arrows.

Negotiations: Humans, elves, dwarves, and other races are rare here, and not considered much of a threat in the battle for dominance over the region. The orcs are used to seeing Londar, though they haven't seen him for a while now, so they are willing to talk before fighting. However, they always negotiate from a position of power. Several orcs stay outside the camp in partial cover with shortbows ready, and the others form a semi-circle around Gozrek and Rocktight before allowing the PCs to enter the camp. Gozrek is willing to turn over some of the ancient texts the orcs have discovered in exchange for minor magical items such as potions or scrolls. Gozrek starts out asking for a great deal, but can be negotiated down rather swiftly, the texts mean nothing to him, and he doesn't see how they can help him in his plans to conquer the area. The library is still not fully explored, Gozrek willingly informs the party that a section of the library broke off and fell into a large underground cavern. The orcs are only now preparing to explore the cavern. If the PCs ask to enter the library, and/or the cavern to look for books Gozrek tells them they may do so but asks for 500 gp, demands any treasure they discover, and the right to copy any spells from spellbooks found. Gozrek believes there is more treasure in the cavern beneath the library and intends to obtain it before returning to the tribe and taking control, if he can get the PCs to do it for him he will take the easy way out, potentially ambushing the PCs when they try to leave.

Combat Tactics: If the PCs attack they find the orcs rapidly organize themselves and fight with great tenacity. Gozrek's first actions are to cast *haste* and *mage armor* (*colorized*) giving him AC 22. The *colorized* spell cloaks him in shimmering, translucent armor giving Gozrek a +2 bonus to all Leadership, Bluff, and Intimidate skill checks. Orcs seeing him cloaked in this magical power receive a +1 morale bonus to all skill checks and melee attack rolls. As long as Gozrek is in battle, the orcs fight to

the death. Rocktight remains at Gozrek's side to protect him from melee attack and only rages when someone comes within melee range. When called to attack the orc Bbn2 rage and charge the PCs while the other orcs hang back and fire arrows (seemingly unconcerned about hitting their own tribe members) for several rounds before entering melee combat themselves. Gozrek's next actions include casting protection from arrows and a *colorized magic missile* (colored like a *flaming bolt*) at anyone appearing to be a spell caster. If the battle begins to go against them Gozrek casts *summon monster IV* and begins using his *wand of maximized magic missiles*. While Gozrek isn't overly caring about his troops, he needs them and calls for a retreat to the library if he has to, and does his best to throw around *fireballs* to make the PCs back off.

DM Note: The tactics here are quite general. Gozrek is extremely intelligent, and Rocktight is an experienced warrior. They adapt to the PCs tactics and do their best to remain alive. If they must, Gozrek and Rocktight retreat into the library, grab Gozrek's spellbooks, and make their way into the cavern using his fly spell and scroll, leaving the other orcs to set up a defensive line and provide them with extra time to escape.

The Library

The portion of the library closest to the entrance is level but the hallways and rooms hit a large crack approximately 20 ft. from the doorway and begin to slope downward at a 30 degree grade. The steep grade forces a Balance check (DC 12 to avoid tumbling down the hallway and into the cavern, or through a room to the far wall. The orcs rigged ropes through the hallways and rooms to allow them to explore the area without falling. One end of the library has fallen into a large underground cavern leaving rubble and refuse spread throughout it. Much of what was there was taken, eaten, or decayed over time, but some treasure does remain in the underground cavern.

The orcs have explored all of the rooms near the entrance, and are almost done sorting through the remains of the other rooms, but have not yet explored the cavern.

1. The Main Foyer (EL1 or o)

The wide entryway is now a storage area

for rubble and refuse from the excavation and exploration of the ancient library. The ceiling here is that of the original building but as the hallway extends a bit further the ceiling has broken away in places and is replaced with the rock of the mountain that toppled onto the building. A 10 ft. wide corridor extends to the east where it suddenly slopes downward at a jagged break in the floor. If the PCs are traveling invisible, or have somehow avoided sounding an alarm, two orcs are working here.

Orc (2): CR 1/2; hp 4, see above or appendix.

Combat Tactics: If surprised by the PCs the orcs raise an alarm and do their best to rush out of the building. If clearly trapped in the building they retreat down the hall and try to shut themselves in one of the rooms.

2. Gozrek's Office

This room somehow avoided much of the damage seen throughout the library. Gozrek has set up an office of sorts here. He sorts through all of the books and other items discovered, keeping those that appear to be valuable to either himself or Londar, and throwing the rest in the trash piles in the foyer. If the PCs somehow enter the library without setting off an alarm they find both Gozrek and Rocktight (see statistics above) working here. If surprised in any way, both orcs attack and raise an alarm calling for reinforcements. If the PCs negotiate passage through the library, this room is still considered off-limits. Gozrek brings important texts out of the room to show them to the PCs if he needs to. Books he is willing to sell or trade are listed as Treasure #1; books he is unwilling to part with are in Treasure #2.

Treasure #1: This list includes books he has no interest in, does not understand, or includes spells he has already copied down.

Temples of Power: Written in an ancient elven dialect but easily understood by anyone speaking elven, this book details the location of numerous temples to Horgrim. While almost all of them have been destroyed or forgotten, it allows the PCs to easily locate Arn's Mountain and the Temple to Horgrim hidden inside it. It also mentions the White Eye, Horgrim's Pyramid, and several other artifacts. The book provides much of the background information mentioned in the description of Arn's Moun-

tain in the **Hall of the Rainbow Mage**. Gozrek knows this is something Londar wants and demands 2000 gp for it.

Gemstones of the World: Valuable only to a gem cutters or miners, this tome gives an in-depth analysis of the different angles and facets a gem cutter can create in various gem stones and discusses the different strata and rock formations where various types of gems are found. A gem cutter using this as a constant reference adds a +2 circumstance bonus to all Profession (gem cutter) checks when working with valuable stones. Gozrek asks for 250 gp for this book, but really has no idea what its value is and is easily negotiated down to 50-100 gp. A skilled jeweler or gem cutter would be willing to pay in the neighborhood of 500 gp for it

Nether Tongues: This book is a language guide for anyone wanting to learn abyssal as well as several specific demonic dialects. It is worth 2,000 gp to a wizard interested in such material, but Gozrek doesn't really comprehend it and asks for only 500 gp.

Spellbooks: Gozrek has 3 spellbooks he is willing to part with for 800 gp each. Together, the books contain the following spells: 0- *all*; 1st - *acid spittle**, *change self*, *charm person*, *mage armor*, *magic missile*, *protection from good*, *shield*, *summon monster I*; 2nd - *ethereal bolt**, *invisibility*, *lilandel's fury**, *protection from arrows*, *smother**; 3rd - *fireball*, *fly*, *greater magic weapon*, *haste*, *rune of fire**, *rune of sleep**; 4th - *polymorph other*, *rune of poison**, *shadow shield**, *summon monster IV*; 5th - *dismissal*, *cloudkill*, *curtain of darkness**, *passwall*, *stoneshape*.

*indicates spells found in **Relics and Rituals** published by **Sword and Sorcery Studios**. The DM can replace these with spells from any other source as they see fit.

Treasure #2: This list includes books Gozrek is not going to part with. It includes his personal spellbooks as well as spellbooks he hasn't finished copying yet.

Book of Souls: This copy of the Book of Souls tells Gozrek how to activate the steel beetle in the room across the hall (Area 3) and he simply isn't going to part with something of that could grant him such power.

Personal Spellbooks: Gozrek's personal spellbooks cover the following spells: 0- *all*; 1st - *acid spittle**, *change self*, *charm person*, *mage armor*, *magic missile*, *protection from good*, *shield*, *summon monster I*; 2nd - *blur*, *ethereal*

*bolt**, *ghoul touch*, *glitterdust*, *invisibility*, *lilandel's fury**, *protection from arrows*, *pyrotechnics*, *smother**; 3rd - *fireball*, *fly*, *greater magic weapon*, *haste*, *lightning bolt*, *rune of fire**, *rune of sleep**; 4th - *polymorph other*, *polymorph self*, *rune of poison**, *rainbow spear***, *shadow shield**, *summon monster IV*; 5th - *contact other plane*, *dominate person*, *dismissal*, *cloudkill*, *curtain of darkness**, *passwall*, *rainbow staff***, *stoneshape*, *teleport*.

Discovered Spellbooks: These spellbooks contain spells from above, as well as the following: 6th - *antimagic field*, *enkili's lightning storm**, *geas/quest*, *mass suggestion*, *project image*; 7th - *greater scrying*, *power word stun*, *shadow walk*, *teleport without error*; 8th - *blackflame**, *iron body*, *mind blank*.

*indicates spells found in **Relics and Rituals** published by **Sword and Sorcery Studios**. **indicates spells found in **Hall of the Rainbow Mage** by **Necromancer Games**.

3. The Beetle's Room (EL special)

The walls are buckled, and the ceiling is already collapsed, but the room is clean and free of all of the rubble that once occupied it. A steel beetle stands in the center of the room. When the library was actively being used the golem was kept active through the regular sacrifice of victims. The beetle is presently inactive, but Gozrek discovered a book with directions for the blood sacrifice required to activate it. He hasn't thought of using one of his orcs to fuel the golem, but would definitely use another humanoid if he had a chance. If the PCs attack and kill some of his party, he might use a dying or wounded orc to activate the beetle and then order it to hunt down and slay the PCs.

Steel Beetle: CR8; SZ L Construct; HD 8d10; hp 44; Init +2; Spd 45 ft.; AC 31; Atk +14 melee (1d10+7 [x2], claws); Reach 10 ft.; SQ construct, damage reduction 10/+2, virtual feats (Cleave, Power Attack); darkvision (60 ft.); AL N; SV Fort +2, Ref +4, Will -; Str 25, Dex 14, Con -, Wis -, Int -, Cha 8.

The steel beetle is from the **Creature Collection** published by **Sword and Sorcery Studio**.

Special: This construct must be activated with the blood sacrifice of an intelligent creature with at least one HD or level. The Book of Souls, of which Gozrek has a copy, describes the process for activating the beetle. Activating the beetle



is an inherently evil act, which should result in serious consequences on any good-aligned party choosing to make such a sacrifice. The beetle is active for one month per hit die or level of the creature sacrificed and follows the orders of the person activating it explicitly. If Gozrek activates the beetle and sends it after the PCs the beetle unerringly tracks them down and attacks them.

4. A Charred Room

A large crack runs through the floor approximately 3 feet in from the west wall. Everything east of the crack, including the doorway, slopes downward at a 30 degree grade. Ropes attached to pins in the walls allow characters to move through the room in relative safety. Rubble and charred remnants of furniture and books are piled along the eastern wall. Burn marks along the walls and pieces of the rubble suggest the fire that burned the books and furniture in this room occurred long before the orcs arrived, and possibly before the collapse of the structure.

5. Books and Stones (EL 2 or 0)

If the PCs entered secretly, or are allowed passage, this room is being actively excavated by 4 orcs. Stone bookshelves once lined the walls and center of the room, but all of these were destroyed when the walls and ceiling caved in. A crack runs through the floor about 3-4 ft. from the west wall, after the crack the room slopes downward at a 30 degree grade. The orcs have already attached ropes to the remains of the rock walls making their work somewhat easier. Books crushed and laden with dust are carefully removed from the room and taken to Gozrek for examination. A majority of the books are worthless, but a few possess useful information, spells, or new ways to use old spells.

Orc (4): CR 1/2; hp 4, see above or appendix.

Combat Tactics: The orcs call for help if surprised, if they know the Gozrek allowed the PCs into the library, they order the PCs out of the room and only raise an alarm if the PCs do not leave.

Treasure: careful searching of the room is likely to attract the attention of orcs in the area but can turn up a few items the orcs haven't found yet including a copy of the Book of Souls

(Search DC 30), a book describing the creation of a temple to Horgrim inside a hollow mountain (see **Hall of the Rainbow Mage** - Search DC 30), Yaarvik's Desert Guide (Search DC 28), and a book titled 'Death Golems' which is nothing more than a lengthy story about two adventurers being hunted by **stone golems** (50 gp value as a curiosity, Search DC 25). Items in bold are described in the magic items appendix.

6. On the Edge

The sloping hallway opens to what was once the main library. A few ropes hang down from attachment points to allow safe travel, but the collapsed bookcases and rubble still make walking difficult. The orcs lost two of their number over the edge and haven't begun a dedicated exploration here. The steep grade dumps anyone losing their balance over the broken edge of the library into a vast cavern deep below (Balance or Dexterity check DC 5 when holding a rope, DC 14 if not holding a rope). Characters unlucky enough to fall over the edge drop 120 ft. (12d6 points of damage) into the not-so-cushioning embrace of a black pudding that was attracted to the 'free' food that fell down a few days ago (See Area 9a below).

Secret doors behind some of the cracked and broken bookcases along the northern and southern walls have yet to be discovered by the orcs (Search DC 30). Once identified, it takes 2d4 minutes to excavate away enough rubble to open the doors.

7. Jars of Slime (EL4)

Oddly enough, the secret storage room is relatively undamaged. However, all of the jars and storage containers fell off their shelves and rolled or slid down to the lower, eastern wall. Hidden amidst the wreckage is a gray ooze that was once contained in a jar there.

Gray Ooze: CR4; SZ M Ooze; HD 3d10+10; hp 26; Init -5; Spd 10 ft.; AC 5; Atk +3 melee (1d6+1 plus 1d6 acid, slam); SA improved grab, acid, corrosion (metal or wood weapons Reflex save DC 19 or dissolve immediately), constrict (1d6+1 and 1d6 acid); SQ blindsight (60 ft.), cold and fire immunity, ooze, camouflage (Spot DC 15); AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

Combat Tactics: the ooze spreads itself to a thin level over the jars and debris and waits

for someone to come close enough for it to attack with very little effort. Although it tries to be patient, the slime is starving and eventually moves through the opened door if it isn't approached.

8. Blades of Dust (EL8)

The small niche behind the secret door houses **sword golem** used as a protector for the main library. At first glance it appears to be nothing more than a pile of dust covered swords tossed into the corner when the library was buried. The golem is programmed to attack anyone not wearing the special robes of the librarians, none of which survive today. One round after the door is opened the golem rises to its feet and attacks.

Sword Golem: CR8; SZ L Construct; HD 10d10; hp 55; Init +0; Spd 30 ft. (can't run); AC 28; Atk +8 melee (2d6+2 [x2], blades), +3 melee (1d8+1, kick), +3 melee (2d4+1, bite); SA shards (30 ft. cone of metal shards every 2d6 rounds, 5d6 points of damage, Reflex DC 15 for half); SQ construct, damage reduction 20/+2, magic immunity (immune to all spells except as follows, pillar of attraction/repulsion [from Relics and Rituals by Sword and Sorcery Studio] affects it normally; fire-based spells heal 1 point for every 3 points of damage, chill metal reduces damage reduction to 5/+1 and slows the golem for the duration of the spell); AL N; SV Fort +3, Ref +3, Will -; Str 15, Dex 10, Con -, Int -, Wis -, Cha 1.

The sword golem is from **Creature Collection II** published by **Sword and Sorcery Studios**.

Combat Tactics: The golem moves out to attack rather slowly as it has difficulty walking on the tilted floor. It starts with its shards attack and then makes a full attack on the nearest opponent. Normally a rather difficult creature to fight, the sloping floor makes things much easier. Anyone in melee combat in the main room must make a Balance or Dex check (DC 14) each round to avoid falling into the cavern below. If the PCs draw the golem out into the main room it is almost certain to fall over the edge. If the fall doesn't destroy it, the black pudding almost certainly does (see below). Unfortunately, unprepared PCs might follow the golem as it falls.

9. Cavern of Lost Secrets

The shifting ground and collapsing mountains threw the rear portion of the library into a vast cavern. There is a 120 ft. drop from the edge of the library down into the cavern which can easily be managed with spells or ropes. Unfortunately, immediately beneath the broken edge of the library is a black pudding attracted there by the corpses of two orcs that fell to their deaths (9a). A wide field of rubble including broken rocks, items, shelves, books, scroll cases, and the like spreads throughout the cavern (9b). Other features include the lair of an umber hulk (9c), the tunnel he entered the cavern through (9d), and a strange pool of water (9e). While a number of small creatures do live in the cavern, along with some mushrooms and lichen, the only creatures large enough to dare attacking the party are the umber hulk (50% non-cumulative chance he leaves his lair to attack the party for every 10 minutes they are in the cavern) and a black pudding (tends to just wait for prey to come to it).

9a. Pudding for Dessert (EL7)

A black pudding waits beneath the edge of the library. It finished consuming the two orcs that tumbled over the edge and sits patiently, hoping for more food to come its way.

Ooze, Black Pudding: CR 7; SZ H Ooze, HD 10d10+60; hp 121; Init -5; Spd 20 ft., climb 20 ft.; AC 3; Atk +8 melee (2d6+4 and 2d6 acid, slam); Face/Reach 5 ft. x 20 ft./10 ft.; SA improved grab, acid, constrict; SQ blindsight, split, ooze; AL N; Fort +7, Ref -2, Will -2; Str 17, Dex 1, Con 19, Int 6, Wis 1, Cha 1.

Combat Tactics: The pudding simply waits for prey to come to it. It is relatively sated after consuming the two orcs, but is always open to more food. Any ropes that come down from above cause it to move slowly beneath them and await anything that might come down. The darkness of the cavern makes it very difficult to spot (Spot DC 24).

9b. Rocks and More Rocks

Rubble from the broken library is spread across a large area, in some cases moved by some of the smaller creatures living here, and in others actively excavated by the umber hulk. There is no telling what secrets the many books



of the library once held because molds, fungus, and the **black pudding** in the cavern have completely destroyed all of the books that fell here. Sturdier items can still be found in the rubble. However, it is very difficult and time consuming to search the entire cavern, and there is a 50% chance the umber hulk leaves its lair to attack the PCs for every 10 minutes they search.

Treasure: Careful searching requires moving rubble out of the way, in some cases forcing a Strength check as well as a Search check. PCs that make no effort to move the heavier rubble are unable to find items requiring a Strength check. A PC only needs to move a rock slightly to notice a glint of something beneath, the Strength check is required to move the rock enough to gain the item. Thorough PCs can discover: a scroll case made from a dragon thigh-bone (200 gp) containing arcane scrolls (Caster Level 7, *alter self*, *dispel magic* [x2], *magic missile*) (Search DC 20), an ivory scroll case (100 gp) containing arcane scrolls (Caster Level 14, *alter self*, *fly*[x3], *haste*) (Search DC 25), a metal box containing two small rubies (1000 gp each) (Search DC 30), a gold statue (350 gp) (Search DC 25, Strength DC 20), a bent and twisted gold amulet (+2 *amulet of natural armor*) (Search DC 27, Strength DC 20), a *dark blue rhomboid ioun stone* (Search DC 30, Strength DC 22), a +2 *ring of protection* (Search DC 34, Strength DC 25).

DM Note: Other scrolls, books, maps or items designed to help the PCs embark on other adventures can be placed beneath the rocks as well.

9c. and 9d. The Hulk (EL7)

The umber hulk recently arrived from other caverns deep beneath the earth through the tunnel it dug at 9d. It has been searching through the rubble for interesting items and was planning to leave when it heard the orcs working in the library above.

Umbur Hulk: CR 7; SZ L Aberration; HD 8d8+32; hp 68; Init +1; Spd 20 ft, burrow 20 ft; AC 17; Atk +11 melee (2d4+6 [x2], claws) and +9 melee (2d8+3, bite); Reach 10 ft.; SA confusing gaze (30 ft., as the spell confusion at 8th-level, Will DC 15 negates; SQ tremorsense; SV Fort +6, Ref +3, Will +6; Str 23, Dex 13, Con 19, Int 9, Wis 11, Cha 13.

Skills: Climb +17, Jump +14, Listen +11;
Feats: Multiattack.

Combat Tactics: The umber hulk is quite intelligent and doesn't want to take unnecessary risks. It observes anyone climbing down into the cavern for a while before choosing a target to attack. If possible, it rushes from its lair to attack when the PCs are spread out and uses its confusion gaze to keep the PCs from ganging up on it. In the event it is badly injured, it flees through the tunnel it created into other caverns deep beneath the earth.

DM Note: The PCs can potentially use the tunnel at 9d to embark on underground adventures.

9e. The Pool of Delight

This pool of water is clearly unnatural to anyone with Wilderness Lore (no skill check needed) or anyone using a detect magic spell. The ground here simply isn't the sort that would hold water long. *Detect magic* reveals a faint aura of magic on the water that appears to be a reflection of something deep beneath. Cool, refreshing water of the pool is supplied by a *decanter of endless water* that rolled into the deep depression and lost its stopper. Water drains through the ground to other areas deep beneath the earth at a rate now equal to the new water supplied by the decanter. The stopper for the decanter is lost, but a new one can be created, and the command word, 'drink' is clearly engraved on the decanter. The decanter is located at the bottom of the 40 ft. deep pool and requires a Swimming check (DC 20), or a water breathing spell to recover.

Concluding the Adventure

The Broken Mountains provides a series of lightly described locations for additional adventuring while using **The Hall of the Rainbow Mage**, or to use as an interlude between adventures. As such, it doesn't have any overriding conclusions or goals. On the other hand, the PCs actions could have a profound effect on the balance of power in the area leading to potential instability and increased danger. This leads to numerous openings for further adventuring in this area or others. **The Broken Mountains** provide an inhospitable location for lost dungeons or cities that the DM might want to introduce into their campaign. Falin's Tower provides a tool to send the PCs on adventures in distant parts of the world, or, quite possibly, different worlds altogether. Some possible conclusions include:

The PCs might destroy or damage one of the tribes of orcs leading to warfare among the tribes. Perhaps some of the orcs initially attacked by the PCs try to hunt them down. Orcs from other tribes might attempt to form an alliance with the PCs. Atrilux might become upset by the change in the balance caused by the party and either attack them or demand some sort of tribute.

The PCs might become pawns of Atrilux, allowed to explore the many ruined sites and dungeons in the area but forced to give half of what they recover to Atrilux in payment for safe passage.

The PCs decide to use Falin's Tower as a base of operations and use her portals to travel throughout the world. This might anger Atrilux, eventually putting them into conflict with each other.

Information the PCs help discover in the Library of the Dark Winds could lead to a huge imbalance in the power of the orcish tribes, leading to a series of wars and eventually

one huge, well-organized army of orcs. Atrilux might encourage this unification and use the orcs and ogres as an army to extend his power into "civilized" parts of the world. On the other hand, Atrilux might be enraged, preventing the unification and hunting down the PCs as enemies to his control of the land.

Adjusting the Adventure

The wide wilderness of the area is left mostly empty on the presumption that most weaker creatures won't dare to attack a heavily armored party. Lower level groups can be challenged with a different set of monsters, and by being forced to flee and hide from certain encounters. Random encounters for lower level groups should probably be toned down a bit and lower level parties are certain to have a difficult time in Falin's Tower. Although there are only two creatures there, those creatures have immunities and strengths making them very potent against lower level groups. Rather than being toned down, the tower should be a longer-term goal, perhaps filled with more traps or creatures when the PCs approach the strength to attack it. Higher level groups might find many encounters rather easy. Orcs and ogres in the area can be given additional levels to represent the abilities they must build to survive in the rough terrain. Falin's tower can be made more difficult by the addition of a second clay golem in the first room, and stone or iron golems in Falin's Room and the lowest level of the tower. Higher level groups should be subject to more random encounters, perhaps at the hands of hill giants in the area, and more creatures and dangers should be added to the Library of the Dark Wind.

Appendix I: Monsters

The list below includes monsters for randomly generated encounters or encounters. Monsters with character classes are listed in alphabetical order of the character class after the initial monster entry.

Athach: CR7; SZ H Aberration; HD 14d8+70; hp 133; Init +1; Spd 50 ft.; AC 20; Atk +12/+7 melee (2d6+8, huge club), +12 melee (2d6+4 [x2], huge clubs), +14 melee (2d8+4 plus poison, bite), or +5/+0 ranged (2d6+8, rock), +5 ranged (2d6 [x2], rocks); Face 10 ft. x 10 ft./15 ft.; SA poison; AL CE; SV Fort +9, Ref +5, Will +10; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills: Climb +16, Jump +16, Listen +7, Spot +7. *Feats:* Multiattack, Multidexterity, Multi-weapon Fighting.

Black Tiger: CR 4; SZ L Animal; HD 6d8+18; hp 45; Init +2; Spd 40 ft.; AC 14; Atk +9 melee (1d8+6 [x2], claws), +4 melee (2d6+3, bite); SA pounce, improved grab, rake 1d8+3; AL N; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5*, Listen +3, Move Silently +9, Spot +3, Swim +11. *In areas of tall grass or heavy undergrowth, black tigers gain a +8 racial bonus to Hide checks.

Chimera: CR7; SZ L Magical Beast; HD 9d10+27; hp 77; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 16; Atk +12 melee (2d6+4, bite), +10 melee (1d8+2, bite), +10 melee (1d8+2, butt), +10 melee (1d6+2 [x2], claws); Face 5 ft. x 10 ft.; SA breath weapon (40 ft. line or 20 ft. cone, 3d8 points of damage, Refl DC 17 for half); SQ scent; AL CE; SV Fort +9, Ref +7, Will +4; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills: Hide +4, Listen +9, Spot +9. *Feats:* Alertness, Multiattack.

Hill Giant: CR 7; SZ L Giant; HD 12d8+48; hp 102; Init -1; Spd 40 ft.; AC 20; Atk +16/+11 melee (2d6+10, huge greatclub), or +8/+3 ranged (2d6+7, rocks); Reach 10 ft.; SA rock throwing; SQ rock catching; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills: Climb +9, Jump +9, Spot +4. *Feats:*

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Cleave, Power Attack, Weapon Focus (greatclub).

Lamia: CR6; SZ M Magical Beast; HD 9d10+9; hp 58; Init +2 Spd 60 ft. AC 17; Atk +9 melee (1 point permanent Wisdom drain) or +11/+6 melee (1d4, dagger); SA spell-like abilities (1/day- charm person, major image, mirror image, and suggestion, cast as 9th-level sorcerer, save DC 11 + spell level), wisdom drain; AL CE; SV Fort +7, Ref +8, Will +7; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills: Bluff +13, Concentration +11, Hide +14. *Feats:* Dodge, Iron Will, Mobility, Weapon Finesse (dagger).

Ogre: CR 2; SZ L Giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft.; AC 16; Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5, huge longspear); Reach 10 ft.; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. *Feats:* Weapon Focus (greatclub).

Ogre Bbn3: CR 5; SZ L Giant; HD 4d8+8 (ogre) + 3d12+6 (Bbn); hp 49 (63); Init -1; Spd 30 ft.; AC 16 (14); Atk +12/+7 (+14/+9) melee (2d6+7 (+10), huge greatclub) or +5/+0 ranged (2d6+5 (+7), huge longspear); Reach 10 ft.; SA rage (1/day); SQ uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +0, Will +1; Str 21(25), Dex 8, Con 15 (19), Int 6, Wis 10, Cha 7.

Skills: Climb +7, Listen +2, Spot +2, Wilderness Lore +3. *Feats:* Cleave, Power Attack, Weapon Focus (greatclub).

Ogre Bbn5: CR 7; SZ L Giant; HD 4d8+12 (ogre) + 5d12+15 (Bbn); hp 78 (96); Init -1; Spd 30 ft.; AC 16 (14); Atk +14/+9 (+16/+11) melee (2d6+7 (+10), huge greatclub) or +7/+2 ranged (2d6+5 (+7), huge longspear); Reach 10 ft.; SA rage (2/day); SQ uncanny dodge (can't be flanked); AL CE; SV Fort +6, Ref +0, Will +1; Str 21(25), Dex 8, Con 16 (20), Int 6, Wis 10, Cha 7.

Skills: Climb +9, Listen +2, Spot +2, Wilderness Lore +5. *Feats:* Cleave, Power Attack, Weapon Focus (greatclub).

Ogre Sor2: CR 4; SZ L Giant; HD 4d8+4 (ogre) + 2d4+2 (Sor); hp 30; Init -1; Spd 30 ft.; AC 13; Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+5, huge longspear); Reach 10 ft.; SA spells SV Fort +6, Ref +0, Will +1; Str 19, Dex 8, Con 12, Int 10, Wis 10, Cha 13.

Skills: Concentration +5, Climb +4, Listen +2, Spellcraft +2, Spot +2. *Feats:* Combat Casting, Weapon Focus (greatclub).

Sorcerer spells known (cast per day 6/5, Base DC 11+ spell level): 0 - detect magic, ghost sound, flare, ray of frost, read magic; 1st - change self, magic missile.

Orc: CR 1/2; SZ M; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 13; Atk +3 melee (1d12+3, greataxe, crit x3), or +1 ranged (1d6+2, javelin, range 30 ft.), or +1 ranged (1d6, shortbow, crit x3, range 60 ft.); SQ darkvision (60 ft.), light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen, +2, Spot +2. *Feats:* Alertness.

Possessions: studded leather armor, greataxe, 6 javelins, shortbow, 30 arrows.

Orc Adp2: CR1; SZ M; HD 2d6; hp 9; Init +0; Spd 30 ft.; AC 13; Atk +1 melee (1d6, club); SA spells; SQ darkvision (60 ft.), light sensitivity; AL CE; Fort +0, Ref +0, Will +5; Str 11, Dex 10, Con 11, Int 10, Wis 14, Cha 8.

Skills: Concentration +7, Spellcraft +5. *Feats:* Combat Casting.

Adept spells per day (3/2), see the DMG for available spells.

Orc Adp7: CR6; SZ M; HD 7d6+7; hp 34; Init +4; Spd 30 ft.; AC 13; Atk +3 melee (1d6, club); SA spells; SQ darkvision (60 ft.), light sensitivity; AL CE; Fort +3, Ref +0, Will +5; Str 11, Dex 10, Con 12, Int 10, Wis 14, Cha 8.

Skills: Concentration +12, Spellcraft +10. *Feats:* Brew Potion, Combat Casting, Improved Initiative.

Adept spells per day (3/4/3), see the DMG for available spells.

Orc Bbn2: CR 2; SZ M; HD 2d12; hp 15 (19); Init +0; 40 ft.; AC 13 (11); Atk +5 (+7) melee (1d12+3 (+6), greataxe, crit x3), or +2 ranged (1d6+2, javelin, range 30 ft.), or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA rage (1/day); SQ uncanny dodge (Dex bonus to AC), darkvision (60 ft.), light sensitivity; AL CE; Fort +3, Ref +0, Will -1 (+1); Str 15(19), Dex 10, Con 11(15), Int 9, Wis

8, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +4. *Feats:* Weapon Focus (greataxe).

Paraphrasing indicate changes while raging.

Possessions: studded leather armor, greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Bbn5: CR 5; SZ M; HD 5d12+5; hp 43 (53); Init +4; 40 ft.; AC 13 (11); Atk +9 (+11) melee (1d12+3 (+6), masterwork greataxe, crit x3), or +5 ranged (1d6+2, javelin, range 30 ft.), or +5 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA rage (2/day); SQ uncanny dodge (can't be flanked), darkvision (60 ft.), light sensitivity; AL CE; Fort +5, Ref +1, Will 0 (+2); Str 15(19), Dex 10, Con 12(16), Int 9, Wis 8, Cha 8.

Skills: Listen +7, Spot +7, Wilderness Lore +7. *Feats:* Improved Initiative, Weapon Focus (greataxe).

Paraphrasing indicate changes while raging.

Possessions: studded leather armor, masterwork greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Bbn7: CR 7; SZ M; HD 7d12+7; hp 58 (72); Init +4; 40 ft.; AC 14 (12); Atk +11/+6 (+13/+8) melee (1d12+3 (+6), masterwork greataxe, crit x3), or +7/+2 ranged (1d6+2, javelin, range 30 ft.), or +7/+2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA rage (2/day); SQ uncanny dodge (can't be flanked), darkvision (60 ft.), light sensitivity; AL CE; Fort +6, Ref +2, Will +1 (+3); Str 15(19), Dex 10, Con 12(16), Int 9, Wis 8, Cha 8.

Skills: Listen +9, Spot +9, Wilderness Lore +9. *Feats:* Improved Initiative, Power Attack, Weapon Focus (greataxe).

Paraphrasing indicate changes while raging.

Possessions: +1 studded leather armor, masterwork greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Bbn9: CR 9; SZ M; HD 9d12+9; hp 73 (91); Init +4; 40 ft.; AC 14 (12); Atk +14/+9 (+16/+11) melee (1d12+6 (+9), +1 greataxe, crit x3), or +9/+4 ranged (1d6+3, javelin, range 30 ft.), or +9/+4 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA rage (3/day); SQ uncanny dodge (can't be flanked), darkvision (60 ft.), light sensitivity; AL CE; Fort +7, Ref +3, Will +2 (+4); Str 16(20), Dex 10, Con 12(16), Int 9, Wis 8, Cha 8.

Skills: Listen +11, Spot +11, Wilderness Lore



+11. *Feats*: Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe).

Parenthesis indicate changes while raging.

Possessions: +1 studded leather armor, +1 greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Ftr2: CR2; SZ M; HD 2d10; hp 15; Init +4; Spd 20 ft. (30 ft. base); AC 14; Atk +5 melee (1d12+3, greataxe, crit x3), or +2 ranged (1d6+2, javelin, range 30 ft.), or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ darkvision (60 ft.), light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Climb +5, Jump +4. *Feats*: Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Ftr5: CR5; SZ M; HD 5d10; hp 32; Init +4; Spd 20 ft. (30 ft. base); AC 14; Atk +10 melee (1d12+6, greataxe, crit x3), or +5 ranged (1d6+2, javelin, range 30 ft.), or +5 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ darkvision (60 ft.), light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 16, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Climb +6, Jump +6. *Feats*: Cleave, Improved Initiative, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: scale mail, masterwork greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Ftr7: CR7; SZ M; HD 7d10; hp 43; Init +4; Spd 20 ft. (30 ft. base); AC 15; Atk +12/+7 melee (1d12+7, +1 greataxe, crit x3), or +7/+2 ranged (1d6+2, javelin, range 30 ft.), or ++7/+2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ darkvision (60 ft.), light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Climb +6, Jump +6. *Feats*: Cleave,

Great Cleave, Improved Bull Rush Improved Initiative, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 scale mail, +1 greataxe, 6 javelins, composite shortbow, 30 arrows.

Orc Rgr2: CR2; SZ M; HD 2d10; hp 15; Init +0; Spd 30 ft.; AC 13; Atk +5 melee (1d12+3, greataxe, crit x3), or +2 ranged (1d6+2, javelin, range 30 ft.), or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA favored enemy (ogre); SQ darkvision (60 ft.), light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Animal Empathy +4, Handle Animal +4, Wilderness Lore +4. *Feats*: Ambidexterity*, Track, Two-Weapon Fighting*, Weapon Focus (greataxe). *Virtual feats only work in light armor.

Possessions: studded leather armor, greataxe, 6 javelins, composite shortbow, 30 arrows.

Pegasus: CR 3; SZ L Magical Beast; HD 4d10+12; hp 34; Init +2; Spd 60 ft., fly 120 ft. (average); AC 14; Atk +7 melee (1d6+4 [x2], hooves), +2 melee (1d3+2, bite); Face 5 ft. x 10 ft.; SQ scent, spell-like abilities (at will- detect good and detect evil, 60 yd radius as if by 5th-level Sorcerer); AL CG; SV Fort +7, Ref +6, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills: Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3. *Feats*: Iron Will.

Roc: CR9; SZ G Beast; HD 18d10+126; hp 225; Init +2; Spd 20 ft., fly 80 ft. (average); AC 14; Atk +21 melee (2d6+12 [x2], claws), +16 melee (2d8+6, bite); Face 20 ft. x 40 ft.; Reach 10 ft.; SA snatch (can attempt to grapple and fly away with a size small to huge creature on a successful claw attack); AL N; SV Fort +18, Ref +13, Will +7; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.

Skills: Listen +4, Spot +4*. Rocs receive a +4 racial bonus to Spot checks during daylight.

Appendix II: Items and Spells

Although short, this adventure does introduce several new items and magic spells. If these items do not fit in the DM's game world they should be removed and replaced with more appropriate items.

The Book of Glass and Steel

This thin, decaying tome describes two spells, *transmute gold to steel* and *transparent steel* and their use to create thin, clear pieces of steel to use in place of windows for fortresses, towers, and castles. It is written in an ancient language and requires a Knowledge (arcane) or Knowledge (history) check (DC 18) to properly understand. These two spells are described below.

Market Price: 2,000 gp

Book of Souls

A popular book among necromancers as well as curious wizards, many copies are found in libraries throughout the world. *The Book of Souls* gives detailed descriptions on the sacrifice of intelligent creatures to power golems and other magical creatures, as well as procedures to summon demons.

Market Price: 1,000 gp

Yaarvik's Desert Guide

Pages of this leather bound book appear to be made from pressed leaves or grasses of some sort and have a strange pale green tint to them. The book itself is a well-written discussion of desert creatures, plants, and survival. Its discussion of dynamic desert life lends mystery and excitement to deserts throughout the world while giving a wide variety of very useful information. Some of the information is complex enough that only someone with some knowledge of the natural world can really understand it. Anyone already possessing 4 ranks in Wilderness Lore spending an entire week studying the text receives a +4 circumstance bonus to all Wilderness Lore skill checks in a desert environment.

Market Price: 7,000 gp

New Spells

While not particularly useful in combat, these two spells can be put to interesting uses by creative PCs.

Transmute Gold to Steel

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: up to 1 lb. per level

Duration: Permanent

Saving Throw: None (See Text)

Spell Resistance: No

The idea that some would want to change gold into steel is unthinkable to most, but this spell has very potent powers when used in conjunction with other spells or in the creation of magic items. Soft, easily worked gold can be shaped into complex forms or razor thin blades and then turned into the highest grade steel with a simple spell. The steel created by the spell is automatically free from any flaws or imperfections and is ready for immediate enchantment. It also holds enchantments better and longer than less pure forms of steel. *Transmute gold to steel* can only be used on inanimate objects that have been prepared specifically for this purpose so there is no saving throw and magic resistance does not apply.

Transparent Steel

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch


Area: up to 10 lb. per level

Duration: Permanent

Saving Throw: None (See Text)

Spell Resistance: No

This interesting spell is used to create entire blocks of transparent steel. Used centuries ago to create windows impervious to breakage or attack, the spell requires only the purest of starting materials. Steel products not made with the



utmost of care (Craft check DC 20) fail to take the enchantment properly. The costs of the spell, and its limited use, generally meant a craftsman could make a product out of gold and then use *transmute gold to steel* before using *transparent steel*. This undoubtedly increased costs considerably, but the end product was always the hardest steel and almost completely transparent. Blocks of transparent steel used as windows have been discovered in the ruins of some ancient castles, and some windows still exist in some areas. In rare cases, some individuals have been discovered with transparent, razor-sharp weapons that are virtually undetectable, even with a *detect invisibility* spell.

Note: Weapons made of transparent steel usually have a visible hilt for the wielder. Opponents do not know the exact length or shape of the weapon, giving attacks with a transparent weapon a +1 circumstance bonus to attack rolls. Individuals with a Weapon Focus feat spent on the appropriate weapon type receive a +2 circumstance bonus to attack rolls and a +2 bonus to AC through an increased ability to parry with the transparent weapon. These bonuses only apply to combat with creatures that are able to see the wielder. They do not apply to sneak attacks, attacks against blind or blinded creatures, or similar situations. Transparency of a weapon is considered a +2 bonus with respect to cost of creation and enchantment (see pg 184 of the **DMG**) and all transparent weapons discovered to date have additional enhancement bonuses.

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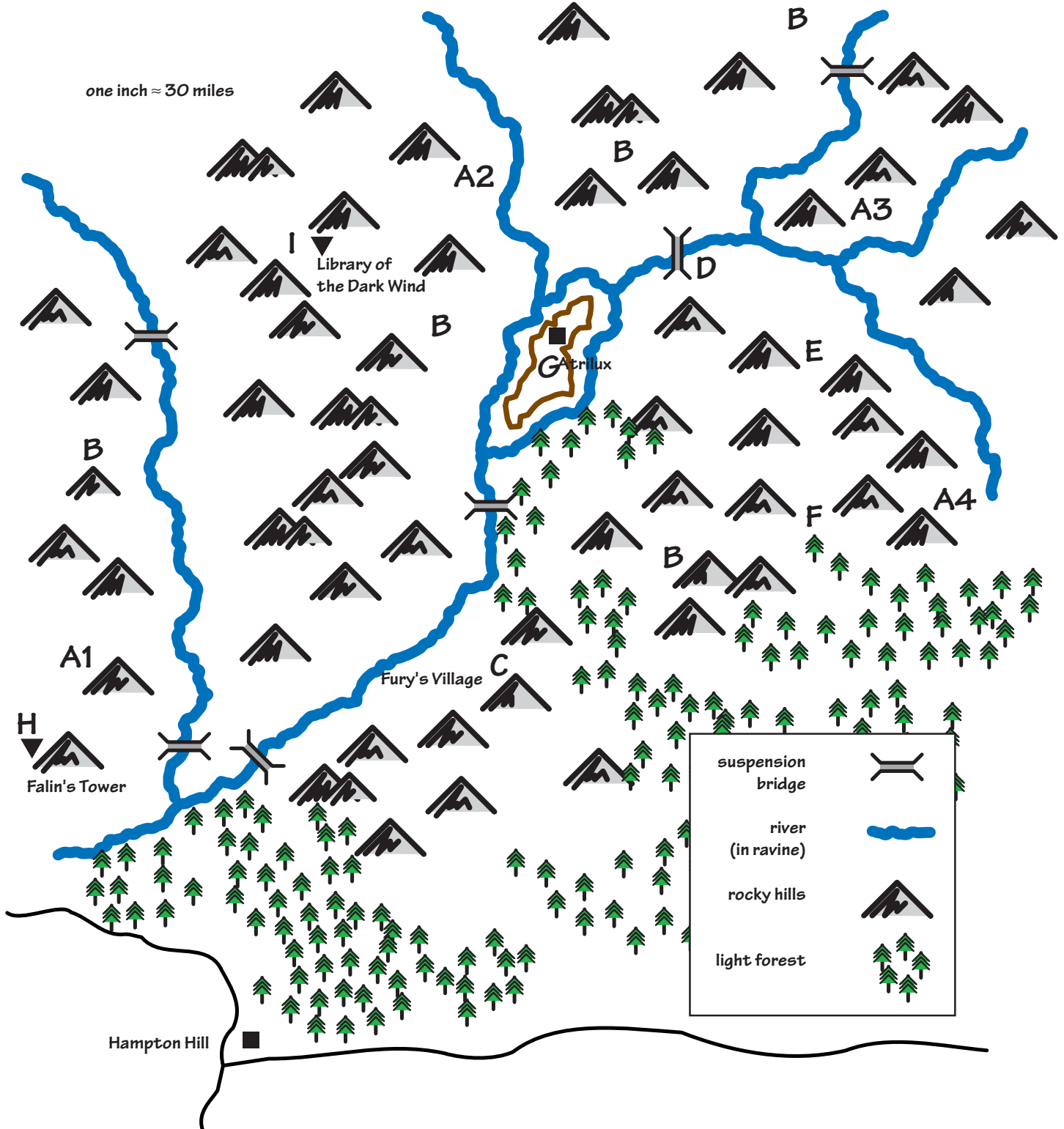
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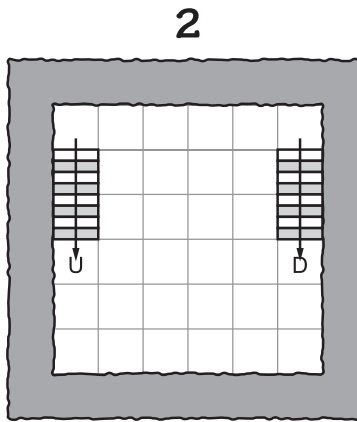
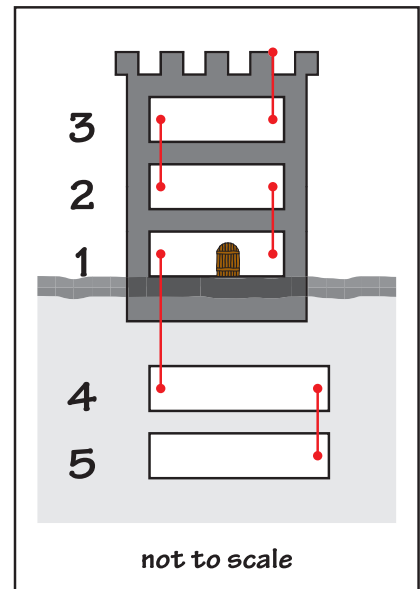
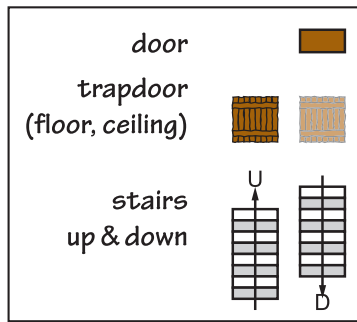
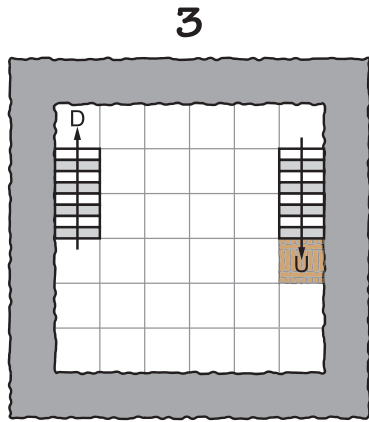
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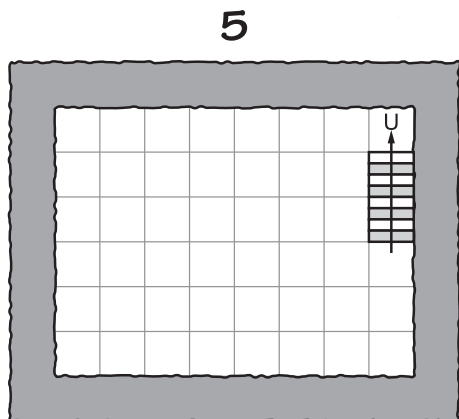
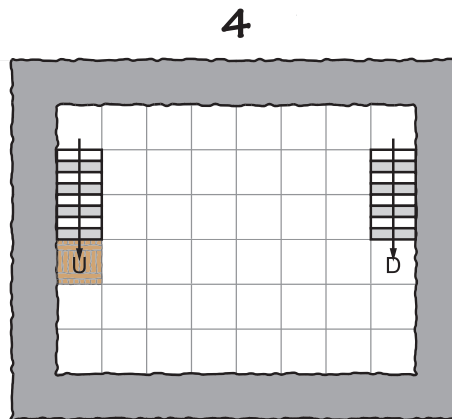
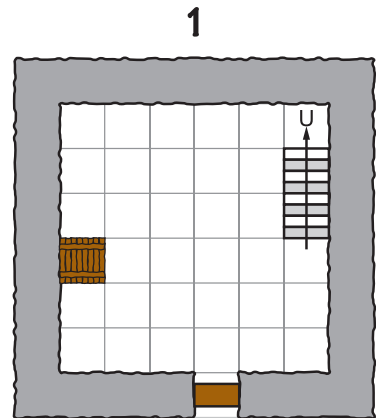
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The Broken Mountains



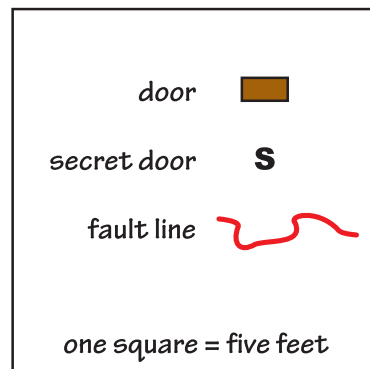
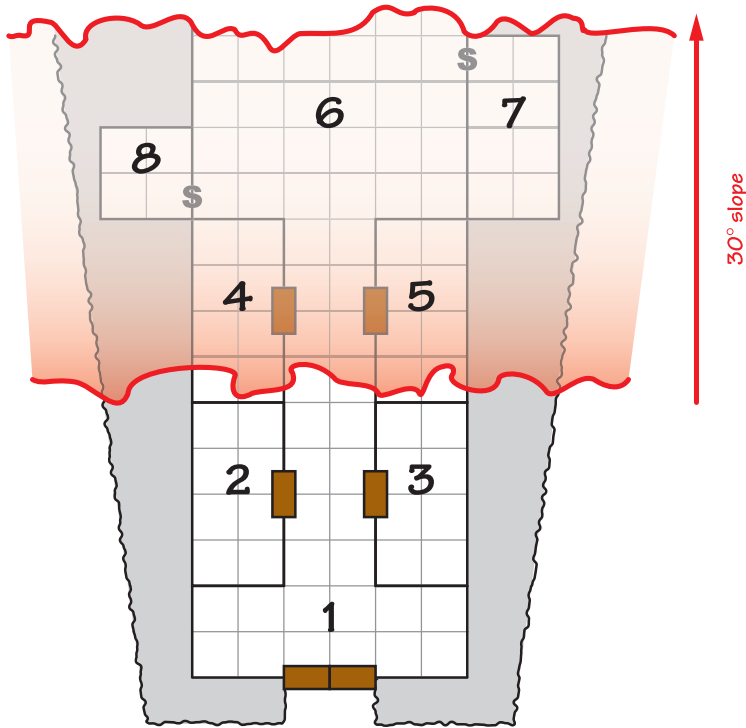


Falin's Tower

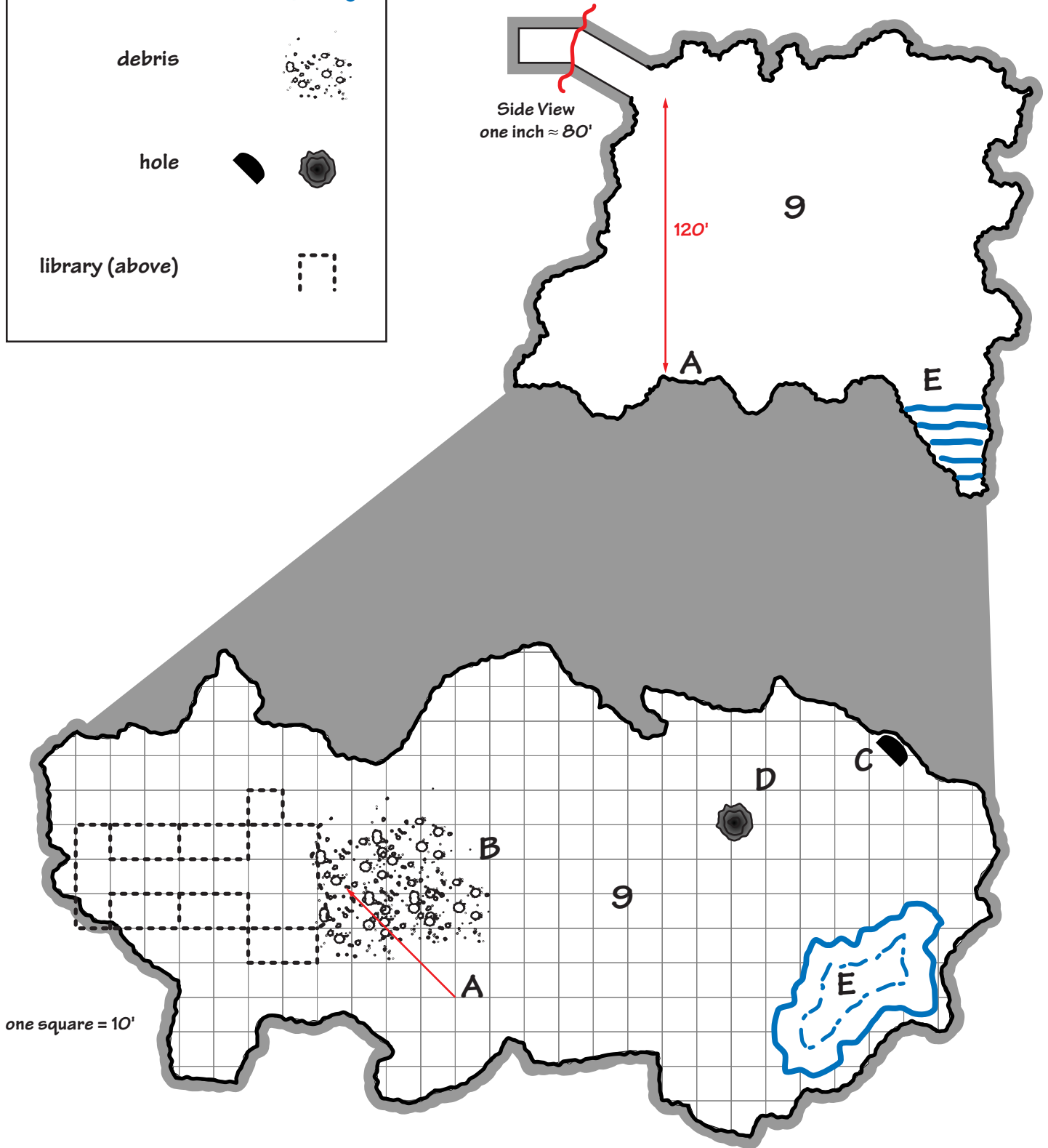
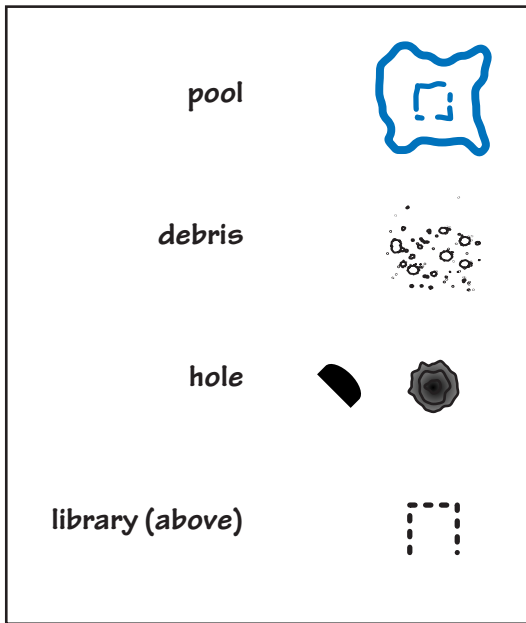


one square = five feet

Library of The Dark Wind



Cavern of Lost Secrets



one square = 10'