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Dungeon Crawl Classics #28

Into the Wilds

by Harley Stroh

AN ADVENTURE FOR CHARACTER LEVELS 1-3



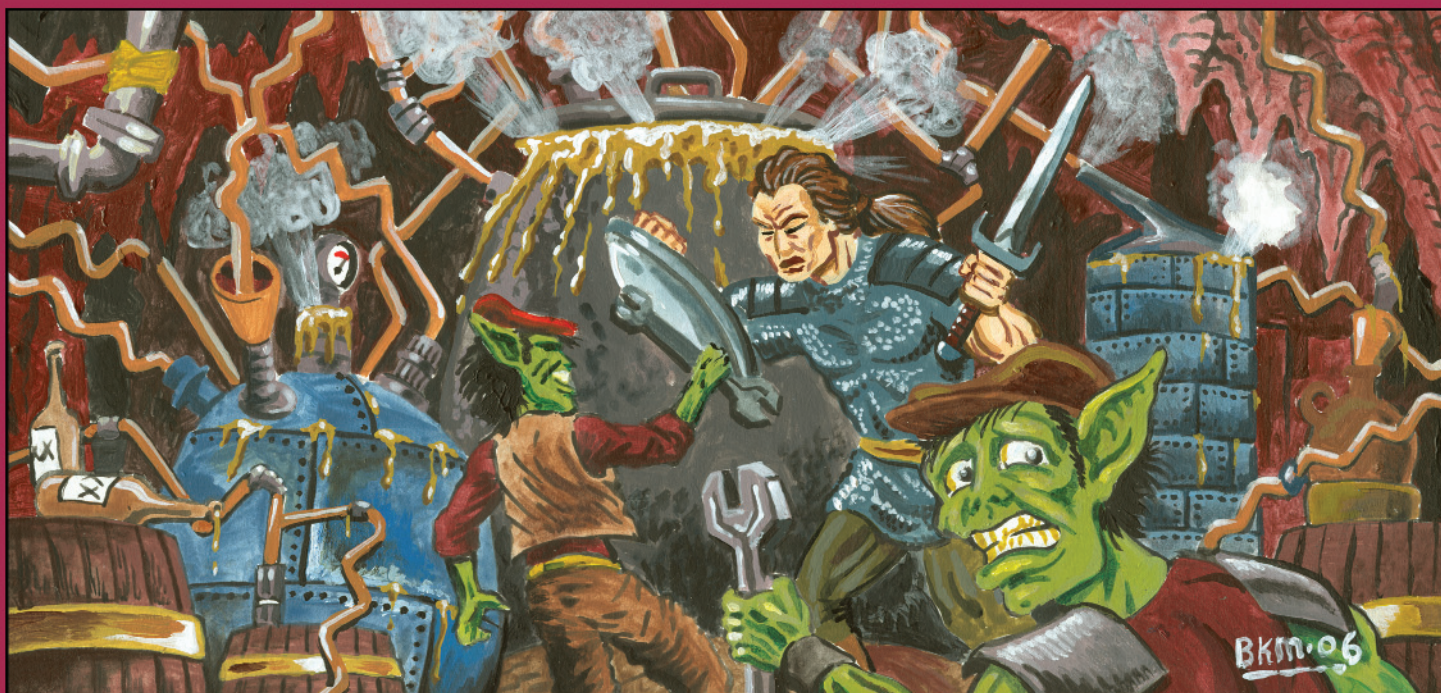
Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

A classic introductory adventure, Into the Wilds sends the adventurers to Wildsgate, a frontier keep beset by a wicked curse and deadly foes. In their battles against bat-riding goblins, savage cannibals, and evil rebels, the heroes uncover rumors of a lost vault left behind by the infamous thief Zamuk the Swift. Along the way they meet villagers with hidden agendas, discover a nefarious scheme, and learn the lore of the Wilds!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
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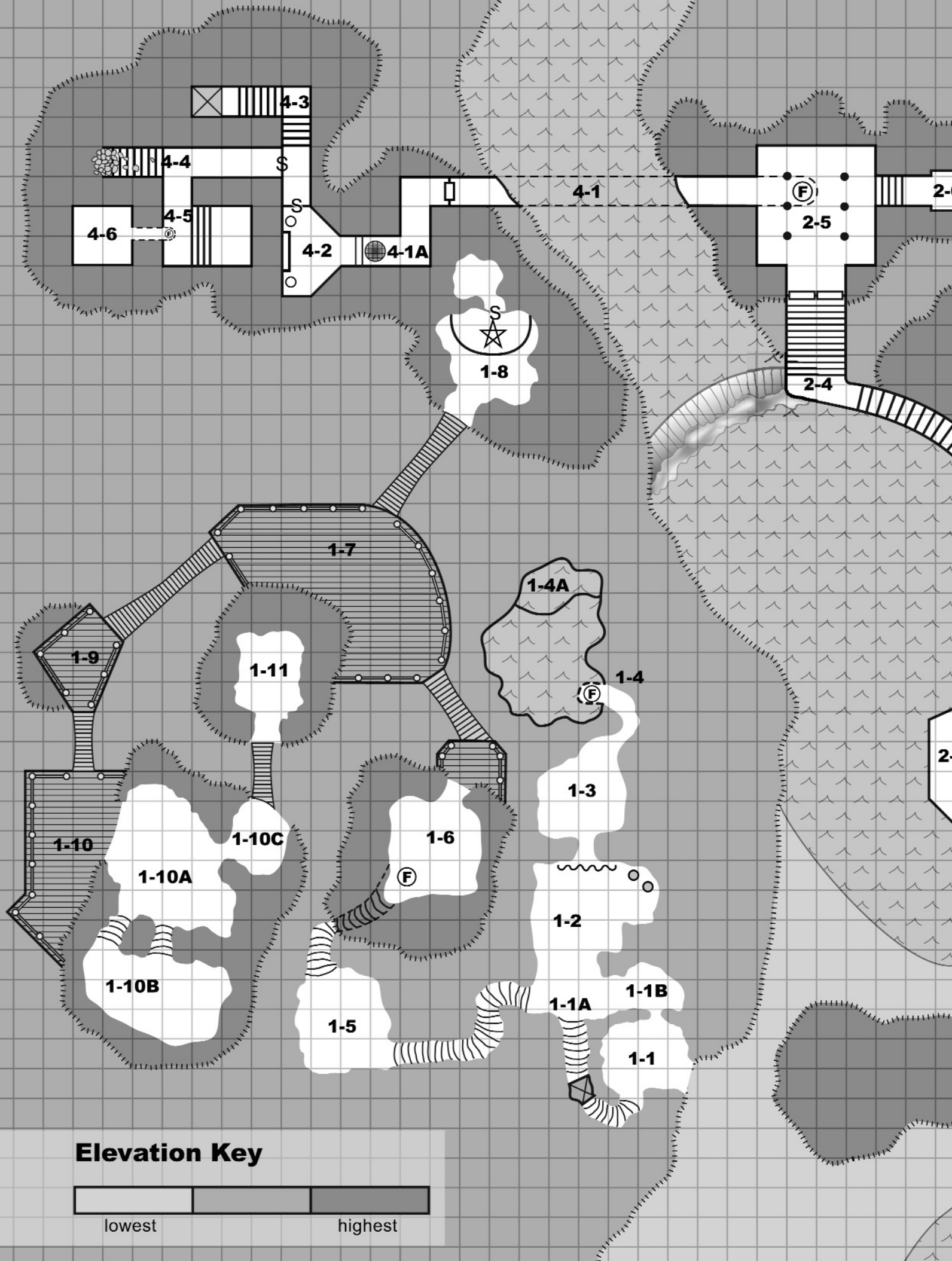
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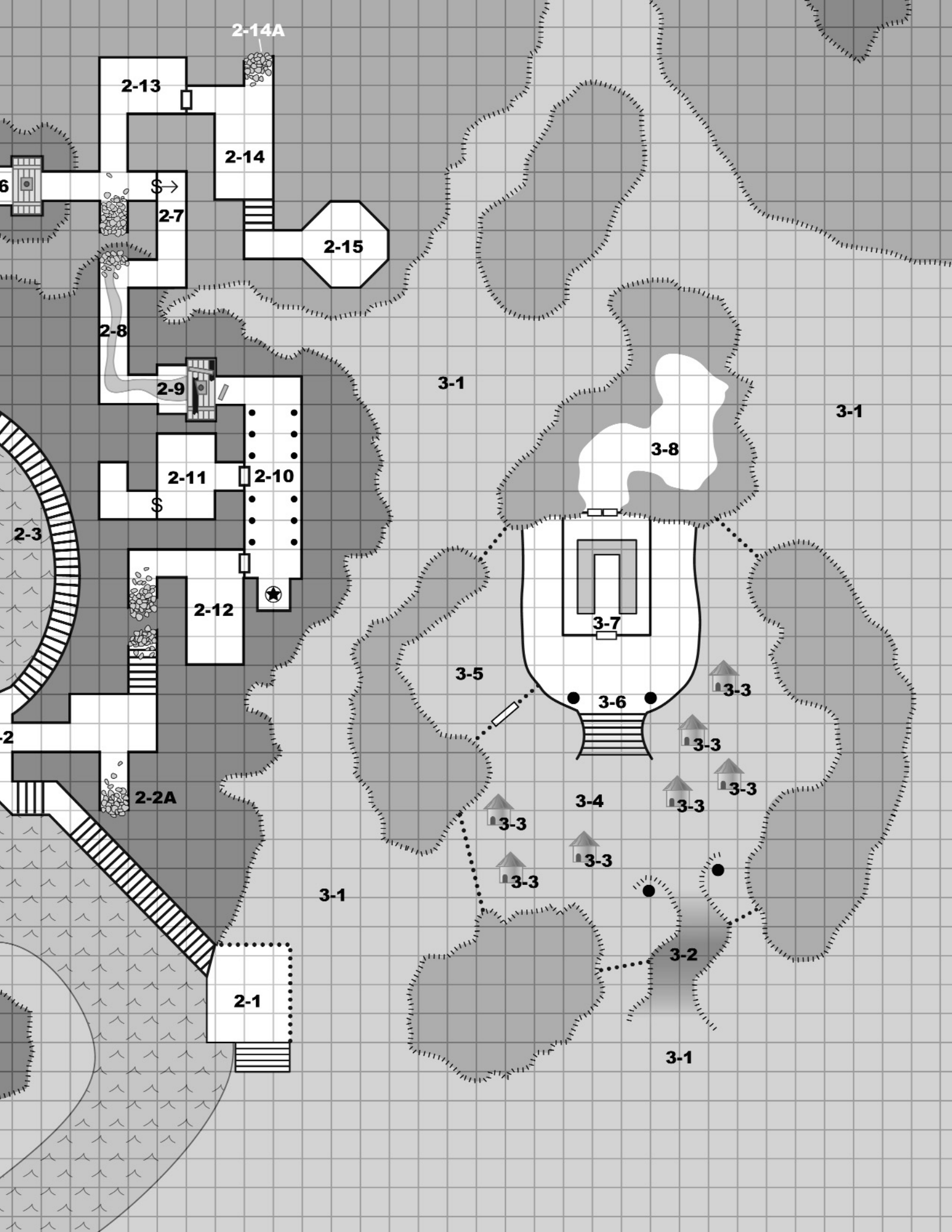
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"While you were out, we killed all your NPCs, looted their bodies, sold their families into slavery, and overthrew the monarchy. How much experience is that worth?" – The Knights of the Patio

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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Into the Wilds is designed for four to six characters of 1st to 3rd level, with a total of 6-12 total character levels between party members. While the characters can be of any basic character class, a well-balanced party will have the best odds of surviving the varied challenges of the Wilds. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The adventurers arrive at Wildsgate, a frontier keep beset by a wicked curse and savage foes, to begin their forays into the Wilds. In their battles against bat-riding goblins, savage cannibals, and evil rebels, the PCs uncover rumors of a lost vault, and of the treasure left behind by the infamous thief Zamuk the Swift. PCs recover the three keys to the vault, press through a gauntlet of deadly traps, and recover the lost Heirlooms of Wildsgate, including the legendary Crown of Wulfrun. Facing down the rebel leader Lady Aborn, the PCs return the crown to the Baron of Wildsgate, ending the curse.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1A	21	T	Fake ogre trap, spiked pit trap	1
		C	3 goblins	1/2
1-2	21	C	9 goblins	2
1-3	22	C	Goblin shaman, Adp2	1
1-4A	23	C	Shadow	4
1-6	24	C	2 goblin War1	1
1-7	25	C	9 goblin War1	3
1-8	26	C	Bat swarm	2
1-9	27	C	3 goblin War1	1
1-10	27	C	3 goblin bat riders 3 dire bats	4
1-10A	27	C	2 dire bats	3
1-10B	28	C/P	Goblin brewmaster, Exp2 2 goblin apprentices, War1 Exploding moonshine still	1
1-11	29	C	<i>Azubal</i> , goblin vampire Ftr1	3
2-2A	31	C	Bugbear	2
2-3	31	C	2 goblin bat riders, War1 2 dire bats	3
2-4	32	P	Foehammer Gates	1
2-5	32	P	Tomb puzzle	–
2-7	33	C	4 dwarf skeletons	2
2-9	34	T	Broken lift	2

Loc	Pg	Type	Encounter	EL
2-10	34	P/C	Hall of Declaration Flying warhammer	1
2-11	35	C	Flamebrother salamander	3
2-12	36	C	White dragon, very young	3
2-13	36	C	3 scouts, Rog1	3
2-14	37	C	4 men-at-arms, War1	2
2-15	37	C	Kos, half-orc Ftr 1 Liath, elf Drd1 Wolf	3
3-1	39	T	Trapped woods	2
3-2	40	C	3 raiders, War1	2
3-4	40	C	7 war-dancers, War1	4
3-6	41	C	2 zombies 1 ghoul	1
3-7	41	C	5 savage heroes, Bbn1	4
3-8	42	C	Savage witchdoctor, Clr3 10 hanging dolls	4
4-1	43	T	Water-filled hall trap	3
4-2	44	T/P	Gate of many locks	3
4-3	45	T	Rolling rock trap Hidden pit trap	3
4-5	45	T/C	2 gelatinous cubes, young	3
Return	46	C	Lady Aborn Captain Argun 7 Outriders	5

Scaling Information

Into the Wilds is designed for 4-6 characters of 1st-3rd level, but it can be easily modified for parties of different sizes or levels. When adjusting the module to suit your game, consider the following suggestions:

Weaker parties (3 or fewer characters): This sort of adventure should only be attempted by the most courageous and cunning of heroes. Encourage the PCs to bolster their forces by hiring henchmen from the Mug and Blade (area C-3).

Stronger parties (7 or more characters, or higher than 3rd level): Add 4 additional goblins to areas 1-2, 1-6, 1-7 and 1-9. Add an additional bat rider and dire bat

to area 1-10 and 2-3. Grant Azubal (area 1-11) an additional +2 levels in Fighter. Add 3 additional scouts to area 2-13, and 4 additional men-at-arms to area 2-14. Grant both Kos and Liath (area 2-15) +2 additional levels. Add 4 additional raiders to area 3-2 and 3-4. Add 3 additional savage heroes to area 3-8. Increase the Witchdoctor's Cleric levels by 3 (area 3-8). Increase the DCs of the traps in area 4-1, 4-2, 4-3 and 4-4 by +5.

Finally, double the number of Outriders in the final encounter (see *Wrapping Up: Return to Wildsgate*, page 46), and increase the levels of both Lady Aborn and Captain Argun by +2.

Getting the Players Involved

The adventure begins with the characters arriving via Kings Highway, on the southwest corner of the Wilds map (see page 56). As the adventure is likely the heroes' first, the hook should be tailored to the PCs' backstories. Devise an appropriate plot hook or adapt one of the following to get the characters started:

- The PCs hail from a peasant village; a recent famine has forced them to seek their fortunes abroad. Armed with a few family heirlooms and unfettered dreams, the PCs hope to be successful enough to send a little gold back to their village.
- One of the PCs is a descendant of the legendary thief Zamuk the Swift; family legends have always told of Old Man Zamuk and the treasure he left hidden somewhere in the Wilds.
- The PCs are henchmen and apprentices of the Hooded One. The goodly mage of the North has sent them to the frontier with orders to solve the mysterious curse that haunts Wildsgate.
- The PCs are noblemen and women, sent into the world by their families to prove themselves worthy of the right to rule. Each PC must make their way in the world for 3 years before returning to their small holdings.

Rumors

Each PC begins the adventure knowing two of the following rumors, gleaned from tales told round the hearth on chilly winter nights. Not all are true, but each contains at least a kernel of truth. Additional rumors can be learned by spending time talking to locals and listening to tales in the Mug and Blade (area C-3), or succeeding on a DC 15 Gather Information check or DC 10 bardic knowledge check.

Roll 1d12 or pick rumors from the following list.

Roll Rumor

- 1 The thief known as Zamuk the Swift left a treasure of gold, jewels and magic hidden somewhere in the Spires. The corrupt citizens of Wildsgate worship the memory of Zamuk, and have even built a shrine in his honor!
- 2 A terrible dragon rules the deepest pits of the Spires, slaying all that defile his dark realm.
- 3 Lady Aborn, sister to the Baron of Wildsgate, is a divine spellcaster willing to aid noble heroes in their quests.
- 4 There is a dwarf in Wildsgate that makes magical weapons. He refuses to sell the artifacts for gold, but some say that he gives the weapons freely to those that swear to use the weapons to kill elves.
- 5 The owner of the Mug and Blade is a no-good thief. Watch your purse around her and beware of her wicked charms!
- 6 Something about the Spires corrupts men's minds and turns them into crazed cannibals. A tribe of ghoulish outcasts make their home in a valley in the Spires.
- 7 Dwarves used to live in the Spires, and made their home in caverns beneath an enormous waterfall. They left powerful magic items and troves of gold and gems when they fled the Spires.
- 8 Wildsgate is a den of thieves and scoundrels. Sergio the Vizier is the only trustworthy one among them. He can be found in his shop by the docks.
- 9 The goblins are ruled by a terrible demon that can only be appeased by human sacrifice. The goblin chieftain can only be hurt by silver and magical weapons; it can be commanded by those who know its true name: Breeyark.
- 10 What ever you do, don't enter any of the lower caves. A tribe of ogre mages lives there, keeping watch on the valley floor.
- 11 People think that the Spires are deserted, but the truth is this: a kingdom of undead dwarves still work the old mines, slaving for an ancient dwarven lich. You can find their horde behind a secret door somewhere in the upper levels of the mines.
- 12 The young Baron of Wildsgate is sickly and near death. It is said that the men of family are cursed, and that all die before coming of age.

The Three Keys

Zamuk hid the three Heirlooms of Wildsgate in an ancient dwarven vault beneath the Spires. The vault was built to house the corpses of two dwarf heirs, but it serves Zamuk's purpose equally well. The old traps, built with dwarven cunning and skill, remain just as deadly as the day they were set.

The entrance to the vault is concealed by the pedestal in area 2-5. The pedestal has three keyholes, each marked with a jewel. The keys are hidden in areas 1-11, 2-15, and 3-8. If the keys are placed in the corresponding jeweled keyholes, the pedestal sinks into the floor, revealing a passageway running west to area 4-1.

Background Story

One hundred years ago, Zamuk the Swift pulled off a nigh-impossible heist: stealing the three royal Heirlooms of Wildsgate. Zamuk hid the *Crown*, *Scepter* and *Sword of Wildsgate* in an abandoned dwarven tomb, planning to return for them once things quieted down. Zamuk set about hiding the three keys to the tomb, but was killed by savages before he could hide the third key. Now all three keys are lost among the Foehammer Spires.

The theft was never made public because the heirlooms represent the baron's ancestral right to rule. Facsimiles were made in secret, and have been worn and carried by the Barons of Wildsgate ever since.

The theft of the heirlooms, and the royal family's inability to recover them, has angered the ghost of Wulfrun, the savage founder of Wildsgate. Wulfrun's ghost has driven each of his descendents to madness. The current Baron, a young man about to come of age, is haunted by constant nightmares and hovers on the verge of death. He is the last true heir of the Wulfrun line; when he dies, the title of Baron will pass on to his half-sister, Lady Aborn.

The curse has caused the marked decline of Wildsgate's fortunes. Once a vibrant fortress on the edge of a savage wilderness, Wildsgate is now little more than a forgotten backwater. Beset by foes from all sides, and with no leader to marshal its forces, the keep wastes away like its dying ruler.

Wildsgate

Wildsgate began as little more than a crude hill fort built atop a ridge overlooking the Wilds. Protected by ramparts of earth and watch fires, it owed its existence to its charismatic founder: savage-born Baron Wulfrun. Wulfrun and his band of hearty warriors drew the first settlers to the area, promising safety and prosperity in return for fealty and unswerving loyalty. When Baron

Wulfrun died, he passed the stone crown on to his son, who swore himself, and all his descendents, to the continued prosperity of Wildsgate.

The crude hill fort quickly grew to prominence as a bastion of civilization. Brave men and women answered the call of adventure and the fort grew to include stone walls, docks, and a towering citadel that surveyed the land for miles in every direction.

This expansion and growth came to a shuddering halt with the theft of the Heirlooms of Wildsgate. When the descendents of Wulfrun were unable (or unwilling) to recover the *Crown*, *Scepter* and *Sword*, the Curse was quick to follow. Construction was never completed, leaving Wildsgate as it appears today: unfinished and raw. Wildsgate has retained much of its rough and tumble ways; the fortress is not a safe town or a pleasant city, but a citadel surrounded by a savage wilderness.

Several hundred peasants live in mud huts and hovels surrounding Wildsgate. Their work has transformed much of the forests south of the river Saedre into fertile farmlands, but no one, peasant or warrior, ventures past the north shore. The lands south of the Wilds are patrolled by Captain Argun and his dashing Outriders. When trouble comes calling, the Outriders hold off the enemy long enough for the peasants to retreat inside Wildsgate. The fortress cannot hold so many people for very long, but thankfully Wildsgate has never suffered a true siege.

When the PCs first arrive at Wildsgate they are welcomed with open arms, but treated no differently than the next troupe of sell-swords. As the PCs distinguish themselves with successful adventures in the Wilds (or with even returning at all), locals begin to regard them as heroes. They are treated with respect, and then admiration and awe; merchants give them better deals; and everywhere the PCs go they are the toast of the tavern. Commoners hang on their every word, innkeepers encourage them to repeat their tales, and eventually the heroes might even be offered an audience with the Baron.

With fame comes responsibility. Whereas unknown adventurers might be able to slight merchants and nobles, heroes will find that their every deed (or misdeed) is reported and magnified over tankards of ale at the local tavern. When heroes turn to arrogance, cruelty, or condescension, the community will respond in kind. Merchants enjoy a stranglehold on the isolated Wildsgate, and are all too happy to double (or triple) their prices to punish arrogance.

In short, Wildsgate is a living community where every action has a consequence.

This does not give GMs free license to harass players, but rather it should provide characters with the incentive to behave like heroes (or at least, to fake it while in public). Gossip travels very quickly in the small community,

and adventurers will learn that the only thing commoners enjoy more than a hero's rise to power is a hero's fall from grace.

Lady Aborn and the Curse of Wildsgate

Since the theft of Wulfrun's *Scepter*, *Sword* and *Crown*, the royal family has suffered a terrible curse. In the last 100 years, every direct descendent has died before coming of age. The current Baron is the last of the direct descendents; if he dies, the hereditary title passes to his half-sister, Lady Aborn (see area C-16A, and Wrapping Up: Return to Wildsgate).

A cold-hearted, calculating woman, Lady Aborn has hired an army of thugs for the day she seizes power. Lady Aborn's scouts have scoured every inch of the Wilds in search of the lost heirlooms. The Lady's planning has paid off; she knows the location of the tomb, has one of three keys, and has discovered the locations of the other two. She is in no particular hurry to collect all three keys, since recovering the heirlooms *before* the Baron dies will end the curse. Instead, Lady Aborn plans to wait for the Baron to die before recovering the two remaining keys.

If all goes according to plan, the wicked Lady Aborn will ride into Wildsgate at the head of a triumphant army, heirlooms in hand, to accept the title of Baroness of Wildsgate.

Lady Aborn has waited her entire life for this moment, and will let no one, not even a band of heroic adventurers, interfere with her plans.

The Foehammer Spires

To the north of Wildsgate, across the Saedre and past the dense forests of the Wilds, rise the towers of barren rock known as the Foehammer Spires. Centuries ago the Foehammer Spires were the home to powerful clans of dwarves. Rich in ore and gems, the fastness was coveted by the nations of man, orc and elf. Time and time again the dwarves repelled invading armies. Fighting from on high, armed with bright spears and axes, girded with oaken shields and shirts of plate and chain, the stout-folk were nigh indomitable.

The fall of the Foehammer Clans came from within. When the Thane of the Spires died unexpectedly, his twin sons turned on each other. The dwarf clans were torn apart as brother battled brother for the crown. When the conflict ended, the dwarves had accomplished what 10,000 orcs could not: the fall of the Foehammer Spires.

Now the grand halls stand empty, mere echoes of their former glory. Goblins have dug new burrows into the Spires, and savage raiders have taken up residence in

their shadow. Lady Aborn and her rebel army have set up camp on the main level, but even this leaves the vast majority of ruins unexplored.

Player Beginning

The adventure begins with the characters on the King's Highway, headed east towards Wildsgate. Start the adventure by reading the following:

The hot sun beats down on the rutted road, filling your mouth with dust and bringing a sweat to your brow. North, across the river Saedre, the cool, shaded forests call to you seductively. And yet every rider you've met on this forsaken highway has declared the forests to be cursed and filled with unholy monsters and man-beasts.

"The Wilds," the riders name the forests with hushed whispers. Home to ghosts and worse!

Ahead, you spot an ox-drawn wagon led by a sun-weathered farmer. You raise your hands in salute, and notice with relief that a passing cloud has offered you a moment's respite from the sun.

The farmer screams in terror, and you realize that what you mistook for a cloud is a trio of enormous bats. Their riders shriek war cries as they dive out of the sun!

The goblins are raiders, sent by Azubal for fresh meat (see area 1-11). They focus their initial attacks on the farmer. In the back of the wagon is the farmer's sleeping son, who wakes up screaming as the attacks begin. The goblins attempt to kill the farmer and carry the boy to their lair.

If the goblins are hurt by the PCs, they turn wing and fly away. They had planned on an easy raid on defenseless peasants, not a pitched battle with warriors. If a goblin is killed, the dire bat immediately returns to the Spires (area 1-10).

The farmer is a man named Relthor; his son is Teran. Both live in a hovel just outside of Wildsgate. If PCs succeed in saving Teran from being kidnapped, Relthor will be loyal to the death. The aging farmer is unusually well acquainted with local lore, and happy to share his knowledge with the heroes. Relthor knows 4 of the starting rumors. He can also sketch PCs a crude map of the Wilds; give the players handout A.

After the battle, progress to area W-1.

Relthor, male human Com2: CR 1; Medium Humanoid; HD 2d4+2; hp 7; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk Quarterstaff +2 melee (1d6+1); AL NG; SV Fort +1, Ref 0, Will 0; Str 13, Dex 10, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Craft (herbalism) +2, Diplomacy +3, Handle Animal +2, Knowledge (local) +3, Profession (farmer) +5, Sense Motive +3; Negotiator, Skill Focus (Knowledge (local)).

Possessions: Quarterstaff, cart, ox.

Teran, male human Com1: CR 1/2; Medium Humanoid; HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Atk Unarmed strike -1 melee (1d3-1 nonlethal); AL N; SV Fort 0, Ref +1, Will -2; Str 9, Dex 12, Con 10, Int 9, Wis 6, Cha 8.

Skills and Feats: Climb +1, Handle Animal +1, Jump +1, Listen +0.

Goblin Bat Riders, War1 (3): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6 /x4) or small barbed javelin +3 ranged (1d4+special); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small barbed javelins (2), leather armor, small scythe, riding harness.

Dire Bat (3): CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); Space/Reach 10 ft./5 ft.; AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk *Bite +5 melee (1d8+4); SA -; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy. +4 racial bonus on Spot and Listen checks while blindsense is active.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

*While in harness, the bats are unable to use their bite attack, but may still grapple.

Barbed Javelins

When on raids, the goblin use javelins with wickedly barbed heads, tied to 20 ft. cords. On a successful attack, the barbs seize the flesh of the target; the cord allows the attacker to tear the javelin free the following round, inflicting an additional 1d2 points of damage. It is a move action to tear a javelin free, and takes 1 round to reel the javelin back in.

Small Barbed Javelin: martial weapon; damage 1d4; critical x2; range increment 20 ft.; weight 3 lb.; special: 1d2 secondary damage.

Riding Harness, Dire Bat

The riding harnesses used by the bat riders are exotic saddles with two special qualities. First, while in harness, the dire bats are unable to use their bite attacks. Secondly, the harnesses incorporate leather blinders to protect the mounts' eyes, allowing the nocturnal bats to function without impairment at all hours.

Encounter Area W: The Wilds

An endless forest of dense trees and deep shadows, the Wilds inspire terror in the men and women of Wildsgate. Crossing the Saedre is akin to passing into a war-zone where the enemy can strike at any time. The niceties of civilization are left behind, and the only law is the rule of violence. PCs adventuring into the Wilds are on their own – there is no one here to rescue them but themselves.

GMs should take pains to make the PCs feel nervous and exposed. Glowing eyes watch the party from within deep shadows, leathery shapes track them from the sky, and deathtraps lurk behind every muddy turn in the path.

Wandering Monsters

Once every 3 hours spent traveling in the Wilds, roll 1d12 to check for a random encounter. (PCs hunkering down and staying put will manage to avoid attention.)

On a result of 1-8, roll again on Random Encounter Table 1. On a result of 8-12, roll again on Random Encounter Table 2.

Random Encounter Table 1

Roll	Result
1-3	No encounter.
4	The PCs spot the body of a bloody elf lying on the ground. A DC 15 Track check reveals the elf was killed by humanoids armed with axes.
5-6	A goblin astride a dire bat circles high above the PCs for several minutes, before flying back towards the Spires.
7	The PCs spot a skull speared through a tall wooden spike. The blood on the skull is still wet.
8-9	The PCs have the strange feeling that they are being watched; there is no evidence of this.
10-11	A swarm of bats explodes out of the shadows, flying back towards the Spires.
12	A random PC feels a tap-tap-tapping on his shoulder. This turns out to be blood dripping from a corpse hanging in the tree above him. The corpse belonged a humanoid, but the body is so mutilated that it is impossible to tell the race or gender. The body is cold, having been dead for several hours.

Random Encounter Table 2

Roll	Result
1-3	A camouflaged pit trap.
4-7	5 raiders attack the party, attempting to wound each PC once, then fleeing back to their valley. See area 3-1 for reasons behind the attack.
8-9	2 goblin bat riders astride dire bats attack the party.
10	3 scouts attack the party.
11-12	A swarm of bats explodes out of the shadows, attacking the party.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Raiders, human War1 (5): CR 1; Medium Humanoid; HD 1d8+6; hp 12; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk Club +3 melee (1d6+2); AL NE; SV Fort +5, Ref -1, Will 0; Str 15, Dex 8, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Climb -1, Intimidate -1, Jump -2, Ride +3; Power Attack, Toughness.

Possessions: Club, flint knife, hide armor, shield (heavy wooden).

Goblin Bat Riders, War1 (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6/x4) or small barbed javelin +3 ranged (1d4+special); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small barbed javelins (4), leather armor, small scythe, riding harness.

Dire Bat (2): CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); Space/Reach 10 ft./5 ft.; AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk *Bite +5 melee (1d8+4); SA -; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense



is negated.

* While the bats are in harness, they cannot use their bite attacks, but may grapple.

Scouts, human Rog1 (3): CR 1; Medium Humanoid; HD 1d6; hp 5; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp -2; Atk/Full Atk Short sword +2 melee (1d6-1/19-20) or light crossbow +2 ranged (1d8/19-20); SQ sneak attack +1d6, trapfinding; AL NE; SV Fort 0, Ref +4, Will -1; Str 9, Dex 15, Con 10, Int 13, Wis 9, Cha 11.

Skills and Feats: Appraise +4, Balance +4, Bluff +4, Climb +2, Hide +5, Intimidate +2, Jump -1, Knowledge (local) +2, Listen +2, Move Silently +5, Open Lock +5, Sleight of Hand +5, Spot +3; Improved Initiative, Weapon Finesse.

Possessions: Light crossbow, short sword, studded leather armor, bolt case and 10 bolts, belt pouch with 1d12 gp, 2d20 sp and thieves' tools.

Bat Swarm: CR 2; Diminutive Animal (Swarm); HD 3d8; hp 18; Init +2; Spd 5 ft. (1 square), fly 40 ft. (good); Space/Reach 10 ft./0 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp -; Atk/Full Atk Swarm (1d6); SA Distraction, wounding; SQ Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Areas of the Map

Area W-1 – King's Highway: Read or paraphrase the following:

The rutted caravan-trail runs east from Wildsgate, then slowly picks its way north through the Wilds, quickly vanishing into the dense shadows of the forest. The sides of the trail are dotted with cairns of stacked stone, memorials to warriors and merchants that died on the trail.

The King's highway was built many years ago, and has since fallen into disrepair. In places, the original pavers still rise above the muddy ruts, but most have been stolen by peasants, and used to build hearths and fireplaces.

Area W-2 – The Saedre: Read or paraphrase the following:

The river Saedre thunders along its banks, swollen from recent rains. The waters are black and muddy, strewn with broken branches and floating debris.

The Saedre is extremely dangerous; those attempting to swim its rapids must make a DC 20 Swim check each round spent in the river. It takes 4 successful Swim checks to cross from one bank to the other.

Area W-2A Wildsgate Bridge (EL 3): Read or paraphrase the following:

A stone bridge arches over the deadly waters, spanning the two shores. Despite constant use, the bridge has fallen into disrepair. Entire blocks have fallen into the river, leaving gaping holes in the ancient bridge.

The Wildsgate bridge remains reasonably safe, as any DC 15 Craft (stonemasonry) or DC 10 Knowledge (architecture and engineering) check will determine. The danger comes from above: a pair of goblin bat riders astride dire bats hope to ambush the party as they cross the decrepit bridge.

Tactics: If it is daylight, the bat riders dive out of the sun. If it is night, they use the dire bats' Move Silently to sneak up on the PCs. The bat riders hurl their barbed javelins, skewering PCs and then ripping the javelins free on the following round for an additional 1d2 points of damage. PCs may avoid taking this damage by clinging to the javelin and rope (DC 13 Strength check), but unless the PCs manage to anchor themselves to the platform, or beat the dire bats in a contested Strength check, they will be carried off into the air.

The goblins have mistaken the PCs for a caravan. As soon as one of the goblins is dead, or both of the goblins or bats are injured, they retreat back to the Spires.

Goblin Bat Riders, War1 (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6 /x4) or small barbed javelin +3 ranged (1d4+special); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small barbed javelins (4), leather armor, small scythe, riding harness.

Dire Bat (2): CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); Space/Reach 10 ft./5 ft.; AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk *Bite +5 melee (1d8+4); SA -; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

*While the bats are in harness, they cannot use their bite attacks, but may grapple.

Area W-2B – Ford (EL 2): Read or paraphrase the following:

A trio of ropes span the raging the river, anchored on both shores. The result is a makeshift bridge over the dark waters. On the far shore a game trail winds its way north into the Wilds.

The rope bridge is a sturdy, if treacherous, means of crossing the Saedre. PCs cross by holding one rope in either hand and walking on the third rope. Crossing safely requires a DC 10 Balance check to avoid falling into the river. Of course, wise PCs can tie themselves into the ropes, preventing falls. Any PC with more than 2 ranks in Use Rope will know this solution.

It takes 2 rounds to cross the bridge safely. If PCs attempt to hurry, they can cross the bridge in 1 round, but this requires a DC 15 Balance check.

A DC 15 Use Rope check reveals that the rope bridge can only support 200 lbs. at any time. If more weight is added, the ropes snap, dropping anyone on the bridge into the icy river.

A trio of goblins waits on the far side of the bridge, eager to ambush solo PCs after they cross. If one of the goblins is killed, or 2 or more are injured, the survivors flee into madly into the woods.

Goblins (3): CR 1/6; Small Humanoid (Goblinoid); HD 1d6; hp 3; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Small morningstar +1 melee (1d6) or small javelin +2 ranged (1d4); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Small javelin (4), small morningstar, shield (light wooden).

Area W-3 – Ambush! (EL 2): Five savage raiders are hidden here in the trees. They can be spotted by wary PCs with a DC 15 Spot check; otherwise they leap onto the trail, howling like animals, furs flying around them. The raiders attempt to wound each PC once, before retreating back to their camp (map area 3, page 39). If a PC falls unconscious from the single attack, a raider will stop to tear a fistful of hair from the PC before fleeing into the woods. This takes one round and provokes attacks of opportunity.

The raiders take the blood, hair and scalps to their mad Witchdoctor (see area 3-8). The Witchdoctor uses the components to craft tiny dolls of each PC. See area 3-1 for more information on the *Curse of the Dolls*.

Raiders, human War1 (5): CR 1; Medium Humanoid; HD 1d8+6; hp 12; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk Club +3 melee (1d6+2); AL CE; SV Fort +5, Ref -1, Will 0; Str 15, Dex 8, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Climb -1, Intimidate -1, Jump -2, Ride +3; Power Attack, Toughness.

Possessions: Club, flint knife, hide armor, shield (heavy wooden).

Area W-4 – Hunter’s Way: Read or paraphrase the following:

The path is littered with fallen leaves that rustle and crack with every step. It is eternally twilight beneath the thick canopy of tree branches, a perfect home for beasts that shun the light of day.

Adventurers succeeding on a DC 15 Track check can tell that small humanoids (goblins most likely) use the trails, but only infrequently. Tracks show that 3 goblins have used the trail in the last week (these were the goblins from area W-2B).

Area W-5 – The Foehammer Spires: Show the players handout B and read or paraphrase the following:

The heavy forest canopy parts to reveal a dozen towers of sheer rock that rise from the forest floor. Like spears planted by the gods, the towers threaten to pierce the sky. A thundering waterfall plunges hundreds of feet down from the heart of the spires, casting a rainbow of mist that drifts out over the Wilds. The trees, so thick and healthy before, have all withered and died here, clinging to the rocky spires like bony hands clawing at the sky.

To the west, a small cave burrows into the base of the ridge. Far atop the nearby spires, dark things circle in the sky.

To the north, alongside the high waterfall, a narrow staircase winds its way up the steep canyon walls.

To the east, black smoke rises from a dense collection of peaks.

Your companions exchange silent looks, nodding grimly. Certainly, these must be the dreaded Foehammer Spires.

Encounter Area C: Wildsgate

The fastness known as Wildsgate is built atop a high ridge of exposed rock. Stone walls protect half the fortress, while the other half is guarded by a steep cliff. With the exception of the citadel and watch towers, most buildings are two-story, timber frames, with plaster walls and thatched roofs. Unless otherwise noted, none of the doors have locks.

The fortress is patrolled by uniformed members of the Watch. Once every hour roll 1d8. On a 1, the Watch passes by the PCs’ location, looking for anything amiss. There are 6 members to each patrol; if they encounter trouble, the commander sounds his horn, summoning all nearby citizens to their aid.

Watchman, human War1 (6): CR 1/2; Medium Humanoid; HD 1d8+1; hp 7 each; Init 0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk Short spear +3 melee (1d6+1) or longbow +2 ranged (1d8+1/x3); AL LN; SV Fort +3, Ref 0, Will 0; Str 12, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +2, Ride +1, Spot +2, Swim +2; Weapon Focus (short spear), Weapon Focus (longbow).

Possessions: Dagger, longbow, scale mail, shield (light wooden), short spear, belt pouch with 1d4-1 gp, 2d6 sp, 1d10 cp.

Wildsgate Commoner, human Com1: CR 1/6; Medium Humanoid; HD 1d4; hp 3; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk +0; Grp +0; Atk/Full Atk Sickle +0 melee (1d6) or quarterstaff +0 melee (1D6); AL NG; SV Fort 0, Ref -1, Will +1; Str 11, Dex 9, Con 11, Int 9, Wis 12, Cha 8.

Skills and Feats: Craft (any one) +2, Handle Animal +1, Knowledge (local) +2, Listen +2, Profession (farmer or herder) +5, Swim +1; Skill Focus (one Craft), Skill Focus (Knowledge[local]).

Possessions: Quarterstaff or sickle, belt pouch with 1d4-1 cp.

Cliff: Height 30 ft.; Thickness –; Hardness 8; hp 900; Break DC 65; Climb DC 15.

Stone Wall: Height 20 ft.; Thickness 8 ft.; Hardness 8; hp 90; Break DC 45; Climb DC 20.

Areas of the Map

Area C-1 – The Great Gate: Read or paraphrase the following:

Two black granite towers rise like spears toward the sky, flanking a stout gatehouse made of the same dark stone. Men-at-arms hail you from atop the battlements, raising their

bows in a warrior's salute. Despite the hearty welcome, you cannot help but notice the gatehouse's arrow slits and murder holes, or the long arm of the catapult and the stacks of heavy boulders. Passing beneath the heavy iron portcullis, you emerge into sunlight with a new respect for the foes of Wildsgate.

The towers stand 40 feet high and command a view of the entire countryside. The gatehouse is built of reinforced stone, and houses eight men-at-arms at all times. Three watch from atop each tower, and two man the portcullis and keep watch on the passage running to area C-2.

The gate is opened at dawn and closed at sundown. Between dusk and dawn, the reinforced gates and portcullis are opened only in an emergency, and only with Marshak the Reeve present (see area C-2).

In addition to providing sleeping and eating quarters for the guards, the great gate has stores of flammable oil, arrows, and spears, and ammunition for the catapult atop each tower. The small well in the southern tower connects to the river Saedre, via a narrow underwater tunnel.

Watchmen (8): See above.

Reinforced Gate: Thickness 8 in.; Hardness 5; hp 80; Break DC 25.

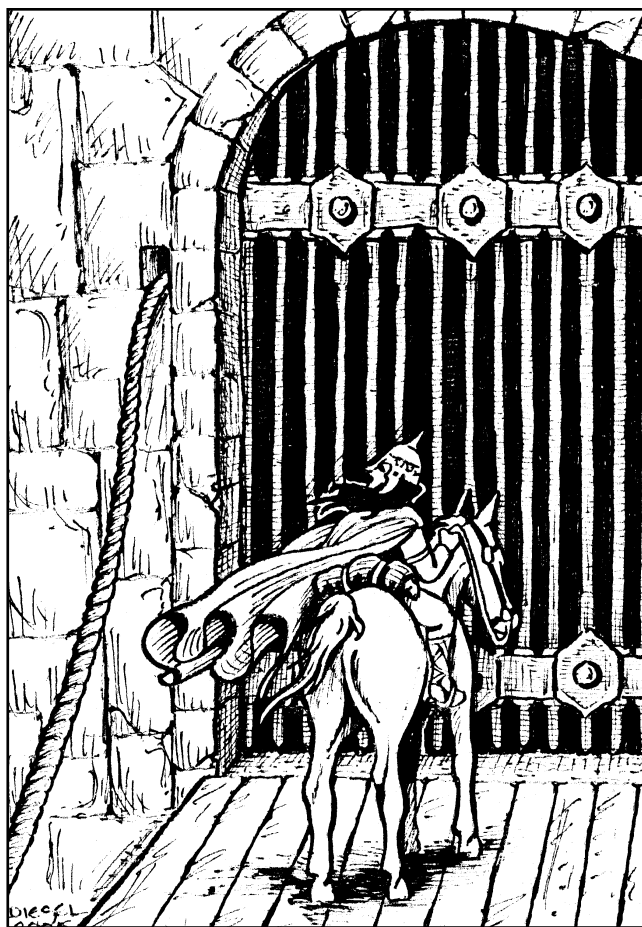
Portcullis, iron: Thickness 2 in.; Hardness 10; hp 60; Break DC 28; Lift DC 25.

Area C-2 – Entry Yard: Read or paraphrase the following:

An enormous bear of a man with a wicked greataxe slung over his shoulder hails you from across the crowded courtyard. A hunchbacked elf shuffles alongside, clutching a scroll in his tight, bony fists. The grizzled man-at-arms plants his axe in the earth and sizes up your party with battle-hardened eyes.

"Names and business," he asks, but from the tone in his voice you can tell the giant is really asking, "Friends or foes?" From the notches on his axe and the eager grin showing beneath his thick beard, it's clear he's seen plenty of both.

The hulking brute is Marshak, the Baron's appointed Reeve, Master of the Great Gate, Captain of the Watch, and Wildsgate's reigning arm-wrestling champion. His duty is to record the names of all newcomers for the Baron's review. He takes his responsibilities very seriously, and makes it his unofficial business to know everyone else's. Marshak is warm to adventurers (Wildsgate needs every good sword arm it can muster), cold to troublemakers, and a cunning judge of character. He



never loses his temper, nor stoops to threats or boasts; the six archers atop the towers are all the insurance he needs: at Marshak's signal they fire their longbows, ending trouble before it has a chance to begin.

The aged, surly elf is Nazost the Scrivener. He notes the PCs' names, business and any details that catch his eye. Despite his grouchy, self-absorbed nature, little escapes his notice. Nazost moonlights as a sage, and is the local expert on the Wilds and the Foehammer Spires. His expertise is dwarven culture; if adventurers bring him back dwarven artifacts from the Foehammer Spires, they will have won a friend for life. Otherwise he will answer questions in return for gold and drinks at the Mug and Blade (area C-3).

Archers (6): See watchman stats above.

Marshak the Reeve, male human War3: CR 2; Medium Humanoid; HD 3d8+9; hp 29; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +7; Atk/Full Atk Greataxe +8 melee (1d12+4/x3); AL NG; SV Fort +6, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 10, Wis 11, Cha 13.

Skills and Feats: Intimidate +7, Jump +6, Ride +5, Sense Motive +6; Power Attack, Skill Focus (Sense Motive), Weapon Focus (greataxe).

Possessions: Greataxe, fur cloak, ring of keys (to areas C-1, C-12, and C-13), scale mail, silver dagger, belt pouch with 7 gp, 14 sp, and 6 cp.

Nazost the Scrivener, male elf Exp4: CR 1; Medium Humanoid; HD 4d6-8; hp 11; Init 0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; base Atk +3; Grp +0; Atk/Full Atk dagger +0 (1d4-3/19-20); AL N; SV Fort -1, Ref +1, Will +6; Str 5, Dex 11, Con 7, Int 16, Wis 15, Cha 9.

Skills and Feats: Craft (Alchemy) +9, Decipher Script +12, Knowledge (arcana) +9, Knowledge (geography) +12, Knowledge (history) +13, Knowledge (local) +10, Knowledge (nobility & royalty) +10, Search +10, Spellcraft +6, Spot +9; Diligent, Skill Focus (Knowledge (geography)), Skill Focus (Knowledge (history)).

Possessions: Dagger, belt pouch with 2 gp, 12 sp.

Languages Known: Common, Draconic, Dwarven, Elven, Goblin, Orc, Sylvan.

Area C-3 – The Mug and Blade (Tavern): Read or paraphrase the following:

The tavern rings with the roar of battle hymns, rowdy laughter and endless shouts for more ale. Men with war-worn weapons and armor crowd about the bar, while sharp-eyed merchants sip their wine and discuss tariffs with well-dressed locals.

The tavern takes after the good-natured rowdiness of its patrons. The ceiling is vaulted, held aloft by thick hewn beams. Sawdust coats the floorboards, and pains have been taken to provide seating and tables for customers of nearly every size.

Quick-Reference Map Key

Here is a quick summary of the businesses in Wildsgate which PCs may be interested in visiting.

Location	Type	Map Key
The Mug and Blade	Tavern	C-3
The Falling Star	Inn	C-4
Market Square	–	C-5
The Hammer and Anvil	Smithy/armorer	C-6
Chapel	Chapel	C-7
The Broken Manacles	Locksmith/trader	C-8
The Bloodstone	Moneylender/fence	C-9
The Black Dragon	Inn	C-11
Warehouse	Warehouse	C-12

The Mug and the Blade captures the essence of Wildsgate: brave men and women celebrating life in the face of constant danger. The tavern has a rough and tumble atmosphere, but what it lacks in manners it makes up in cheerful abandon. Any time of the day or night there will be 4d4+10 patrons here, drinking, gambling, and otherwise enjoying themselves. PCs will be hailed like long lost friends, and challenged to a friendly game of knife throwing, arm-wrestling, or spell feats.

Drinks and hearty meals can be had here, at standard prices. Most locals run tabs, but newcomers will be asked to pay in coin. Those returning from adventures in the Wilds with war trophies or fresh battle scars will drink for free.

There are always 1d4 hard-faced mercenaries looking for work with adventuring companies. There is also a 15% chance that each of the following patrons will be in the tavern at any given time:

- Captain Argun (see area C-15)
- Father Motter (see area C-7)
- Marshak The Reeve (see area C-2)
- Master Bolo (see area C-6)
- Nazost The Scrivener (see area C-2)
- Sergio The Vizier (see area C-9)

The Mug and Blade is owned by Ancilith, a stunningly attractive half-elf with a discolored scar that runs the length of her face. Ancilith (Ancy, to the locals) won the tavern in a game of dice, and has stayed ever since. Most nights she can be found at the tavern playing the part of the wandering minstrel, leading the crowd in bawdy drinking songs. Unknown to most, Ancilith is an accomplished knife fighter, and traveled widely before settling down in Wildsgate. She is happy to speak with adventurers, and is always eager to trade legends and rumors.

Ancilith, female half-elf Brd2: CR 2; Medium Humanoid; HD 2d6; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +0; Atk/Full Atk Dagger +2 melee (1d4-1/19-20) and dagger +2 ranged (1d4-1/19-20); SQ immune to sleep, bardic music, bardic knowledge, counter-song, fascinate, inspire courage +1; AL NG; SV Fort 0, Ref +5, Will +2; Str 9, Dex 14, Con 11, Int 12, Wis 9, Cha 16.

Skills and Feats: Appraise +2, Bluff +8, Diplomacy +10, Gather Information +10, Hide +7, Knowledge (geography) +2, Knowledge (history) +2, Knowledge (local) +2, Knowledge (nobility & royalty) +4, Move Silently +5, Perform +8; Weapon Finesse.

Possessions: Dagger, lute, belt pouch with 21 gp, 12 sp.

Bard Spells Known (3/1; base DC = 13 + spell level): 0-level – *daze, detect magic, know direction, light, read magic*; 1st-level – *charm person, sleep*.

Area C-4 – The Falling Star (Inn): Read or paraphrase the following:

This stout inn welcome you with cheery firelight and the smell of cedar. A gray-haired man sits behind the counter, feather pen and a bottle of ink at one hand, a heavy ledger at the other. He looks up with a smile and adjusts his thick glasses. "Common room or private?" he asks, taking pen in hand.

Hilto Foibald runs the day-to-day operations of the Falling Star, but the inn is owned by Lady Aborn (see area C-16A), who goes over the books every night, keeping tabs on those staying in town.

The Falling Star is clean, quiet and orderly, a stark contrast to the tavern next door. It has stables and a corral out back for boarder's horses and ponies (noted with a dotted line on the map). Prices are slightly higher than standard (5 sp/night to stay in the common room, 4 gp/night to stay in a private room), but far safer than the alternative. Poorer folk and ne'er-do-wells opt for the Black Dragon (area C-11).

Area C-5 – Statue of Wulfrun and the Market Square: Read or paraphrase the following:

A towering statue of a brutal savage stands in the center of the market place. In one hand is an upraised battleaxe; in the other, the head of an enemy. Fallen foes lie about the feet of the conqueror, crying out for mercy or a quick death. A plaque at the base of the statue reads: "Wulfrun, Ruler of Wildsgate, Now and Always."

The statue of Wulfrun is the focal point of the market square. The statue memorializes the first Baron of Wildsgate conquering the rude savages of the Wilds. The sculptor succeeded in capturing the essence of the Baron: Wulfrun was just as savage as those he fought.

Every five days farmers, tinkers, hunters, craftsmen and traders cart their wares in from the country, transforming the wide market square into a congested maze of tents, carts, criers, vendors, soothsayers, palm readers and hucksters trying to make a quick coin. The market is the high point of the week for locals, and everyone turns out to shop for the week's meat and drink, as well as exotic furs, strange weapons and curious tokens claiming to bestow magical blessings.

On market day there is 10% a chance every hour that a thief attempts to pick a PCs' purse. On a failed attempt, the thief flees into the crowd, losing herself amid the tents and vendors. Invariably the thief is a dirty, snot-nosed urchin, with no affiliation to any organized thieves guild. The urchin has little beyond a penchant for picking pockets, but she does have a rough knowledge of Wildsgate and the surrounding areas; if treated with kindness, she will offer to act as the PCs guide. From henceforth the urchin will be in awe of the PCs, showing up at inopportune times to declare fealty to her heroes.

Common Thief, human Com1: CR 1/4; Medium Humanoid; HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp -1; Atk/Full Atk Dagger -1 melee (1d4-1/19-20); AL N; SV Fort -1, Ref +1, Will -1; Str 9, Dex 13, Con 9, Int 12, Wis 9, Cha 11.

Skills and Feats: Bluff +2, Knowledge (local) +3, Sleight of Hand +8, Spot +3; Deft Hands, Skill Focus (Sleight of Hand).

Possessions: Dagger, 1d4-2 cp.

Area C-6 – The Hammer and Anvil (Smithy and Armorer): Read or paraphrase the following:

The air of the smithy rolls with heat. The interior walls look like they have been set on fire, not once, but many times. The walls and rafters are stained black and the floor is littered with charcoal. A bronze sigil depicting lightning and a hammer hangs above the forge.

Two young men work the bellows, while a burly dwarf hammers on an anvil, working a glowing rod of steel into a graceful saber. Satisfied with his work, the smith looks up, his face black with soot, cinders lodged in his beard.

Master Bolo and his assistants make weapons and armor, as well as every sort of mundane iron-monery. Bolo's prices are fair and his work is first rate; as a result he is well respected and liked by most. He has two suits of every light and medium armor, and one of every simple and martial weapon in stock. He makes exotic weapons and heavy armor to order.

Master Bolo is tall for a dwarf, and sports a black, sprawling beard that he keeps tucked into his belt. He lost an eye early in life, and now wears a silver eye-patch bolted directly into his skull. The dwarf is slow to warm to strangers, but he has a talent for business that befits his race's legendary craving for gold and gems. The tough old dwarf is renowned for his masterwork weapons, which he refuses to sell. Bolo bequeaths the weapons to his friends, "as each was a gift to me."

He and his assistants live in the loft above the forge.

Master Bolo keeps the bulk of his fortune with the Vizier (area C-9), but hides four 100 gp ingots four feet beneath the forge. The ingots can be found with a DC 25 Search check.

Master Bolo, male dwarf Exp3: CR 2; Medium Humanoid; HD 3d6+12; hp 27; Init -1; Spd 20 ft.; AC 9, touch 9, flat-footed 9; Base Atk +2; Grp +5; Atk/Full Atk Warhammer +6 melee (1d8+3/x3); SQ stonecunning; AL LG; SV Fort +5, Ref 0, Will +2; Str 17, Dex 9, Con 18, Int 13, Wis 9, Cha 9.

Skills and Feats: Appraise +7, Craft (armor-smithing) +7, Craft (blacksmithing) +5, Craft (cobbling) +4, Craft (weaponsmithing) +10, Intimidate +5, Knowledge (architecture & engineering) +4, Knowledge (history) +4, Sense Motive +1, Spot +2; Martial Weapon Proficiency, Skill Focus (Craft (weaponsmithing)).

Possessions: Warhammer, belt pouch with 42 gp, a small emerald (worth 25 gp), a ruby (worth 100 gp), and a flawed diamond (worth 75 gp).

Assistants, Commoners (2): See above.

Area C-7 – Chapel: Read or paraphrase the following:

The simple chapel is built entirely of white granite and rises from the muddy ridge like a testament to the power of faith. Stained glass plates decorate each window, casting colored light on the simple pews inside, and a humble bell tolls the hours.

The chapel ministers to the entire populace of Wildgate. As such, it isn't devoted to any single deity, but instead exalts the entire pantheon of Good deities. The chapel is always open, but draws the largest crowds on Market Day, when Father Motter specifically tends to the needs of the common folk. The Father is a powerful, charismatic speaker, and often draws larger crowds than visiting minstrels. The church dedicates all of its collections to local families. No one in need has ever been turned away, and the chapel enjoys strong community support.

Father Motter is an aging man who retains the vibrancy and passion of his youth. Age has cooled the Father's temper, leaving him a calm, peaceful man. And yet, when danger threatens the people of Wildgate, the Father is the first to don his armor and step to the battlements. He is always happy to aid adventurers, although PCs may need to be reminded that the Father serves the entire community of Wildgate. The Father always reserves a single *cure light wounds* spell for the inevitable farm

emergency or training accident. He never expects recompense for casting spells in the service of Good, but PCs abusing his kindness will find themselves turned away until they can return with a charitable hand and humble heart.

Father Motter is assisted by three commoners. After his Market Day sermons there is 3d100 cp worth of various coins in the Chapels collection box. This money is always gone within a week, given away freely to those in need.

Father Motter, male human Clr2: CR 2; Medium Humanoid; HD 2d8+2; hp 15; Init 0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +0; Atk/Full Atk Heavy mace +0 melee (1d8-1); SQ turn and rebuke undead; AL NG; SV Fort +4, Ref 0, Will +6; Str 9, Dex 10, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +4, Diplomacy +5, Heal +6, Knowledge (history) +3, Knowledge (religion) +3, Perform +4, Sense Motive +4, Spellcraft +2; Combat Casting, Skill Focus (Perform).

Possessions: Chainmail armor, heavy mace, holy symbol, shield (light wooden).

Cleric Spells Prepared (4/4; base DC = 13 + spell level): 0-level – *detect poison, mending, purify food and water, read magic*; 1st-level – *bless, command, obscuring mist, shield of faith**. *Domain spell.

Domains: Good, Healing.

Commoners (3): See above.

Area C-8 – The Broken Manacles (Locksmith and Trader): Read or paraphrase the following:

A short set of stairs dives to a low, heavy door. Inside, endless lengths of rope, bundled torches, lanterns and flasks of oil hang from the ceiling and walls of the shop. Barrels of spears, arrows and bolts stand in corners, alongside caltrops, hammers, spikes and grappling hooks. Locks of all sorts line shelves and hang in chains, alongside keys of every style and description.

A small gnome looks up from a cluttered work desk, his grinding wheel spinning to a halt.

PCs making a DC 15 Spot check notice a small charcoal mark on the door. Anyone versed in thieves' cant knows this marks the shop as belonging to a guild thief.

This shop's owner is Kolgot, a middle-aged gnome. Once a highly successful lock cracker working in the capital, now the gnome is lying low in Wildgate, doing brisk business in adventuring supplies. He also performs quasi-illegal services, opening stolen

coffers and chests, disabling traps, and manufacturing lockpicks and other specialized tools for thieves. Kolgot is on retainer for Sergio the Vizier (see area C-9).

Kolgot has nearly every sort of lock for sale, and if he doesn't have it, he can build it. Kolgot sells adventuring equipment, spears, arrows and bolts, but no other weapons or armor. The gnome keeps a small cache of jewels in a locked coffer hidden in the rafters of his shop (Search DC 20). The coffer has a cunning lock (DC 30 Open Lock) and is trapped with a poisoned needle. Inside are 250 gp worth of loose gems.

The front door is locked after hours with a simple lock (DC 15 Open Lock), but Kolgot is a light sleeper and makes his cot in a backroom behind the counter.

Kolgot, male gnome Exp3: CR 2; Small Humanoid; HD 3d6; hp 14; Init +3; Spd 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +2; Grp +1; Atk/Full Atk Gnome hooked hammer +2 melee (1d8-1/x3) or dart +6 ranged (1d4-1); SQ pass without a trace; AL NE; SV Fort +1, Ref +4, Will +3; Str 8, Dex 16, Con 11, Int 15, Wis 10, Cha 11.

Skills and Feats: Appraise +8, Craft (locksmithing) +8, Craft (trapmaking) +8, Disable Device +10, Forgery +8, Open Lock +11, Search +8, Use Magic Device +6; Exotic Weapon Proficiency (gnome hooked hammer), Nimble Fingers.

Possessions: Six darts, gnome hooked hammer, leather jerkin, belt pouch with 36 gp.

Coffer: Hardness 10; Hp 10; Open Lock DC 30; Break DC 20.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus green-blood oil poison, Injury DC 13, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

Area C-9 – The Bloodstone (Moneylender/Fence):

Read or paraphrase the following:

A gentle bell chimes as you enter this quiet shop. The heat and dust of the street are instantly replaced with the cool scent of foreign incense and weapons oil.

A swarthy, knife-thin man with a trimmed mustache waves you forward and gestures for you to sit.

"Welcome, friends. Please excuse the rustic nature of my meager establishment," he says, arranging his heavy red robes around him. His beady eyes seem to take in every detail.

"I am Sergio the Vizier," he says, rolling a dag-

ger over in his hand. His smiling face fails to disguise the thick iron bars covering the windows, and the grim thugs standing at attention. The Vizier of Wildsgate watches you eagerly. "How may I be of service?"

Sergio works as a trader and moneylender, but in truth the Vizier is the dark prince of the Wildsgate underworld. A friendly and gregarious gentleman with impeccable manners, Sergio is out to prove that everything and everyone has a price. The Vizier considers himself to be a lady's man, but he never lets an attractive face interfere with business.

Sergio is quick to offer his legal services to adventurers, offering to hold their valuables for free while PCs explore the Wilds. Sergio will change gems, artifacts and other valuables into coin for a 15% charge. As a moneylender, he will finance expeditions for 50% of the take. Sergio retains the services of several thugs for adventurers that fail to pay on time.

Sergio is cautious about breaking any law, waiting until he knows his partners in crime. The Vizier will fence stolen goods for 60% of their value and he will smuggle anything (or anyone) into or out of Wildsgate for a flat 100 gp fee. Other "services" are negotiable, but always expensive.

Most citizens of Wildsgate suspect that the Vizier dabbles in crime, but few understand the true depth of Sergio's depravity. For the right price, he will arrange anything.

The Vizier is scrupulous about never carrying money on his person. He never opens his vault with anyone present, but keeps 500 gp-worth of various coins in a locked coffer behind his desk. This coffer has single well-made lock (DC 30 Open Lock); Sergio keeps the key to this lock on his belt. The keys to the vault and the remaining coffers are kept in a secret compartment hidden behind a stone in the fireplace (DC 25 Search).

The door to Sergio's vault is concealed behind a thick tapestry (DC 15 Search). The vault is locked with two locks with two separate keys; the keys must be turned at the same time for the vault to open. (The vault's locks can be picked with DC 20 Open Lock checks, but both must be picked simultaneously to open the vault.) Each of the locks is trapped with a poisoned needle trap that trips when the vault door fails to open.

Inside the vault are four locked coffers. Each coffer can be opened with a DC 20 Open Lock check. Two contain 1,500 gp in mixed coins, and the other two hold 500 gp of stolen gems and jewelry.

The front door is locked after hours (DC 30 Open Lock). There are always 2 thugs on duty inside the office.

Sergio the Vizier, male human Rog1/Exp2: CR 2; Medium Humanoid; HD 3d6; hp 12; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +0; Atk/Full Atk +1 Short Sword melee (1d6/19-20) or dagger +3 ranged (1d4-1/19-20 x2); SQ sneak attack +1d6, trapfinding; AL LE; SV Fort 0, Ref +4, Will +3; Str 8, Dex 14, Con 10, Int 16, Wis 10, Cha 14.

Skills and Feats: Appraise +9, Bluff +10, Diplomacy +10, Escape Artist +4, Gather Information +10, Hide +8, Intimidate +10, Knowledge (local) +9, Move Silently +8, Search +11, Sense Motive +8, Spot +6; Investigator, Negotiator, Persuasive.

Possessions: Dagger, leather armor, +1 short sword, ring of protection +1.

Thugs, male human War1 (2): CR 1/2; Medium Humanoid; HD 1d8; hp 6; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk/Full Atk Short sword +3 melee (1d6+1/19-20); AL LE; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 9.

Skills and Feats: Bluff +2, Hide +1, Intimidate +5, Move Silently +1; Persuasive, Weapon Focus (short sword).

Possessions: Chain shirt, short sword, belt pouch with 1d12 sp.

Vault Door: Thickness 4 in.; Hardness 10; hp 120; Open Lock DC special (see above); Break DC 30.

Coffer: Hardness 10; hp 10; Open Lock DC variable (see above); Break DC 20.

Poisoned Needle Traps (3): CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison, Injury DC 13, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

Area C-10 – Shadow Square: Read or paraphrase the following:

The shadowed alley opens into a small square. A curious shrine stands against the alley wall. Atop a black flagstone is a long-bladed dagger, a rusty set of lock picks, a tin crown and a handful of copper coins.

The shrine is dedicated Zamuk the Swift. The tin crown refers to Zamuk's place in thief lore, but might be misconstrued as a reference to the Crown of Wildsgate. Local legend holds that if a thief prays before the shrine, she will receive Zamuk's blessing.

After years of devotion, Zamuk has acquired the status of a saint, and the shrine represents the demi-god's small store of divine energy. If a rogue

prays at the shrine and leaves a token of wealth (any coin will do), roll 1d12 to determine the result:

Roll	Result
1	+5 circumstance bonus to next Move Silently/Hide check
2-3	<i>Whisper of Zamuk</i> (see below)
4-9	+2 divine bonus to next saving throw
10-11	<i>Wail of Zamuk</i> (see below)
12	+10 divine attack bonus to next sneak attack

Whisper of Zamuk: The rogue hears a soft voice whispering in her ear saying "Three keys, two lords, one crown."

Wail of Zamuk: The rogue hears a mad wailing and sees several pillars carved to resemble dwarves, flashes of a rider atop a black charger, and a stone crown wreathed in black flames. PCs may not understand it, but the vision is a reference to the Tomb of the Dwarven Lords (area 2-5), the ghost that haunts the Baron of Wildsgate, and the Stone Crown of Wulfrun.

A PC can pray at the shrine as often as they like, but a rogue will only be blessed 1/week and the effects are never stackable.

There are no divine ill-effects for stealing from the shrine, but the thieves of Wildsgate are very superstitious, and quick to avenge perceived slights.

Area C-11 – Sign of the Black Dragon (Flop House): Read or paraphrase the following:

This dilapidated building squats in the mud with a sullen, defeated air. The common room is poorly lit, with rude tables and floorboards sticky with spilled stew and worse. Bearded rogues watch you with hungry eyes, grim scouts hold quiet conference in the darkened corners of the room, and drunken forms sprawl passed out on the floor.

The Black Dragon is an inn for those too poor for the Falling Star. It draws a dangerous crowd of rogues and ne'er-do-wells, men and women willing to do nearly anything to make a quick copper. Tenants may stay in the common room for 1 cp/night, or rent one of the private rooms for 1 sp/night, when available. (The private rooms are also put to use by Wildgate's ladies of the night.) The house specialty is the infamous Black Dragon Stew, a hot mix of day-old meat and over-ripe vegetables; a steaming bowl can be bought for 1 cp.

The Black Dragon is owned by Sergio the Vizier

(see area C-9), but the day-to-day operations are handled by Kur (commoner, use generic stats above), a grouchy, spiteful man. Kur has no fear of offending adventurers, relying on Sergio's reputation to protect him.

For every night spent at the Black Dragon, there is a 5% chance a thief robs the PCs in their sleep. This chance doubles to 10% if the PCs stay in the common room.

Thief, human Com1: CR 1/4; Medium Humanoid; HD 1d4; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp -1; Atk/Full Atk Dagger -1 melee (1d4-1/19-20); AL N; SV Fort -1, Ref +1, Will -1; Str 9, Dex 13, Con 9, Int 12, Wis 9, Cha 11.

Skills and Feats: Bluff +2, Knowledge (local) +3, Sleight of Hand +8, Spot +3; Deft Hands, Skill Focus (Sleight of Hand).

Possessions: Dagger.

Area C-12 – Warehouse: Read or paraphrase the following:

A pair of guards armed with short spears and shields stand before the tall, reinforced doors of the warehouse. The men-at-arms watch the street with a bored, distracted air, leaning on their spears and chatting back and forth.

Guarding the warehouse doors is an onerous tour of boredom, used to punish recalcitrant men-at-arms. The guards can be easily distracted by a game of chance, or even an offer to share a drink, but they will refuse invitations to the Mug and Blade, fearing they might be caught by Marshak the Reeve.

The warehouse doors are always locked (DC 20 Open Lock); the keys are held by Marshak. Inside the warehouse are 1d20x100 gp worth of trade goods: bolts of cloth, barrels of wine and ale, blocks of salt, and iron ingots. Moving such items requires a wagon and a team of horses, which will draw the attention of the Watch.

Reinforced Door: Thickness 2 in.; Hardness 5; hp 20; Open Lock DC 20; Break DC 25.

Watchmen (2): See above.

Area C-13 – Tower of the Watch: Read or paraphrase the following:

The broad tower rises forty feet into the air, its walls hung with vines and ivy. Beneath the leafy arbor you can see traces of past conflicts, where the rock walls were beaten and scarred. High above, heavy battlements defend bowmen, one catapult and two ballistae. On the

west side, facing the river, a collection of seven ogre skulls hang from the catwalks, a warning to any who would challenge the stalwart Watch.

The Watch is responsible for the defense of Wildsgate. Though the Outriders (see area C-15) are more dashing and admired, it is the Watch that mans the walls when monsters attack. The Watchmen are eager to prove their mettle, and will leap at any chance for heroism.

The tower is three stories high, topped by a roof where siege engines wait at the ready. There are 40 bunks inside, and at any time there are 10 men-at-arms watching from the rooftop. The tower is a mini-citadel; in case of a prolonged siege, it has the supplies and ammunition to hold out for one month, or twice that with reduced rations. The entrance can be locked and barred, but is always open during the day.

Marshak keeps his office here along with the locked strongbox holding the Watch's salary and the month's expenses. At any time there are 2d100+50 gp in gold and silver coins in the strongbox. Marshak carries the key to the lock (DC 15 Open Lock).

Strongbox: Hardness 5; hp 20; Open Lock DC 15; Break DC 20.

Reinforced Door: Thickness 2 in.; Hardness 5; hp 20; Open Lock DC 15; Break DC 25 (30 when barred).

Watchmen (10): See above.

Area C-14 – Lookout Fires: Read or paraphrase the following:

Three Watchmen stare out over the countryside, their hands never straying far from their spears and bows. Behind them burns a bright bonfire that casts a plume of smoke high into the sky, a signal to all that the men of Wildsgate are wary and vigilant.

During the day, the fires burn down to coals and embers, but at night they are fed until the Watchmen can see 100 feet in any direction. The Watchmen are friendly, hardy folk, who welcome warm food and drink.

If danger is sighted, the commander does not hesitate to blow the warning on his horn, alerting Wildsgate and the other Watchmen, who swarm to the towers and walls.

Watchmen (3): See above.



Area C-15 – Outrider Barracks: Read or paraphrase the following:

The long hall is built from mighty timbers. The building must have been one of the first built at Wildsgate, for it looks as if it could withstand a siege. A pair of stern guards dressed in silver tabards stands at attention before the single, mighty door. They watch you with wary eyes, grim and humorless.

The reinforced door is watched day and night, and no one passes without the permission of the Captain Argun, Master of the Outriders.

The barracks are austere: 20 bunks stretching the length of a vaulted hall. Each Outrider keeps his gear in a trunk at the foot of his bed. The Outriders are paid at the end of their tour of duty (usually six months), so no valuables are kept in the trunks. (Each Outrider keeps a tab at the Mug and Blade, and some Outriders have been known to re-enlist simply to pay off their monumental drinking debts.) The only decorations are the captured weapons and armor that line the walls.

The Outriders are the cavalry charged with patrolling the King's Highway and the lands surrounding Wildsgate. (This does not include the Wilds – the Outriders turn back where the dense forests begin.) They regard themselves to be Wildsgate's finest fighting men, a belief that keeps them at odds with Marshak and his Watch. So far

this rivalry hasn't resulted in anything more serious than a few drunken brawls, but with some coaxing the feud could erupt into bloody street battles.

Few would argue that the Outriders haven't earned their pride. When danger threatens Wildsgate it is the Outriders that buy the commoners time to retreat within the citadel's walls. While any fighting man can join the Watch, it takes a special esprit-de-corps to be accepted into the ranks of the Outriders. Atop their mighty chargers, with bright lances flying the Wildsgate pinnate, Outriders are the very vision of chivalry. And yet, of their many virtues, humility is not one of them.

Captain Argun is the young, dashing leader of the Outriders, a man who takes great pride in maintaining high standards of martial discipline among his men. Nothing seems to impress or faze the Captain; for every story told in the Mug and Blade, he has another tale of greater heroism and danger. (Despite his storied career, Argun has never adventured in the Wilds, a fact he is eager to forget.) Arrogant, handsome, and utterly convinced of his brilliance, Captain Argun sets the tone for the rest of the Outriders. The Captain is beholden to Lady Aborn, half-sister to the Baron of Wildsgate (see area C-16A). While the Captain is not evil, he is madly in love with the Lady, and will do anything she asks.

At any time there are 1d12+4 Outriders relaxing in the barracks, while the rest are on patrol or drinking at the Mug and Blade. There is a 30% chance Captain Argun is present.

Outrider, male human Ftr1: CR 1/2; Medium Humanoid; HD 1d10+1; hp 9; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +3; Atk/Full Atk Longsword +3 melee (1d8+2/19-20) or lance +4 melee (1d8+2/x3); AL LN; SV Fort +3, Ref 0, Will -1; Str 14, Dex 10, Con 12, Int 9, Wis 9, Cha 12.

Skills and Feats: Intimidate +5, Ride +4; Mounted Combat, Ride-By Attack, Weapon Focus (lance).

Possessions: Chainmail armor, lance, longsword, shield (light steel).

Captain Argun, male human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 31; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +3; Grp +5; Atk/Full Atk Longsword +5 melee (1d8+2/19-20) or lance +6 melee (1d8+2/x3); AL LN; SV Fort +5, Ref +1, Will 0; Str 14, Dex 10, Con 15, Int 13, Wis 9, Cha 13.

Skills and Feats: Handle Animal +7, Intimidate +7, Knowledge (warcraft) +5, Knowledge (local) +2, Ride +6; Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance).

Possessions: Half-plate armor, lance, longsword, +1 shield (heavy steel).

Area C-16 – Wildsgate Keep: Read or paraphrase the following:

The citadel perches atop the ridge like a dark falcon. A central keep rises above the stone battlements, and a tower behind that. A narrow stone bridge leads to the mighty gate, a work of massive wooden beams and heavy iron straps. It is a gate intended to stop an invasion, and judging from the scars, it has.

Four Watchmen tend the front gate at all times; another six walk the walls and grounds, and another five watchmen stand watch over the dying Baron. Since the Baron's illness, visitors coming to meet with the Baron are instead sent to the Regent.

The keep is built from fitted stone blocks cut from the Spires and ferried downriver. The interior of the keep is decorated in a manner befitting its first ruler, the Baron Wulfrun. The keep is cold and stark, marked only with trophies taken from fallen foes: broken weapons, shattered shields, and the skulls of mighty monsters.

The throne room stands silent and empty - the dying Baron hasn't held court in over seven months. The Regent handles all the day-to-day business. A tall, bony half-elf, with sharp cheekbones and dark, hollow eyes, the Regent is cruel, cunning and heartless, but absolutely devoted to the Baron. He has done everything in his power to save the Baron's life, and will not desert his liege, no matter the danger.

The young Baron of Wildsgate has been bedridden for the last year. Once strong, the pale heir spends his days in a haze, never fully asleep nor fully awake. With extreme effort the Baron can summon the energy to hold a whispered conversation, but otherwise he lies motionless in bed, wasting away with each passing day.

Ending the Curse of Wildsgate: The instant the *Crown of Wulfrun* is retrieved from the tomb (area 4-6), the Baron begins to recover; in a few days he is able to sit up in bed, and after a week he can walk on his own. It is four months before the Baron returns to full strength (these statistics are shown in parenthesis). See Wrapping Up: Return to Wildsgate (page 46) for more information.

Sodersund, Regent of Wildsgate, male half-elf Ari1/Wiz1: CR 2; Medium Humanoid; HD 1d8+1d4; hp 9; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp -1; Atk/Full Atk Quarterstaff -1 melee (1d6-1) or +1 dagger +2 ranged(1d4/19-20); SQ immune to sleep, summon familiar, scribe

scroll; AL LE; SV Fort +0, Ref +1, Will +2; Str 9, Dex 13, Con 11, Int 16, Wis 7, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +6, Handle Animal +4, Knowledge (arcana) +5, Knowledge (history) +7, Knowledge (nobility & royalty) +7, Ride +5, Sense Motive +5, Spellcraft +8; Skill Focus (Sense Motive).

Possessions: +1 dagger, fur-trimmed cloak, quarterstaff, robes, ruby ring (worth 50 gp).

Typical Wizard Spells Prepared (3/2; base DC = 13 + spell level): 0-level – daze, detect magic, detect poison; 1st-level – charm person, sleep.

Kaldal, Baron of Wildsgate, male human

Ari1/Ftr1: CR 1/6 (1); Medium Humanoid; HD 1d8+1d10+2; hp 3 (19); Init -5 (+0); Spd 30 ft. (5 ft.); AC 5 (19), touch 5 (10), flat-footed 5 (19); Base Atk +1; Grp -2 (+3); Atk/Full Atk Unarmed strike -2 melee (1d3-3); AL LG; SV Fort -2 (+3), Ref -5 (0), Will +4; Str 5 (14), Dex 1 (10), Con 3 (12), Int 13, Wis 14, Cha 16.

Skills and Feats: Bluff +9, Diplomacy +8, Gather Information +7, Handle Animal +7, Intimidate +10, Knowledge (nobility & royalty) +2, Ride +0 (+5); Mounted Combat, Persuasive, Power Attack.

Possessions: +1 longsword, half-plate, lance, shield (heavy steel), signet ring (worth 125 gp), wolfskin cloak.

Watchmen (15): See above.

Reinforced Gate: Thickness 12 in.; Hardness 5; hp 120; Break DC 35.

Stone Wall: Height 20 ft.; Thickness 8 ft.; Hardness 8; hp 90; Break DC 45; Climb DC 20.

Area C-16A – Tower of the White Lady: Read or paraphrase the following:

The lone tower stands watch at the edge of the cliff. White pennants stream from the peaked rooftop and dance in the wind, signifying to all that Lady Aborn, the White Lady, is present.

Still, no amount of pageantry can disguise the Lady's concern for her half-brother, the Baron of Wildsgate. Many nights she can be seen atop the high balconies, staring north, as if the savage Wilds held the answer to her family's curse.

The Tower of the White Lady is reserved for Lady Aborn and her attendants; none are allowed to approach without the Lady's permission. The Watchmen that guard her tower are loyal to the Lady herself, and not even the Baron's command will make them stand down.

The tower is five stories tall. The first three stories

are meeting areas and barracks for the Lady's soldiers. The last two stories are the Lady's quarters, a library and planning room, where she plots out the Baron's demise.

The White Lady enjoys a special place in the hearts of the people of Wildsgate. Beautiful, generous and kind, she is their proof that all is right with the world. When the PCs face off with the White Lady (see Wrapping Up: Return to Wildsgate, page 46), it throws the citizens into a frenzied anger. Not knowing her wicked heart, most citizens of Wildsgate would die to defend the Lady and her honor.

The Lady funds her revolution with gold stolen from the Baron's coffers. She keeps the bulk of this money in strongboxes on the hidden beneath the floorboards of the third floor of her tower (DC 25 Search to find the secret cache). The strongboxes are neither locked nor trapped. There are four in all, and each contains 500 gp in stolen coin. Eager heroes may need to be reminded that this treasure belongs to the Baron of Wildsgate; taking it for their own is a chaotic and evil act.

Lady Aborn, female human Ari2/Wiz3: CR 4; Medium Humanoid; HD 2d8+3d4; hp 19; Init +1;

Spd 30 ft.; AC 13, touch 11, flat-footed 12; Atk Longsword +2 melee (1d8/19-20); SQ summon familiar, scribe scroll; AL LE; SV Fort 0, Ref +2, Will +5; Str 11, Dex 13, Con 9, Int 16, Wis 9, Cha 14.

Skills and Feats: Bluff +12, Concentration +7, Gather Information +6, Intimidate +12, Knowledge (arcana) +5, Knowledge (history) +4, Knowledge (local) +7, Knowledge (nobility & royalty) +7, Ride +2, Sense Motive +3, Spellcraft +9, Spot +7; Combat Casting, Empower Spell, Persuasive.

Possessions: *Bracers of armor* +1, longsword, *scroll of magic missile* (x2), belt pouch with 2 emeralds (worth 15 gp each), 35 gp, a 1 platinum bar (worth 50 gp).

Typical Wizard Spells Prepared (4/3; base DC = 13 + spell level): 0-level – *acid splash*, *daze*, *flare*, *ray of frost*; 1st-level – *mage armor*, *sleep*, *magic missile*; 2nd-level – *acid arrow*, *invisibility*.

Watchmen (8): See above.

Reinforced Door: Thickness 2 in.; Hardness 5; hp 20; Open Lock DC 20; Break DC 25.

Stone Wall: Height 20 ft.; Thickness 8 ft.; Hardness 8; hp 90; Break DC 45; Climb DC 20.

Encounter Area 1: The Goblin Spires

The goblin clan that occupies the western spires is made up of a two tiered caste system. The untrained grunts occupy the lower levels of the spires, while the bat riders live atop the spires in huts. The goblin caves and platforms are mostly new construction (with the exception of area 1-8) and have none of the artistry or skill of the dwarven halls.

The walls of the goblin warrens are rough and irregular; tunnel width and height varies from 8 feet to a mere 4 feet. Except where noted, the caves are cool and dry, and the floors are usually covered with a thin layer of dried grass and dirt.

The platforms atop the spires are supported by chaotic mazes of ropes, poles and beams. Despite the goblins' unskilled engineering techniques, the platforms all have redundant supports, making it nearly impossible to bring any of them crashing down. Burning is another matter; with huts thatched with dry straw, the platforms catch fire quickly and burn completely. This should be handled on a dramatic, case-by-case basis, but a good rule of thumb is that burning platforms collapse after 1d4+4 rounds.

The platforms are connected by suspension bridges. The rope-and-plank bridges are well anchored but can be cut down with 20 hp of slashing damage. Alternately,

the anchors can be torn free with a DC 20 Strength check.

Suspension Bridge: Hardness 3; hp 20; Break DC 20.

Areas of the Map

Area 1-1 – Spy Hole: Read or paraphrase the following:

The entrance widens into a large cave that stinks of rot. A moldy layer of leaves and dead-wood conceals the floor. Dripping rivulets of water have eaten away at the walls and ceiling, leaving pitted cracks and holes.

A trio of goblins watch the cave from a tiny, hidden spyhole (area 1-1B). The spyhole is 12 feet off the ground. The hole can be noticed on a DC 20 Spot check, or found with a DC 15 Search check.

The instant the goblins spot the PCs, they spring into action, running to area 1-1A, lighting the "ogre" and arming the trap. With a DC 15 Listen check, PCs will hear "scampering and rustling" within in the walls of the cave.

Like the rest of the goblins in this section of the caves, these three are eager to prove themselves worthy of being bat riders. They are loathe to seek

help, and won't warn their fellows until it is too late. See area 1-1A for more information.

The leaves covering the ground impair Move Silently checks by -5. Conversely, the pitted walls make climbing extremely easy (DC 10 Climb). An extremely cautious scout might be able to avoid the notice of the goblins by climbing along the walls, moving silently and hiding the entire time.

Area 1-1A – The False Ogre (EL 1, 1/2): Read or paraphrase the following:

A stone staircase leads up, and a shallow pit is cut into it. Sharp stakes jut out of the leaves and refuse at the bottom of the pit.

The pit is 10 feet wide and 6 feet deep. After the PCs cross, the goblins from area 1-1B spring their trap. Read or paraphrase the following:

A low moan rumbles through the air and you see a monstrous ogre wreathed in blue flames at the top of the stairs. The tortured wail fills the cramped stair as the flying ogre hurtles down the steps!

The "monstrous ogre" is really only the weighted corpse of an ogre smeared with glow-moss and goblin moonshine. The corpse is suspended from the ceiling by crude block and tackle; the moaning wail is the sound of the ropes as the corpse is raised and lowered. The pulleys allow the corpse to swing down the staircase. When the ogre is cut free, it swings down, sweeping the staircase as if by a bull rush. Defenders standing before the pit must make an opposed Strength check versus the weighted ogre to avoid being swept into the pit.

The ogre has no Strength, but receives a +2 bonus for charging and a bonus for being Large, for a total of +6 versus Medium-sized opponents, and +10 versus Small-sized opponents. PCs failing the check are knocked back into the pit, falling into 1d3 spikes for 1d4 points of damage each.

Quick-thinking PCs can avoid the trap by dropping flat and allowing the ogre to pass over them, or by electing to leap into the pit, controlling their fall and avoiding the spikes. When the PCs spot the "ghost," count to three aloud and then call for actions. Any PC that doesn't immediately move to avoid the ogre must attempt the opposed Strength check. Those electing to leap into the pit must succeed on a DC 10 Reflex check to avoid the spikes.

Once the ogre has been released, the goblins screech a wild war cry and begin hurling javelins. If two of the goblins are incapacitated or killed, the third flees back up the corridor to area 1-2.

Goblins (3): CR 1/6; Small Humanoid (Goblinoid); HD 1d6; hp 3; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +0; Grp 4; Atk/Full Atk Small morningstar +1 melee (1d6) or small javelin +2 ranged (1d4); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Small javelin (4), small morningstar, shield (light wooden).

Ghost Ogre Trap: CR 1, mechanical; location trigger; manual reset; opposed Strength check avoids; bull rush effect (+6 vs. Medium, +10 vs. Small); multiple targets.

Spiked Pit Trap: CR 1; mechanical; location trigger; automatic reset; multiple targets; pit spikes (1d4-1 spikes per target for 1d4 each); Search DC 18; Disable Device DC 15.

Area 1-1B – Spyhole: The cave is a dead end here. A narrow hole drilled into the pitted rock allows goblins to watch over area 1-1.

Area 1-2 – Common Room (EL 2): Read or paraphrase the following:

Rotten mats, straw and cracked bones litter the floor of this sprawling cavern. The low ceiling is stained black from the smoke of a dozen small fire pits and the air is oppressive with moisture and heat. Broken wooden crates have been converted into crude beds, woven hammocks are strung across the cavern, and small sleeping holes have been carved into the walls.

The common room is home to nine goblins. If the goblins have been warned by the guards in area 1-1, they are armed and prepared to defend their home. If the PCs have managed to keep the sentries from warning their clan-mates, the goblins will be lounging about the chamber, gambling, tossing javelins, and teasing the shocker lizard the goblins keep locked in small wooden crate.

A ragged, mold-eaten banner covers the exit to area 1-3.

Tactics: Backed into their lair, there is nowhere for the goblins to run. They fight with wild, untrained abandon. This changes the instant the goblins are given a chance to edge past the party. They flee down the corridor, vanishing into the forest beneath the Spires.

Treasure: The clan-mates' treasure is jealously hoarded by their seer in area 1-3, but small caches are hidden about the room. A DC 15 Search check

turns up 1d12 sp buried in the trash and refuse.

An emaciated shocker lizard is kept locked in a crate. The poor creature has been tortured and starved nearly to the point of death. If the lizard is freed and fed, it will adopt the party, following them through the dungeon and shocking anything that threatens to harm its new family.

Goblins(9): CR 1/6; Small Humanoid (Goblinoid); HD 1d6; hp 3; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Small morningstar +1 melee (1d6) or small javelin +2 ranged (1d4); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Small javelin (4), small morningstar, light wooden shield.

Shocker Lizard: CR 2; Small Magical Beast; HD 2d10+2; hp 3(13); Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 14; Base Atk +2; Grp -2; Atk/Full Atk Bite +3 melee (1d4); SA Stunning shock, lethal shock; SQ Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision; AL N; SV Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks. Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Stun (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of non-lethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Area 1-3 – Lair of the Goblin Seer (EL 1): If the PCs fought their way past the goblins in area 1-2, the Seer will have cast *protection from good* on himself.

Read or paraphrase the following:

The banner parts to reveal a chamber strewn with macabre decorations. The walls, ceiling and floors are painted with dripping red runes that spiral in on themselves like a labyrinth of eldritch mystery.

A withered, hunchbacked goblin sits at the back of the room over a pair of bone dice. The goblin barks something in a guttural tongue, then begins to shake the dice in his crippled claws. With a flourish he casts the dice into the center of the room.

Allow the PCs to declare their actions. Those that can speak Goblin know that the seer said, “*Blood thralls, eh? Sent by the master, were you? We’ll see if fortune shines on your bloody leech today!*”

The goblin has mistaken the PCs for mortal servants of Azubal the vampire (see area 1-11). If the goblin hasn’t been interrupted, roll a pair of 4-sided dice on the table before the PCs. Regardless of the result, read or paraphrase the following:

The goblin’s eyes grow wide when he sees the result. He begins to howl at the darkness, waving his arms in wide gestures.

PCs succeeding on a DC 10 Spellcraft check will recognize the howling and wild gesticulations as the beginning of a spell. The goblin casts *sleep* on the PCs, hoping to put them all down. If the spell fails, the goblin flees for area 1-4A.

The wild shaman is ancient by goblin standards, and is one of the few members of the clan who knows Azubal’s secret. The shaman is terrified of Azubal, and believes (mistakenly) that worshipping Chance will protect him from the vampire. The runes cast about the room are absolutely meaningless, a fact that will not escape anyone with more than 2 ranks in Spellcraft or Knowledge (arcana).

Treasure: The shaman wields a +1 *short spear*. The tip of the spear is shaped like a serpent’s head, ending in a razor-sharp tongue.

The goblin’s dice are marked with 4 goblin runes. Throwing the dice allows the owner to cast *augury*.

1/week, but the results can only be interpreted by one fluent in Goblin.

A small chest is stashed in the back of the room. The chest is locked and trapped with diluted nithar-it poison. The lock can be opened with a DC 20 Open Lock check. The key to the chest is tied to a short, wand-like stick, and kept hidden, wedged against the ceiling (DC 15 Search).

Inside the chest are 75 sp, 15 gp, 3 *potions of healing* in a ceramic jug, and a silvered head for a masterwork battleaxe.

Goblin Shaman, Adp2: CR 1; Small Humanoid; HD 2d6; hp 7; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -1; Atk/Full Atk +1 shortspear +1 melee (1d6-1); SQ summon familiar; AL CE; SV Fort -1, Ref +3, Will +4; Str 7, Dex 13, Con 8, Int 13, Wis 12, Cha 10.

Skills and Feats: Alchemy +3, Concentration +3, Heal +5, Intimidate +4, Survival +5; Skill Focus (Intimidate).

Possessions: +1 shortspear, leather armor.

Adept Spells Known (3/2; base DC = 11 + spell level): 0-level – *cure minor wounds* (x2), *ghost sound*; 1st-level – *protection from good*, *sleep*.

Small Chest: Hardness 5; hp 5; Open Lock DC 20; Break DC 15.

Contact Poison: CR 2; mechanical; touch trigger (attached); manual reset; poison (diluted nithar-it, DC 10 Fortitude save resists, 0/1d6 Con); Search DC 25; Disable Device DC 19.

Area 1-4 – Well: Read or paraphrase the following:

A narrow hole is cut into the floor where the corridor comes to an end at a ledge. Beside the hole rests a bucket and a coiled rope. About ten feet below the ledge is the faint reflection of dark water.

The air below stinks of death, and an icy chill steals through your bones.

The well in the floor is marked with an F on the map. It hasn't been used in weeks. Heroes examining the bucket and rope will find that both are covered in webs and a layer of mold. The rope is 15 feet long and will break if weighted with more than 40 lbs.

The hole is roughly circular and 3 feet in diameter. The goblins have avoided the well since the shadow moved in. It is a 12 foot drop from the mouth of the hole to the water's surface.

Area 1-4A – Master of the Dark (EL 4): Read or paraphrase the following:

The water is frigid, setting your teeth to chattering and making breathing difficult. Something is floating in the water, bobbing towards you in the darkness. The stench of death is almost overpowering.

The clan has been tossing its dead down the well in hopes of appeasing the shadow that lurks in the darkness. Five bloated goblin corpses float in the water.

A shadow lurks in the back of the cavern, and moves to flank the PCs. The shadow will attack the PCs as they enter the room, intending to turn them into shadow spawns, one by one.

The water ranges between 6 and 9 feet in depth. The roof of the cavern is 4 feet above the water level. At the back of the cavern is a small, rocky island. A moldy coffin sits on the island, atop a small cairn of stones. This is Azubal's secret coffin. Inside are supplies for the vampire, in case it should ever be defeated: a +1 *defending short sword*, 100 gp kept in 2 oilskin bags, and 6 bloodstones worth 25 gp each. The slim sword is of elven make, decorated with gilded oak leaves and the sigil of the Elf King. Its name is etched on the blade in elvish: *Willow*.

GM Note: With the danger of drowning, and the likelihood that party members will be separated from one another and forced to take on the shadow alone, this area is particularly deadly. The EL has been increased to account for this. The signs of danger should not be glossed over; they are the only warnings the PCs will have.

Shadow: CR 3; Medium Undead (Incorporeal); HD 3d12; hp 18; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -; Atk/Full Atk Incorporeal touch +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Area 1-5 – Storeroom: Read or paraphrase the following:

The cavern is stacked, floor to ceiling, with crates, barrels and boxes. All of the goods seem ruined by moisture, mold and time. Rolls of cloth rot in puddles, broken casks of wine litter the room, and spoiled foodstuffs sit in piles on the floor.

When the clan raids a caravan, Azubal and his bat riders take first pick of the captured goods. Whatever is left is tossed here, for the remaining goblins to pick through at their leisure. The foodstuffs and trade goods are all spoiled and ruined. Sifting through the chaotic mess for anything of value is a time consuming process.

Some treasure has escaped the goblin's notice. A smuggler was ambushed by the goblins a year ago, and his hidden cargo was brought back to the Spires. Two of the larger grain barrels have secret compartments.

Finding the hidden compartments is a challenge, requiring a DC 25 Search check for the first barrel, and a DC 15 Search check for the second. The first barrel holds 2 steel vials of blue whinnis (each vial is good for 3 doses of the poison), a set of masterwork thieves tools, and a set of carefully mis-balanced merchant's scales (used to cheat customers). All the items are carefully packed in dried straw.

The second barrel holds a demonic idol wrapped in blood-soaked cotton. The cotton has long since dried, leaving the wrappings a crusty brown. If the idol is saturated in fresh blood, it regains its malevolent powers: *bane* 1/day, *inflict light wounds* 1/day, *protection from good* 1/week. The idol dries out each time any power is used and must be saturated before any of the powers can be used again.

Area 1-6 – Guardroom (EL 1): The entrance to this chamber is locked with a wooden trapdoor. The portal can be unlocked with a DC 15 Open Lock check, or broken with a DC 15 Strength check. Once the PCs pass the portal, read or paraphrase the following:

Past the trapdoor is an open-air chamber looking out onto a wooden platform. An iron brazier stands in the center of the floor; glowing embers light the room. A rope bridge stretches out from the platform, reaching to the next spire.

Two goblins watch the trapdoor, roasting meat on javelins. Unless the PCs bypass the trapdoor in a single round, the goblins empty the burning embers

down the hole as the PCs enter, doing 1d6 points of fire damage to anyone failing a DC 15 Reflex save. The next round the goblins hurl their javelins, inflicting an additional 1d2 points of damage from the heated metal.

If the PCs succeed in forcing their way through the trapdoor, the goblins withdraw to the suspension bridge, retreating toward their fellows on the next platform.

It is a 75 foot drop from the platform to the ground. The spire rises another 100 feet higher.

Trapdoor: Thickness 1 in.; Hardness 5; hp 10; Break DC 15.

Goblins, War1 (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6/x4) or small javelin +2 ranged (1d4+1d2 fire); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small scythe, small javelin, leather armor, belt pouch with 1d12 sp and 1d6 gp.

Area 1-7 – Platform (EL 3): Read or paraphrase the following:

The wooden platform clings tenuously to the side of the rocky spire. A handful of wooden huts stand at the edge of the platform, staring out over the abyss. Smoke rises from the huts' crude stucco chimneys. Three goblins lounge on the deck of the platform. A rope bridge stretches from this platform to another platform, while another rope bridge rises to a small, dark cave.

This platform is where the bat riders make their home. At any time there are five goblins sleeping in the huts while another three lounge on the platform. Sounds of combat awaken the sleeping goblins, but it is two rounds before they can join the melee.

The wooden huts are crude. Each contains eight sleeping mats, rotting rations, a barrel of rain water, 15+1d20 arrows, 1d4-1 small casks of moonshine (see area 1-10B for information on goblin moonshine), and trophies from various raids (usually shrunken skulls or dried body parts). The huts are lit by embers kept in iron braziers; if the braziers are knocked over, the huts and platform catch fire in 1d4 rounds.

Tactics: The goblins rush the PCs en masse, grappling with the heroes in an attempt to hurl them from

the platforms. It is a 100 foot fall to the base of the spire.

Goblins, War1 (9): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6/x4); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small morningstar, belt pouch with 1d12 sp and 1d4 gp.

Area 1-8 – Temple of the Dark One (EL 2): Show the players handout C. Read or paraphrase the following:

The floor of this cave is filled with rubble. Small boulders and bits of broken tile line the floor. At the back of the chamber stands an ominous statue that reaches to the 20 foot ceiling. The statue depicts a muscular dwarf with the outstretched wings of a bat, and writhing tentacles in place of a beard. The statue's head is thrown back in a wild howl, its massive, gemstone eyes sparkling in the darkness.

The statue is ancient, but freshly slain bodies lie crumpled upon the rocky floor.

The statue depicts Sodoutym, one of the seven Dark Dwarven Gods. When dwarves ruled the Fellhammer Spires, this chamber was home to a secret cult. A cave-in has covered the old entrances, and opened the entrance to the south. The goblins have taken to worshipping the dwarf god. Their devotion is born of fear and ignorance, but the dark god welcomes their obeisance, revealing in their evil nature.

A DC 15 Knowledge (religion) check reveals the name and nature of Sodoutym (see sidebar). A DC 20 bardic knowledge check reveals this information, as well as the axiom that, *"The dark gods of dwarves never willingly give up what is theirs."*

Statue: The statue's gemstone eyes are massive, faceted bloodstones. Climbing the statue to get at them is easy work (DC 20), but unless the climbers

declare that they are anchoring themselves with rope, a DC 10 Balance check must be made for each round spent perched atop the statue's head.

Either bloodstone can be pried loose with a DC 10 Strength check, but this transforms both rubies into a single swarm of attacking bats (Sodoutym's unholy symbol). The bats concentrate on those atop the statue, but will attack anyone within 15 feet of the statue's base.

Treasure: Loose coins are scattered about the bodies lying on the floor. 67 gp and 212 sp is found by anyone willing to search the rotting bodies. Inside the statue's mouth is a secret door. It can only be found by PCs declaring that they are specifically searching inside the maw (DC 15 Search). Past the secret door is a small alcove that contains the sacred treasures of the long dead cult: +1 *flaming heavy crossbow*, a dwarf-sized suit of full plate armor crafted to resemble the god Sodoutym, 2 *potions of invisibility*, and a *periapt of wisdom* +1.

Bat Swarm: CR 2; Diminutive Animal (Swarm); HD 3d8; hp 18; Init +2; Spd 5 ft. (1 square), fly 40 ft. (good); Space/Reach 10 ft./0 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp -; Atk/Full Atk Swarm (1d6); SA Distraction, wounding; SQ Blindsight 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Blindsight (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result

Sodoutym, the Dark Dwarven God

One of the seven Dark Dwarven gods, Sodoutym is the lawful evil god of avarice and tyranny. His titles include the Dark Foe, Blackhammer, and Hellbeard. Worshipped in secret, the wicked deity is often depicted as a muscular dwarf with the outstretched wings of a bat and writhing tentacles in place of a beard. His followers include thieves, assassins, evil fighters, and any dwarf given over to the race's penchant for greed. Associated with the domains of Law, Evil, and Trickery, the dark god is traditionally worshipped by blood sacrifices held in lightless caverns. Sodoutym's favored weapon is the scourge and his symbol is a swarm of attacking bats.

in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Area 1-9 – Guard Platform (EL 1): Read or paraphrase the following:

Three goblin sentries sit atop the high platform. The platform itself rests atop a shorter spire, offering a commanding view of the surrounding lands.

The sentries have been given orders not to leave their post, even if they see battle erupting in area 1-7. This will not prevent them from cutting one of the anchors that supports the suspension bridge as the party crosses.

Anyone standing atop the bridge when the goblins cut the rope must make a DC 15 Balance check. Those failing the Balance check may make a DC 15 Reflex check to catch the rope railing, thereby saving themselves from the fall, but leaving them dangling 120 feet above the ground. Those failing both checks plummet to rocky ground.

The goblins will not cut the second anchor, but the PCs won't know this. Crossing the damaged bridge requires a DC 15 Balance check.

If the PCs manage to make it to the platform, the goblins will cry out for reinforcements. None will come, but the bat riders in area 1-10 will be alerted and prepared.

Goblins, War1 (3): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6/x4) or small shortbow +3 ranged (1d4); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Leather armor, small scythe, small shortbow, quiver with 15 arrows, belt pouch with 1d6 gp and 1d12 sp.

Area 1-10 – Landing Platform (EL 4): Read or paraphrase the following:

The large platform before you is ominously empty. A white crust covers most of the platform, and the usual railing is absent. A pair of lit braziers stand before the mouth of an enormous cavern.

Three bat riders atop dire bats are circling high above the platform, waiting to see if the PCs make it past the sentries in area 1-9. If the PCs make it to the platform, the bat riders swoop to the attack.

Tactics: If it is daylight, the bat riders dive out of the sun. If it is night, they use the dire bats' Move Silently to sneak up on the PCs. The bat riders hurl their barbed javelins, skewering PCs and then ripping the javelins free on the following round for an additional 1d4 points of damage. PCs may avoid taking this damage by clinging to the javelin and rope (DC 13 Strength check), but unless the PCs manage to anchor themselves to the platform, or beat the dire bats in a contested Strength check, they will be carried off into the air.

While bats are in harness, they cannot use their bite attacks. If forced, the bats can grapple, and will attempt to carry PCs over the edge of the platform. The bat riders are loath to use this tactic, since it puts their mounts within range of melee attacks.

The white crust on the platform is bat guano. The covering renders the platform immune to burning.

Goblin Bat Riders, War1 (3): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6/x4) or small barbed javelin +3 ranged (1d4+special); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small barbed javelins (4), leather armor, small scythe, riding harness.

Dire Bat (3): CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); Space/Reach 10 ft./5 ft.; AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk *Bite +5 melee (1d8+4); SA -; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

*The bats cannot make bite attacks while in harness.

Area 1-10A – The Bat Cave (EL 3): Read or paraphrase the following:

Several long dark stalactites stretch from the ceiling to the floor of this cave. In the far corner you can see what look like riding harnesses, hung on racks built into the wall. Beside the

harnesses are stacks of barbed javelins attached to short ropes. The floor of the room is covered in thick white mounds, and you can smell the smoke from a nearby fire.

Two of the “stalactites” are actually dire bats, hanging from the ceiling. If the hidden bats go unnoticed by the PCs, they wait until the adventurers are within range then explode from hiding. If pressed, the bats flee, trying to drag PCs with them.

The floor is covered in guano. The burning smell comes from the moonshine still in area 1-10B.

There is no treasure here other than the 3 riding harnesses and the 12 barbed javelins.

Dire Bats (2): CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); Space/Reach 10 ft./5 ft.; AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk Bite +5 melee (1d8+4); SA -; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Area 1-10B – Moonshine Still (EL 2): Read or paraphrase the following:

The air here is thick with heat and moisture, and condensation covers the floors and walls. A bonfire rages in the center of the cave, heating a black-iron cauldron large enough to boil an ogre whole. Copper pipes and tubing wind around the room, feeding strange whistles and other mad contraptions. Two goblins scramble frantically about the fire, alternately stoking and dousing the flames, while a third ducks and weaves through the maze of pipes, inspecting the chaotic machinery.

When the goblins took over the spires, they discovered a massive dwarven moonshine still. These three goblins are in charge of distilling fermented mash into potent goblin moonshine and maintaining the ancient still.

The still works by boiling off alcohol from the mash; one of the byproducts of the process is highly flammable gas. If the goblins leave their posts (or are caught up fighting off PCs), the still overheats and explodes in 1d4+3 rounds. The anxious trio is entirely aware of this fact; they will fight off attack-

ers for 2 rounds, and then attempt to flee the room.

If the still detonates, it does 1d8 points of fire damage to everyone in the room (DC 10 Reflex save for half damage). In turn, this ignites 4 casks of goblin moonshine, which explode 2 rounds later, inflicting 1d12 points of fire damage to anyone remaining in the room (DC 15 Reflex save for half damage).

Treasure: The goblins place an inordinate value on their moonshine, but the stuff is toxic to non-goblinoids. Non-goblinoids drinking more than one cup of the poison become instantly intoxicated, and must make a DC 20 Fort save after 3 rounds or pass into a coma for 1d4 hours, while their bodies attempt to process the foul brew. A successful Fortitude save leaves the poor soul stumbling drunk (-4 Intelligence, -4 Dexterity, -4 Charisma), but grants the ability to enter a berserker rage once per hour (as a barbarian of the same level). Both effects wear off in 1d4 hours. There are 4 casks of goblin moonshine in the chamber; each cask holds one gallon of moonshine (16 cups).

Goblin Brewmaster, Exp2: CR 1; Small Humanoid (Goblinoid); HD 2d6; hp 10; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp -4; Atk/Full Atk Small Morningstar +1 melee (1d6-1); AL CN; SV Fort 0, Ref +3, Will +1; Str 9, Dex 13, Con 11, Int 14, Wis 7, Cha 8.

Skills and Feats: Craft (alchemy) +6, Craft (tinkering) +6, Disable Device +6, Hide +9, Intimidate +3, Knowledge (architecture & engineering) +6, Move Silently +5, Profession (brewmaster) +5, Spot +2; Skill Focus (Craft (brewmaster)).

Possessions: Small morningstar, wand of cure light wounds (12 charges), belt pouch with 1d20+5 gp.

Goblin Apprentices, War1 (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk Small morningstar +2 melee (1d6); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Small morningstar, belt pouch with 1d6 sp.

Area 1-10C – The Harvest: Read or paraphrase the following:

Pale, emaciated bodies sprawl about the floor of this cave. A quick tally counts twelve in all, mostly human. Past the bodies, the cave opens onto a suspension bridge that rises to the next spire.

The bodies are captives kept to feed Azubal the Vampire (see area 1-11). All are unconscious, hovering at negative hit points, with only 1 to 3 Constitution points remaining. Ten of the bodies are human, and the last two are half-elves. A DC 10 Search check will show that they all suffer from bite marks.

If they are revived and returned to Wildsgate, the PCs will be hailed as heroes; the Regent will reward the PCs 50 gp for each victim returned.

Area 1-11 – The Lord of Blood (EL 3): Read or paraphrase the following:

A small goblin lazes inside the dark cave, lounging atop a bat-winged throne carved from the back wall of the cave. All about him, treasures are piled upon treasures, stretching nearly to the ceiling.

The goblin adjusts his coal black helm, regarding you with absolute disdain. A feral snarl builds in his throat. “The Lady sent you for the third key, eh? Tell your mistress that the secret of Zamuk’s Vault belongs to me and none other!”

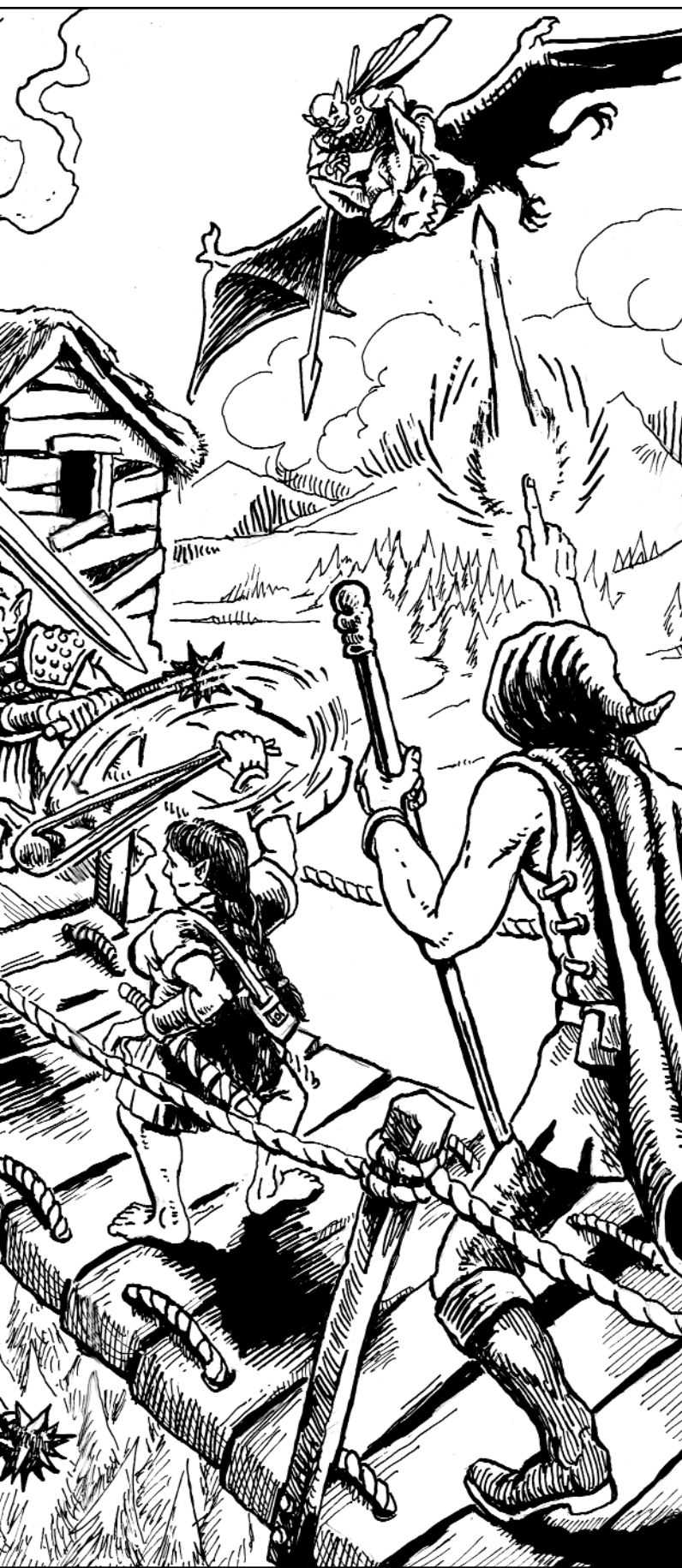
The goblin is Azubal, the self-declared Prince of Goblins. The evil god Sodoutym “blessed” Azubal with the curse of vampirism. Azubal has ruled the clan since, reveling in his near-immortality.

Azubal is largely ignorant of his true powers. Not realizing he will be able to control his spawn, Azubal refuses to use his slam attack, bite, or energy drain in combat for fear of creating other vampires. Instead the vampire hurls himself at the PCs with unholy abandon, wielding his magical flail with two hands. Azubal relies on his agility and quick healing to protect him in combat, dancing in and around opponents with supernatural speed. The arrogant vampire has no fear of the PCs, and will only call on a swarm of bats if truly pressed. If forced into gaseous form, Azubal will retreat to his secret coffin in area 1-4A.

If the encounter occurs during the daytime, Azubal will not pursue the PCs onto the suspension bridge and into the sunlight. If it is nighttime, and if the PCs have ignored the clues, they will be forced into an entirely different encounter, with Azubal toying with them like a cat toys with mice.

Treasure: Azubal has collected most of the treasure from the clans raids on caravans, but getting the goods to market will prove challenging. There are 8 bolts of rare silk, worth 50 gp each; 11 casks of foreign wine, worth 15 gp each; 5 crates of salt, worth 25 gp each; 3 large tapestries, worth 75 gp each; 41





spears; 5 suits of chainmail; 10 longswords; and 10 large shields (wooden).

Azubal's coffin is hidden in an alcove beneath a loose flagstone (DC 15 Search). The coffin contains a sack with 88 gp, 5 pp, and a small iron key decorated with a ruby. (This key is one of three keys required to open the Tomb of the Dwarven Lords. See area 2-5 for more information.)

GM Note: Players will likely cry foul when they realize they are facing a vampire. They are right to assume that Azubal's high armor class, damage reduction, and fast healing render him largely impervious to their attacks, thus making the encounter "unfair and unbalanced."

The truth is that low-level PCs would be fools to go toe to toe with Azubal. The solution is using Azubal's environment against him; during the daytime the vampire is trapped inside a very small cave. With careful planning (and judicious use of flammable moonshine – see areas 1-7 and 1-10B) the PCs should be able to engineer a deadly vampire trap.

And if the players insist on tackling the vampire in bullish combat – or at night – they deserve the battle they've chosen.

Azubal, vampiric goblin Ftr1: CR 3; Small Undead Humanoid (Goblinoid); HD 1d12; hp 11; Init +8; Spd 20 ft.; AC 25, touch 15, flat-footed 21; Base Atk +1; Grp +0; Atk/Full Atk +1 elfbane flail +6 melee (1d8+6); SA Children of the Night; SQ Alternate form, damage reduction 10/silver and magic, fast healing, gaseous form, resistances, spider climb, turn resistance, undead traits; AL CE; SV Fort +2, Ref +4, Will 0; Str 17, Dex 19, Con 10, Int 16, Wis 11, Cha 13.

Skills and Feats: Bluff +10, Hide +11, Intimidate +3, Listen +9, Move Silently +11 Search +12, Sense Motive +9, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mounted Combat, Power Attack.

Possessions: +1 elfbane flail, chain shirt, halfling-skin boots.

Children of the Night (Su): Once per day Azubal can call forth 1d4+1 bat swarms as a standard action. The bats arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Alternate Form (Su): Azubal can assume the shape of a bat or dire bat as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form. While in his alternate form, Azubal gains the natural weapons and extraordinary special attacks of his new form. He can remain in that form until he assumes another.



er or until the next sunrise.

Damage Reduction (Su): Azubal has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): Azubal heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach its coffin home within 2 hours or be utterly destroyed. (Azubal can travel up to nine miles in 2 hours.) Once at rest in its coffin, the vampire is helpless. Azubal regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, Azubal can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): Azubal has resistance to cold 10 and electricity 10.

Spider Climb (Ex): Azubal can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): Azubal the vampire has +4 turn resistance.

Encounter Area 2: Cabal of the Dark Rider

Lady Aborn's army of rebels has set up camp in upper levels of the old dwarven ruins. They have done very little exploration, leaving entire tracts of dungeon untouched. The White Lady keeps over 50 warriors and rogues in her employ, although at any time the bulk of her henchmen are away on missions.

The dwarven ruins are in remarkably good repair, due primarily to the stout folk's craftsmanship. Lichen and green-black mold flourish in the narrow cracks and dark corners, but otherwise the chambers and passageways are in excellent condition.

The doors are all forged of iron; those in wet areas will be red with rust. The doors bear simple, dwarven embellishes: the bas-relief images of a hammer and anvil are common, as are axes and flames.

The ceilings are all 10 feet or higher, supported by graceful arches and columns. All the stone work is done with precision and care; the walls are smooth to the touch and are challenging to climb (DC 20).

Iron Door: Thickness 2 in.; Hardness 10; hp 60; Break DC 25.

Stone Wall: Hardness 8; hp 540; Break DC 50.

Areas of the Map

Area 2-1 – Moss Throne: Read or paraphrase the following:

Polished marble steps rise to a raised dais. The dais is ringed by broken stone monoliths that cast long, chill shadows over the platform. A solemn, granite throne rests in the center of the dais, looking down over the river valley towards Wildsgate. Once this must have been the court of a mighty monarch, but now the seat of the throne is covered in pine needles and moss.

Behind the mossy throne, a stone staircase wends its way up the side of the cliff, following the river back toward the waterfall.

When the Dwarf Lords reigned over the Foehammers, this was where they met non-dwarven hadrach, the "un-bearded." Only dwarves were allowed to pass up the long stairs (area 2-3) and into the citadel proper.

Dwarves sitting on the throne can activate the throne's powers as if cast by a 9th level cleric:

detect evil 3/day, cure moderate wounds 1/day, raise dead 1/month.

The stairs are carved directly from the stone. Bas-reliefs of dwarven warriors line the entire staircase. When the wind blows through the sires, the statues whistle and moan like long-dead spirits.

Area 2-2A – The Challenge (EL 2): Read or paraphrase the following:

For a moment, the howling wind ceases, leaving an uneasy calm in its place. A low, mournful voice rises from the dwarven statues:

“Who would pass before the Dwarf Lords?”

The voice rises like the wind, and falls into silence.

The challenger is a bugbear sentry, speaking through a hole cut into one of the statues. Unless the PCs answer that they are “servants of the White Lady,” or succeed in a similar bluff, the bugbear stabs at them as they pass up the stairs.

It is impossible for PCs to fight back through the hole, but the bugbear’s range of attack is limited to one foot on either side of the hole. If the PCs succeed in rushing past, the bugbear rushes up to face them at the ruined gatehouse (area 2-2).

Bugbear: CR 2; Medium Humanoid (Goblinoid); HD 3d8+3; hp 16; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk/Full Atk Short spear +3 ranged/melee (1d6+2); SA -; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Improved Initiative.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Leather armor, shield (light wooden), six short spears, rusted iron key (to area 2-4).

Area 2-2 – Ruined Gatehouse: Read or paraphrase the following:

The stairs open to a stone platform, then continue to climb towards the distant waterfall. A vaulted chamber is cut into the face of the cliff. Once a pair of stout iron gates sealed the entrance, but now the gates hang from their hinges, rusty and pitted with age. The air from the chamber smells of wet fur and smoked fish.

Once this chamber was a gatehouse. Now it is occupied by the bugbear that watches over area 2-2A. The gatehouse is a mess of poorly tanned furs

and pine boughs. The bugbear has built a small fire pit the stairs in the northeast corner of the room, where he smokes fish.

A barrel stands by the entrance, holding a dozen shortspears. The bugbear’s meager cache is hidden beneath a pile of maggoty hides, but can be found with a DC 15 Search check: 13 gp, 54 sp, and a silver chalice (worth 15 gp).

Area 2-3 – The Long Climb (EL 3): As PCs advance up the long climb, they are sighted by a pair of bat riders. The riders plunge out of the sky, attacking the PCs in an attempt knock them off the stairs. If the PCs have stated they are watching the skies, they sight the riders as they swoop over the lip of the waterfall. Otherwise, allow the PCs a DC 15 Spot check to notice the diving attackers.

The bat riders hurl their barbed javelins, trying to spear PCs and drag them off the stairs. Hooked PCs must either tear the javelins free (inflicting secondary damage), or make a contested Strength check against the dire bats. PCs failing the contest are torn off the stairs. If the bats fail, the goblin riders are torn from their mounts and plummet to their death in the frothing river. Without riders, dire bats return to their lair (area 1-10A).

It is a 75 foot fall to the river. The first 20 feet of falling does no damage; the next 20 feet does non-lethal damage (1d3 per 10-foot increment); beyond 40 feet, falling does lethal damage (1d6 per additional 10-foot increment). See the DMG for additional information on falling.

PCs falling into the water may dive to avoid taking any falling damage by making either a DC 15 Swim check or a DC 15 Tumble check. The DCs for diving are increased by 5 for every 50 feet of the dive.

Goblin Bat Riders, War1 (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Small scythe +2 melee (1d6/x4) or small barbed javelin +3 ranged (1d4+special); SA -; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Mounted Combat.

Possessions: Small barbed javelins (4), leather armor, small scythe, riding harness.

Dire Bat (2): CR 2; Large Animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); Space/Reach 10 ft./5 ft.; AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk *Bite +5 melee (1d8+4); SA -; SQ Blindsight 40 ft.; AL N; SV Fort +7, Ref



+10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

* While in harness, the dire bats are unable to use their bite attack.

Area 2-4 – Foehammer Gates (EL 1): Read or paraphrase the following:

Past the thundering spray of the waterfall, the stairs rise to their destination: a pair of vaulted stone gates. Each gate is as tall as two men. Hewn from black stone, both gates are decorated with intricate carvings and etchings. Bas-reliefs depict an army of dwarves standing down a host of dragons, ogres and giants. Above the dwarves shine a hammer and anvil, meting out the fate of the stout folk and wicked alike. The proud stone gates stand closed; a keyhole is placed where the two gates meet, directly beneath the hammer and above the anvil.

The gates may be unlocked by the key carried by the bugbear in area 2-2A, or picked with a DC 20 Open Lock check. Despite their age and weight, the gates are perfectly balanced, and swing open with the slightest pressure.

Foehammer Gates: Thickness 2 ft.; Hardness 8; hp 300; Break DC 50.

Area 2-5 – Hall of Heroes (EL 1): Show the players handout D. Read or paraphrase the following:

The short corridor opens into a vaulted hall. The ceiling, supported by six wide pillars, rises into darkness. Each pillar is carved in the likeness of a dwarven paragon; despite their racial similarities, each masterful carving has its own distinct personality: one is grim and dour, another determined and proud, another devoted yet arrogant. Above each dwarf hero is carved a rune.

In the center of the floor is a black pedestal, six feet around. In the center of the pedestal are three key holes marked by shining gemstones: one ruby, one emerald and one sapphire.

The carvings watch you with wary anticipation, as if to judge your next move.

The pedestal is the entrance to the Tomb of the

Dwarven Lords and the resting place of the heirlooms of Wildsgate; any rogue that has suffered the *Wail of Zamuk* (see area C-10) will recognize the pedestal from her vision. The three keys are hidden in areas 1-11, 2-15, and 3-8. If all three keys are placed in the corresponding keyholes, the pedestal sinks into the floor, revealing a passageway running west to area 4-1.

A DC 10 bardic knowledge check or DC 15 Knowledge (nobility) or Knowledge (history) check allows a PC to identify the Clan names by the faces of the statues. Anyone able to read Dwarven or succeeding on a DC 10 Decipher Script will recognize the meaning of the runes. By associating the names with the runes, PCs will derive the answers to the puzzle in area 2-10.

Dwarf Name	Rune	Description
Deepdelve	Coin	A sharp-eyed dwarf dressed in fine clothes and holding a full pouch of coins.
Firebrand	Hammer	A dwarf wearying a smith's apron and carrying a mighty hammer.
Ember	Thunderbolt	A grim, dour dwarf with an enormous beard that stretches to his feet.
Axefell	Axe	A howling, wild-eyed dwarf, armored in scale mail, his ugrish held high.
Wanderer	Gem	A nondescript dwarf wearing simple clothes and a traveling cloak. On closer inspection (Search DC 15), the viewer spots a dozen or more weapons concealed on the dwarf's person.
Shieldfast	Shield	Determined, proud dwarf dressed in full plate armor and carrying a spear and large, oval shield.

Treasure: One of the statues wears a real ring of iron. PCs notice the ring on a DC 15 Search check. The ring is a *ring of force shield*, and bears the runes of both Clan Shieldfast and Clan Ember.

Area 2-6 – Lift: Read or paraphrase the following:

The corridor ends in a wooden platform surrounded by a cage of iron. Below, past cracks in the platform, the shaft descends into darkness. A lever and winch occupy the back of the platform.

The lift raises and lowers according to the lever's position. Down is 100 feet below. Up is the present location. It takes the lift 10 minutes to traverse the distance. The lift is driven by counter weights and cannot be stopped anywhere but the top or bottom of its cycle.

Treasure: Halfway down is an alcove concealed in the wall of the shaft. The niche can be noticed on a DC 15 Spot check, but PCs must act immediately to access the safe. PCs have 2 rounds after spotting the safe before it passes out of reach. The locked door can be broken or opened with a DC 20 Open Lock check, spilling the contents onto the lift floor. Inside the small alcove are 239 gp, 6 +1 bolts in a silver-embossed black leather bolt case (worth 15 gp), and a wand of *cure light wounds* (23 charges).

The safe was built by the dwarf who operated and repaired the lift. The greedy dwarf trusted no one, and built the niche into a place where he could always keep his cache under close watch. The White Lady's soldiers have never taken the time to search or examine the lift, and so the lift operator's treasure has remained, undisturbed all these years.

Wooden Safe Door: Thickness 1 in.; Hardness 5; hp 10; Open Lock DC 20; Break DC 15.

GM Note: Areas 2-7 to 2-12 have not been used by Lady Aborn's troupe. Unless noted, they are dusty and filled with cobwebs.

Area 2-7 – The Lost Patrol (EL 2): A one-way secret door conceals this passage. The door can be found with a DC 15 Search check. A DC 15 Spot check notices that the east side has no opening mechanism; the door is one-way. Unless the door is spiked open, it must be destroyed on the return trip.

Read or paraphrase the following:

The concealed doors swings smoothly on its hinges, revealing a corridor choked with dried cobwebs. Four moldering skeletons lie on the dusty flagstones, their armor and weapons rusting around them.

The skeletons belong to a patrol that was ambushed when the dwarf clans turned against one another. The skeletons rise to attack as soon as the PCs pass over the threshold of the secret door.

Dwarf Warrior Skeletons (4): CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +0; Grp +1; Atk/Full Atk Warhammer +1 melee (1d8+1/x3); SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: Warhammer, chainmail, shield (heavy steel).

One-Way Secret Door (Stone): Thickness 4 in; Hardness 10; hp 60; Break DC 28; Search DC 15.

Area 2-8 – Stream: Read or paraphrase the following:

A narrow stream runs down the center of the corridor here, choked with silt and dirt. It winds its way from beneath a pile of rubble, then runs south.

The stream has carried nuggets of gold from the rubble, but the heavy minerals have sunk to the bottom of the stream. A DC 20 Search turns up 1d12 nuggets worth 1d20 gp each.

Area 2-9 – Broken Lift (EL 2): Read or paraphrase the following:

The stream runs to the end of the corridor and pitches down a vertical shaft. Wedged fifteen feet below the lip of the shaft is a lift cage; the wet wooden planks are rotten and broken, the iron rusted red and black.

The lift was wedged in place during the fall of the Spires and the constant trickle of water has done the rest. The lift must be reached, and then a DC 10 Disable Device check used to make the lift run again. A DC 22 Search check will reveal that the winch brake is rusted through and ready to snap.

Regardless of how well the lift is fixed, the brake snaps as the lift finishes its descent, dropping the last 40 feet. The fall can be averted by an immediate Disable Device check (DC 15), bringing the lift to a screeching halt.

Damage from the fall is partially abated by the cage; anyone inside the cage when it strikes the base of the shaft takes 3d4 points of falling damage (DC 15 Fort save for half).

The shaft is 75 feet deep from top to bottom. The walls are rough and craggy, and relatively easy to scale (Climb DC 15).

Falling Lift Trap: CR 2; mechanical; location trigger; manual reset; 3d4 falling damage; DC 15 Fortitude save for half; multiple targets (all within

lift); Search DC 22; Disable Device DC 15 (only one attempt allowed).

Area 2-10 – Hall of Declaration (EL 1): Read or paraphrase the following:

A long, narrow hall stretches before you. Two iron doors stand along the right wall. At the far end of the hall, in the back of a narrow alcove, a glowing, golden hammer floats above an anvil of shining silver.

The floor of the hall is made up of curious flagstones. Every tenth stone is etched with a rune, six in all. The flagstone directly before you bears several characters in thick, dwarven script.

The air here is hot with steam, and the floor, walls and ceiling are all slick with condensation.

To anyone able to read Dwarven, or succeeding in a DC 15 Decipher Script check, the first flagstone reads:

Smiths, Warlords, Champions of Old: All praise the Bearded Heroes of Yore! We walk in the shadow of your wisdom and might.

The runes etched into the floor correspond with the dwarf heroes named in area 2-5. The golden hammer is animated and will attack anyone that progresses down the hall without declaring the names of the appropriate dwarf hero in the proper order. The hammer will not pursue fleeing PCs, and returns to its place above the anvil when PCs have left the hall.

The runes appear in order, progressing down the hall. The proper order of the heroes (and their associated rune) is as follows:

Axefell (Axe)

Wanderer (Gem)

Shieldfast (Shield)

Ember (Thunderbolt)

Deepdelve (Coin)

Firebrand (Hammer)

Treasure: The shining silver anvil is the *Anvil of Gyr*, a celebrated dwarven artifact. Any dwarf smith using the anvil receives a +5 circumstance bonus to Craft (weaponsmithing) and Craft (armorsmithing) checks. It weighs 150 lbs. The anvil is priceless to any dwarf, but dwarves will not pay for the artifact, since they consider it to be the ancestral property of their people.

Flying Warhammer: CR 1; Small Construct; HD 1d10+10; hp 15; Init +1; Spd 30 ft. (fly); AC 14, touch 12, flat-footed 13; Base Atk +0; Grp -4; Atk/Full Atk Warhammer +1 melee (1d8+1/x3); SA -; SQ Construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: -

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Area 2-11 – Smithy of Kings (EL 3): The iron door to this room is hot to the touch. Read or paraphrase the following:

A blast of steam vents from the room, forcing you to avert your eyes from the heat. The chamber is dominated by an enormous dwarven forge, but unlike the rest of the ruins, this forge is still in use! The air is thick with the smell of smelted ore and bright mounds of hot coals cast the room in a hellish light. A small, snake-like creature works feverishly before the forge, first pumping the bellows, then hammering madly upon the anvil, then slithering to the far side of the room to douse the glowing rod in a vat of cool water.

A DC 15 Spot check allows the PCs to notice an etched sigil that circumscribes the floor; this seal holds the flamebrother captive. The salamander will feign ignorance of the PCs, hoping to lure them into crossing the seal, thereby breaking the spell. If the PCs break the seal, all that stands between the flamebrother and freedom is the PCs.

The salamander was captured centuries ago, and put to work at the forge. Since the fall of the Foehammer Spires, the flamebrother has been left to its own devices. Unable to leave the chamber, it passes the years by forging and re-forging weapons with the little ore left in the room. The flamebrother mastered the creation of most weapons ages ago; now it spends its time forging exotic and unique weapons.

Treasure: The flamebrother has had all the time in the world to create its weapons and armor, and so it only keeps masterwork items, destroying the rest. The salamander hordes its cache behind a secret door hidden on the back wall of the forge. The door can be found by a DC 20 Search check.

Inside the small alcove are racks upon racks of weapons and armor, all masterwork items. Hanging from the racks are a two-bladed sword, a dire flail, a gnome hooked hammer, a spiked chain, a suit of spiked scale mail, and two spiked, small steel shields.



Secret door (stone): Thickness 4 in.; hardness 8; 60 hp; Break DC 28.

Flamebrother Salamander: CR 3; Small Outsider (Extraplanar, Fire); HD 4d8+8; hp 26; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 23; Base Atk +4; Grp +1; Atk Small spear +7 melee (1d6+1/x3 plus 1d6 fire); Full Atk Small spear +7 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4+1 plus 1d6 fire); SA Constrict 1d4 plus 1d6 fire, heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Exotic Weapon Proficiency, Multiattack.

Possessions: Masterwork chain shirt (small), masterwork spear (small).

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking

an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Area 2-12 – Trophy Hall (EL 3): Read or paraphrase the following:

Blocks of polished marble line the floor and walls of this secluded chamber. Ancient tapestries adorn the walls, stained black with mold, and pools of fetid water puddle on the floor.

Six square stone pedestals stand in the center of the room. The pedestals are all covered in rich silk, dyed the color of blood.

Atop the first pedestal rests a spiked shield, forged of black iron and bearing the symbol of a serpent. Atop the second rests a worn battle-crown, forged in the likeness of rearing dragon. Atop the third pedestal is a broken tooth, easily as long a man's forearm. Atop the fourth sixth pedestal rests a shining dwarven urgrosh. Atop the fifth rests a stone tablet.

And atop the last pedestal rests an enormous cracked egg, mottled blue and white.

This hall houses the trophies marking accomplishments of the Six Clans of the Foehammer Spires.

The first pedestal celebrates the warriors of Clan Axefell; the shield is a trophy captured from a fallen orc lord. The second pedestal commemorates the master dweomercrafters of Clan Ember; their trophy is the legendary battle-helm *Stone Friend* (see below). The third pedestal belongs to the dwarven defenders of Clan Shieldfast; the broken fang belonged to a red dragon that tried (and failed) to storm the Foehammer Spires. The fourth pedestal honors the master craftsmen of Clan Firebrand; their trophy is the dwarven urgrosh *Foehammer* (see below), named after the spires where it was forged. The fifth pedestal recalls the master traders of Clan Deepdelve; the tablet is the writ of sale of mithril to the Kings of Man, though the record is false (see below).

The final pedestal honors the scouts and explorers of Clan Wanderer; the egg was stolen from the nest of an ancient white dragon, and placed in an enchanted stasis. Without dwarven mages and clerics to maintain the stasis, the enchantment wore off, allowing the egg to hatch a few weeks ago. The dragon has been feeding on rats ever since.

Presently the dragon is curled up amid the fallen rubble in the southwest corner of the room. The dragon is ravenous and attacks PCs after pausing a round or two to assess their strengths.

Treasure: *Stonefriend* is a steel crown with a chain-mail coif. The crown grants the wearer a +2 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealings with dwarves, gnomes, halflings, and earth elementals. The crown grants the wearer the ability to read and speak Dwarven. Finally, *Stonefriend's* owner receives a +1 armor bonus while wearing the crown.

Foehammer is an adamantite goblinoid bane dwarven urgrosh +1.

Finally, the false writ of sale is actually a treasure map, concealed in coded script. A DC 15 Spot check notices something unusual about the clay tablet, and a DC 20 Decipher Script check deciphers the code. GMs can use this tablet to direct PCs towards their next adventure. The treasure trove may or may not be real, or perhaps fell creatures have discovered the trove and made it their own.

The Collapsed Tunnel: If for some reason the heroes want to dig from area 2-12 to 2-2A, it takes 24 hours to do so. This can be reduced to 12 hours with a DC 20 Profession (miner) check; up to 8 PCs may assist the hero making the check.

White Dragon, very young: CR 3; Small Dragon (Cold); HD 6d12+6; hp 45; Init +4; Spd 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; AC 16, touch 11, flat-footed 16; Base Atk +6; Grp +3; Atk Bite +8 melee (1d6+1); Full Atk Bite +8 melee (1d6+1) and 2 claws +3 (1d4); SA Breath weapon (2d6/DC 14); SQ Blindsight, icewalking, immunity to cold, paralysis and sleep, keen senses, vulnerability to fire; AL CE; SV Fort +6, Ref +5, Will +5; Str 13, Dex 10, Con 13, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +9, Search +6, Spot +7; Blind Fight, Improved Initiative, Power Attack.

Breath Weapon (Su): A white dragon has one type of breath weapon, a *cone of cold*.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Area 2-13 – Honor Among Thieves (EL 3): Read or paraphrase the following:

This dry, dusty room is occupied by several bedrolls. A small circle of stones ring the charcoal and ashes of a recent fire. A tattered cloak has been hung on the far wall and used for target practice.

This room is home to several rogues hired by Lady Aborn. Presently three rogues are in the room; roll Listen checks for the rogues as the PCs approach.

If the rogues know the PCs are coming, they will be hidden in the shadows, prepared to launch sneak attacks. Otherwise the scouts will be lounging about the room and practicing their knife throwing.

If any of the scouts die during combat the others attempt to flee.

There are a total of 12 bedrolls here, but the other scouts are either on patrol or investigating the rest of the spires.

Folded into one of the bedrolls (DC 13 Search) is a letter from Lady Aborn. Give players handout E:

The bearer of this letter has the right to detain – for the purpose of interrogation, investigation, or taxation – any citizen of Wildsgate, or person passing through said environs known commonly as The Wilds. By the power invested in me, Lady Aborn of Wildsgate.

This letter is used by the rogues to detain and “tax” merchants passing along the King’s Highway. Clever PCs can put the decree to use in the apprehension of Lady Aborn – armed with the letter they have the power to detain the Lady herself.

Treasure: A small coffer is hidden beneath the fire ring (DC 20 Search). Inside are 75 sp, 30 gp, and a potion of cure serious wounds kept in an iron flask.

Scouts, human Rog1 (3): CR 1; Medium Humanoid; HD 1d6; hp 5; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp -2; Atk/Full Atk Short sword +2 melee (1d6-1/19-20) or light crossbow +2 ranged (1d8/19-20); SQ sneak attack +1d6, trapfinding; AL NE; SV Fort 0, Ref +4, Will -1; Str 9, Dex 15, Con 10, Int 13, Wis 9, Cha 11.

Skills and Feats: Appraise +4, Balance +4, Bluff +4, Climb +2, Hide +5, Intimidate +2, Jump -1, Knowledge (local) +2, Listen +2, Move Silently +5, Open Lock +5, Sleight of Hand +5, Spot +3; Improved Initiative, Weapon Finesse.

Possessions: Light crossbow, short sword, studded leather armor, bolt case and 10 bolts, belt pouch with 1d12 gp, 2d20 sp and thieves’ tools.

Area 2-14 – Army of the White Lady (EL 2): Read or paraphrase the following:

Shouts of battle ring from the hall ahead. The air is filled with the sound of blades crashing on shields. Four warriors are locked in fierce battle!

Four men-at-arms are sparring in the center of the chamber. Anyone watching them for more than 3 rounds will be able to discern that the warriors are striking with the flats of their blades, avoiding real damage. As soon as the warriors spot the PCs, they

charge to the attack, eager to put their skills to a real test.

This chamber is home to 20 warriors sworn to Lady Aborn’s service. Twenty-five cots are stacked against the walls, alongside bedrolls and makeshift wooden trunks. Each trunk contains a pair of rough-woven tunics and breeches, and an oiled leather cloak. At the bottom of one trunk is hidden a silver necklace worth 25 gp that can be found with a DC 15 Search check.

If the PCs tarry in the room for more than 2 hours, a troupe of 5 men-at-arms (with identical stats to those shown below) return from patrol.

Men-at-arms, human War1 (4): CR 1/2; Medium Humanoid; HD 1d8+2; hp 7; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk/Full Atk Longsword +4 melee (1d8+2/19-20) or dagger +2 ranged (1d4+2/19-20); AL NE; SV Fort +4, Ref +1, Will -1; Str 14, Dex 12, Con 14, Int 8, Wis 8, Cha 9.

Skills and Feats: Intimidate +3, Ride +5; Power Attack, Weapon Focus (longsword).

Possessions: Chainmail armor, 2 daggers, longsword, shield (light wooden), belt pouch with 1d8 gp.

Area 2-14A – Cave-In: This chamber collapsed decades ago, filling the tunnel with large rocks and rubble. If GMs desire to create further adventures in the Foehammer Spires, they may opt to allow PCs to dig past the rubble and discover previously unknown halls, dungeons and vaults.

Area 2-15 – Planning Room (EL 3): Read or paraphrase the following:

A large round table fills the center of the room. Atop the table is a large map drawn in charcoal. The walls of the room are dominated by bookshelves, stacks of crates and more maps, pinned to the walls with daggers. A brazier hangs from the ceiling, giving the room a hellish, red gleam.

Kos, a lean, well-muscled half-orc, and Liath, a slender drow, are here studying the map, planning out the coup of Wildsgate. Both are fiercely loyal to Lady Aborn and will only betray her upon pain of death. Liath’s companion, a massive black wolf, rests on the floor at her side.

If the PCs managed to dispatch the men-at-arms in area 2-14 in 3 rounds or less, the two villains will be unaware of the heroes. Otherwise they will be prepared and ready for the PCs.

Tactics: At his first opportunity, Kos strikes the iron

brazier, scattering embers about the room. The bookshelves, filled with stacks of records, immediately catch fire. The fire spreads through the entire room in 3 rounds, inflicting 1d6 points of fire damage per round to anyone remaining in the room and obscuring sight beyond 5 feet. Kos and Liath attempt to flee as soon as possible, confident that any evidence incriminating Lady Aborn has been destroyed.

If Kos or Liath are captured they lie to the heroes, claiming that Lady Aborn's cause is a righteous one, and that the poor heroine has been wrongly vilified. The bluff can be detected by an opposed Sense Motive check (note Kos's and Liath's poor Charisma scores). If the bluff is detected, and the two are threatened with violence, they crack, revealing the White Lady's planned coup of Wildsgate.

Treasure: The crates contain weapons and armor for Lady Aborn's mercenaries: 15 suits of chainmail, 15 heavy wooden shields, 30 spears, 15 longswords, 15 crossbows and 300 bolts.

The last crate also contains 3 rolls of gold-trimmed silk intended to be traded for additional weapons; each roll is worth 150 gp, but unless the fire is entirely extinguish, the rolls are destroyed.

Atop one of the bookshelves is a small iron coffer. Inside the coffer is an iron key decorated with a small emerald. This is the second key to the Tomb of the Dwarven Lords (see area 2-5).

The chamber is a wealth of information on the planned coup. The papers record the sales of arms and armor, writs of promise for mercenary companies, and plans for bribing key members of the Wildsgate community. The maps show detailed plans of Wildsgate's defenses, and the citadel's weaknesses. Unfortunately, all is lost unless the PCs succeed in dousing the fire that Kos starts, or the PCs retrieve some of the records in the first 5 rounds after the fire is started. Nearly all the records are marked with Lady Aborn's wax seal.

Kos, male half-orc Ftr1: CR 1; Medium Humanoid; HD 1d10+5; hp 13; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +4; Atk/Full Atk Masterwork battleaxe +5 melee (1d8+3/x3); AL LE; SV Fort +4, Ref +1, Will 0; Str 17, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +3; Toughness, Weapon Focus (Battle axe).

Possessions: Masterwork battleaxe, breastplate, shield (heavy wooden), belt pouch with 39 gp.

Liath, female elf Drd1: CR 1; Medium Humanoid; HD 1d8; hp 7; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +0; Grp +0; Atk/Full Atk +1 *quarterstaff of thundering* +1 melee (1d6+1); SQ immune to sleep, nature sense, animal companion, wild empathy; AL NE; SV Fort +2, Ref +3, Will +4; Str 11, Dex 16, Con 10, Int 11, Wis 15, Cha 9.

Skills and Feats: Concentration +4, Knowledge (nature) +2, Listen +8, Spot +8, Survival +4; Combat Casting.

Possessions: Leather armor, +1 *quarterstaff of thundering*.

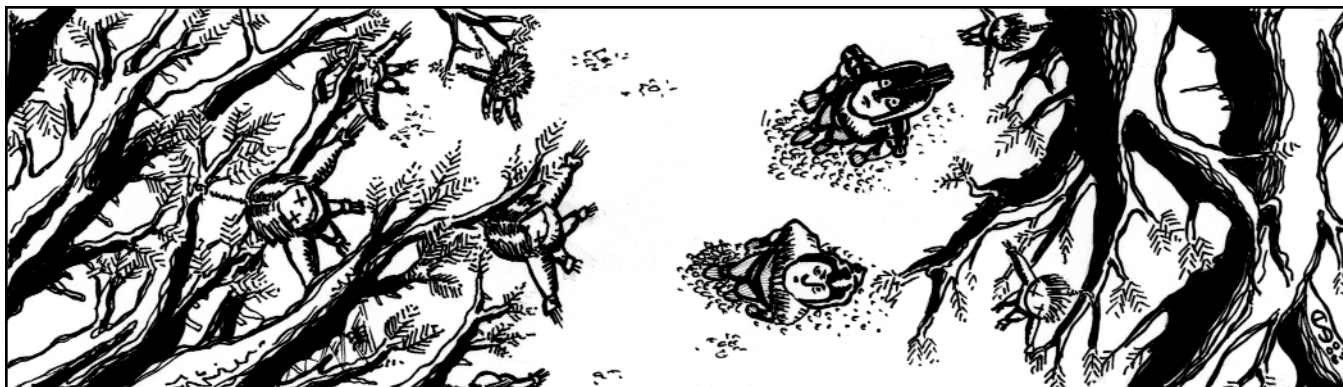
Druid Spells Known (3/2; base DC = 12 + spell level): 0-level – *flare, guidance, resistance*; 1st-level – *cure light wounds, produce flame*.

Wolf: CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk/Full Atk Bite +3 melee (1d6+1); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.



Encounter Area 3: Vale of Dolls

A tribe of human cannibals makes its camp within a shadowed valley carved from the Spires. It is always dark in this valley; the high walls and dense groves of pines cut off most of the sun. Once or twice every month, a howling fills the night, and the savages pour from the vale like a pack of frothing wolves, descending on the commoners of Wildsgate, slaying those who stand against them and capturing those that attempt to flee.

The raiders live only for the glory of battle and its spoils. Their revels are bloody orgies in which they tear living captives, literally, limb from limb. The raiders don't eat all their captives. The attractive ones are kept as consorts, servants and slaves. Any male children are raised as raiders; female children are sacrificed to the raiders' nameless god and turned into *dolls of sacrifice* (see area 3-8).

The savages are led by an ancient shaman. The Witchdoctor is given to bouts of raving, wide-eyed madness, but he is no less cruel or cunning for his dementia.

The raiders' camp is defended by crude walls of sharpened wooden stakes, 12 feet high. The walls serve to keep out the vermin and wild beasts; little else is foolish enough to dare the raiders' wrath.

Wooden Door: Thickness 1 in.; Hardness 5; hp 10; Break DC 13.

Wooden Wall: Height 9 ft. to 12 ft.; Thickness 8 in.; Hardness 5; hp 70; Climb DC 21; Break DC 25.

Slave, human Com1: CR 1/6; Medium Humanoid; HD 1d4; hp 3; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk +0; Grp +0; Atk/Full Atk Unarmed strike +0 melee (1D3); AL N; SV Fort 0, Ref -1, Will +1; Str 11, Dex 9, Con 11, Int 9, Wis 12, Cha 8.

Skills and Feats: Craft (any one) +2, Handle Animal +1, Knowledge (local) +2, Listen +2, Profession (farmer or herder) +5, Swim +1; Skill Focus (one Craft), Skill Focus (Knowledge (local)).

Areas of the Map

Area 3-1 – Forest of Dolls (EL 2): Read or paraphrase the following:

The dark woods are alive with the sounds of animals. Unseen birds call back and forth, glowing spiders hang from silken threads in the shadows, and somewhere in the distance a wolf howls. The trail is buried beneath rotting leaves and...

You stop up short. Something hangs limply

from a tree branch just above the trail. A thatch doll, tied in the shape of a human. As your eyes adjust to the darkness, you see dozens – no, scores – of dolls hanging from branches, and dancing silently in the soft breeze.

You notice to your dismay that all the animal sounds have ceased. Suddenly the forest is as silent as a grave.

If any PC suffered damage in the melee with the savages in encounter W-3 or in random encounters with raiders, one of the dolls is made to look like that PC, including smears of blood and bits of hair. If multiple PCs were injured in the encounter, there is one doll for each PC injured.

The woods surrounding the dolls are infested with traps. A pit trap guards the trail, a deadfall trap lurks just off to one side, and a bent tree limb – lashed with fire-hardened spikes – guards the other side of the trail. These traps are not indicated on the map; you should arrange for the PCs to encounter all three once they enter any area marked 3-1.

Curse of the Dolls: The dolls acts as foci for a curse directed at the PC. Any PC tied to a corresponding doll suffers the following effects for the duration of the time he spends in the Vale: -1 to attack and damage, no natural healing, and the PC feels as if his life force is being drained from his soul. (The doll does not have to be carried for this curse to take effect.)

In addition, damaging a doll inflicts like damage on the corresponding PC. Each doll has 13 hp.

The curse may be lifted in three ways:

- By slaying the Witchdoctor in area 3-8.
- Utterly destroying a doll, doing 13 hp of damage to the corresponding PC.
- Leaving the Vale of the Dolls. (The curse takes effect as soon as the PC returns.)

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Spiked Tree Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spikes); Search DC 20; Disable Device DC 20.

Deadfall Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, tree); Search DC 20; Disable Device DC 20.

Area 3-2 – Ambush (EL 2): Read or paraphrase the following:

A narrow, muddy ditch winds its way into the crude stockade. The demonic light of an enormous bonfire shines from deeper in the valley, joined by the rumble of mighty drums and the shouts of wild dancers.

Three savages hide in blinds above the ditch, weapons at the ready. Sharp-eyed PCs can notice the savages with DC 15 Spot checks.

If the raiders go unnoticed, they launch surprise attacks as the PCs pass by. The raiders hurl their axes, then leap from the blinds, charging into the melee.

The rest of the camp is occupied with revels, so signs of combat go unnoticed.

Raiders, human War1 (3): CR 1; Medium Humanoid; HD 1d8+6; hp 10 each; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk Battleaxe +3 melee (1d8+2/x3) or throwing axe +0 ranged (1d6+2); AL NE; SV Fort +5, Ref -1, Will 0; Str 15, Dex 8, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Climb -1, Intimidate -1, Jump -2, Ride +3; Power Attack, Toughness.

Possessions: Battleaxe, hide armor, shield (heavy wooden), throwing axe (2).

Area 3-3 – Hut: Read or paraphrase the following:

A crude wattle hut rises from the muddy ground. The roof is little more than branches and poorly woven thatch, and the walls are less than five feet in height. A short doorway, obscured by a ratty cloth, has been cut into the front.

These huts are the homes of the raiders. Each hut contains a few rotting hides that are used as sleeping mats, a sharpening stone, and 1d4 shrunken heads hanging inside a net-bag. The tribe's animals also make their homes here; there is a 1 in 4 chance that a goat or a small flock of chickens is hunkered down inside the hut, and begins to bleat or caw when the PCs enter. This noise will not draw the attention of the savages, but the PCs won't know this.

Area 3-4 – Fire Pit (EL 4): Read or paraphrase the following:

A towering bonfire dominates the center of the raider camp. Pitched flames lick and snap at the sky, belching forth a thick cloud of dark smoke. Seven armed warriors circle the fire in a feverish dance, their weapons raised as if to strike at the heavens. A dozen others urge the

dancers on, beating on massive kettle drums and pounding on broken shields.

To your horror, you see four limp corpses impaled on long spears. They are hung over the fire, not to burn, but to roast, like spitted pigs. As you look on, two of the savages ease a corpse from the fire and tear apart the heat-bloated belly, greedily devouring the steaming entrails.

The dancers are preparing themselves for their next raid by working themselves into a religious frenzy. Caught up in the dance and the feast, none of the savages will notice the PCs until they reveal themselves.

Once combat begins, the 7 dancers howl with wild abandon and charge the PCs without thought or tactics. The 12 others are slave-consorts and flee in terror the moment battle begins.

Slave-Consorts, human Com1: See above.

War Dancers, human War1 (7): CR 1; Medium Humanoid; HD 1d8+6; hp 10 each; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk Battleaxe +3 melee (1d8+2/x3) or throwing axe +0 ranged (1d6+2); AL NE; SV Fort +5, Ref -1, Will 0; Str 15, Dex 8, Con 16, Int 8, Wis 11, Cha 7.

Skills and Feats: Climb -1, Intimidate -1, Jump -2, Ride +3; Power Attack, Toughness.

Possessions: Battleaxe, hide armor, shield (heavy wooden), throwing axe (2).

Area 3-5 – Corral: Read or paraphrase the following:

A short fence blocks your way to a small, muddy corral. Scenting you, the wild mustangs inside snort and rear, tossing their heads about in fear or anger. They buck and prance with nervous energy, threatening all that come near.

The wild horses are difficult to ride by anyone other than a savage raider. An individual horse can be tamed with a DC 15 Handle Animal check, but if anyone is caught in among the herd, he is attacked (and likely trampled) by the wild horses. There are 23 mustangs in all.

If the horses are released and stampeded towards the bonfire (area 3-4), the raiders scatter, then spend the next hour chasing down the wild steeds.

Horse, Light (23): CR 1; Large Animal; HD 3d8+6; hp 19 each; Init +1; Spd 60 ft.; Space/Reach 10 ft./5 ft.; AC 13, touch 10, flat-footed 12; Base Atk +2; Grp +8; Atk Hoof -2 melee (1d4+1); Full Atk 2 hooves -2 melee (1d4+1*); SQ Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 13, Con 15,

Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Area 3-6 – Barrow Guards (EL 1, 1): Read or paraphrase the following:

Two armed sentries stand at the top of a raised mound, watching the vale with still eyes. Behind them is a long feasting hall, bathed in torch light.

The sentries are zombies. They attack anyone that tries to reach the top of the mound. The battle will go unnoticed by anyone within the feasting hall, but there is a 1 in 6 chance that the dancers from area 2-4 notice, and lead a charge to defend their sacred mound.

To either side of the feasting hall are several small mounds that hold the remains of the tribe's ancestors. There are 8 burial mounds in all. A DC 17 Search check reveals something in a mound; roll 1d12 to determine what is discovered:

1d12 Barrow Mound Result

- 1 A primitive, rusting battleaxe (worthless)
- 2-3 1d100 crude gold coins
- 4-5 A gold-plated torque (15 gp)
- 6-7 1d4 silver rings (5 gp each)
- 8-10 A ghoul springs from the moldering earth, attacking the searcher
- 11 *Reaver*, a primitive, *proto-longsword* +1 (2d4+1 damage, treat as an exotic weapon). *Reaver* can only be found once. After the sword has been found, re-roll all 11s.
- 12 Roll twice, ignoring all 12s.

Human Zombie (2): CR 1/2; Medium Undead; HD 2d12+3; hp 20; Init -1; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk/Full Short spear +2 melee (1d6+1); SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

Possessions: Hide armor, short spear.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Ghoul: CR 1; Medium Undead; HD 2d12; hp 19; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk Bite +2 melee (1d6+1 plus



paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Ghoul Fever (Su): Disease – bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Area 3-7 – Mead Hall (EL 4): Read or paraphrase the following:

The long hall is framed with rough, heavy timbers. Two massive doors, each ten feet wide and just as tall, bar the way. From inside you can hear raucous laughter mixed with cries of terror.

A DC 20 Strength check is required to throw open the doors in a single action. Otherwise the savage heroes notice the PCs' entrance and have a chance to prepare for battle. The hall has no windows, but PCs may cut a hole through the thatched roof (Hardness 3; hp 10; Break DC 15).

If the PCs gain entrance to the hall, read the following:

The long hall is lit by dozens of flaming torches hung along the walls. Mounds of hot, steaming flesh are piled high atop a wide table that occupies the center of the room. Four mighty warriors, their faces and limbs covered by intricate tattoos, are seated about the table, attended by young maidens bound in shackles.

The barbarians cast aside the slave-maidens and charge howling into battle, kicking over tables to get at their foes. Any barbarians cut off from the melee hurl hot iron skewers (treat as heated javelins).

Fifteen slave-maidens attend the barbarians. Their wrists are shackled in chains, but the slaves are not otherwise bound, and will flee into the Wilds the moment battle begins.

The barbarians are dining on the meat of elves captured in their latest raid. Stacked at the back of the hall are 3 half-emptied casks of elven wine. Beside the casks is a tall, narrow door branded with the sigil of a crow atop a skull. This is the sigil of the cannibal crow god Malotoch, and gives a clue to the nature of the Witchdoctor (see area 3-8).

Slaves, Com1: See above.

Savage Hero, human Bbn1 (4): CR 1; Medium

New Magic Item: Doll of Sacrifice

Sewn from the skins of dead humans, *dolls of sacrifice* are horrifying to look upon. With dark, coal-black eyes, and wide, unnatural grins, they inspire unease and mild horror upon all that view them.

A doll must be keyed to a living being to activate its magic. This can be done by anointing the doll with one's blood, or by carrying the doll on one's person for one week or more. Once either of these conditions is met, the doll is forever "keyed" to the user; this cannot be undone or changed, short of a *wish* spell.

Once activated, the doll bestows temporary hit points upon the keyed user, thereby "taking damage" for the user. As the doll accepts damage, it weeps blood from its eyes and stitches. Only one *doll of sacrifice* can be keyed to a user at any time.

Minor dolls confer an additional 10 hit points; major dolls confer 20 hit points. These additional hit points are always lost first, cannot be healed or cured in any way, and once expended are forever lost.

Minor necromancy; CL 7th; Craft Wondrous Item, *aid*; Price 1,000 gp/5,000 gp.; Weight 1 lb.

Humanoid; HD 1d12+6; hp 15; Init 0; Spd 40 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +4; Atk/Full Atk Battleaxe +5 melee (1d8+4/x3) or skewer +0 ranged (1d4+3); SQ illiteracy, fast movement, rage 1/day; AL NE; SV Fort +5, Ref 0, Will 0; Str 16, Dex 11, Con 16, Int 9, Wis 11, Cha 11.

Skills and Feats: Climb +4, Intimidate +2, Jump +1, Listen +1, Ride +4, Survival +4; Toughness, Weapon Focus (battleaxe).

Possessions: Battleaxe, hide armor, fur cloak, 1d12 gold rings (worth 10 gp each, woven into their matted hair and beards), 1d6 dried ears (from various races, worn on thong around neck), and 1d4 scalps (from various races, worn tied to belt).

While raging (duration of 8 rounds), use these stats: hp 17; AC 11, touch 8, flat-footed 11; Grp +6; Atk/Full Atk Battleaxe +7 melee (1d8+7/x3); SV Fort +7, Ref 0, Will 0; Str 20, Dex 11, Con 20, Int 9, Wis 11, Cha 11; Skills and Feats: Climb +6, Intimidate +2, Jump +3, Listen +1, Ride +4, Survival +4; Toughness, Weapon Focus (battleaxe).

Area 3-8 – Throne of the Witchdoctor (EL 4): Read or paraphrase the following:

The door opens into a tunnel hewn into the rocky heart of the spire. The air is hot and dry here, and smells of spices and incense. The floor of the cave is entirely covered in dried bones. Every square inch is covered in piles of white, cracked bones.

The dry, brittle bones increase the DC of Move Silently checks by +5. Once the PCs turn the corner, read or paraphrase the following:

A shriveled, shrunken body reclines on a wooden throne. To either side of the throne is a pyramid of skulls wreathed in white blue flames. More worrisome than the shriveled body, and the pile of skulls, are the tiny dolls that dangle from the ceiling, spinning slowly and silently.

The desiccated body watches you with half-closed eyes, its parched lips pulled into a twisted grin. A trio of dolls, secured by a woven thread, dangles around its neck.

"I've been expecting you." The old one takes a skull from the top of the pyramid and considers the flames. "I dance, breathe and even deceive. I am not alive, yet watch how I thrive. Do not come too near... lest I eat you my dears."

Regardless of the PCs' response, the witchdoctor giggles aloud, then hurls the flaming skulls at the PCs, shouting, "Fire!"

The flaming skulls are the witchdoctor's special creation: skulls filled with oil and sap, sealed with wax,

and soaked with alcohol. The alcohol flames burn at a low temperature that doesn't melt the wax, but is sufficient to ignite the contents if the brittle skulls are broken open. The skulls do damage as *alchemist's fire*. There are 12 of the specially prepared skulls.

The 10 dolls hanging from the ceiling are all animated objects. They grapple, bite and cling to PCs as they pass underneath, doing their best to hinder the heroes in combat. There is nowhere to stand in the room where a PC won't be within reach of a swinging doll. If an attack on a doll misses by 1 or 2 points, the attack severs the doll's cord, dropping it to the floor, where it scrambles to the attack.

Treasure: The witchdoctor has little use or need for treasure. A small amount of coins are scattered about the room, but these are all incidental. A DC 20 Search turns up 1d12 gp, 2d20 sp, and 1d100 cp.

An iron key decorated with a sapphire hangs on a necklace around the witchdoctor's neck. This is the third key necessary to open the Vault of the Dwarven Lords (area 2-5).

Savage Witchdoctor, human Clr3: CR 3; Medium Humanoid; HD 3d8+7 (doll of sacrifice, see sidebar); hp 27; Init +2; Spd 30 ft.; AC 17, touch 12, flat-

footed 15; Base Atk +2; Grp +2; Atk/Full Atk morningstar +2 melee (1d8) or flaming skull +4 ranged (1d6 + special, as alchemist's fire); SA domain powers; SQ turn and rebuke undead; AL CE; SV Fort +2, Ref +3, Will +6; Str 11, Dex 14, Con 9, Int 14, Wis 16, Cha 12.

Skills: Concentration +5, Craft (alchemy) +8, Diplomacy +3, Heal +5, Intimidate +5, Knowledge (religion) +4, Spellcraft +8, Survival +4; Combat Casting, Persuasive, Power Attack.

Possessions: *Chain shirt* +1, morningstar, 3 dolls of sacrifice (minor).

Cleric Spells Prepared (4/4/3; base DC = 13 + spell level): 0-level – *resistance, guidance, inflict minor wounds, virtue*; 1st-level – *bane, cause fear*, command, inflict fight wounds*; 2nd-level – *aid, death knell*, spiritual weapon*. *Domain spells.

Domains: Evil, Death.

Animated Dolls (10): CR 1/2; Tiny Construct; HD 1/2d10; hp 3; Init +2; Spd 40 ft. (if cut free from ceiling); AC 12, touch 12, flat-footed 12; Base Atk +0; Grp -9; Atk/Full Atk Slam +1 melee (1d3-1); SA See text; SQ Construct traits, darkvision 60 ft., low-light vision; Space/Reach 2-1/2 ft./0 ft.; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Skills & Feats: –

Encounter Area 4: Tomb of the Dwarven Lords

After the fall of the Foehammer Spires, the survivors built a tomb for the twin dwarf lords, and protected the tomb with a series of traps that assured the heirs' remains would never be disturbed. The actual tomb is now hidden behind a cave-in (see area 4-4, and Further Adventures) but the traps remain as dangerous as the day they were constructed.

When Zamuk discovered the Tomb, it was much like it is today: dusty and deadly. Unable to penetrate to the deepest chambers of the Tomb, the thief settled for a hiding the *Crown, Scepter* and *Sword of Wildsgate* a mere 5 rooms into the Tomb.

Stone Wall: 3 ft.; Hardness 8; hp 540; Break DC 50.

Areas of the Map

Area 4-1 – Zamuk's Flood (EL 3): Read or paraphrase the following:

The long hallway stretches on into darkness. The air is cool, and the floor is slick with scum that thrives in shallow puddles. A steady rumble resonates from the ceiling.

The hallway is a massive trap that utilizes the river

running above the corridor. Twenty feet down the hall is a series of flagstones that shift underfoot, triggering a flood of water that fills the room in 6 rounds.

The first round, the sound of the river increases to a deafening roar. On the second round, icy river water begins to trickle in from the ceiling. On the third round, the trickle increases to a flood that fills the corridor from ceiling to floor over the course of the next 3 rounds. The hall remains filled for 20 rounds, and it takes another 30 rounds for the hall to drain.

There are two possible escapes: retreating back to area 2-5, or opening the door at the western end of the hall. The iron door is locked, but may be broken (DC 20) or picked (DC 15).

If the door is opened on round 4 or later, the water floods west. PCs caught in the flood must make a DC 20 Strength check or be swept along and smashed against the drain (area 4-1A), taking 1d12 points of crushing damage.

Water-Filled Room Trap: CR 3; mechanical; location trigger; automatic reset; multiple targets (all tar-



gets in hallway); never miss; onset delay (7 rounds); liquid; Search DC 17; Disable Device DC 23.

Iron Door: Thickness 2 in.; Hardness 10; 60 hp; Open Lock DC 15; Break DC 20.

Area 4-1A – Drain: This is the drain for the water-filled room trap in area 4-1.

Area 4-2 – Gate of Many Locks (EL 3): Show the players handout F. Read or paraphrase the following:

A squat, hinge-less iron door stands between two empty braziers decorated with images of dwarves warring against dwarves.

The face of the door is divided into 6 quadrants; each quadrant is marked by a rune. The runes etched into the thick iron portal are the thunderbolt, axe, coin, hammer, gem, shield.

The door is sealed by 4 locks, one in each corner of the door.

The iron portal is a false door. The real exit from the room is a secret door on the north wall of the room. The secret door can be found with a DC 15 Search check.

The locks cannot be picked, regardless of skill check success. The locks are guarded by traps that

are sprung by attempts to pick (or otherwise tamper with) the lock.

The upper-right lock is trapped with a scythe blade that lashes out from the wall. The upper-left lock is trapped with a spear that fires from the floor. The lower-left lock is trapped with a fusillade of darts that fire from the ceiling. The lower-right lock is guarded by a poisoned needle that fires from a tiny hole in the door.

GM note: Adventurers may find this door especially challenging, not because of the locks or traps, but because the players believe that something must be hidden behind the portal. This is part of the challenge of the encounter: forcing to players to suspend out-of-game knowledge.

If the encounter proves to be too difficult, GMs should feel free to roll false Spot checks “behind the screen” and declare that the PCs notice something amiss on the north wall. *Enjoying the game is more important than besting the Tomb by the rules.*

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22.

Spear Trap: CR 1; mechanical; location trigger; automatic reset; Atk +12 ranged (1d8/x3, spear)

(target determined randomly from those in its path); Search DC 20; Disable Device DC 20.

Fusillade of Darts: CR 1; mechanical; location trigger; automatic reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

Poison Needle Trap: CR 1; mechanical; touch trigger; automatic reset; Atk +8 ranged (1 plus green-blood oil poison); Search DC 22; Disable Device DC 20.

Area 4-3 – A Rock and a Hard Place (EL 3): A secret door stands in the west wall. It can be found with a DC 20 Search check.

The steps at top of the stairs trigger a rolling rock trap. If the PCs spring the trap, read or paraphrase the following:

A horrendous grinding noise echoes through the corridors, followed by a thunderous crash. You spin to see a giant rock rumbling down the hall, slowly rolling towards you and picking up speed!

The rock rolls down the steps, south to north, then turns the corner, rolling east to west. The rock moves 10 feet on the first round, 20 feet on the second round, and 30 feet on the third round as it crashes to a stop above the pit.

At the bottom of the stairs is a 20 feet deep camouflaged pit. PCs can avoid taking damage from the rolling rock trap by outrunning the rock and falling or leaping into the pit. The rock rolls to a stop atop the pit, sealing the pit closed. The rock can be temporarily rolled a few feet backwards with a successful DC 25 Strength check, but the massive boulder rolls back over the pit soon as it is released. Multiple PCs can lend their strength to the check, but finding a way to stand 20 feet off the floor of the pit will prove to be a challenge for unprepared explorers.

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

Area 4-4 – Cave-In: This hall collapsed decades ago, filling the tunnel with large rocks and rubble. If GMs desire to create further adventures in the Foehammer Spires, they may opt to allow PCs to

dig past the rubble, discovering the tomb where the twin heirs of Foehammer were left to their uneasy rest. Both twins have risen as undead; the type of undead and difficulty of the encounter should be tailored to the party's character levels.

Area 4-5 – Fool's Gold (EL 3): Read or paraphrase the following:

A short, stone dais rises at the back of this chamber. Atop the dais rest a pair of the largest iron coffers you have ever seen! An inscription is etched into the base of the dais.

The inscription is written in Dwarven and reads: *Two Loyal Sons, Two Royal Sums*. The inscription refers to the conflict that tore apart the dwarves of the Foehammer Spires; those familiar with the conflict will suspect a trap, but those ignorant of the Spires' history might not be so fortunate.

Upon inspection, it is easy to see that each iron coffer is half filled with gold coins; judging from the mammoth size of the coffers, there are between ten to fifteen thousand coins in each. The second half of each coffer is topped off by small gelatinous cubes; PCs must make DC 15 Spot checks to notice the translucent oozes.

The topmost layer of coins is gold; underneath are thousands of lead coins, symbolic of the two dwarf heirs and their false loyalty to one another. Taken together, there is 202 gp in the chests, and 20,002 lead coins.

At the back of the chamber is a single loose flagstone; it can be found on a DC 15 Search check. Lifting the flagstone reveals a narrow tunnel that drops 10 feet beneath the floor, then runs west.

Small Gelatinous Cubes (2): CR 2; small Ooze; HD 2d10+12; hp 25; Init -5; Spd 15 ft.; AC 6, touch 6, flat-footed 6; Base Atk +3; Grp +11; Atk/Full Atk Slam +1 melee (1d4 plus 1d6 acid); SA Acid, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 23, Int -, Wis 1, Cha 1.

Skills and Feats: –

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Area 4-6 – Vault of Zamuk: Read or paraphrase the following:

The narrow tunnel opens into a musty vault. The ceiling is scarcely high enough for a human to kneel upright; it is as if a thousand tons of rock and earth are ready to come crashing down, filling the chamber with rubble and burying the contents for all time.

The furthest reaches of the vault are shrouded in dust and shadows. Against the back wall you can barely make out the shape of two rotting canvas sacks.

Inside the sacks, beneath a layer of tattered canvas and chalky, gray dust, rest the royal Heirlooms of Wildsgate: a gold-plated scepter, a bastard sword, and a stone crown.

The *Scepter of Wildsgate* is a two foot long gold-plated mace that functions as a *rod of enemy detection*. The scepter's head is a spiked orb held in a bear's maw.

The *Sword of Barons* is a +1 bastard sword of *mighty cleaving*. The long, heavy blade is nicked and scarred from countless battles, but remains as sharp as the day it was forged. The pommel is cast in the shape of a dragon's head; the cross guards, in the shape of twin dragon claws.

The *Crown of Wulfrun* is a simple stone ring carved from black granite.

Along with the heirlooms are 17 gold ingots stamped with the Wildsgate seal. As marked, these are nearly impossible to exchange for currency; any fence will offer to pay only 25% of their worth. The ingots may be melted down by the PCs, but this will require secrecy and access to a private forge. By weight, each ingot is worth 100 gp.

The instant the *Crown of Wulfrun* is removed from the vault, the Curse of Wildsgate is lifted, forcing Lady Aborn to take matters of succession into her own hands. See Wrapping Up: Return to Wildsgate for the dramatic conclusion.

Wrapping up: Return to Wildsgate

When the *Crown of Wulfrun* is removed from the Tomb of the Dwarven Lords, the Baron begins to recover, but it will be months before he regains his full strength. Lady Aborn keeps a close watch over her dying half-brother, and immediately senses the change in his health. Summoning Captain Argun and his most trusted Outriders, she rides out from Wildsgate. Her intent is to intercept the PCs and seize the crown for her own; if she has to murder the PCs to accomplish this, so be it.

As the PCs return to Wildsgate, read or paraphrase the following:

With wide grins and eager hearts, you sight the high towers of Wildsgate. Thoughts of a warm hearth and soft bed spur you on, as you ride up out of the low-lying fields and begin the final climb to the fortress gates.

Not two hundred yards from the walls, nine armed riders bar your way. Seven are clearly Outriders, pennants flapping in the late afternoon breeze. The eighth can only be the haughty Captain Argun, shining in his half-plate armor, lance held high.

The last rider is a woman with pale skin, her fur cloak pulled tight around her: Lady Aborn, the White Lady. You exchange sharp glances with your companions, and the Lady spurs her horse a few steps forward.

The White Lady's commanding voice cuts through the cool air like a knife. "You have in your possession the Heirlooms of Wildsgate. I offer you one chance: turn over the stolen property, and leave Wildsgate, never to return. Otherwise," she motions to Argun and the Outriders. The knights lower their lances, and their mighty warhorses paw the dusty road.

"Death."

Lady Aborn is in no mood to bargain. Either the PCs turn over the heirlooms or she signals the Outriders to attack. Unfortunately, the Lady has been forced into a dangerous situation: the guards atop the towers (area C-1) will spot the battle and immediately alert Marshak the Reeve. The Reeve will attempt to stop the battle, but it will take him 5 rounds to rouse his men.

If the PCs are defeated in 4 rounds or less: Lady Aborn hides the *Crown*, *Scepter* and *Sword*, declaring that she and her Outriders were ambushed by brigands. The following week the Baron is assassinated, and Lady Aborn is crowned Baroness of Wildsgate.

If the PCs hold out for 5 rounds: Marshak and twenty of his Watchmen attempt to stop the battle; Lady Aborn and her men attack the Reeve, still trying to kill the PCs and take the crown. Two rounds later, Lady Aborn flees,

riding into the Wilds, towards her lair (area 2-15).

Once Argun and the Outriders are defeated, Marshak allows the PCs explain themselves.

If the PCs lie to Marshak (see the Reeve's Sense Motive skill) there will be much explaining to do. The Reeve places everyone in shackles and escorts the entire lot to the Market Square where the Regent attempts to sort out one liar from the next. The PCs' prior behavior will have some influence on the Regent's judgment. If the PCs have proven themselves to be cruel, dishonest and untrustworthy, it will be difficult to argue their case before the Reeve.

If the PCs tell the truth, the Reeve will escort them to the citadel (area C-16). There, the Baron will personally thank the heroes, offering them any boon within his power. In return, the Baron asks is one small favor: the PCs aid in hunting down the errant Lady Aborn.

Lady Aborn, female human Ari2/Wiz3: CR 4; Medium Humanoid; HD 2d8+3d4; hp 19; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Atk Longsword +2 melee (1d8/19-20); SQ summon familiar, scribe scroll; AL LE; SV Fort 0, Ref +2, Will +5; Str 11, Dex 13, Con 9, Int 16, Wis 9, Cha 14.

Skills and Feats: Bluff +12, Concentration +7, Gather Information +6, Intimidate +12, Knowledge (arcana) +5, Knowledge (history) +4, Knowledge (local) +7, Knowledge (nobility & royalty) +7, Ride +2, Sense Motive +3, Spellcraft +9, Spot +7; Combat Casting, Metamagic Empower Spell, Persuasive.

Possessions: Bracers of Armor +1, longsword, scroll of magic missile (x2), belt pouch with 2 emeralds (worth 15 gp each), 35 gp, a 1 platinum bar (worth 50 gp).

Typical Wizard Spells Prepared (4/3; base DC = 13 + spell level): 0-level – acid splash, daze, flare, ray of frost; 1st-level – mage armor, sleep, magic missile; 2nd-level – acid arrow, invisibility.

Captain Argun, male human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 31; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +3; Grp +5; Atk/Full Atk Longsword +5 melee (1d8+2/19-20) or lance +6 melee (1d8+2/x3); AL LN; SV Fort +5, Ref +1, Will 0; Str 14, Dex 10, Con 15, Int 13, Wis 9, Cha 13.

Skills and Feats: Handle Animal +7, Intimidate +7, Knowledge (warcraft) +5, Knowledge (local) +2, Ride +6; Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance).

Possessions: Half-plate armor, lance, longsword, +1 shield (heavy steel).

Outriders, male human Ftr1 (7): CR 1/2; Medium Humanoid; HD 1d10+1; hp 9 each; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +3; Atk/Full Atk Longsword +3 melee (1d8+2/19-20) or lance +4 melee (1d8+2/x3); AL LN; SV Fort +3, Ref 0,



Will -1; Str 14, Dex 10, Con 12, Int 9, Wis 9, Cha 12.

Skills and Feats: Intimidate +5, Ride +4; Mounted Combat, Ride-By Attack, Weapon Focus (lance).

Possessions: Chainmail armor, lance, longsword, shield (light steel).

THUS ENDS THE CURSE OF WULFRUN

Further Adventures

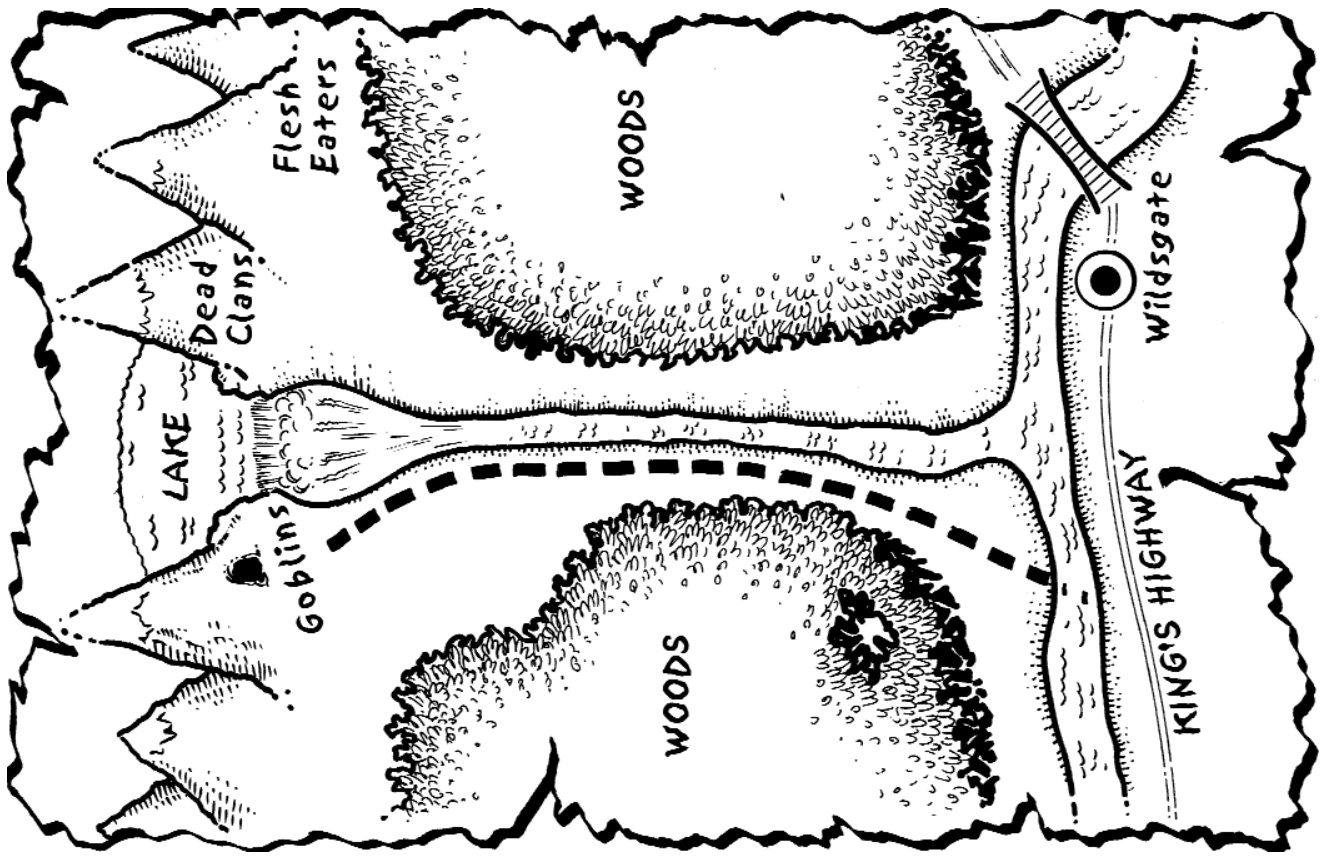
The Wilds teem with possibilities for adventure. If the PCs care to delve deeper into the mysterious dungeons of the Foehammer Spires, they can investigate areas 2-14A and 4-4. Entire levels of dwarven halls, mines, and treasure caverns await discovery by bold and daring explorers.

Even if the goblins and raiders have been wiped out, the Wilds remain exceedingly dangerous. Monstrous beasts threaten travelers, ancient barrow mounds wait to be uncovered, and old legends must be outdone.

Similarly, it is only a matter of time before new tribes of monsters move into the ruins, making the Spires their own. Meanwhile, the Baron dreams of a new era of expansion and exploration, and he needs courageous heroes to make his hopes a reality.

Who will answer his call?

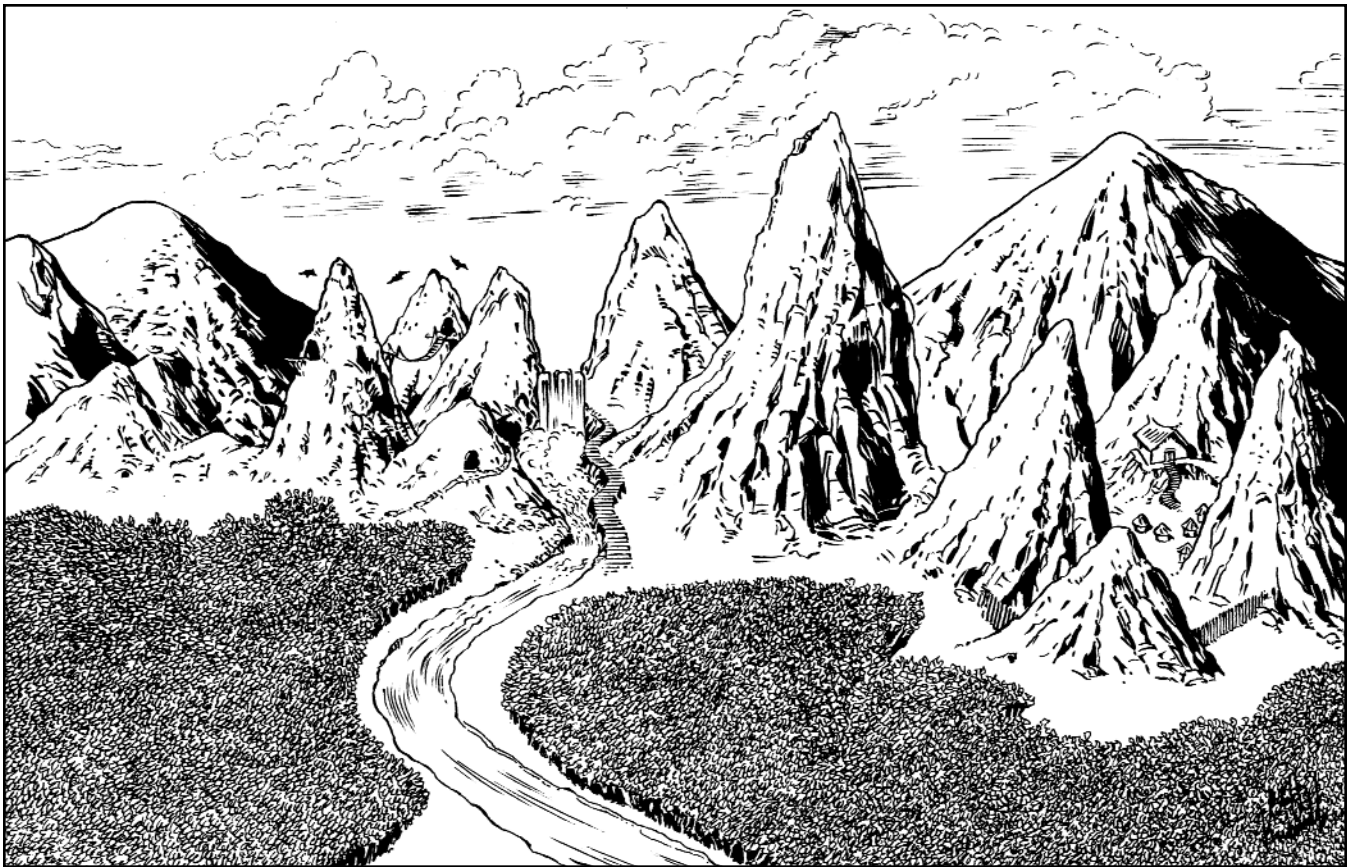
Players' Handout A



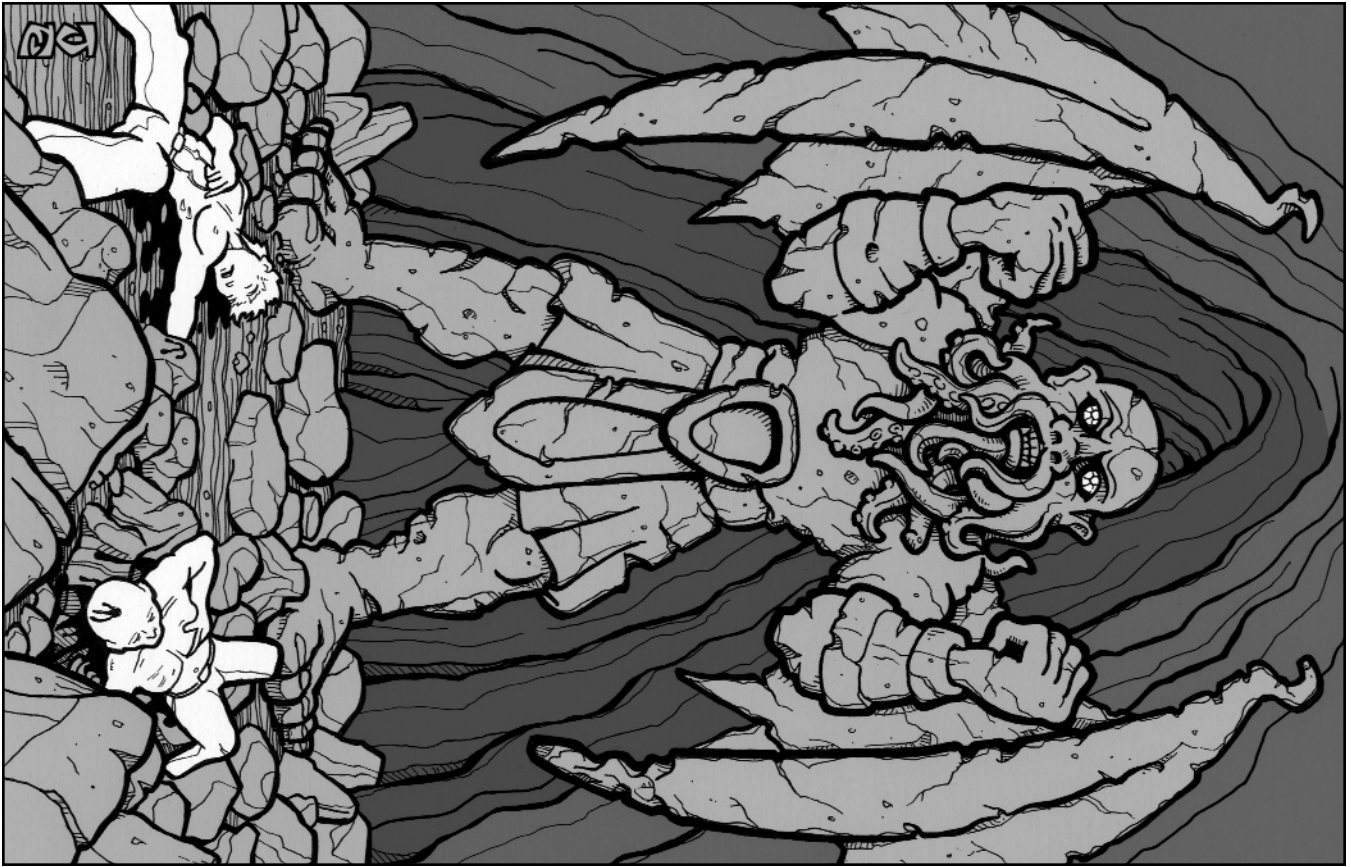
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Players' Handout B



Players' Handout C

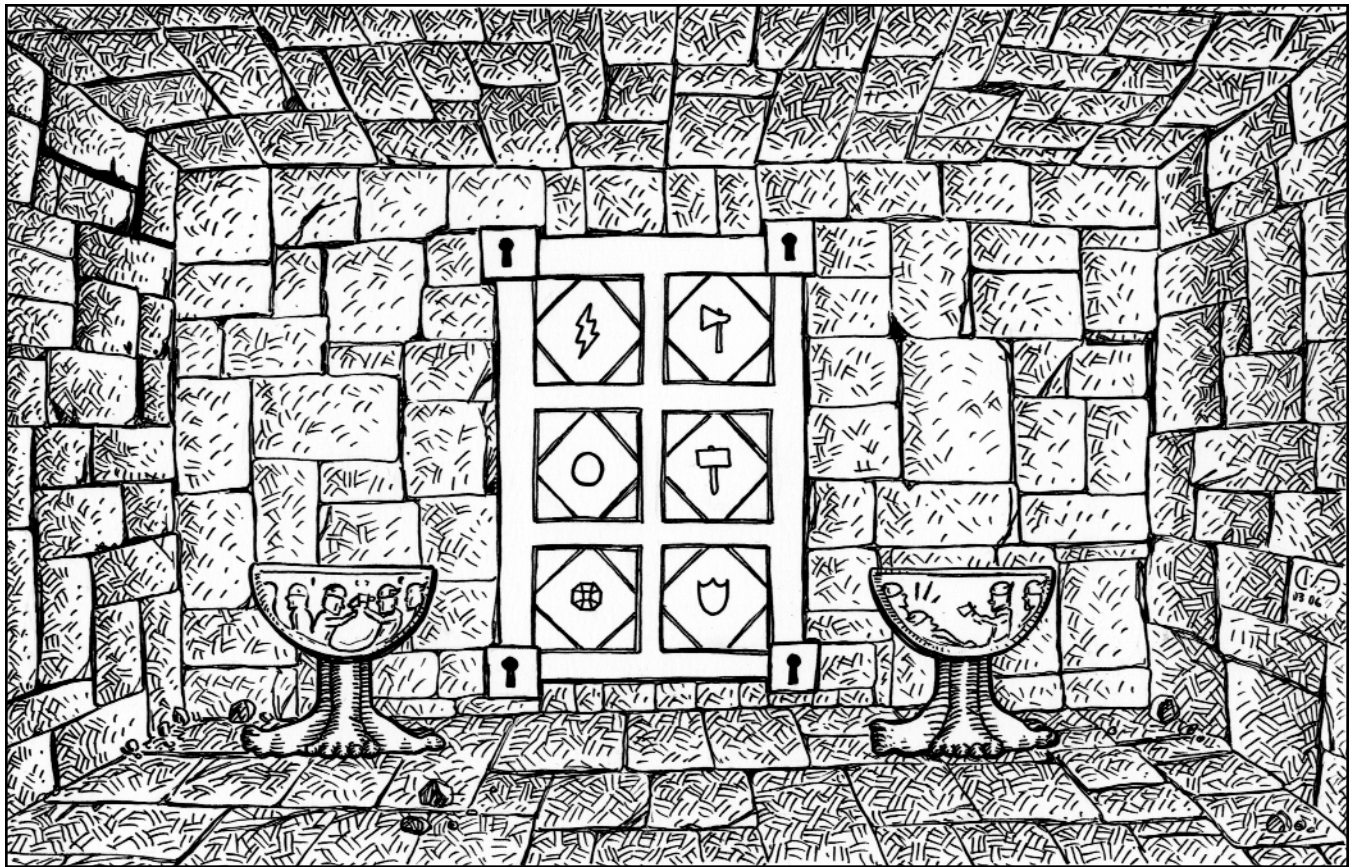


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Players' Handout D





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*The bearer of this letter
has the right to detain
- for the purpose interrogation,
investigation, or taxation -
any citizen of Wildsgate,
or person passing through said environs
known commonly as The Wilds.*

*By the power invested in me
Lady Aborn of Wildsgate*

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2	#11: The Dragonfiend Pact
3-5	#3: The Mysterious Tower
4-6	#17: Legacy of the Savage Kings #26: The Scaly God #27: Revenge of the Rat King *
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11-13	#18: Citadel of the Demon Prince
12-13	#21: Assault on Stormbringer Castle
12-14	#15: Lost Tomb of the Sphinx Queen **
14-15	#22: The Stormbringer Juggernaut †
14-16	#13: Crypt of the Devil Lich

* Urban

** Desert

† Aquatic/Coastal

Dungeon Crawl Classics Character Record Sheet

Player's Name _____

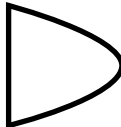
Character's Name _____

Race _____

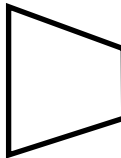
Class _____

Level _____

Alignment _____



AC



Hit Points

Tch: _____

Max: _____

FF: _____ Nonlethal: _____

Speed _____

XP _____

Initiative _____

Spell Save DC _____

BAB

Strength

Modifier: _____

Dexterity

Modifier: _____

Constitution

Modifier: _____

Intelligence

Modifier: _____

Wisdom

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Charisma

Modifier: _____

Languages & Notes

Spells & Special Abilities

Skills & Feats

Equipment & Treasure



Fort Save

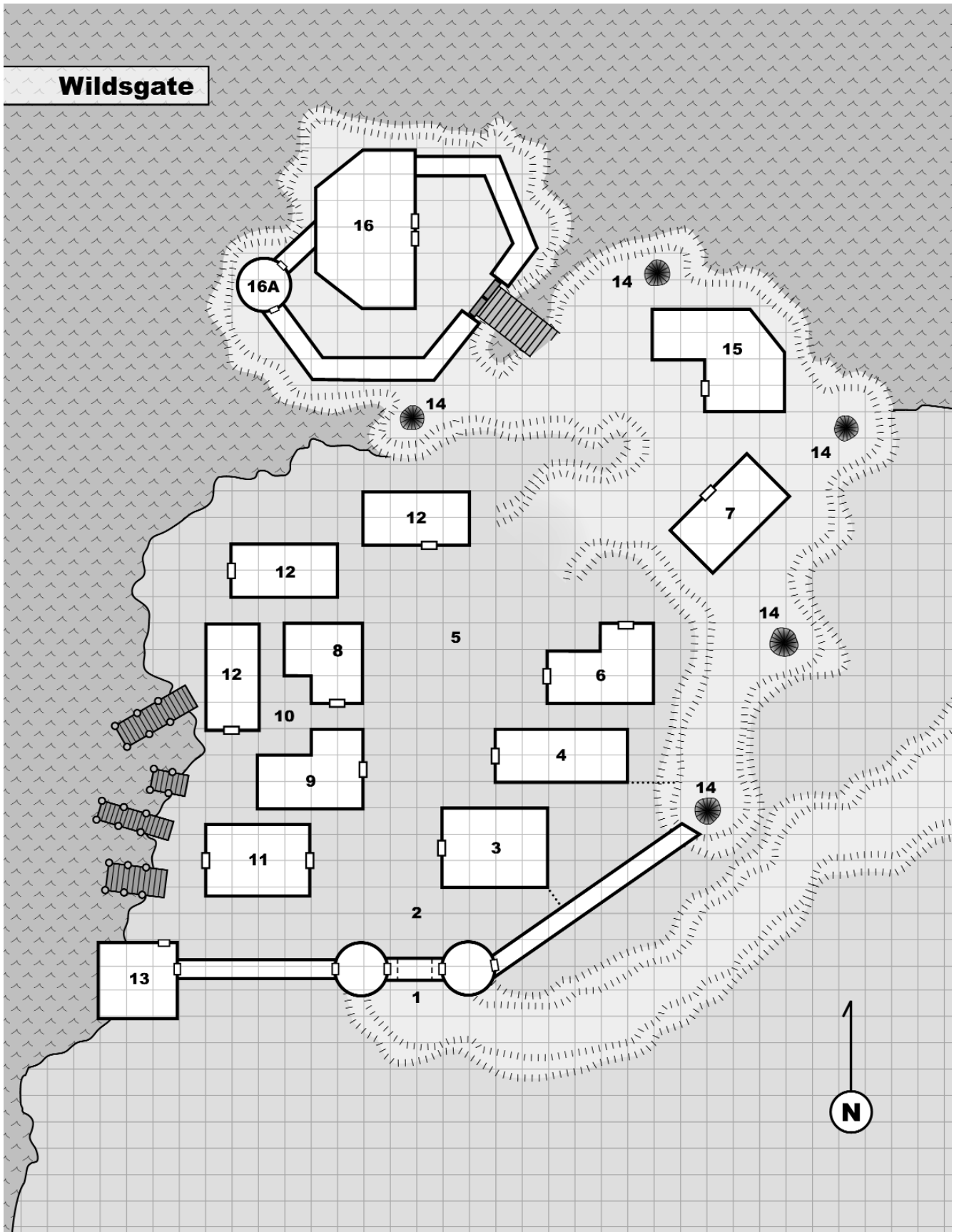
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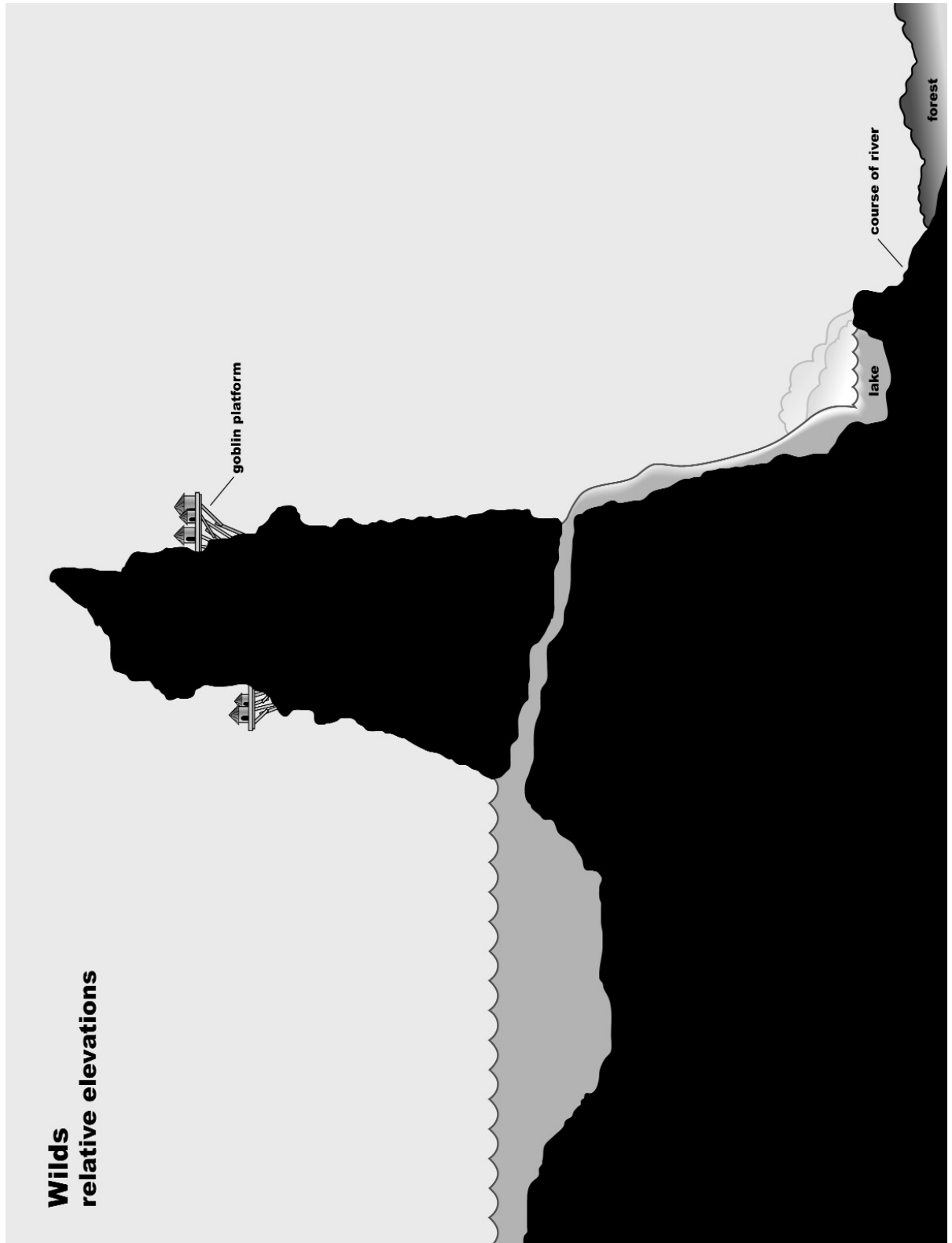
Will Save

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Overview of The Spires

