



Beyond The Light of Reason
Updated by
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“Beyond the Light of Reason” is a D&D adventure designed for four 13th level characters. Although designed to challenge an evenly balanced group of this level, this module can be played with 9th to 15th level PCs by increasing or decreasing the power levels of the villains accordingly. A cleric would be a good addition to a group playing through this module; any character with darkvision would also be invaluable.

BACKGROUND,

Rutherton is a small village located on the north border of the Duchy of Tehn, and it was once the target of constant raids and harassment by creatures hunting for winter nourishment. For years it suffered the attacks of humanoids and denizens of evil, struggling to survive in a harsh environment.

Fifty years ago, Rutherton was the center of a terrible power struggle, for their cleric of many years had just passed away. The clergy of Pelor then sent a new priest to supply guidance to the villagers.

Narhalm was a young man of much experience. He had adventured for several years, struggling to rid the world of unholy menaces. His retirement in Rutherton was to be a peaceful one, but less than three days after his arrival, he discovered evil brewing in the small village.

The villagers lived in squalid conditions, under the constant harassment of bandits and humanoids. After some investigation, Narhalm identified the local burgomaster as the source of many of the village’s troubles. This man, Vargnin, was revealed as a cleric of the dread deity Nerull, and he was responsible for weakening the community with bandit raids so he could eventually sacrifice the entire village to his dark lord without resistance.

Vargnin fled into the nearby mines of Mount Rantoloch when confronted; Narhalm followed in fast in pursuit. Deep within the mines, the two met for the final time as an epic battle ensued. During the great conflict, a great rift in the bedrock opened, venting natural gas into the chamber where they fought. Thus, when Narhalm smote Vargnin with holy fire, the gas exploded violently rocking the mountain and its surroundings. Many in Rutherton thought that perhaps the mountain was in fact a volcano thundering to life, but the rumbling ceased as quickly as it occurred.

Three days later, Narhalm appeared from the mines carrying an elegant silver lantern, in which a holy white flame burned brightly. He told the story of his battle with Vargnin and related that the flame within the lantern would bring peace to the village as long as it shed its light across the village from the chapel’s bell tower.

Created in the final battle between Narhalm and himself; the flame sprang from a source born as a result of the conflict deep within the mountain—a holy pyre of good, pure energy. If the flame was ever extinguished from the lantern, it could only be re-lit by returning it to the chamber in which the original font still burned. Narhalm warned the people of Rutherton to be vigilant in the guardianship of the lantern and its flame, which he dubbed the Light of Reason.

Narhalm bid his final farewell and returned to the mines to secure the sacred flame that burned brightly within. He never returned. So the *Light of Reason* burnt for fifty years, keeping the forces of darkness at bay.

BACKGROUND,

NOTES:

ADVENTURE SUMMARY

<p>The PCs are fleeing from an oncoming storm and looking for shelter when they see a light burning bright in the distance. The light is the magic lantern that wards the small village of Rutherton from evil. Here they are drawn into a crisis as the lantern is damaged during the storm and a great dragon threatens to destroy the village. The village cleric asks them to take the lantern deep into the mountain to re-light the holy flame, while the villagers beg the characters to protect them from the dragon that would surely lay waste to their village.</p> <p>Meanwhile, deep within the mountain, the Undead form of the cleric Vargnin lives, plotting his escape from his holy prison and revenge upon the village that thwarted his plans fifty years ago.</p> <p>The PCs must race against time, making their way past the denizens of the mountain to confront Vargnin and his minions deep within the bowels of an ancient temple. There they must re-light the lantern before the village is attacked by the dragon that waits only for the storm to end.</p> <p>Only quick thinking allows the PCs to traverse the dangers of the mountain, which has been converted into a prison of evil by the holy flame that burns beneath. They must be quick to stop Rutherton from being attacked and preventing Vargnin from completing a ritual that might snuff the holy flame forever.</p> <p>NOTES:</p>

FOR THE PLAYERS

Dark clouds rumble overhead. The storm that has been building for the last few hours begins to spit droplets of rain. The wind steadily picks up as you realize that unless you find shelter soon you will be in for a rough night.

Ahead in the darkness you see a pure white light shining like a beacon in the night. The light seems to have warmth to it that bids you to come in from the cold—an indescribable urge to approach a place of safety and rest.

<p>The PCs begin the adventure on the road, perhaps returning from a previous adventure or on their way to their next one. They have been wandering in the frontier wilderness for some time when they happen upon Rutherton.</p> <p>The attraction the characters feel is the power of the lantern that keeps the evil at bay, and also makes it uncomfortable for any evil creature to approach the village (see the “<i>Light of Reason</i>” sidebar for further information on the item).</p>

FOR THE PLAYERS (Cont)

If the PCs believe that the light is a trap and approach no further, they suffer the full wrath of the elements. The biggest storm of the year descends upon the area, blowing down trees, striking areas with lightning, and releasing over 6 inches of rain in the area in one night. Rutherton is located on stable ground and has numerous run-off points to prevent houses from flooding badly and other areas from completely washing away.

NOTES:

ARRIVING AT RUTHERTON

A thunderous boom rocks the inn as the storm pulls into full swing outside. Gale force winds threaten to topple the building and demolish the small village, but somehow it all stands firm.

A second boom rocks the building as a great flash of light pierces through the shutters of the inn, lighting the room momentarily. The noise of crashing stone rises above the wailing of the storm as a look of terror spreads across the townsfolk's faces. Tatiana runs to the door and looks out into the raging weather. The cleric glances back, ashen-faced, and waves for you to come over.

Rutherton was once a small mining community located at the base of a large mountain rich in iron ore. It has no guards itself, but a local militia keeps the peace when necessary. The residents are huddled in the local inn (the sturdiest building in town) when the storm arises. PCs who bang on the door are let in, but frightened villagers might have to be calmed down (via Diplomacy checks - your option) to avoid unfriendly reactions.

A total of seventy people huddle in the crowded drinking room, or in the guestrooms upstairs, making it a tight fit for everybody there. During the first hour after the characters' arrival, few people are brave enough to look at them and only a handful talk to them. The burgomaster Soon-Jee, and a cleric of Pelor, Tatiana, both approach the PCs and ask their business in the village; once it becomes clear they pose no harm the two talk freely. They answer any questions the PCs might have, and Tatiana might even relate the story of the lantern, although many mock it as a fairy tale. It isn't until after an hour that the storm reaches its full strength and the action begins.

The lantern that has hung in the chapels' bell tower for fifty years has just been struck by lightning. It has dropped to the mud and water in the center of town (only 80 feet away), and Tatiana urges the PCs to retrieve it for her. The rest of the townsfolk look on expectantly, too scared by the storm's vengeance to step foot outside. The lantern itself is amazingly only mildly damaged, although it took a direct hit from lightning, but the flame within has been snuffed. Any PCs who attempt to retrieve the lantern must weather the storm raging outside.

Running across to the lantern, they must try to keep their feet and stop themselves from being knocked down or blown away (see the sidebar or page 87 of the DUNGEON MASTER'S Guide for rules on wind effects— this is considered a windstorm). As the PCs retrieve the lantern from the mud outside the chapel, another disaster occurs.

ARRIVING AT RUTHERTON (Cont)

As you lift the silver lantern from the mud, a succession of booms rocks the skies above. Streaks of lightning light up the skies above, and the dark clouds release a torrent of rain upon you in one tremendous barrage. As the skies erupt, a terrifying sight fills your vision. A long, reptilian shape snakes across the skies, the full length of its crimson body stretching across the dark rumbling skyscape.

The great dragon looks down and breathes a cone of flame towards the village, although its gout of fire falls far short of the ground. lightning strikes continue, allowing you to watch as it struggles through the storm and into the mountain range to shelter from the storm.

Firing missile weapons is pointless in the storm; the dragon is flying over 400 yards away and has no intention of stopping to fight in this weather. Instead she seeks refuge in a cave further up in the mountains. The cave is located deep within the range, but close enough that the dragon can return quickly once the storm has abated.

In the inn the locals are frightened to death; first the storm almost devastates their village, now a dragon threatens to attack! Eventually, Tatiana approaches the characters for help, hoping they can save their village.

“You must help us, for without the lantern we shall surely be doomed. The Light of reason has guarded our village from harm for fifty years, its holy flame preventing evil from harming us. For years the flame stopped evil creatures such as that wyrm from causing us harm, although now with the light dead, it will surely return and deliver its wrath on us. My fellow villagers no longer believe in the power of the flame, and are more scared of the danger that this dragon will bring come morning; however, I believe the lantern can be repaired. The lantern itself is only a little damaged, and if you could take it deep into the mountain where the flame was born you could re-light it and return before the village is harmed. But you must make haste, for without the lantern we have no defense against the creature.

The source of the flame resides in the heart of Mount Rantoloch. Please, help us!”

Although this might sound like a massive task to the PCs, Tatiana can supply them some equipment to assist them. The equipment she offers includes the remains of the adventuring treasures she collected over the years. She requests that anything the PCs do not use during the course of the adventure they return so the items can aid the village in the future:

- Potion of Cure Moderate Wounds (x2)
- Potion of Neutralize Poison
- Potion of Cure Light Wounds (x3)
- Potion of Hiding
- Scrolls of *Cure Serious Wounds* (x3) and *Cure Critical Wounds*
- Pearl of Power (3rd Level)

If the PCs are in need of more assistance, Tatiana also has a scroll of control weather that she offers to use to extend the storm. She is loath to do this however, as extending the storm damages the village and surrounding farmlands further. If the PCs do not return by midnight of the following night, she tells them that she will then cast the spell.

ARRIVING AT RUTHERTON (Cont)

For details on Tatiana and Soon-Jee refer to the NPC Rooster.
NOTES:

AD-HOC XP AWARD

Give the PCs a story award of 500 xp's for braving the storm to retrieve the lantern.
NOTES:

MOUNT RANTOLOCH

Before the battle between the two clerics, Mount Rantoloch was an important mining colony that was the lifeblood of the village and its environs. Several large veins of iron ran through the mountain, and although it should have made the villagers quite wealthy, most of the profits were stolen by brigands and raiding humanoids.

For the last fifty years, the villagers have not returned to the mines because of the many sightings of dangerous creatures haunting the tunnels. Those that did enter to restore the old mines never returned. The creatures spotted include a small tribe of Grimlock that has taken up residence in the caverns.

The mountain itself is a highly magical area due to the presence of *Pelor's Pyre* deep within its bowels (see sidebar). Imprisoned within it are many creatures that could overwhelm the village easily. Any creatures that might be able to break through the magical barrier produced by *Pelor's Pyre* must then contend with the power of the *Light of Reason*. Consequently, none of the inhabitants of the mountain have mustered the courage to leave their lair, break the enchantments of the mountain, and assault the village in force. Now that the *Light of Reason* has been extinguished, however, it's only a matter of time until they discover the weakness and exploit it - yet another motivation for the PCs to undertake the mission (feel free to have Tatiana share this information if the PCs seem reluctant to head into the mountains).

A jagged road climbs the mountain toward the mines, timbers intended to secure mining carts and keep them from rolling down the mountain are ragged and worn. It takes the PCs 2 hours to climb near the entrance to the lower mines, and an extra hour to reach the upper entrance.

In addition, the narrow pass that once led to the external lower entrance was blocked by a massive landslide after the clerics' battle. Tatiana warns the PCs of this before they leave Rutherton, telling them it would be quicker to ascend to the upper entrance, then make their way into the lower mines through there. Tatiana tells the PCs that within the mines they should look for an entrance to an ancient temple to Pelor. Within its halls they will find the source of the *Light of Reason*; she doesn't know on which mine level the temple can be reached.

MOUNT RANTOLOCH (Cont)

NOTES:

ENCOUNTER ON THE WAY TO MOUNT RANTOLOCH

This encounter occurs about 1 hour into the journey to Mount Rantoloch. It is a group with a Fomorian Giants, two Hill Giants. The Giants attack the party with rocks and then move in with their clubs.

FOMORIAN GIANT (1): 157 Hp's each, 15d8+90 HD, Mv: 40 ft., Ac:21 (-2 Size, +1 Dex, +9 Natural, +3 Hide Armor), Touch: 9, Flat-Footed: 20, Huge Giant, Att: Gargantuan Heavy Flail +21/+16/+11 Melee, Dam: Gargantuan Heavy Flail: 2-16 +18/19-20. **Face /Reach:** 10 ft. by 5 ft. / 15 ft. **Initiative:** +1 (+1 Dex). **CR:** 11. **Abilities:** Str: 34, Dex: 12, Con: 22, Int: 11, Wis: 13, Cha: 6. **SA:** Trample 2-20+18. **SQ:** Darkvision: 90 ft, DR 5/-, Fast Healing 5, Scent. **Alignment:** Neutral Evil. **Skills:** Listen: +3, Move Silently: +16, Spot: +12. **Feats:** Alertness, Cleave, Power Attack. **Saves:** Fort +15, Ref: +6, Will: +6. **Critical:** Gargantuan Heavy Flail 19-20/x2.

Fomorian Giants are found on page 105 of the Monster Manual II.

HILL GIANTS (2): 102 Hp's each, 12d8+48 HD, Mv: 30 ft.(in hide armor), Ac:20 (-1 Size, -1 Dex, +9 Natural, +3 Hide Armor), Touch: 8, Flat-Footed: 20, Large Giant, Base Att: +9, Grapple: +20, Att: Great Club +16/+11 Melee, Dam: Great Club 2-16+10. **Initiative:** -1 (-1 Dex). **CR:** 7. **Abilities:** Str: 25, Dex: 8, Con: 19, Int: 6, Wis: 10, Cha: 7. **SQ:** Low-Light Vision, Rock Catching. **Alignment:** Chaotic Evil. **Skills:** Climb: +7, Jump: +7, Listen: +3, Spot: +6. **Feats:** Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (Great Club).

Saves: Fort +12, Ref: +3, Will: +4. **Critical:** Great Club 20/x2. Each is dressed in a suit of hide armor and is armed with a Great Club. Hill Giants are found on page 123 of the Monster Manual.

NOTES:

THE UPPER MINES

DUNGEON FEATURES: In the upper mines, many fallen boulders, rubble, and loose rocks confront the PCs. Characters fighting in melee in chambers obstructed by such terrain must succeed at a Balance check (DC: 10) every round of combat or fall prone.

COLD DANGERS: The upper mines in Mount Rantoloch are cold and icy. The miners who once worked on the mountain dressed warmly and lit braziers filled with a smokeless alchemical compound to heat non-work areas. The current denizens of the caverns either cope with the cold or use similar methods. The PCs might not be so prepared. The characters must make a Fortitude save (DC: 15, +1 per previous check) or sustain 1d6 points of subdual damage. PCs can be furnished with warm clothing in Rutherton, but only if they think to ask (the citizens don't think to offer).

NOTES:

AREA U1) UPPER MINE ENTRANCE

This large cavern smells of fire. Rubble lies haphazardly about the chamber and the far wall is badly charred as if a huge blast of flame had scorched that area recently. On the far side of the cavern lay several corpses; each looks like it once stood over 15 feet tall.

On the floor near the stairs (marked B) lie the bodies of three giants. All three have been burned badly and torn beyond recognition. PCs who have had experience with frost giants before recognize them (although the fact that they're giants is fairly obvious). The three giants confronted the dragon Kah-la-hi when she sheltered from the storm on the way to her lair in the mountains; after a savage battle, she slew both of them and gnawed at their bodies for most of the night. Since her wounds were still fresh, she broke free of the *Pyre of Pelor's* power and returned to her lair to heal herself before she attacked the village.

Kah-la-hi is currently traveling to a minor lair nearby. When she returns she is fully healed and ready for trouble. It takes her 7 hours to fly through the storm to her lair. She then rests for 8 hours and heals herself. After preparing herself with magic items from her lair it takes her another 5 hours to survey the area before she attacks. Any PCs deep within the mountain complex when she returns will be horrified when they surface to see Rutherton ablaze with dragon fire.

If the PCs await her return she fights them first, sitting atop the mountain and swooping past while strafing them with dragon fire, spells, and magic items. If the PCs flee, refusing to fight her, she heads straight for the village. It takes the PCs too long to head down the side of the mountain after her unless they can *Fly* or *Teleport* to the village.

Kah-la-hi is a very old red dragon of great power. During the Greyhawk Wars she served with Iuz the Old in his armies, assisting the Orc hordes in the Vesve forest. After the Flight of Fiends she thought the Old One was weak and losing power, so she fled to the east to lair anew. Her exact statistics have not been listed because she has a greater interest in destroying the village and returning to her lair with food than actually confronting the PCs in battle.

AREA U1) UPPER MINE ENTRANCE (Cont)

NOTES:

AREA U2) THE GATHERING CHAMBER

This large chamber contains a large hewn shaft that delves deep into the mountain's core. A small river filled with large pieces of ice rushes under a small wooden bridge and tumbles down one side of the shaft; far below you hear it striking rocks clearly. A large metal pulley system lays mangled to one side of the shaft. Several broken mining carts lie about the south wall.

<p>At the beginning of winter, a small hunting party of Frost Giants reached Rutherton. Seeing the small town as easy pickings, they decided to sleep in the upper mines for the night before attacking the next day. During this time they succumbed to the power of the Pyre. Of the group now only one remains; the rest died, mostly of starvation. The leader and his pets lair nearby, although they rarely enter this room anymore.</p> <p>The chamber contains several things of interest to the PCs. A spiral staircase descends the side of the shaft for 300 feet (although the PCs must walk through the waterfall and succeed at four Balance checks, DC: 10, not to fall) to Area L1, and cave paintings adorn the western wall.</p> <p>The painting depicts a crack in the ground that spews flames high into the sky. A horde of hellish abominations shy away from it while a dark figure watches. Other paintings are too faded and worn to comprehend.</p> <p>Near the painting lay two large skeletons. These are the remains of frost giants killed and eaten weeks ago. PCs who succeed at a Search check (DC: 15) find a loose rock in the wall, behind which they discover the giants' meager possessions.</p> <p>TREASURE: Within the large hole rest two large sacks containing all of the giants' worldly goods. The first sack contains several large, badly carved bones, a short sword, two large fur blankets, a small empty keg, an iron flask containing a POTION OF LEVITATE (Brewed at 5th Level), seven blood-stones (70 gp value each), 69 gp's, and 238 sp's. The second sack holds a broken heavy crossbow, a large fur blanket, a large drinking horn, four golden pearls (120 gp value each), eight nuggets of silver (30 gp's each), a masterwork dagger, a POTION OF WATER BREATHING (Brewed at 7th Level), a small wrought golden bracelet (60 gp's), 12 pp's, 79 gp's, and 312 sp's.</p> <p>NOTES:</p>

AREA U3) REFUSE REMOVAL ROOM (EL 8)

A set of crudely hewn stairs leads down into a cave that has seen little use lately. Rubble fills most of the chamber and cobwebs cover the ceiling above.

This room was once used to remove the miner's refuse after they decided that throwing it into the stream would pollute the drinking water in the lower mines. An old rusted lever is located (Marked A) near the far end of the cave; it triggers the mechanism that opens the trapdoor that allows refuse to be tipped into the shaft. old age, combined with the explosion that rocked the mountain, has made this room extremely dangerous; anyone who pulls the lever (requiring a Strength check, DC: 16) triggers the trap.

When the minor earthquake shook the mountain, the rock beneath this room shifted, opening a shaft that stretches across the majority of the chamber. When the mechanism is activated, the device causes the entire floor to crumble and fall into the shaft, tumbling 100 feet down to the bottom. To make things worse, rocks shake loose from the ceiling and tumble down atop anyone trapped in the shaft.

TRAPS: Detecting the trap in this room is a little different than normal, and anyone falling victim to this room is in for a terrible surprise. A dwarf with stone-cunning can search for the trap.

PIT TRAP: CR: 7; No Attack Roll Necessary (10d6); Reflex save (DC: 20) avoids; Search (DC: 25); Disable Device (DC: 26).

FALLING BOULDERS TRAP: CR: 5; +20 Ranged (6d6); Search (DC: 22); Disable Device (not possible). Note: The rocks strike all characters in the shaft or clinging to the remains of the chamber.

NOTES:

AREA U4) THE CHIEFTAIN'S CHAMBER (EL 13)

This large cave has seen recent use. Fur beds line the walls and a large fire smolders in the center of chamber. Over the fire cooks a kind of meat you do not recognize, but the stench of it almost overcomes you.

The Frost Giant leader, Arisngraurd, and his pets (3 Winter Wolves) have settled in this room. The leader is a minor cleric of Thrym (the Frost Giant deity) and has recognized the mountain's effect on his party as magical and spends most of his waking hours pondering what to do about it. He knows he is not powerful enough to break it. When the dragon arrived, Arisngraurd decided he wished to parley with it, but after the deaths of the rest of his band he doesn't know where to begin. The dragon's absence has allowed him time to think, although the sheer size of the creature has him more than a little worried.

In the cave, Arisngraurd sleeps with his hunting dogs, a pack of Winter Wolves he uses to track his prey. The Winter Wolves were the first to succumb to the mountains' magic.

CREATURES: The warband leader is a powerful foe who uses his hounds to back his advances. If attacked, the giant believes the dragon is using Charmed creatures to clear the narrower areas of the tunnels and fights with utmost ferocity.

WINTER WOLVES (2): 51 Hp's each, 6d10+18 HD, Mv: 50 ft., Ac:15 (-1 Size, +1 Dex, +5 Natural), Touch: 10, Flat-Footed: 14, Large Magical Beast (Cold), Base Att: +6, Grapple: +14, Att: Bite +9 Melee, Dam: Bite: 1-8 +6 Melee plus 1-6 Cold. **Initiative:** +5 (+1 Dex, +4 Improved Initiative). **CR:** 5. **Abilities:** Str: 18, Dex: 13, Con: 16, Int: 9, Wis: 13, Cha: 10. **SA:** Breath Weapon, Freezing Bite, Trip. **SQ:** Darkvision 60 ft., Scent, Immune to Cold, Low-Light Vision, Vulnerable to Fire. **Alignment:** Neutral Evil. **Skills:** Hide: -1, Listen: +6, Move Silently: +7, Spot: +6, Survival: +1. **Feats:** Alertness, Improved Initiative, Track. **Saves:** Fort +8, Ref: +7, Will: +6. **Critical:** Bite 20/x2. Winter Wolves are found on page 256 of the Monster Manual.

ALPHA-MALE WINTER WOLF (1): 75 Hp's, 9d10+27 HD, Mv: 50 ft., Ac:16 (-1 Size, +2 Dex, +5 Natural), Touch: 10, Flat-Footed: 15, Large Magical Beast (Cold), Base Att: +9, Grapple: +17, Att: Bite +12 Melee, Dam: Bite: 1-8 +62 Melee plus 1-6 Cold. **Initiative:** +6 (+2 Dex, +4 Improved Initiative). **CR:** 5. **Abilities:** Str: 18, Dex: 15, Con: 16, Int: 9, Wis: 13, Cha: 10. **SA:** Breath Weapon, Freezing Bite, Trip. **SQ:** Darkvision 60 ft., Scent, Immune to Cold, Low-Light Vision, Vulnerable to Fire. **Alignment:** Neutral Evil. **Skills:** Hide +7, listen +9, Move Silently +11, Spot +9, Wilderness Lore +1. Their natural coloration grants winter wolves a +7 racial bonus to Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus to Wilderness lore checks when tracking by scent. **Feats:** Alertness, Improved Initiative, Track. **Saves:** Fort +9, Ref: +7, Will: +4. **Critical:** Bite 20/x2. The Alpha Male wears a black leather collar studded with eight blood-stones worth 950 gp's.

AREA U4) THE CHIEFTAIN'S CHAMBER (EL 13) (Cont)

FROST GIANT LEADER (Arisngraurd): 179 Hp's (213 w/*Bear's Endurance* cast), 3d8+18 (3rd Level Cleric) plus 14d8+84 HD (Frost Giant), Mv: 40 ft., Ac:25 (-1 Size, +9 Natural, +6 for Chain-Mail, +2 for **+2 Ring of Protection**), Touch: 12, Flat-Footed: 25, Large Giant (Cold), Att: **Huge Masterwork Great Axe** +23/+18/+13 Melee or Throw Rocks +12/+7/+2 Ranged, Dam: **Huge Masterwork Great Axe** 2-16 +15 Melee or Rocks 2-12 +10 Ranged. **Initiative**: +7 (+3 Dex, +4 Improved Initiative). **CR**: 12. **Abilities**: Str: 30, Dex: 10, Con: 22, Int: 10, Wis: 14, Cha: 12. **SA**: Spells, Rock Throwing. **SQ**: Low-Light Vision, Rock Catching, Rebuke Undead, Immunity to Cold, Vulnerability to Fire. **Alignment**: Chaotic Evil. **Skills**: Climb: +14, Concentration: +8, Jump: +14, Knowledge Religion: +2, Spellcraft: +2, Spot: +8. **Feats**: Cleave, Great Cleave, Improved Initiative, Power Attack, Improved Sunder, Iron Will. Saves: Fort +18, Ref: +5, Will: +11. **Critical**: Great Axe 20/x3. Arisngraurd is dressed in a suit of Frost Giant-Sized Chain-Mail. He is armed with a **Huge Masterwork Great Axe**. At Arisngraurd's waist is a large belt pouch that contains a **SCROLL** w/*Dominant Animal*, *Stone Shape*, and *Remove Curse* (Written at 8th Level). He wears a **+2 RING OF PROTECTION** and Holy Symbol of Thrym. Arisngraurd also owns a large sack where he keeps his personal belongings. Within lies the corpse of a sheep, three polished ogre skulls, three blankets, two **POTIONS OF LESSER RESTORATION** (Brewed at 5th Level), a Long Sword, a silver ewer (60 gp value), seven tourmaline (120 gp's each), a fire opal (1,200 gp's), 32 pp's, 168 gp's, and 430 sp's. Arisngraurd as the following spells in memory:

0 Level (DC: 12) (4): Detect Magic, Light, Detect Poison, Cure Minor Wounds

1st Level (DC: 13) (4): Magic Weapon*, Shield of Faith, Entropic Shield, Cure Light Wounds

2nd Level (DC: 14) (3): Spiritual Weapon*, *Bear's Endurance*, Cure Moderate Wounds.

*Domain spells. Domains: War (Weapon Focus: Great Axe), Destruction (smite 1/day for +4 attack and +3 damage).

Frost Giants are found on page 122 of the Monster Manual.

AD-HOC XP AWARD: Alpha is a larger than normal specimen of his species; consider him a CR: 7 monster for the purpose of awarding experience.

TACTICS: Arisngraurd is extremely paranoid after the appearance of Kah-la-hi and believes that the PCs are agents of the dragon, sent into the tunnels to destroy the inhabitants of the mountain. It takes a great deal of diplomacy to calm the giant, and PCs that do so will still be a target of the cleric's constant paranoia.

In combat, Arisngraurd orders his wolves to attack immediately while casting *Bear's Endurance* and *Entropic Shield* on himself if he has the time. He enters combat fiercely, taking no quarter and expecting none in return.

DEVELOPMENT: Arisngraurd does not flee from combat and hunts the PCs through the upper mines if they try to escape. He is passionate about hunting the PCs down both to prevent them from escaping the complex and to use them as food. If the PCs befriend Arisngraurd somehow, he talks of large groups of creatures that war in the lower mines, and of a force of great power that lures the unwary to this mountain, enchanting them all to stay forever.

AREA U4) THE CHIEFTAIN'S CHAMBER (EL 13) (Cont)

NOTES:

AREA U5) THE ICY STREAM

A small underground river runs quickly before you, the current carries large chunks of ice downstream. Both sides of the river rise 3 feet above the surface of the icy water.

DEVELOPMENT: Although the river is dangerous, nothing hostile lives within it. If any PC decides to dive into the river and risk frostbite, hypothermia, drowning, (see the DUNGEON MASTER'S Guide page 85 - 86) and perhaps even being forced down the waterfall at Area U2, he might see a skeleton weighed down at the bottom of the river if he succeeds at a Spot check (DC: 18).

Twelve years ago, a cleric of Pelor visited Rutherton to determine the fate of Narhalm. While he stood near the river, a piece of rock broke away and plunged him into the icy depths here. PCs who retrieve the body of the cleric can attempt to cast *Speak with Dead*, or even *Resurrect* the corpse. A *True Resurrection* is needed to bring the man back to life (he has been dead several years), although a *Speak with Dead* spell might grant a wealth of information.

The cleric's name was Rathicar, and he was sent from Greyhawk to the village by the clergy of Pelor. He has the following information to relate, should the proper questions be asked:

- Rathicar traced Narhalm's steps into the mountain and delved deep within the mountain's caverns.
- Deep in the cave system, the cleric saw a set of stone doors that were locked by an intricate system of rotating circular locks.
- Nearby, Rathicar witnessed spawn of the underworld working within an infernal forge.
- The Pelorite also spotted some of these same creatures conversing with a walking rotting corpse. The Undead spotted Rathicar hiding and summoned a creature to hunt him down.

He managed to escape, only to fall prey to a natural trap on his way out of the caves.

If the PCs have the means to bring Rathicar back to life, he is considered a standard 6th-level cleric of Pelor (see page 51 of the DUNGEON MASTER'S Guide for complete statistics).

TREASURE: Upon the skeleton of the drowned cleric is a badly rusted set of half-plate armor, a silver holy symbol of Pelor, a small golden wedding band engraved: "May our love shine forever" (30 gp value), a small leather pouch containing six jaspers (worth 80 gp's each), a +2 **HEAVY MACE**, and a sealed vial containing a **POTION OF HEROISM** (Brewed at 7th Level).

Ad-hoc XP Award: Rathicar belonged to a minor noble family that lives outside the city of Dyvers. If the PCs take time to recover and return the body to them, they are rewarded with 500 gp's each. Also award the PCs 500 xp for his recovery and final rest.

NOTES:

AREA U6) MANTICORE LAIR ENTRANCE

Within this cave, a rock shelf looks across a flowing stream of ice, and a section of the ledge crumbles into the water as you enter the chamber. On the far-left side of the cave a tunnel has been cut into the floor, and crude stone steps descend into it.

DEVELOPMENT: When the PCs enter this chamber, there is a 50% chance that 1d2 +1 of the Manticores in Area U7 climb the steps to investigate the new smell. They immediately take flight and shower the PCs with spikes from the opposite ledge. If the fight goes poorly, they attempt to Bull Rush PCs close to the edge into the river, and they roar to attract the rest of the pride in Area U7.

NOTES:

AREA U7) THE MANTICORE LAIR (EL 10)

A sloping tunnel turns smoothly into a small cave where piles of bones lay pushed against the far wall. The stench of refuse is strong here.

CREATURES: The Manticores that live here were unable to leave the mountain and subsequently made these caverns their home. When they hunt, they fly through the shaft at Area U2 and feast upon the creatures of the lower mines. They are growing weaker through hunger after the Frost Giants in Area U2 killed three of their pride a few days ago. Two more attempted to leave the mountain but were killed by the dragon early this morning as she left (the bodies were taken as snacks to eat as she flew).

TACTICS: The Manticores use their spikes to soften the party up before entering melee combat. Once engaged, they attempt to flank the most dangerous PCs. If the battle goes poorly, they fly out of the opening if possible and flee across the river to Area U5 to regroup. If trapped, they fight to the death.

DEVELOPMENT: Any escaping Manticores attempt (and fail) to leave the mountain. From there they fly to Area U2 and flee down the shaft. Here they rest on ledges, licking their wounds. If the PCs use the shaft to enter the lower level, they have to fight the Manticores on a narrow staircase. There the creatures attempt to pull them off the ledges and let them plummet to their deaths.

MANTICORES (5): 57 Hp's each, 6d10+24 HD, Mv: 30 ft., Fly 50 ft.(Clumsy), Ac:17 (-1 Size, +2 Dex, +6 Natural), Touch: 11, Flat Footed: 15, Large Magical Beast, Base Att: +6, Grapple: +15, Att: 2 Claws +10 Melee and Bite +8 Melee or 6 Tail Spikes +8 Ranged. Dam: 2 Claws 2-8 +5 Melee and Bite 1-8 +2 Melee or 6 Tail Spikes 1-8 +2 Ranged. **Initiative:** +2 (+2 Dex). **CR:** 5.

Abilities: Str: 20, Dex: 15, Con: 19, Int: 7, Wis: 12, Cha: 9. **SA:** Tail Spikes. **SQ:** Darkvision: 60 ft, Low Light Vision, Scent. **Alignment:** Lawful Evil. **Skills:** Listen: +5, Spot: +9, Survival: +1. **Feats:** Flyby Attack, Multi-Attack, Track, Weapon Focus (Tail Spikes). **Saves:** Fort +9, Ref: +7, Will: +3. **Critical:** Claws, Bite, and Tail Spikes 20/x2. Manticores are found on page 179 of the Monster Manual.

AREA U7) THE MANTICORE LAIR (EL 10) (Cont)

TREASURE: Several skeletons of miners lie in this cave, along with the bodies of Orcs and Hobgoblins. The accumulated possessions the creatures have collected include: a **Masterwork Chain Shirt**, twenty large nuggets of silver (20 gp value each), a silver razor with an ivory handle caved with rampant elephants (worth 350 gp), an alexandrite (worth 590 gp), 482 sp's, 612 gp's, and 10 pp's.

NOTES:

THE LOWER MINES

DUNGEON FEATURES: The lower mines contained the richest deposits of iron in the mountain and were heavily mined before the battle beneath the mountain. Only days before it was abandoned, many miners discovered new veins of ore and began uncovering them before they were slain by allies of the lich lord. The tunnels here vary from 8 to 12 feet tall while the caverns reach heights of up to 30 feet.

This section of the mines is home to a small tribe of Grimlock. They currently battle the minions of an Aboleth for control of the area. Once alerted to the party's presence, they are informed by their leader (a Slaad summoned by Vargnin to control the creatures) to slay the PCs using any means necessary. These encounters are meant to weaken the group's resources as they move through the mountain toward their goal. The Grimlock are weak creatures compared to the PCs' level and quickly adapt to use tactics designed to counter the PCs' strengths and abilities. Since they have only the one night to reach the pyre, these constant encounters will frustrate, annoy, and finally tax their strength.

Unless the PCs managed to bypass the blocked crevice leading to the external lower mine entrance, they arrive at Area L1 by following the stairs down from Area U2. Clever PCs who do avoid the upper mines altogether shouldn't be penalized for conserving their energy and resources for the battles ahead.

NOTES:

AREA L1) ENTRANCE TO LOWER MINES (EL 7)

The long stone steps lead up to a hewn stone entrance. Two worn statues of armed and armored warriors stand on either side of the opening, stone swords raised high. Through the entrance you can see a rope and wooden bridge spanning a large gap in the floor.

The rope bridge spans a small river of near-freezing water that runs through the mountain. Lurking below the bridge in the water waits a group of 6 Skum controlled by the Aboleth in Area L17.

CREATURES: The Skum are the spawn of an aboleth that is trapped within the mountain. The creatures are positioned here to ambush newcomers (and bring them back for food) before the other denizens of the mountain get to them.

TACTICS: When PCs attempt to cross the bridge, the Skum burst out of the water to smash planks and tear at the bridge's ropes. If one PC crosses at a time, they attack the character wearing the most metal. Once they have dragged at least one person beneath the water, they attack mercilessly until their captive is slain and swim off with the corpse to feast.

AREA L1) ENTRANCE TO LOWER MINES (EL 7) (Cont)

ADVANCED SKUM (6): 50 Hp's each, 6d8+18 HD, Mv: 20 ft., Swim 40 ft., Ac:14 (-1 Size, +2 Dex, +6 Natural) Touch: 9, Flat-Footed: 14, Large Aberration, Att: 2 Claws +9 Melee and Bite +11 Melee. Dam: 2 Claws 1-4 +4 Melee and Bite 2-12 +8 Melee. **Initiative:** +1 (+1 Dex). **CR:** 6. **Abilities:** Str: 27, Dex: 11, Con: 17, Int: 10, Wis: 10, Cha: 6. **SA:** Rack twice at +9 Melee doing 1-6 +9 Melee. **SQ:** Darkvision: 60 ft, Low Light Vision, Amphibious. **Alignment:** Lawful Evil. **Skills:** Climb: +14, Hide: +3, Listen: +7, Move Silently: +5, Spot: +7. Skum receive a +4 racial bonus to Hide, Listen, and Spot checks underwater. **Feats:** Alertness, Multi-Attack. **Saves:** Fort +5, Ref: +2, Will: +5. **Critical:** Bite/Claw 20/x2. Skum are found on page 228 of the Monster Manual.

DEVELOPMENT: The Skum flee in the face of heavy resistance, but they swim to other areas of the mines to warn the other Skum of the food approaching. The survivors of this group might attack anyone approaching the edge of the river in other parts of the mine.

AD-HOC XP AWARD: These Skum are larger specimens than normal; consider them CR: 6 monsters for the purpose of awarding experience.

NOTES:

AREA L2) TOOL STORAGE

The cave walls here are lined with old wooden brackets and rusted mining tools. Moisture drips down the east wall, forming a small pool at the base of a large cart. Cobwebs cover the entrance to a set of stone stairs, and rats scuttle across the floor into cracks in the northern wall.

This cave was once used by the miners to store their smaller tools when they returned to the village for the night. All of the tools here are badly rusted and the wooden handles are rotted, but the mining cart is in barely usable condition.

NOTES:

AREA L3) OUTER MINES

This cavern contains visible signs of a mining operation. Broken carts line the walls, which also hold empty iron sconces. A small opening in the south wall lets a small stream of water dribbles into the center of the room and through a hole in the floor.

The stream that runs through the chamber is a small offshoot of the river system that runs through the mountain. As the water passed through the cavern walls in the complex, it wore away at a deposit of toxic chemicals. Anyone drinking from the water risks contracting Blinding Sickness (see the DUNGEON MASTER'S Guide, page 75).

NOTES:

AREA L4) MORE OUTER MINES

The mines continue into this chamber, revealing small, unmined veins of iron in the west wall. Several humanoid bones poke out from beneath a broken mining cart, and a pile of picks and pry-bars rest in a pile nearby

The bones are the remains of some of the miners who were caught when the Grimlock clan entered the mines after the clerical confrontation. Any attempt to *Speak with Dead*, or other similar spiritual communication, reveals only that the miners believe that large, dark-skinned demons surged through the mines, killing everyone in sight.

NOTES:

AREA L5) GRIMLOCK TRAP (EL 2)

A longer mining chamber stretches before you, and old ladders and scaffolding line both sides of the cave. One mining cart, filled with hewn rock, rests in the center of the chamber. Small patches of iron ore can be seen clearly in the walls of the mine.

The miners who once worked here built pit traps in some of these chambers as a means to slow down invaders of the mines should they be attacked. As such, detecting and disabling them is more difficult than a finding a “normal” pit trap.

TRAP: If the PCs enter the chamber by the west entrance, a pit trap could plunge the leading characters into a deep crevice in the floor. This room shows signs of constant use; a successful Track check (Survival, DC: 20) reveals that humanoids have been passing through here often. Their tracks also give away the location of the pit trap.

PIT TRAP (40 Ft. Deep): **CR:** 2; No Attack Roll Necessary (4d6); Reflex save (DC: 20) avoids; Search (DC: 28); Disable Device (DC: 28).

DEVELOPMENT: If any PCs fall into the pit, they are automatically detected by the Grimlock in Area L6 who prepare an ambush for the characters there.

NOTES:

AREA L6) GRIMLOCK GATHERING (EL 11)

PCs approaching this area who make a fair amount of noise alert the Grimlock in the caverns. The creatures then prepare to ambush the intruders.

TRAP: Like Area 15, this room holds a pit trap that serves as more of an inconvenience to PCs of this level than an actual threat. The real danger in the room lies is the Grimlock.

PIT TRAP (40 Ft. Deep): **CR:** 2; No Attack Roll Necessary (4d6); Reflex save (DC: 20) avoids; Search (DC: 28); Disable Device (DC: 28).

AREA L6) A GRIMLOCK GATHERING (EL 11) (Cont)

CREATURES: PCs who fall prey to the pit trap in the chamber must deal with six Grimlock who throw alchemist's fire from their hiding places near the small tunnel running from area L5 to L8. Others are charged by four more Grimlock hiding near the entrance to Area L7. If the PCs put up a good fight, the Grimlock retreat skillfully past the pit traps in Area L7.

TACTICS: PCs who detect the trap have to move around it if they wish to engage the fire throwers. When the first PC is halfway across, the Grimlock hurl fire at their feet. Other Grimlock attempt to Bull Rush PCs from hiding either into patches of alchemist's fire or into the pit trap using their Improved Bull Rush feats.

GRIMLOCK FIGHTERS (Fire Throwers) (6): 60 Hp's, 2d8+2 HD (Grimlock) plus 6d10+12 (6th Level Fighter), Mv: 30 ft., Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Medium-size Monstrous Humanoid, Att: **Masterwork Battle Axe** +11/+5 Melee or +9/+4 Ranged Touch Alchemist's Fire, Dam: **Masterwork Battle Axe** 1-8 +10 Melee or Alchemist's Fire 1-6 +2 Range Touch. **Initiative:** +1 (+1 Dex). **CR:** 8. **Abilities:** Str 17, Dex 13, Con 14, Int 10, Wis 8, Cha 6. **SQ:** Blindsight 40 ft., Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +10, Hide +16, Listen +6, Search +5, Spot +6. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Fighter (Battle Axe)], Power Attack [2nd Fighter (Always active -3 to-hit, +6 to damage)], Cleave (3rd Level), Track (Grimlock), Weapon Specialization [4th Fighter (Battle Axe)], Improved Bull Rush (6th Fighter). **Saves:** Fort +6, Ref: +6, Will: +4. **Critical:** **Masterwork Battle Axe** 20/x3. Each Grimlock Fire Thrower carries 2 Flasks of Alchemist's Fire, is dressed in a suit of Studded Leather, and wields a **Masterwork Battleaxe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities

GRIMLOCK FIGHTERS (Fighters) (4): 60 Hp's each, 2d8+2 HD (Grimlock) plus 6d10+12 (6th Level Fighter), Mv: 30 ft., Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Medium-size Monstrous Humanoid, Att: **Masterwork Battle Axe** +11/+5 Melee, Dam: **Masterwork Battle Axe** 1-8 +10 Melee. **Initiative:** +1 (+1 Dex). **CR:** 8. **Abilities:** Str 17, Dex 13, Con 14, Int 10, Wis 8, Cha 6. **SQ:** Blindsight 40 ft., Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +10, Hide +16, Listen +6, Search +5, Spot +6. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Fighter (Battle Axe)], Power Attack [2nd Fighter (Always active -3 to-hit, +6 to damage)], Cleave (3rd Level), Track (Grimlock), Weapon Specialization [4th Fighter (Battle Axe)], Improved Bull Rush (6th Fighter). **Saves:** Fort +6, Ref: +6, Will: +4. **Critical:** **Masterwork Battle Axe** 20/x3. Each Grimlock Fight is dressed ins a suit of Studded Leather, and wields a **Masterwork Battleaxe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

AREA L6) A GRIMLOCK GATHERING (EL 11) (Cont)

DEVELOPMENT: If the Grimlock are attacked by magic or engaged in melee, they flee into the mining complex to warn their kin.

NOTES:

AREA L7) ENTRANCE TO THE GRIMLOCK LAIR (EL 12)

TRAP: Each entrance to this area is trapped with another pit trap. High above the pits, two ledges allow the Grimlock here to look down at all intruders. When PCs attempt to carefully negotiate the traps, the creatures hurl large stone clubs down at them (see Tactics below). Any victims of the traps find themselves likewise pelted with rocks and possibly alchemist's fire from Grimlock who have fled from Area L6.

PIT TRAP (20 ft. Deep) (2): **CR:** 2; No attack roll necessary (2d6); Reflex save (DC: 20) avoids; Search (DC: 28); Disable Device (DC: 28).

CREATURES (EL 8): The Grimlock send two messengers into the complex to the south if the tribe has not yet been alerted. It takes a full round for the messengers to lower and climb down rope ladders into the chamber before they can escape. The attacking Grimlock hide on their ledges and throw stone clubs at intruders.

TACTICS: Each of these Grimlocks hides next to a small pile of four stone clubs (broken off stalactites and stalagmites). They hurl them at enemies below until they are engaged in melee or run out of clubs. Once their numbers are reduced below half, one grim-lock runs to Area L8 to warn the rest of the tribe, while the remaining Grimlocks draw their battleaxes and fight to the death.

GRIMLOCK FIGHTERS (Club Throwers) (6): 60 Hp's, 2d8+2 HD (Grimlock) plus 6d10+12 (6th Level Fighter), Mv: 30 ft., Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Medium-size Monstrous Humanoid, Att: **Masterwork Battle Axe** +11/+5 Melee or +9/+4 Thrown Clubs Ranged, Dam: **Masterwork Battle Axe** 1-8 +10 Melee or Thrown Clubs 1-6 +2 Ranged. **Initiative:** +1 (+1 Dex). **CR:** 8. **Abilities:** Str 17, Dex 13, Con 14, Int 10, Wis 8, Cha 6. **SQ:** Blindsight 40 ft., Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +10, Hide +16, Listen +6, Search +5, Spot +6. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Fighter (Battle Axe)], Power Attack [2nd Fighter (Always active -3 to-hit, +6 to damage)], Cleave (3rd Level), Track (Grimlock), Weapon Specialization [4th Fighter (Battle Axe)], Improved Bull Rush (6th Fighter). **Saves:** Fort +6, Ref: +6, Will: +4. **Critical:** **Masterwork Battle Axe** 20/x3. Each Grimlock Fighter carries a 2 Flask of Alchemist's Fire, is dressed in a suit of Studded Leather, and wields a **Masterwork Battleaxe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

NOTES:

AREA L8) THE GATHERING CHAMBER (EL 5)

A fast river surges past the cavern here. A ledge on the far side of the room overlooks a 15-foot drop into the dark icy water. Many old tools are scattered across the floor and old scaffolding covers the walls.

TRAP: The ledge overlooking the river is extremely unstable due to years of erosion. If any weight more than 100 pounds is placed upon the ledge, it collapses into the icy water where the current washes it downstream and out of these caverns.

WEAK LEDGE: CR 5; No attack roll necessary (1d6); Reflex save (DC: 20) avoids; Search (DC: 28); Disable Device (N/A). PCs attempting to pull themselves out of the river before getting washed to Area L12 (the river's speed is 20 feet) must make a Swim check (DC: 15) to reach the wall and a Climb check (DC: 25) to climb back into Area L8. PCs who fail the Swim check by more than 5 could begin to drown. See the DUNGEON MASTER'S Guide page 85 for details.

NOTES:

AREA L9) SILVER VEIN

The floor of this cave is covered in human bones, many of them still clutching the tools they once held in life. From the western wall a jagged stripe of metallic color shines in the light.

This was the last area mined by the villagers only days before they were killed. The western wall shows evidence of a small vein of silver; any PC who makes an Appraise check (DC: 18) knows that the silver is quite pure and if mined would fetch enough money to make the village a thriving mining town again.

TREASURE: Several nuggets of silver are buried under the rubble in this cave. A Search check (DC: 20) or a successful Spot check (DC: 25) results in the discovery of 3d6 silver nuggets (each worth 1d3 x 5 gp's). Mining the vein itself would result in enough silver to create thousands of silver pieces.

NOTES:

AREA LI0) GRIMLOCK LAIR (EL 12)

A set of crude stairs leads down into a large cavern where a strong stench offends your nose. Across the floor several large bones have been scattered and a great deal of excrement covers the floor of the cave. Dozens of fur mats and sleeping areas are scattered about the area.

This chamber is the main living area of the Grimlock tribe. The majority of the creatures eat and sleep here, although the leaders usually gather in a nearby cavern to receive their orders from the tribal elders.

AREA LI0) GRIMLOCK LAIR (EL 12) (Cont)

The Grimlocks here defend their homes with ferocity and the barbarians rage as soon as the PCs enter. The others assist their brethren while their children escape through small tunnels at the rear of the cave.

CREATURES: This area is one of the two lairs for the Grimlock tribe. Although roughly thirty Grimlocks lair here, only a few are trained combatants, while the rest include non-classed Grimlocks and Grimlock children.

TACTICS: When the PCs enter the cavern, the grim-lock combatants immediately attack, allowing the rest to help the children escape through narrow openings in the south wall of the cavern. The barbarians immediately go berserk, and the entire group attempts to flank, strike and bring the intruders down using overpowering numbers. The noncombatants enter the fight if it goes poorly, although they are poor fighters compared to the trained warriors of the tribe.

DEVELOPMENT: Any children escaping through the gaps run to Area L12, alerting the tribal elders to the danger. They send a scout to peer through the narrow gaps into ho and report back. The gaps are very small, allowing only Small creatures with no more than light armor to squeeze through them or anyone who succeeds at an Escape Artist check (DC: 30).

GRIMLOCK BARBARIANS (6): 67 (85 while Raging) Hp's each, 2d8+2 HD (Grimlock) plus 7d12+14 (7th Level Barbarians), Mv: 40 ft., Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Medium-size Monstrous Humanoid, Att: **Masterwork Great Axe** +13/+8 Melee, Dam: **Masterwork Great Axe** 1-12 +6 Melee. **Initiative:** +5 (+1 Dex, +4 Improved Initiative). **CR:** 9. **Abilities:** Str 18, Dex 13, Con 14, Int 9, Wis 8, Cha 6. **SA:** Rage 2/day. Rage (Ex): While raging the Grimlocks' statistics change as follows: 85; Ac: 16, Touch: 9, Flat Footed 17, Att: +15/+10 Melee, Dam 1-12 +8 Melee. **Save:** Fort: +9, Ref: +7, Will: +6. The barbarians' rage lasts for 10 rounds. **SQ:** Blindsight 40 ft., Immunities, Scent, Uncanny Dodge. **Alignment:** Neutral Evil. **Skills:** Climb +11, Hide +16, Jump: +11, Listen +9, Search +4, Spot +6, Survival +3. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Level (Great Axe)], Uncanny Dodge (2nd Barbarian), Improved Initiative (3rd Level), Improved Uncanny Dodge (5th Level Barbarian), Power Attack (-1 to-hit, +2 to damage) Damage Reduction 1/- (7th Barbarian), **Saves:** Fort +7, Ref: +7, Will: +4. **Critical:** **Masterwork Great Axe** 20/x3. Each Grimlock Barbarian is dressed in a suit Studded Leather and wields a **Masterwork Great Axe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

AREA LI0) GRIMLOCK LAIR (EL 12) (Cont)

GRIMLOCK SORCERERS (2): 34 Hp's each, 2d8+2 HD (Grimlock) plus 6d4+5 (6th Level Sorcerer), Mv:30 ft., Ac:17 (+1 Dex, +4 Natural, +2 **Bracers of Armor**), Touch: 13, Flat Footed: 16, Medium-size Monstrous Humanoid, Att: +1 **Dagger** +7 Melee, Dam: 1-4 +3 Melee. **Initiative**: +5 (+1 Dex, +4 Improved Initiative). **CR**: 8. **Abilities**: Str: 15, Dex: 13, Con: 13, Int: 11, Wis: 11, Cha: 16. **SA**: Spells. **SQ**: Blindsight 40 ft., Immunities, Scent. **Alignment**: Neutral Evil. **Skills**: Concentration: +10, Craft: +6, Hide: +14, Knowledge (Arcana): +6, Spellcraft: +12, Spot: +8. A Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlocks are only encountered in the mines. **Feats**: Alertness (Grimlock), Combat Casting, Brew Potion, Track (Grimlock). **Saves**: Fort +5, Ref: +5, Will: +2. Each Grimlock Sorcerer wears a pair of **BRACERS OF ARMOR +2** and wields a +1 **DAGGER**. Each Sorcerer has the following spells in memory:

Known Spells:

0 Level (7): *Acid Splash, Daze, Detect Magic, Flare, Message, Read Magic, Resistance*

1st Level (4): *Color Spray, Magic Missile, Shield, Sleep, Summon Monster I*

2nd Level (2): *False Life, Mirror Image, Invisibility, Scorching Ray*

3rd Level (1): *Displacement*

Spell Slots:

0 Level (6) (DC: 13):

1st Level (7) (DC: 14):

2nd Level (6) (DC: 15): Invisibility*, *False Life

3rd Level (4) (DC: 16): *Displacement

*Spells Already Cast before combat starts.

GRIMLOCK ROGUES (2): 44 Hp's, 2d8+2 HD (Goblin) plus 6d6+12 (6th Level Rogue), Mv: 30 ft., Ac:20 (+3 Dex, +4 Natural, +2 Leather Armor, +1 **Ring of Protection**), Touch: 13, Flat Footed: 17, Medium-size Monstrous Humanoid, Att: Dagger +12 Melee or Short Bow +11 Ranged, Dam: Dagger 1-4 +1 Melee or Short Bow 1-6 Ranged. **Initiative**: +3 (+3 Dex). **CR**: 8. **Abilities**: Str: 15, Dex: 15, Con: 14, Int: 10, Wis: 9, Cha: 8. **SA**: Sneak Attack. **SQ**: Blindsight 40 ft., Immunities, Scent. **Alignment**: Neutral Evil. **Skills**: Appraise: +9, Balance: +14, Climb: +9, Escape Artist: +12, Hide: +22, Jump +11, Listen: +9, Move Silently: +12, Open Lock: +12, Tumble: +12. A Grimlock get a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlocks are only encountered in the mines. **Feats**: Acrobatic, Alertness (Grimlock), Point Blank Shot, Weapon Finesse (Dagger), Sneak Attack +3d6 (5th Bonus), Trap Finding (1st Bonus), Evasion (2nd Bonus), Trap Sense +2 (6th Bonus), Uncanny Dodge, Track (Grimlock). **Saves**: Fort: +7, Ref: +2, Will: +0. **Critical**: +1 Dagger 19-20/ x2. Each Grimlock Rogue is dressed in a Suit of Leather Armor, wields a +1 **DAGGER** in battle and wears a +1 **RING OF PROTECTION**. In addition, each has a Short Bow, a Quiver of 20 Arrows, a **Set of Masterwork Thieves' Picks and Tools**. Each carries 3-18 gp's as treasure.

AREA LI0) GRIMLOCK LAIR (EL 12) (Cont)

GRIMLOCKS (11): 11 Hp's each, 2d8+2 HD, Mv: 30 ft.; Ac: 15 (+1 Dex, +4 Natural), Touch: 11, Flat Footed: 14, Medium Monstrous Humanoids, Att: Battleaxe +4 Melee, Dam Battleaxe 1d8 +3 Melee. **Initiative:** +1 (+1 Dex). **CR:** 1. **Abilities:** Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6. **SQ:** Blindsight 40 ft., Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +6, Hide +15, listen +4, Search +4, Spot +2. A Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlocks are only encountered in the mines. **Feats:** Alertness (Grimlock), Track. **Saves:** Fort: +1, Ref: +4, Will: +2. **Critical:** Battleaxe 20/x3. Grimlocks are found on page 140 of the Monster Manual.

GRIMLOCK CHILDREN (6): 4 Hp's each, 1d8 HD, Mv: 20 ft.; Ac: 14, Touch: 12, Flat Footed: 13, Small Monstrous Humanoids, Att: Unarmed Strike +2 Melee, Dam Unarmed Strike 1d3 +1 Melee Subdual. **Initiative:** +1 (+1 Dex). **CR:** ½. **Abilities:** Str 12, Dex 12, Con 11, Int 8, Wis 8, Cha 6. **SQ:** Blindsight 40 ft., Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +6, Hide +15, listen +4, Search +4, Spot +2. A Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlocks are only encountered in the mines. **Feats:** Alertness (Grimlock). **Saves:** Fort: +0, Ref: +3, Will: +1. **Critical:** Unarmed Strike 20/x2.

AD-HOC XP AWARD: Award 50% the normal experience for defeating the Grimlock children.

NOTES:

AREA L11) TROLL BRIDGE (EL 9)

A narrow stone bridge spans the underground river and a large chamber below. At the far side of the bridge a set of stone stairs leads down.

As the PCs cross the bridge, a large Troll *Charmed* by the Grimlock leader walks up the stairs to block the characters' path. The bridge is only 10 feet wide, and the drop to the water and chamber below is 30 feet. Dispelling his *Charm* accomplishes little, since the Troll proceeds to attack the PCs anyway.

CREATURE: Horace was once a very successful commander of an elite unit of Ogres in the service of Iuz. Several weeks ago they spied the village of Rutherton and slept the night in these caverns, resting themselves before the slaughter the morning would bring. During the night, the shaman of the Grimlock clan *charmed* him into service while the remaining Ogres were captured by the Aboleth. Horace now guards this bridge against the Ogres that it once worked with; the shaman renews the charm every week to keep the creature on the Grimlocks' side.

TACTICS: PCs who walk across the stone arch toward Horace's guard post have to fight him on a narrow ledge overlooking a 30-foot drop into a fast-running (Speed 30 feet) river. Horace uses his Improved Bull Rush feat to knock PCs over the edge, thinning their numbers as he attempts to lay waste to them with his greataxe.

AREA L11) TOLL BRIDGE (EL 9) (Cont)

DEVELOPMENT: Horace is heavily *Charmed* and currently unable to comprehend much apart from his duty. PCs fleeing might escape if they travel more than 30 feet from the makeshift bridge, although he pursues anyone attacking with ranged weapons.

TROLL (HORACE): 140 Hp's, 6d8+42 HD (Troll) plus 3d10+21 (3rd Level Fighter), Mv: 30 ft., Ac:25 (-1 Size, +2 Dex, +6 Natural, +6 for +1 **Chain-Mail**, +2 for Large Adamantine Shield), Touch:11, Flat-Footed 23, Large Giant, Base Attack: +7, Grapple: +18, Att: +2 **Great Axe of Wounding** +17/+12 Melee and Bite +9 Melee, Dam +2 **Great Axe of Wounding** 1-12+10 plus Wounding and Bite 1-6+4 Melee. **Initiative:** +2 (+2 Dex). **CR:** 8. **Abilities:** Str 26, Dex 14, Con 24, Int 6, Wis 8, Cha 6. **SQ:** Regeneration 5, Scent, Darkvision 90 ft, Low-Light Vision.

Alignment: Chaotic Evil. **Skills:** Climb +5*, Jump +5*, Listen +5, Spot +5, Swim -17**. Includes -4 armor check penalty. ** Includes -26 penalty for weight of gear carried. **Feats:** Alertness (Troll), Dodge (1st Level), Improved Bull Rush (1st Level Fighter), Iron Will (Troll), Power Attack (2nd Level Fighter), Weapon Focus [3rd Level (Great Axe)], Track (Troll). **Saves:** Fort +15, Ref: +5, Will: +4. **Critical:** Battle Axe 20/x3. Horace is dressed in a suit of +1 **CHAIN-MAIL**, carries a Large Adamantine Shield, and wields a +2 **GREATAXE OF WOUNDING**. In addition, he carries a black dragon leather bracer set with six small rubies (worth 1,200 gp's total).

NOTES:

AREA L12) TRIBAL CHAMBER (EL 13)

A set of crude stone stairs winds up into a large cavern decorated with dozens of skulls that hang above alcoves that dot the walls. Within the alcoves several animal pelts have been used for beds, while crude furs hang crudely as curtains. The center of the room is decorated with a large stone block that has seen use as a table. Leaning against the far wall of the cavern is a life-sized marble statue of a deer, though it has seen better days.

This room is the spiritual center of the Grimlock tribe. The tribal leader is a Blue Slaad named Targus that Vargnin has bound into service, forcing it to clear the mountain of all non-loyal groups. This cave also houses the Grimlock tribal leaders, Nas-Kargren the Barbarian, and Slaggoth-Nak the High Priest although the Targus has the only true voice in the decision making process. From here the Targus plans its attacks on the Aboleth's area to the east. Many of the best Grimlock warriors meet here with Targus to discuss tactics.

CREATURES: As the PCs enter, the Targus commands the Grimlocks to slay the intruders. The Grimlock High-Priestess Slaggoth-Nak casts *Darkness* in the chamber to blind the PCs, but not before the Targus uses his petrifying gaze to disable as many as possible.

AREA L12) TRIBAL CHAMBER (EL 13) (Cont)

GRIMLOCK BARBARIANS (6): 67 (85 while Raging) Hp's each, 2d8+2 HD (Grimlock) plus 7d12+14 (7th Level Barbarians), Mv: 40 ft., Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Medium-size Monstrous Humanoid, Att: **Masterwork Great Axe** +13/+8 Melee, Dam: **Masterwork Great Axe** 1-12 +6 Melee. **Initiative**: +5 (+1 Dex, +4 Improved Initiative). **CR**: 9. **Abilities**: Str 18, Dex 13, Con 14, Int 9, Wis 8, Cha 6. **SA**: Blindsight, Rage 2/day. Rage (Ex): While raging the Grimlocks' statistics change as follows: 85; Ac: 16, Touch: 9, Flat Footed 17, Att: +15/+10 Melee, Dam 1-12 +8 Melee. **Save**: Fort: +9, Ref: +7, Will: +6. The barbarians' rage lasts for 10 rounds. **SQ**: Immunities, Scent, Uncanny Dodge. **Alignment**: Neutral Evil. **Skills**: Climb +11, Hide +16, Jump: +11, Listen +9, Search +4, Spot +6, Survival +3. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats**: Alertness (Grimlock), Weapon Focus [1st Level (Great Axe)], Uncanny Dodge (2nd Barbarian), Improved Initiative (3rd Level), Improved Uncanny Dodge (5th Level Barbarian), Power Attack (-1 to-hit, +2 to damage) Damage Reduction 1/- (7th Barbarian), **Saves**: Fort +7, Ref: +7, Will: +4. **Critical**: **Masterwork Great Axe** 20/x3. Each Grimlock Barbarian is dressed in a suit of Studded Leather, and wields **Masterwork Great Axe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

BLUE SLAAD (Grimlock Leader, Targus): 68 Hp's, 8d8+32 HD, Mv: 30 ft., Ac:20 (-1 Size, +2 Dex, +9 Natural) Touch: 11, Flat-Footed: 18, Large Outsider (Chaotic Extraplanar), Base Attack: +8, Grapple: +18, Att: 2 Claws +9 Melee and Bite +11 Melee. Dam: 2 Claws 1-4 +4 Melee and Bite 2-12 +8 Melee. **Initiative**: +2 (+2 Dex). **CR**: 8. **Abilities**: Str: 23, Dex: 15, Con: 19, Int: 6, Wis: 6, Cha: 10. **SA**: Spell-like abilities, Sladd Fever, Summon Sladd. **Chaotic Variation**: As creatures of chaos, no two Slaad are identical. Targus has darker skin and narrow eyes that grant it a gaze attack like that of a medusa. **SQ**: Darkvision: 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to Acid 5, Cold 5, and Fire 5. **Alignment**: Chaotic Neutral. **Skills**: Climb: +17, Hide: +9, Jump: +17, Listen: +9, Move Silently: +13, Spot: +9. **Feats**: Dodge, Mobility, Multi-Attack. **Saves**: Fort +10, Ref: +8, Will: +4. **Critical**: 2 Claws and Bite 20/x2. Blue Slaads are found on page 229 of the Monster Manual.

AREA L12) TRIBAL CHAMBER (EL 13) (Cont)

GRIMLOCK BARBARIAN (Nas-Kargren): 124 (146 while Raging) Hp's, 2d8+2 HD (Grimlock) plus 9d12+14 (9th Level Barbarians), Mv: 40 ft., Medium-size Monstrous Humanoid, Ac:22 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 12, Flat-Footed 21, Att: **+1 Frost Great Axe** +17/+12/+7 Melee, Dam: **+1 Frost Great Axe** 1-12 +8 plus 1-6 Cold Melee, Initiative: +2 (+2 Dex, +4 Improved Initiative). **CR:** 9. Str 18, Dex 13, Con 14, Int 9, Wis 8, Cha 6. **SA:** Blindsight, Rage 3/day. Rage (Ex): While raging the Grimlocks' statistics change as follows: 146; Ac: 20, Touch 10, flat-footed 20; Att: +19/+14/+9 Melee, Dam 1-12 +10 plus 1-6 Cold Melee. **Save:** Fort +11, Will +8. The barbarians' rage lasts for 12 rounds. **SQ:** Immunities, Scent, Uncanny Dodge, Can't be flanked. **Alignment:** Neutral Evil. **Skills:** Climb +16, Hide +17, Intuit Direction: +6, Jump: +11, Listen +16, Search +6, Spot +7, Survival +7, Swim: +17. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Dodge (1st Level), Uncanny Dodge (2nd Barbarian), Expertise (3rd Level), Improved Uncanny Dodge (5th Level Barbarian), Mobility (6th Level), Damage Reduction 1/- (7th Barbarian), Spring Attack (9th Level). **Saves:** Fort +9, Ref: +8, Will: +6. **Critical:** Great Axe 20/x3. Nas-Kargren is dressed in a **+2 MITHRAL SHIRT**, carries a **Potion of Haste** (Brewed at 7th Level), **2 POTIONS OF CURE MODERATE WOUNDS** (Brewed at 10th Level), and wields a **+1 FROST GREAT AXE**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

GRIMLOCK ELDER, FEMALE GRIMLOCK (Slaggoth-Nak): 91 Hp's, 12d8+24 HD (12th Level Cleric) plus 2d8+4 HD (Grimlock), Mv: 20 ft. (**+1 Full-Plate**), Ac: 28 (+4 Natural, +9 for **+1 Full-Plate**, +3 for **+1 Animated Heavy Steel Shield**, +1 Dex), Touch: 12, Flat-Footed: 27 (+10 for **+1 Full-Plate**, +4 for **+1 Animated Heavy Steel Shield**), Medium Monstrous Humanoid (Grimlock), Base Att: +12; Grapple: +16, Full Attack: **+1 Battle Axe** +12/+17 Melee, Dam: **+1 Battle Axe** 1-8 +3 Melee. **Initiative:** +6 (+2 Dex, +4 Improved Initiative). **CR:** 16. **Abilities:** Str 15, Dex 14, Con 14, Int 16, Wis 16 (18), Cha: 10. **SA** Blindsight, Spells, rebuke/command Undead. **SQ** Immunities, scent. **Alignment:** Neutral Evil. **Skills:** Climb: +7, Concentration +18, Heal: +14, Hide: +5 (+15 in caverns), Knowledge Religion: +14, Listen +10, Search: +6, Spellcraft: +7, Spot: +7. **Feats:** Improved Initiative (1st Level), Weapon Focus [3rd Level (Battle Axe)], Spell Focus [6th Level (Necromancy)], Combat Casting (9th Level), Iron Will (12th Level), Alertness (Grimlock), Track (Grimlock). **Saves:** Fort +9, Ref: +8, Will: +17. **Languages:** Common, Abyssal, Grimlock. Slaggoth-Nak has the following spells in Memory (Save DC = 14 + spell level):

0 Level (6): Cure Minor Wounds, Detect Magic, Purify Food and Drink, Resistance, Virtue x2

1st Level (6 + 1): Bless, Cure Light Wounds, Divine Favor, Doom, Protection from Good, Sanctuary, Shield of Faith. Cause Fear*

2nd Level (5 + 1): Bear's Endurance, Bull's Strength, Cure Moderate Wounds, Hold Person, Owl's Wisdom. Death Kneel*

AREA L12) TRIBAL CHAMBER (EL 13) (Cont)

3rd Level (6 + 1): Bestow Curse, Cure Serious Wounds, Deeper Darkness, Dispel Magic, Prayer, Protection from Energy. *Magic Circle Against Good

4th Level (4 + 1): Cure Critical Wounds, Divine Power, Spell Immunity, Summon Monster IV. Unholy Blight*

5th Level (3 + 1): Flame Strike, Spell Resistance, Righteous Might. Slay Living*

6th Level (2 + 1): Harm, Heal. Create Undead*

*Domain Spell. Domains: Evil (cast Evil spells at +1 caster level), Death (gains Death Touch 1/day). Refer to page 163 of the Player's Handbook for details). Necromancy spells. The base save DC for Necromancy spells is 15 plus spell level.

Slaggoth-Nak carries a : +1 **ANIMATED HEAVY STEEL SHIELD**, is dressed in suit of +1 **LIGHT FORTIFICATION FULL-PLATE**, wields a +1 **BATTLE AXE**, carries a +2 **PERIAPT OF WISDOM**, a **WAND OF CHARMING** (10 Charges command word "Ethmigal"), a **HORN OF BLASTING**, a **POTION OF BLUR** (Brewed at 8th Level), and a **POTION OF FLYING** (Brewed at 8th Level).

TACTICS: Nas-Kargren is a fearless warrior and leader of his people. He is the first into battle and the last to leave. He fears no one, although he respects the elder of the tribe. He immediately rages and attacks the strongest looking opponent, and he doesn't change the focus of his fury until his foe is slain. Once the first target goes down, he uses Spring Attack against "lesser" opponents. If the fight goes badly, he assists his warriors battling any remaining foes who prove difficult to bring down.

If given enough time, Slaggoth-Nak casts as many preparatory spells as she can. She casts *Bull's Strength* and *Bear's Endurance* upon Nas-Kargren; just before battle, she then casts the following: *Virtue* (on herself and Nas-Kargren), *Shield of Faith*, *Prayer*, *Summon Monster IV* (summoning a Howler), and *Resistance*. She attempts to stay back and cast spells rather than enter combat. If the battle goes badly, Slaggoth-Nak drinks her potions of *Fly* and *Blur* before attempting to engage a weaker PC in melee. Her first action is to use her *Death Touch* domain ability, then commence with attacks from her battleaxe.

DEVELOPMENT: If Slaggoth-Nak escapes, she attempts to use her **Horn of Blasting** in a narrow passage to collapse a weakening tunnel structure where the PCs walk. She has no idea that continuing to use the horn risks an explosion, so she uses it as much as needed to try and drive the PCs away or kill them with a cave-in.

TRAP (EL 6): In addition to the horn's normal effects, every time the elder uses it in an area, the ceiling might collapse (20% chance). The cave-in is in a 20 foot-diameter within the area of effect. If possible, she uses it at two tunnel endings to trap the PCs within, attempting to asphyxiate them.

FALLING BOULDERS: CR: 6, +20 Melee (6d6). Note: The boulders strike all characters in a 20-foot-radius area.

AREA L12) TRIBAL CHAMBER (EL 13) (Cont)

TREASURE: In one of the alcoves that riddle the walls rest three small chests in which the Grimlocks store their valuables. Each of the chests is locked with good quality locks (Open lock, DC: 30). Within the chests are the following:

Chest #1: 4,012 cp's, 82 sp's, six small agates (20 gp value each), and three polished Dwarven skulls.

Chest #2: 307 sp's, thirty-two nuggets of silver (1d4x5 gp value each), four tourmalines (100 gp value each), six vials of holy water labeled with the symbol of Pelor, and a small piece of iron shaped in an arc with a large metal ball on the end (one of the two keys that grant access to the temple below).

Chest #3: 430 gp's, 22 pp's, a potion of levitate, a potion of cure light wounds, a potion of spider climb, an arcane scroll of knock and detect invisibility, another scroll of fireball and detect magic, and a third scroll of identify, illusory wall, and veil.

AD-HOC XP AWARD: Many of the Grimlock encounters result in no experience gains for 13th Level PCs. If the characters successfully negotiate the Grimlock lair, award them a bonus story award of 800 xp's each.

NOTES:

AREA L13) SKUM LAIR (EL 7)

Several small pieces of ice float in the pond in this chamber. Near the edge of the pond are a flight of crude, narrow stairs that climb up into darkness. A chill fills the chamber, and you can see bones in the shallows of the pond.

CREATURES: The pond is currently home to a group of Skum that guard the stairs leading into the aboleth's lair through the tunnel above. If the PCs approach the base to the stairs, several groups of large hands reach out of the water to try and pull them underwater to drown.

ADVANCED SKUM (8): 50 Hp's each, 6d8+18 HD, Mv: 20 ft., Swim 40 ft., Ac:14 (-1 Size, +2 Dex, +6 Natural) Touch: 9, Flat-Footed: 14, Large Aberration, Att: 2 Claws +9 Melee and Bite +11 Melee. Dam: 2 Claws 1-4 +4 Melee and Bite 2-12 +8 Melee. **Initiative:** +1 (+1 Dex). **CR:** 6. Str: 27, Dex: 11, Con: 17, Int: 10, Wis: 10, Cha: 6. **SA:** Rack twice at +9 melee doing 1-6 +9 Melee. **SQ:** Darkvision: 60 ft, Low Light Vision, Amphibious. **Alignment:** Lawful Evil. **Skills:** Climb: +14, Hide: +3, Listen: +7, Move Silently: +5, Spot: +7. Skum receive a +4 racial bonus to Hide, Listen, and Spot checks underwater. **Feats:** Alertness, Multi-Attack. **Saves:** Fort +5, Ref: +2, Will: +5. **Critical:** Claws and Bite 20/x2. Skum are found on page 228 of the Monster Manual.

NOTES:

AREA L14) THE OLD IRON MINES (EL 9)

The large cavern slopes upward to the northeast that leads to a ledge overlooking a small lake, large chunks of ice float atop the water. Wide, hewn steps lead down into a lower area that gives access to the lake's shore easily. The cavern is decorated with large sets of scaffolding, discarded mining tools, and dozens of broken mining carts.

This was the main mining area of the entire complex. This chamber is also where the miners were slain by the Grimlocks. Veins of iron can still be seen along the walls of the cavern, although little is left to extract from this chamber.

CREATURES: As the PCs enter the chamber, several large Ogres hiding both in the shadows of the pillars at the north side of the chamber, and within the tunnel leading to L14, assault them. They have been enslaved by the aboleth within the lake and fight to the death without fear.

TACTICS: The charmed Ogres have been instilled with a false sense of invulnerability and ferociously attack the PCs with complete disregard for their own lives. The aboleth is paranoid and has positioned these Ogres here to serve as an early warning device against assassins sent by the Slaad in area L14.

DEVELOPMENT: The Ogres should prove little challenge for the PCs, but this encounter alerts the Aboleth in area L15 to the PCs' presence. During the battle, it swims out into the lake and uses its enslave power and Psionics on as many PCs as possible. It also uses illusions to cause the intruders to turn on each other. During any round of combat, the aboleth retreats to its chamber if it believes a PC spots it in the lake.

OGRES (12): 29 Hp's each, 4d8+11 HD, Mv: 30 ft., Ac:19 (-1 Size, -1 Dex, +5 Natural, +4 Large Chain Shirt, +2 Large Wooden Shield), Touch: 8, Flat Footed: 20, Large Giant, Base Att: +3, Grapple: +12, Att: Greatclub +8 Melee or Javelin +1 Ranged, Dam: Greatclub 2-16 +7 or 1-8 +5.

Initiative: -1 (-1Dex). **CR:** 3. **Abilities:** Str: 21, Dex: 8, Con: 16, Int: 6, Wis: 10, Cha: 7. **SQ:** Darkvision: 60 ft, Low-Light vision. **Alignment:** Chaotic Evil. **Skills:** Climb: +5, Listen: +2, Spot: +2. **Feats:** Toughness, Weapon Focus (Greatclub). **Saves:** Fort +6, Ref: +0, Will: +1.

Critical: Greatclub 20/x2. Each is dressed in a Large Chain Shirt and a large wooden shield, and each is armed with a Greatclub. Ogres are found on page 199 of the Monster Manual.

NOTES:

AREA L15) ABOLETH'S WATERFALL (EL 9)

A cascading waterfall on the south wall fills an icy lake that seems to suck the warmth from the chamber. The water flows slowly to the north, picking up speed as it delves deeper into the mountain. The base of the waterfall barely hides a crude stone bridge allowing slippery access to the other shore.

AREA L15) ABOLETH'S WATERFALL (EL 9) (Cont)

Behind the waterfall is a cave that sports a small pond. It is home to an Aboleth that was trapped within the mountain several months ago as it swam through underground rivers and made its way here. Since then it has *Charmed* a group of Ogres to do its bidding, bring it food, and attempt to find a way out of its prison.

It has discovered the existence of Vargnin and believes the Lich to be the cause of its imprisonment. Because of this it sees the Grimlock tribe as a threat (it knows of their alliance with Vargnin) and is using its Skum and Ogres against them. The Aboleth's enslaved Ogres currently hold the entrance to the lower chambers, awaiting the Lich's return so that the Aboleth can meet it and hopefully strike a bargain for its freedom.

The Aboleth is not stupid, however, if it believes that it is going to die, or that the PCs can provide an opportunity for escape, it tries to parley. In fact, if the PCs promise to seek out the "dark-robed mystic" (the Aboleth doesn't know of Vargnin's spell casting type - divine or arcane - nor is it aware that he is a Lich) and bring him back here to negotiate, it would lend the characters some of its Ogre slaves to accompany them deeper into the mine. If the PCs seem to be struggling with the encounters so far, you might consider having the Aboleth approach them sooner with the offer of aid in exchange for arbitration with Vargnin.

CREATURES: The Aboleth and its Skum bodyguards lurk within a pool of water in the center of the room. As soon as the PCs enter the room, the Aboleth orders its minions to draw the PCs into the pool and assists using its psionic powers.

ADVANCED SKUM (8): 50 Hp's each, 6d8+18 HD, Mv: 20 ft., Swim 40 ft., Ac:14 (-1 Size, +2 Dex, +6 Natural) Touch: 9, Flat-Footed: 14, Large Aberration, Att: 2 Claws +9 Melee and Bite +11 Melee. Dam: 2 Claws 1-4 +4 Melee and Bite 2-12 +8 Melee. **Initiative:** +1 (+1 Dex). **CR:** 6. Str: 27, Dex: 11, Con: 17, Int: 10, Wis: 10, Cha: 6. **SA:** Rack twice at +9 melee doing 1-6 +9 Melee. **SQ:** Darkvision: 60 ft, Low Light Vision, Amphibious. **Skills:** Climb: +14, Hide: +3, Listen: +7, Move Silently: +5, Spot: +7. Skum receive a +4 racial bonus to Hide, Listen, and Spot checks underwater. **Feats:** Alertness, Multi-Attack. **Saves:** Fort +5, Ref: +2, Will: +5. **Critical:** Claws and Bite 20/x2. Skum are found on page 228 of the Monster Manual.

ABOLETH (1): 90 Hp's, 8d8+40 HD, Mv: 10 ft., Swim 60 ft., Ac:16 (-2 Size, +1 Dex, +7 Natural) Touch: 9, Flat-Footed: 15, Large Aberration (Aquatic), Base Att: +6, Grapple: +22, Att: 4 Tentacles +12 Melee. Dam: 4 Tentacles 1-6 +8 Melee plus Slime. **Initiative:** +1 (+1 Dex). **CR:** 7. **Abilities:** Str: 26, Dex: 12, Con: 20, Int: 15, Wis: 17, Cha: 17. **SA:** Enslave, Psionics, Slime. **SQ:** Darkvision: 60 ft, Aquatic Subtype, Mucus Cloud. **Skills:** Concentration: +16, Knowledge Arcane: +13, Listen: +16, Spot: +16, Swim: +8. **Feats:** Alertness, Combat Casting, Iron Will. **Saves:** Fort +7, Ref: +3, Will: +11. **Critical:** Tentacle 20/x2. Aboleth are found on page 9 of the Monster Manual.

AREA L15) ABOLETH'S WATERFALL (EL 9) (Cont)

TACTICS: The Aboleth orders the Skum to assault the PCs, giving it time to mentally command all the remaining Skum to swim to flank the PCs. As the PCs enter its lair, it uses its *Project Image* ability to provide a fake version of itself amid the Skum while it hides behind an *Illusionary Wall* at the rear of the chamber. The Aboleth uses its *enslave* power to the fullest.

DEVELOPMENT: If things go poorly for the Aboleth, it attempts to escape, using as many of its servants as needed to slow the PCs as it swims away. After a resounding defeat, the Aboleth lays low and does not attack the PCs again, using its powers to avoid them completely if possible.

TREASURE: At the base of the pool is a chest filled with silver nuggets (Search, DC: 25). It contains 200 nuggets (1d3x4 gp's each), as well as a larger nugget that acts as a **STONE OF GOOD LUCK**. Scattered across the bottom of the pool are 212 gp's, 88 sp's, and two small eye agates (10 gp each). In one corner of the room is a small piece of iron shaped in an arc with a large metal ball on the end (the second of the two keys that allows access to the temple - Search, DC: 15 to find).

AD-HOC XP AWARD: Like the Grimlock encounters, most of the run-ins with the Skum result in little to no experience gains for 16th Level PCs. If the characters successfully negotiate the Skum lair, award them a bonus story award of 500 xp each.

NOTES:

AREA L16) TREASURE

A set of crude stone steps leads into a large pile of rubble that has collapsed in the entrance of another tunnel.

Moving the rocks causes more to fall, sparking a chain of rockfalls that causes the tunnel between Areas L17 and L18 to collapse. The fall takes several minutes, and the PCs have plenty of time to escape.

The only way into the blocked tunnel is by carefully stabilizing the area with more support beams or magic. Alternatively, a PC can magically pass through the rock into the chamber using spells such as *Dimension Door*, *Teleport*, *Meld into Stone*, *Passwall*, and similar effects. Using mundane techniques to construct a makeshift tunnel requires 4 hours of labor.

The small cave contains several skeletons of dead miners still clutching their tools. A vein of iron can be easily seen on the east wall of the room. But to the south of the vein, a statue has been mostly excavated from the rock wall. The statue is constructed of white marble and depicts a beautiful woman in elegant white robes holding her cupped hands to the ceiling, within them rests a small bird. The base of the statue is set with a copper plaque. Written in an ancient Dwarven dialect on the plaque is the following message: "*Hold your hands where she may see your offering, without the sacrifice that winter brings, spring may never bloom.*"

AREA L16) TREASURE

TREASURE: Although the statue itself is not magical, the bird that rests in its palms is. The bird looks like a small robin but it holds all of the powers of a figurine of wondrous power, **SILVER RAVEN**. Feel free to plant some campaign specific, important plot hook or device in the pouches of one of the dead miners.

NOTES:

AREA L17) PASSAGE TO THE TEMPLE (EL 9)

A small stream snakes its way into this large chamber before falling over the lip of a large shaft that leads deeper into the mountain complex. Stalactites and stalagmites are scattered throughout the room, providing plenty of hiding places.

CREATURES: The main group of Ogres that have been enslaved by the aboleth has camped in this chamber. Some of them have explored the stairs that wind about the shaft, but none have returned.

TACTICS: The Ogres attack PCs with an unearthly ferocity, completely secure in their magic enslavement that they will be successful. If the PCs have struck a deal with the Aboleth in Area L17 and secured aid from its minions as part of some arrangement, six of these Ogres follow the PCs wherever they go within the mountain

OGRES (12): 29 Hp's each, 4d8+11 HD, Mv: 30 ft., Ac:19 (-1 Size, -1 Dex, +5 Natural, +4 Large Chain Shirt, +2 Large Wooden Shield), Touch: 8, Flat Footed: 20, Large Giant, Base Attack: +3, Grapple: +12, Att: Greatclub +8 Melee or Javelin +1 Ranged, Dam: Greatclub 2-16 +7 or 1-8 +5.

Initiative: -1 (-1Dex). **CR:** 3. **Abilities:** Str: 21, Dex: 8, Con: 16, Int: 6, Wis: 10, Cha: 7. **SQ:** Darkvision: 60 ft, Low-Light vision. **Skills:** Climb: +5, Listen: +2, Spot: +2. **Feats:** Toughness, Weapon Focus (Greatclub). **Saves:** Fort +6, Ref: +0, Will: +1. **Critical:** Greatclub 20/x2. Each is dressed in a Large Chain Shirt and a large wooden shield, and each is armed with a Greatclub. Ogres are found on page 199 of the Monster Manual.

NOTES:

THE TEMPLE

Deep within this ancient temple of Pelor stirs the Undead form of Vargnin, the cleric of Nerull destroyed by Narhalm fifty years ago. Trapped in his den of evil by a power greater than his own, he has spent the last fifty years fighting the holy flame's powers. Finally able to pierce the barriers of the planes and contact minions of his deity, he then began his unholy plans to break free from the pyre's influence.

Vargnin has been summoning creatures from the underworld to act as his minions, binding them with promises of virgin souls to feast upon once he snuffs **Pelor's Pyre**. He also discovered that other evil creatures summoned here by lesser spells did not disappear after the spell's duration expired; they remained trapped by the same effect - **Pelor's Pyre** - as that which imprisoned the cleric.

Some of the creatures Vargnin has called to his lair have survived the years of infighting and need for sustenance and live in the depths of the temple today, awaiting their release.

DUNGEON FEATURES: The temple itself contains ceilings that reach up to 20 feet high, although many of them have been cracked open, allowing people to see the rock beyond. Every room shows some effect from the earthquake, though none of the areas are unstable to walk through.

NOTES:

AREA T1) TEMPLE ENTRANCE (EL 8)

Long, climbing stairs lead into a large cavern adjoining a small lake. At the far side of the chamber, a large set of stone double doors seem to be carved into the rock wall.

Hiding behind the rubble (marked A) is one of the lich's servants, summoned to protect the temple from interlopers. When the PCs pass its position, it attacks the party, attempting to surprise them.

The large stone doors contain two separate, concentric, circular locks that prevent the doors from being opened. They were designed so that both locks had to be opened simultaneously, preventing any but the best of thieves from gaining entry. The doors have also been locked magically; the characters' best bet is to open them with one of the two special keys (found in Areas L12 and L15).

Attempting to unlock the doors without the keys is a difficult task, as the locks are of amazing quality and the doors are also held and *Arcane Locked* (Vargnin uses *Stone Shape* spells to bypass the doors, sealing his passages behind him as he goes). Thus, a single *Knock* spell is insufficient to open the doors (as they're held shut by three obstacles), but if a character can pick the mundane locks, a *Knock* spell bypasses the two magical wards.

AREA T1) TEMPLE ENTRANCE (EL 8)

Simply using both keys simultaneously bypasses all the barriers keeping the doors closed; using one reduces the Open Lock DC of the doors to 30.

HELD AND ARCANE LOCKED, LARGE STONE DOORS: 1 ft. thick; hardness 8; 180 Hp's; Break DC: 35; Open lock DC: 45.

CREATURE: Hidden behind one of the rock slides in the chamber is a forge that a Kyton has slowly constructed over several years with the assistance of Vargnin. From this vantage point, the devil watches as the PCs enter, waiting to spring out to attack the intruders.

TACTICS: The Kyton uses its unnerving gaze to appear as Tatiana as it approaches the party, altering the image subtly to make it appear as though the cleric has been horribly tortured. If the PCs fall for the disguise, the creature collapses into the arms of an unarmored or lightly armored PC before animating the chains about its body and attacking its victim. If it is in danger of dying, it uses chains to spike into the roof above it, climbing away into the darkness above where it has a small cave to rest in. From sections of the roof, it might hang over the PCs and animate its chains to attack outside the reach of melee weapons.

DEVELOPMENT: The Kyton usually does not leave this area, but if it believes the PCs are a serious threat (defeating it in battle would be more than enough) it attempts to warn Vargnin.

TREASURE: The devil has had years to practice its smithing; the results of its labor were to equip the forces Vargnin planned to gather after his escape. Dozens of normal weapons are displayed on racks (whichever you see fit), plus the following masterwork items: two Greataxe, a Greatsword, four daggers, a bastard sword, a dire flail, and two short swords.

ADVANCE KYTON (1): 70 Hp's, 12d8+12 HD, Mv: 30 ft., Medium-Sized Outsider (Lawful Evil), Ac:20 (+2 Dex, +8 Natural), Touch 12, Flat-Footed 18. Base Attack: +8, Grapple: +10, Att: Spiked Chain +15 Melee, Dam: Spiked Chain 1-8 +2 Melee. **Initiative:** +6 (+2 Dex, +4 Improved Initiative). **CR:** 6. **Abilities:** Str: 15, Dex: 15, Con: 13, Int: 6, Wis: 10, Cha: 12. **SA:** Dancing Chains, Chain Rake, Unnerving Gaze **SQ:** Baatezu Qualities, Darkvision: 60 ft, **DR:** 20/+2, **SR:** 17, Cold Immunity, Regeneration 2. **Alignment:** Lawful Evil. **Skills:** Climb: +18, Craft (Black Smithing): +10, Craft (Weapon Smithing): +11, Escape Artist +15, Listen: +15, Spot: +15. **Feats:** Alertness, Improved Critical (Spiked Chain), Improved Initiative, Weapon Focus (Spiked Chain). **Saves:** Fort +9, Ref: +10, Will: +8. **Critical:** Spiked Chain 20/x2. See the Monster Manual, page 51, for Kyton special attacks and qualities and page 50 for Baatezu qualities. Note that the Will save for the devil's unnerving gaze is DC: 17 due to its increased Hit Dice.

AD-HOC XP AWARD: Award the PCs 50% more experience for defeating the Kyton due to its increased power.

NOTES:

AREA T2) WITHIN THE TEMPLE (EL 8)

The great doors open into a small, domed anti-chamber before stretching into a large worship hall. Pillars line the left and right areas, while a partially buried altar dominates the far wall. In the center of the room is an ancient statue of a man dressed as a nomad holding high an image of the sun.

The statue isn't particularly remarkable, although a Knowledge Religion DC: 10 reveals that it was once a symbol of Pelor, as a character might assume from the raised sun symbol. A closer examination of the statue (Spot DC: 20) reveals that the nomadic figure now wears a sardonic smirk on his face (the result of some careful *Stone Shape* spells), and the symbol of a jagged scythe is carved into his forehead.

CREATURES: This room has been adopted by a group of Howlers let loose in the temple. As the PCs enter the room, they don't hesitate to attack the potential sources of food.

The Howlers are part of the forces Vargnin summoned to the area in one of his many experiments. They act as guardians to the temple proper, as the Kytton is not always at its forge.

HOWLERS (6): 39 Hp's, 6d8+12 HD, Mv: 60 ft., Ac:17 (-1 Size, +3 Dex, +5 Natural), Touch 12, Flat-Footed 14, Large Outsider (Chaotic Evil, Extraplanar), Base Attack: +6, Grapple: +15, Att: Bite +10 Melee and 1d4 Quills +5 Melee, Dam: Bite 2-16 +5 Melee and 1d4 Quills 1-6 +2 Melee.

Initiative: +7 (+3 Dex, +4 Improved Initiative). **CR:** 3. **Str:** 21, **Dex:** 17, **Con:** 15, **Int:** 6, **Wis:** 14, **Cha:** 8. **SA:** Quills, Howl. **SQ:** Darkvision: 60 ft. **Alignment:** Chaotic Evil, **Skills:** Climb: +14, Hide: +8, Listen: +13, Search: +7, Spot: +13, Survival: +2. **Feats:** Alertness, Combat Reflexes, Improved Initiative. **Saves:** Fort +7, Ref: +8, Will: +7. **Critical:** Bite and Quills 20/x2. See the Monster Manual page 154 for the Howler.

NOTES:

AREA T3) THE SPIDER'S LAIR (EL 6)

Thick cobwebs obscure much of the room beyond the doorway; all you can see beyond the webs is darkness. On the far side of the room you can almost make out a figure that appears to be beckoning to you, whispering names and encouraging you to enter.

CREATURE: This chamber has become home to Vargnin's consort, a creature called to his side early after his transformation into a Lich. He has been distracted for so long, though, that the creature, a half-devil named Suzanella, has made plans to visit the mines above. Since the PCs opened the doors, she intends to use them for entertainment before pursuing her release.

AREA T3) THE SPIDER'S LAIR (EL 6)

FEMALE HALF-FIEND/HALF-HARPY (Suzanelle): 60 Hp's, 7d8+14 HD, Mv: 20 ft., Fly: 80 ft. (Average), Ac:19 (+4 Dex, +2 Natural, +3 **Bracers of Armor**), Touch 17, Flat-Footed: 15, Medium-Sized Outsider (Lawful Evil), Att: +2 **Dagger** +11/+6 Melee or Bite +9 Melee and 2 Claws +4 Melee, Dam: +2 **Dagger** 1-4 +4 Melee or Bite 1-6 +2 Melee and 2 Claws 1-4 +1 Melee. **Initiative**: +4 (+4 Dex). **CR**: 6. Str: 14, Dex: 19, Con: 12, Int: 11, Wis: 10, Cha: 17. **SA**: Captivating Song, Spell-like Abilities. **Spell-like Abilities** (Su): 3/Day: *Darkness, Poison*; 1/Day: *Desecrate, Unholy Blight*. Caster level 7th; base save DC 13 + spell level. **SQ**: Darkvision: 60 ft, Poison Immunity, Acid, Cold, Fire, and Electricity Resistance 20. **Alignment**: Lawful Evil. **Skills**: Bluff: +10, Hide: +9, Listen: +10, Move Silently: +9, Perform (Chant, Dance, Drama, Epic, Lullaby, Melody, Opera, Storytelling) +8, Spot: +10. **Feats**: Dodge, Fly-by Attack. **Saves**: Fort +3, Ref: +9, Will: +5. **Critical**: Spiked Chain 20/x2. See the Monster Manual, page 150, for Harpy special attacks and qualities. Note that the Will save for Suzanelle's captivating song is DC: 16. Suzanelle wears a pair of +3 **BRACERS OF ARMOR** and wields a +2 **DAGGER**. Her belt pouch contains a **POTION OF CURE MODERATE WOUNDS** (Brewed at 10th Level and a **POTION OF INVISIBILITY** (Brewed at 8th Level)..

TACTICS: Suzanelle initially attempts to captivate as many of the party as possibly, then stabs them to death with her dagger or claws their eyes out with her bare hands. If she only captivates a few targets, she quickly attempts to dispatch them with her *Poison* spell-like ability before engaging the rest of the intruders. She has no qualms about escaping and does so if the fight turns against her.

DEVELOPMENT: Suzanelle escapes if she can, but she doesn't flee to warn Vargnin of the PCs. Instead she attempts to appear on the other side of the blade trap from the PCs (Area T6) and tries to *Charm* them into crossing to her.

NOTES:

AREA T4) FOUNTAIN ROOM (EL 7)

A beautifully carved marble fountain adorns the center of this room. Cherubs dominate the artwork, but various images of beautiful women are scattered about the mural. The fountain itself spews black bile into the air, the thick goo splattering in the basin below and across the floor.

Within the debris in the northwest corner of the room lurks one of the Lich's vile servants, a horrible Chaos Beast that awaits the party to approach the fountain before spewing out of its hiding place to engulf the hapless adventurers.

AREA T4) FOUNTAIN ROOM (EL 7)

CREATURE: As part of one of the lich's dire rituals, he accidentally made contact with a terrible beast of unknown power, this Chaos Beast. It slipped through into this plane of existence and fought the lich ferociously until Vargnin bound it to this room. He now avoids this area, hoping that it will starve to death; unfortunately, its hunger has driven it insane.

ADVANCED CHAOS BEAST: 120 Hp's, 16d8+48 HD, Mv: 20 ft., Ac:16 (+6 Natural), Touch 10, Flat-Footed: 16, Large Outsider (Chaotic Neutral), Att: 2 Claws +22 Melee, Dam: 2 Claws 2-12 +9 Melee. **Initiative:** +4 (+4 Improved Initiative). **CR:** 7. **Abilities:** Str: 22, Dex: 11, Con: 17, Int: 10, Wis: 10, Cha: 10. **SA:** Corporeal Instability. **SQ:** SR 15, immune to critical hits, immune to transformation. **Skills:** Climb: +22, Escape Artist +17, Hide +18, Jump +20, Listen +20, Spot +20, Tumble +18. **Feats:** Dodge, Improved Initiative, Iron Will, Mobility, Weapon Focus (claw). **Alignment:** Chaotic Neutral. **Saves:** Fort 11, Ref +11, Will +12. Chaos Beasts are found on page 33 of the Monster Manual. Note that the Fortitude save for the chaos beast's corporeal instability is DC: 19.

AD-HOC XP AWARD: Award the PCs 100% more experience for defeating the Chaos Beast due to its advanced nature.

NOTES:

AREA T5) LICH'S CHAMBERS (EL VARIABLE)

The stairs lead down into a chamber that has been crudely extended back into the rock at the rear of the room. A large stone altar has been transformed into a laboratory table and a nearby shelf is filled with tomes. In the southeast corner, a large brass gong with a mallet hangs in its bracket. Near the center of the chamber, a large wooden podium holds a large tome bound in pitch-black leather.

This is the Lich's study. When the PCs discover this chamber they are too late to stop his research, so destroying the room or its accouterments achieves little (he is currently in area T10 performing the ritual necessary to snuff the pyre).

While the lich no longer needs anything in this chamber, he has left a Blue Slaad to guard what possessions he has from any intruders. When the PCs enter the chamber, the creature summons a cohort from its hiding place beyond the east wall to assist it in battle.

The tome is actually a **BOOK OF VILE DARKNESS**, granted to Vargnin by the last demon called to his chambers from Nerull's realm. It was intended to grant the Lich the power needed to break the enchantment that held him prisoner. Any PC flipping through its pages feels the grasp of Nerull himself upon his or her soul.

AREA T3) LICH'S CHAMBERS (EL VARIABLE) (Cont)

CREATURE: Vargnin summoned two Slaadi after he discovered that summoned creatures didn't leave after summon monster spells expired. The first now serves as the Grimlock leader in the lower mines. The second guards the Lich's chambers. Vargnin is cautious; he knows that if any representative of Pelor's church learned of his continued existence he would be hunted down. The second Blue Slaad stands in the way of any assassins who make it past his Grimlock servants.

BLUE SLADD (1): 68 Hp's, 8d8+32 HD, Mv: 30 ft., Large Outsider (Chaotic Extraplanar), Ac:20 (-1 Size, +2 Dex, +9 Natural) Touch: 11, Flat-Footed: 18, Att: 2 Claws +9 Melee and Bite +11 Melee. Dam: 2 Claws 1-4 +4 Melee and Bite 2-12 +8 Melee, Initiative: +2 (+2 Dex). **CR:** 8. Str: 23, Dex: 15, Con: 19, Int: 6, Wis: 6, Cha: 10. **SA:** Spell-like abilities, Sladd Fever, Summon Sladd. **Chaotic Variation:** As creatures of chaos, no two Slaadi are identical. The lich's guardian has large, blade-like claws that deal 3d6+4 points of damage with each rake attack. **SQ:** Darkvision: 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to Acid 5, Cold 5, and Fire 5. **Skills:** Climb: +17, Hide: +9, Jump: +17, Listen: +9, Move Silently: +13, Spot: +9. **Feats:** Dodge, Mobility, Multi-Attack. **Saves:** Fort +10, Ref: +8, Will: +4. **Critical:** Bite/Claw 20/x2. Blue Slaad are found on page 229 of the Monster Manual.

TACTICS: If Vargnin knows of the PCs approach, then his guardian knows of their presence, as well. The creature immediately attempts to summon another Blue Slaad to fight the intruders.

TRAP (EL 7): An old chest lies next to the Slaad's bed. Vargnin stores trinkets that he has not used in his experiments here. The chest is locked with a good lock, and is trapped with a *Greater Glyph of Warding* (see below).

TRAPPED CHEST: Hardness 5; 15 Hp's; Break DC: 23; Open Lock DC: 30.

GREATER GLYPH OF WARDING: CR: 7; 30-ft. radius *Blade Barrier* (14d6); Reflex save (DC: 19) negates; Search (DC: 31); Disable Device (DC: 31).

DEVELOPMENT: Triggering the trap on the chest is potentially devastating to the PCs. Already on a time crunch, those who make their saves if the blade barrier is triggered get pushed back out of the room through the door they entered. The *Blade Barrier* is slanted at a slight angle such that the low point (at shin level on a human) is near the entrance the PCs used to enter the chamber, and the high point (chest high on a human) is on the opposite end of the room. So characters who trigger the trap and make their saving throw take no damage, but they also end up back outside the room and must reenter the *Blade Barrier* (forcing a new Reflex save) to pass to the other side of the room. Alternatively, they could wait for the spell to expire, which it does after 140 minutes. Note the clanging of the blades against the various objects in the room alerts the inhabitants of the next chamber to the presence of intruders.

AREA T3) LICH'S CHAMBERS (EL VARIABLE) (Cont)

TREASURE: The chest holds 700 gp's, six small sapphires (650 gp each), a slender silk glove backed with a fine golden mesh and adorned with five rubies (2,500 gp), and a jade statuette of a coiled blue dragon (1,000 gp). Vargnin also keeps a carved ivory scroll case with images of tortured elves and chaotic tentacled creatures upon it (worth 200 gp's). The case holds **DIVINE SCROLL** w/*Scrying, Control Weather, Plane Shift, Commune, and Helping Hand* written at 14th Level.

In a false bottom (Search DC: 25 to find) is Vargnin's journal, a book that details his unlife of the last 50 years. It details his plans and his lack of a phylactery. He frequently curses his inability to create a phylactery to store his soul, so he may return to unlife if slain.

AD-HOC EXPERIENCE AWARD: if the PCs destroy the **Book of Vile Darkness**, award them a bonus story award of 500 xp's. At your option, destroying the artifact might require a special ritual or quest, in which case you can forgo awarding this experience.

NOTES:

AREA T6) THE GAUNTLET (EL12)

The corridor that allows access to the augury chamber was trapped heavily by creatures summoned by the Lich years ago. Six pressure plates line the area; they cause a flurry of blades to spring from the floor and walls to slice victims apart. If this was not bad enough, as soon as the PCs enter the area (past the first of the plates) a group of Specters rise from the floor to combat the PCs amid the blades. The blades pass through them harmlessly but cause the PCs no end of trouble and danger.

CREATURES: When the Kyton built its forge, Vargnin ordered the devil to place a deadly trap in this area to decimate any who tried to enter the forbidden areas of the temple (areas T7 and T8).

Once the floor was trapped by the whirling blades, the Lich summoned a group of Specters to lurk beneath the floor, rising into the corridor to kill anyone or anything (except Vargnin and Suzanelle) that attempts to pass into the augury chamber through the blades. The incorporeal creatures are unfazed and unharmed by the blades.

TRAP: Several small plates are scattered around the area, unavoidable if the area is casually strolled across. In order for the trap to be disarmed, each plate must be disabled. While this slow process takes place, the Specters rise through the floor to attack. Ten pressure plates dot the hallway.

WHIRLING BLADES TRAP: CR 7; +14 Melee (1d8/crit x3 crit); Search (DC: 24); Disable Device (DC: 28). Note: in any given round, a particular person might be the target of 1d4-1 blades.

AREA T6) THE GAUNTLET (EL12) (Cont)

SPECTRES (5): 45 Hp's each, 7d12 HD, Mv:40 ft, Fly 80 ft. (Perfect), Ac:15 (+3 Dex, +2 Deflection), Att: Incorporeal Touch +6 melee, Dam: Incorporeal Touch 1-8 plus Energy Drain. Initiative: +7 (+3 Dex, +4 Improved Initiative). **CR:** 7. **Abilities:** Str: -, Dex: 16, Con: -, Int: 14, Wis: 14, Cha: 15. **SA:** Energy Drain Create Spawn. **SQ:** Darkvision 60 ft, Incorporeal Traits, +2 Turn Resistance, Undead Traits, Unnatural Aura, Sunlight Powerlessness. **Alignment:** Lawful Evil. **Skills:** Hide: +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks). **Feats:** Alertness, Blind-Fight, Improved Initiative. **Saves:** Fort +2, Ref: +5, Will: +7. **Critical:** Incorporeal Touch 20/x2. Spectres are found on page 232 of the Monster Manual.

TACTICS: While the Specters attack anyone who attempts to cross the trapped floor, they do not stray past the chamber and retreat back into the floor if the PCs pass or flee the area.

NOTES:

AREA T7) AUGURY ROOM

A large stone table decorated with two basins decorates the far wall of this chamber. This room seems to have seen little use - thick dust cakes the floor and cobwebs hang loosely from the ceiling. A second stone bench rests next to the basins, a large hourglass rests atop it. Another statue decorates the base of a second staircase, this one depicting a beautiful woman caring for a wounded deer.

This room was once the augury room of the temple, though it is now a derelict chamber that was abandoned because Vargnin found little use for it.

The hourglass is filled with sparkling metallic dust that measures the passage of exactly 30 minutes. if it is spun in its bracket, a mechanism is activated within the frame that unlocks and opens the trap door in Area T9 (marked T). The door remains open for 15 minutes before closing again, if the hourglass is forced, the mechanism breaks, forcing PCs to open the trapdoor through some other means. If a character flips the hourglass over, have the group make a Listen check (DC: 25) to hear the grating of the trapdoor in Area T9 as it opens.

NOTES:

AREA T8) NARHALM'S RESTING PLACE

This chamber seems to have suffered under the earthquake 50 years ago; much of the left wall has collapsed, burying most of the room under a large pile of rubble. Leaning against a pillar on the left side of the room is a skeleton dressed in the vestments of Pelor and a set of immaculate armor that shines in the light like a beacon.

AREA T8) NARHALM'S RESTING PLACE (Cont)

The skeleton (marked "X" on the map) is the remains of the priest Narhalm, his body left to rot in the accursed walls of this temple. When he returned to the mountain after delivering the lantern to the townsfolk, he was surprised to see that Vargnin had risen from the grave as an Undead creature. Unprepared for another battle, the cleric fell quickly to the dark magic of the lich.

Narhalm managed to drag his dying body into this room and prayed that the curse of undeath not claim him; he never finished his prayer. Vargnin bound his soul to this chamber, forcing it reside in a sort of pseudo-existence within the very stone of the room. Narhalm cannot manifest a physical form or affect the material world in anyway; he can only wait for somebody to free his soul. Read or paraphrase the following when the PCs enter the chamber: *"As you enter the chamber, an apparition passes silently through the wall ahead of you. The form of a handsome man glows with a dim radiance, his insubstantial body wavering in the light. The spirit looks sadly at you, glances once at the skeleton against the far wall, then fades quickly from sight."*

Although Narhalm would dearly like to be buried on holy ground, the only thing that shall release him from his bleak eternity is the death of Vargnin. Although the PCs might believe that Narhalm is pointing to the body, wishing that it be buried, he is actually trying to draw their attention to the large mace gripped in the skeleton's bony hand. The mace is a powerful weapon against evil and might prove to be the downfall of Vargnin.

CREATURE: Narhalm is not a true Ghost, but a Poltergeist unable to effect the real world in any way but to manifest an incorporeal form similar to that of a ghost. The only way to banish his spirit is with a *Dispel Good* spell or by slaying Vargnin.

TREASURE: The body of Narhalm still bears all the possessions the cleric carried when he died. The lich deliberately left it there, hoping to forget the embarrassment he faced in the eyes of Nerull when he was slain by the cleric of Pelor. The body carries **+1 FULL PLATE ARMOR** embossed with decorations of red roses; a **Masterwork Large Metal Shield**; a **POTION OF CURE SERIOUS WOUNDS** (Brewed at 10th Level), a **DIVINE SCROLL** w/*True Seeing, Cure Critical Wounds, Prayer, Healing Circle, Find the Path, Divine Power, and Cure Moderate Wounds* (Written at 12th Level; and **SALINTHINE** (See new Magic Items).

NOTES:

AREA T9) THE INNER SANCTUM

This inner complex of chambers is decorated with numerous alcoves and statues that cast shadows about the deathly silent room. Pieces of the ceiling have fallen recently, piling rubble about the chambers and creating numerous possible hiding places.

AREA T9) THE INNER SANCTUM (Cont)

Each of the alcoves once held the temple's greatest treasures, including valuable artwork collected from across the lands. Much of the treasure was destroyed in the battle between Vargnin and Narhalm (and the earthquake that followed), or it has been used by Vargnin in his unholy research. Some of the alcoves still hold items of note.

T9a: A large stone statue of a rearing horse has been molested by inhabitants of the temple as well as by time. Most of its legs have disappeared, and the precious gems that once adorned it have all been pried out.

T9b: A statue of an elegant priest is barely recognizable through the deep grooves and markings that cover it. The figure's hands seem to have once held something of value, although it is long gone.

T9c: The rubble from a shattered statue covers the floor of this alcove. Searching the rubble turns up a curious find: a thin golden chain with a heart-shaped locket attached (250 gp). Within is a picture of a beautiful woman.

T9d: A large bronze gong identical to the one in area T5 adorns this alcove. If the gong is struck, its twin rings also, causing the Slaad there to become curious (if it still lives) and leave the lich's chambers in search of intruders in this chamber.

T9e: The alcove here seems empty, but a stone trapdoor is hidden in the floor. The PCs must succeed at a Search check (DC: 25) to locate it, and an Open Lock check (DC: 30) to proceed to Pelor's Pyre. The trapdoor also opens willingly if the hourglass in Area T7 is turned around.

TRAP DOOR: Hardness 8; 60 Hp's; Search DC: 25; Break DC: 28; Open Lock (DC: 30).

NOTES:

AREA T10) PELOR'S PYRE (EL 16)

A massive crack in the center of this cavern emanates a roaring pyre from deep within the bowels of the earth, the flames roaring to the ceiling high above you. The heat in this chamber is almost unbearable, but the white flame that has turned this room into a furnace also emits waves of peace and security.

CREATURE: As the PCs enter the cavern, the flame ebbs for a moment, allowing them to see the upper ledge where Vargnin is chanting his ritual to snuff the holy flame. He will not be recognizable as lich without magical detection from this range, as heat waves interfere with vision to that distance (Spotting distances are halved). A successful Spot check (DC: 25) reveals only that the figure is exceptionally gaunt, and that he is obviously some sort of spellcaster. If the check exceeds DC: 30, the character also notices the holy symbol of Nerull around Vargnin's neck.

Vargnin has just completed his spell, which caused the flames to dim and wane; in 14 rounds, the flame dies and the Lich can escape his prison. In order for his ritual to continue to affect the flame, the Lich must stay within his unholy summoning circle for the entire 14 rounds.

AREA T10) PELOR'S PYRE (EL 16) (Cont)

If Vargnin is killed or thrown from the circle, the spell dies and the flame roars to life once more. As the PCs battle the lich, allow a Spot check (DC: 20) to notice his concentrated efforts to stay within the circle. A Spellcraft check (DC: 30) reveals that the flame is some sort of holy font that acts as an inverted magic circle against evil. A successful Intelligence check (DC: 15) following the successful Spellcraft check reveals that the lich is probably bound to the vicinity of the flame as much as the other evil monsters the PCs have encountered in the mines. Finally, another successful Spellcraft check (DC: 25) once the PCs reach Vargnin reveals that his circle is probably part of some ritual intended to alter the flame in some way.

Although the cavern is stifling hot, the flame causes no damage to non-evil beings within the cavern. During the ritual it also has no effect on the evil creatures summoned by the lich or the lich himself.

If the PCs have allowed creatures to escape their many skirmishes, eventually word has reached Vargnin of the powerful intruders, and he has prepared wisely by using a scroll of Scrying in his lair to view the PCs' progress through the mountain.

The lich notices the intruders as soon as they enter and begins to cast spells accordingly, beginning with his summon monster spells. The distance between Vargnin and the PCs allows the Lich time to prepare for his attack, and he uses his time wisely.

TACTICS: As soon as Vargnin completes the ritual and the flames begin to ebb, he immediately casts *Summon Monster VII* and summons a Bebilith to delay the PCs. The next round he follows up with a *Summon Monster IV* spell, which he uses to bring a Howler to join the battle. Once his minions are summoned, he casts *Blade Barrier*, *Spell Resistance* (from his scroll), and *Shield of Faith*. After the spells are cast, he launches a barrage of ranged offensive spells until he runs out. He makes liberal use of his *Energy Drain*, *Repulsion*, *Harm*, *Destruction*, *Slay Living*, *Unholy Blight*, *Searing Light*, and *Blasphemy* to take out key PCs while they fight his minions or attempt to cross the gap to where he waits. If reduced to fewer than 15 hit points, he uses his potion of gaseous form to flee, although this causes his ritual to fail.

Due to the unique creation of his Lich form, Vargnin does not have a phylactery, nor has he had the materials to create one during his imprisonment. Should he be destroyed, he cannot reform. He is completely aware of this vulnerability and does not hesitate to flee if the PCs prove a serious threat.

DEVELOPMENT: If Vargnin is defeated but not slain, his ritual is ruined. The Lich is furious at the interruption and summons as many of his remaining minions into the temple to dispatch the intruders. If the PCs are too strong, he flees to the Kyton's small cave in Area T1 to regroup.

AREA T10) PELOR'S PYRE (EL 16) (Cont)

MALE HUMAN LICH (Vargnin): 100 Hp's, 14d12 HD (14th Level Cleric), Mv: 30 ft, Medium-size Undead, Ac:27 (+6 Natural, +2 Dex, +8 for **+3 Breast Plate**, **+2 Ring of Protection**), Touch:14, Flat-footed: 25, Att: **+2 Keen Unholy Scythe** +15/+10 Melee, Dam: **+2 Keen Unholy Scythe** 2-8 +5 Melee plus 2-12 Unholy Damage, Initiative: +2 (+2 Dex). **CR: 16. Alignment:** Neutral Evil. Str: 15, Dex: 14, Con: --, Int: 15, Wis: 22 (w/**+2 Periapt of Wisdom**), Cha: 16. **SA:** Fear Aura, Paralyzing Touch. **Paralyzing Touch** (Su): Any living creature the lich touches must succeed at a Fortitude save (DC: 20) or be permanently paralyzed. **SQ:** Darkvision: 60 ft, Turn Resistance +4, **DR:** 15/+1, immunities (cold, electricity, polymorph, and mind-affecting spells), Undead Traits. **Alignment:** Neutral Evil. **Skills:** Concentration: +18*, Craft (Engraving): +8, Diplomacy: +11, Heal: +10, Hide: +9**, Knowledge (Arcana): +14, Knowledge (Religion): +12, Listen: +16, Move Silently: +9**, Profession (Burgomaster): +8, Search +12, Sense Motive +14, Scry +8, Spellcraft +5, Spot +16. * Includes the +4 bonus from Combat Casting. ** Includes the -3 armor check penalty for Vargnin's armor. **Feats:** Combat Casting, Dodge, Spell Penetration, Spell Focus (Necromancy), Weapon Focus (scythe), Martial Weapon Proficiency (Scythe). **Saves:** Fort +9, Ref: +6, Will: +15. **Critical:** **+2 Keen Unholy Scythe** 19-20/ x4. Vargnin has the following spell in memory (Base Save DC: 16 + spell level):

0 Level (6): Detect Magic (x2), Guidance, Light, Read Magic, Virtue

1st Level(8): Cause Fear*, Divine Favor**, Doom**, Endure Elements, Random Action, Shield of Faith, Entropic Shield**

2nd Level (8): Aid, Augury, Bull's Strength, Death Knelt*, Desecrate**, Hold Person, Silence, Spiritual Weapon

3rd Level (6): Create Food, Dispel Magic**, Invisibility Purge, Magic Circle Against Good***, Searing Light (x2)

4th Level (6): Divine Power, Greater Magic Weapon**, Poison, Spell Immunity**, Summon Monster Iv, Unholy Blight*

5th Level (5): Flame Strike (x2), Plane Shift, Slay Living*, True Seeing**

6th Level (5): Banishment, Blade Barrier, Create Undead*, Greater Dispelling, Harm

7th Level (3): Blasphemy*, Destruction, Summon Monster VII

*Domain spells. Domains: Evil (all evil spells cast at 15th-level); Death (Death Touch 1/day; see page 163 of the Players Handbook for details). **These spells have already been cast by Vargnin as part of his ritual to put out Pelor's Pyre or as the party moves to engage him. Necromancy spells. The base save DC for Necromancy spells is 18 + spell level. Note that this includes any spontaneously cast inflict wounds spells.

Possessions: **+3 Breast Plate**, **+2 Keen Unholy Scythe**, **+2 Ring of Protection**, **Wand of Contagion** (17 charges, command word "Egal"); **Scroll** w/Invisibility Purge, Meld into Stone, Repulsion, and Spell Resistance, **Minor Cloak of Displacement**; **+2 Periapt of Wisdom**; **Potion of Gaseous Form**; a small silver circlet set with twelve moonstones with a central sapphire (8,000 gp).

AREA T10) PELOR'S PYRE (EL 16) (Cont)

If Vargnin's ritual succeeds, he doesn't stick around. He casts plane shift and travels to Carceri, Nerull's home plane. Once there, he sets his sights on a return to the Prime Material Plane where he can begin another crusade of death and destruction.

AD-HOC XP AWARD: Give the PCs a story award of 1,500 xp's if they successfully save Rutherton and prevent Pelor's Pyre from being extinguished. If the artifact is destroyed but the town is still saved, award them a story award of 1,000.

NOTES:

CONCLUSION

PCs who reach this point will have been taxed to their a limit. The appearance of Vargnin should present a challenge to even the best of groups. Because of Vargnin's lack of a phylactery within the mountain, he does not fight to the death. If he is engaged in a dangerous level of melee combat (such as defending the blows of two fighters) he flees the scene, hoping to perform the ritual another day, by using his **Potion of Gaseous Form** to enter his lair (Area T5).

Slaying the Lich in his lair is a task of no small mettle. Parties that accomplish such a monumental task see Pelor's Pyre flare into existence once more if it was extinguished, its light filling the cavern. In the flames, the PCs can see the ghost of Narhalm raise a hand in gratitude before fading away.

Lighting the lantern once more is as easy and plunging it into the flames of Pelor's Pyre. The PC who undertakes this task might be a little wary of being burned, but the pyre harms no one of non-evil alignment. Carrying the lantern back to the villagers of Rutherton, the PCs are met with great joy.

Further adventures in the area could include hunting down the old wyrm Kah-la-hi, who might return to the area and destroy much of the countryside around the village before flying back to her lair. With the constant threat of a dragon, the villages would surely want the PCs to track down its lair and slay her.

If Vargnin is unsuccessful and manages to escape, he surely tries his ritual again as soon as possible (this could hinge on a number of possible events or materials). He summons dozens more denizens to the mines, and if he succeeds, descends with a fury on the land at some point in the future.

NOTES:

NEW MAJOR ARTIFACT: PELOR'S PYRE

Pelor's Pyre is a magnificent, 40-foot-tall, 10-foot-radius gout of white flame erupting from the earth. The pyre is immobile. The source of the Light of Reason, *Pelor's Pyre* has abilities both similar and different to its smaller offspring.

The pyre's raw powers emanate several different effects. First, it acts as a focused inward *Magic Circle Against Evil* in a one-mile radius. Unlike most inverted *Magic Circles*, this effect traps any evil creatures that wander within its area of emanation. Such creatures can only break free from the *Magic Circle* if the pyre fails to defeat their spell resistance. Evil creatures trapped by the pyre cannot use any sort of *Teleportation* or Extra-dimensional travel to escape the *Magic Circle*.

Any evil creature that comes within 30 feet of the light of reason must make a successful Fortitude save (DC: 19) or be destroyed (as the *Destruction* spell). Creatures who make their saving throws take damage normally, and they feel uneasy in the presence of the pyre and are shaken (see the DUNGEON MASTER'S Guide page 85), resulting in a -2 morale penalty to attack rolls, weapon damage rolls, and saving throws. Evil creatures exposed directly to the pyre's flames must make another such saving throw, even if they succeeded at the initial one, except this save is DC: 30.

Finally, any evil creatures summoned within the pyre's area of effect are likewise trapped by the artifact's *Magic Circle*. This effect supercedes the normal temporary nature of summoning spells. So an imp summoned by a spellcaster within the pyre's area of influence does not return to its home after the summoning spell used to bring it has expired. Instead, the imp remains, free to move within the confines of the *Magic Circle*, but unable to leave it. After the duration of the summoning spell expires, summoned creatures are no longer compelled to answer to the summoner. A trapped, summoned evil creature that finds some way to escape the *Magic Circle* (or if the pyre doesn't beat the summoned creature's spell resistance) is instantly sent back to the location it occupied prior to being summoned.

Caster Level: 20th; Weight: N/A.

SALINTHINE

The +2 heavy mace of disruption has the following abilities: Int: 12, Wis: 18, Cha: 16, and Ego: 15. It can speak Common and Celestial, is lawful good, and grants its wielder use of the Improved Initiative feat and the Evasion ability. The mace can cast *Cure Moderate Wounds* (heals 2d8÷5 Hp's) three times per day. The mace has a passionate hatred of Undead creatures, and it attempts to convince its wielder to attack all Undead creatures in melee in preference to all other actions. Salinthine prefers to be wielded by clerics or paladins and asks any new wielder who does not fit one of these categories to pass it to such an individual's hands as soon as possible.

NPCs

Tatiana is a young cleric who settled in Rutherton five years ago after leaving adventuring life forever. She is a small redhead in her mid-twenties who wears simple blue dresses. She is thin and comely, but has never had time for men and rejects advances.

Tatiana, Female Human Clr (Pelor): CR 5; Medium-size Humanoid (5 ft, 5 in. tall); HD 5d8+5; hp 30; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Att +2 melee (1d6--4, light mace); SA spells, Undead; AL LG; SV Fort +7, Ref +5, Will +9; Str 14, Con 12, Int 10, Wis 16, Cha 16.

Skills: Concentration +4, Diplomacy +7, Heal Knowledge (religion) +6, Spellcraft +3. Feats: Potion, Scribe Scroll, Craft Wand. Possessions: +2 leather armor, +2 cloak of resistance, ~ of detect evil (20 charges; command word "Hedgel"), light mace.

Spells (5/5/4/3, base save DC = 13 + spell level):

0 Level: detect magic, light, detect poison, guidance, virtue

1st Level: Protection from evil, shield of faith, bless, detect Undead, remove fear

2nd Level: Aid, lesser restoration, spiritual weapon, speak with animals

3rd Level: magic circle against evil, searing light, protection from elements.

Domain spells. Domains: Good (good spells cast at +1 caster level; Healing (all healing spells cast at ri caster level)).

Soon-Jee is an elderly man who has lived in Rutherton most of his life. He is tall and carries an air of respectability, although he spends most of his time resting his injured left leg. Soon-Jee was once a well-known ranger of the area until his leg was crippled by the touch of a wraith.

Soon-Jee, Male Human Rgr3: CR **3**; Medium-size Humanoid (6 ft., 2 in. tall); HD 3d10+6; hp 28; Init +3; Spd: 15 ft (due to injured leg); AC 11, touch 9, flat-footed 11; Att +2 ranged (1d8+2/crit x3, mighty composite longbow 1+1 Str); SA favored enemy (Orcs), two-weapon fighting ability; AL LG; SV Fort +5, Ref +0, Will +**3**; Str 12, Dex 8, Con 14, Int 11, Wis 14, Cha 13. Skills: Animal Empathy +4, Handle Animal +5, Hide +1, Intuit Direction +7, Knowledge (nature) +4, Move Silently +2, Ride +2, Swim +**1**~, Wilderness lore +6. Feats: Track, Point Blank Shot, Precise Shot, Improved Initiative. Includes penalty for weight of gear carried.

Possessions: leather armor, mighty composite long-bow [+1 Str with 15 +1 arrows, dagger.

NPCs (Cont)

CURATE (Rathicar): 42 Hp's, Human Male 5th Level Cleric (Of Tyr), Mv: 20 ft. Ac: 22 (+3 Dex, +1 **Breast Plate**, +2 **Heavy Steel Shield**); Att: +2 **Long Sword** +10 Melee, Dam +2 Long Sword 1-8 +7, Initiative: +4 (+4 Dex). Alignment: Lawful Good. Str 15, Dex:16, Con 16, Int 12, Wis 18, Cha 14. **Skills**: Concentration +8; Heal: +10, Knowledge (Religion) +8, Spellcraft +8. **Feats**: Brew Potion (3rd Level), Combat Casting (1st Level Human), Improved Turning (1st Level), Martial Weapon Proficiency [Bonus Cleric of Tyr (Long Sword)], Weapon Focus [Bonus Cleric of Tyr (Long Sword)]. **Saves**: Fort +8, Ref +6, Will +9. In times of battle, Lawrence is dressed in a suit of +1 **BREAST PLATE** and +1 **HEAVY STEEL SHIELD**. He wears a +1 **RING OF PROTECTION** and carries a **PYTHON STAFF**, a **POTION OF CURE SERIOUS WOUNDS** (Brewed at 7th level), a **VIAL OF FLYING POTION**, and a Healer's Bag. Lawrence has the following spells in memory (Domain Spells Protection and War):

0 Level (6) (DC: 12) : Create Water, Guidance, Purify Food and Drink (x2), Resistance, Virtue
1st Level (4) (DC: 13): Bane, Bless, Divine Favor, Summon Monster I, (Sanctuary).
2nd Level (3) (DC: 14): Aid, Bull's Strength, Lesser Restoration (Spiritual Weapon).
3rd Level (2) (DC: 15): Magic Circle Against Evil, Prayer, (Protection from Energy).

GRIMLOCKS

GRIMLOCK FIGHTERS (Club Throwers) (6): 60 Hp's, 2d8+2 HD (Grimlock) plus 6d10+12 (6th Level Fighter), Mv: 30 ft., Medium-size Monstrous Humanoid, Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Att: **Master Work Battle Axe** +11/+5 Melee or +9/+4 Thrown Clubs Ranged, Dam: **Master Work Battle Axe** 1-8 +10 Melee or Thrown Clubs 1-6 +2 Ranged, Initiative: +1 (+1 Dex). **CR:** 8. Str 17, Dex 13, Con 14, Int 10, Wis 8, Cha 6. **SA:** Blindsight. **SQ:** Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +10, Hide +16, Listen +6, Search +5, Spot +6. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Fighter (Battle Axe)], Power Attack [2nd Fighter (Always active -3 to-hit, +6 to damage)], Cleave (3rd Level), Track (Grimlock), Weapon Specialization [4th Fighter (Battle Axe)], Improved Bull Rush (6th Fighter). **Saves:** Fort +6, Ref: +6, Will: +4. **Critical:** Battle Axe 20/x3. Possessions: Flask of Alchemist's Fire x2, Studded Leather, **Masterwork Battleaxe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

GRIMLOCK FIGHTERS (Fighters) (4): 60 Hp's each, 2d8+2 HD (Grimlock) plus 6d10+12 (6th Level Fighter), Mv: 30 ft., Medium-size Monstrous Humanoid, Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Att: **Master Work Battle Axe** +11/+5 Melee, Dam: **Master Work Battle Axe** 1-8 +10 Melee, Initiative: +1 (+1 Dex). **CR:** 8. Str 17, Dex 13, Con 14, Int 10, Wis 8, Cha 6. **SA:** Blindsight. **SQ:** Immunities, Scent. **Alignment:** Neutral Evil. **Skills:** Climb +10, Hide +16, Listen +6, Search +5, Spot +6. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Fighter (Battle Axe)], Power Attack [2nd Fighter (Always active -3 to-hit, +6 to damage)], Cleave (3rd Level), Track (Grimlock), Weapon Specialization [4th Fighter (Battle Axe)], Improved Bull Rush (6th Fighter). **Saves:** Fort +6, Ref: +6, Will: +4. **Critical:** Battle Axe 20/x3. Possessions: Studded Leather, **Masterwork Battleaxe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities

GRIMLOCKS (Cont)

GRIMLOCK BARBARIANS (6): 67 (85 while Raging) Hp's each, 2d8+2 HD (Grimlock) plus 7d12+14 (7th Level Barbarians), Mv: 40 ft., Medium-size Monstrous Humanoid, Ac:18 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 11, Flat-Footed 17, Att: **Master Work Great Axe** +13/+8 Melee, Dam: **Master Work Great Axe** 1-12 +6 Melee, Initiative: +5 (+1 Dex, +4 Improved Initiative). **CR:** 9. Str 18, Dex 13, Con 14, Int 9, Wis 8, Cha 6. **SA:** Blindsight, Rage 2/day. **Rage (Ex):** While raging the Grimlocks' statistics change as follows: 85; AC 16, Touch 9, flat-footed 17; Att: +15/+10 Melee, Dam 1-12 +8 Melee; Save: Fort +9, Will +6. The barbarians' rage lasts for 10 rounds. **SQ:** Immunities, Scent, Uncanny Dodge. **Alignment:** Neutral Evil. **Skills:** Climb +11, Hide +16, Jump: +11, Listen +9, Search +4, Spot +6, Survival +3. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Weapon Focus [1st Level (Great Axe)], Uncanny Dodge (2nd Barbarian), Improved Initiative (3rd Level), Improved Uncanny Dodge (5th Level Barbarian), Power Attack (-1 to-hit, +2 to damage) Damage Reduction 1/- (7th Barbarian), **Saves:** Fort +7, Ref: +7, Will: +4. **Critical:** Great Axe 20/x3. Possessions: Studded Leather, **Master Work Great Axe**. See page 140 in the Monster Manual for Grimlock special attacks and qualities.

GRIMLOCK ROGUES (2): 44 Hp's, 2d8+2 HD (Goblin) plus 6d6+12 (6th Level Rogue), Mv: 30 ft., Ac:20 (+3 Dex, +4 Natural, +2 Leather Armor, +1 **Ring of Protection**), Att: Dagger +12 Melee or Short Bow +11 Ranged, Dam: Dagger 1-4 +1 Melee or Short Bow 1-6 Ranged, Initiative: +3 (+3 Dex). **CR:** 8. Str: 15, Dex: 15, Con: 14, Int: 10, Wis: 9, Cha: 8. **SQ:** Darkvision: 60 ft. **Skills:** Appraise: +9, Balance: +14, Climb: +9, Escape Artist: +12, Hide: +22, Jump +11, Listen: +9, Move Silently: +12, Open Lock: +12, Tumble: +12. A Grimlock get a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlocks are only encountered in the mines. **Feats:** Acrobatic, Alertness (Grimlock), Point Blank Shot, Weapon Finesse (Dagger), Sneak Attack +3d6 (5th Bonus), Trap Finding (1st Bonus), Evasion (2nd Bonus), Trap Sense +2 (6th Bonus), Uncanny Dodge, Track (Grimlock). **Saves:** Fort +7, Ref: +2, Will: +0. **Critical:** +1 Dagger 19-20/ x2. Each Rogue is dressed in a Suit of Leather Armor, wields a +1 **DAGGER** in battle and wears a +1 **RING OF PROTECTION**. In addition, each has a Short Bow, a Quiver of 20 Arrows, a Set of Masterwork Thieves' Picks and Tools. Each carries 3-18 gp's as treasure.

GRIMLOCKS (Cont)

GRIMLOCK SORCERERS (2): 34 Hp's each, 2d8+2 HD (Grimlock) plus 6d4+5 (6th Level Sorcerer), Mv:30 ft., Medium-size Monstrous Humanoid, Ac:17 (+1 Dex, +4 Natural, +2 **Bracers of Armor**), Att: +1 **Dagger** +7 Melee, Dam: 1-4 +3 Melee, Initiative: +5 (+1 Dex, +4 Improved Initiative). **CR:** 8. Str: 15, Dex: 13, Con: 13, Int: 11, Wis: 11, Cha: 16. **SA:** Immunities, Scent, Spells. **SQ:** Blindsight. **Alignment:** Neutral Evil. **Skills:** Concentration: +10, Craft: +6, Hide: +14, Knowledge (Arcana): +6, Spellcraft: +12, Spot: +8. A Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlocks are only encountered in the mines. **Feats:** Alertness (Grimlock), Combat Casting, Brew Potion, Track (Grimlock). **Saves:** Fort +5, Ref: +5, Will: +2. Each Sorcerer wears a pair of **BRACERS OF ARMOR +2** and wields a +1 **DAGGER**. Each Sorcerer has the following spells in memory:

Known Spells:

0 Level (7): *Acid Splash, Daze, Detect Magic, Flare, Message, Read Magic, Resistance*

1st Level (4): *Color Spray, Magic Missile, Shield, Sleep, Summon Monster I*

2nd Level (2): *False Life, Mirror Image, Invisibility, Scorching Ray*

3rd Level (1): *Displacement*

Spell Slots:

0 Level (6) (DC: 13):

1st Level (7) (DC: 14):

2nd Level (6) (DC: 15): *Invisibility**, **False Life*

3rd Level (4) (DC: 16): **Displacement*

*Spells Already Cast before combat starts.

GRIMLOCKS (Cont)

GRIMLOCK BARBARIAN (Nas-Kargren): 124 (146 while Raging) Hp's, 2d8+2 HD (Grimlock) plus 9d12+14 (9th Level Barbarians), Mv: 40 ft., Medium-size Monstrous Humanoid, Ac:22 (+1 Dex, +4 Natural, +3 for Studded Leather), Touch 12, Flat-Footed 21, Att: **+1 Frost Great Axe** +17/+12/+7 Melee, Dam: **+1 Frost Great Axe** 1-12 +8 plus 1-6 Cold Melee, Initiative: +2 (+2 Dex, +4 Improved Initiative). **CR:** 9. Str 18, Dex 13, Con 14, Int 9, Wis 8, Cha 6. **SA:** Blindsight, Rage 3/day. **Rage (Ex):** While raging the Grimlocks' statistics change as follows: 146; Ac: 20, Touch 10, flat-footed 20; Att: +19/+14/+9 Melee, Dam 1-12 +10 plus 1-6 Cold Melee. **Save:** Fort +11, Will +8. The barbarians' rage lasts for 12 rounds. **SQ:** Immunities, Scent, Uncanny Dodge, Can't be flanked. **Alignment:** Neutral Evil. **Skills:** Climb +16, Hide +17, Intuit Direction: +6, Jump: +11, Listen +16, Search +6, Spot +7, Survival +7, Swim: +17. Grimlock gets a +10 racial bonus to Hide checks when in mountains or underground. This bonus is factored into the above statistics, since these Grimlock are only encountered in the mines. **Feats:** Alertness (Grimlock), Dodge (1st Level), Uncanny Dodge (2nd Barbarian), Expertise (3rd Level), Improved Uncanny Dodge (5th Level Barbarian), Mobility (6th Level), Damage Reduction 1/- (7th Barbarian), Spring Attack (9th Level). **Saves:** Fort +9, Ref: +8, Will: +6. **Critical:** Great Axe 20/x3. Possessions: **+2 Mithral Shirt, Potion of Haste, Potion of Cure Moderate Wounds (x2), +1 Frost Great Axe.** See page 140 in the Monster Manual for Grimlock special attacks and qualities.

GRIMLOCKS (Cont)

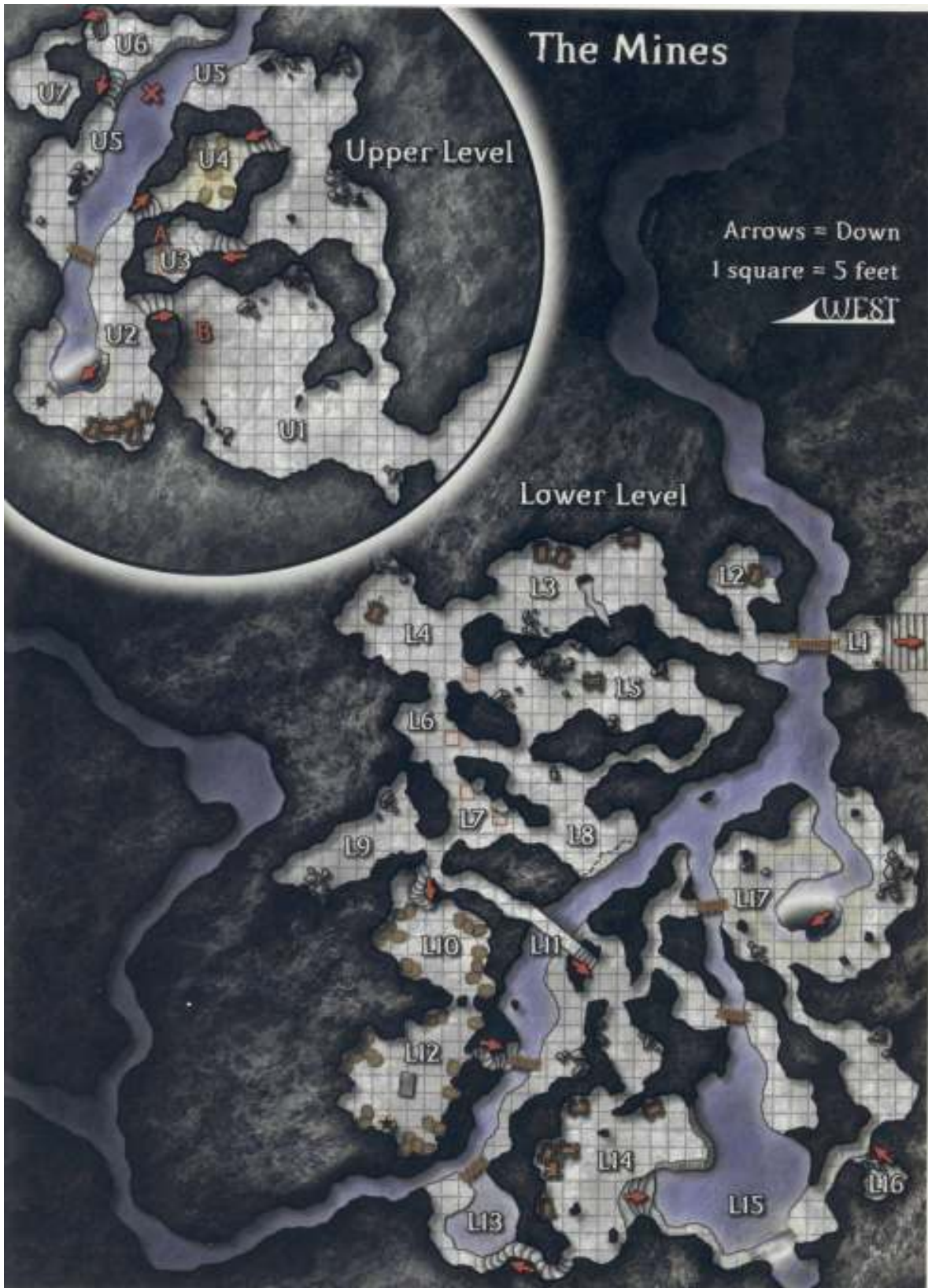
GRIMLOCK ELDER, FEMALE GRIMLOCK (Slaggoth-Nak): 163 Hp's, 17d8+68 HD (15th Level Cleric) plus 2+2 HD (Grimlock), Mv: 20 ft. (+1 **Full-Plate**), Medium Monstrous humanoid (Grimlock), Ac: 26 (+10 for +1 **Full-Plate**, +4 for +1 **Animated Heavy Steel Shield**, +2 Dex), Touch: 11, Flat-Footed: 25 (+10 for +1 **Full-Plate**, +4 for +1 **Animated Heavy Steel Shield**), Base Att: +12; Grapple: +16, Full Attack: +1 **Battle Axe** +12/+17 Melee, Dam: +1 **Battle Axe** 1-8 +3 Melee. Initiative +6 (+2 Dex, +4 Improved Initiative). **CR**: 16. **Abilities**: Str 15, Dex 14, Con 14, Int 16, Wis 16 (18), Cha: 10. **SA** Blindsight, Spells, rebuke/command Undead. **SQ** Immunities, scent. **Alignment**: Neutral Evil. **Skills**: Climb: +7, Concentration +13, Heal: +8, Hide: +7, Knowledge (Religion) +5, Listen +10, Scry: +7, Search: +6, Spellcraft: +7, Spot: +7, . **Feats**: Alertness (Grimlock), Improved Critical [12th Level (Battle Axe)], Improved Initiative (1st Level), Weapon Focus [3rd Level (Battle Axe)], Spell Focus (Necromancy), Track (Grimlock). **Saves**: Fort +9, Ref: +8, Will: +15. **Languages**: Common, Abyssal, Grimlock. Slaggoth-Nak has the following spells in Memory (Save DC = 14 + spell level):
0 Level (6): Cure Minor Wounds, Detect Magic, Purify Food and Drink, Resistance, Virtue x2
1st Level (6 + 1): Bless, Cure Light Wounds, Divine Favor, Doom, Protection from Good, Sanctuary, Shield of Faith. Cause Fear*
2nd Level (5 + 1): Bear's Endurance, Bull's Strength, Cure Moderate Wounds, Hold Person, Owl's Wisdom. Death Kneel*
3rd Level (6 + 1): Bestow Curse, Cure Serious Wounds, Deeper Darkness, Dispel Magic, Prayer, Protection from Energy. *Magic Circle Against Good
4th Level (4 + 1): Cure Critical Wounds, Divine Power, Spell Immunity, Summon Monster IV. Unholy Blight*
5th Level (3 + 1): Flame Strike, Spell Resistance, Righteous Might. Slay Living*
6th Level (2 + 1): Harm, Heal. Create Undead*
*Domain Spell. Domains: Evil (cast Evil spells at +1 caster level), Death (gains Death Touch 1/day).
Possessions: +1 **ANIMATED HEAVY STEEL SHIELD**, +1 **LIGHT FORTIFICATION FULL-PLATE**, +1 **BATTLE AXE**, +2 **PERIAPT OF WISDOM**, **WAND OF CHARMING** (10 Charges command word "Ethmikal"), **HORN OF BLASTING**, **POTION OF BLUR**, **POTION OF FLYING**



Visual Aid #1. Vargin the Lich.



Rutherton Area Map.



The Mines





Visual Aid. Manticore (Area U7).



Visual Aid. Grimlock (Area L5 to L10).



Visual Aid. Horance (Area L11).



Visual Aid. Aboleth (Area L15).



Visual Aid. Tatiana in Chains (Area T1).