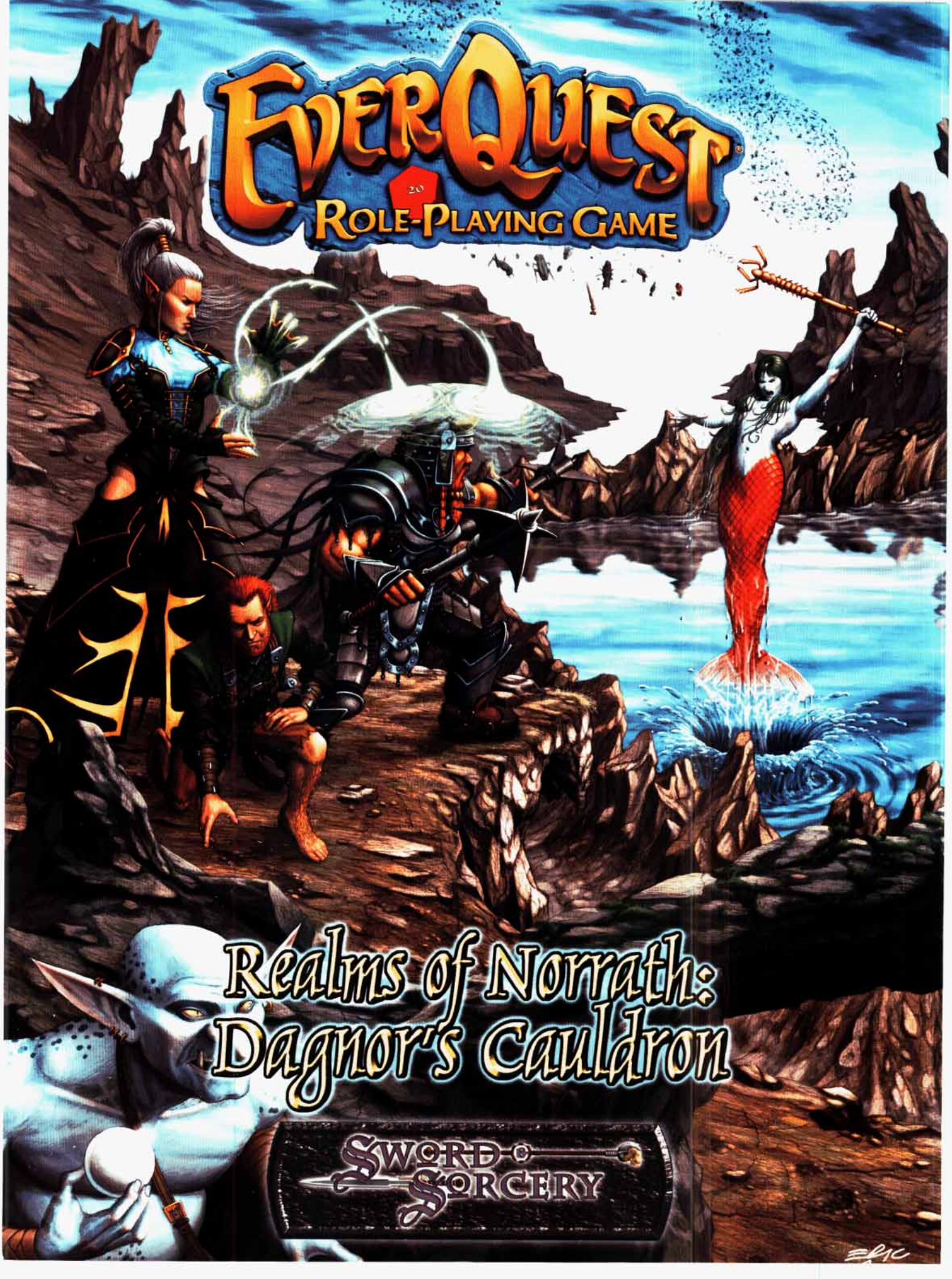

EverQuest
20
Role-Playing Game
Realms of Norrath:
Dagnor's Cauldron
Sword & Sorcery


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Role-Playing Game
Realms of Norrath:
Dagnor's Cauldron

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Chapter One: Dagnor's Cauldron

Faydwer is well known for its vast forests and high mountains, but it also has several large rivers and great lakes — and one inland sea. At the southwest corner of the continent, surrounded by a narrow ridge of mountains and cliffs on all sides, sits Dagnor's Cauldron. This roughly oval sea is the site of many mysteries and legends, and has been home to several of the continent's most historic events. Even today it sees a steady stream of adventurers, some of whom come simply to visit such a unique setting, others looking for fame and fortune by plundering its depths or defeating the various creatures that live nearby.

Legends

During the Age of Scale, dragons ruled all of Norrath. But Brell Serilis, the Duke of Below, wished to usurp control from the dragons. He approached the gods Prexus, Tunare, and Rallos Zek, and suggested an alliance between them, to meet and discuss the fate of the world. Prexus and Tunare both agreed, and Rallos Zek grudgingly chose to participate in the discussion, though he gave no formal promise of alliance. The next question, however, was where these four gods could meet comfortably. Prexus preferred the sea, Tunare the forest, and Brell the mountains. In the end, they settled upon a corner of the continent Faydwer. The sea lapped up against the rocks, and a thick forest covered the more level plains to the west. To further accommodate the others, Brell dug a great depression into the edge of the cliffs, creating a shallow bowl filled with water, with mountains to the north and west and forest to the east. Prexus sat within the water, while Tunare perched along the shore to his right and Brell sat among the cliffs to the west. Rallos Zek deigned to crouch among the rocks to the north, and all four were content to occupy that area and discuss at great length their thoughts on this new world and how it should be governed. This was the start of the Elder Age, and the formation of what later became known as Dagnor's Cauldron.

After their deliberations, each of the gods created a single race. Brell formed the dwarves, who took up residence in the mountains surrounding the pool. Tunare added the elves, who lived within her beloved forests. And Prexus' contribution was the kedge, a noble and powerful race who lived beneath the waves.

History

All three newly created races revered the place where, according to legend, their gods had first met (only the giants of Rallos Zek did not approach the pool, for their father had warned them not to trust the other races or their deities), though the elves chose to settle a great distance away in Tunaria, now called Antonica. That left the dwarves and the kedge to co-exist, and so they did, although at times their relationship was strained; in fact, the toll of this strain is what is supposed to have led to the events that would eventually unfold in the region.

In the years that followed the flight of the elves from Tunaria back to Faydwer, kedge, elves, and dwarves found the pool — for which each race had its own name — a perfect place for them to meet as well, where each could stay within their preferred environment yet still talk with the others. Envoys were sent to the pool on a regular basis, and the three races dwelt relatively happily alongside each other. Since each race had interest only in its own environment, and no designs upon the others', the three peoples had little difficulty getting along, and even offered knowledge and materials for the others' benefit.

As time passed, however, the three races grew more apart. As ogres, orcs, goblins, and their ilk become more numerous and problematic on Faydwer, the elves and dwarves were forced to turn more attention to defending their respective homes against these powerful invaders. The kedge simply retreated back into the sea, where they were safer. But all three races became more wary, more paranoid. They stopped meeting at the pool, and established watch-posts there instead — at times their envoys still met to exchange information, but just as often sentries kept an eye on the other two races from that time forward.

The elves were less concerned than the dwarves with events near the pool. In time, their forest was cut in twain by the actions of orcs, so the elves found themselves separated from their former allies. Meanwhile, the dwarves constructed a mighty guard tower in the mountains along the western edge of the pool, while the kedge fashioned a

formidable keep in the waters of the pool itself. Both races settled in. The dwarves became distracted for a time when, under the banner of King Dagnor II, they were forced to defend their lands against the invasion of an ogre army.

Yet in time, after the ogres' defeat, the dwarves and kedge became even more concerned with one another's presence. Strange abominations from the sea had begun to attack coastal settlements, and the kedge became increasingly hostile. The dwarves worried that these attacks would become more dangerous and widespread, for they knew the kedge had magics that allowed them to function on dry land when necessary. And indeed, their suspicion bore fruit, for a kedge assault on Kaladim itself occurred not more than a few years after the Battle of the Shattered Spear (where the ogres had been defeated). The mountain folk began to plan ways to defeat their erstwhile allies now that matters had come to another open war.

The kedge, however, had their own problems by this time. It was learned that the followers of some evil deity or secret necromantic cult had devised a method for enslaving the noble underwater race body and soul. Upon a kedge's death, these dark spellcasters could trap his soul within another creature's corpse, transforming him into an obedient undead abomination. The kedge, made by Prexus to reincarnate upon their death, were duly horrified by this prospect, and vowed to protect their people from such a fate at any cost.

Their greatest sorcerer, Phinigel Autropos, settled at Kedge Keep to find a solution. Perhaps he felt that, because the pool had once been visited by Prexus himself, he would have better luck in those waters. Or perhaps it was the keep's proximity to other races (or its distance from the center of kedge society) that he found useful.

Dwarven scouts reported Phinigel's arrival at Kedge Keep from the depths of the pool, and the event threw the dwarves of Kaladim into an uproar. Such a powerful kedge sorcerer could only have come for one reason: the kedge had finally set their sights on conquering the nearby lands, and he was here to spearhead their first major assault. Clearly, the kedge would have to be stopped before their armies arrived and swarmed out of the pool and up into the mountains.

The dwarf king, Dagnor Butcherblock IV, traveled personally to the guard tower to observe his enemies. What he saw there dismayed him greatly. The pool was now altered so that it flowed out into the ocean without pause or hindrance — in the past, only a small stream had joined it to the ocean — and kedge soldiers could now enter through these waters with similar ease. Yet perhaps something could be done to keep the kedge sorcerer from summoning reinforcements.

King Dagnor consulted with his generals and counselors, and eventually they developed a plan. They thought to cause rockslides from the mountaintops to pour down into the pool, filling it with stone, crushing the keep and its inhabitants, and blocking the passage to the ocean. Dwarven clerics advised against this, pointing out that manipulating the stone directly could anger Brell Serilis, but Dagnor was beyond caring — with every passing moment, his fear grew greater. The king was certain that Phinigel was busy creating spells heralding the rise of legions of kedge and their undead servants, who would take the mountains from the dwarves. Dagnor commanded the clerics and his engineers (along with their Erudite allies) to proceed.

The attack did succeed at its goal, but only in part. Unfortunately, the clerics had been correct, and Brell was greatly displeased (at least in part because his people chose to alter the very shape of the mountains he so loved). To punish the dwarves for their presumption, he caused the mountain range to ripple with his rage. Instead of a carefully controlled shower of rocks, entire cliffs slid off the mountains into the water, and vast portions of the mountainside tumbled down as well. Dagnor, sitting near the window of the guard tower to watch the results firsthand, felt the world tilt beneath him, as his tower was shattered and sank into the water. He and his personal guards died as a result of his own hasty command (though the dwarves do not admit to such folly; instead, they claim that Phinigel sensed the attack and retaliated, destroying the tower and murdering their king).

Of course, the kedge sorcerer did sense the attack — he had been busy in his study, putting the finishing touches on the spell he hoped would protect his people from being turned into undead creatures. When rocks began falling from the sky, he hastened to an upper window, and watched as the mountains themselves rushed toward the keep. Convinced that this was an attack by whoever had been enslaving his people already, Phinigel decided he had not a moment to lose. He had not yet worked through the final details of the ritual, but if he were to wait any longer, all his work might be for naught in any case.

So the kedge, along with assistants he had summoned for this very purpose, cast the unfinished ritual, with devastating and unexpected results (see Chapter 7). Perhaps the reasons for the failure will never be known, but it is likely that the ritual went awry at least in part because Kedge Keep was now cut off from the ocean. In this much, at least, the dwarves' plan had succeeded, for the mountains along the southern edge had crumbled entirely, building a solid bank of dirt and rock and isolating the pool. Now it was surrounded by land on all sides, having become an inland sea of its own.

For many decades afterward, the pool remained isolated. Phinigel, after his failure, retreated back into the keep and hid himself there with his guilt and sorrow. The dwarves, angered at the loss of their king but nonetheless pleased with the pool's separation and with the destruction of the kedge race, named the place Dagnor's Grave and avoided it. Various creatures, such as giant rats, snakes, and sharks, were trapped in the salty inland sea and flourished there.

Then the aqua goblins arrived. It is difficult to say whence they hailed, though most likely they clambered up from the ocean and then scaled the cliffs. Somehow they found Dagnor's Grave, and its isolation and abundant aquatic life provided an ideal home for them. The goblins settled near the south edge of the pool, though in time they split into three separate tribes, and each established its own village.

The dwarves eventually began to get over their fear of the pool as well. Arguably, however, what motivated them to return was nothing more than greed. When Dagnor IV fell, his mighty weapon, the *Butcherblock hammer*, was lost with him. The dwarves were determined to recover the hammer, along with any other artifacts trapped in the fallen guard

tower. Bands of dwarves began to visit Dagnor's Grave, searching for the ruins and for anything worthwhile among them. Although they did not find the *Butcherblock hammer* (for Phinigel had taken it into Kedge Keep shortly after the dwarves' tower fell), they did discover something else. The force of the mountainside striking the pool floor had shattered the ground, exposing veins of rich metal and clusters of gems. The dwarves could not resist such treasure, even if it was located underwater. They solicited magics from their allies that allowed them to breathe underwater for extended periods, and their excavation began; dwarven soldiers fought off the aqua goblins and any other creatures that threatened the miners.

But once again the dwarves let other concerns blind them to the desires of their god. Brell Serilis was not happy to learn that his dwarves were once again in the pool, or that they were attempting to drill beneath its surface. He allowed his anger to manifest as a stream of lava flowing beneath the pool's floor, and the greedy dwarves cracked holes into this superheated underground river in their haste. Steam poured out through the gaps they had made, cooking the nearest dwarves instantly and heating the entire pool to a boil. The sudden temperature shift caused the ground itself to crack, forming a large fissure near the center of the pool. Above it, rock and ash floated to the surface, slowly cooling together into a small island and a collection of tiny island-rocks nearby. Kedge Keep was unaffected, for Phinigel's magic kept the heat there to a bearable level and Brell spared the building from the brunt of the damage out of respect for Prexus and his fallen race.

After this incident, the dwarves gave up any notion of mining the pool, but they continued to look for Dagnor's remains and for his hammer. They renamed the pool Dagnor's Cauldron, however, for steam from the lava kept the water's temperature uncomfortably warm, and the unwary could easily be cooked alive if he stayed submerged for too long. Eventually, a band of adventurers dared to enter Kedge Keep, and they not only located but recovered the *Butcherblock hammer*. Dwarves continue to comb the waters, swimming through the tower's ruins in the hopes of finding other valuable items within.

Other dangers have also appeared in and around the Cauldron. After the pool was cut off from the ocean by Brell's Avalanche, the new land to the south came to be the home of a powerful cleric of Quellious. For many years, the cleric and his family brought peace and prosperity to their surroundings, but then they were cruelly murdered, and the entire estate cursed by a vengeful god. Ever since, the estate has become a haven for the undead, which sometimes shamble off the grounds and wander closer to the Cauldron.

More recently, a trio of witches has recently settled along the southeast shore of the Cauldron, exerting their influence over the creatures who live in and around the waters and over anyone foolish enough to approach. Their wicked efforts have been partially offset by a quartet of heroic adventurers camped along the Cauldron's northwest corner, but the witches are slowly gaining more control over the area.

Geography

When first created, the pool was a thing of beauty. Roughly the shape of a teardrop, with the narrower end to the north and the wide bottom merging into the ocean, it sat cool and clear among low mountains and lush forests. Brell, Prexus, and Tunare had all blessed this meeting place, and it held an aura of peace, power, and protection.

But that all changed. After the wars against Rallos Zek, as the gods drew apart from the world, the land lost some of its calm, becoming more harsh and jagged. It was still a beautiful place, but now the mountains seemed more aloof, and the forests had receded entirely, leaving only a high ridge of dirt and rock along the east shore.

When the dwarves launched their ill-fated attack against the kedge, the land was changed still further. The mountains, due largely to Brell's anger, grew even more sharp-edged and treacherous. The water of the pool was still clear, but now, sealed off from the ocean, the pool lost much of its contact with the power of Prexus (though it remains a saltwater body), upsetting the still surface of the waters and sending ripples of discontent everywhere.

The final blow came when the dwarves cut into the lava stream below the waters. The steam heated the water, killing all but the hardiest plants and animals or those creatures adapted to the extreme heat. An island formed in the center of the pool, with smaller, upthrust rocks clustered around it.

Dagnor's Cauldron remains beautiful, but now it is an angry, terrible beauty. The rocks surrounding the pool seem dark and twisted, as if an angry giant wrenched them up with his bare hands. Many seem almost burnt, black at the bases but fading to a sooty gray above. Very little grows here, largely just patches of moss and algae. The pool itself looks much the same as ever, although the waters are never calm now — between the fast-flowing river to the north and the steam below, the water is constantly churning. A weak swimmer could easily be trapped in the current and dragged around and around until either he drowned or he snagged on a rock somewhere. Clearly, the gods have abandoned Dagnor's Cauldron, and have marked it with their displeasure.

Climate

Dagnor's Cauldron is a place of extremes. Among the mountains surrounding the pool, the air is cold enough to cause one's breath to fog, crisp enough for every lungful of air to burn slightly. As the pool comes into view, though, travelers are struck by a sudden heat and moisture. Yet somehow, perhaps due to some lingering power of the gods, the clash of hot and cold does not produce thick, impenetrable blankets of fog, as it would elsewhere. As one gets closer to the pool, clothes cling to the body, suddenly soaked through, and sweat begins to drip freely. The air around the pool is similar to that of a swamp — warm, so thick it is hard to breathe properly, and rich with the scent of seawater, sulfur, and decay. Fortunately, the water is active enough to keep the air from stagnating completely. Those with sensitive noses can also detect the faint odors of wet fur and burnt meat.

It never rains at the Cauldron, but the air is full of moisture as the pool evaporates from its own heat. The sky seems almost perversely clear, though during the day a thin fog can be seen covering the water's surface and the rocks along the shore. At night the fog tends to roll away, but the water still steams slightly, white wisps visible all across it.

Insects abound near the water, delighting in the heat and the moisture and descending in swarms on anything that moves. While not dangerous to travelers, the insects are certainly a nuisance, and anyone not covered or somehow protected from their advance is doomed to spend a great deal of time shooing away and crushing gnats, mosquitoes, flies, and other winged annoyances. Fortunately, since the shore is mostly rock and not soil, the area has few centipedes, spiders, and other creatures who like moist ground — the cliffs are almost completely devoid of life, which many travelers find a relief from the activity in and over the water itself.

Entrances

Dagnor's Cauldron is not an easy place to visit, since it is surrounded by cliffs. To the north lies a narrow passage from the Butcherblock Mountains, which winds its way through the mountains and down along the Ledge, eventually arriving at the north shore. Brave (or foolhardy) travelers might attempt to sail down along the Ridge River, entering from the northeast, but the waterway is fast, rocky, and treacherous — and the presence of Dagnor's Teeth in particular, just beyond the mouth of the river, makes such a passage extremely dangerous.

Along the eastern shore, it is possible to cut down below Ranthok's Ridge; between the bottom of the ridge and the edge of Faydwer itself, the cliffs are less imposing and have more dirt than rock, making the trek an easier one. The problem with that approach lies in the orcs who often patrol the area. Indeed, a band of orcs has established a camp of their own along the edge of the Cauldron and just below the ridge, in order to attack anyone who takes that route.

To the south, the only way through to the Cauldron is the path that leads from the Estate of Unrest. The narrow way cuts through cliffs and hills, but undead from the Estate are often found within, either heading toward the water to find prey or simply wandering aimlessly and attacking any travelers they meet.

The dwarves may have other methods of approaching the Cauldron, routes carved into the mountains themselves. Long ago, an underground road connected Kaladim to the guard tower that overlooked the pool. When the mountains shuddered and the tower crashed down into the water, the south end of that road was buried in a pile of rubble. But the rest of it may still exist intact, and the blockage at the end could conceivably be cleared away (if it has not already been), providing an easy route to and from the dwarven city.

Reaching the area around the pool is difficult enough, but getting down to the water's edge can be even harder. In a few spots, the rock and dirt have been smoothed into small, rocky beaches, but most of the shore is actually sharp cliffs, and the water pounds against the rock without pause. It is possible to pick a path down, but sharp edges lurk everywhere, and the unwary can easily misstep and wind up falling to their death, either shattering bodies on jagged spires below or falling into the water and drowning before they can recover.

Defenses

Dagnor's Cauldron has no defenses, per se, in the sense that there are no fortifications to stand against attack. Of course, the mountains themselves keep out any but the most determined intruders, and none of the few passages and tunnels available is wide enough to allow more than three people abreast. An army would be able to approach only in small groups, which would take forever to reach the water's edge, where there is no place for a large force to gather.

The water itself is also a defense of sorts, for two reasons. First, the lava stream below keeps the water constantly hot, roughly the temperature of an uncomfortably hot bath. The heat is not enough to cause the water to boil (except in the geysers themselves), but any creature that does not have "warm aquatic" in its Climate/Terrain entry must make a Fortitude save (DC 10, +1 per previous save) for every minute of immersion or take 1 point of subdual [fire] damage. This discourages most visitors from taking more than a quick dip.

Second, the pool's current is extremely strong. The Cauldron is fed by the raging Ridge River, whose torrential waters, having nowhere else to go, cause the pool to swirl about constantly. Near the river mouth, treat the waters as "stormy" for the purpose of Swim checks; elsewhere, the Cauldron's waters are "rough." Further, due to the undertow, anyone standing more than waist deep in the Cauldron must make a Swim check (DC 10) every minute, or be swept away into deeper waters.

Inhabitants

Once, long ago, the kedge controlled the pool itself, while the dwarves ruled the surrounding mountains. However, those days are long past — the kedge as a race are no more, and most dwarves give the Cauldron a safe distance, although a few still brave its environs.

Instead, the dominant race is now the aqua goblins. These creatures arrived somewhat less than two centuries ago, and have taken up residence along the water's edge. They do not seem to be bothered by the Cauldron's heat, and they quite enjoy the moisture. After a generation or two in the region, the aqua goblins split into three separate tribes — the Sharkhunters, the Serpentslayers, and the Ratkillers — and each now has its own territory and its own village. Cinder Isle is considered neutral ground, and the goblin lords and other elders occasionally gather here to trade information.

Each goblin tribe is ruled by a "tidal lord" and has one or more shamans. The rest of the tribe is divided into "mariners" and "bosuns": the mariners are the hunters and fishers, who work in packs at finding, killing, and retrieving various animals for food. The bosuns are those who stay in the village — the young, the old, and those whose skills do not lie in the hunt — and take care of cleaning and cooking

the food, distributing it, repairing huts, educating children, and anything else that needs to be done.

The Cauldron is also infested with snakes, which thrive on the heat and moisture. In particular, the shoal serpents (use stats for darkweed serpent from ***Monsters of Norrath***) swim through the water, making their nests in the shallower areas near Dagnor's Teeth, while the sandbar serpents (use stats for dawnbane serpent from ***MoN***) live upon the small islands and rock outcroppings. Both species are extremely fast in the water, and extremely dangerous.

The snakes' natural enemies are the great rats. Cauldron rats and various kinds of scalding rats (see Appendix 1) have adapted to the heat, and while not as fast in the water as the snakes, they are powerful swimmers and deadly assailants. The rats and the snakes constantly prey upon one another, which is for the best — if either species died off, the other's population would quickly reach epidemic proportions.

Various fish live in the Cauldron, although most normal species cannot bear the extreme heat; it is worth noting once again that, although the Cauldron has long been cut off fro the ocean, it is still a saltwater body. Saltwater piranha live in and about Kedge Keep, and cauldron sharks and swordfish cruise through the deeper waters, although both do swim shallower waters in search of prey.

Also prowling the deep waters are the mermaids. These lovely aquatic creatures live in and around Kedge Keep, but often roam the rest of the Cauldron as well, and particularly enjoy swimming through the dwarven ruins and through the Stone Forest at the south end of the pool. They are not dangerous unless attacked, but anyone who encounters them (particularly attractive males) may wind up being charmed into helping the mermaids with some task.

Orcs occasionally wander to the Cauldron's edge from the east, from the direction of Ranthok's Ridge. Recently, a band has set up camp near the eastern shore. Though too small to threaten a capable group of heroes, the camp does have enough orcs to take on small groups and individuals, and the orcs are always eager to attack strangers.

Undead are also occasionally seen in and around the Cauldron. These creatures live on the Estate of Unrest, to the south, and apparently find their way up through the narrow passageway connecting the two areas. Fortunately, most undead find little to attack along the shore, and eventually they give up and return to their own accursed home instead. The exception to this is those undead who were created within the Cauldron itself.

Undertow skeletons (apply the skeleton template from ***Monsters of Norrath*** to various humanoids to create undertow skeletons) are the remains of people, most often adventurers or treasure-seekers, who died beneath the water's surface and were reanimated by some force nearby — perhaps the same force that caused Phinigel Autropos to enact his ritual so many years ago. The skeletons are typically found around Kedge Keep, although many have taken to wandering and can be almost anywhere on the Cauldron floor (except for below the Stepping Stones, which for some reason none of them will cross). The undertow skeletons are not particularly bright, but they do have a nominal leader, an unusually intelligent undead that calls itself Barnacle Bones (use stats for a 12th-level dwarf warrior with the skeleton template; Int 6); in addition to its claws, Barnacle Bones possesses a magical trident and wears *barnacle-covered pauldrons*.

Dwarves were once ensconced in the mountains around the pool, and although most have left a few can still be found nearby. An outpost to the north still keeps watch over the Cauldron, and adventurous dwarves often come down to the water to search the ruins for treasure. Far more worrying are the undead dwarves within the ruins themselves (skeletons, as above, but also zombies and ghouls) — these foul creatures seek to kill any trespassers, and to add more dwarven corpses to their own numbers. Normal dwarves would be incensed if they knew that their brethren had been enslaved in undeath in this way, but few who encounter the undead dwarves live long enough to reach the surface again and recount the experience.

Finally, the bottom of the Cauldron contains a fissure leading down into the lava stream below. Though most creatures cannot endure the intense heat within, some few actually thrive in those conditions. These dangerous creatures, such as lava beetles and lava duct crawlers, live within the Fissure and around the lava stream itself, posing a danger to anyone foolish enough to brave the area. Fortunately, both lava beetles and lava duct crawlers cannot handle water, and thus stay in the Fissure rather than venturing into the pool above.

One creature, however, is at home not only in the heat but also in the water — these are the geyser worms (see Appendix 1), strange snake-like creatures that nest in the Fissure but venture up above within the steam geysers. Anyone near a geyser and not scalded to death by the intense heat should be wary of these deadly creatures hidden within.

Adventuring in Dagnor's Cauldron

The swimming rules described in the ***EQ: Player's Handbook*** (see Chapter 4: Skills) and the drowning rules in the ***EQ: Game Master's Guide*** (Chapter 2, **"The Environment"**) are sufficient for ordinary movement in the Cauldron.

A character can swim in any direction he is facing, including up and down. His speed does not change based on the direction in which he swims. Enterprising GMs can simulate the three-dimensional nature of the keep with a little effort — the use of counters or miniatures is especially recommended in such cases. A character's current depth and facing can be noted with counters and/or erasable markers.

Spells such as *enduring breath* do not in any way increase a character's speed or maneuverability underwater, although they do prevent damage from water pressure at great depths (see below). Spells such as *spirit of wolf* do increase swim speed as well as ground speed, but they are useless to a creature that has no base swim speed.

Visibility: Ranges from 3d6x10 feet (shallow water) to 1d4x10 feet (deep water). The deepest waters (such as those surrounding Kedge Keep and the Fissure), are generally pitch black, so illumination is necessary to have any visibility at all. (But note that Kedge Keep is lit by magical glow-globes spread throughout the structure.)

Senses Underwater: Non-aquatic creatures suffer a –2 penalty to all Spot and Listen checks made while fully submerged.

Invisibility: An invisible creature under water displaces the surrounding water, thus becoming a visible, body-shaped "bubble" visible to observers. The creature still has half-concealment (20% miss chance), but not total concealment. Note that the spells *camouflage* and *improved camouflage* (and similar spells, at the GM's discretion) do work normally — i.e., grant total concealment — underwater, as they actually function by making the recipient blend perfectly into his surroundings, rather than simply making him invisible.

Water Depth: Deep water deals water pressure damage at the rate of 1d6 points per minute for every 150 feet the character is below the surface. (Thus, a swimmer 300 feet down takes 2d6 points of damage per minute.) A successful Fortitude save (DC 15, +1 for each previous check) means the swimmer takes no damage in that minute. Aquatic creatures may ignore water pressure, while non-aquatic creatures with a swim speed gain a +4 bonus on Fortitude saves to avoid this damage.

Underwater Combat

Swimming characters are at a distinct disadvantage underwater when fighting against aquatic creatures, for land-based beings can have considerable difficulty maneuvering in such conditions.

The following entries refer to the "Situational Underwater Modifiers" table, below.

Blunt/Slashing (Atk/Dam): Melee attacks that deal piercing damage are unaffected by underwater conditions. Those attacks that deal slashing or blunt damage suffer the penalty listed before the slash on all attack rolls, and that listed after the slash on damage rolls; if "half" appears after the slash, the attack deals half damage, rounded down (min. 1 point).

For natural weapons, always choose the best damage type for this calculation; for hand-held weapons, choose the least favorable. Thus, a creature's claw, which deals both piercing and slashing damage (see ***Monsters of Norrath***, p. 8), functions normally underwater, while a morningstar, which deals blunt and piercing damage, suffers penalties as shown above.

Disoriented: Non-aquatic creatures that fail a Swim check are considered to be flailing about in the water for that round, flustered and unable to control their actions well. Such creatures have a hard time fighting effectively. A *disoriented* creature loses its Dexterity bonus to AC and suffers a slow (4) effect.

Periodically, if non-aquatic creatures are forced to travel quickly, make rushed or difficult maneuvers, or engage suddenly in combat (i.e., if they are surprised) while underwater, the GM may require that they make a Sense Heading check (DC 10 or more); a failure indicates that the creature is disoriented for 1 round (as above). In especially difficult circumstances, the GM may increase the DC of this check to as much as 20, or increase the duration of the effect.

Other Changes

Maximum No. of Opponents: Combat underwater is best thought of in three dimensions, as opposed to two. That is, opponents can attack from adjacent squares above and below, as well as all around, so a single Medium-size creature floating in the water might face up to 26 (rather than only 8) Medium-size opponents at once!

Attacks from Land: Characters swimming, floating, treading water on the surface, or wading in water at least chest deep have three-quarters cover (+7 bonus to AC, +3 bonus on Reflex saves) against opponents on land. A completely submerged creature has total cover against those on land. Magical attacks and effects are unaffected except for those that require attack rolls (which are treated like any other effects), or those that require line of sight when the submerged creature cannot be seen.

Ranged Attacks Underwater: Thrown weapons are utterly ineffective underwater, even when launched from land. Attacks with other ranged weapons suffer a –2 penalty to

Situational Underwater Modifiers

Creature has/is...	Blunt/Slashing (Atk/Dam)*	Movement	Disoriented?
Aquatic subtype	Normal/normal	Normal	No
A swim speed	Normal/–1	Normal	No
Non-aquatic, but made its Swim check	–2/–2	One-quarter or half‡	No
Non-aquatic, but has solid footing†	–2/half	5 ft. or one-quarter‡	No
Non-aquatic and failed Swim check	–4/half	None	Yes

* An aquatic creature using hand-held blunt or slashing weapons (as opposed to natural weapons) suffers penalties as a non-aquatic creature that has made a Swim check (i.e., –2/–2).

‡ A creature with no swim speed may move one-quarter its speed as a move action or one-half its speed as a full-round action with a successful Swim check (as usual). A creature having "solid footing" can take a 5-foot step as a move action (not a free action), or move one-quarter its base speed as a full-round action if it is sufficiently weighed down (see below).

† A creature has solid footing when it has not made a Swim check but is walking along the bottom, braced against a rock outcropping or submerged wall, or the like. It can only move if it wears or carries at least 20 pounds of armor or gear (assuming a Medium-size creature; half this amount for each size less, and double it for each size greater).

attack rolls for every 5 feet of water through which they pass, in addition to the normal penalties for range.

Grappling: Aquatic creatures and those with swim speeds may grapple normally underwater. A non-aquatic creature without a swim speed suffers a –2 penalty to grapple checks while underwater, but deals damage as normal while grappling (i.e., with a successful grapple check against a grappled opponent).

Charge Attacks: Only creatures with a swim speed may charge underwater.

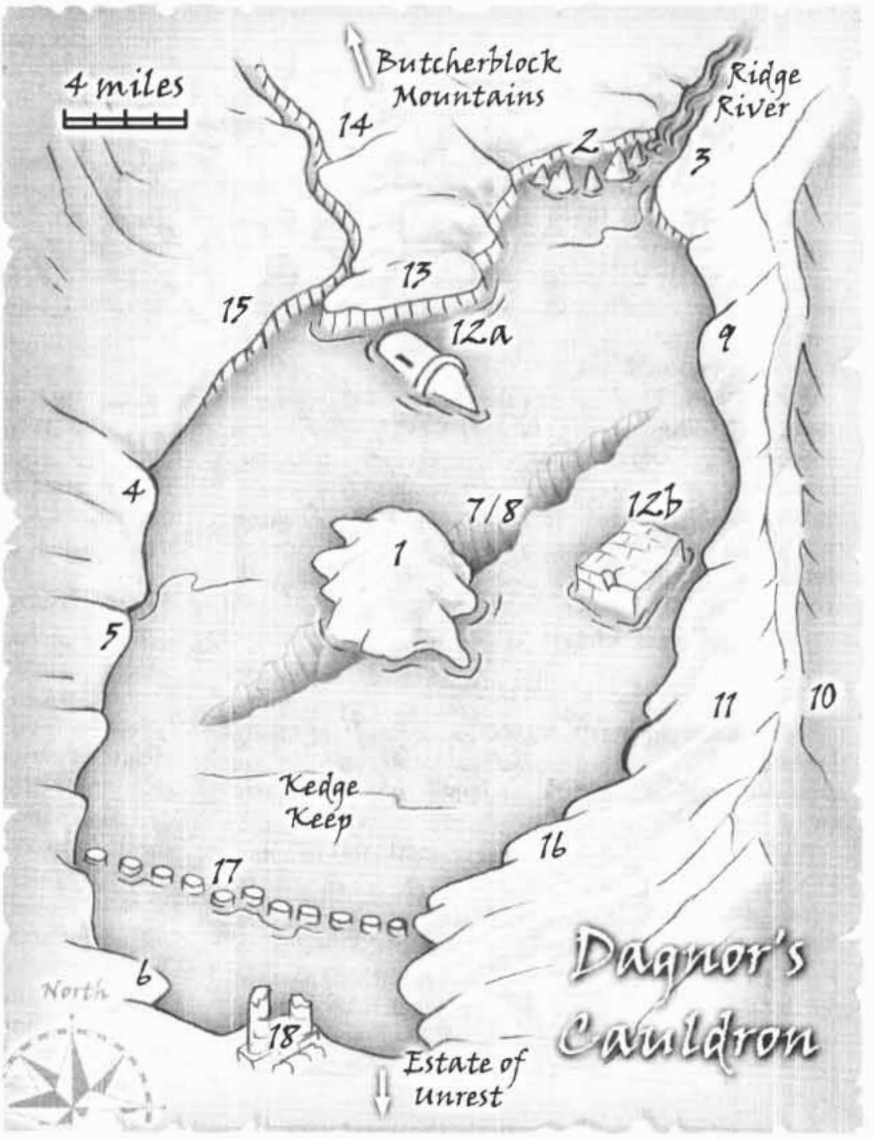
Bull Rush: This maneuver is much more difficult underwater. Creatures who defend against a bull rush receive a +4 bonus on their opposed Strength checks.

Standing/Prone: Individuals in an aquatic environment who would be knocked prone by an attack or effect may always make a Reflex save (DC 10) to remain standing.

Casting Spells: Those spells having verbal components are difficult to cast underwater, although spellcasters with the Silent Spell feat have little difficulty overcoming this setback. Any caster trying to cast a spell with a verbal component while underwater must make a Channeling check (DC 10 + spell level) to do so properly. A failed check results in the loss of the spellcasting action, but no mana is spent.

Fire Magic: Spells with the [fire] descriptor are normally ineffective underwater, even if they are cast properly. However, a caster may make a Spellcraft check (DC 20 + spell level) to modify the spell so that it creates an area of steam and superheated water rather than its usual fiery effect, allowing the spell to function as usual. Spell-like and supernatural fire abilities may be modified in the same fashion, but the creature must make a caster level check (DC 15 + spell level) rather than a Spellcraft check.

The surface of any body of water blocks the line of effect for any [fire] spell or ability. Even if the caster or creature has made a Spellcraft or caster level check (as above) to modify the spell or effect to be used underwater, the surface still blocks its line of effect.



Areas

The name "Dagnor's Cauldron" is generally used to refer to the pool itself, but also to the cliffs surrounding it and the island at its center. The Cauldron can be divided into smaller areas, however, each with their own particular geography, residents, and dangers.

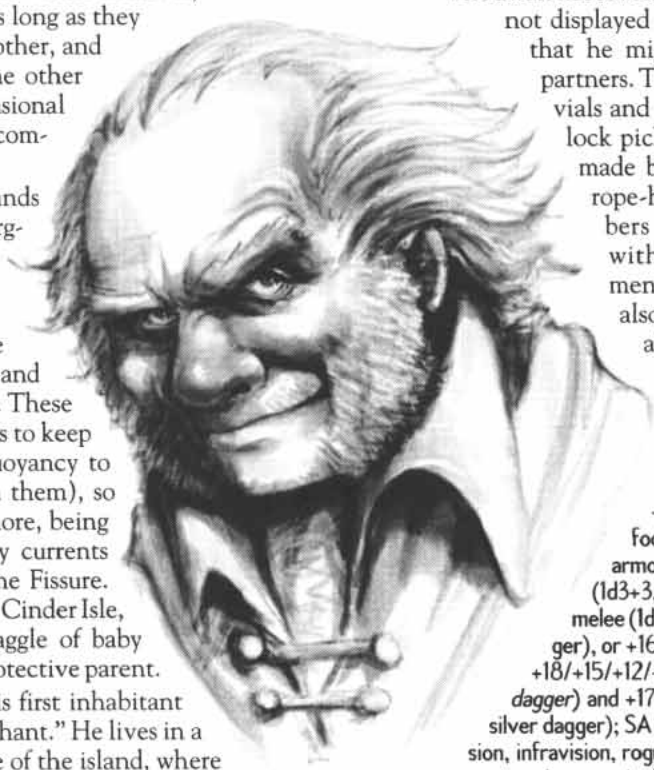
1. Cinder Isle

The most obvious feature within the Cauldron is the island at the center of the pool. This nearly circular jumble of rock has been named Cinder Isle because from a distance it resembles a small cinder floating above a fire. Most of the stones making up the island are blackened as if burnt. Local legend asserts that these stones were in fact damaged by the blast that caused Brell's Avalanche and shot them from the mountainside long ago; others claim that the cause of their discoloration is simply the great heat escaping from the Fissure below. No one knows if these stories are true, but certainly the rocks look as if they had been burnt and broken, and everything about the isle is sharp-edged and irregular.

The strangest thing about Cinder Isle is that it is not attached to anything. Most true islands are the tips of larger landmasses hidden beneath the water. However, Cinder Isle is a mere 40 feet deep at its thickest point, and below there is only water. The island is simply a mass of rock fused together by heat and pressure. Its structure is riddled with

tiny hollows holding captured air, which is thought to make the island buoyant — this natural buoyancy and the powerful upward water pressure from the Fissure are what prevent Cinder Isle from sinking, while the current swirling past on either side holds it in place. It does shift slightly, but never more than a few feet per day, and it always remains within the same area.

On top of the island, two wanderers have made their home (see below). Interestingly, both are dwarves, but their similarities end there. They know of one another's presence, of course — Cinder Isle is small enough to walk across in an afternoon. The two dwarves do not particularly like each other; Darkblade thinks the paladin is a self-righteous fool and a zealot, while Izuran suspects (quite rightly) that the "merchant" has somewhat less than noble motives for staring into the water each day. Neither wants to fight, so as long as they don't interfere with one another, and each would rather leave the other alone (with perhaps the occasional scowl or muttered nasty comment).



Several other small islands float near Cinder Isle. The largest of these is just 8 feet in diameter, and many are no more than a few feet across. All of them are made of the same material as Cinder Isle, and all of them are free-floating. These smaller islands lack the mass to keep them stationary (or the buoyancy to support much weight upon them), so they tend to move about more, being battered back and forth by currents and the rising heat from the Fissure. They are almost always near Cinder Isle, though, and resemble a gaggle of baby geese milling about their protective parent.

Conium Darkblade: This first inhabitant calls himself a "simple merchant." He lives in a small tent on the south side of the island, where a small spur juts out into the water like a natural pier. Darkblade lives in the tent, but on most days he sits outside it on a folding stool, dangling a fishing pole into the water and watching the water intently. He is happy to speak with any travelers, eventually offering to sell them various items. His tent has a table consisting of a leather roll strapped to heavy stones on either end, and atop that surface are his wares. Most of these are uninteresting goods, though potentially useful — torches, a small lantern, fishing hooks and line, flint and tinder, and other basic adventuring items. These are not Darkblade's true interest, however, just as "merchant" is not his real profession.

The dwarf is actually a rogue, and he lives on Cinder Isle so that he can keep an eye on anyone new to the area. His real goal is to find any treasure still hidden in the dwarven ruins, which lie between the isle and the eastern shore (the same direction he faces each day while he fishes). Darkblade does not possess the means to breathe underwater, so he has been unable to inspect the ruins himself. He hopes to find someone who can help him, either enabling him to go into the ruins or agreeing to partner with him and do the actual inspection for a share of the profits. Should that tactic fail, he is more than willing to "acquire" any loot from those who return from the ruins — using any means necessary.

Darkblade's advantage is that, before he left his home in Kaladim, he stole a map of the old guard tower. He has also pieced together a partial list of the dwarves who were present when the tower fell, and so he has a fair idea of where the bodies would be and what each one might possess. The dwarf is no fool, however — he has seen other travelers descend to the ruins, never to return. Though he does not know what happened to them, Darkblade realizes the venture is dangerous, and if he is to enter the ruins himself, he would rather have "partners" to share the danger.

The dwarf has several items in his possession that are not displayed among his standard wares, but that he might offer to loan to potential partners. These include a number of poison vials and ingredients, an excellent set of lock picks, a special watertight lantern made by a gnome ally of his, a set of rope-harnesses (allowing party members to link themselves together without hampering their movement), and of course the map. He also has a personal treasure, a valuable book he stole from the thieves' guild in Kaladim.

Conium Darkblade, Male Dwarf, Rog 15: CR 15; SZ Small humanoid (dwarf); HD 15d8+30; hp 89; Init +10 (+3 Dex, +4 Improved Initiative, +3 arcane); Spd 20 ft.; AC 18 [flat-footed 15, touch 14] (+1 size, +3 Dex, +4 armor); BAB +12; Grap +9; Atk +18 melee (1d3+3, crit 17–20, *+2 keen dagger*) and +17 melee (1d3, crit 18–20, masterwork silver dagger), or +16 ranged (1d4+1, 50 ft., sling); Full Atk +18/+15/+12/+9 melee (1d3+3, crit 17–20, *+2 keen dagger*) and +17 melee (1d3, crit 18–20, masterwork silver dagger); SA backstab +5d6; SQ dwarf traits, evasion, infravision, rogue abilities (improved evasion, poison expert, poison master), sense traps, +2 magic and poison saves; Res CR 4, DR 2, FR 4, MR 5, PR 6; AL NE; Fac None; SV Fort +7, Ref +12, Will +5; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills: Alcohol Tolerance +4, Appraise +5, Balance +7, Bluff +4, Climb +9, Diplomacy +9, Disable Device +11 [tools], Disguise –1 (+1 acting), Escape Artist +7, Hide +25 [*armor*], Intimidate +1, Jump +3, Knowledge (street smarts) +6, Listen +13, Pick Lock +12 [tools], Pick Pocket +13, Profession (fisherman) +3, Search +10, Sense Heading +4, Sense Motive +5, Sneak +23 [*armor*], Spot +9, Trade Skill (poison making) +15, Tumble +14, Use Rope +8.

Languages: Dwarf (4), Common (4), Thieves' Cant (4).

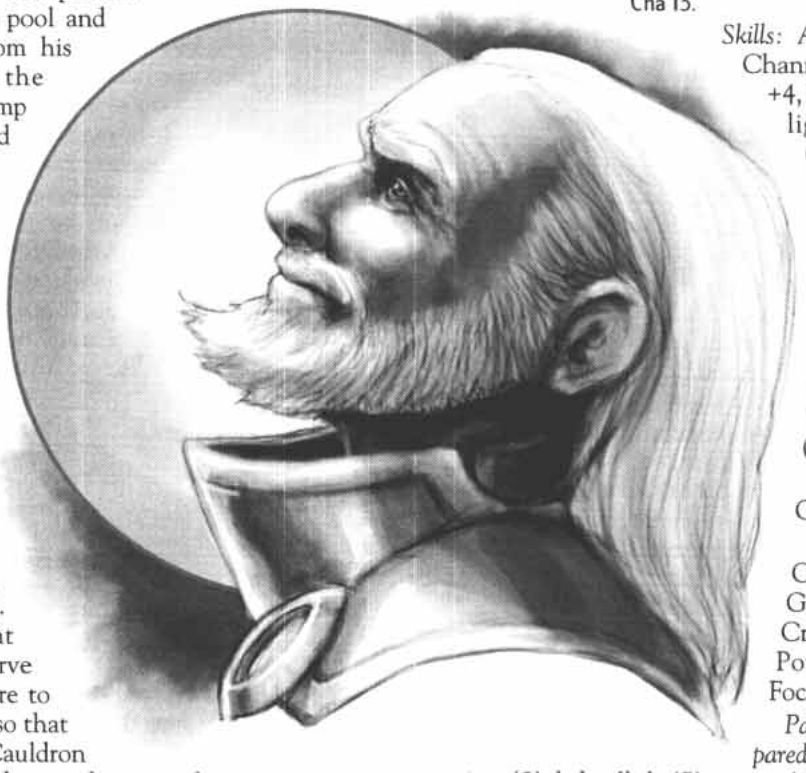
Feats: Double Attack, Dual Wield, Improved Initiative, Parry, Weapon Finesse (dagger), Weapon Specialization (dagger).

Possessions: +1 studded leather armor of shadow and silent moves, +2 keen dagger, masterwork silver dagger, sling, 12 bullets, *scaled wolf-hide leggings, gold carnelian earring,* backpack, watertight *flameless lantern* (functions under water), 2 flasks *firewater,* 50-ft. silk rope, 6 rope harnesses, thieves'

guild book, poison vials, poison ingredients (GM's choice), pouch, *stone of warding* (19 charges), masterwork thieves' tools, flint and steel, small bronze mirror, fishing line, fishing hooks, 120 gp.

Gundalthar Izuran: The second resident of Cinder Isle is also a dwarf, but Gundalthar Izuran makes no claims of being a merchant. He is a paladin of Brell Serilis, come to Dagnor's Cauldron on a personal quest. Izuran had a dream in which his god ordered him to right his people's ancient wrongs, to "let the face of our people shine forth once more from the water within the mountains." After a great deal of consideration, Izuran deciphered the dream to mean that he should go to Dagnor's Cauldron, to the pool surrounded by mountains.

Once he arrived, the paladin looked out over the pool and saw Cinder Isle. From his vantage point on the Ledge, a particular clump of rocks on the island looked almost like a crude face, and Izuran took that to reveal the rest of his dream's meaning. Like Kaladim, with the massive face carved into its outer wall, the dwarven guard tower over the pool is said in legends to have had a great carven face upon it. When the tower was destroyed, the face disappeared. Izuran believes that Brell wants him to carve a new monument here to the dwarven people, so that anyone seeing the Cauldron might know that the dwarves have not forgotten it. Since he saw the face on Cinder Isle, it was obvious to the paladin where he was meant to finish his appointed task.



Izuran has dwelt on Cinder Isle for two years now. He has a small camp set up along the north shore, with his tent, bedroll, and blanket set near a small circle of rocks that holds his campfires. A small boat, barely large enough for the dwarf and all his gear, lies concealed nearby. His armor and weapons sit just inside his tent as well, within easy reach. Izuran does not fight unless he is attacked (the aqua goblins occasionally try to capture him for their cookpots, though they have learned to respect the little knight as a hardy foe). He spends his mornings meditating, and the afternoons and evenings carving.

Izuran has gathered the largest rocks he could find on the island, and he works tirelessly at chiseling them into dwarven heads. Already he has four with recognizable features, and three more taking shape. He considers all of these to be mere practice pieces for the daunting task of carving the whole island, though. Even Izuran himself doesn't know how long he will keep at his task; he simply hopes Brell will contact him again when it is finished.

Gundalthar Izuran, Male Dwarf, Pal 13/Exp 3: CR 15; SZ Small humanoid (dwarf); HD 13d10+26 plus 3d6+6; hp 122; Init +0; Spd 15 ft. in plate, 20 ft. in chain; AC 22 in plate [flat-footed 22, touch 11] (+1 size, +9 armor, +2 shield); AC 17 in chain [flat-footed 17, touch 11] (+1 size, +4 armor, +2 shield); BAB +15; Grap +15; Atk +23 melee (1d8+6, crit 19–20/x3, *+2 battleaxe*) or +22 melee (1d10+7, *cold iron morningstar*) or +16 ranged (1d6, crit x3, 70 ft., composite shortbow); Full Atk +23/+19/+15/+11 melee (1d8+6, crit 19–20/x3, *+2 battleaxe*) or +22/+18/+14/+10 melee (1d10+7, *cold iron morningstar*) or +16/+12/+8/+4 ranged (1d6, crit x3, 70 ft., composite shortbow); SA slay undead, spells; SQ dwarf traits, holy steed, infravision, lay on hands (65 hp), smithing, +2 magic saves, +4 poison saves; Res CR 1, FR 3, MR 5, PR 7; AL NG; Fac Paladins of Underfoot, Clerics of Underfoot; SV Fort +11, Ref +5, Will +12; Str 18, Dex 11, Con 14, Int 10, Wis 16 (14), Cha 13.

Skills: Alcohol Tolerance +6, Channeling +11, Diplomacy +4, Hide +1, Knowledge (religion) +3, Knowledge (warcraft) +5, Listen +8, Meditation +9, Profession (stonemason) +8, Ride +4, Search +0 (+2 secret doors or stonework), Sense Heading +9 [*stein*], Sense Motive +7, Spellcraft +6, Spot +8, Trade Skill (blacksmithing) +9.

Languages: Dwarf (4), Common (4).

Feats: Alertness, Cleave, Double Attack, Great Cleave, Improved Critical (battleaxe), Parry, Power Attack, Weapon Focus (battleaxe).

Paladin Spells Usually Prepared: Center (7), *counteract poison* (8), *halo of light* (7), *invigor* (3), *light healing* (5), *soothe* (5), *stun* (6), *yaulp* (1). Caster level 9th; save DC 13 + spell level.

Mana Pool: 54.

Possessions: Chain shirt (usually worn), *+1 large steel shield*, *+2 battleaxe*, *cold iron morningstar*, composite shortbow, 13 *arrows of penetration*, 11 arrows, *hands of the righteous*, *gold jasper earring*, *ring of power (type 2)*, *leatherfoot haversack*, *+1 light-fortified plate armor* (in *haversack*), *stein of the Underfoot*, pouch, flint and steel, healer's kit, stonemason's tools, 90 gp.

2. Dagnor's Teeth

The Cauldron rises higher along the northeast side than the northwest, and it is in the northeast that the pool intersects the Ridge River. This river is so-named because it flows down just above Ranthok's Ridge and just below the Lesser Faydark. Ridge River is the Cauldron's primary source of water, and it comes crashing down from a height of some 13 feet above the pool with tremendous force.

Just below this small waterfall is the area called Dagnor's Teeth. Anyone who has seen this spot can appreciate the name. Jagged rocks jut up from the water, looking exactly like a ridge of sharp teeth ready to tear into something. It is entirely possible that the spot directly beneath the waterfall also looked like this originally, and that those rocks have simply been worn down by the impact of the river water. But Dagnor's Teeth is just beyond where the water strikes, and though the swiftly moving water does create a white froth among the teeth, it has not dulled them in any way.

In many places, a nimble swimmer could squeeze between two of the teeth and thus make it through the area safely, provided the current did not take control and slam him repeatedly against the sharp edges. Most people are wise enough to steer clear of the teeth instead, and find some other way to enter the cauldron. The only creatures who regularly brave Dagnor's Teeth are the shoal serpents (use stats for darkweed serpent), which like to wind through the narrow gaps and even coil themselves around the teeth to sleep there, just above the rushing water.

3. Serpentslayer Village

On the northeast bank of the Cauldron, just east of the river and Dagnor's Teeth, stands a small village. The huts here are built of clay and reeds taken from the riverbank. Many of them have roofs of what looks like parchment strips sewn together. Closer examination reveals that these are actually snakeskins — for this is the home of the Serpentslayer tribe of aqua goblins.

When the original goblin tribe first split into three smaller groups, those calling themselves the Serpentslayers went north, looking for a place with abundant prey. They found that spot here, where fish and other creatures shoot out of the river and into the Cauldron. Most small aquatic animals are stunned by the impact, making them easy to catch. The only problem is the snakes. Since the shoal serpents nest in Dagnor's Teeth, they also live upon the river's bounty, and the aqua goblins are forced to battle the deadly snakes for their food. But the snakes themselves proved to make a good meal, and their skins were used as clothing and as roofs for huts.

The Serpentslayer tribe does not actually hunt in Dagnor's Teeth — the current and narrow space would give the snakes a definite advantage. Instead, they send hunting parties up north, where the Ridge River runs before spilling into the pool. There the goblins can hunt and fish without interference; their prey is not yet stunned, but nonetheless it is often slightly dazed from the speed of the water. A second hunting party waits under the waterfall with large nets, ready to catch anything as it drops from the river. This party has several warriors standing nearby, ready to drive off any shoal serpents that approach. Those serpents that are not driven off are killed (but not always without fatalities among the goblins) and added to the day's catch.

Members of the Serpentslayer tribe can be found swimming all throughout the northeast corner of the pool. This is their territory, and the other two goblin tribes respect their space and do not trespass without permission. The Serpentslayers draw their own line at the Fissure, preferring not to risk its geysers by pushing any further south.

4. Ratkiller Village

Another of the aqua goblin tribes, the Ratkillers, have their village midway down the west side of the pool. The rocks here are steeper, so a small platform of salvaged wood has been built out onto the water. The goblins' huts extend out from this central area, with long wooden or stone stilts to support them and anchor them against the current. These huts have holes in their floors, so that the goblins can dive into the water or emerge from it at any time; a loose grating over the hole keeps other creatures from attacking without warning. The huts of this village are mostly wooden frames with ratskins pulled taut across them.

The Ratkiller tribe claims most of the west side of the pool, to the near edge of the Fissure. These goblins also chose their location for its proximity to a food source — in this case, the cauldron rat warren just south of them. Members of the tribe form hunting parties and slip into the water, swimming quietly toward the warren. They wait until a pack of rats swims out to hunt (or returns from a hunt), attacking when the rats are too far from the warren to escape safely. Then the bodies are dragged back to the village and hauled up onto the platform to be skinned and cooked.

Of course, rats are not the tribe's only source of food. They hunt virtually anything in their area, and often bring home fish or snakes to supplement their diet. Still, rats are their main source of food, and also their most common foe. Sandbar serpents do live in the water nearby, but these large snakes are extremely dangerous, and though goblins have killed them before, the risk is too high to go after the giant snakes when other, easier options exist.

5. Cauldron Rat Warren

A little south of the Ratkiller village, directly across from Cinder Isle and the Fissure, is the rat warren. The shore here has a bit more dirt and mud than elsewhere, and the shoreline dips in slightly, providing a slight gap between the stone on either side. The cauldron rats have dug into the earth at this point and created an elaborate tangle of tunnels where they can hide, breed, and eat in relative safety. Small packs of rats venture out regularly to hunt, diving into the water and swimming about in search of food to bring back to the warren. The rest wait within, hidden from view. The Ratkiller tribe knows the location of the warren, of course, but attacking it would be suicide, as every rat within would go into a frenzy in order to defend its home. Though it would be impossible to count accurately, the rat warren contains at least several hundred cauldron rats, and perhaps even as many as a thousand.

Although cauldron rats are roughly the same size as a stout human (nearly 6 feet long, not counting the tail, and 200 pounds or so), they are far better at squeezing through tight spaces. The entrance to the rat warren is only a little over 2 feet around, and very slick. Most other Medium-size creatures trying to enter must make an Escape Artist check (DC 15) to avoid getting stuck; larger creatures (other than Large rats) cannot enter the hole without considerable work to make it larger — and the rats would attack ferociously if anyone were to attempt to do so.

The cauldron rats are thought to be ruled by an enormous "queen" who never leaves the safety of the warren. How-

ever, the hunting parties are dominated by a single large male rat, whom Conium Darkblade has nicknamed Flotsam. This impressive cauldron rat is distinctive for two reasons: First, his left ear is missing, presumably bitten off in some struggle; second, dangling upon a collar apparently crafted for him, Flotsam can be seen to carry a small metal disc. This is actually a *shiny golden coin* (see Appendix 2), a potent magic item that makes the rat a more effective leader and a tougher foe.

6. Sharkhunter Village

The third aqua goblin tribe has settled in the southwest corner of the cauldron, below the Stepping Stone and not far from the Stone Forest. This is actually the location of the first aqua goblin camp in this region — when these creatures first entered the area and found the Cauldron, they came over the cliffs to the west. After the tribe grew too large to stay together and split into three new tribes, the Sharkhunters won the right to keep the existing village.

As the oldest of the aqua goblin villages, it is no surprise that this is also has the best construction. Huts here are made of wood and even some stone, with roofs of sharkskin and ratskin stretched over wooden frames. Both skins blend easily into the surrounding rock, and the village is difficult to locate, especially from a distance or during the daytime fog. The ground here is relatively flat, providing a natural hollow for the buildings, and juts out slightly into a short natural dock. The home of the tidal lord is made entirely of stone, and has several rooms (most aqua goblin huts have but a single room).

The Sharkhunter tribe controls the area south of Cinder Isle, on both sides of the pool. This is the largest of the three aqua goblin territories, but the Sharkhunters are also the largest and most powerful tribe. Though they hunt anything they can find, the tribe's preferred prey are the great cauldron sharks that swim through the waters here, especially in the deeper water of the southern end. A band of goblins hides among the rocks or near the bottom of the pool while one cuts himself and uses the blood as bait. Once a cauldron shark approaches, the hunters swim up and attack from all sides at once.

The Sharkhunters have an alliance of sorts with the mermaids of Kedge Keep. They stay well away from the keep and don't attack the mermaids, and in return the mermaids leave them alone as well. This works out well for all concerned, and the aqua goblins have even been known to perform small favors for the mermaids, even without being charmed.

Behind the Sharkhunter village is a concealed pathway, which the aqua goblins know and keep well hidden. This path winds through the cliffs and back to the sea on the western edge of Faydwer. It was through this same narrow, sometimes treacherous way that the aqua goblins first reached the Cauldron.

The Sharkhunter tidal lord is an aqua goblin named Dwigus Lowater (*male aqua goblin, War 12/Rng 4, DE; Sharkhunters*). Lowater also wears an unusual artifact called the *ingot of the constant*. His chief shaman, Bilge Farfathom (*male aqua goblin, Shm 14, DE; Sharkhunters*), is one of the oldest aqua goblins in the Cauldron, and one of the wisest. Farfathom wears a *reed belt* and a *pearl kedge totem*. Both goblin leaders carry *riptide spears*. (See Appendix 2 for a description of each of the items listed above.)

7. The Fissure

The Cauldron's dominant feature above the surface is Cinder Isle. But beneath the surface is a second feature that is far more important, one that affects every creature dwelling in or around the pool. This is the Fissure.

Cutting across the pool, just north of center and running diagonally from southwest to northeast, is a great gaping slit in the bottom of the pool. At its widest, this crevice is fully 200 feet across, but in places it is no more than 6 feet wide. It is impossible to tell how deep the crevice goes by looking down from above, as superheated steam bubbles billow up all along its length, obscuring anything below. In fact, it is more than twice as deep as its widest point, reaching over 400 feet below the bottom of the Cauldron itself.

The Fissure is the result of the lava stream below the water and the dwarves who tried digging down into it from above. The lava stream generates intense heat, which produces pressure against the rock above. When the dwarves cut through that rock, the pressure was released upward. The heat turned the water immediately around it into steam, which created even more pressure, and the sudden push cracked the rock apart and thrust it open.

The Fissure is the source of the great heat in the Cauldron, and also part of the reason for the strong currents. It is also responsible for forming the islands overhead, and for providing enough upward-flowing current to keep them afloat. Without the Fissure, Dagnor's Cauldron would be a much cooler, calmer, quieter place.

Nor is the crevice unoccupied. Lava, water, and fire elementals live in its depths, and some have reported the presence of fire imps and even lava beetles and lava duct crawlers well below the steam level. Any adventurer who actually manages to descend to within 90 feet of the lava flow takes 1d8 points of heat (fire) damage every round, increasing to 2d8 points per round within 30 feet, and then to 3d8 points within 15 feet of the lava. At this point, the fissure splits into various side tunnels, many too small and narrow for a Medium-size humanoid to enter. Larger crawlways also exist, and these are home to the various elementals. Below that is the lava stream itself, home to the lava beetles and the lava duct crawlers.

It should be mentioned that the Fissure is relatively easy to spot because the lava stream below it generates light as well as heat. The crevice is lit from below, and the steam bubbles that rise from it tend to reflect that glow slightly, although that illumination fades as it rises.

8. Lava Stream

No one has ever successfully mapped this stream, and few have even gotten close enough to see it and survived. The stream is still largely underground; only a few small cracks and gaps in the bottom of the Fissure have allowed the lava itself to spill out, and in the cooler temperatures of the water the lava quickly cools to a hard gray mass. But for anyone brave enough and talented enough to get beneath the fissure, the stream is a breathtaking sight. A ribbon of liquid fire, it flows through a channel whose sides have been fused glass-smooth from the constant heat. The channel is

The Geysers

Most of the steam pouring up from the Fissure dissipates fairly quickly. However, every so often (every 10d4 minutes on average) a jet of steam has enough upward force or is rotating quickly enough to hold itself together all the way to the water's surface and beyond. These jets shoot forth from the pool, forming a sudden fountain of superheated air and water. The resulting geysers, anywhere from 5 to 20 feet in diameter (1d4 x 5 ft.) are lovely to watch and breathtaking in their power, but they are also extremely dangerous to anyone caught within them.

On land, a geyser is easy to anticipate — the spout usually makes a faint popping sound just before each release. But since the Fissure is underwater and constantly generating steam, no warning sound can be heard. The one hint of danger is that the location of an upcoming geyser glows a little more brightly than the rest of the lava flow (as the lava's crust breaks open to reveal raw magma), making a faint dot against the rest. Anyone watching the Fissure who makes a Spot check (DC 15) can notice this brief flare of light taking place, and has 1d3+1 rounds to move away before the geyser erupts. A creature with at least 5 ranks in Knowledge (local lore [Dagnor's Cauldron]) can make a Wisdom check (DC 12) to discern exactly when a geyser will erupt, to within 1 round.

Most of the creatures and people of the Cauldron have learned to anticipate geysers; most may not be able to predict exactly where one will occur, but they know to steer clear of the Fissure in general. Many, though, do get more accustomed to the rhythm of the steam, and can generally guess when the next geyser will hit, to within a minute or so. A geyser can last for anywhere from a minute to roughly an hour (3d20–2 minutes), at the end of which it stops suddenly rather than fading gradually. Anyone within the area of an erupting geyser takes 6d8 points of blunt damage and 4d8+4 points of fire damage per round; she may make a Reflex save (DC 20) for half damage (i.e., half from each of blunt and fire damage). A character trapped in the area must also make a Fortitude save (DC 15, +1 per previous check) each round or begin to suffocate (see **"The Environment"** in Chapter 2 of the ***EQ: Game Master's Guide***) as the air around her is boiled away.

Canny creatures sometimes use the geysers for defense, positioning the steam fountain between themselves and a predator — or, if they can time it right, catching their attacker in the geyser itself. As noted above, the jets of steam tend to provide some illumination as they rise through the water. They can even provide food, since fish, rats, or snakes sometimes get caught in the blast, and are killed and cooked in an instant.

Unfortunately, the geysers do contain an additional danger: The snake-like creatures known as geyser worms (see Appendix 1) live and play inside the steam fountains, completely at home in the intense heat and pressure, and tend to attack anyone who ventures within striking range.

brightly lit with a glow coming from the lava itself, strands of gold and silver mixing with oranges and reds, yellows and whites. The stream does not appear to move very quickly, but only because it has no waves to indicate its great velocity — in actuality, the pressurized lava flows at over 500 feet per round!

The intense heat in the channel evaporates any water that might drip down from the Cauldron above, but it also removes any air, so there is no way to breathe inside it without magical aid. The channel also has no handholds, nothing to grip onto, and the lava itself tend to turn anything that touches it to ash in an instant (20d6 points of fire damage per round of submersion).

The lava stream's path follows the length of the Fissure above, but only as far as the edges of the Cauldron. Beyond these points, the lava stream veers downward steeply, disappearing into deep holes that could descend for thousands of feet. It is possible that the stream continues on under the ocean, or it might simply return to the world's molten core. Even those creatures created to survive in the lava generally cannot long endure the pressure, velocity, and force of the stream at those points, so no one is known to have followed the stream back to its origin or forward to its final destination.

9. Scalded Rat Warren

Along the east bank of the cauldron, not far above the top edge of the fissure, a second rat warren nestles among the rocks. Unbelievably, this warren is considerably larger than the first, and has been carved into stone rather than through dirt, but the Serpentslayers (whose village is a bit north of this spot) know better than to approach or attack these rats — for this warren is home not to cauldron rats, but of the so-called "scalded rats" (use stats for the "scalding plague rat," the sample creature for the scalding template in Appendix 1). These rats are far larger on average than their cauldron rat kin, and a good deal more dangerous.

Local legends claim that a band of giant rats (the same breed from which the cauldron rats evolved) was trapped within the initial blast that created the Fissure long ago. Many died, but some survived, and the energies of the explosion somehow mutated them, allowing them to adapt to the intense heat. These were the first scalded rats. Whether the story is true or not, one thing is certain: These rats are extremely dangerous. No aqua goblin willingly ventures near their warren, and most hunting parties actually flee if they see a band of scalded rats in their vicinity.

10. The Tollbooth

Near the east bank of the Cauldron, just south of Cinder Isle and the Fissure, the ground levels somewhat; it is more hilly and less mountainous, with more dirt and less rock. This narrow strip of land between the pool, Ranthok's Ridge, and the ocean to the south provides a natural path for anyone approaching from the southeast side of Faydwer. Adventurers often take this route if they have arrived on the continent from the south, or if they are traveling from the Loping Plains or beyond.

However, adventurers are not the only ones to see the value of this strip of land. Orcs are always a danger in this region, and one particularly enterprising band recently

realized the strategic value of the natural passageway. They set up a camp alongside the pool, and then built a tollbooth just beyond the bottom edge of Ranthok's Ridge. This "tollbooth" consists of a heavy tree trunk, sheared completely of limbs and branches and turned sideways, the whole supported 3 feet off the ground by two thick stumps; the trunk is lashed to the taller stump, on the north side, and sits atop the shorter stump to the south. This way the trunk can be swiveled around to let people through, although it takes at least three orcs to move the massive barricade aside.

A number of orcs stand at all times beside their barrier, bows and spears resting atop the trunk itself, and demand payment before they allow anyone to pass. Of course, the orcs don't have any set amount in mind — they simply take whatever they think they can get from travelers foolish enough to pay. If they at all suspect that they are being cheated or connived, they attack. Anywhere from 4 to 15 orcs are stationed here at any given time.

11. Orc Camp

Halfway between the tollbooth and the Cauldron is the orcs' camp. It is a large, surprisingly well-organized place — considering that it is held by orcs — with bedrolls arranged around a large central fire and tree limbs planted next to the bedrolls so that the inhabitants can hang armor and weapons up while they sleep. In total, 22 orcs (treat as Crushbone centurions) live here along with their leader, Mangleheart, who is actually a former Crushbone legionnaire; at any given time, those not on duty at the Tollbooth are resting or working around the camp.

Mangleheart once made the mistake of arguing against Lord Darish, the clan Warlord, and in the heat of the moment accused Darish of getting his position only because he is the current Emperor Crush's son. Darish, enraged, only barely restrained himself from killing Mangleheart and exiled him instead. Deciding it would be best to get well away from Crushbone, and from Greater Faydark in general, the former legionnaire somehow trekked all the way along Ranthok's Ridge before reaching the current location. Along the way he took command of several other orcs, and he has gradually forged them into a competent fighting force. Now he is the leader of his own band, and has an excellent time intimidating, robbing, and killing anyone who wanders nearby.

Mangleheart, Male Crushbone Centurion, War 5: CR 8; SZ Medium-size humanoid (orc); HD 5d8+15 plus 5d12+15; hp 118; Init +1 (Dex); Spd 30 ft.; AC 18 [flat-footed 17, touch 11] (+1 Dex, +1 natural, +4 armor, +2 shield); BAB +8; Grap +14; Atk +15 melee (1d10+8, broad sword), or +15 melee (1d3+7, crit 19–20, *+1 dagger*), or +9 ranged (1d6+3, crit x3, 70 ft., composite oak shortbow), or +9 ranged touch (*entanglement*, 10 ft., weighted net); Full Atk +15/+9 melee (1d10+8, broad sword), or +15/+11 melee (1d3+7, crit 19–20, *+1 dagger*), or +9/+4 ranged (1d6+3, crit x3, 70 ft., composite oak shortbow); SQ berserking, Taunt bonus +2, ultravision; Res FR 3; AL NE; Fac None; SV Fort +11, Ref +3, Will +3; Str 22, Dex 12, Con 16, Int 12, Wis 12, Cha 11.

Skills: Alcohol Tolerance +5, Climb +5, Intimidate +4, Jump +3, Knowledge (warcraft) +5, Listen +5, Spot +5, Taunt +5, Trade Skill (blacksmithing) +4, Trade Skill (fletching) +4, Wilderness Lore +3.

Languages: Orc (4), Common (3), Elvish (2).

Feats: Cleave, Parry, Power Attack, Toughened, Weapon Focus (broad sword), Weapon Specialization (broad sword).

Possessions: Chain shirt, large wooden shield, broad sword, *+1 dagger*, composite oak shortbow, quiver and 17 arrows, weighted net, *dwarven workboots*, large toothband, belt pouch, *titan potion*, cask of *Ol' Tujim's fierce brew*, 36 gp.

12. Dwarven Hall Ruins

Once, long ago, before this area was cut off from the ocean, a mighty stone fortress sat high above the pool's west side. This keep was built by the dwarves, and here they kept a strong guard. The dwarves claimed that they were simply standing ready in case their kedge neighbors (who had a keep of their own, down inside the pool itself) were in danger and needed aid. But in reality the dwarves were afraid of the kedge, and had built the guard post to keep an eye on them and to block any attempted invasion.

When Brell caused the mountains around the fortress to come crashing down, it was shattered and tossed into the deep water of the pool, coming to rest in two different areas. The main hall wound up on the east side of the pool, almost directly opposite its former location. But the front tower, the actual guard post, was tossed further north, finally sinking just below the north shore, and directly in front of the Ledge.

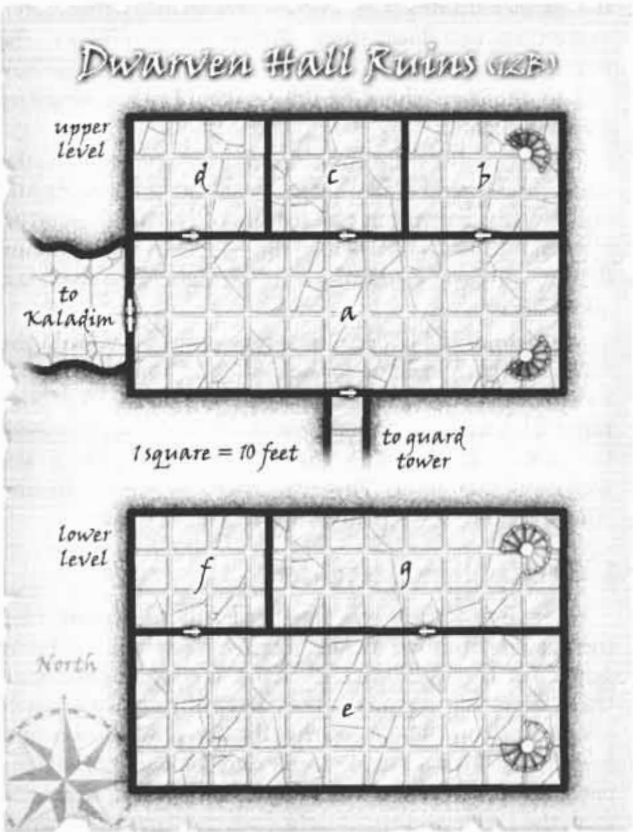
Nor was this the worst of it. In his anger, Brell cursed the dwarves within the fortress, and refused to take their souls into his realm upon their deaths. Thus, they became undead, and were unable to die or to leave their former post. Worse, any dwarf who dies within the ruins is caught by the same curse and becomes another member of the undead bound to that place. Those undead dwarves who currently remain among the ruins of the fortress prey upon any foolish enough to approach; they are especially vicious toward living dwarves.

King Dagnor Butcherblock himself was present in the fortress when the disaster occurred, and thus became undead along with his men. However, the king has mysteriously vanished from the ruins since then. Since it was Phinigel Autropos who acquired the *Butcherblock hammer*, it is possible that the kedge sorcerer also did something to the ancient dwarven king, but that is not certain.

12-A. Tower Ruins

The dwarven guard tower was a simple two-story cylinder with a conical roof above it. A portion of the roof is now caved in, and a hole has been ripped out of the lower floor, but the tower is otherwise intact — it is lying on the floor of the Cauldron, with its windows facing the Ratkiller village and its roof pointing toward the ruins of the main hall.

Each floor had a single room, and a circular iron stair connected the floors. On the top floor was the guardroom: Here sat a single table up against the one window, with chairs on the three other sides. Guards could sit here and watch the pool below for any sign of trouble. Along the back wall were racks of weapons — bows and spears and axes, and quivers of arrows — all of which have been rendered useless by time and their watery environment. Directly opposite the window, between the weapons racks, a door once led out to the tunnel connecting the guard



tower to the fortress's main hall. When the disaster occurred, King Dagnor was sitting in the chair facing the window, and a handful of his royal guards stood behind him. The king is no longer here, but his 3 guards remain, now undead (*dwarf War 12, skeleton template*); each wears *+2 Small full plate* and a *+1 small steel shield*, a *+1 keen handaxe*, and a *ring of regeneration* (see Appendix 2). All of these magic items remain relatively unharmed despite their lengthy exposure to the salt water of Dagnor's Cauldron.

The lower floor of the tower was also a guardroom similar to the floor above, except that it was not set up to allow guards to sit around a table. Instead, the room held four enormous iron devices (not unlike cannons) that were used to fire heavy spears, and the single window above was replaced by narrow slits before each weapon. The back walls held ammunition for these weapons, and a small table with two chairs sat in between. If a battle occurred and the alarm sounded, the 2 guards stationed here would leap from their seats and prepare the weapons for use. Both guards are still here (*dwarf War 8, skeleton template*), clad in rusted chainmail and wielding pitted battleaxes.

12-B. Main Hall Ruins

The guard tower landed on its side when it fell. The main hall, however, was upended, and is now planted into the Cauldron floor almost perfectly upside-down — a part of the roof collapsed upon impact, so the hall does tilt slightly toward one corner.

Throughout the mostly intact ruins of the main hall, one might encounter one or more of the undead dwarf guards who maintain a vigil still: Treat these unfortunates as dwarves (*War* 6–9) with the skeleton template.

The fortress was designed so that the guards could keep watch from the tower while the rest of the unit slept and ate (and drilled) in the main hall. An underground tunnel connected the two sections, and a guard was always stationed halfway down to relay messages back and forth more easily. The main hall consisted of two levels, as did the tower. On the upper floor were the great hall, the kitchens, the armory, and the war room. On the floor below were the barracks and the storerooms.

Sadly, despite many adventurers' hopes, the dwarven ruins do not contain much in the way of treasure. This was a working guardhouse, and the warriors here were simple guards, not famous and wealthy warriors or wizards. Granted, the *dwarven horn* in the war room (Area *d*, below) is a significant artifact, and of course the *Butcherblock hammer* (no longer here, unfortunately) was extremely valuable. However, the only other objects of significance are the items worn and carried by the king's former royal guard.

***a.* Great Hall:** In this room, the guards ate their meals, but also sat and played games or drank or entertained each other with stories when not on duty. The Great Hall is a long rectangular room with high ceilings; several rectangular tables sit along the sides, with benches on either side of them. The center of the room is empty except for a fire pit, designed to be covered by a massive stone lid. The fire pit was lit on cold nights, but at other times the lid was left on so that the entire area could be used as a training yard.

The hall has three doors along the north wall, a single door along the south, and a set of double doors on the west side. The double doors are the main doors into the fortress, and once led out onto a wide underground road linking the keep to the city of Kaladim. The single door in the south wall led down a short tunnel to the guard tower. In the southeast corner, an inverted circular iron stair leads down to the lower (formerly upper) floor.

***b.* Kitchens:** The easternmost door on the hall's north wall leads to what was once the kitchen. This large room held several brick ovens; a small fire pit; a set of large, stout wooden tables; a row of cabinets; and a rack for holding kegs of wine, ale, and mead. Hooks on the ceiling (now the floor) held joints of meat, while knives and other utensils hung along the walls. Since the keep did not have many people in it, the guards simply took turns with the cooking. A circular iron stair (again inverted) in the northeast corner leads down to the storerooms below.

***c.* Armory:** The middle door on the hall's north wall leads to this room. Racks cover the walls, and on them hang rusted and pitted armor and weapons: bits of plate armor and chainmail, shields and helms, swords and axes, spears, and bows and arrows lie scattered about, some on the shelves, the rest spread across the room. All of the gear here is sized for dwarves — and essentially worthless.

***d.* War Room:** The westernmost door on the north wall of the Great Hall opens onto the war room; this is the smallest chamber in the fortress, once used by the tower's commander and his lieutenants to discuss strategy. The war room was once dominated by a single square table, with one chair on each side; bits of these remain floating about the chamber. A faded tapestry sways gently in tatters from the back wall; it once held a detailed map of the pool and surrounding area, now completely illegible. On the floor among the detritus in the middle of the room lies a large war

horn with an iron mouthpiece. This is the fabled *dwarven horn* (see Appendix 2). Dagnor sent the horn to the keep so that, had the kedge attacked, he and his people would have known instantly.

***e.* Barracks:** On the "lower" floor, the stair from the Great Hall leads down to the barracks. This large room is the same size as the hall above, with beds bolted to the ceiling along the north and south walls in rows. Each bed still has an upside-down pair of drawers beneath it; a chest once rested at each bed's foot, along with a small table next to the head, but these rest, subtly adrift, on the chamber's floor now. Hooks along the wall once held clothing, armor, and weapons. The splintered and water-logged remains of several garderobes are spread throughout the room.

Two doors open onto the back wall — the left-hand one leads to the commander's room, and the one on the right leads to the storerooms. While the king was here, his royal guard slept in the barracks with the other warriors, though they commandeered the beds closest to the commander's room.

Currently, the king's other 3 royal guards (*dwarf War 12, skeleton template*) and the tower commander (*dwarf War 15, skeleton template*) dwell in this area. Like those in the tower ruins, each skeleton wears *+2 Small full plate* and a *+1 small steel shield*, a *+1 keen handaxe*, and a *ring of regeneration* (see Appendix 2); the commander wears *+4 Small full plate* and wields a *+3 keen handaxe*, but is otherwise similar. They attack intruders immediately and mercilessly.

***f.* Commander's Room:** This was the private bedroom of the guard commander. The furniture here is similar to those in the barracks — a bed upon the ceiling, with drawers still locked beneath; an iron-bound chest lying on one end in a far corner; a broken bedside table floating suspended in the center of the room — but the commander also had a small table and a single chair that now lie largely intact in one corner.

Because Dagnor was visiting when the keep fell, the commander had given the king his room and slept out in the barracks with his men.

***g.* Storerooms:** This long chamber once held the various supplies for the fortress. Wooden palettes supported bags of wheat and grain, casks of oil and ale, bottles of wine and mead, and sacks of vegetables. Meat and fish hung from hooks on the ceiling. The palettes also held extra clothes, rope, torches, tinder, and other standard items. A stair in the northeast corner led up to the kitchen so that whoever was cooking could come down to get food for dinner easily. In the northwest corner, the dwarves had drilled a well for water (which tapped into a small underground stream, not into the salt water of the pool or of the ocean).

13. The Ledge

Just above the northern edge of the pool, near the remains of the dwarven guard tower, is a spot where the cliff is perfectly level and perfectly smooth. It looks as if stone carvers labored for months to remove any imperfections on this one ledge, to provide a perfect platform overlooking the pool. According to dwarven legend, it is here that Brell Serilis sat while he, Prexus, Tunare, and Rallos Zek discussed the fate of the world. Although the ledge would have been the perfect spot for a guard post, the dwarves refused to consider altering it in any way. Dwarven pilgrims often make their way down the Cauldron and climb up to the ledge, to sit and soak in the atmosphere, and to pray to their god in the spot where he once sat and first thought of creating them.

There is truly a great and eldritch magic surrounding the Ledge, and legend holds that no dwarf can be harmed while upon it. It is a fact that no creature of evil alignment can approach to within 60 feet of the Ledge. In addition, any divine spell cast by a dwarf who rests upon the Ledge is cast at +1 caster level.

Just behind the Ledge is a narrow pathway cut into the rock. This path leads up to the cliffs, and from there winds its way northward to Kaladim and the Butcherblock Mountains. This was not the path the dwarves themselves used, of course — they had their underground road, which was wider and straighter. This path they created for anyone who wished to visit them from the pool's vicinity.

14. Dwarven Outpost

After their fortress was destroyed, the dwarves avoided the Cauldron (then named Dagnor's Grave) for many years. Yet they still worried that someone might attack them from that region, so they needed to place another guard post somewhere nearby. Rather than raise a new keep, they built a simple stone outpost overlooking the path that leads from the Cauldron to Kaladim, well back from the Ledge and out of sight from the water. This small two-story tower is only large enough to accommodate 5 guards at a time, but that is enough — the path is so narrow that one stalwart dwarf could hold it for some time, and the sides are steep enough that raising a weapon is difficult. The guards (*male dwarf, War 7–10, ON; Stormguard, Kazon Stormhammer*), sitting above in their outpost, can rain down arrows and spears, easily holding the pass against a force many times their number.

The first floor of the tower has only two rooms. The first is used for cooking and eating meals. A wood stove sits in one corner, with a wooden table beside it and hooks above and along the walls. A second table with chairs sits across the room, close to the front door. The second room is a bedroom with five dwarf-sized beds. Each bed has a small chest at its foot, drawers beneath, a table by its head, and hooks and shelves along the wall for holding personal items. The second floor, which is reached by a wooden stairway in the southwest corner of the main room downstairs, has only one room. This is the guard post itself. A wide window looks down upon the path, and a table is placed here with three chairs around it. A rack of weapons hangs on the wall, and a small cauldron sits nearby, with flasks of oil and bags of coal safely stowed away on the nearby shelves.

A small well near the front door provides fresh water, and beside that is a small shed holding firewood (sent down by the dwarves in Kaladim, since no trees grow near the outpost itself).

15. The Fabulous Four

Just south and west of the path to Kaladim, at the northwest corner of the Cauldron pool, the ground flattens out once more, providing a small rocky beach. This is the



most common path for travelers from Kaladim to take when approaching the water, and here a quartet of adventurers has recently set up camp. Unlike the orcs to the southeast, these adventurers do not rob and attack passersby. If anything, they tend to help the people they meet, even to the point of healing those in need.

The group calls itself the "Fabulous Four," and consists of a dwarf, a gnome, a wood elf, and a high elf (see below). They apparently seek to destroy the evil creatures haunting the Estate of Unrest, which is strange since the entrance to that place lies at the opposite end of the Cauldron and, so far at least, the four show no signs of moving in that direction. Instead, they spend their days fishing, hunting, and killing any monsters they can find — usually serpents and rats, plus any aqua goblins foolish enough to approach too closely.

The campsite is a simple one, with four bedrolls placed around a stone-lined fire, and the four invite travelers to sit, eat with them, and exchange stories and information. They have been in the area for several months now, and the dwarf, at least, knows the Cauldron quite well. They can point out many of the dangers and the best ways to leave or enter the area, though they do their best to discourage anyone from entering the Estate of Unrest. The quartet also eagerly helps to defend anyone staying with them from attacking monsters, although they won't venture far from their own camp.

Sigan is the leader of the Fabulous Four. He initially gathered his three friends together to help him find and reclaim the lost *Butcherblock hammer*, but they soon despaired of ever finding it. More recently, though, Sigan has set his sights on another prize: the *dwarven horn* (see Area 12–B and Appendix 2). His grandfather once told him of the artifact, so that Sigan is one of the few who has heard of it in recent generations, and the determined dwarf is determined to find it. He has not told his companions what they seek, however, because he isn't sure they'll appreciate the item's true worth. Instead, to keep them interested, he has mentioned the Estate of Unrest, and suggested that they make sure none of the undead there make their way around the Cauldron and attack the people in the Butcherblock Mountains and beyond. This worked at first, but now his companions are becoming impatient — they are tired of waiting, and want to go to the Estate themselves and confront the evil there directly.

Sigan Ilbirkun, Male Dwarf, War 7/Pal 3: CR 10; SZ Small humanoid (dwarf); HD 7d12+21 plus 3d10+9; hp 111; Init +1 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 24 [flat-footed 23, touch 12] (+1 size, +1 Dex, +8 armor, +3 shield, +1 natural); BAB +10; Grap +10; Atk +18 melee (1d6+8, crit x3, *+2 handaxe of speed*), or +15 melee (1d3+4, crit 19–20, dagger), or +13 ranged (1d6, crit x3, 70 ft., knifed composite shortbow); Full Atk +16/+12/+8 melee (1d6+8, crit x3, *+2 handaxe of speed*) and +13 melee (1d3+2, shield bash), or +15/+11/+7 melee (1d3+4, crit 19–20, dagger), or +13/+8 ranged (1d6, crit x3, 70 ft., knifed composite shortbow); SQ berserking, dwarf traits, infravision,

lay on hands (9 hp), smithing, Taunt bonus +2, +2 magic saves, +4 poison saves; Res MR 3, PR 6; AL OG; Fac Fabulous Four, Stormguard, Paladins of Underfoot; SV Fort +11, Ref +4, Will +6; Str 18, Dex 12, Con 16, Int 8, Wis 14, Cha 12.

Skills: Climb +2, Hide –1, Knowledge (local lore [Kaladim/Dagnor's Cauldron]) +3, Knowledge (religion) +2, Knowledge (warcraft) +2, Listen +3, Profession (fisherman) +6 [*pole*], Swim +6 (weight modifier not inc.), Taunt +6, Trade Skill (baking) +6, Trade Skill (blacksmithing) +9.

Languages: Dwarf (4), Common (4), Elvish (2), Gnome (2).

Feats: Bash, Cleave, Endurance, Parry, Power Attack, Weapon Focus (handaxe), Weapon Specialization (handaxe).

Possessions: Masterwork full plate, *+1 large steel shield*, *+2 handaxe of speed*, dagger, knifed composite shortbow, quiver and 12 arrows, holy symbol, *gold fire opal amulet*, belt pouch, *collapsible fishing pole*, fishing line, fish hooks, 7 *fish rolls*, aleskin.

Elmion Hendrys, Male Wood Elf, Rng 8: CR 8; SZ Medium-size humanoid (elf); HD 8d10+8; hp 46; Init +5 (Dex); Spd 30 ft.; AC 18 [flat-footed 13, touch 15] (+5 Dex, +3 armor); BAB +8; Grap +9; Atk +15 ranged (1d8+3, crit x4, 125 ft., knifed single-cam linen-strung elm longbow), or +9 melee (1d8+1, crit 19–20, longsword); Full Atk +15/+11/+7 ranged (1d8+3, crit x4, 125 ft., knifed single-cam linen-strung elm longbow), or +9/+4 melee (1d8+1, crit 19–20, longsword); SA spells; SQ fletcher, infravision, wilds mastery (archer), wood elf traits; Res CR 3, ER 2, FR 7; AL NG; Fac Fabulous Four, Faydark's Champions; SV Fort +5, Ref +11, Will +4; Str 12, Dex 20, Con 12 (11), Int 10, Wis 14, Cha 10.

Skills: Channeling +6, Climb +4, Hide +11, Knowledge (local lore [Faydwer]) +4, Listen +6, Meditation +5, Sneak +11, Spellcraft +4, Spot +10, Swim +3, Taunt +3, Trade Skill (fletching) +10, Wilderness Lore +10.

Languages: Elvish (4), Common (4), Gnome (1).

Feats: Point Blank Shot, Precise Shot, Track, Weapon Focus (longbow) [*girdle*], Weapon Specialization (longbow).

Ranger Spells Prepared (mana cost): *Camouflage* (2), *endure fire* (3), *feet like cat* (7), *flame lick* (2), *glimpse* (1), *snare* (3). Caster level 4th; save DC 13 + spell level. Elmion knows only these 6 spells.

Mana Pool: 16.

Possessions: Masterwork studded leather, longsword, dagger, knifed single-cam linen-strung elm longbow, *fletcher's girdle*, 10 mithril-nocked arrows, 10 mithril-point arrows, 20 *pathfinder arrows*, 20 arrows, *electrum bloodstone earring*, *wristlet of mending*, hunting horn, belt pouch, prayerbook, 32 gp.

Ghilanbiddle Nylwadil, Male Gnome, Wiz 9: CR 9; SZ Small humanoid (gnome); HD 9d4+18; hp 39; Init +3 (Dex); Spd 20 ft.; AC 17 [flat-footed 14, touch 14] (+1 size, +3 Dex, +3 armor); BAB +4; Grap –1; Atk +4 melee (1d4–1, Medium staff) or +4 melee (1d3–1, crit 19–20, dagger); SA spells; SQ gnome traits, infravision, quicken mastery, +1 acid and fire saves; Res AR 4, ER 3, FR 5, MR 6; AL N; Fac Fabulous Four, Eldritch Collective, King Ak'Anon; SV Fort +5, Ref +8, Will +6; Str 8, Dex 17, Con 14, Int 21 (20), Wis 10 (9), Cha 10.

Skills: Channeling +16 [*handwraps*], Hide +9, Knowledge (local lore [Faydwer]) +11, Knowledge (mysticism) +15, Listen +4, Meditation +17, Search +8, Sneak +7, Spellcraft +19, Swim +2, Trade Skill (tinkering) +17.

Languages: Gnome (4), Common (4); Barbarian (2), Draconic (3), Dwarf (3), Elvish (4).

Feats: Combat Casting, Extend Spell, Lightning Reflexes, School Specialization (evocation), Spell Focus (evocation).

Wizard Spells Usually Prepared (mana cost): *Cancel magic* (5), *Garrison's mighty mana shock* (15), *O'Keil's embers* (6), *root* (5), *see invisible* (4), *shieldskin* (7), *shock of ice* (5), *shock of lightning* (10). Save DC 15 + spell level, or DC 17 + spell level for evocation spells.

Mana Pool: 93.

Possessions: *Cured silk armor*, Medium staff, dagger, *aqualung* (61 hrs. remaining), *stabilizing handwraps*, backpack, *sun chalice*, *shard tracer*, *flameless lantern*, flask of *firewater*, spellbook, 5 days' dry rations, waterskin, belt pouch, 3 *crackstems*, spell component pouch, 10 gp.

Ghilanbiddle (buffed with *lesser shielding*, *O'Keil's embers*, and *shieldskin*): hp 46 + 6d6 = ave. 67; SQ damage shield [fire] (2), +1 acid and magic saves, +2 fire saves; Res AR 4, ER 3, FR 9, MR 10.

Nyrien Lyrdarniel, Male High Elf, Pal 9: CR 9; SZ Medium-size humanoid (elf); HD 9d10+9; hp 51; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 19 [flat-footed 18, touch 11] (+1 Dex, +6 armor, +2 shield); BAB +9; Grap +10; Atk +13 melee (1d8+3 plus 1d4 cold proc [DC 20], crit 19–20, *velium longsword*) or +11 ranged (1d8+1, crit x3, 110 ft., knifed elm composite longbow); Full Atk +13/+8 melee (1d8+3 plus 1d4 cold proc [DC 20], crit 19–20, *velium longsword*) or +11/+6 ranged (1d8+1, crit x3, 110 ft., knifed elm composite longbow); SA slay undead, spells; SQ high elf traits, holy steed, infravision, lay on hands (54 hp); Res CR 2, FR 3, PR 3; AL OG; Fac Fabulous Four, Clerics of Tunare, King Tearis Thex; SV Fort +9, Ref +4, Will +8; Str 14 (13), Dex 12, Con 12 (11), Int 14, Wis 17 (16), Cha 17 (14).

Skills: Channeling +7, Diplomacy +8, Handle Animal +8, Heal +9, Knowledge (local lore [Faydwer]) +4, Knowledge (religion) +7, Knowledge (warcraft) +7, Meditation +8, Ride +12, Spellcraft +6, Sense Motive +8, Swim +3 (weight modifiers not inc.).

Languages: Elvish (4), Common (4); Dwarf (1), Gnome (1).

Feats: Great Fortitude, Mounted Combat, Parry, Sunder, Weapon Focus (longsword).

Paladin Spells Prepared (mana cost): *Cease* (3), *courage* (2), *halo of light* (7), *holy armor* (3), *light healing* (3), *minor healing* (2), *reanimation* (25), *spook the dead* (2). Caster level 5th; save DC 13 + spell level. Nyrien knows only these 8 spells.

Mana Pool: 30.

Possessions: *Ornate gold chainmail*, *imbued woodlander's shield*, *velium longsword*, knifed elm composite longbow, quiver and 13 arrows, 7 *arrows of glass*, holy symbol, backpack, prayerbook, 9 days' dry rations, wineskin, waterskin.

Nyrien (buffed with *courage* and *holy armor*): hp 54; AC 20 [flat-footed 19, touch 12] (+1 Dex, +6 armor, +2 shield, +1 divine); SQ damage reduction 3/–.

Amealas, Nyrien's Holy Steed: CR —; SZ Large magical beast; HD 7d10+21; hp 56; Init +1 (Dex); Spd 50 ft.; AC 16 [flat-footed 15, touch 10] (–1 size, +1 Dex, +6 natural); BAB +7; Grap +16; Atk hoof +11 melee (1d6+5); Full Atk 2 hooves +11 melee (1d6+5) and bite +6 melee (1d4+2); Space 5 ft. by 10 ft.; Reach 5 ft.; SQ empathic link, improved evasion, scent, share saving throws, share spells, SR 14; AL OG; Fac Clerics of Tunare; SV Fort +9, Ref +7, Will +6; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 8.

Skills: Listen +7, Spot +7.

16. The Weird Sisters

Just below Kedge Keep, along the eastern shore, the cliffs rise up as sharply as they do all around the Cauldron, but one cliff levels off only 40 feet above the water. On top of this cliff, a small hut has recently appeared; made of wood with a thatched roof, it would seem perfectly normal on the outskirts of a small village somewhere along the plains or in the grasslands. Here, though, by the Cauldron, it stands out against the gray stone and the stone-and-mud buildings used by the other locals.

Though not terribly impressive at a glance, the small building is actually a *folding hut* (see Appendix 2); with the proper command it can be folded down small enough to fit into a stout backpack. In the main room are a small table with three chairs and an assortment of large pillows. The pillows are strewn about the floor, and the hut's weird inhabitants (see below) lounge or sit upon these when they are not at the table. They cook their meals outside, where they have set up a cooking pit and hung a cauldron over it on an iron tripod.

The sisters sleep in three small alcoves located off to the sides of the main room, each one having a simple pallet on the floor, with a thin blanket — in the heat of Dagnor's Cauldron, furs and heavy coverlets are unnecessary. Along the outer wall are hooks to hold clothing and other items, and a shelf above the hooks holds larger objects. Each alcove has a curtain separating it from the main room.

The huts' owners are no less distinctive than the magical building itself: Three relatively young women, all stunningly attractive, they make a habit of sitting out on the edge of their cliff and preaching to everyone who can hear them. Because the Cauldron is surrounded by rock on all sides and the water itself carries sound well, their words are easily heard and understood by most everyone else in the area.

Strangely, though, the women only rarely talk about anything other than their favored topic — fear. They preach that fear is "right," since even the innocent have many things to fear. They regularly elaborate on the many possible causes of fear, often launching into gruesome descriptions of mortal wounds and hideous wasting diseases, of starvation and dehydration, of drowning, and of any number of other manners of death, pain, and torment. They encourage their listeners to give in to their fear, and to end their own lives quickly and painlessly before anything worse can happen to them.

Nor do the women simply talk. They spend part of each day picking their way along the water's edge. Whenever they find a potential victim, they threaten and terrify it (generally after having *blinded*, *weakened*, and/or *mesmerized* it); they sometimes attack outright, wounding the creature to within an inch of its life. Then they leave it there, bleeding and in pain, cowering from their every threatening gesture. This is their rather horrid way of proving that fear is indeed central to existence.

The three women are, perhaps surprisingly, enchantresses. They were once followers of Erollisi Marr and devoutly preached her tenets of love and devotion. But then a man wooing the eldest sister, Lara, began threatening her both physically and verbally, until she began to fear for her life, her health, and her sanity. Slowly but surely, the three sisters lost their faith in Erollisi and became more and more convinced that the true meaning of life was not found in love, but in fear. Cazic-Thule soon found them willing converts and eagerly accepted their conversion. While not truly evil, the women are clearly unhinged mentally, and see the world through a distinctively twisted perspective. They are utterly loyal to each other, but all others are "fair game."

The orc camp is not far north of the witches' hut, and the orcs there have begun to worry a bit about these three attractive but cruel women. The sisters may also have their sights set on the Estate of Unrest, which is certainly capable of generating fear in all who enter there.

Lara, Female Human, Com 2/Enc 5: CR 6; SZ Medium-size humanoid (human); HD 2d4+2 plus 5d4+5; hp 23; Init +1 (Dex); Spd 30 ft.; AC 12 [flat-footed 10, touch 11] (+1 Dex); BAB +3; Grap +3; Atk +3 melee (1d3, crit 19–20, dagger) or +4 ranged (1d4, 50 ft., sling); SA spells; AL DN; Fac Cazic-Thule; SV Fort +2, Ref +2, Will +6; Str 10, Dex 13, Con 12, Int 16, Wis 10, Cha 15.

Skills: Animal Empathy +7, Bluff +8, Channeling +6, Diplomacy +5, Handle Animal +6, Intimidate +15, Knowledge (mysticism) +8, Knowledge (religion) +5, Listen +5, Meditation +12, Sense Motive +2, Spellcraft +10, Spot +5, Swim +2, Trade Skill (tailoring) +8, Wilderness Lore +3.

Languages: Common (4); Draconic (2), Elvish (4).

Feats: Endurance, Enlarge Spell, Iron Will, Skill Talent (Intimidate).

Enchanter Spells Usually Prepared (mana cost): *Eye of confusion* (4), *fear* (7), *invisibility* (5), *lesser shielding* (4), *mesmerize* (3), *minor illusion* (2), *sentinel* (4), *suffocating sphere* (3). Save DC 13 + spell level, or DC 12 + spell level for mind-affecting spells.

Mana Pool: 30.

Possessions: Traveler's outfit, dagger, sling, belt pouch, 10 sling bullets, spell component pouch, assorted jewelry (25 gp total).

Lara (buffed with *lesser shielding*): hp 30; AC 14 [flat-footed 13, touch 11] (+1 Dex, +3 armor); SQ +1 magic saves; Res MR 4.

Sonia, Female Human, Com 2/Enc 4: CR 5; SZ Medium-size humanoid (human); HD 2d4 plus 4d4; hp 16; Init +0; Spd 30 ft.; AC 10; BAB +3; Grap +4; Atk +4 melee (1d3+1, crit 19–20, dagger) or +3 ranged (1d4+1, 50 ft., sling); SA spells; AL DN; Fac Cazic-Thule; SV Fort +3, Ref +3, Will +5; Str 12, Dex 11, Con 10, Int 16, Wis 9, Cha 17.

Skills: Animal Empathy +5, Bluff +8, Channeling +7, Diplomacy +7, Handle Animal +8, Intimidate +14, Knowledge (mysticism) +8, Knowledge (religion) +4, Listen +4, Meditation +7, Spellcraft +9, Spot +4, Swim +4, Trade Skill (baking) +8, Wilderness Lore +1.

Languages: Common (4); Dwarf (3).

Feats: Great Fortitude, Iron Will, Skill Talent (Intimidate).

Enchanter Spells Usually Prepared (mana cost): *Fear* (7), *invisibility* (5), *mesmerize* (3), *minor illusion* (2), *minor shielding* (2), *shallow breath* (1), *Tashan* (2), *weaken* (1). Save DC 13 + spell level. Sonia knows only these 8 spells.

Mana Pool: 24.

Possessions: Traveler's outfit, dagger, sling, belt pouch, 7 sling bullets, spell component pouch, assorted jewelry (30 gp total).

Sonia (buffed with *minor shielding*): hp 18; AC 12 [flat-footed 12, touch 10] (+2 armor).

Karla, Female Human, Com 1/Enc 4: CR 4; SZ Medium-size humanoid (human); HD 1d4 plus 4d4; hp 14; Init +2 (Dex); Spd 30 ft.; AC 12 [flat-footed 10, touch 12] (+2 Dex); BAB +2; Grap +1; Atk +1 melee (1d3–1, crit 19–20, dagger) or +3 ranged (1d4–1, 50 ft., sling); SA spells; AL DN; Fac Cazic-Thule; SV Fort +3, Ref +3, Will +5; Str 9, Dex 14, Con 11, Int 16, Wis 12, Cha 18.

Skills: Animal Empathy +6, Bluff +9, Channeling +7, Diplomacy +8, Handle Animal +8, Intimidate +14, Knowledge (mysticism) +8, Knowledge (religion) +4, Listen +5, Meditation +7, Spellcraft +9, Spot +6, Swim +1, Trade Skill (brewing) +8, Wilderness Lore +3.

Languages: Common (4); Gnome (3), Ogre (3).

Feats: Enlarge Spell, Great Fortitude, Skill Talent (Intimidate).

Enchanter Spells Usually Prepared (mana cost): *Fear* (7), *invisibility* (5), *lull* (2), *mesmerize* (3), *minor illusion* (2), *minor shielding* (2), *taper enchantment* (1). Save DC 13 + spell level, or DC 14 + spell level for mind-affecting spells. Karla knows only these 7 spells.

Mana Pool: 24.

Possessions: Traveler's outfit, dagger, sling, belt pouch, 11 sling bullets, spell component pouch, assorted jewelry (15 gp total).

Karla (buffed with *minor shielding*): hp 16; AC 14 [flat-footed 12, touch 12] (+2 Dex, +2 armor).

17. Stepping Stones

Just south of the weird sisters' hut, halfway between Kedge Keep and the southern shore of the Cauldron, is a strange formation running completely submerged along the floor of the pool. A row of rocks runs from east to west, each stone roughly circular and almost smooth across the top; each has been set into the Cauldron's floor so well that no gap exists between the stone's edge and the rock or mud around it. This oddity is known as the Stepping Stones by those who are aware of it, since that is exactly what the mysterious plinths resemble — except that they sit on the bottom of the Cauldron, where no one would ever walk.

The stones themselves are light gray in hue, several shades lighter than the rock around them, and have a faint silvery sheen to them; they reflect light well, and at night they glow faintly in the pool's dark depths. No one knows who set the stones here, or why, although theories of course abound. One notion is that the stones were placed here by Prexus and Brell Serilis, to mark where the water officially ended and the land began (back when there was still land here). Another story claims that the stones are a magical bridge — if one knows the correct command, the stones rise to the surface so that he or she can easily walk across. Yet another claim is that these are some sort of protective barrier, placed before the mountains hemmed the pool off from the sea, and that they warded off creatures of evil. Those who support this theory point out that the Estate of Unrest is south of the Stepping Stones, and that few of the undead ever get beyond this point.

But no one knows for certain.

18. Stone Forest

At the very southern edge of the Cauldron is a jumbled collection of stone structures, mainly columns and wall portions, lying both in and out of the water. Clearly these are ruins of some sort, but no one knows who built them. The dwarves don't claim them, and, since Phinigel does not bother to protect them, it seems that they are not of kedge construction either. But clearly *someone* built *something* there.

Considering that the Stone Forest ends abruptly at the steep cliffs along the southern shore, the city or stronghold (or whatever it was) probably got crushed by the rocks falling from the mountains during Brell's Avalanche. And that would make the Stone Forest many centuries old.

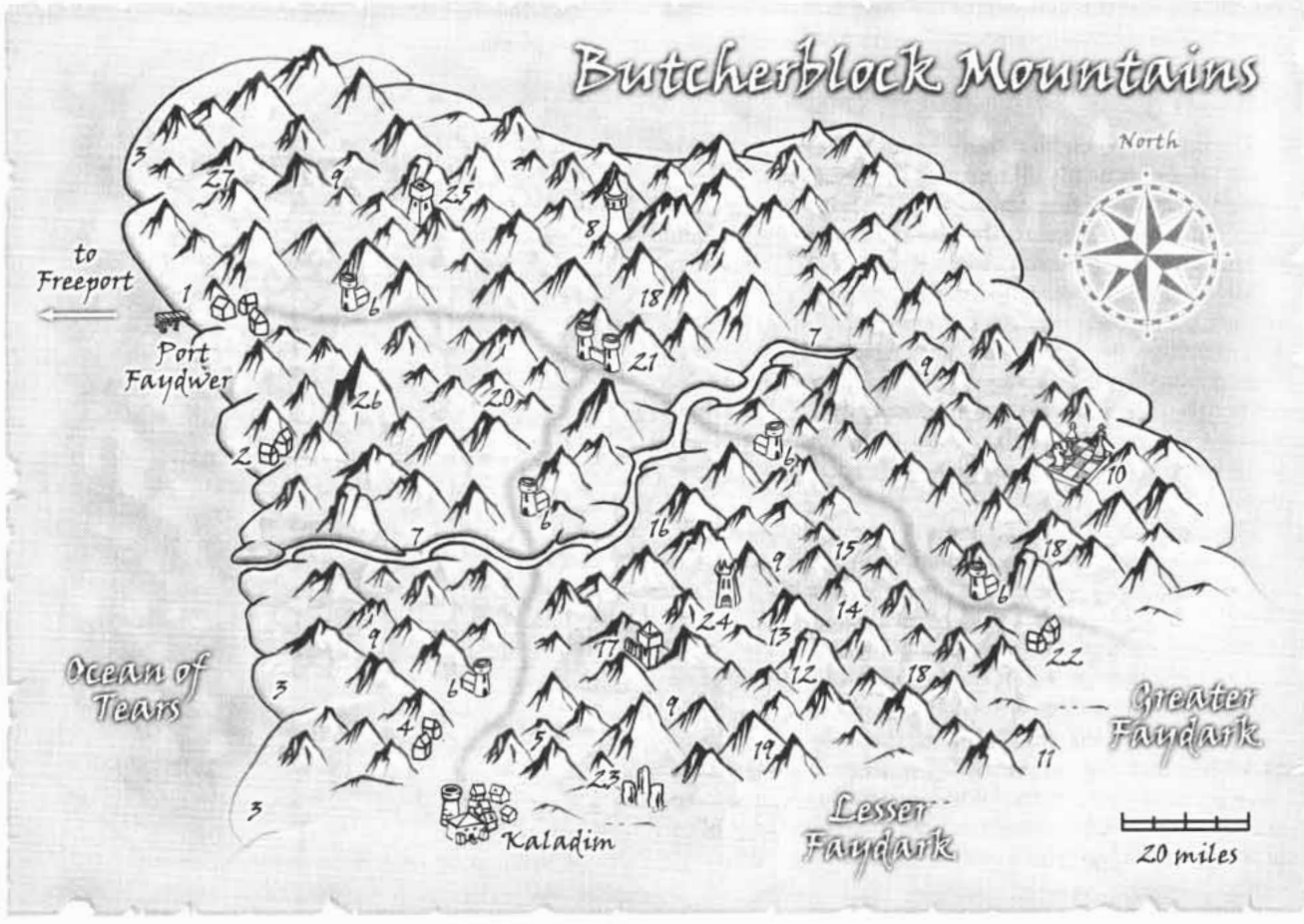
Estrella and her mermaids do often swim among the stone uprights that lie in the water, but they have not warned anyone else to stay away, so it may simply be a convenient place for them to exercise rather than something they have claimed for themselves or on Phinigel's behalf. The area is also frequented by cauldron sharks, perhaps because this is the deepest part of the pool and they prefer deeper waters.

Chapter Two: The Butcherblock Mountains

The rugged frontier of the Butcherblock Mountains is at once a wilderness, a vital trade route, and a daunting set of natural defenses for the dwarven city of Kaladim. Travel through this rugged, largely-untamed region is difficult and sometimes tedious, with caravans forced to detour for many miles around imposing granite cliffs and the rough-hewn, blocky formations that are scattered throughout the area.

Drakes, basilisks, and dangerous bands of goblins are known to inhabit the region. These rarely present a problem for well-prepared and experienced parties, but they can be a challenge to lone travelers or inexperienced adventurers. Greater dangers lurk in the form of Dismal Rage cultists from Freeport, who are known to be active in the region, and also aviak war parties and even Crushbone orc scouts who sometimes find their way here from the Faydark. Such is the importance of the region, however, that the dwarves of Kaladim keep the Butcherblocks well-garrisoned and send regular patrols along major trade routes.

In general, however, the Butcherblock Mountains are a pleasant and exhilarating place, largely free from many of the dark and violent forces that inhabit other regions of Norrath. The realm's relative tranquility, and the abun-



dance of game and edible plants makes it an excellent training ground for young dwarven warriors, who are often encountered camping and training among the craggy cliffs and verdant valleys.

Summers in the Butcherblocks are warm but rarely hot, and winters cool but rarely cold, at least in the valleys. Sunshine and occasional thunderstorms typify the warmer months, while rain and fog are more common in the off-season. Violent storms sometimes blow in from the Ocean of Tears, forcing inhabitants to batten down and seek shelter, but this is a rare occurrence. This mild climate supports dense growths of conifers and many local species such as deer, bear, fox, and squirrel, as well as predators such as puma and the occasional wolf. Small streams run here and there throughout the region, cascading eagerly down from nearby mountaintops; these are often rich with trout, a favorite of both the dwarves and other adventurers who spend time here.

All in all, despite their infrequent dangers and proximity to such infamous locales as Dagnor's Cauldron and the Faydarks, the Butcherblock Mountains remain a calm and bounteous haven from the conflicts of a troubled world, and a refuge from the horrors that lurk elsewhere on Norrath.

Despite this, darker clouds do lurk on the horizon, and the dwarves know that to maintain the Butcherblocks' peace requires constant vigilance. Crushbone orcs have begun to venture more regularly into the area, and rumors continue to circulate about the presence of dark elves somewhere in the region. Though the Butcherblock Mountains remain a place of peace and beauty, such days may be numbered, and the violence of the outside world may yet come to this relatively untouched corner of Norrath.

History

The Butcherblock Mountains have been associated with the dwarves for nearly all recorded history. Outside of the legends of the meeting among Brell, Prexus, and Tunare, the earliest references to the dwarves come from elven chroniclers who spoke somewhat derisively of the amusing, diminutive humanoids who lived in primitive tribal bands in the rough wilderness of western Faydwer. Initially, these folk were considered rather more civilized and palatable than goblins (in fact, elven chroniclers patronizingly described the dwarves' quaint customs of artisanship and their talent for combat), yet they were generally given short shrift by elven historians who had "loftier" things on their minds.

This all changed with the coming of Dagnor Butcherblock, the great dwarven king who united his people and created a new kingdom with the mighty city of Kaladim at its heart. Wars with goblin tribes and ogre marauders followed, ending with complete dwarven supremacy in the region and a kingdom founded on traditional dwarf principles of strength, honor and hard work.

Today, under the leadership of the wise King Kazon Stormhammer, the dwarves of Kaladim have reclaimed the territory devastated by the kedge, and today strive to keep the Butcherblock Mountains safe and free from the goblins and other outsiders who would disrupt its tranquility.

1. Port Faydwer

Small Town, Pop. 1,000
(Dwarf 63%, gnome 5%, half elf 1%, halfling 6%, human 18%, wood elf 9%)

Ruler: None (see below).

Gold-Piece Limit: 800 gp.

Assets: 40,000 gp.

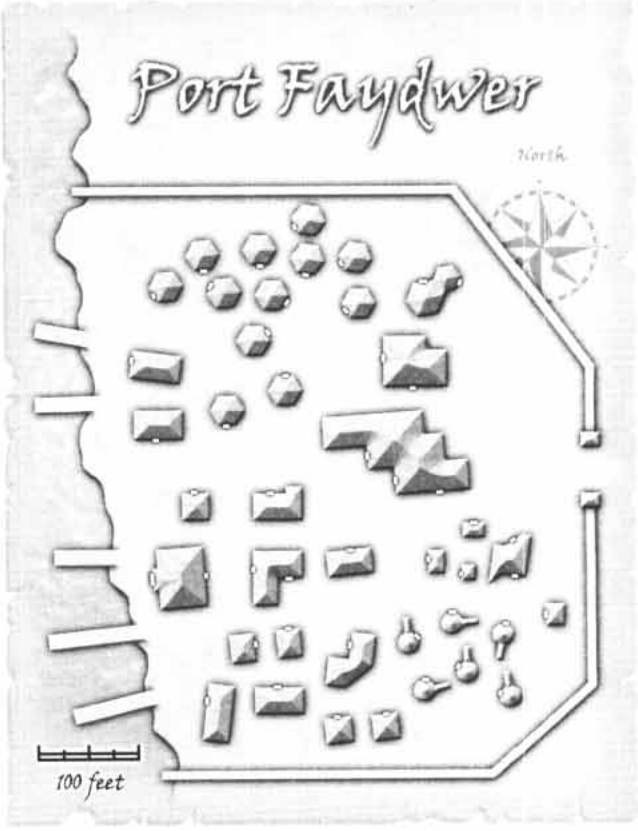
Resources: Timber, fishing, trade.

Militia: 33 Town Guard (*Mil* 4–8); 65 militia (*Com/Mil* 3–8).

The largest settlement in the region outside of Kaladim itself, Port Faydwer is a rough frontier town where humans, wood elves, dwarves, halflings, and gnomes live side-by-side and keep the peace by mutual consensus. While technically under the protection and jurisdiction of the Kaladim dwarves, Port Faydwer remains largely independent, acting as a vital trade link between Freeport and other distant ports.

Though a strong central authority is lacking in Port Faydwer, its citizens are nevertheless a capable folk, able to handily defend their home against marauding Butcherblock goblins and other foes. The city walls are stoutly built of granite and maintained by the citizens through an informal labor-sharing agreement — when a citizen sees that a section of the wall needs repairs, he or she either arranges to repair it or pays a portion of the cost of the repairs. In this fashion, the city has remained secure and safe from outside threats for many years.

Note: The buildings on the Port Faydwer map have been left unnumbered, despite the lettered code in the following key, so that the GM may have some control over the layout of the place.



a. Docks: Though there is a Port Authority building, there is no real harbormaster in Port Faydwer. The merchants and citizens of the settlement use the offices here to deal directly with ships' captains and tradesfolk. Outsiders seem to find this state of affairs confusing at best, and new visitors often stomp around the place demanding to see the harbormaster.

Like the wall, both the docks and the port authority building are maintained by the people of Port Faydwer and are actually kept in excellent condition. The docks have sufficient space to service up to four large ships at once, and vessels going to and from Freeport are a common sight here. There are no harbor fees, per se, but those who leave a percentage of their profits behind to help maintain the docks (usually no more than 3 to 5 percent) find their cargoes unloaded and sold much more quickly than their tight-fisted fellow merchants. Most captains familiar with the passage have grown used to Port Faydwer's somewhat unusual ways of doing business, and derive considerable amusement from the reactions of new visitors and merchants.

b. Wood Elves: This section of the town is occupied primarily by the Fier'Dal. Its buildings are all made of wood, many with fanciful leaded windows and intricately carved doors. Goods and services of all types are available here, from fine clothing to weapons and elven delicacies. The elves' community leader is Atwin Keladryn (*female wood elf, Exp 8/Rng 6, DG; Port Faydwer Citizens*), a merchant and hunter who left Kelethin after some conflict with her family and has lived here for nearly four decades now.

c. Siltria Marwind: This skilled young woman (*female half elf, Brd 12, NG; League of Antonican Bards*) is the local representative of the League of Antonican Bards. As such she spends much of her time helping other bards on Faydwer maintain communication with their loosely connected guild. She is always looking for adventurers to aid in her endeavors by carrying messages throughout Faydwer, delivering goods and helping bards in need. She pays well for these services, in both gold and the gratitude of the Antonican Bards.

d. Port Faydwer Guard: One of the few real official organizations in Port Faydwer, the Guard is a professional, no-nonsense group drawn from the more serious and dedicated members of the militia. Those who wish to live here must agree to spend at least one month out of each year serving in the Guard, during which time they set aside all other non-essential personal business. Several of the members serve full-time, year-round.

The Guard and the militia are led by a tough, grizzled dwarf veteran called Mashar Grimstone (*male dwarf, War 18, OG; Port Faydwer Citizens, Stormguard*). A former officer in the Kaladim military, Mashar has seen his share of fighting with the goblins of the Butcherblocks, the Crushbone orcs, and even the gnolls of the Loping Plains. He leads the Guard and militia forces with a firm hand; he does not tolerate malingerers, and expects complete dedication from those who serve under him.

Quest: Missing Militia

Faction: Stormguard (+1 rank).

NPC: Mashar Grimstone.

CR: 6–9.

Reward: +1 faction rank with the Stormguard; +1 faction rank with the Port Faydwer Citizens; 100 gp.

Consequence: –1 faction rank with the Butcherblock Bandits.

Quest Summary: A patrol of 6 Port Faydwer militia has been overdue for a week now. Mashar sent a pair of dwarven scouts after them, but these have not returned either. Now short-handed and unwilling to risk any more of his forces, Mashar is forced to ask the adventurers for aid.

The original party was to scout along the Rainbow Stream and investigate rumors of bandit activity near the eastern bridge. Following their trail, the adventurers are ambushed by a party of bandits. If they lose, they are captured and taken to the bandit lord Fallstone's camp (see Area 19) for questioning, where they meet 5 of the missing militia (two are wounded; one was slain in the initial fight) and the 2 missing scouts, also captured; together, they must plan an escape.

If the PCs defeat the initial bandit ambush, any captive bandits reveal the missing militiamen's location, and the adventurers must then sneak into Fallstone's camp to rescue them. Either way, upon their return, the adventurers receive +1 faction rank with both the Stormguard and the Port Faydwer Citizens, as well as a reward of 100 gp from a grateful Mashar Grimstone.

Quest: Special Delivery

Faction: League of Antonican Bards (+1 rank).

NPC: Siltria Marwind.

CR: 5–7.

Reward: +1 faction rank with the League of Antonican Bards; 500 gp.

Consequence: –1 faction rank with the Church of Dismal Rage.

Quest Summary: In her capacity as local League representative, Siltria coordinates the delivery of packages and letters to bards throughout Faydwer. She usually sub-contracts these tasks so she and other guild agents can focus on other duties. Presently, she's quite overwhelmed with her job (and is actually considering a very early retirement), so she asks the characters to deliver an antique lute to an elven bard in Kelethin.

This simple task is complicated, however, by the fact that the Church of Dismal Rage is also after the lute, for it once belonged to a bard whose spirit the Innoruuk-worshippers wish to summon and enslave. A number of Dismal Rage operatives try to steal the lute, using con games, stealth, and even direct assault if necessary.

If the characters successfully reach the intended recipient with the lute intact, they receive a 500 gp reward and a faction rank with the League of Antonican Bards.

Militia members serve shifts on the wall and also regularly patrol surrounding territories, often coordinating their efforts with the Kaladim warriors who help protect the region. Spirited fights with the Butcherblock goblins are common, and battles with the Crushbone orcs and the Butcherblock Bandits have grown more frequent in recent years.

e. Merchant: Deldryn Splendyr (*male wood elf, Exp 14, NG; Port Faydwer Citizens*) specializes in selling Fier'Dal goods shipped from the tree city of Kelethin and even far-off Felwithe. These include works of art, clothing, jewelry, weapons, and even occasional magic items. His shop is usually filled to overflowing with goods from both elven territories and from Freeport.

f. Faydwer Forest Inn: The largest structure in Port Faydwer, this rambling inn has been built up over the decades, with separate wings or chambers built in the styles of humans, wood elves, dwarves, gnomes, and others, all connected by wooden passageways — there are even a couple of orcish-style stone huts. Elderly innkeeper Jarba Hilldigger (*female dwarf, Com 5/Exp 10, NG; Port Faydwer Citizens, Kazon Stormhammer*) has owned the inn for decades (since her husband passed away), and she is well-known and well-liked throughout the town and to seafarers across the Ocean of Tears. Her rooms are always spotless and her food lovingly prepared, even in lean times when the best she can manage is porridge and dried fruit.

g. Trapper: Zaras Valdeer (*male human, Rng 10/Exp 6, N; Port Faydwer Citizens*) lives in an untidy shack hung with various animal skins and decorated with bones and skulls. Despite these rather macabre accoutrements, Zaras is a decent enough fellow and a talented scout and trapper, capable of taking skins from virtually any animal in the mountains. He is also available for hire as a guide, bodyguard, and tracker, and has on several occasions assisted the Port Faydwer militia in tracking down marauding goblins and bandits. He is a rugged-looking individual who dresses in buckskins and leather, and is never without his *+3 composite longbow*.

h. Gnomes: A small community of about 50 gnomes lives in this part of town. They specialize in the creation of clockwork devices and enchanted jewelry. Their unofficial community leader, Happ Findlefin (*male gnome, Mag 12, OG; Port Faydwer Citizens*), is a wise and experienced individual known to drive a hard bargain.

i. Butcherblock Guides: The highly successful partnership of Enkya Leafshadow (*female wood elf, Rng 8/Dru 13, DG; Port Faydwer Citizens, Soldiers of Tunare*) and Falon Trueaxe (*male dwarf, Rog 12/War 10, NG; Port Faydwer Citizens*) has endured for several decades now, and the two are the closest of friends. They are also well-known throughout the continent as two of the most knowledgeable and reliable guides on Faydwer. Their specialty is the Butcherblock region; there is little about the area that they don't know. They are also quite familiar with the Faydarks and the Wayunder Lake region, and they have traveled the Hills of Shade; in the past, they have ventured as far as Ak'Anon in service to their clients.

All this knowledge doesn't come cheap, however; the pair charges a minimum of 1,000 gp for even short journeys. Their employers agree that they are worth the price, though, for they have not lost a client under their care in over 20 years.

2. Gunthark's Harbor

Thorp, Pop. 90
(Dwarf 100%)

Ruler: Damran Bluewater.

Gold-Piece Limit: 100 gp.

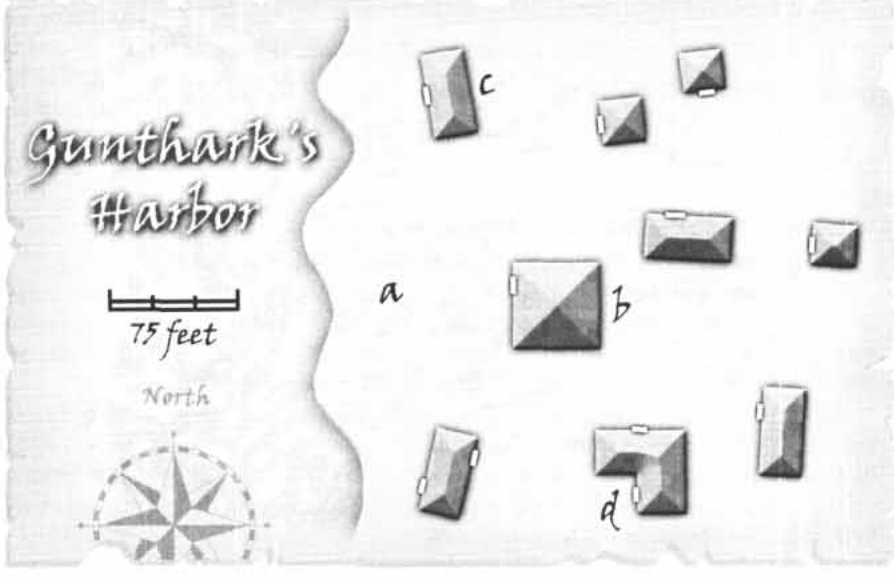
Assets: 1,250 gp.

Resources: Fish, lumber.

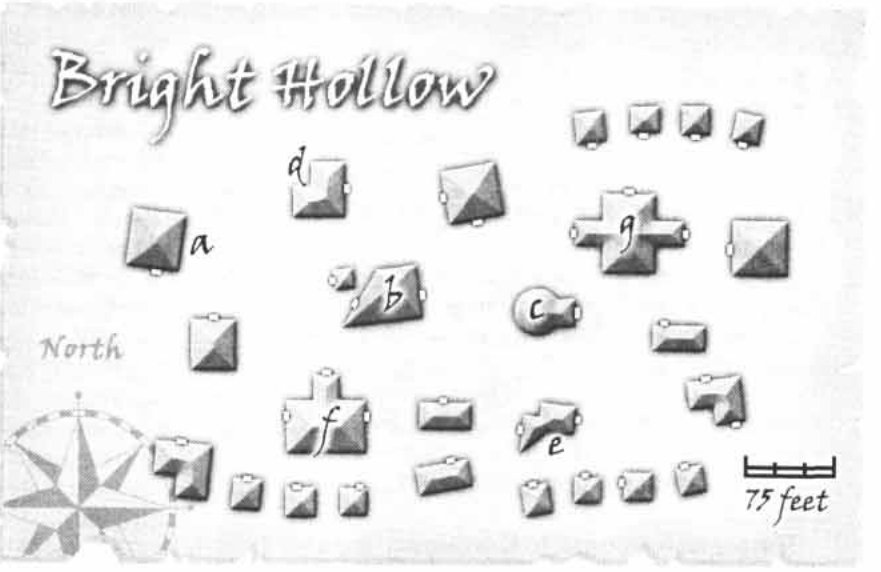
Militia: 8 Stormguard warriors (*Mil 6–9*); 23 harbor militia (*Com/Mil 3–8*).

A small, wealthy coastal settlement that maintains close relations with nearby Port Faydwer, Gunthark's Harbor is named for its founder, a dwarven fisherman who first discovered the rich fishing shoals nearby. A cluster of wooden houses huddles near the beach, and several small boats are normally hauled up onto the sand, alongside nets and fishing lines. Each day the boats set out in the morning, returning in the afternoon with rich hauls of ocean fish. Gunthark's grandson Damran Bluewater (*male dwarf, Exp 12, ON; Port Faydwer Citizens, Kazon Stormhammer*) is now the accepted leader of the community.

As in any other settlement in the region, the dwarves here have to contend with competition from nearby goblins. Several small tribes of aqua goblins lie within a few days' journey, and though they are not especially warlike or conquest-minded, the inhabitants have been known to venture into Gunthark's Harbor seeking to destroy boats, wreck nets, and steal catches. Damran and his fellow villagers have become fairly adept at defending themselves, however, and so far the aqua goblins are little more than a



nuisance. A small detachment of Stormguard is posted here throughout the warm months, and is commanded by the local veteran Corporal Fugan Mumfur (*male dwarf, War 7/Exp 3, OG; Stormguard, Port Faydwer Citizens, Kazon Stormhammer*), who dwells here year round.



a. Beach: The shoreline of Gunthark's Harbor is shingle rather than sand. The dwarves use the beach for drying nets and patching their boats, which they haul up and leave upside-down during the night. Two militia soldiers are assigned to watch over the boats and nets each night in case any aqua goblins want to steal or damage them.

b. Tamril's Inn: Small and somewhat ramshackle, this old inn run by Tamril Ruthin (*male dwarf, Exp 7, NG; Port Faydwer Citizens*) is nevertheless the social center of the village. Ale is cheap and plentiful but not terribly good, yet the locals don't seem to care overly much and the place is always crowded, especially after the boats return in the evening.

c. Netmaker: Garvin Clinkscale (*male dwarf, Exp 8, N; no faction*) weaves nets and also makes fishing supplies such as poles, lines, and lures. He can also direct travelers toward the best places to fish in the area, especially if he is bribed with ale.

d. Blacksmith: Every dwarven village has a blacksmith, and Gunthark's Harbor is no exception. Matronly craftswoman Den Ironblend (*female dwarf, Exp 9, OG; Port Faydwer Citizens, Kazon Stormhammer*) is an iron-thewed dwarf with a stern business sense. She manages this business alone (being an inveterate spinster), clanging on her anvil from morning to night. She is capable of delicate work, as well, making fish hooks and jewelry every bit as handily as iron tools and the like. Her sister Delin is also a blacksmith, though an itinerant one, who assists dwarves in various outposts throughout the region.

3. Aqua Goblin Camps

Along the coastline of the Ocean of Tears lie several camps of the aqua goblins, savage primitives who worship the ancient being called the Allizewsaur. The various aqua goblin tribes in the region are invariably violent and occasionally cannibalistic, offering captives up as sacrifices to their strange god. Up to 50 individuals live in each settlement. These camps are like those of the Butcherblock goblins in that they are simple, mobile, and easily-abandoned — so that the aqua goblins can easily flee should foes threaten. With the added advantage of water-breathing, though, the aqua goblins are even harder to catch than their land-bound cousins.

4. Bright Hollow

Village, Pop. 450
(Dwarf 86%, half elf 1%, human 5%, wood elf 8%)
Ruler: Makrazan Rumblerock.
Gold-Piece Limit: 400 gp.
Assets: 9,200 gp.
Resources: Timber, mercantile trade, agriculture.
Militia: 18 Stormguard warriors (*Mil 6–9*); 40 town militia (*Com/Mil 3–8*).

This is the largest dwarven settlement in the region besides Kaladim itself. Located close enough to the dwarven capitol for security, Bright Hollow has become a prosperous village, tending to trade caravans, travelers, and adventurers who don't wish to deal with the hustle and bustle of Kaladim.

a. Outpost: A normal stone dwarven outpost protects the town. A squad of 10 dwarven warriors led by Anka Granitebrow (*female dwarf, War 11, ON; Stormguard*) serves here, defending the town should it ever be attacked. Anka has a *scrollcase of sending* that allows her to communicate with Kaladim and request reinforcements should an enemy ever attack in force. Another 8 Stormguard warriors are billeted elsewhere in the town, though they consider this their local headquarters.

b. Tinker/Smith: Ayen Rundlor (*female dwarf, Exp 10, ON; Merchants of Kaladim*) and Kaila Rucksack (*female dwarf, Exp 8, NG; Merchants of Kaladim*) make pots, pans, and household items, and they also sell molds and the other tools necessary to make them — such items have proven popular with wilderness-dwelling dwarves who spend most of their time away from the benefits of civilization. Ayen and Kaila are assisted by young Gibi Bilgum (*female dwarf, Exp 2, NG; Merchants of Kaladim*), who is busily learning the trade; Gibi hopes to one day become an independent merchant and travel to Freeport.

c. Brewer: Fine ales and aged wines are available here from Inudul Dumirgun (*male wood elf, Exp 11, DG; Kelethin Merchants, Merchants of Kaladim*), one of a small group of wood elves who have taken up residence in Bright Hollow. Shunning the antagonism that normally exists between the wood elves and the dwarves, Inudul caters to the local thirst for simple ale and beer, selling more expensive intoxicants to human merchants and adventurers. He has secured his future in the town by becoming the primary supplier of brew to the Stonegate Tavern.

Quest: Hops and Barley

Faction: None.

NPC: Inudul Dumirgun.

CR: 3–6.

Reward: 100 gp; free beer.

Consequence: –1 faction rank with the Butcherblock Bandits.

Quest Summary: Inudul Dumirgun is concerned that someone is trying to put him out of business and steal his lucrative contract with the Stonegate Tavern. He recently received a mysterious note telling him that his next shipment of brewing supplies from Kelethin is to be hijacked and sold on the docks of Port Faydwer. He asks that the characters accompany the trade caravan and personally guard his brewing grains.

The heroes must travel to Kelethin and meet with the caravan master, bearing a note from Inudul. On the trip back, all goes well until, at some point, the adventurers notice a small figure slinking about the camp — a dwarven rogue trying to steal the grain. If captured, the rogue confesses that he is one of the Butcherblock Bandits. His leaders don't actually want to ruin Inudul at all, it turns out: they just want the means to brew their own ale so they don't have to sneak disguised into nearby towns to get it.

When he learns about the scheme, Inudul rewards the characters with 100 gp and all the free beer they can drink for life; it is quite possible that he might wish to have the PCs arrange a deal for him with the bandits, if they are interested. This could quite possibly be treated as another quest for Inudul, but such details are left to the GM's discretion.

d. Dry Goods: Grain, fabric, clothing, cooking and eating utensils, tools, and other essentials are available here, where old Iglan Thranon (*male dwarf, Com 12, ON; Merchants of Kaladim*) and his wife Urazun (*female dwarf, Com 8, ON; Merchants of Kaladim*) deal honestly and fairly (though neither is especially friendly). Urazun is also considered a good cook and helps out at the Stonegate Tavern during busy hours. She has formulated a number of highly successful recipes, which she might share for a price.

e. Fishing Supplies: River trout and ocean fish are a major part of the local inhabitants' diet, and the establishment of Gamin Griststone (*male dwarf, Exp 7, OG; Merchants of Kaladim*) is probably the best local source of fishing poles, line, hooks, and bait. Gamin is also quite knowledgeable about local fish species and the habits of the aqua goblins, who often cause problems for fisherman. He can provide the current locations of most nearby aqua goblin camps and give adventurers directions to their vicinity. As a side business, Gamin's wife Nalda (*female dwarf, Exp 5, NG; Merchants of Kaladim*) sells cooking pots and utensils at very reasonable prices.

f. Stonegate Tavern: Magda Bakestone (*female dwarf, Com 6/Exp 8, NG; Merchants of Kaladim*) runs this jolly and friendly establishment where the hard-working dwarves of Bright Hollow rub shoulders with human merchants, elf rangers, and adventurers of all sorts. Magda is a fine cook, and the place is invariably crowded, hot, and noisy around meal times.

Tolerance and good fellowship is the rule here — all are welcome as long as they remain peaceable and moderately polite, save for trolls, goblins, and orcs. Stories are told of dark elf customers being served with the same enthusiasm and professionalism as everyone else, and some customers tell the tale of a wandering Greenblood ogre who came here years ago seeking ale and ended up drinking the place dry.

Magda's husband Brin (*male dwarf, Com 5/Exp 5, NG; Merchants of Kaladim, Kazon Stormhammer*) and their son Merdo (*male dwarf, Com 2, NG; Merchants of Kaladim*) maintain a small number of rooms for travelers, tending to their sleeping needs as Magda does their bellies. Some of these rooms are somewhat larger than dwarf-sized, but are still a bit snug for humans.

g. Mayor's House: The town is led by Mayor Makrazan Rumblerock (*male dwarf, Ari 7/Exp 5, LG; Kazon Stormhammer*). He lives here in a surprisingly modest home, and seems genuinely concerned for the welfare of the hardworking townsfolk. He is always available for consultation and seems to have a special fondness for entertaining travelers, particularly adventurers, from his well-stocked pantry.

5. Hagar's Fall

This small ring of standing stones is used by the Butcherblock druids for rituals and solstice ceremonies. It is better known, however, as the place where the dwarven hero Hagar Stormface fell in battle with the kedge, who were supposedly scouting the region to uncover weaknesses in the dwarven defenses (a claim never truly substantiated, but accepted as unquestionable truth among dwarves). Hagar is considered a great hero among common folk in particular, as he rose from humble beginnings.

When Hagar's body was found, a ring of slain kedge lay around him and his weapon, the now legendary *Hagar's hammer*, was missing, supposed stolen by the fish-folk. The dwarves carried the hero's body back to Kaladim where it was solemnly interred; each year, on the anniversary of his fall, dwarven pilgrims from the city make the journey here to honor his memory. For the rest of the time, the ring is left to the care of the druids, who themselves honor Hagar, for it is true that the kedge devastated the natural order, and to this day dwarves and druids alike continue to keep the realm in its wild condition, safe from the encroachment of civilization and evil.

6. Kaladim Outposts

The entire region is dotted with small stone fortresses similar to the ridge-forts of Ranthok's Ridge — outposts of the city of Kaladim, intended to help keep the roads and major trade routes of the Butcherblock Mountains safe from raiders and other dangers.

Each of these outposts consists of a central tower with a small catapult on the roof, and two small attached buildings that house the outpost's garrison, usually a squad of 6 to 10 warriors (*male or female dwarf, Mil 3–8, ON or OG; Stormguard*). Outposts are commanded by a warrior of 5th to 8th level, and contain enough supplies to hold out for several days under attack.

Periodically these forts are assaulted by Butcherblock and aqua goblins, though recently Crushbone orcs, Greenblood ogres, and even Butcherblock Bandits have attacked remote outposts. All have been defeated, but on occasion they have come close to destroying the outposts, and the loss of even one of these small fortresses would be a blow to the dwarves' power in the region.

7. Rainbow Stream

The largest of several small rivers that cross the Butcherblocks, flowing down from high peaks and snaking its way through a maze of valleys and ravines, Rainbow Stream is about 30 feet across at its widest. Most of the year, it rushes eagerly along, though at the height of summer it normally slows to a trickle. Several stone bridges arch over the river along its length, and these are invariably well guarded by the dwarves, as the loss of even one would make trade with the east much more difficult.

The Rainbow is full of trout (from which it gets its name), crayfish, and edible snails, and represents a valuable source of food for the goblin tribes of the region. Greenblood ogres are occasionally seen dipping fishing nets into the river as well.

8. Northwatch Tower

This small fortress is the dwarves' strongest outpost in the region. Commanded by Lord Luthan Fireshield (*male dwarf, Ari 3/War 14, OG; Stormguard, Kazon Stormhammer*), it houses a garrison of 50 dwarf warriors and includes fairly roomy barracks and a small tower. Master Smith Dapper Blackhammer (*male dwarf, Exp 15, OG; Stormguard*) repairs and makes fine weapons and armor; he has been known to sell his wares to adventurers.

9. Goblin Camps

The Butcherblock goblins (typical goblins; see ***Monsters of Norrath***, p. 92) have grown from a nuisance to a real threat to travelers in the region throughout the last few generations. They have no real central authority or chieftain, though several powerful individuals exert great influence on their fellows. These camps consist of hide tents built around cave shelters, with tribes of 20 to 30 warriors being most common. Semi-nomadic, the goblins can abandon or move a camp with less than an hour's notice, making them difficult to pin down and fight. Many dwarven expeditions have ventured into the Butcherblocks to seek out these goblin camps, only to find their quarry has disappeared into the wilderness.

10. The Great Board

Perhaps the single most ancient and fascinating feature of the Butcherblock Mountains is this gigantic game board, a polished expanse of massive flat stone tiles of varying shapes marked with squares, circles, and lines — obviously



a game of some sort, the rules of which are long forgotten. Legend holds that this wonder dates back to the Age of Monuments, when Brell Serilis built this game board as a way of settling disputes between the gods without violence. (The game was known among the gods as *Abralat*.) These games would go on for weeks or months, and they were played for real stakes — the fate of entire races, kingdoms, and heroes were decided on this great board.

There was a counterpart to this game developed among mortals, called "Abellin," most often played among the dwarves but which eventually made its way (with certain revisions to the rules) among the Erudites. Even these games, however, have been all but lost to antiquity, though the dwarves have several games that still bear elements of the original. It is possible that some among the long-lived races of Norrath (or perhaps even the Erudites of Luclin) might remember how to play Abellin.

It is also said among the dwarves that a mighty goblin city once stood in this region, but that the god Rallos Zek lost the city to Brell in a game played on the Great Board. Enraged, Rallos destroyed the goblin city rather than allow it to fall into his enemy's hands, so that today the goblins remain primitive nomads with no home to call their own. In addition to the petty destruction that he visited upon his own people, Rallos Zek cursed the Great Board itself, and today it lies abandoned save for the undead creatures that appear there to attack passersby — the final result of Rallos Zek's curse.

At any time, there are 2d6 undead wandering nearby — usually dark-boned and dry-boned skeletons — and 1d4 more are created every hour as long as intelligent mortal creatures are within 100 yards of the Board.

11. Mudtoe Camp

The ogre marauders Zarchoomi (*female ogre, Mil 1/Shm 7, DE; Shamen of War, Craknek Warriors*) and Corflunk Mudtoe (*male ogre, War 7, NE; Craknek Warriors, Clurg*) were driven from their original camp by the famous dwarf warrior Furtog Ogrebane (see Chapter 5, Area 1), but they escaped with their most loyal followers. Today, these members of the Mudtoe Clan hide here in the mountains with about a dozen ogre warriors, hoping to some day return to their original strength and wreak vengeance upon the dwarves. Currently, they seek assistance from the Greenblood guild of ogre shadow knights, but so far little has come of the negotiations.

12. Shadow Gorge

This steep-sided valley is considered by most to be a place of ill omen. It is said that numerous dwarves fell here in an unusual battle against kedge forces that took place well outside Dagnor's Cauldron. An ancient goblin city destroyed by Rallos Zek (see Area 10) is also believed to have stood here in ages past, and the spirits of those slain by the enraged god are said to have affected the land with their anger and evil.

Undead and disembodied spirits are known to roam the gorge on occasion, but rumors of rich veins of silver, iron, and other metals have occasionally drawn dwarf prospectors seeking riches. More often than not the prospectors return broke, if they return at all.

Today, both Crushbone orcs and Dismal Rage cultists have taken advantage of the terror inspired by local legends and have set up in the depths of the gorge. So far, these newcomers have apparently not encountered whatever evil supposedly dwells here, but with the coming of more dwarven prospectors it is possible that more blood may soon be spilled in the gorge — and bloodshed may well be the very thing the evil spirits await.

13. Smeltpot Bandit Camp

The dwarven exiles Glynn Smeltpot (*male dwarf, Exp 9, DN; Butcherblock Bandits*) and his sister Glynda (*female dwarf, Exp 8, DN; Butcherblock Bandits*) have come to this place along with their friend and guardian Barma Dunfire (*female dwarf, Mil 4/Rog 6/War 2, NE; Butcherblock Bandits*) to explore Shadow Gorge and investigate rumors of rich silver, iron, and copper veins said to be found there. They have erected a temporary shelter and several supply tents here. So far their investigations have been promising, but the Smeltpots may have gotten into more than they bargained for, as the gorge beyond also harbors a hidden shrine of the Dismal Rage cultists and a group of Crushbone orcs, neither of whom appreciate intrusions.

14. Dismal Rage Shrine

Spreading like a virulent illness from the city of Freeport, the Church of the Dismal Rage is a cult of human worshippers of the god Innoruuk. Under the control of the dark elves, the cult has made major inroads in Freeport, and now several of its followers have ventured to Faydwer in the hope of subverting more people there. So far, the cult consists mostly of humans, and their secret shrine to Innoruuk is well hidden in a small ravine that splits off from the main body of Shadow Gorge. Here, the cultists have erected a sandstone obelisk carved with the holy symbols of their god, along with a low stone altar upon which they perform sacrifices. So far, they have sacrificed only animals to the Prince of Hate, but they hope to soon capture dwarves or other humans whose souls they might offer up to the merciless Innoruuk.

The cult's high priest is the malevolent Tolesin Bargeley (*male human, Clr 12, DE; Dismal Rage*), who is served by a loose collection of nearly 30 cultists — hunters, rangers, former merchants, and a few warriors. Tolesin and his cultists do not tolerate anyone intruding on their secret shrine, and act decisively to eliminate anyone who learns of their activities.

15. Crushbone Outpost

In recent years, the Crushbone orcs of the Faydark have begun to make inroads in the dwarven realms of western Faydwer. This small, well-hidden outpost holds roughly 50 orc warriors. From here, they observe the dwarves' activities and make note of weaknesses that might be exploited by Emperor Crush in the event of an invasion. They have also made tentative contact with the Butcherblock goblins of the region, hoping to from an alliance. Initially, the goblins proved uncooperative, rejecting the notion of partnership with outsiders and expressing suspicion of the orcs' true motives. Since the coming of Akzar Dwarfslayer (see Area 27, "Dwarfslayer's Camp"), the goblins' new

messiah, however, the goblins have proved more willing to talk, and the long hoped-for alliance may yet come to pass.

This outpost is commanded by Ragnarr Cragspear (*male Crushbone centurion, War 3/Rog 3, OE; Crushbone Orcs*), a scarred veteran of several years' conflict against the elves. Ragnarr is fanatical about keeping his mission secret, and has actually gone so far as to send warriors back home if they refuse to cooperate with his security measures.

16. Ruined Outpost

This was once a dwarven outpost with a garrison of a dozen seasoned warriors. A routine patrol and supply mission found it abandoned, however, its walls breached and its occupants gone. No one knows what happened to the outpost's occupants, and so far the dwarves have not repaired it or replaced them. It is now considered a place of ill omen, and several alarming stories about the missing dwarves continue to circulate throughout Kaladim. Some claim that the dwarves were killed in the night by goblins or orcs, while others think that the place was cursed and the dwarves now wander the land as undead, and yet others claim that they were taken by some unknown supernatural enemy.

17. Bloodforge Fortress

The Bloodforge warriors, a sect of the dwarves' Stormguard faction, have built a small wood-and-stone fort here, using it as a base of operations against the goblins and any ogre marauders in the region. Led by famous warrior and patriarch of the clan Byzar Bloodforge (*male dwarf, Ari 6/War 12, OG; Stormguard*), they number about 30 in all, able and experienced fighters (*male or female dwarf, War 5–10, OG; Stormguard*) with considerable knowledge of the region. Byzar is wise enough to know the value of looking for aid, however, and spends much of his time in Kaladim seeking support for his work in the mountains. (His cousin, the warrior-hero Nyzil, usually rules the clan in his absence.) Those who help rid the Butcherblock Mountains of ogres and trolls gain considerable status and admiration from the Bloodforge dwarves.

Quest: Bloodforge Armor

Faction: Stormguard (+1 rank).

NPC: Byzar Bloodforge.

CR: 6–8.

Reward: +1 faction rank with the Stormguard; 3,500 gp or *Bloodforge armor*.

Consequence: None.

Quest Summary: Byzar Bloodforge was one of the those who served under the legendary dwarf general Trondle Ogrebane, helping to break the back of the Mudtoe ogre clan in the Butcherblocks. Byzar has since become an important leader among the Stormguard, and has heard rumors that Corflunk and Zarchoomi, both Mudtoe leaders (see Area 11 in this chapter), have escaped and are trying to assemble a new group of ogre marauders somewhere in the vicinity.

Overwhelmed by his current responsibilities, Byzar asks the characters for aid. If they bring him evidence of both Corflunk's and Zarchoomi's demise, he gives the party the choice between a chest full of clan treasures worth roughly 3,500 gp or a sample of his blacksmithing specialty, his famed *Bloodforge armor* (see Appendix 2).

18. Butcherblock Bandit Camps

The Butcherblock Bandits are a rapidly growing threat to dwarven authority. Under the leadership of Brin Fallstone (see Area 19, below), convict and murderer, the bandits have been increasing in both numbers and activity. They are dispersed throughout the region and difficult to pin down — taking a page from the goblins, they live in small camps and move about constantly. Each of these camps has only 6 to 10 bandits (*male or female dwarf, War/Mil/Rog 1–6, any evil; Butcherblock Bandits*) and can be quickly abandoned. The bandits' treasure is better-hidden, however; buried caches of stolen gold, gems, and magic items can be found throughout the region, and only Brin Fallstone is said to know the location of all of them.

19. Fallstone's Camp

The master of the vicious Butcherblock Bandits, a scarred and one-eyed dwarf named Brin Fallstone, rules over the bandits from this hidden camp. Consisting of a dozen tents and several temporary shelters, the camp contains about 40 bandits (*male or female dwarf, War/Mil/Rog 4–9, any evil; Butcherblock Bandits*), all outcasts and criminals of the worst sort. Most have escaped captivity in Kaladim and found there way here, where the savage culture of the Butcherblock Bandits allowed them to survive for as long as they can hold their own and continue to prove their worth among the others.

The dwarves of Kaladim are fully aware of Brin's activities, of course, though they have been unable to find his camp; they have offered a bounty of 10,000 gold pieces for his death or capture. So far, many adventurers have sought the reward, but none have succeeded in earning it. In fact, several of their skulls decorate Fallstone's tent, and his scaled wolves gnaw what is left of their bones.

Fallstone has 4 trained scaled wolves which he captured from a traveling menagerie several years ago. They act as his personal guards, giving their lives if necessary to allow their master to escape from pursuers.

Brin Fallstone, Bandit Lord, Male Dwarf, War 10/Rog 8: CR 18; SZ Small humanoid (dwarf); HD 10d12+20 plus 8d8+16+10; hp 151; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft., climb 10 ft., swim 10 ft.; AC 22 [flat-footed 18, touch 15] (+1 size, +4 Dex, +7 armor), AC 20 vs. ranged attacks; BAB +16; Grap +16; Atk +24 melee (2d6+9, crit 19–20/x3, *+3 massive bludgeoning warhammer*) or +23 melee (1d3+6, crit 17–20, *+2 keen dagger*); Full Atk +24/+19/+14/+9 melee (2d6+9, crit 19–20/x3, *+3 massive bludgeoning warhammer*) or +23/+20/+17/+14/+11 melee (1d3+6, crit 17–20, *+2 keen dagger*); SA backstab +2d6, rogue ability (opportunist); SQ berserking, dwarf traits, evasion, infravision, one-eyed, Taunt bonus +3, +2 magic and poison saves; Res CR 4, DR 5, FR 4, MR 7, PR 6, SoR 2; AL OE; Fac Butcherblock Bandits; SV Fort +11, Ref +13, Will +5; Str 19 (16), Dex 18 (14), Con 14 (11), Int 18 (16), Wis 10, Cha 14.

Skills: Alcohol Tolerance +7, Appraise +7, Balance +6, Bluff +7, Climb +19, Diplomacy +4, Disable Device +7, Handle Animal +6, Hide +13, Intimidate +17, Jump +14, Knowledge (warcraft) +8, Listen +13, Search +14 (+16 involving stonework), Sense Heading +10, Sense Motive

+10, Sneak +14, Spot +4 [one-eyed], Swim +16 (weight modifiers not inc.), Taunt +22, Tumble +15, Use Rope +10.

Feats: Cleave, Combat Reflexes, Dodge, Double Attack, Improved Initiative, Improved Trip, Mobility, Parry, Power Attack, Toughened.

One-Eyed (Ex): Having only one eye, Fallstone suffers a –2 penalty on ranged attack rolls beyond 30 feet and a –2 dodge penalty to AC against ranged attacks. As well, he suffers a –2 penalty on Spot checks to avoid being surprised.

Possessions: +4 trakanasaur-hide armor, +3 massive bludgeoning warhammer, +2 keen dagger, braided cinch cord, sea mountain boots, gold onyx earring, fungus ring, ring of shadows (2 charges), *titan potion, stein of Underfoot,* cask of *Underfoot brown.*

20. Camp Pineslope

About a dozen dwarf scouts (*male or female dwarf, Rog 4–9, ON or N; Kazon Stormhammer, Miner's Guild 628*) dwell here, all agents of King Kazon. They travel light, equipped only with their hunting supplies and light canvas tents beyond their personal belongings and weapons. Their job is to monitor goblin activity, as well as that of the other foes of the king, and to report back if they observe anything that requires further investigation. They have camped in this location, near a steep, pine-covered mountainside, for over a month. The scouts are led by Armal Treesplitter (*male dwarf, Rog 12, DG; Kazon Stormhammer, Miner's Guild 628*), a skilled but somewhat undisciplined scout who — despite his slovenly appearance and lack of respect for authority — is intensely loyal to both king and country.

21. Crossroads Outpost

The largest and most important of the outposts in the mountains, this location is actually a small walled castle, with a low keep and barracks housing 50 warriors (*male or female dwarf, Mil 5–8, ON; Stormguard, Kazon Stormhammer*). The post is commanded by Durgan Brickhand (*male dwarf, War 21, OG; Stormguard, Kazon Stormhammer*). Durgan is a highly capable commander equipped with a *+4 warhammer* and *+2 full plate armor.*

The fort itself is quite self-sufficient, with enough supplies to last for nearly a month without relief under siege. Master Smith Shaldin Breaktong (*male dwarf, Mil 6/Exp 10, ON; Stormguard*) provides arms and armor to the garrison and, when time allows, doubles as the cook — a role that many of the dwarves would prefer remained in their own hands, given his culinary ability.

22. Pebble Creek

Hamlet, Pop. 200
(Dwarf 100%)

Ruler: Izbal Brightblaze.

Gold-Piece Limit: 100 gp.

Assets: 1,000 gp.

Resources: Hunting, agriculture.

Militia: 26 town militia (*Com/Mil 5–8*).

Pebble Creek is a true frontier town, its houses built of stone and timber and its people hardy, self-reliant, and fiercely independent. Though they call upon dwarves from nearby outposts for aid if they need it, the town's residents far prefer to deal with trouble by themselves — as goblin and ogre raiders alike have discovered to their dismay.

This town has recently become an important stopover for travelers and adventurers on their way to the Faydarks and Ranthok's Ridge to the south. Though the dwarves here are somewhat suspicious of outsiders (and openly dislike elves), they nevertheless accept the gold and silver left here by wealthy visitors.

a. Town Hall: Here in the largest structure in Pebble Creek — a two-story structure built almost entirely of stone — lives the city's leading citizen, Izbal Brightblaze (*female dwarf, Exp 5/Mil 10, OG; Kazon Stormhammer*), along with husband Tormil (*male dwarf, Com 4/War 8, OG; Stormguard, Kazon Stormhammer*) and twin sons Osus and Narvi (*male dwarf, Mil 1, OG; Kazon Stormhammer*). An intelligent and capable leader, Izbal oversees the town, mediates disputes, and aids in defense. She is advised by the town council, who first selected her as leader and have the utmost confidence in her and her abilities.

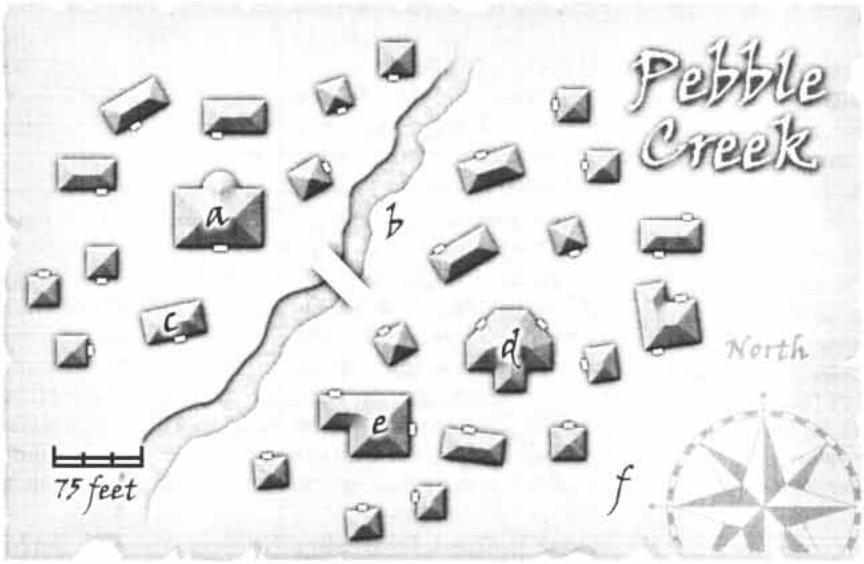
There is no specific schedule for meetings here: they are called whenever important matters such as trade, defense, or civil disputes arise. Izbal and Tormil have been known to rent out rooms of their spacious home to travelers when other accommodations in town are occupied.

b. Pebble Creek: The stream that gives the settlement its name rushes through the center of town, dividing it in two. A stone bridge connects the two sides of town, and is often occupied by dwarf children tossing in stones, racing pinecones, and occasionally fishing, sometimes with their doting older relatives.

c. Blacksmith: Gand Truelink (*male dwarf, Exp 12, N; Kazon Stormhammer*) provides locals with all sorts of metal goods, from weapons and tools to buckets and cutlery. He is a talkative, outgoing individual, although he nurses a simmering hatred for elves of all sorts — his father was slain by the Teir'Dal, and, being something of a collector of dwarven legends, he refuses to believe that not all elves are alike as such legends would have it.

d. Market and Adventuring Supplies: This establishment, run by Alga Bruntbuckler (*female dwarf, Com 5/Exp 8, ON; Kazon Stormhammer, Kaladim Merchants*), sells produce both fresh and preserved, game caught by local hunters, and other foodstuffs, as well as a selection of backpacks, torches, clothing, rope and climbing picks, maps, and other items needed by those bound for the Faydark and Ranthok's Ridge.

e. Waypost Inn: The newest building in town houses this inn, owned by Bardet Feldspar (*male dwarf, Exp 14, NG; Kaladim Merchants*), a bachelor merchant from Kaladim who wished to strike out on his own and make his fortune in the wilderness. The inn has all the finest accoutrements: stone construction, a full tavern with meal service, and a dozen rooms suitable for dwarves, humans, or elves. Unlike other locals, Bardet has no real axe to grind with elves, and although the other villagers don't bear him any love (still being considered an outsider), he is fairly generous with his considerable profits (for a dwarf, at least), which has helped many Pebble Creek dwarves forget their distrust of strangers.



f. Farms: Beyond the town lie several farmsteads, where sturdy dwarves till the land, raise crops, and fight off the occasional goblin incursion. These farms are usually home to somewhere near a dozen individuals, including married couples, their children, members of the extended families, and hired hands. Most have stone houses, with half-timber barns for oxen and mules, cows, pigs, and other farm animals.

23. Great Circle

In the far south of the Butcherblocks rises a circle of carved standing stones topped by massive lintels. The outer ring of stones is 50 feet across, and an inner ring of smaller druid stones, this one 30 feet across, surrounds an altar in the center, where the druids of the Butcherblock perform solstice rituals and cast powerful magic.

This circle has considerable significance to the druids of Norrath, for it is the point of arrival for those who cast the *circle of Butcher* or *ring of Butcher* spell. However, it also harbors considerable natural magic of its own for those within its confines. Any druid spell (or fey spell-like ability) cast inside the inner ring may be cast as if the caster had any one of the following feats, even if she does not actually possess the feat: Enlarge Spell, Extend Spell, Heighten Spell, Quicken Spell, or Spell Focus (in the school of the spell being cast). In addition, druids or fey who meditate here may double their Wisdom modifier for the purpose of recovering mana (thus, a druid with 11 ranks in Meditation and Wis 18 recovers 11 + (4x2) = 19 mana per hour herein); further, druids or fey within 5 feet of the altar may triple their Wisdom modifier for the purpose of recovering mana (thus, the above druid recovers 11 + (4x3) = 23 mana per hour). These benefits stack with the Mental Clarity feat.

Necromancers and undead, however, find the area extremely uncomfortable, and lose 1d4 mana for every 10 minutes that they remain within 20 feet of the circle. All Channeling and Spellcraft checks by necromancers or undead in this area suffer a –2 penalty, and necromancy spells simply cannot be cast within or into the inner circle of stones. Necromancers and undead creatures within 5 feet of the central altar take 1d4 points of magic damage every round (no save, though spell resistance applies against the altar's caster level of 40th) as a DOT effect.

In spite of this — or perhaps because they are in some strange way drawn to the circle — undead creatures are surprisingly common in the surrounding area. Skeletons of slain dwarves often shamble out of the hills and forests, but these sometimes attack travelers only if they themselves are attacked.

The druid lord Amber Foxtail sees to the health and safety of the druids who come here to worship or arrive here via magic. Anyone who seeks to harm druids or wildlife in the region will have to deal with either Amber or her minions, druids of 8th to 20th level.

Amber Foxtail

A faithful guardian of the forest and hills, Amber Foxtail is both beautiful and deadly, having devoted her life to protecting the region from forces that would destroy it. In general, she is only seen when she wants to be, and spends much of her time traveling throughout the Butcherblock region, keeping watch on travelers, hunters, invaders, and other potentially dangerous types. She guides and teaches her fellow druids and works diligently to keep their holy sites safe from those who would defile them.

Perhaps surprisingly, Amber has nothing against the Butcherblock goblins, who have dwelt here for millennia in relative harmony with the natural world. On the other hand, she only barely tolerates the dwarves, of whom she is suspicious due to their many mining and construction projects. Though the dwarves themselves claim to want to defend the region and keep it in its wild state, and while they maintain fairly good relations with the druids, Amber herself (quite possibly due to a deeply bred racial antagonism more than any real reason for suspicion) remains aloof and would assist the dwarves only if they were in dire need.

Amber Foxtail, Butcherblock Druid, Female Wood Elf, Dru 26*: CR 26; SZ Medium-size humanoid (elf); HD 26d8+104; hp 280; Init +6 (Dex); Spd 30 ft.; AC 22 [flat-footed 17, touch 15] (+5 Dex, *+7 armor*); BAB +19; Grap +21; Atk +25 melee (1d6+6, crit 18–20, *+4 scimitar*) or +30 ranged (1d8+5, crit 19–20/x4, 160 ft., *blessed Faydark longbow* and *+3 mithril-point arrow*); Full Atk +25/+21/+17/+13/+9 melee (1d6+6, crit 18–20, *+4 scimitar*) or +30/+27/+24/+21/+18 ranged (1d8+5, crit 19–20/x4, 160 ft., *blessed Faydark longbow* and *+3 mithril-point arrows*); SA spells; SQ Greater Specialization (alteration), infravision, wilderness masteries (dire charm, root mastery, stalking mastery), wood elf traits; Res CR 8, ER 5, FR 6, MR 5; AL N; Fac Soldiers of Tunare; SV Fort +16, Ref +15, Will +26; Str 14 (12), Dex 22 (15), Con 19 (12), Int 12, Wis 31 (22), Cha 14.

Skills: Animal Empathy +15, Channeling +30, Handle Animal +12, Heal +22, Hide +10 (+35 in forested or overgrown areas), Knowledge (geography) +9, Knowledge (nature) +14, Meditation +36, Profession (herbalist) +15, Sense Heading +12, Sneak +10 (+25 in forested or overgrown areas), Spellcraft +15, Swim +8 (weight modifiers not inc.), Wilderness Lore +24.

Feats: Enlarge Spell, Improved Critical (longbow), Mental Clarity, Mystic Capacity, Silent Spell, Still Spell, School

Specialization (alteration), Track, Weapon Class Proficiency (longbow).

Druid Spells Usually Prepared (mana cost, modified for Greater Specialization): *Allure of the wild* (34), *blizzard* (55), *drifting death* (33), *engulfing roots* (16), *improved superior camouflage* (13), *share wolf form* (18), *spirit of eagle* (19), *starfire* (42), *superior healing* (36). Save DC 20 + spell level.

Mana Pool: 549.

Possessions: Tunarean soldier armor, +4 scimitar, blessed Faydark longbow (Swiftbolt), quiver and 24 *+3 mithril-point arrows, cloak of leaves, vestments of the druid, feathered leggings, looking pendant*, bottle of *elven wine*.

Amber Foxtail (buffed with *skin like nature, spikecoat,* and *spirit of eagle*): hp 340; Spd 30 ft., fly 48 ft. (good); AC 29 [flat-footed 24, touch 18] (+5 Dex, +7 armor, +4 natural, +3 divine); SQ damage shield (1), fast healing (1 hp every 2 mins.), see invisible, ultravision.

* The above stats assume Amber is wielding her *blessed Faydark bow.*

24. Haunted Tower

In some ways, this strange tower made of stone and the bones of ancient sacrificial victims is a counterpoint to the Great Circle of the druids (Area 23). Built long ago by a cult of necromancers upon an ancient unholy site, the tower draws death energies to it and is usually infested with undead of various types. Dwarves and druids have mounted several unsuccessful expeditions to demolish the tower, but have been forced to retreat as undead emerge from surrounding areas to defend the place.

Necromancers and undead within the tower gain all the benefits that druids and fey gain within the inner circle of the druids' Great Circle (see above); similarly, druids and fey within the tower suffer all the negative effects the necromancers and undead do within 5 feet of the Great Circle's altar.

25. Troll Tower

The trolls of Grobb maintain a small presence in this area. The stone tower known to its inhabitants as "Nightkeep," hidden in a convenient ravine between two razor-spiked peaks, is their main base of operations. A dozen troll shadow knights (*male troll, Shd 5–10, DE; Greenblood Knights, Knights of Nightkeep*) normally dwell here, aided by 20 troll warriors (*male troll, War 4–9, DE; Da Bashers, Knights of Nightkeep*) and led by Mangarr Steelgnash, a powerful shadow knight.

Mangarr Steelgnash

As a young shadow knight, Mangarr quickly distinguished himself to his guild superiors while serving in the swamps of Innothule, then again battling the orcs of the Rujarkian Hills. Rising quickly through the ranks of the Greenblood Knights, Mangarr soon gained the grudging respect of his guildmasters, who dispatched him to Faydwer. He and his followers founded Nightkeep in the Butcherblock Mountains, which now functions rather like a new troll kingdom here, with Mangarr in the role of regent, free from the influence of the other powers in Grobb — a situation Mangarr has come to enjoy greatly.

Ostensibly, Mangarr seeks to find weaknesses in the dwarves' defenses and subvert their rule in the region, preparing the way for eventual invasion; however, he also seeks to raise his own status in the eyes of his servants and followers, who already regard him as a legendary hero, and ultimately to win the respect and fear of his guildmasters in Grobb. Ultimately, a true megalomaniac, he wishes to rule over all trolls (and their slaves) as Norrath's emperor.

Mangarr is everything a troll shadow knight should be — ruthless, brutal, cruel, and thoroughly despicable. He has a fierce hatred of all non-trolls, and takes great delight in tormenting prisoners who are brought to him, even if they have no useful knowledge. He is especially vicious toward dwarf and elf captives. Though a couple of his subordinates have suggested forming an alliance or at least cooperating with the Crushbone orcs and the Butcherblock goblins, Mangarr continues to keep his knights isolated, not wishing to share the glory with other inferior races or to dilute his rulership with concessions and compromises with such other groups' leaders.

Mangarr Steelgnash, Commander of Nightkeep, Male Troll, Shd 24: CR 25; SZ Large humanoid (troll); HD 24d10+120; hp 307; Init +4 (Dex); Spd 30 ft.; AC 28 [flat-footed 28, touch 9] (–1 size, +10 armor, +5 shield, +4 enhancement); BAB +24; Grap +36; Atk +34 melee (2d6+10 plus *power of Ykesha* proc [Proc DC 25], crit 19–20, *+3/+2 corrupted Combine longsword*); Full Atk +32/+27/+22/+17/+12 melee (2d6+10 plus *power of Ykesha* proc [Proc DC 25], crit 19–20, *+3/+2 corrupted Combine longsword*) and slam +29 melee (1d6+8); Reach 10 ft.; SA leech touch (72 hp; Fort half, DC 28), spells; SQ armored casting, disciplines (Fearless, Resistant), fast recovery, fire vulnerability (20% extra damage), infravision, summoning haste 1, +1 magic saves, +2 disease saves, +4 saves vs. mind-affecting effects; Res DR 3, FR 7, MR 4, PR 3; AL NE; Fac Greenblood Knights, Knights of Nightkeep; SV Fort +19, Ref +12, Will +13; Str 26 (20), Dex 18 (10), Con 21 (18), Int 22 (17), Wis 15 (8), Cha 6 (4).

Skills: Alcohol Tolerance +10, Bluff +3, Channeling +31, Intimidate +23, Knowledge (monster lore [undead]) +12, Knowledge (mysticism) +12, Knowledge (warcraft) +14, Listen +5, Meditation +19, Ride +14, Spellcraft +16, Trade Skill (blacksmithing) +14.

Languages: Troll (3), Common (3); Dwarf (3), Elvish (2).

Feats: Brutish, Cleave, Dodge, Finishing Blow, Mounted Combat, Parry, Power Attack, Slam.

Shadow Knight Spells Usually Prepared (mana cost): *Abduction of strength* (1), *banshee aura* (10), *dooming darkness* (20), *gather shadows* (6), *invoke fear* (20), *spirit tap* (24), *summon companion* (8), *torrent of pain* (14). Caster level 20th; save DC 16 + spell level.

Mana Pool: 278.

Possessions: Fulvous darksplint armor, +4 buckler, +3/+2 corrupted Combine longsword (amber), lizardscale cloak, belt of protection, head of the valiant, earring of essence, Sebilite scale bracelet, fleshknit potion, elven veal (4 servings), *liquidized meat* (2 gallons).

Kurkarsh, Mangarr's Unholy Steed: CR —; SZ Huge magical beast; HD 7d10+21; hp 60; Init +1 (Dex); Spd 50 ft.; AC 17 [flat-footed 16, touch 9] (–2 size, +1 Dex, +8 natural); BAB +7; Grap +20; Atk hoof +10 melee (1d8+5); Full Atk 2 hooves +10 melee (1d8+5) and bite +5 melee (1d6+2); Space 10 ft. by 20 ft.; Reach 10 ft.; SQ empathic link, improved evasion, scent, share saving throws, share spells, SR 14; AL OG; Fac none; SV Fort +17, Ref +9, Will +12; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 8.

Skills: Listen +7, Spot +7.

Mangarr's Skeletal Companion, Type 11: CR —; SZ Large undead; HD 20d12; hp 130; Init +0; Spd 30 ft.; AC 21 [flat-footed 21, touch 9] (–1 size, +12 natural); BAB +10; Grap +22; Atk claw +17 melee (1d10+8 plus lifedrain); Atk 2 claws +15 melee (1d10+8 plus lifedrain) and slam +15 melee (1d10+8 plus lifedrain); Reach 10 ft.; SA lifedrain, magic attack +4; SQ damage reduction 10/+2, immunities, infravision, see invisible, SR 19, undead; AL N; Fac none; SV Fort +6, Ref +6, Will +11; Str 26, Dex 10, Con —, Int 6, Wis 9, Cha 1.

Skills: Listen +14, Spot +14, Taunt +15.

Feats: Improved Slam, Slam.

Lifedrain (Su): Claw, slam — Proc DC 18; 1d6 temp Con (Fort half, DC 20).

26. Thunder Crag

By far the tallest peak in the region, this towering column of rock is visible from well out to sea. Accordingly, the dwarves maintain a watch fire atop the crag to help guide ships into Port Faydwer. A narrow flight of stairs winds dizzyingly up the face of the mountain, and a small stone outpost at the pinnacle houses a squad of 9 soldiers under the command of Bettea Treefell (*female dwarf, Mil 12, ON; Stormguard).*

27. Dwarfslayer's Camp

Hamlet, Pop. 200
(Goblin 98.5%, dark elf 1.5%)

Ruler: Akzar Dwarfslayer (see below).

Gold-Piece Limit: 100 gp.

Quest: Up the Crag

Faction: Stormguard (+1 rank).

NPC: Durgan Brickhand.

CR: 3–6.

Reward: +1 faction rank with the Stormguard; 50 gp each.

Consequence: –1 faction rank with the Butcherblock Goblins.

Quest Summary: Durgan Brickhand, commander of the Crossroads Outpost (Area 21), is responsible for keeping the Thunder Crag garrison supplied. Recently, though, a supply mission was ambushed by goblins and forced to retreat, and now his troops are tied down trying to find the raiders. As the dwarves on the Crag are dependent upon him for supplies, Durgan asks the party to venture up the mountain with the food and other items that the watch-fire team needs. He loans them several mules laden with supplies and wishes them luck.

Sensing easy pickings, the Butcherblock goblins come after the party, and several bands of raiders must be defeated before the party reaches Thunder Crag. The party must then climb for fully 12 hours up the narrow, winding stairs (Climb DC 10 each hour; Reflex save [DC varies] to avoid a fall on a failed Climb check), all the while keeping the mules calm (Handle Animal DC 8 to 15). Once at the top (quite possibly *fatigued* or even *exhausted* by this time), they find the scouts fighting off yet another band of goblins.

Once the heroes have aided the garrison, they receive a reward of 50 gp each and a faction rank to reflect the gratitude of the Stormguard.



Assets: 5,000 gp.

Resources: Hunting, larceny.

Militia: 130 goblin warriors.

Over the years, the Butcherblock goblins have been divided, living in scattered camps, raiding the dwarves and squabbling with each other. The primitive aqua goblins have scratched out a bare living along the seashore, and neither they nor the weaker mountain tribes have ever reached a point at which they might truly threaten dwarven authority in the region. Today, all that may be changing thanks to the coming of a goblin leader widely known as Akzar Dwarfslayer.

When a dwarven ridge-fort along Ranthok's Ridge was sacked several years ago, the dwarves were at a loss to figure out who was responsible — they could not believe the signs that said goblins were to blame. Soon, however, rumors began to circulate of a powerful goblin spellcaster who had united several tribes into a single potent raiding force. When several caravans were raided and an elven fortress looted, it became obvious that this was no ordinary goblin leader. The dwarves and elves both sought him out, only to find that he and his followers had escaped. For a time, the trail grew cold until tales began to circulate of a new goblin leader in the Butcherblock Mountains.

Today, the Butcherblock goblins have begun to rally around the Dwarfslayer's banner, and his camp now contains over 200 fanatical goblin followers. Beyond this hidden camp, the Dwarfslayer has thousands more potential followers, and properly united they might be able to drive the dwarves out of the mountains altogether and possibly even threaten Kaladim itself.

The Dwarfslayer spends most of his time in a deep cave in the middle of the camp. He is tended by several elite goblin guards, and rumor has it that he actually controls one or more iron guardians and possibly a number of other powerful constructs.

Akzar Dwarfslayer (a.k.a. Yaeshila D'quan)

Those who hunt and follow the goblin messiah Akzar Dwarfslayer would be astonished to learn that he does not really exist — the truth of the matter is that this so-called goblin warlord is actually a gifted female dark elf named Yaeshila D'quan, a high-ranking rogue of the Ebon Mask (and a competent enchantress as well), sent here by her guild leaders to aid the Crushbone orcs in their attempts to subvert the region and drive out the dwarves. She is equipped with a talisman that allows her to maintain her goblin form indefinitely; in either form, she tries her best to hide her rogue abilities, dressing and acting as a pure spellcaster, so that she might catch enemies off-guard.

Intelligent and charismatic, Yaeshila first led a band of goblins on raids against dwarf outposts along Ranthok's Ridge in the form of the goblin warlord Akzar, soon called "Dwarfslayer." Once the dwarves began to divert forces to the hunt for the reputed goblin leader, she and her followers quit the region and moved to the nearby Butcherblocks, where she found that "Akzar's" fame had preceded him. Primed and ready, the goblins of the mountain tribes soon began to swear allegiance to the newly arrived warlord, and soon Yaeshila had the makings of an army at her disposal.

Since then, her goblin raids have grown bolder, and she has brought in a couple of dark elf warrior/rogue associates to actually train her followers in effective tactics. She has also engaged in negotiations with the Crushbone orcs, reversing the goblins' traditional distrust of outsiders. Yaeshila hopes that one day the dark elves' contacts with Mayong Mistmoore may also bear fruit, leading to a powerful alliance of evil that could seriously threaten the dwarves, if not all of Faydwer.

Yaeshila D'quan, Female Dark Elf, Rog 11/Enc 11: CR 22; SZ Medium-size humanoid (dark elf); HD 11d8 plus 11d4; hp 91; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 27 [flat-footed 27, touch 17] (+3 Dex, +6 armor, +4 shield, +4 deflection); BAB +13; Grap +14; Atk +19 melee (1d3+3, crit 19–20, *despair needle*) or +18 ranged (1d3+1, crit 19–20, dagger); Full Atk +19/+16/+13/+10/+7 melee (1d3+3, crit 19–20, *despair needle*) or +18/+14/+10/+6 ranged (1d3+1, crit 19–20, dagger); SA backstab +3d6, spells; SQ dark elf traits, evasion, greater enchantment (dire charm), rogue abilities (improved evasion, uncanny dodge), sense traps, ultravision; Res CR 5, DR 3, ER 2, FR 4, MR 6, PR 3; AL DE; Fac Ebon Mask, the Spurned; SV Fort +6, Ref +15, Will +11; Str 13 (10), Dex 17 (16), Con 11, Int 21 (19), Wis 12 (10), Cha 14.

Skills: Appraise +7, Bluff +13, Climb +7, Channeling +17, Diplomacy +8, Disable Device +13, Disguise +7 (+9 acting), Escape Artist +14, Gather Information +6, Hide +17, Intimidate +10, Knowledge (local lore [Butcherblock]) +12, Knowledge (mysticism) +15, Knowledge (street smarts) +11, Listen +14, Meditation +27, Pick Pocket +8, Search +16, Sense Motive +12, Sneak +14, Spellcraft +21, Spot +14, Trade Skill (poison making) +10, Tumble +14.

Languages: Teir'Dal (4), Common (4); Dwarf (4), Elvish (4), Goblin (4), Orc (3).

Feats: Alertness, Dodge, Improved Initiative, Leadership, Lightning Reflexes, Mental Clarity, Parry, School Specialization (alteration), Spell Focus (alteration), Weapon Finesse (dagger).

Enchanter Spells Usually Prepared (mana cost, modified for *gold ruby earring*): *Chase the moon* (10), *cloud* (6), *color shift* (6), *enthrall* (7), *languid pace* (6), *mesmerization* (13), *Sisna's animation* (17), *Tashani* (2). Save DC 15 + spell level (DC 17 + spell level for alteration spells); or DC 12 + spell level for mind-affecting spells (DC 14 + spell level if they are also alterations).

Mana Pool: 112.

Possessions: +4 raw silk armor, +3 steel buckler, despair needle, arms of augmentation, gold ruby earring, amulet of deception, diamond wedding band, talisman of the goblin's visage (see Appendix 2), Etherea's poison antidote, dwarf chops (3 servings).

Yaeshila as "Akzar Dwarfslayer," Male Goblin, Rog 11/Enc 11: CR 22; SZ Small humanoid (goblin); HD 11d8+11 plus 11d4+11; hp 113; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 27 [flat-footed 27, touch 17] (+1 size, +2 Dex, +6 armor, +4 shield, +4 deflection); BAB +13; Grap +11; Atk +19 melee (1d3+4, crit 19–20, *despair needle*) or +18 ranged (1d3+2, crit 19–20, dagger); Full Atk +19/+16/+13/+10/+7 melee (1d3+4, crit 19–20, *despair needle*) or +18/+14/+10/+6 ranged (1d3+2, crit 19–20, dagger); SA backstab +3d6, spells; SQ evasion, goblin traits, greater enchantment (dire charm), rogue abilities (improved evasion, uncanny dodge), sense traps, ultravision; Res CR 5, DR 3, ER 2, FR 4, MR 6, PR 3; AL DE; Fac Ebon Mask, the Spurned; SV Fort +7, Ref +14, Will +10; Str 15 (12), Dex 15 (14), Con 13, Int 15 (13), Wis 10 (8), Cha 12.

Skills: Appraise +4, Bluff +12, Climb +8, Channeling +18, Diplomacy +7, Disable Device +10, Disguise +6 (+8 acting), Escape Artist +13, Gather Information +5, Hide +20, Intimidate +9, Jump +4, Knowledge (local lore [Butcherblock]) +9, Knowledge (mysticism) +12, Knowledge (street smarts) +8, Listen +13, Meditation +24, Pick Pocket +7, Search +13, Sense Motive +11, Sneak +15, Spellcraft +18, Spot +13, Trade Skill (poison making) +7, Tumble +13.

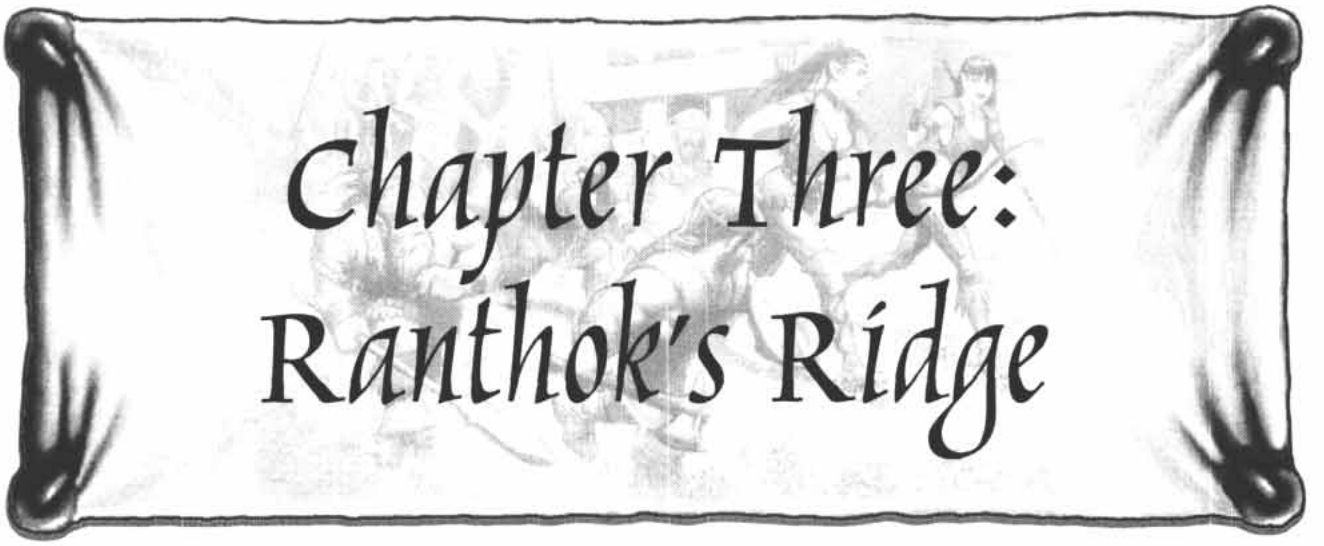
Enchanter Spells: As above. Save DC 12 + spell level (DC 14 + spell level for alteration spells); or DC 11 + spell level for mind-affecting spells (DC 13 + spell level if they are also alterations).

Mana Pool: 46.

"Akzar Dwarfslayer" (buffed with *cloud, quickness, rune 1,* and *sympathetic aura*): hp 113 + 6d6 = ave. 134; AC 29 [flat-footed 29, touch 19] (+1 size, +2 Dex, +6 armor, +4 shield, +4 deflection, +2 haste); SQ damage reduction 6/–, haste (4) [1 extra action every 2nd round]; Cha 16.

Skills: Bluff +14, Diplomacy +9, Disguise +8 (+10 acting), Gather Information +7, Intimidate +11.

Enchanter Spells: Save DC 13 + spell level for mind-affecting spells (DC 15 + spell level if they are also alterations).



Chapter Three: Ranthok's Ridge

Weary of the long stalemate with the dangerous gnolls of the Loping Plains (see Chapter 4), the dwarves constructed the massive barrier known as Ranthok's Ridge several centuries ago — or, at least, that's what the dwarves would like folk to believe. The reasons that the dwarven king Ranthok built the barrier were many, and security was only one of them, even if it was foremost.

History

The gnolls of the Loping Plains were for untold years one of the greatest threats faced by the dwarven nation. After gnoll armies came perilously close to the gates of Kaladim itself, the dwarves launched a counterattack, barely managing to drive the gnolls back into the plains before being almost completely wiped out in a terrible counter-offensive.

In those days, the frontier between the Butcherblock Mountains and the Loping Plains was marked by a series of rocky highlands — rough terrain, but far from impassible. The intervening years saw numerous raids into dwarven territory by the gnolls, often followed by punitive expeditions from the dwarves. During this time, the dwarves also discovered a number of valuable mineral veins in the highlands between the two realms. Gnoll raids prevented the dwarves from exploring or exploiting their new mining leads, though, and the dwarves feared that their enemies might move into the region and start taking the metals for themselves. At length, the dwarven monarch Ranthok Redbeard — a descendant of the first Stormhammer king, Bestid, and great-grandfather to King Kazon — decreed that a mighty wall be built to stop the raids and secure the lands controlled by the dwarves.

The construction of Ranthok's Ridge was one of the greatest engineering projects in dwarven history (and quite possibly in any race's history, for that matter). Some of the ridge was made up of rock carted from elsewhere on Faydwer or dredged up from the sea floor. Elsewhere, the dwarves engaged the services of Erudite and human magicians and geomancers to enhance the natural heights of the region, turning rocky hills into mighty, virtually impassible granite mountains. The gnolls, largely decimated after years of warfare, were unable to stop the project, and — miraculously — within a decade the great ramparts of Ranthok's Ridge soared above the waving grass of the Loping Plains, isolating the gnolls and other inhabitants of the plains from the rest of the world.

In one respect, the Ridge fulfilled its purpose admirably: For al intents and purposes, the gnolls of the Loping Plains were permanently cut off from dwarven lands, rendered incapable of launching any more invasions into Butcherblock territory. Within just a few years, the gnolls had reverted to feral savagery, the component tribes of the Seeking clan turning on each other; simultaneously, the orcs of the eastern plains in the vicinity of Wayunder Lake rose up and began to push the divided and weakened gnolls back. Soon, the threat from the plains had completely vanished, and Ranthok's Ridge stood as a testament to dwarven might, resolve, and ingenuity.

It served other, less public purposes, as well, however, of which the newly discovered ore veins were only the beginning. Beneath the rich deposits of silver, gold, tin, iron, and copper lay a network of caves filled with wondrous limestone formations and — even more desirable — deposits of numerous gemstones of a size and quality rarely if ever seen. Not only did Ranthok's Ridge keep the gnolls away, but it also helped keep the dwarves' new mines secret and secure. The dwarves set to building forts and watchtowers along the Ridge's length, ostensibly to keep watch on the plains but in reality to keep outsiders from intruding upon the dwarves' bounty, which they considered theirs and theirs alone.

Of course, the more who know of a secret, the harder it is to keep. In time, rumors of the rich treasure locked away beneath the ridge reached outsiders, including the elves of Kelethin, who insisted upon sending representatives to the dwarves and, in the face of bitter complaints from the small but sturdy folk, building a number of citadels of their own. Reluctant to force the issue lest open warfare break out, the dwarves at last allowed the elven construction to go ahead, but continue — politically, at least — to oppose their presence even to this day.

The dwarves continue to guard the Ridge jealously and have so far kept their mining operations largely secret, sending the ore and gems back to the Butcherblocks by way of secret trails and subterranean tunnels. For their part, the elves have continued to search for the hidden mines, but have so far done so without success.

Dwarven Forts

These small forts are spread out along Ranthok's Ridge, ostensibly built to guard the passes against incursions from the Loping Plains. Their real purpose, though, is to watch approaches to the hidden dwarven mining operations, and their occupants are willing to use deadly force to keep the area secure.

These "ridge-forts" take a number of different forms, but most have some common design elements. Some are barricades, blocking passes with a single wall and tower, while others are thickly walled keeps crouching atop outcroppings or low peaks, with a commanding view of the surrounding lands. All are located near paths, passes, or other features across or through which the dwarves can easily observe and monitor travel.

The dwarves make sure that strong patrols of at least 5 heavily armed and armored warriors roam the area at all times, stopping and questioning travelers if necessary. A typical patrol consists of 4 veteran soldiers (*male or female dwarf, Mil 5–8, ON; Stormguard*) and a sergeant (*male or female dwarf, War 7–10, OG; Stormguard*).

Those forts nearest to Ranthok's Mines are the most difficult to bypass, and the dwarves arrest anyone they believe to be trespassing on their territory. Though they are honorable and fair, they do not hesitate to respond in kind should a foe attack using deadly force.

1. Tower: A typical dwarven ridge-fort has from one to four towers, depending upon its architecture — some hug the mountainside so closely that there is room for only a single tower. They are usually square with a single sally port and crenellated walls intended for use by troops armed with ranged weapons, hot sand, or boiling water (dwarves generally avoid using boiling oil, given the expense involved).

2. Walls: As with the towers, the walls of ridge-forts are dependent upon the fortress' physical layout. Some jut directly out of mountainsides, while others form a box around the interior keep. Like the towers, they are of a simple but effective design, usually with crenellated walls and space for archers or other missile troops. Sentries typically walk the walls, ready to call out challenges to any who approach.

3. Main Gate: The ridge-fort's single major point of entry is usually built of stone or metal-reinforced wood (hardness 8–10; 40–60 hp; Break DC 24–26). Dwarves on the crenellated wall above the gate can rain missile fire down on attackers, making direct assault on the gates a risky proposition at best.

4. Keep: Not all ridge-forts have keeps, but those that do are mighty indeed. The keep is a squat tower in the center of the fortress, used as living quarters for the commander and officers, and as an armory and citadel should the main walls fall. Any siege weapons or magic items that can be used in the fort's defense are kept here. Prisoners are also held in the keep, which is considered the most secure structure in the fort.

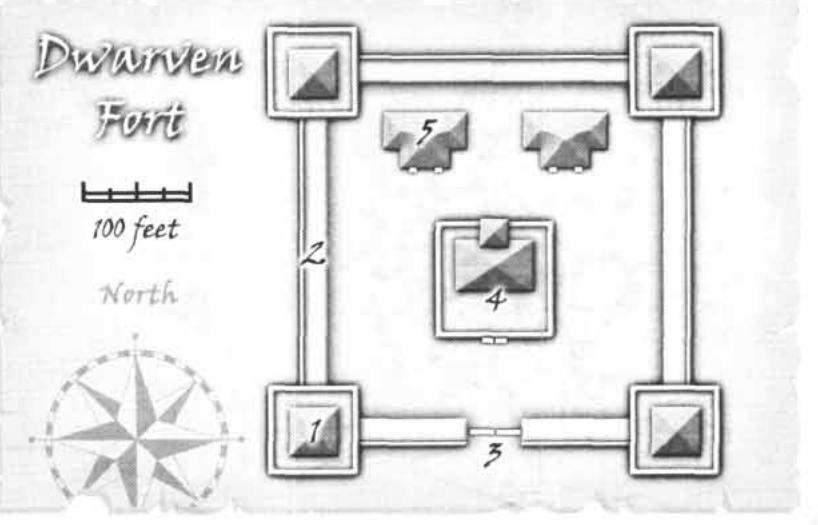
5. Barracks: Up to 100 soldiers (*male or female dwarf, Mil 3–7, ON; Stormguard*) are housed in a typical ridge-fort, though most contain only 20 to 30. These are usually commanded by a senior warrior of 10th level or higher. Those fortresses with larger garrisons usually have barracks — low, slate-roofed structures with rows of bunks, a mess hall, and an assembly room. Some, particularly the larger ones or those built into the hillside, have underground barracks for the troops.

Elven Fortresses

In response to the dwarves' construction of Ranthok's Ridge, the Fier'Dal built several of their own strongholds. For the most part smaller and less imposing than the dwarf ridge-forts, these structures nevertheless represent a challenge to Kaladim's authority.

The wood elves do not like living in stone structures, so they hauled wood (from fallen trees, of course) into the mountains, building elaborate structures high up on mountain slopes, well protected from the passes and trails below. While these are intended primarily as observation posts, they generally contain up to 20 elves each, including rangers, rogues, and warriors among their number, with the occasional druid to provide magical and spiritual support for the troops.

The elves are rather insular, but they have a knack for arriving in time to help those in need, especially if they have news of hostile activity in the area. Elf scouts regularly walk the trails looking for intruders such as gnolls and orcs, but also hoping to find some clue as to what the dwarves are up to and where their reputed hidden mines are located.



Geography

Though Ranthok's Ridge is an artificial construct, it strongly resembles a natural formation; of course, this is only natural, since many of its features existed well before the dwarves built it.

1. The Drop

The dwarves took great pains to make sure that the edge of the ridge that bordered on the Loping Plains was especially steep and treacherous. In most places it drops straight down nearly 1,000 feet, a sheer featureless surface virtually without passes or handholds. While a determined traveler can certainly scale these walls, climbing up them in large numbers is all but impossible.

The Drop is interrupted here and there by various passes, but these are heavily guarded by the dwarves; since the construction of Ranthok's Ridge, the gnolls have only tried to force a passage once, and this ended in catastrophe for them.

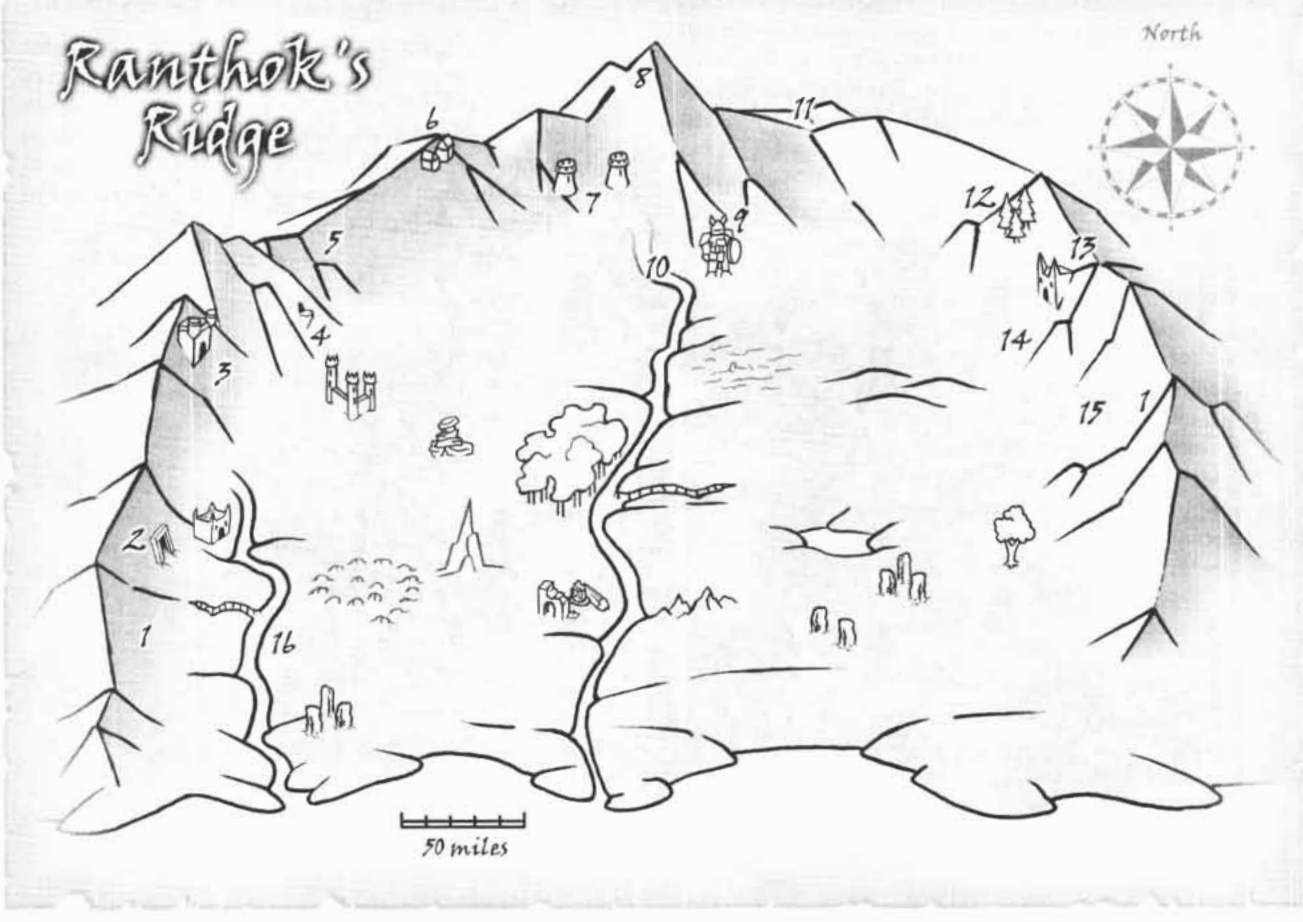
2. Ranthok's Mines

The secretive hub of dwarven activity along the ridge, Ranthok's Mines are well-hidden and heavily guarded. So far, no outsiders have discovered their existence, and Sir Heldan Stormshield (see Area 3, "Fort Dagnor") takes strong steps to keep it that way. If possible, intruders are captured alive and have their memories erased (see "Mining Complex 17" at the end of this chapter), but the dwarves are not shy about permanently disposing of intruders, especially those of evil disposition.

The approaches to the mines appear to be entirely normal mountain roads and passes. This is entirely intentional, for the dwarves do not want to draw undue attention to the area. Hidden caves, murder holes, deadfalls, and traps line the paths leading to the mines, however, and intruders often simply disappear, for all intents and purposes the victims of natural disasters and treacherous terrain. Specially trained dwarf rogues lurk throughout the area, ready to take intruders down with well-placed sniping or cunning sneak attacks.

Though they are not an evil race, the dwarves are admittedly a proud and self-absorbed people, and their task here is to make sure that no one is ever able to tell tales about this part of Ranthok's Ridge. They are particularly wary in this region of the apparently civilized orcs of Jagged Rock (see Area 12 in Chapter 4), although the wild orcs of the nearby hills have learned the hard way of the dangers inherent to sending hunting parties into this part of the Ridge.

The entrances to the dwarves' mines are well hidden behind false canyon walls, talus piles, and seemingly natural rock formations. Even if these entrances are discovered, they initially seem to be nothing more than old cave complexes, empty and seemingly worthless. Of course, hidden dwarves are always observing here as well, for if an intruder were to creep any further into the caves, he would soon find finished hallways, galleries, and living chambers, as well as the dwarven guards and miners who dwell there.



3. Fort Dagnor

Outwardly, this fortress — despite bearing the name of one of the greatest of dwarven history's hero-kings — is of average size, a stone bastion rising from a sheer granite outcropping known to locals as "the Stone Lord." The stronghold's location, near Fire Pass and the Crimson River canyon, appears suitably strategic, and no one has questioned the need for a fortress in this location.

The truth, however, is that Fort Dagnor is easily the strongest citadel on the ridge, and possibly in all the dwarven lands beyond Kaladim itself. Extensive tunnels honeycomb the rock of the Stone Lord, with secret storehouses containing weapons and supplies, hidden barracks holding nearly a thousand battle-hardened dwarf warriors, and a corps of powerful dwarven clerics who provide spiritual guidance, healing, and, should it be needed, considerable battle support.



Fort Dagnor is commanded by Sir Heldan Stormshield, a personal friend and confidant of King Kazon Stormhammer himself. Though Lord Baryth Falconeye (see Area 13, "Gateway") is officially the commander of all dwarf forces in the region, Sir Heldan is so highly regarded that he could most likely, if it became necessary for some reason, assert his considerable authority and take over leadership of Kaladim's armies. Most of the time, however, he remains in the fortress seeing to the security of the mines and surrounding lands.

Sir Heldan Stormshield

One of the greatest dwarven heroes in living memory, Sir Heldan commands the garrison guarding the dwarves' greatest treasure, Ranthok's Mines. Personally, he is the antithesis of the stern and merciless paladin, being instead a kindly, good-hearted dwarf who always gives opponents a chance to surrender or repent before drawing steel and who kills only as a last resort. Should a known criminal or enemy of the state refuse his mercy, however, Heldan neither asks nor gives quarter, and is among the most fearsome fighters in dwarven lands.

Of course, as the appointed protector of Ranthok's Mines, Sir Heldan is fully aware of the need for his agents to use subterfuge and duplicity to secure their secret. Although he does not condone covert operations on a personal level, Heldan can abide the unfortunate necessity of using such means on a national scale.

Sir Heldan Stormshield, Male Dwarf, Pal 28: CR 28; SZ Small humanoid (dwarf); HD 28d10+196; hp 438; Init +2 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 30 [flat-footed 29, touch 12] (+1 size, +1 Dex, +13 armor, +5 shield); BAB +28; Grap +30; Atk +39 melee (1d8+14, crit x3, *wraith-bone hammer* [2-H]); Full Atk +39/+36/+33/+30/+27 melee (1d8+14, crit x3, *wraith-bone hammer* [2-H]); SA slay undead; SQ disciplines (Fearless, Holy Forge, Resistant), dwarf traits, immune to criticals, improved lay on hands, infravision, smithing, +4 magic and poison saves, +4 AC vs. Large or larger foes; Res MR 9, PR 6; AL NG; Fac Paladins of Underfoot, Kazon Stormhammer; SV Fort +24, Ref +12, Will +22; Str 23 (15), Dex 14 (9), Con 24 (16), Int 15 (12), Wis 28 (18), Cha 14.

Skills: Channeling +28, Climb +4, Diplomacy +12, Handle Animal +8, Heal +16, Knowledge (local lore [western Faydwer]) +8, Knowledge (religion) +10, Knowledge (warcraft) +15, Meditation +24, Ride +9, Sense Heading +13, Sense Motive +15, Spellcraft +12, Trade Skill (blacksmithing) +21.

Languages: Dwarf (4), Common (4); Elvish (3), Gnoll (3), Gnome (4).

Feats: Cleave, Double Attack, Great Cleave, Leadership, Power Attack, Parry, Riposte.

Paladin Spells Usually Prepared (mana cost): *Armor of faith* (25), *Brell's mountainous barrier* (33), *divine aura* (2), *divine purpose* (1), *pacify* (17), *restoration* (100), *wave of healing* (75), *yaulp IV* (1). Caster level 24th; save DC 19 + spell level.

Mana Pool: 490.

Possessions: Underfoot plate armor, +3 animated steel shield, wraith-bone hammer, onyx drakescale cloak, mithril boots, imbued platinum ruby amulet (in the form of Brell's holy symbol), *carmine trinket, ring of stone.*

Sir Heldan (buffed with *armor of faith, valor,* and *yaulp IV*): hp 488; AC 36 [flat-footed 35, touch 18] (+1 size, +1 Dex, +13 armor, +5 shield, +3 deflection, +3 divine); Grap +36; Atk +45 melee (1d8+20, crit x3, *wraith-bone hammer* [2-H]); Full Atk +45/+42/+39/+36/+33 melee (1d8+20, crit x3, *wraith-bone hammer* [2-H]); SQ damage reduction 13/–, fast healing 1; Str 30.

4. The Web

Neither the dwarves nor the elves are aware of the Ridge's most recent arrivals: Ever suspicious of Brell's faithful servants, Innoruuk has dispatched some of his most valued dark elf servants to Ranthok's Ridge in an attempt to disrupt dwarven operations there. To this end, they built this hidden fortress inside a hollowed-out granite peak, well-concealed and equipped with supplies sufficient to last for a year or more.

In typical fashion, the dark elves laid low for over a year, surreptitiously observing their surroundings while barely stirring from their new and secret fastness. Once they were certain that they were safe from discovery, the Teir'Dal

Quest: Spiders in the Web

Faction: Stormguard (+2 rank).

NPC: Baryth Falconeye.

CR: 13–15.

Reward: +2 faction rank with the Stormguard.

Consequence: –2 faction rank with the Dead.

Quest Summary: Baryth Falconeye. Lord of Gateway, has just recently received reports of dark elf activity on the ridge, and knows what a dangerous breach of security this represents. As the dark elves will be expecting dwarves to investigate, they might be less wary of "ordinary" — that is, non-dwarf — adventurers. The characters venture to the vicinity of the hidden Web fortress. Investigation is very difficult as the dark elves have taken great pains to cover their tracks, but eventually the PCs should get too close , so that Ythema dispatches her assassins to dispose of the troublesome outsiders. If the assassins are slain, the characters find clues such as maps or documents leading them to the Web.

The characters can actually try to infiltrate the dark elf fortress, but doing so is very dangerous, with traps, cunning dark elf scouts and spellcasters, guardian creatures, and the like. Even if the characters do not succeed in defeating Ythema and her fellow Teir'Dal, the dark elves should eventually be forced to abandon the fortress and move to a new location — or better still, remove themselves from Ranthok's Ridge altogether.

began to send out scouts, painstakingly mapping out the location and strength of all dwarf ridge-forts, keeping careful records of all comings and goings, estimating troop strengths, and more. Eventually, they learned that, while important, the keep known as Gateway (see Area 13) was not the prime dwarven fort, and that Fort Dagnor was considerably more powerful than it appeared from outside.

From all of this information, the dark elves have come to suspect that the dwarves' celebrated secret is hidden somewhere near Fort Dagnor, though so far they have been unable to discern the exact location or nature of the mystery. The dwarves are still entirely unaware of the Teir'Dal presence, and would be greatly alarmed to learn of them, let alone of how close the dark elves have come to discovering the mines.

The Web is under the command of Lady Ythema Tol'khan (*female dark elf, Ari 2/Shd 18, DE; the Dead*), an influential elf who is determined to succeed in her mission and, if possible, bring the dwarves down, allowing her people to expand their foothold on Faydwer. Lady Ythema has considered trying to forge some sort of alliance with the nearby hobgoblins (see Chapter 4, Area 4), but has not yet convinced herself of the astuteness of such a move.

5. Fire Pass

The second largest pass of the Ridge gets its name from the massive watch-fires atop the towering cliffs on either side that are tended by the dwarves each night. The pass is fairly narrow, perhaps 50 feet across at its widest, and the dwarves have not fortified it. However, they do patrol it heavily and keep a careful watch on those who use it: As it is the pass closest to their secret mines, the dwarves are especially vigilant here.

6. Rocktown

Thorp, Pop. 75
(Gnome 100%)

Ruler: Sir Nagog Slipcog.

Gold-Piece Limit: 40 gp.

Assets: 730 gp.

Resources: Manufacturing, agriculture.

Militia: 10 local militia (*Mil 4–6*).

The dwarves and elves are not entirely alone among the civilized races on Ranthok's Ridge. Rocktown is a small settlement of gnomish émigrés hailing from Ak'Anon. After negotiation with King Kazon Stormhammer, the gnomes were allowed to build here, creating a small town out of stone and wood buildings. The gnomes labor to grow food on terraced steps along the mountainside, and create clockworks and other useful items for the dwarves and for those few travelers who pass through.

A single inn, The Rocky Road, boasts rooms large enough for elves and humans, and the entire town is under the guidance of Sir Nagog Slipcog (*male gnome, Ari 15/War 5, NG; Gemchoppers*), a somewhat eccentric old gnome who is fond of dying his hair bright colors and singing bawdy drinking songs at all hours of the night. Rumor has it that Nagog's nocturnal bellowing is what made the gnome king send him here many years ago. (For what it's worth, Nagog himself fiercely denies such "vicious slander," saying that the king and the royal family have often praised his singing, calling it "fit for the ears of the gods themselves, like the delicate songs of angels.")

7. Bloody Pass

This broad opening in the sheer rock-face of Ranthok's Ridge is flanked by two powerful dwarf fortresses; the pass is blocked by a thick stone wall studded with towers at its narrowest point. It is the largest and most frequently traveled passage into the plains. Bloody Pass was given its name soon after the Seeking Clan's single massive attempt to storm Ranthok's Ridge when it was newly built; the attack resulted in the slaughter of many hundreds of gnolls and the loss of only four dwarven defenders. The pass was literally stained red with gnolls' blood, so that even the normally implacable dwarves were satisfied that they had paid the Seeking Clan back sufficiently in kind for past atrocities.

8. Magrid's Peak

Once the highest crag in the uplands north of the Loping Plains, Magrid's Peak was raised along with the rest off the surrounding lands and today stands nearly five miles in height, topped by snowy peaks and surrounded by steep, treacherous slopes.

The dwarves have grown somewhat wary of the area, for landslides and avalanches are common, along with mysterious disappearances, strange and unexplained sightings, and inexplicable sounds. More than a few local dwarves are concerned that something terrible has taken up residence on Magrid's Peak — and that that "something" has an especial dislike for dwarves.

Quest: Mystery on Magrid's Peak

Faction: Stormguard (+1 rank).

NPC: Lord Baryth Falconeye.

CR: 14–16.

Reward: If the PCs discover the fortress and report back, +1 faction rank with the Stormguard and 1 medium magic item; if they drive off or destroy the giants, +2 rank with the Stormguard, plus 1 major and 2 medium magic items.

Consequence: –1 faction rank with the Kromrif and the Indigo Brotherhood; if they drive off or destroy the giants, then –2 faction rank with both the Kromrif and the Indigo Brotherhood.

Quest Summary: Baryth Falconeye, commander of Gateway fortress (Area 13), asks if the characters can discreetly investigate the mysterious events on Magrid's Peak. He does not wish to get his own people involved for fear of spreading harmful rumors and worrying Kaladim unnecessarily. He offers a reward if the characters can discover the source of the trouble, more if they can remove it or prove that it is harmless.

The truth is somewhat alarming. A large band of frost giants has taken up residence on the mountain, transported there by dark elven magic and contracted to wreak as much havoc as possible, particularly among the dwarves. They have built a fortress of ice and stone hidden by the clouds high on Magrid's Peak; they intend eventually to create magic to ruin the weather on Ranthok's Ridge and close all the passes, allowing them and their dark elf allies to wipe out the dwarves altogether and discover the dwarves' great secret (i.e., Ranthok's Mines).

The PCs must find out about both the giants' fortress and their plans before getting any reward. If they are strong enough to assault the fortress and wipe out or drive off the giants, they receive even greater rewards (see above) from the grateful Lord Falconeye.

This quest cannot be repeated.



9. Ranthok's Statue

Near the headwaters of the Tazli River stands a 100-foot-tall statue of the dwarf king whose foresight and ingenuity led to the creation of the ridge. Clad in plate armor inscribed with the arms of Kaladim and armed with a great warhammer, this stone facsimile of King Ranthok Redbeard gazes sternly out across the Loping Plains to the south, as if daring the gnolls to come again and challenge the might of the dwarven nation. The statue is carefully maintained by the dwarves, who consider it a vital symbol of their prestige and influence.

10. Tazli Falls

Here at the head of the mightiest river of the Loping Plains, a thundering waterfall cascades down the Drop in a magnificent, thousand-foot plume.

11. Deepscar Valley

Before the creation of the Ridge, this area was a shallow, grassy depression. When the dwarves and their allies raised the surrounding lands, however, this valley remained at its original depth, forming a deep, dark, and — since those days — dangerous obstacle to travel in the region. Dwarven engineering was to have solved the problem with a massive stone bridge, but structural problems caused the span to collapse just as it neared completion.

Since then, the dwarves have slung a couple of narrow rope-and-plank bridges across the chasm, but these allow only single-file movement and do not support anything larger or heavier than a stout mule. In any event, many who cross the bridges report the experience to be so harrowing that they never wish to do so again.



12. Pine Ridge House

Located in a lonely stand of old, tall pines, this elven outpost is built in the traditional Fier'Dal style, hidden well off the ground among the heights of the trees. Consequently, the wood elves here can easily escape detection if they need to, and spend much of their time simply observing the traffic along the trails below. They are sure to intervene should travelers get in trouble nearby, but do not show themselves without cause. If travelers happen to notice them, the wood elves are quite friendly and accommodating, but they do nothing to draw attention to themselves or their outpost.

There are usually 10 to 12 rangers and scouts (*male or female wood elf, Rng/Rog 5–12, NG; Faydark's Champions, Scouts of Tunare*) occupying the outpost under the command of Mysta Silvereye (*female wood elf, Rng 13, NG; Faydark's Champions*).

13. Gateway

This large and powerful dwarven fortress contains over 500 warriors and is under the command of the legendary Lord Baryth Falconeye (see below). A survivor of the disastrous pursuit of the Seeking Clan gnolls out into the Loping Plains, Baryth is quite ancient, yet by some means he remains as hale and vital as a dwarf nearly half his age.

Publicly, Gateway is the central and most important of the ridge-forts, and reputedly the official headquarters of Kaladim's forces. (In reality, this role is taken by Fort Dagnor, but the dwarves keep this fact secret for fear that outsiders might find their secret mines.) Gateway has facilities for the assistance and comfort of any travelers who have business with the dwarves; such folk are allowed to stay in the fortress for up to three days without charge, save for the cost of meals. After this time, visitors are encouraged to leave unless they are badly wounded or in need of specific assistance; the dwarves simply start charging and increase the rates daily until their visitors get the message and leave.

Lord Baryth Falconeye

Raised from birth to serve the dwarven throne, Lord Baryth Falconeye first distinguished himself at the young age of 28 (roughly equivalent to a human 12-year-old), when he slew his first Crushbone orc warrior. Since that day, Baryth has led dwarven forces against hordes of goblins in the Butcherblock Mountains, spearheaded a campaign against bandits in the Hills of Shade, and battled gnolls on the Loping Plains. Baryth's legendary status was only enhanced when he returned (among a mere handful of survivors) from the disastrous pursuit of the Seeking Clan into the Loping Plains.

In the years since the great defeat of the Seeking Clan — a victory in which Baryth was instrumental — he helped hold the gnolls at bay and became a strong advocate for the construction of Ranthok's Ridge. With the Ridge's creation, the threat of the gnolls has receded, and Lord Baryth has found himself commanding a relatively peaceful front. He chafes at this duty, however, and wishes to be assigned again to a more challenging post.

Baryth Falconeye bears the legendary *axe of might* (see Appendix 2), a symbol of his status as a chosen Champion of Kaladim.

Lord Baryth Falconeye, Male Dwarf, War 27: CR 27; SZ Small humanoid (dwarf); HD 27d12+216; hp 456; Init +1 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 25 [flat-footed 24, touch 12] (+1 size, +1 Dex, +10 armor, +3 natural); BAB +27; Grap +32; Atk +43 melee (2d6+18, crit 19–20/x3, *axe of might* [2-H]) or +41 melee (1d2+13, *+4 gauntlet*) or +31 ranged (1d6+6, crit x3, 60 ft., *+2 mighty shortbow*); Full Atk +43/+39/+35/+31/+27 melee (2d6+18, crit 19–20/x3, *axe of might* [2-H]) or +41/+38/+35/+32/+29 melee (1d2+13, *+4 gauntlet*) or +31/+27/+23/+19/+15 ranged (1d6+6, crit x3, 60 ft., *+2 mighty shortbow*); SA area taunt, disciplines (Furious, Mighty Strike, Precision, Warrior's Charge); SQ berserking, damage reduction 5/+2, disciplines (Defensive, Evasive, Fearless, Resistant), dwarf traits, infravision, Taunt bonus +6, +2 cold, electricity, and fire saves, +3 poison saves, +4 magic saves, +2 AC vs. Large or larger foes; Res CR 12, DR 5, ER 10, FR 15, MR 16, PR 11; AL OG; Fac Stormguard; SV Fort +23, Ref +10, Will +12; Str 24 (19), Dex 12 (9), Con 26 (21), Int 13 (11), Wis 13, Cha 11.

Skills: Alcohol Tolerance +13, Climb +11, Handle Animal +3, Intimidate +14, Jump +7, Knowledge (warcraft) +19, Listen +3, Search +1 (+3 involving stonework), Sense Heading +9, Sense Motive +5, Spot +4, Swim +11 (weight modifiers not inc.), Taunt +19, Trade Skill (blacksmithing) +7, Trade Skill (jewelcraft) +8.

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Double Attack, Finishing Blow, Great Cleave, Improved Critical (battleaxe), Improved Dodge, Improved Unarmed Strike, Iron Will, Mobility, Parry, Power Attack, Sunder, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: Brellium plate armor, axe of might (see Appendix 2), *+4 gauntlets, +2 mighty (+4) shortbow*, 10 arrows, 10 *arrows of penetration, stone mantle, platinum fire emerald circlet, gold amber necklace, platinum black pearl ring, velium fire opal ring, stein of the Underfoot.*

14. Flinty Slope

One of the few places along the ridge's inner perimeter that actually allows access to and from the Loping Plains, Flinty Slope is nonetheless a treacherous 1000-foot descent, requiring a successful Climb check (DC 15) for every minute of ascent or descent. A failed check requires a Reflex save (DC 10 + 1d10); failure results in a fall of at least 10d10 feet.

15. Green Glen

Widely believed to be the most pleasant and beautiful place along Ranthok's Ridge, this shallow valley was virtually unchanged by the dwarven engineering and magic that raised the surrounding lands. The valley remains verdant and temperate most of the year, warmed by nearby hot springs. Grass and flowering plants are abundant here, including fruit trees and berry bushes. A small stream runs through the glen, providing cool, fresh water year round. The animals here are relatively benign, including deer, bear, fox, squirrel, and numerous species of birds. A few predators such as cougar and lynx also dwell in the glen, but they generally content themselves with the abundant wild game and rarely if ever bother the dwarves, elves, and humans who camp here. The wood elves in particular consider this place especially blessed by the forces of nature.

16. Crimson River

This important river of the Loping Plains cuts through a deep canyon, rushing angrily out from Ranthok's Ridge as if resentful of time spent there. It does not cascade down quite as spectacularly as the Tazli, but it is a magnificent sight nevertheless, fast and loud, sending a curtain of mist into the sky. The canyon itself is rocky and filled with boulders, and the fury of the water makes it a poor means of entering or leaving the Loping Plains. This has not stopped the occasional thrill-seeker however, and young dwarves occasionally challenge each other to ride barrels or other hide-covered contrivances down Crimson Canyon. The dwarven authorities discourage such hijinks because they have a tendency to end in tragedy, but this has only added to the appeal, transforming such rides into a potent gesture of youthful rebellion.

17. Three Trees

Hamlet, Pop. 300
(Dwarf 100%)

Ruler: Trubo Kalsab.
Gold-Piece Limit: 100 gp.
Assets: 7,500 gp.
Resources: Mining, agriculture.
Militia: 27 local militia (*Mil 4–7*).

In addition to military outposts, there are a few small settlements along Ranthok's Ridge, usually mining or farming communities. Three Trees is the largest of these, with a population of 300 and a thriving economy derived from a nearby iron mine and the fertile soil of the surrounding valley. It's a surprisingly quaint and sedate settlement, with quiet and friendly inhabitants and little in the way of crime or violence.

The mayor is an officious individual named Trubo Kalsab (*male dwarf, Ari 9, ON; Kazon Stormhammer*), who runs the town with almost ruthless efficiency. He adamantly opposes what he calls the "3 *D's*" — disorder, disruption, and disagreement — and tries to drill this philosophy into his subordinates, often to the point of completely alienating them from said philosophy.

Mining Complex 17

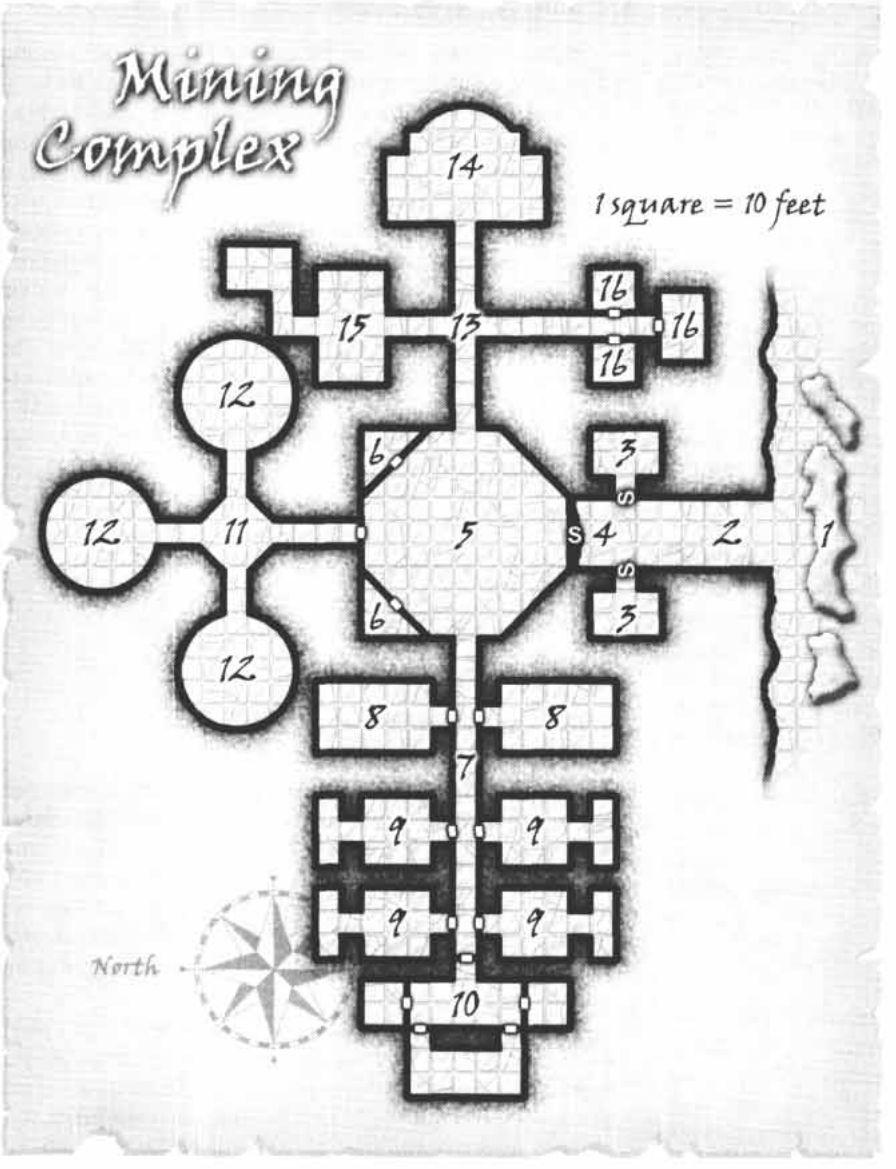
Note: See the "Mining Complex" map.

There are several entrances to the dwarves' numerous mining complexes along Ranthok's Ridge. This particular mine system (so imaginatively named by the dwarves, as are most) is typical, with a floor plan that is oft repeated throughout the area.

Unless otherwise noted, guards encountered in the mines are well-equipped and use the following stats: *Male or female dwarf, War 4–8, ON; Stormguard, Kazon Stormhammer.*

1. Concealed Entrance

From distances of greater than 100 yards, this entrance is entirely undetectable, concealed behind several natural-looking rock walls; within that distance, a Spot check (DC 25, +1 per 10 ft.) is required to notice that something looks odd about the walls.



There are 2 dwarf guards occupying a guard post further up the slope at all times. This post is also well concealed (Spot DC 30, +1 per 10 ft.). If the guards see outsiders entering the mines, they immediately notify the guards at Area 3 via a hidden speaking tube.

2. Main Corridor

This is a wide, rough corridor that to the untrained eye appears to be a natural cave. A Knowledge (construction and engineering) or Knowledge (nature) check (DC 20) reveals that the cave is at least partially of artificial construction.

The corridor is full of traps intended to discourage unwanted visitors. Typical traps include pit traps (both normal and spiked), crushing walls, and falling blocks, ranging from CR 1 to CR 6 (see Chapter 3 of the ***EQ: Game Master's Guide***).

3. Hidden Guardpost

Each of the two chambers flanking the main corridor holds a squad of 10 guards. Hidden speaking tubes allow communication with outside watch posts and the main garrison inside the mine. The chambers' doors are well concealed (Search DC 25), with small viewing slits from which the dwarves inside can observe the progress of intruders. Should intruders approach the hidden doors at the end of the main corridor, the dwarves have several options: they can shoot shortbows through hidden arrow loops; emerge and attack directly; or alert the garrison inside the mine to expect intruders, then attack the outsiders from behind once they have engaged the garrison.

4. Dead End

Only seemingly a dead end, this blank rock wall actually conceals a cunningly crafted door (Search DC 25; Pick Lock DC 25 to open once found) that leads to the main entrance room beyond. The door is large enough to accommodate wagons, dray animals, and porters, but ore is rarely shipped through this route for fear of being observed.

5. Entrance Room

In contrast to the rough, natural-seeming passageway outside, this octagonal room is a marvelous example of dwarven design and artisanship. The vaulted ceiling is set with shafts that allow daylight to fill the room, and the floor is covered with intricate marble tiles. The room has a great deal of furnishings of various design and purpose, for it serves a number of uses; it can function as meeting space, banquet hall, drill-yard, temple, and so on. Normally, though, it is lined with desks and cabinets and used for administrative functions.

Sir Derthan (see Area 10) and his staff are usually present in this chamber, managing paperwork and the day-to-day requirements of running the mines.

6. Guard Post

Occupying each of these triangular chambers are 10 dwarven guards, who can be called upon to defend the complex in just moments. Cleverly designed speaking tubes allow communication with external watch posts, officers' quarters, and the guard posts at Area 3.

7. Living Quarters

The warriors who comprise the complex's garrison and the officers who command them are housed in these stone chambers. The chambers are protected by heavy iron-bound wooden doors (hardness 5, hp 20; Break DC 23), which are usually kept locked for security purposes.

8. Bunk Rooms

These rooms are lined with double-bunks, so each can thus hold 60 dwarves. The mine's garrison is currently 80, so the dwarves have a bit more space than they would at full dispatch. At any time, up to 20 dwarves are likely to be asleep here. Their weapons, armor, and possessions are stashed in carefully labeled and locked footlockers.

9. Officers' Quarters

Each of the 4 officers living here (*male dwarf, War 8–12, ON; Stormguard, Kazon Stormhammer*) commands 20 guards. Each chamber has a large sitting room/office and an attached bedroom.

10. Commander's Quarters

The complex's commander is a doughty and grim warrior named Sir Derthan Stonedelver (*male dwarf, Ari 3/War 18, N; Stormguard, Kazon Stormhammer*). Highly security-conscious and almost entirely humorless, he has absolutely no sympathy for slackers or intruders, and usually sends captured outsiders summarily to the temple quarter to have their memories excised.

Derthan's quarters contain a sitting room with numerous bookshelves and cabinets, all brimming with important documents; a private dining chamber in the north; a private bath in the south; and a bedroom to the west. The latter is large, with a ridiculously huge four-poster bed complete with down mattress (most of the other dwarves have not seen the bedroom and would be surprised at the opulence found here).

11. Mine Complex

This section is normally occupied only by miners, who live in the circular chambers and work in the shafts and tunnels below. The corridor is rough-hewn stone with few decorations. The mine corridors are a confusing labyrinth to non-dwarves, but the miners know them by heart. The ore is rarely shipped out through the main entrance, but is instead shipped to other locations throughout the Ridge via hidden tunnels.

12. Miners' Quarters and Elevators

Shifts of 50 dwarf miners (*male dwarf, Com 2–6, ON; Kazon Stormhammer*) live and eat in these round chambers for about a month at a time. The round platform in the center of each room is an elevator that descends down to the shafts and tunnels of the mine complex below.

13. Temple Quarter

The dwarves are a devout people and religious ceremony remains important to them, especially while engaging in such a sacred activity as mining. The priests here aid the miners with regular worship services, rituals, holy day observances, and spiritual guidance. Most important in some dwarves' eyes, though, is their use of magic to alter the memories of anyone who has ever stumbled upon the location of this mine (see Area 15).

14. Temple of Brell

The walls of this chamber are cut from living rock, the whole lined with corridors carved in the shape of natural stone columns. The holy symbol of Brell predominates, carved into the east wall, and a low altar stands nearby from which High Priestess Kalmyra (see Area 15) leads worship services and other important rituals.

15. High Priest's Quarters

Roomy but relatively spartan, these quarters are for the use of the complex's high cleric. At present, that office is held by Her Holiness Kalmyra Brellsdaughter (*female dwarf, Clr 24, ON; Clerics of Underfoot, Kazon Stormhammer*). The main chamber contains a conference table, a small altar, and a wardrobe for the high cleric's vestments. The adjoining chamber contains a wash basin, a bed, and several bookshelves.

Prisoners are normally brought here, where Kalmyra uses a *wand of forgetfulness* (see Appendix 2) to remove their memories of the mines' location.

16. Acolytes' Quarters

Each of these small chambers contains a bed, wash basin, table, and chair, and is intended for the use of a lower-ranking priest of Brell (*male or female dwarf, Clr 3–12, ON or NG; Clerics of Underfoot*).

Chapter Four: The Loping Plains

South of the imposing edifice of Ranthok's Ridge lies a vast region of rolling grasslands and gentle hills. This place, known as the Loping Plains, is home to a variety of animal species, both predator and prey, as well as orcs, hobgoblins, and a powerful and vicious subspecies of gnolls who belong to the Seeking Clan. The plains are also home to a slightly more benevolent group, however, a race of nomadic gypsy elves known as the *Shenba'Dal*.

Once the scourge of dwarven lands, the Seeking gnoll clan was finally contained by the construction of Ranthok's Ridge and represents considerably less of a threat to Kaladim's holdings than it did in centuries past. Now, thwarted in their attempts to raid into the Butcherblock Mountains, the gnolls have turned on each other and on their fellow plains dwellers, making the Loping Plains a dangerous place of near-constant conflict.

The Loping Plains is a place of extremes, with temperatures climbing to over 100 degrees Fahrenheit in the summer and plunging to near-freezing during colder months. From spring to early summer the plains bloom in waving fields of verdant grass, dotted with a rainbow of colorful wildflowers. Streams appear, cut new channels, then vanish by mid-summer when the hot sun bakes the plains, turning the grass pale yellow and driving all but the hardiest animals to seek shelter. Cooler temperatures arrive in autumn, but this sudden change in climate also spawns fierce windstorms.

The wildlife of the Loping Plains has adapted to this harsh climate. The plains species are generally familiar temperate and warm plains-dwelling creatures — elephant, rhino, lion, hyena, antelope, gazelle, bison, and the like. The region's best-known predators are the wolves, noted for their intelligence and cunning and also for their close relationship with the Seeking Clan gnolls.

The gnolls of the region are fierce hunters, preying on the various animal species and, in recent years, on each other. Primitive, they generally use stone and wood implements, as well as a few metal objects looted from their more advanced humanoid victims. They live in tribal units of up to a hundred or more individuals, each led by a male-female alpha pair. The gnolls often hunt in association with wolves, with whom tribal shamans are said to be able to communicate.

All gnolls are under the uncertain authority of a mysterious individual known as the Mother of All, who is said to dwell in an ancient city deep in the heart of the Loping Plains. The dwarves who have investigated these tales believe that the Mother of All is a myth and that, if her antique city exists at all, it does so only as windswept ruins.

History

What the dwarves do not suspect — and given their antipathy and contempt toward the gnolls, probably never will — is that the primitive inhabitants of the Loping Plains were once a far more sophisticated culture, and that their legendary ancient city truly does exist, although admittedly only as a sad remnant of its former glory.

Long ago, during the Age of Monuments, Brell Serilis granted his gnolls this territory, bidding them use it for their own prosperity and his greater glory. In those days, they lived underground, but to honor Brell Serilis they set to work building a great stone fortress where their anointed leader, the gnoll queen known as the Mother of All, sat enshrined, served by legions of followers, blessing the conquests of her people. In time, the gnolls expanded their territory upon the surface world as much as they did in the caverns of the Underfoot, until eventually (and some gnoll lore-keepers say this is why the gnolls have suffered in recent centuries) they came to live more in the open air than in the homes originally granted to them by their father.

In those days, the gnolls had learned the secrets of refining ore and smelting metal. Their weapons, though crude, were functional, a match for most others forged on Faydwer, and in numbers the gnolls actually held a significant advantage over their primary foes, the dwarves. At first, the nascent human and elven cultures that had sprung up fell to the gnolls' onslaught, so that the gnolls quickly became the dominant power in the region. Only once the plains were secured did the gnolls unleash their full strength upon the dwarves. Grim, savage, and merciless, fired by their love of the Mother of All and their faith in Brell Serilis, the gnolls were prepared to slaughter all who stood before them.

The dwarves had been challenged before, but the sheer ferocity of the gnoll onslaught took them by surprise. The gnolls proved surprisingly adaptable, storming several strongholds and overwhelming their defenders, then pursuing the fleeing refugees into their escape tunnels and cave complexes. At first, it seemed that the gnolls would drive the dwarves completely out of the Butcherblock Mountains.

Yet dwarven resistance stiffened so that, in a major battle just a few miles from the gates of Kaladim, the main body of gnoll raiders was isolated in a deep valley and cut to pieces. The gnolls fell back to the plains with the dwarves in hot pursuit. Unwisely, the dwarves followed the gnolls into the Loping Plains, where the dwarves' generals found to their dismay that the enemy clearly held the advantage. Before it could pull back, the dwarf army was decimated by a sudden counterattack, and the few survivors retreated into the Butcherblocks.

So began a long stalemate, with the dwarves barely holding the line in a series of forts that blocked major passes out of the Loping Plains, and the gnolls continually raiding and testing the dwarves' defenses. Neither side was able to gain the upper hand until the dwarves triumphantly, with the help of magic-using allies and their own strong backs, raised Ranthok's Ridge and effectively isolated the entire Loping Plains region from the rest of Faydwer.

Peoples of the Plains

Today, the Loping Plains remain cut off from the rest of the continent, its inhabitants safely (for the time being, at least) sequestered away behind the countless tons of stone that make up Ranthok's Ridge. The plains and its diverse peoples are still a lure to adventurers, however, for rumors of lost treasure and ancient wisdom continue to circulate throughout Faydwer and beyond.

Gnolls

Once undisputed masters of the plains, the Seeking Clan gnolls have fallen far, their numbers declining as they prey on one another and succumb to the pressure of the orc tribes of the region and hobgoblin assaults. Nevertheless they remain a fearsome threat, especially to the unprepared traveler.

Appearance

Physically, the gnolls of the Loping Plains are leaner and more muscular than their cousins the Darkpaws. Their coats are typically a tawny yellow-brown, mottled with black spots, and their heads are a heavy-jawed amalgam of cheetah and hyena — quite unlike the lupine features of their Antonican counterparts. They move with a distinctive predatory lope, as if expecting at any moment to chase down and capture prey. Their language, a harsh combination of barks, howls, whines, and snarls, is extremely difficult for outsiders to reproduce, let alone master.

Loping Plains gnolls usually wear only light leather in the hot summer months, but protect themselves with layers of thick animal skins in winter. They are fond of ornamentation and often wear necklaces, bracelets, and chokers, as well as feathers and carved stone or bone charms braided into their manes. While even an unarmed Seeking Clan gnoll is a deadly opponent, they sometimes carry weapons as well, including metal swords and axes most often plundered from the dwarves, or else relatively primitive stone-tipped spears, hatchets, and shortbows they craft themselves.

Culture and Society

The Loping Plains gnolls are theoretically all part of the same group — the Seeking Clan. In the past, clan affiliation took precedence over all others, but in recent years the various tribal groups that make up the Seeking Clan have begun to fight among themselves. There are currently seven tribes within the Seeking Clan: the Nine Flints, the Claw Feathers, the Mighty Howls, the Ten Tails, the Ashen Paws, the Fearsome Spears, and the Tattered Manes. These tribes are further divided into packs, the basic unit of gnoll society.

A Seeking Clan pack has anywhere from half a dozen to 15 or so members, centered on a male and female alpha pair. In the past, the entire clan was ruled by a single matriarch known as the "Mother of All," but today her role is considerably diminished. All gnolls still revere her and respect her authority, but as gnoll society has declined, the various tribal groups have grown more and more independent, turning to the Mother of All only occasionally for spiritual leadership and guidance.

Each alpha pair is typically aided by an aged female shaman known as a Wise One. A female gnoll can only qualify to become a wise one after she has passed childbearing years, and is selected by consensus among other Wise Ones. In general, only females become shamans and only males are hunters, but there are occasional exceptions.

Female gnolls bear litters of up to six, only one (or rarely two) of which usually survives to adulthood. Competition among pups and among females is intense; pups often fight and kill each other, and it is not unknown for a female to slaughter another's entire litter. Such conduct is accepted as a necessary part of tribal life and a means of strengthening the species.

Life for a young gnoll is usually nasty, brutish, and short. A pup who cannot keep up with the pack is left to die and, once weaned, is expected to fight for its share of kills. If a male youngster escapes the wrath of the other female gnolls, it must then contend with the adult males of the tribe, who have been known to kill other males rather than face rivalry from them in the future. Adolescent gnolls must fight to stay in the tribe, or else leave voluntarily, sometimes forming partnerships or even roaming bands that war constantly with each other and raid the territories of larger and better-established tribes.

Those males who eventually win their way back into a tribe become hunters and warriors, while religious duties and shaman status are generally reserved for females. Childbearing females as a whole are considered sacred, and are selflessly protected by all of gnoll society, particularly when pregnant. Thus, young wandering females who become pregnant are almost invariably taken in by the first tribe they encounter. Those females who run and fight with other males and have never borne young are an exception — under such circumstances they are treated exactly the same as their male counterparts.

Though they are vicious and utterly merciless with their prey, Seeking Clan gnolls are actually intensely spiritual

creatures. They revere the land around them, believing it to be a gift from Brell Serilis, who first made them and bade them hunt to the best of their abilities. All land that the gnolls can take and hold is considered their hunting ground, and the Great War against the dwarves was seen as an attempt to expand tribal lands and increase the clan's glory through the hunt.

Hunting is a crucial part of gnolls' nature, and every tribal tradition is influenced by it to some extent. Honor is won by hunting challenging or dangerous prey — thus, taking intelligent quarry gains a hunter considerable status. An especially cruel hunting tradition occurs when the gnolls take intelligent captives such as humans, elves, or dwarves. As a test of strength, captives are sometimes set free with a simple stone knife and are hunted by the gnolls. If they can avoid capture for three days and nights, they are allowed to go free; however, such a release is quite rare, for the gnolls are among the most persistent and merciless of all hunters on the continent.

Warfare

Gnolls are hunters first and foremost. In their halcyon days, war was seen as simply a greater and more challenging form of hunting. Under male war chiefs, assisted by female war-shamans, the plains gnolls learned from their opponents and developed simple but brutally effective tactics.

In those days, the Mother of All could gather a horde numbering in the many tens of thousands. The army would be preceded by troops of unmated males armed with spears and bows. The main body was a mass of armored gnolls armed with heavy two-handed weapons, with masses of trained dire wolves and hyenas that acted as a kind of savage irregular cavalry, chasing down and tearing apart any mobile forces that the enemy possessed. Shamanesses supplemented the attack with powerful spells that transformed the already-potent gnolls into nearly unstoppable killing machines.

Today, much of the gnolls' military might has dissipated as the tribes fight each other and Ranthok's Ridge keeps them away from the rest of Faydwer. Though tactics are similar, they are usually practiced on a much smaller scale and without the equipage or precision of past years — even if the fanaticism remains largely intact.

Orcs

Once forced to eke out a meager existence due to the presence of the powerful Seeking Clan, the orcs of the Loping Plains have grown more numerous and dangerous since the decimation of the gnolls' numbers by the dwarves a few generations ago. Unfortunately for orcish ambitions in the region, the various petty orc kingdoms that have grown up in the wake of the gnolls' decline have spent most of their time in internecine conflict rather than uniting to claim the Loping Plains, as a few of their rulers believe they should.

Physically, the Loping Plains orcs resemble their Crushbone cousins to the north, although the typical Plains orc is considerably tougher than any Crushbone centurion (use Ry'gorr stats, but with Int 11 and Wis 12), having retained more of their race's ancient might. They are, like the Crushbones, descendants of Rallos Zek's Grimsword Legion, but they have long since abandoned any loyalty to their old associations.

The Plains orcs are currently divided into rival petty kingdoms, most having 500 or fewer subjects clustered into walled settlements crowded with stone or mud dwellings. The most prominent of the Grimsword orc states is the Kingdom of Manyscar, a rapidly growing conglomerate of settlements with nearly 5,000 inhabitants. These orcs retain much of their old training and tradition and have begun to expand, absorbing neighboring orcish states and actually pushing the Seeking Clan gnolls back on several fronts.

Hobgoblins

Natives of the Plane of Nightmare and the servants of Terris-Thule, the hobgoblins are present on the Loping Plains in surprising numbers. How and why they are here is not certain, but whatever the reasons, the hobgoblins have been here a long while, biding their time and waiting to emerge and replace the gnolls as masters of the Loping Plains. With the Seeking Clan's decline, that day may be soon to come, and the hobgoblins may yet rise up to trouble the peace-loving races of Faydwer.

Elves

The weary traveler will find few friends on the Loping Plains. Between the gnolls, orcs, hobgoblins, and ferocious natural predators, explorers and adventurers here often find themselves beset on all sides. A small, unique group of nomadic high elves forms an exception to this, however, for the *Shenba'Dal* (or "wandering elves") also dwell in this region.

The wandering elves' position is and always has been quite precarious, but for many centuries they have endured, walking a narrow path between the various warring factions of the Loping Plains. Famed for their divinatory powers, the Shenba'Dal have made themselves valuable to the Seeking Clan, providing their leaders with augury, prophecy, and advice.

Sometimes this advice proves detrimental to others, though it has allowed the Shenba'Dal to survive in the violent world of the Plains. Though the wandering elves have always been careful not to provide any information that would help the gnolls conquer the dwarves in the north, their divinations nonetheless revealed much about dwarven battle plans as they pursued the Seeking Clan into the plains, and were thus instrumental in many gnoll victories.

This and other valuable services prompted the Mother of All to declare the wandering elves and all those who traveled with them immune from the hunt. (It is also thought that the strange enmity between dwarves and elves arises from the practices of this very tribe.) Since that day, the Shenba'Dal have traveled the plains in relative safety, though the orcs, hobgoblins, wolves, and other denizens still pose a threat.

The Shenba'Dal travel the Plains in family groups of up to 30 individuals, riding in wagons drawn by oxen. Their brightly colored clothing and wagons — featuring brilliant reds, blues, yellows, greens, and oranges — have become a valuable tradition that enables the gnolls to discern easily

Shenba'Dal Elves

Optional Rule: The Shenba'Dal vary slightly from their high elf cousins; suggested modifications to basic high elf racial traits are given below. Other than in the ways listed here, Shenba'Dal are identical to high elves as presented in the *EQ: Player's Handbook*.

Shenba'Dal Racial Traits

- Abilities: –2 Strength, +2 Dexterity, –2 Constitution, +2 Wisdom, +4 Charisma. Shenba'Dal are slightly stronger and more agile than their Felwithian high elf counterparts; less aloof and more joyful than other high elves, they are a true pleasure to behold and to be around. They are not as mentally agile as their cousins, though they can still become adept at most magical or mental crafts.
- Favored Class: Warrior. When determining whether a multiclass Shenba'Dal suffers an XP penalty, his warrior class levels do not count against him (see **"Experience for Multiclass Characters"** in Chapter 3 of the ***EQ: Player's Handbook***).
- Classes: Shenba'Dal can become bards, enchanters, magicians, rangers, warriors, or wizards.

New Feat: Battle Dancing [Combat]

The character is adept at using graceful movements and flowing garments to hinder an enemy's attacks.

Prerequisite: Dex 15+, Dodge, base attack bonus +2 or higher.

Benefit: During the character's action, he designates an opponent and receives a +2 dodge bonus to Armor Class against attacks from that opponent, or designates two opponents and receives a +1 AC bonus against each of them. The character can select a new opponent on any action. Because dodge bonuses stack, the character may also apply the +2 bonus gained from this feat to that from the Dodge or Improved Dodge feat, independently of the other bonuses. Thus, a character with Dodge, Improved Dodge, and Battle Dancing gains a +5 dodge bonus to AC in total, which he may assign on a point-by-point basis to anywhere from 1 to 5 opponents.

Using this feat relies on both movement and flowing garments, so the character may not apply Battle Dancing's dodge bonus when entangled, bound, grappling, or otherwise hampered, or if he is not wearing appropriate clothing. The benefits of this feat apply only when the character wears no armor or else wears cloth or raw silk armor.

Special: Dodge bonuses stack with each other, unlike most other types of bonuses. A condition that makes a character lose his Dexterity bonus to Armor Class (if any) also makes him lose all dodge bonuses.

who the travelers are, so that they do not attack. Unfortunately for the elves, these same colors also attract the attention of the orcs and hobgoblins, who attack the elves with enthusiasm.

In general, the elves try to avoid orc and hobgoblin territory, but sometimes such travel proves unavoidable, in which case the Shenba'Dal are forced to rely upon their martial and magical prowess. The wandering elves know that standing and fighting against the orcs and hobgoblins is usually tantamount to messy suicide; their tactics are geared toward escape not battle.

Shenba'Dal swordsmen are among the finest on the plains, moving with deadly grace and speed as they utilize their unique sword-dancing fighting tactics. They do not wear armor, but prefer to use their expertise and marvelous dexterity to avoid harm. Their enchanters (known to the Shenba'Dal as "diviners"— other spellcasting classes are rare among them) use their spells to confuse or weaken foes, allowing the caravans to flee.

Though their magic has aided the gnolls, the wandering elves still try to maintain a sense of fairness and mercy. Those who ask for aid are never turned away, though they are often asked to work for their keep. While accompanying the wandering elves, travelers are safe from attack by the Seeking Clan, but once they leave the Shenba'Dal's protection they are considered — both figuratively and literally — fair game.

The Shenba'Dal are considerably less inhibited than their Felwithian relatives. They dress colorfully and are fond of wild music and dance. They drink and gamble, and both males and females are highly flirtatious toward outsiders. Those who succumb to the Shenba'Dal's abundant charms often find themselves missing valuables, but this is considered a fair and equitable exchange by the rather lawless and extravagant elves.



The Flowing Grass Caravan

The caravan of the Flowing Grass elves is typical of the Shenba'Dal bands of the Loping Plains. The caravan is also noteworthy as it is the only one that has regular dealings with the dwarves of Ranthok's Ridge, with whom the elves exchange clothing, food, and handicrafts for gems and precious metals.

The caravan consists of three large wagons, painted bright red and yellow, drawn by teams of two oxen. There are 15 Flowing Grass adults (7 males and 8 females) and 6 children (3 boys and 3 girls). The Flowing Grass elves wander the plains, rarely spending more than one night in a single place. They tend to stick to Seeking Clan territory since they are protected from attack by the Mother of All's decree. With the decline of the Mother of All's authority, however, the Flowing Grass elves and their leader, Nalayara Greenpalm (see below), have begun to grow wary of the gnolls and post watches even when they are supposedly in safe territory.

Friendly and outgoing, the elves of the caravan always welcome outsiders who come in peace, even going so far as to feed and entertain them for a time (if the newcomers are not too many in number), though after a couple of days visitors are expected to work for their keep. The Flowing Grass elves are a rich and valuable source of information about the plains and their inhabitants, and gladly share useful information with outsiders who comport themselves with respect and politeness.

Nalayara Greenpalm

The master of the Flowing Grass caravan has been his people's leader for many decades and knows much of the Loping Plains and their ways. He is an easygoing and friendly individual, though he does not tolerate activities or conduct that might threaten his people.

Handsome and graceful, Nalayara is known for his dancing and singing, and is always ready to entertain. He dresses in silk garments in his clan's colors, red and yellow, and fights as gracefully as he dances, lightly weaving a web of deadly steel with his twin scimitars.

Nalayara Greenpalm, Male Shenba'Dal (High Elf), Rng 4/Enc 3/War 9: CR 16; SZ Medium-size humanoid (elf); HD 4d10+8 plus 3d4+6 plus 9d12+18; hp 130; Init +7; Spd 40 ft. [boots]; AC 21 [flat-footed 14, touch 17] (+7 Dex, +4 armor); BAB +14; Grap +16; Atk +23 melee (1d6+3 plus 2d6 electricity proc [DC 20], crit 15–20, *Nalayara's shear*) or +22 ranged (1d8+3, crit x3, 110 ft., *+1 elm composite longbow* and bone-shafted arrow); Full Atk +23/+21/+19/+17/+15 melee (1d6+3 plus 2d6 electricity proc [DC 20], crit 15–20, *Nalayara's shear*) and +18 melee (1d6+1, crit 15–20, masterwork scimitar), or +22/+18/+14/+10 ranged (1d8+3, crit x3, 110 ft., *+1 elm composite longbow* and bone-shafted arrows); SA spells; SQ berserking, fletcher, high elf traits, infravision, reagent conservation II, Taunt bonus +3, wilds mastery (favored terrain [plains]), +1 cold and fire saves; Res CR 7, FR 7, MR 4; AL DG; Fac Shenba'Dal; SV Fort +12, Ref +15, Will +10; Str 14 (12), Dex 24 (22), Con 14, Int 14, Wis 17 (14), Cha 17.

Skills: Alcohol Tolerance +7, Animal Empathy +8, Channeling +8, Climb +7, Handle Animal +9, Hide +14, Jump +10, Knowledge (local lore [Loping Plains]) +7, Knowledge (monster lore [gnoll]) +7, Knowledge (mysticism) +6, Knowledge (nature) +5, Listen +10, Meditation +6, Perform (dancing, singing) +6, Sense Heading +5, Sneak +14, Spellcraft +6, Spot +10, Swim +5, Taunt +10, Trade Skill (fletcher) +9, Wilderness Lore +8.

Languages: Elvish (4), Common (4); Dwarf (4), Gnoll (4).

Feats: Battle Dancing [new feat; see above], Dodge, Double Attack, Dual Wield, Improved Critical (scimitar), Improved Dodge, Parry, Weapon Finesse (scimitar), Weapon Focus (scimitar), Weapon Specialization (scimitar).

Enchanter Spells Usually Prepared (mana cost): *Color flux* (3), *enfeeblement* (3), *haze* (4), *invisibility* (5), *lull* (2), *mesmerize* (3), *minor illusion* (2), *strengthen* (2). Save DC 12 + spell level, or DC 13 + spell level for mind-affecting spells.

Mana Pool: 12.

Possessions: +2 raw silk armor, Nalayara's shear (as *+1 scimitar of speed* with *shocking* proc), masterwork scimitar, *+1 elm composite longbow*, 20 bone-shafted arrows, *exquisite silk turban, traveler's boots, truewind earring, platinum amber bracelet, 2 rings of power (type I)*, scroll of *illusion—gnome*.

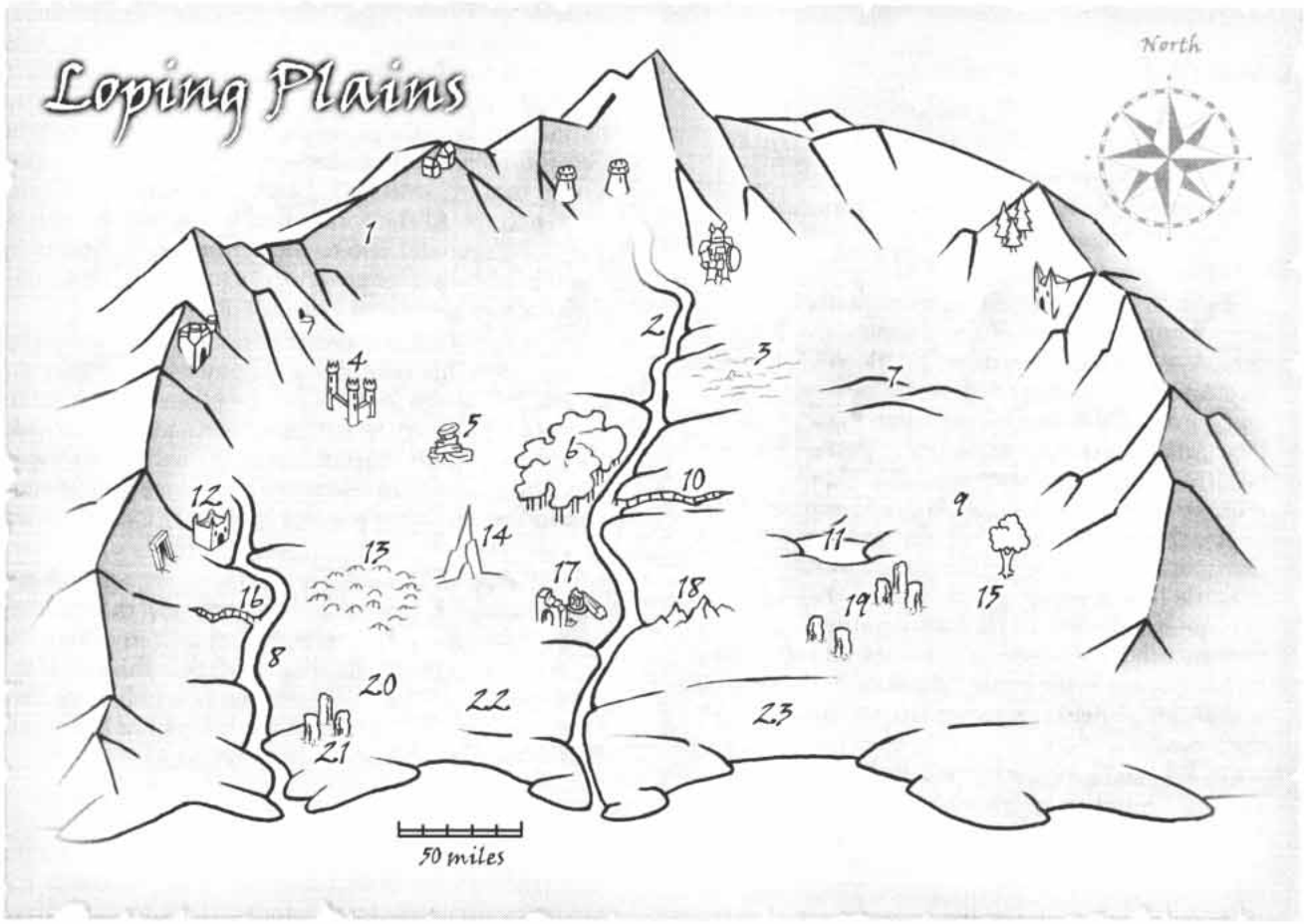
Geography

Though not quite as vast as the seemingly endless Plains of Karana, the Loping Plains nonetheless represent one of the largest uninterrupted grasslands on Norrath. In some regions one can walk for hours or even days without seeing a single feature other than occasional rises and gentle hills. In other places, the plains are far more interesting, with low weathered mountains, ancient meandering rivers, and even small stands of trees.

The most prominent features of the plains are listed here, though there are doubtless more to be found. The discovery of precious metals in the Crimson River Valley has sparked renewed interest in the region, and outside explorers are likely to be more common in the coming years.

1. Ranthok's Ridge

This great artificial edifice is one of the greatest marvels of dwarven engineering on Norrath. Raised from bedrock by divine magic as well as the geomancy of the dwarves' druidic and arcane allies, supplemented by careful engineering and large quantities of rock from nearby, the ridge forms a nearly impenetrable barrier and has kept the plains gnolls trapped for many generations of their kind. A few



dwarf outposts dot the Ridge's perimeter, and occasional patrols penetrate a mile or two into the Loping Plains.

For more information on Ranthok's Ridge, see Chapter 3.

2. The Tazli River

The longest and mightiest of the region's rivers emerges from Ranthok's Ridge at this point. The river originates from natural springs in the rocky hills that once marked the northern perimeter of the plains, and when the dwarves expanded these hills into Ranthok's Ridge, they took care that the river continued to flow uninterrupted. The increased altitude of the Ridge actually doubled the river's volume, and now it cuts a broad path through the middle of the plains, forming a barrier that is nearly impassible in the rainy season.

During the dry season, the Tazli narrows to a trickle and can be forded in many locations, though its muddy banks often conceal alligators (as "crocodile" — ***Monsters of Norrath***, p. 165) and hippopotamuses (use kodiak bear stats, but without claw attacks), the latter surprisingly territorial and aggressive despite their somewhat comical appearance. At other times, alligators of various sizes lurk in the depths of the river, emerging to attack trespassers or potential prey.

3. Gunscar's Defeat

When the dwarves pursued the Seeking Clan into the plains they expected to put an end to their menace once and for all. Unfortunately, the gnolls had a distinct advantage on open ground, and with divinatory information provided by the Shenba'Dal, they rallied, easily surrounding and destroying the dwarven columns. A mere handful of dwarves escaped, and the long stalemate between dwarf and gnoll ended only with the construction of Ranthok's Ridge.

Several years after this tragedy, the dwarves sent a legion to erect a memorial to the lost dwarves' leader, Gunscar, and his brave warriors. Today the region is avoided entirely by the gnolls, who fear vengeful dwarven spirits and other undead. In this fear, they are entirely correct, for Gunscar himself lives on, driven by the shame of his defeat and the pain that he feels at the death of so many trusting followers. He and a horde of dwarven skeletons still defend the place of their last battle, ferociously attacking all but dwarves. Though they cannot communicate, their greatest desire is to be finally laid to rest — an event that can happen only through their destruction by a living dwarf (and his or her companions).

The area around the battlefield is covered with bones and makeshift gravesites, as well as the rusting armor and weapons of countless dwarves. At the GM's discretion, a large number of dwarven magic items might also be found here, though the undead dwarves fight to prevent them from being carried away. If Gunscar and his followers are laid to rest, however, the adventurers may leave with the items (although those who use them against the dwarves might be visited by angry ghosts...).

Quest: Gunscar's Rest

Faction: Stormguard (+2 rank).

NPC: Baryth Falconeye (see below).

CR: Varies (see below).

Reward: +1 faction rank with the Stormguard; 500 gp; medium magic item.

Consequence: None.

Quest Summary: Upon visiting Ranthok's Ridge and winning the trust of the dwarves, the PCs are approached by legendary dwarf lord Baryth Falconeye (see Area 13 in Chapter 3; if the GM wishes, another ranking dwarf NPC can be used). Baryth cannot leave his current assignment at Gateway fortress, but has heard rumors that his former commander, Lord Gunscar, is lingering on as a tormented undead creature on the Loping Plains. He asks that the characters locate Gunscar's remains and put him to rest by slaying him in battle (Gunscar is unaware, though, that the skeletons must be destroyed by a dwarf to end their existence permanently). He provides the heroes with directions to the location of the battle and asks that they return with Gunscar's helmet as a sign that they have achieved their quest.

Gunscar and his men are now skeletons of various kinds — any skeleton template (from ***Monsters of Norrath***, ***Monsters of Luclin***, or some other EQ supplement) could be used at the GM's discretion, allowing him to set the quest's CR as necessary. These skeletons challenge any non-dwarf PCs to battle. To be destroyed permanently, they must be defeated by a group including at least one living dwarf, and then laid to rest with proper respect and honor. If this occurs, their spirits are released and they no longer roam the plains; otherwise, they disappear when destroyed and simply reform in 24 hours to haunt the area again.

The characters must return with Gunscar's (nonmagical) helm — which necessitates his having been destroyed and laid to rest by a dwarf — in order to complete the quest.

This quest cannot be repeated (once Gunscar and his skeletal soldiers are properly laid to rest, that is).

4. City of Nightmare

Large Town, Pop. 2,000
(Hobgoblin 100%)

Ruler: Anguish Lord Zulak.

Gold-Piece Limit: 3,000 gp.

Assets: 375,000 gp.

Resources: Mining, agriculture, raiding.

Militia: 2,000 hobgoblins.

Crouching in the rocky hills near the towering ramparts of Ranthok's Ridge, this collection of dark towers, rearing stone walls, and grim, squat buildings is home to the hobgoblins of the Loping Plains. Originally, the hobgoblins were inhabitants of the Plane of Nightmare, personal servants of Terris-Thule. The presence of these dread creatures on Norrath is cause for alarm, even if some who know of them claim that they are simply the descendants of hobgoblins who were trapped on Norrath during ancient conflicts between the gods. Less optimistic scholars believe that the hobgoblins are here as part of a wide-ranging scheme by the Goddess of Nightmare and her father (Cazic-Thule) to spread their influence across Faydwer. These same scholars point also to the corruption of the nearby Lesser Faydark and the presence of Cazic-Thule's creatures elsewhere on Faydwer as evidence of this plot.

It's unlikely that any answer to these questions is forthcoming from the hobgoblins, in any case, for they are vicious and hostile toward all of the plains' other inhabitants. Under the ruthless leadership of Anguish Lord Zulak, the city is strongly defended, and the hobgoblins themselves appear to derive sustenance from farmed animals and certain agricultural operations apparently located underground.

The hobgoblins' patrols are strong and frequent, tolerating no interference or opposition; strangely, though, they have not yet caused any real matter for concern among the dwarves. As for the gnolls, they are weak in this part of the plains and avoid the vicinity of the hobgoblin city altogether; despite this, they hate the hobgoblins and would destroy the City of Nightmare if they could.

5. Lonely Cairn

This impressive pile of stones is aptly named, for it is the only landmark for dozens of miles. Most believe it was erected by the gnolls, for the stones themselves are carved with runes and elaborate pictographs, which they used extensively in their ancient days. Today, most gnolls do not understand the carvings, but all know of the location's sacred significance.

It is here that the ancient being known as *Marakh-Hushka* — an Ancient Gnoll name meaning, roughly, "the Grey Ghost" — manifests on nights of the full moon.

The Grey Ghost

Its name is somewhat misleading (it is, in fact, white in color), but this creature is one of the few things on the plains that the Seeking Clan gnolls truly fear. Once each month, at midnight on the night of the full moon, Marakh-Hushka appears with a pack of 12 ghostly wolves (see below) and spends the night stalking the plains, hunting down those gnolls who consider themselves the finest hunters of their tribes.

At midsummer's night, however, the ghost's manifestation is far more terrible: On this night, it is even more powerful and is accompanied by more powerful wolves. This dread pack roams the Plains for the next 3 nights as well, descending upon the terrified gnolls and destroying entire tribes.

The Grey Ghost and its pack do not limit themselves to gnolls — orcs, hobgoblins, and even the wandering elves may also fall victim to its limitless rage, and travelers who find themselves abroad on these nights may never live to see the dawn.

Why the ghost reforms month after month remains a mystery. The gnolls themselves believe it to be a spirit sent

by Brell Serilis to teach them humility, to prove that no matter how fearsome a hunter may be there is always one greater. The elves, for their part, think that the Grey Ghost is the lingering spirit of a powerful but arrogant gnoll hunter who was cursed to hunt his own people.

Marakh-Hushka, the Grey Ghost (Undead Seeking Clan Gnoll, Bst 10): CR 17; SZ Medium-size undead (incorporeal); HD 20d12; hp 190; Init +0; Spd 50 ft., fly 30 ft. (good); AC 15 [flat-footed 13, touch 15] (+2 Dex, +3 deflection); BAB +17; Grap —; Atk incorporeal touch +19 melee (1d6+2 plus energy drain); Full Atk incorporeal touch +19/+15/+11/+7/+3 melee (1d6+2 plus energy drain) and off-hand incorporeal touch +14 melee (1d6+2 plus energy drain); SA frightful howl, horrific appearance, life drain, spells; SQ animal aura 3/day, animal speech (beasts), animal skills, incorporeal traits, low-light vision, master of the pack, midsummer manifestation, rejuvenation, ultravision, undead, +4 turn resistance; AL NE; Fac None; SV Fort +12, Ref +12, Will +12; Str 21, Dex 14, Con —, Int 10, Wis 18, Cha 15.

Skills: Channeling +12, Hide +20, Knowledge (nature) +10, Listen +19, Search +8, Spot +19, Wilderness Lore +18.

Feats: Alertness, Dodge, Dual Wield, Endurance, Hand to Hand, Improved Dodge, Improved Hand to Hand, Mobility, Power Attack, Run, Spring Attack, Track, Whirlwind Attack.

Frightful Howl (Su): The Grey Ghost can emit a frightful howl as an attack action. All living creatures within a 300-foot spread must succeed on a Will save (DC 22) or become *panicked* for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the howl cannot be affected by it again for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views the Grey Ghost must immediately succeed at a Fortitude save (DC 22) or take 1d4 points of temporary damage to each of Strength, Dexterity, and Constitution damage (roll damage separately for each ability). A creature that successfully saves against this effect cannot be affected by the Grey Ghost's horrific appearance for 24 hours.

Life Drain (Ex): Each successful strike by the Grey Ghost deals 1d4 points of permanent Constitution drain.

Beastlord Spells Prepared (mana cost): *Blast of frost* (3), *drowsy* (3), *flash of light* (2), *sense animal* (1), *shrink* (8), *sicken* (5), *spirit of blizzard* (8; can be cast on any pack member), *tainted breath* (7). Caster level 6th; save DC 14 + spell level.

Mana Pool: 48.

Master of the Pack (Su): The Grey Ghost always hunts with a pack of 11 neutral evil spirit wolves (normally type 1, but see "midsummer manifestation") led by a single neutral evil type 5 spirit wolf known to the gnolls as Fellmane. The Grey Ghost is in constant telepathic contact with each member of the pack at all times as long as they remain on the same plane.



Midsummer Manifestation (Su): The Grey Ghost manifests on the full moon nearest to midsummer's eve accompanied by a pack of 11 type 4 spirit wolves led by Fellmane (see "Master of the Pack"). This night, and for each of the next 3 nights, the Grey Ghost manifests under the benefit of an *avatar* spell with unlimited duration. (During this time, treat the ghost's CR as being 18 rather than 17.)

Rejuvenation (Su): It is impossible to destroy the Grey Ghost and his pack through simple combat (whether magical or mundane): If any of them is defeated, it instantly vanishes without a trace only to reappear as normal during the next full moon (or at sunset the following night during a midsummer manifestation). The only way to get rid of the ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace — the exact means are left to the GM to determine.

Skills: The Grey Ghost receives a +8 racial bonus on Hide, Listen, Search, and Spot checks. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be.

6. The Balimba Forest

The Balimba Forest is small by the standards of the Faydarks or other woodland regions on Norrath, but it is the largest stand of trees in the Loping Plains. Nevertheless, it harbors a wide range of wildlife and animals found nowhere else, including reptiles and amphibians, brightly feathered birds, and many different insect species. A unique breed of beetle found in the Balimba Forest possesses a shiny metallic carapace that can be used to craft unusual jewelry. These beetles are hard to find, but certain jewelers and collectors have been known to offer rich bounties for them.

The forest provides refuge from some of the dangers of the Plains, for while predators do occasionally lurk here, the Seeking gnolls avoid the forest, considering it a place of ill omen.

Quest: Beetle Hunters

Faction: None.

NPC: Baldoleky Rockfinder.

CR: 1–3.

Reward: +1 faction rank with Miner's Guild 249 (maximum +1 rank from this quest); 1 gp per beetle.

Consequence: None.

Quest Summary: In Kaladim, Baldoleky Rockfinder (see Chapter 5, Area 12) tells the adventurers of the shiny beetles of the Balimba Forest. She has come up with some very profitable jewelry using these beetles in the past, and is willing to pay a bounty of 1 gp for each one the PCs can capture and bring to her.

7. Nine Flints Territory

These wild, grassy hills are home to the largest of the Seeking Clan tribes, the *J'khun Mahl*, or "Nine Flints." Led by famed hunter Aghaza-nuk ("Black Arrow") (*male Seeking Clan gnoll, War 11/Rog 10, NE; J'khun Mahl, Seeking Clan*), the Nine Flints number over 6,000 and are the undisputed masters of this portion of the plains. Once, neighboring rival tribes — the *Ruzma-kira* ("Claw-feathers") and the *Yawgu-druz* ("Mighty Howl") — formed an alliance to drive the Nine Flints from their homeland, but Black Arrow led his forces to victory in several battles against their combined forces, and now the two neighboring tribes have withdrawn to lick their wounds.

The Nine Flints face a greater challenge now, though, in the form of the orc chieftain Manyscar (see Area 9), whose nearby kingdom has grown steadily more powerful since the construction of Ranthok's Ridge. So far, the Flints have lost several skirmishes with the orcs and have been forced to abandon hunting in the rich lands between the two territories. Black Arrow has even begun to consider sending emissaries to the remnants of the Ruzma-kira and Yawgu-druz tribes, citing their overall allegiance to the Mother of All and calling for alliance against Manyscar.

8. Crimson River Valley

Located perilously close to the frontier between the relatively new kingdom of orc lord Jagged Rock (Area 12) and the rich western hunting grounds of the Seeking Clan gnolls, this peaceful and picturesque valley remains green through most of the year and harbors a wide range of local wildlife. The ancient river that gives the place its name is indeed dark red in color due to the iron and clay deposits over which it flows. The river also bears a far more valuable bounty, however, one that may change the entire history of the plains.

Originally, the gnolls of the Ten Tails tribe were the guardians of the valley, warring with the numerous small wild orc tribes of the hills to the west, but increasing pressure from the more organized Jagged Rock orcs caused the Ten Tails to retreat, leaving the valley largely unoccupied. Orcs and gnolls still dispute ownership in occasional skirmishes, but neither has the strength to take control of it completely.

This situation, which could not have continued forever in any event, is likely to change soon, for outsiders have recently discovered the valley — and the fact that its riverbed is a rich source of gold washed down from nearby highlands. Even more alluring is the fact that rubies and other gemstones can also be found in the rocky outcroppings that dot the valley's edges. In the past decade, several daring dwarves have ventured secretly into the valley and carried away some of these riches. Of course, for every such prospector who succeeds, a half-dozen never return, for neither the gnolls nor the wild hill orcs to the west of the region are inclined to allow outside settlement or exploitation here; packs of vicious plains wolves also prowl the region, making local travel (especially weighed down with gold and gemstones) very hazardous.

In Kaladim, some dwarves have begun to call for the occupation of the plains, or at least for the construction of a fortress and mining settlement in the Crimson River Valley. Other dwarves dismiss the plan as madness, for the Loping Plains are not natural terrain for their people; older citizens remember well that the region has already swallowed an entire dwarven army. Nevertheless, the lure of gold and other riches continues to draw a slow trickle of adventurers, who hope to find their fortune here and escape with it, even in the face of gnoll and orcish ferocity.

9. Manyscar's Territory

The greatest threat to the gnolls comes from the resurgent Grimsword orcs (see the "Orcs" entry near the beginning of this chapter), whose petty kingdoms have begun to spring up all across the plains. The most powerful and ambitious of these warlords is a towering, muscular individual known as Manyscar (as *male Ry'gorr orc, War 13, OE; Manyscar*). He and his nearly 5,000 followers, residing in a number of semi-fortified camps and cave dwellings throughout the area, have staved off various rival orcish factions, absorbed neighboring settlements, and made war on the Nine Flints gnolls, whom they have defeated in several engagements.

The conflict has thus far fallen short of full-scale war, but both groups seem equally determined, and truly bloody battles may begin at any time.

10. The Stone of Slaughter

This sandstone gorge rises around a narrow tributary stream; at its point of origin, atop the gorge roughly 40 miles east of the Tazli River, lies an ancient, weathered stone altar. In the past, the gnolls brought especially influential prisoners here for sacrifice; normally, slain foes were simply devoured by the bloodthirsty gnolls, but those of particularly great bravery or spiritual power were carried, bound, to the top of the Stone of Slaughter. There, a shaman wielding a flint knife slit the prisoner's throat while intoning prayers to Brell Serilis, and the victim was then flung into the gorge.

As with the other ritual stones, this one has fallen into disuse, though the gnolls of the Nine Flints tribe have begun to make sacrifice here once more. They hope that the renewed sacrifices will honor and appease Brell Serilis, so that the god will once more grant his people greatness and glory.

11. Jando Waterhole

This vast, rocky lowland is fed by a number small streams during the rainy season, when it fills to overflowing with water, drawing animals from miles around. In the dry season, the depression shows its true value, retaining water for months and keeping many animals of the plains alive.

The water here harbors a wide range of creatures, both benign and dangerous. Hippos and alligators dwell here in the rainy season, and sometimes wallow in the mud at the water's edge in the dry season. Needless to say, the waterhole is also of tremendous appeal to various predators, who stalk the great herd animals that come here to drink.

Jando Waterhole is an especially popular spot for the Seeking Clan hunters, who characteristically stalk prey here year-round. Outsiders approaching the depression may be surprised when camouflaged gnolls emerge from hiding, javelins at the ready.

12. Jagged Rock's Kingdom

The second most powerful orc in the Loping Plains after the brutal Manyscar, self-styled King Jagged Rock (as *male Ry'gorr orc, War 11, OE; Jagged Rock*) commands an orcish state with a population of over 4,000. Here, in the western plains, the Seeking Clan is not as numerous or powerful, and Jagged Rock has driven out the Ten Tails gnoll tribe that formerly called this region home. The orc ruler has since formed a fairly stable and sophisticated state with a large central stone keep as his capital, as well as several fortified settlements ringing it and providing additional defense.

King Jagged Rock is a surprisingly civil and intelligent orc; he and his minions have overcome most of the traditional orcish hostility toward outsiders. In fact, the Jagged Rock orcs usually give foreigners safe passage through their territory, provided a small toll is paid. Jagged Rock has even been known to invite outsiders to his keep for feasting, though few accept; while he is indeed evil, he believes that he needs to ally with a powerful outside state in order to exterminate the Seeking Clan and expand eastward, eventually absorbing the other orc tribes of the Plains and uniting them all under his mighty banner.

13. The Spiral Field

Marked by a vast spiral of stones left by generations of Shenba'Dal, this is a traditional gathering place of the wandering elves. By ancient agreement, the gnolls stay well away from the field, and both the orc tribes and hobgoblins are sufficiently far away that they cause little trouble.

At any given time, at least one Shenba'Dal caravan can be found here, its colorful wagons drawn up in a circle centered on a communal bonfire. When a caravan leaves the field, it places another stone in the great spiral, making it incrementally larger with each visit — a fact that the gnolls apparently have yet to note.

Outsiders are welcome among the spiral stones, but all weapons must be bound up and cannot be used save in self-defense or hunting. The Shenba'Dal themselves keep the area around the field free of predators, so there is usually little need for weapons.

14. Mother's Spire

The most sacred of all the gnolls' ceremonial centers, the region surrounding Mother's Spire is left entirely unoccupied, the land for roughly a mile around it declared taboo. A pinnacle of dark rock, it rises alone from the plains as if placed there purposely by a divine hand. A single row of steps is carved into the rock, set there to serve a single purpose: Long ago, twice each year (at summer and winter solstice), the Mother of All ascended these steps and cast ritual blessings upon the thousands of Seeking Clan gnolls who were allowed only at this time to gather below. Though the Mother of All has not performed this ritual in many long years, the gnolls still keep the place in its pristine state, patrolling the lands surrounding Mother's Spire, keeping outsiders away from the sacred region.

Rumors have begun to circulate, however, that the spire itself contains hidden chambers and the accumulated wealth of centuries, taken here and stored by the gnolls. Though a number of explorers claim to have actually seen the chambers and even to have actually absconded with some of the lost riches, the story has never been confirmed — and the gnolls themselves are certainly not likely to allow any outsiders into the area willingly.

15. Grandfather Tree

The mighty bloodtrees are found scattered throughout the Loping Plains. Towering up to 200 feet high, these trees are valuable landmarks and a wonder to naturalists, who believe them to be entirely unique to these plains. Grandfather Tree is the largest and oldest of the bloodtrees, held sacred by gnoll shamans who come here to meditate and perform rituals.

The tree does indeed possess many unusual spiritual qualities: Shamans who meditate within 100 feet of the tree recover an additional number of mana each hour equal to their shaman caster level. Naturally, the gnolls don't care for outsiders using Grandfather Tree's mana enhancement for their own purposes, reacting to intruders with lethal force.

16. Moon Gorge

The small tributary known as the Moon River cuts a deep trench through the plains at this point, forming a steep-sided gorge. Those who attempt to clamber into the gorge without the proper climbing equipment do so at the risk of a broken neck (Climb DC 20), and the gnoll tribes consider it to be a place of bad spirits, claiming that bad luck and tragedy follow all those who enter.

For their part, the orcs don't believe a word of this superstitious nonsense; they are instead of the opinion that the gnolls are using the gorge as a secret treasure stash. Such tales of misfortune, they aver, are simply rumors started by the gnolls to keep others away. Over the years, numerous orcs have ventured here seeking the supposed treasure. Interestingly, almost all of them have come to bad ends during their adventures here, but even this has not convinced the orcs of any curse — every few years, a new group sets out on an expedition to Moon Gorge.

The truth of the matter is closer to the gnolls' view than the orcs'. At the northern end of the gorge, buried under several feet of sediment, is a great, round, silver-white stone, nearly 3 feet in diameter. Anyone who approaches within 30 feet of this sphere must make a Will save (DC 25) or be cursed with ill luck, suffering a –2 luck penalty to all rolls and checks thereafter (spell resistance does not apply). Anyone actually touching the sphere must make a Will save (DC 35) or suffer a –3 luck penalty to all rolls and checks; even on a successful save, such a character suffers a –1 luck penalty to rolls and checks. In any case, the victim can make another Will save every month to overcome the curse, with the DC decreasing by 1 for every month since the curse took effect. (Thus, after the 3rd month, a character who had merely walked near the cursed stone could shake off the curse with a DC 22 Will save.)

Clerics who worship Terris-Thule are immune to the stone's curse, as are any characters under the effects of the spell *aegolism* when they encounter the stone. Note that spells of the *absolve curse* line (go to **www.EQrpg.com**) can also negate the curse once it has taken effect (treat the curse as having a caster level equal to the current Will save DC needed to shake it off naturally).

The sphere is something more than it initially seems — indeed, it is actually capable of creating a gate to the Plane of Nightmare, a fact that can only be discerned through a successful Knowledge (mysticism) check (DC 30) or a Knowledge (planar travel) check (DC 25). Learning the rituals required to actually use the sphere is much harder, requiring both a Knowledge (mysticism) check (DC 35) *and* a Knowledge (planar travel) check (DC 30). Once the secret has been unlocked, the sphere can be used once per year to carry up to six individuals to the Plane of Nightmare and then, 1d4 days later, to carry the same six individuals back to their origin point.

The sphere is all that remains of the great gate created by Terris-Thule to bring her hobgoblins to Norrath some time in the distant past. For their part, the hobgoblins are unaware of the sphere's existence, but would quickly move to seize it if they learned the truth.

Hobgoblins are entirely immune to the sphere's curse.

17. The Mother's Citadel

The largest permanent gnoll settlement on the Loping Plains, this mighty structure of granite field-stone has seen better days. During the height of the gnolls' power, many hundreds of years ago, it sprawled over several acres, surrounded by thick walls covered by elite gnoll guards. Today the great wall is gone and the central keep is in disrepair, though the ancient gnoll female whom the Seeking Clan reveres and worships as the Mother of All (see Appendix 1) still dwells within, surrounded by her fanatical followers. Though she continues to wield considerable influence over her clan, the Mother of All's word does not hold the authority it once had; while most gnolls acknowledge her supremacy, they see her more as a spiritual leader than a temporal ruler.

The citadel is a labyrinth of rough stone corridors, cavernous chambers, galleries, vaults, and dungeons. Trophies from ancient battles are displayed prominently — weapons, armor, the skulls of vanquished foes, and similar objects. In addition to her contingent of over 200 gnoll guards, all of whom are experienced hunters and warriors, the Mother of All is served by a dozen high-ranking Wise Ones who are all sworn to give their lives in her service. A contingent of plains wolves also serves here as a sign of the friendship between the two species.

The Mother of All spends nearly all of her time here — she is rumored to have grown frail in recent years, for she rarely leaves the citadel, not even to perform solstice rituals at Mother's Spire. Those who wish to speak with her must come to the citadel, where they are often kept waiting outside for days. The Mother of All's duties seem to consist primarily of dispensing advice and settling disputes, but even these functions are growing less frequent, and the Mother herself has begun to grow bitter and cynical at both the decline of her people and that of her once-absolute authority.

The citadel is, of course, a treasure house of artifacts, plundered gold, magic items, and other riches, for in the old days a portion of all loot was brought here as tribute. With the end of gnoll conquest following the erection of Ranthok's Ridge, these tributes too have all but ceased. Still, tons of gold and countless valuable items, both magical and mundane, are hidden and guarded in the citadel's depths.

18. Stone of Meetings

Several high, jagged peaks thrust up from the plains at the end of a long razor-backed ridge, and the largest, known as the Stone of Meetings, was once the site of great councils and gatherings of the Seeking Clan gnoll tribes. Here, under the watchful eye of the Mother of All, important decisions were made, new leaders chosen, disputes between tribes settled (at least those that did not require combat on the Battle Plain), and other crucial matters addressed.

As with the Battle Plain (see Area 23), use of the Stone of Meetings has largely been abandoned today, though many gnoll tribes still gather here at fall and spring equinox to observe the change of the seasons. At these times, the Stone of Meetings is the scene of celebration, dancing, athletic contests, and similar carousing. Conflicts between tribes are suspended during these times, and the shedding of gnoll blood at the Stone of Meetings is strictly forbidden.

19. Stone of Beginnings

The plains here are dotted with a number of sacred stone formations where the gnolls engage in various ceremonies and rituals. At the center of a cluster of rocky hills encrusted with such formations is a sheltered, grassy valley. Here, gnoll females who are not currently members of a tribe traditionally come to give birth, or bring their young to bless them and draw spiritual strength from the land. Females on pilgrimage to the Stone of Beginnings carry stone medallions and are exempt from attack by other gnolls. Violence is strictly forbidden in the vicinity of the Stone of Beginnings, and elite gnoll hunters patrol the area to make sure that orcs, hobgoblins, and other potentially dangerous foes stay well clear of the area.

20. Seven Spirit Plains

The gnolls believe that these lands, located near the sacred Stone of Endings, are home to the spirits of departed clan hunters, who roam for a short time before moving on to their next plane of existence. Gnoll shamans often come to these plains to commune with the spirits and receive wisdom; young hunters likewise venture here to absorb some of the skills and powers of the elders who have gone before them; and gnoll mothers bring their pups here to assure their progeny luck and long life.

Strangely, the gnolls do not object to outsiders — even traditional enemies such as orcs, humans, and dwarves — venturing into the Seven Spirit Plains region, for they believe that the spirits themselves will eject any unwanted visitors. If the spirits do not themselves object, the gnolls believe that the outsiders are therefore welcome (or at least tolerated), and it would be an act of great dishonor to interfere.

21. Stone of Endings

Unlike some other sacred gnoll sites, the Stone of Endings is still used extensively by members of the Seeking Clan. While it is considered very honorable for a Seeking Clan hunter to die during a hunt, those who are too old to hunt and who feel their life ending will usually journey here, where they lie down in the presence of the spirits and pass on to the next phase of their existence.

Elite gnoll hunters guard the site at all times, and outsiders are strictly forbidden. Old gnolls often come here with their most treasured possessions — the best among them sometimes bearing magic items of considerable antiquity and power. Unscrupulous treasure hunters are always seeking a way of sneaking near the Stone of Endings to plunder the many gnoll corpses that lie here, but given the vigilance of the hunters and others in the region, this is a very difficult undertaking at best.

22. Richlands

Generously fed by numerous small streams and blessed with dark, rich soil, these lands are among the most fertile in all of Faydwer. They remain verdant and alive throughout the year, save at the height of the dry season. Herds of antelope, water buffalo, and zebra roam the Richlands, and are stalked by lions, hyenas, jackals, and the Seeking Clan gnolls, who consider this region their private hunting reserve. Elephant and rhino are also found here in considerable numbers, roaming the flat grasslands between the rivers.

23. Battle Plain

Before the gnolls' decline, disputes between individuals and rival tribes were settled through ritualized combat on this grassy, featureless flatland. Though the battles were highly ceremonial and involved much religious activity, they were quite serious, usually to the death. Today, the plain is rarely used, for the tribes have since degenerated into simply resolving their conflicts through open warfare. The Battle Plain remains sacred ground, however, and gnoll warriors regularly patrol the region, mercilessly attacking any outsider who dares to violate its sanctity.



Chapter Five: Kaladim

Hurgadil squinted an eye at the young high elf. "Lass, what is it ya think ya know about dwarves?"

"I know your people hail from Kaladim, friend dwarf," the well-educated Felwithian noble replied. "It is a city built into a mountain. I know your people were created by Brell Serilis — stout and strong. Brell Serilis also created the gnomes, if I remember correctly."

"Gnomes!" Hurgadil sputtered. "Great Underfoot, lass! Why would ya go and insult me when I've just bought ya an ale?" Arrialla Arcanum cocked a delicately pointed eyebrow at the dwarf.

"Well, I . . ."

"Drink yer ale, lass. Gnomes indeed! If the Underfoot had anything to do with gnomes, the tunnels of the world would be filled with pinwheels and fiddlesticks. Kaladim has always been known as the Forge of Norrath, young Koada'Dal. If'n ya can believe it, we used to live alongside the ogres here on Faydwer: not too easily, mind you. We never trusted the brutes, and with good reason. It wasn't long before they coveted what our mines could offer em — gold, ore, gems, and the like. Always the ogres seemed more interested in stirring up trouble than they were in trying to maintain a peace between our kin. Trouble was bound to come about... eventually.

"Then came Orduk II," Hurgadil continued. "He was a descendent of the first ogre king, and when he ascended to the ogre throne, he began to muster the largest army of ogres since the ancient orc clans were overthrown. Kaladim held its ground the best it could. For the longest time, the dwarves knew if open war came about that the elves of the old Empire — before yer kind came runnin' back here from ol' Tunaria — would more than likely join forces.

"See, lass, your kind were too dainty and frail to be mining such things as gold. They relied on us to keep them stocked with the precious metals of Brell's domain. Orduk knew he couldn't survive an attack from both elves and dwarves. It served both sides well to stay out of war.

"Yer fancy historians often call Orduk the destroyer of two nations: his own and the old elven nation, lass." Arrialla sat quietly. A Koada'Dal less well versed in the histories of Faydwer might easily have taken offense to the dwarf's statements by now. Hurgadil downed another gulp of ale, draining his stein, and continued his story.

"The way I see it is that when the elves started quarreling with one another, it opened up an opportunity for Orduk. See, the dwarves had been offering their support to the elven kingdom. If Kaladim hadn't stopped giving the elves aid against their own rebels, my kin might have been able to help prevent the fall of the old elven kingdom, missy. Orduk implemented the old rule of thumb: divide and conquer. By forcing the dwarves into action, the elves were left to deal with their own mess.

"So, Orduk hit us where we were vulnerable: in the northern areas of Kaladim where we had built up trading centers and mining villages. Orduk and his troops marched upon northern Kaladim without fear of elven intervention." Hurgadil grew quiet and stared into the foam of a fresh mug of ale.

"What then?" Arrialla's eyes were full of empathy.

"Bloodshed, lass. Massacre."

Located in the center of Faydwer's Butcherblock Mountains, Kaladim is known to many as "The Forge of Norrath." Home to the doughty dwarves, Kaladim is a city built deep within the mountains. Here, the dwarves mine their precious metals and gems — a bounty of wealth that, many say, no other nation can rival.

With the Butcherblock Mountains existing so close to the Ocean of Tears, the lands immediately about the city are possessed of a surprisingly temperate climate; mild showers (accompanied by coastal fog and the occasional breeze from the west) have helped to encourage the verdant fertility of this area. While stonework rules the insides of Kaladim, the land surrounding this majestic city is nearly as green and lush as the forested realm of Kelethin.

A MINER'S TALE

THE CRYSTALLINE DRAGON TOOK FAVOR UPON THIS WORLD AND, LOVING IT, EMBRACED IT TIGHTLY, LEAVING HER MARK IN THE COLD WASTES OF VELIOUS. HERE, SHE MADE HER FIRST BROOD AND CURSED THE LAND WITH THEIR FRIGHTFUL PASSION. BUT THE DUKE OF BELOW WATCHED FROM HIS REALM AND KNEW AT ONCE THAT HE MUST MAKE HIS OWN MARK UPON THE WORLD OF NORRATH. HE WANDERED FOR DAYS IN THE UNDERFOOT, HIS MINIONS FOLLOWING AT HIS HEELS WITH LITTLE TO OFFER BUT HOLLOW COMFORT AND THE UNWAVERING LOYALTY FOR WHICH THEY HAD BEEN CRAFTED.

FINALLY, HE SAT UPON A GREAT STONE AND REACHED DOWN INTO THE WET EARTH. HE TOOK UP A HANDFUL OF CLAY AND BEGAN TO MOLD IT. HE ALWAYS CREATED HIS MINIONS IN THIS WAY - FROM THE EARTH ITSELF, THE SEDIMENT AND THE STONE. YET THIS TIME HE WISHED FOR MORE. HE WISHED FOR CHILDREN OF HIS OWN, WHO COULD THINK AND MAKE THEIR OWN WAY IN THIS WORLD, CHILDREN WHO COULD LIVE WITH THE POWER OF CHOICE.

SO THE DWARVES WERE MADE, BY BRELL SERILIS' HAND. HE GAVE THEM LIFE, BUT ALSO A WILL OF THEIR OWN. THE FIRST WAS BORN WITHOUT KNOWLEDGE AND LEARNED ALL FROM BRELL THAT HE COULD. THE SECOND WAS BORN AS A COMPANION TO THE FIRST. MORE FOLLOWED, UNTIL THE UNDERFOOT BEGAN TO SEEM CROWDED, LESS APPROPRIATE A PLACE FOR BRELL'S NEW CHILDREN. AND UNLIKE HIS PREVIOUS MINIONS, THESE NEW FOLK DESIRED TO EXPLORE ELSEWHERE AND TO SEE THE WORLD BEYOND.

BRELL GAVE THEM HIS BLESSING IN THEIR SEARCH AND BADE THEM GO OUT INTO THE WORLD, BUT BADE THEM ALSO TO ALWAYS KEEP A WATCHFUL EYE ABOUT THEM, FOR DRAGONS WERE EVER NEAR AND WOULD TEAR HIS CHILDREN LIMB FROM LIMB IF VEESHAN HAD HER WAY.

THE DWARVES DID AS BRELL INSTRUCTED, AND BUILT FOR THEMSELVES A HOME IN THE MOUNTAINS OF FAYDWER. THERE THEY TOOK FROM THE EARTH ALL THE PRECIOUS GEMS AND METALS THEY COULD FIND. THEY BUILT WEAPONS AND ARMOR AND HALLS OF SUCH SURPASSING BEAUTY THAT BRELL HIMSELF COMMISSIONED THEM TO CREATE HIS NEW PALACE. SO PLEASED HE WAS WITH HIS NEW RACE THAT BRELL BESTOWED THE HIGHEST HONOR UPON THEM, MAKING THEM THE HEAD SMITHS AND ARCHITECTS IN HIS SERVICE. THEY SERVED HIM BY CHOICE, AND NO GREATER LOVE WAS THERE IN HIS HEART THAN THAT HE HELD FOR THE DWARVES.

THE GOD'S PREVIOUS MINIONS, THOUGH, THE ELEMENTALS AND MINDLESS CONSTRUCTS, SOON LEARNED FROM THE DWARVES A WILL OF THEIR OWN - AND THEY BEGAN TO UNDERSTAND WHAT ENVY WAS. IT IS SAID THAT, IN TIME, THESE MINIONS TRICKED THE NEW HEAD SMITHS OF BRELL SERILIS AND IMPRISONED THEIR SOULS WITHIN THEIR HAMMERS.

LOST THESE HAMMERS WERE, AND A TERRIBLE TRAGEDY, TOO... UNTIL NOW.

I, KINLO STRONGARM, HAVE UNCOVERED A HAMMER DEEP WITHIN THE MOUNTAINS' ROOTS, FAR BENEATH KALADIM. COMING UPON A STRANGE WALL OF STONE, I BEGAN TO DIG UNTIL I KNEW SOMETHING GREAT AND TERRIBLE LAY BEYOND. I DUG WITH PANIC AND FEAR; THE STORIES OF PAINEEL WERE ALWAYS IN MY MIND. DURST I DIG TOO DEEPLY, LEST I POKE A HOLE INTO THE UNDERWORLD AND RELEASE SOME DARK DEATH UPON KALADIM? YET I COULD NOT STOP.

THE HAMMER I FOUND SOON ENOUGH, AND I KNEW IT WAS A SIGN FROM BRELL SERILIS HIMSELF. ONLY THEN DID I STOP DIGGING, AND QUICKLY REFILLED THE HOLE. SOMETHING IS DOWN THERE, SOMETHING OLD, SOMETHING HORRIBLE. ONCE I HAD REGAINED MY SENSES, I COULD NOT BRING MYSELF EVEN TO LOOK UPON THE STRANGE ROCK. I WOULD BECOME NO DARTAIN; HIS DARK COURAGE WAS CERTAINLY NOT MINE. I AM BUT A SIMPLE MINER.

I TELL NONE OF MY TALE FOR FEAR OF BEING BRANDED A MADMAN. OH, BUT THE HAMMER SPEAKS TO ME. IT TELLS ME THIS STORY I CARVE, THIS STORY I MUST HIDE AWAY UNTIL I CAN PROVE ITS TRUTH.

AND THE HAMMER - OH! IT CRIES FOR FREEDOM, AND IT WONDERS WHY BRELL SERILIS HAS NOT HEARD ITS CRIES.

History

The origins of Kaladim, at least according to the dwarves, are simple, but by no means ordinary. Brell Serilis, envious of the brood Veeshan had created for herself upon Norrath, set out to make a race of his own: the dwarves. Apparently, Brell fooled the other gods into a false peace and all entered save for Rallos Zek, God of War. Never a trusting god, Rallos Zek created the ogres and, it is said, to this day a great hatred exists between ogres and dwarves — a hatred seeded by that of the fathers of their respective races.

The first dwarven king, Gimzor Fireforge, took the throne back when the world was new and the races of the gods were but yearlings. Gimzor, purportedly the great-grandson of Brell's first dwarf, ordered the construction of grand monuments to the Duke of Below. The Underfoot Cathedral was created first, a structure even more glorious and grand than Castle Fireforge. Gems adorned its walls, and beads of gold and silver trim lined the doorways and windows. All in Kaladim worked for the common goal of serving Brell Serilis and creating a center of worship worthy of their divine progenitor.

When King Gimzor returned to the earth and his son ascended the throne, a certain class of holy warriors to which the new king belonged, captained by Lord Hargreth Nightseer, dubbed themselves "knights of Underfoot" and created Underfoot Hall for themselves. The knighthood and clergy worked hand in hand, bringing the justice of Brell Serilis to the world above.

For many centuries the dwarves thrived in the mountain range along the northwest shores of Faydwer. After a time, though, a new enemy appeared on the continent, brought to Norrath by the belligerent god Rallos Zek. This great folk, the ogres, also coveted the treasures that the children of Brell extracted from the mountains: gold, gems, and other precious metals. Brutal, strong, and lacking the (arguably) genial disposition of the dwarves, the ogres could not contain their animosity and envy. It was only a matter of time before the rift between the races grew to a dangerous size.

Sometime during the Elder Age, the ogre warlord Orduk II was chosen as the 5th Grand Duke of the ogre armies. Ambitious beyond his predecessors, Orduk sought to bring all-out war to the dwarves, aware that the small skirmishes between their nations would bring him little glory or wealth.

Orduk began his campaign in the less well-guarded lands of northern Kaladim (where the dwarves had created trading centers and peaceful mining villages.) The dwarves were hardly prepared to fend off the invasion, and the northern areas were decimated by Orduk's troops — he left no dwarf man, woman, or child alive, setting the buildings ablaze with his torches. Many hundreds, perhaps thousands of dwarves fell to the ogre armies, and their leader set his sights immediately upon Kaladim.

Orduk, however, seeded his own misfortune during this event. Had he not taken the time, in his bloodthirst, to make sure every living dwarf was butchered, the dwarves may have not been given the time needed to prepare their defense. Because of this, the dwarves' king, Dagnor II, called "the Cunning," gained the time to assemble his forces. The speed with which the dwarven armies reacted was remarkable.

Orduk reached the Crakthorn Ridge — just a mile outside of Kaladim — where his forces were met by Dagnor and his hastily assembled troops. A savage battle ensued, raging for days. Soon, however, it became clear that a stalemate was the best either side could expect. After half a week of fighting, both sides withdrew, seeking to gain some intelligence or advantage that might turn the tide of battle in their favor. Deciding that the war would be won or lost in the next engagement here, Orduk sent word for his southern forces to move north and reinforce his army.

What he left behind in the southern lands near the mountains' border was a mere handful of ogre soldiers and a host of orc slaves. Dagnor, aware of the orcs' oppression, sent secret emissaries who entered into a clandestine agreement with the orcs: The dwarves would free the orcs from Orduk's rule if they, in turn, walked away from the battle and left Orduk to his own devices.

The orcs, bloodthirsty but honorable, retreated southward and eastward, deserting the ogres and leaving the southern foothills wide open. Dagnor's agents quickly assembled a second host in the south, aided by a small force of gnomes, and the two armies attacked the southern ogres from both front and back, destroying all their fortresses and all opposition along the way. Orduk tried to flee to the east, through the Hills of Shade, but a determined dwarven battalion — dispatched to the region earlier to try to evacuate dwarf citizens during the initial ogre attack — held the ogres off through guerilla tactics until the rest of Dagnor's army arrived.

The ogres fought viciously, taking many dwarven lives with them, but ultimately they were defeated by the vengeful and resolute dwarves. Legend suggests that Dagnor and Orduk met each other in this final confrontation, where, it is said, Dagnor smote Orduk with his mighty spear. So intense and fierce was his strike that the weapon shattered into a thousand pieces as it sheared through the ogre's breastplate and plunged into his chest. Orduk fell, and his burning blood made a nearby lake's water boil and turn red.

This marked the end of what the dwarves remember as the "Battle of the Shattered Spear," and marks the end of the ogre threat in the mountains of western Faydwer. After the Ordukkan War, King Dagnor the Cunning and his descendants were hailed by the name "Butcherblock," given to him for Dagnor's acts of bravery in stopping the ogre armies from butchering his entire people. (And after Dagnor II's death, the mountains themselves were renamed in his honor.)

The Butcherblock legacy, however, would eventually come to an end during the Lost Age. The last Butcherblock king, Druthak II, was returned to the earth without an heir. Thus began the Stormhammer dynasty under King Bestid Stormhammer, brother to Druthak's widow, and Kaladim has remained under Stormhammer rule since. While Kaladim is currently content and prosperous, many reminisce about the halcyon days of Butcherblock glory, when great wars put the dwarves' true mettle to the test.



Kaladim

Large City, Pop. 48,000
(Dwarf 93.5%, gnome 5.7%, half elf 0.1%, halfling 0.1%, high elf 0.2%, human 0.4%)

Ruler: King Kazon Stormhammer.

Gold-Piece Limit: 85,000 gp.

Assets: 210,000,000 gp.

Resources: Gems, jewelry, metals (precious and common), ore, clay, armor, weapons.

Militia: 400 Stormguard (*Mil/War 3–8*); 95 Knights of Underfoot (*Pal 1–12*).

Kaladim is one of Norrath's foremost suppliers of metals and other precious items drawn from the earth under the city and from the surrounding area. Precious gems and stones, sandalwood, mushrooms, and other forms of fungi give Kaladim an adequate supply of alchemical needs. The gems are also a huge commodity, used throughout Norrath in holy rites and rituals, but also in fashioning jewelry (both mundane and arcane).

Economy

Kaladim's economy is quite diversified and perhaps surprisingly international in character; the dwarven nation has always had much to offer neighboring nations on Faydwer. Furthermore, Kaladim trade and commerce reaches the shores of Antonica and (more recently) the outpost of Firiona Vie on Kunark, as well as the dwarven city of Thurgadin on the continent of Velious. Today, Kaladim's economic progress is more successful than ever before. With the Kunark settlement and the potential for new allies in Thurgadin, Kaladim wares are leaving the city at an abundant rate.

Based mostly on the dwarves' use of natural resources (i.e., ore and metals that can be fashioned into armor and weapons), the local work ethic is rapidly developing a broader and more international economy, built on innovation, skill, and hard work. As Kaladim slowly and carefully opens its doors to the rest of Norrath, its economy is thus becoming "smarter": its metalworking industry and King Kazon Stormhammer's willingness to expand trade are generating tremendous advances in the smithing, jewelry-crafting, and mining trades.

The biggest export from Kaladim comes from deep within the mines beneath and around the city — ore and metals. Iron, gold, silver, electrum, and platinum alone would be enough to support this wealthy nation, but much of Kaladim's trade comes from brellium ore (from low to moderate quality; the dwarves rarely trade any smelted and refined brellium, let alone purified bars of the substance,

beyond their own borders), copper, lead, and other base materials. Brass, bronze, iron, and steel also come from the forges of Kaladim, used far and wide to make armor and weapons.

While the two major industries in Kaladim are mining and metalworking, one should not overlook the importance and need of jewelry-making and gemcutting. Long have the dwarves traded with the elves (especially the noble houses of Felwithe), as well as with gnomes and humans. While elves seem more adept at creating delicate works of art from gold and gems, the dwarves' craftsmanship is equally as wondrous, if perhaps a bit more sturdy in design.



In general, metals, tools, gems, iron, weapons, and dwarven spirits are traded to the elves of Felwithe in exchange for fruits, leather, and furs. Trade between the dwarves and the wood elves of Kelethin was once strong, as well, but relations between the dwarves and the Fier'Dal have soured in recent generations.

Dwarven spirits are also a significant part of the local economy; in fact, few foreigners enter Kaladim without being introduced to these potent beverages. Ale is as common as mothers' milk to the dwarves, regularly replacing water and wine during meals.

Society

Some outsiders may possess a view that dwarves tend to spend their days laboring, filling their bellies, and guzzling down flagons of ale. While they do have a certain fondness for food and spirits, the former notion is the most apt: dwarves are first and foremost workers, and the clanking of hammer on anvil or the scraping of pick upon rock can often be heard well into the night.

Kaladim is a city like few, if any, others: In most of its halls, gems and gold adorn walls, ceilings, sometimes floors, furniture, and more. The dwarves work hard for their treasures, and while such opulence may seem an excessive and self-indulgent display to some, the dwarves' dedication to *craft* (be it smithing, jewelry-making, brewing, or otherwise) always shows through in their work.

Kaladim is also built upon a trade structure likened by some to a caste system, for skills, trades, and callings are almost invariably passed down from parent to child. Interestingly, dwarf women share equally in the crafts with the men, passing on their knowledge openly to daughters and sons alike.

The merchants of Kaladim are also worthy of note. While competing with other fine families and clans within their own city, the merchants share a common bond: to serve the royal house of Kaladim and keep a watchful eye toward the greater good of their nation. Where humans, gnomes, and elves seem to have more scattered objectives, the ancient Union of Kaladim Merchants credits its survival to a unity that seems almost ferocious to those who hail from other nations and races.

Where most monarchies might exert too tight a grip over their citizens (thus limiting the personal and economic freedom of all save the aristocrats), Kaladim's kings have generally managed to maintain a well-balanced ruling body that has furthered the nation's prosperity in trade, commerce, and personal venture.

In terms of religion, the piety of the dwarven people as a whole might serve as inspiration to the less godly races of Norrath, although a casual conversation with most dwarves is unlikely to reveal this fact. To a dwarf, religion is something private and deeply held, not a matter of words, but of deeds. Few knightly orders on Norrath can compete with the fierce loyalty that brews in Underfoot Hall. Brell Serilis reigns supreme within the rocky halls of Kaladim.

Other gods do play a role in dwarven life, certainly, and they might be petitioned from time to time when the need arises, but the dwarves truly worship only the Duke of Below. A few dwarves revere Bristlebane highly, but in most cases he is simply called upon when one curses the ill luck of a broken wheel or a splintered mining pick. Tunare is thanked when the hills outside of the Butcherblock Mountains are lush and green. But in the end, the dwarven loyalty to Brell Serilis is as strong now as it was when Kaladim was first created.

Festivals

Only four major holidays are acknowledged in Kaladim.

Dagnor's Feast of Reckoning: This high day is held once each year on the summer solstice. The dwarves gather in Underfoot Hall to pay homage to the great hero Dagnor II (the 12th king of Kaladim), hailed as "Dagnor the Cunning," and to remember the dwarven victory over the ogres at the Battle of the Shattered Spear. Never passing up a reason to feast, the dwarves take a rest from their daily toil in order to honor the memory of "Great King Butcherblock."

It is also a time of year when the Master Smiths present their finest materials to the king in hopes of gaining royal recognition. A year's worth of work is put into these items, which can range from exquisite weapons and armor to beautiful jewelry (sometimes made with metal enchanted for them by the elves of Felwithe).

Festival of Spirits: A much less formal affair, the Festival of Spirits marks a week's time in mid-autumn when brewers of all sorts (including vintners) meet in Kaladim for a great "brew-off." It is the only week in Kaladim during which folk of most other races are permitted to enter the territory of the dwarves. While only friends and allies of Kaladim are truly welcomed inside the city gates, other races — excluding only iksar and ogres — are allowed to enter camps in the Butcherblock Mountains near the city (and some folk normally not allowed in the city proper can enter for a fee; see "Laws" hereafter), as long as they swear a strict oath of peace and favorable conduct. Any who break this *Brewspeace* are dealt with harshly and hastily.

Tents and campfires are set up outside of Kaladim's walls in order to accommodate visitors from across Norrath. The festival rarely if ever goes off without some sort of political or racial entanglement, but the guards of Kaladim are ever-watchful and are instructed to act with the power and justice of the king himself. Strange and unusual new concoctions (such as the "burning Mohh") are often founded during the Festival of Spirits.

March of the Underfoot: More serious and introspective in nature than the previous two festivals, the March pays homage to the Duke of Below, Brell Serilis. Every three years, when winter has just broken and the soil of the Butcherblock Mountains is still wet and muddy, the dwarves begin a procession through the streets of Kaladim. The procession ends in the courtyard below Underfoot Cathedral. Here, the holy master (note that the Dwarvish word for "master" is neuter in gender) of the clerics' guild offers up a sermon to thank Brell Serilis for his paternal guidance. Offerings of metals, jewelry, tools, pottery, and other effects are placed in front of the temple. These items are then wheeled by the priests and priestesses to a giant forge in the back of the temple and returned to the fire and earth whence they all came. All the while, the participants of the March sing the "Hymn to the Underfoot" (see sidebar).

HYMN TO THE UNDERFOOT

BEHOLD THE ROCK, THE FLESH OF THE EARTH,
WHOSE VEINS CREAK WITH THE GLINT OF GOLD;
AXE-BEATEN, HEAVY, MOLTEN AND OLD,
BLESSED BE THE FORGE AND THE HEARTH.

Hagar's Day: Finally, this day commemorating Hagar's Fall (see Chapter 2, Area 5) is observed each year on the supposed anniversary of Hagar's death. Hagar's Day is especially dear to common dwarves, for whom Hagar is something of a folk hero. The day commences with a solemn pilgrimage to the stone ring in the Butcherblock Mountains where Hagar met his fate, but ends with raucous feasting and drinking.

Government

The government of Kaladim has, since its formal inception, been a monarchy. When the dwarves began their creation of Kaladim, they were divided into extended families or "clans." As these clans grew in size and prestige, the leaders of each clan began to realize the need for an overall ruler of the clans. Otherwise, when disputes broke out, the clans would be left to their own devices to work through the issue, and justice might not be adequately served. While some issues could be easily sorted out between the thanes (clan leaders), other issues proved far more tedious and frustrating.

The thanes thus came together and spent days in a sealed room, attempting to agree upon one from among them who would rule the united clans. Gimzor Fireforge emerged from the meetings with that honor, and for many long generations the Fireforge clan ruled Kaladim. The Butcherblock legacy came after, but was, unfortunately, relatively short-lived. The current sovereign, King Kazon I of Clan Stormhammer, is the fourteenth king of that line.

Kaladim's monarchy is dynastic, with the rule of the country passing on to the eldest son when the king dies or retires (or, if he has no male heir, the eldest son of the king's eldest male sibling). The other thanes of the "Great Clans" form the Council of Thanes, to which the king offers up Kaladim's most important issues. The king has traditionally taken the Council's words and views into high regard in any and all matters. After all, Kaladim has withstood the test of time, largely due to the collected wisdom of the great clans, which is "embodied" in their thanes.

Because of the king's heavy mantle of leadership, the Council of Thanes has now come to wield the voice of law in Kaladim. While the king has final say in all legal disputes, petty squabbles and most local disputes are dealt with quickly and fairly, often without recourse to the counsel of the king himself. Those who feel they have been treated unfairly are welcome to appeal the Council of Thanes' decisions, but only rarely and under the most exceptional circumstances would the king overturn the judgment of those he has come to trust and confide in over his course of rule (such an event has not happened in living memory).

At present, five thanes sit upon the Council, each representing one of the five extant Great Clans: In order of precedence (after the Royal Clan Stormhammer), these are Everhot, Rockfinder, Ogrebane, Bloodforge, and Norkhitter.

Political intrigue is by no means absent in Kaladim, although it is admittedly less pervasive among the generally law-abiding dwarves than it is among, say, humankind. Nonetheless, merchants, guildmasters, church representatives, and other smaller political factions do have their own agendas. Some may mutter that the Council of Thanes holds favor with those who can bribe or coerce their way into the thanes' good graces, but King and Council maintain (and, for the most part, truthfully so) that all legal and political business in Kaladim is enacted with absolute evenhandedness and honor.

Of course, the Royal Clan (and by extension the Council of Thanes) rules the political environment of Kaladim, and the six Great Clans (including Clan Stormhammer) have accumulated vast treasure over the course of the city's existence. Still, the holy factions dedicated to Brell Serilis — the clerics and paladins of Underfoot — are perceived by most citizens to serve a greater power, and thus to hold at least as much temporal authority as the sovereign and his agents.

Laws

The laws of Kaladim are usually quite simple, dealing largely in terms of goodwill among citizens and aiding the prosperity of Kaladim. First and foremost, outsiders who wish to enter the city of Kaladim must register with the guards and offer a brief explanation of their business within the city; this is Kaladim's way of keeping an eye upon who is coming and going. Foreigners often complain about the process, for they are questioned intensively before being allowed to step foot inside the city. Further, those who would enter the city must pay a "gate tax," as shown below.

There is also a small tax (usually 0.5% to 3%, depending on the goods) on all goods brought into Kaladim. Some merchants grumble, but understand that taxes help maintain their government and way of living. Only in times of need (such as during a war) are these taxes raised to compensate for army wares and supplies. Under the Stormhammer rule, Kaladim has seen its taxes raised only twice; prosperity and peace have blessed this city in the last few generations, especially.

Merchants in the city have no limit on what they can charge for an item or service, but most merchants keep their prices low in order to maintain competition. Other racial wares (such as troll, dark elf, and orc smithing products) are not illegal, nor necessarily frowned upon, as long as the item (or component) is adequate enough to perform its function; in any case, though, most other races recognize the superiority of dwarven goods, so there is little market for the products of other peoples here. High elven crafts do have a solid niche market, and some human and halfling goods are peddled here with varying degrees of success. Gnomish tinkering devices are often viewed with caution, though they can be found; too many mishaps have occurred in the past to warrant a true need for these strange devices.

Slavery of any kind is illegal in Kaladim; nobles are allowed servants only as long as they are compensated fairly for services and goods provided. Arcane magic is not illegal so much as it is frowned upon. Necromancy is the only branch of the arcane not allowed within Kaladim or in the surrounding areas.

The city's building laws are addressed on an individual basis. Certainly, the crafts-houses must meet specific standards regarding ventilation systems, waste disposal, and water usage. Those who wish to mine beneath the city must first acquire a mining permit from the Council of Thanes. Unlawful mining is punished by first assessing a fine. Second offences are dealt with more harshly, and a third offence results in imprisonment with forced labor in the mines, where the criminal must work the earth on a minimal diet until the sentence is finished.

Those with common sense need not worry when it comes to surviving Kaladim and its laws. If one keeps in mind the general wellbeing of one's fellow citizens, then little trouble (dwarven spirits and ale notwithstanding) should befall him.

Trials

Trials are generally handled by the Council of Thanes — or at least that used to be the case. Regrettably, the trial system has become overwhelmed as the dwarves of Kaladim have prospered and the population has grown. Therefore, three additional "ministerial councils" (also with five members each) have been appointed, and these handle lesser matters not worthy of the deliberation of the Council of Thanes.

Court issues are registered with one of the Council clerks, and a time for the trial is then established. In order to proceed, all parties involved must be present to state their side of the case. Should one party be absent at the appointed time, the council invariably rules in favor of the present party. Otherwise, a ruling occurs when the Council of Thanes (or the presiding ministerial council) votes; with the council set at five members, there is never a deadlock.

Those who disagree strongly with council rulings do have the option of appealing their case to the royal court.

Punishments

Once a verdict has been reached, the senior member of the Council of Thanes (or of the presiding ministerial council) administers an appropriate punishment. (At present, the ruling member of the Council of Thanes is Thane Everhot.) In cases of minor theft, for example, the stolen item or goods (or their equivalent, as judged by the council) must be returned to the plaintiff, and a stiff penalty is given to the guilty party.

Race	Regular Gate Tax	Festival of Spirits
Dwarf (native)	Nil	Nil
Dwarf (foreign), gnome	1 cp	Nil
Human, half elf, halfling, high elf	2 cp	Nil
Barbarian, Erudite, kerran, wood elf, etc.*	5 cp	1 cp
Dark elf, orc, troll, etc.*†	—	1 gp
Iksar, ogre, etc.	—	—

* Such folk are required to swear an oath of peace upon entering (GM's using converted spells from ***Al'Kabor's Arcana*** may wish to implement the *lesser geas* or *geas* spells from that book to add some weight to this oath). They must also leave all weapons (including wands, staves, and the like) with the gate guards. These restrictions may be waived in specific cases if a well-respected dwarf citizen is willing to vouch for the character — a rare occurrence at best.

† These folk are not normally allowed to enter Kaladim at all, but the restrictions are relaxed somewhat during the annual Festival of Spirits. Note that particular members of these races may have to pay a higher price or might simply be denied entry altogether if they are known murderers or enemies of the state, for instance — or if the guards so much as suspect that they may seek to cause trouble or that their motives are something other than they profess.

If the theft is greater in nature, the stolen item or goods (or the equivalent) are retrieved and the accused must serve time in prison. Second and subsequent offenses (especially in regards to major theft) are dealt with increasingly harshly, with the accused being sent to prison or banished from Kaladim and branded a traitor to his people.

Prison sentences always involve closely supervised enforced labor in the Kaladim mines.

City Structure

Kaladim was created long ago from the mines of the dwarven clans. The dwarves began to construct buildings inside the mining caves, working the rock and the stone until they had created an immense area large enough to fit homes, shops, temples, and the like. While some of the city's buildings today are separate from the sides of the cavern walls and thus freestanding, all are of granite, rock, or earthen construction.

The front of Kaladim is unmistakable even to visitors from offshore. Massive pillars adorn either side of the entrance, hewn from the rock of the mountain itself. A truly gigantic statue of a dwarf greets visitors. (Some say the statue was made in the likeness of Brell Serilis, while others claim it is a representation of the first dwarven king, Gimzor Fireforge.) Carvings above the entrance depict dwarven battles against the ogres and also contain the "Hymn to the Underfoot" (a verse well known to any dwarf born and raised in or near Kaladim — see the sidebar near "Festivals" in this chapter).

The city itself is a series of tunnels and caves. Underground streams and pools of fresh water appear throughout the city, and are a great help in smithing and other trades; one waterflow may disappear under rock and stone only to reappear again in another sector or further below in the mines. Some of the few gnomish "civil engineering" devices permitted in Kaladim are amazing machines set near the pools of water, which somehow transform the still water into fresh air.

The city is comprised of five districts known as the Holy Sector, the Royal Sector, the Crafting Sector, the Mining Sector, and the Common Sector. The sectors exist solely as a mnemonic means to separate the areas of the city, for the dwarven mind, like the human one, is fond of labels and categorization. Although common dwarves often sleep within their craftshouses (rather than in homes in the Common Sector), for instance, the sectors have, for many generations, served as a method of organization for which the dwarves have grown quite fond.

The Holy Sector (a.k.a. Underfoot Sector): This sector is located in the northern area of Kaladim. Holy ceremonies, sermons, and all things associated with Brell Serilis (or, to a lesser extent, with Bristlebane Fizzlethorp) are organized in this portion of Kaladim. The two buildings most worthy of note here are Underfoot Cathedral (see Area 13) and Underfoot Hall (Area 15).

The Royal Sector: This district is located in the eastern portion of the city. King Kazon's royal keep (Area 18) sits in the northeast of the Royal Sector. Two separate tunnels lead to this portion of Kaladim, both heavily patrolled and secured by the king's most loyal and trusted guards; just to the west of the castle, in a cave area of their own, are the guards' barracks, two buildings capable of holding the entire Royal Guard (with the exception of their captain, who resides in the castle).

The Thanes' Council Hall (Area 17) is located just south of the keep. Here the Council of Thanes meets to discuss issues of state, and here also are trials conducted. The council building was erected near the same time the castle was formed.

The Crafting Sector: This sector takes up the entire southern portion of Kaladim, being the first area one passes through when entering the city. Here, the city's many businesses thrive. The warriors' guild house, Stormguard Hall (Area 1), stands in the northern portion of this area (as near to being the center of the city as any building could get), surrounding a huge arena-like sparring ground in which members can be found practicing their fighting arts each morning. Though the dwarves do not hold gladiatorial games, seating is open to all who wish to come and view the training of some of Kaladim's finest warriors.

The Common Sector: Located in the western portion of Kaladim, it is here that nearly 90% of the city's dwarves reside, most in homes built into the walls of the caverns. Most of the dwarven homes are built in a spartan manner — just enough rooms of adequate size to hold the family comfortably. If more rooms are needed and a particular family of dwarves wishes to build further into the mountain to make room, they must petition the Council of Thanes and pay a fee to have their property lines evaluated and reestablished.

While most of the area is dedicated to craftsfolk, warriors, and common folk, a certain portion of this sector has been reserved for more affluent citizens. The manors of the wealthy are often comprised of more than one building and are significantly larger in size and stature. Otherwise, the Common Sector shows little sign of individual creed.

The Mining Sector: This loosely defined "district" is located one level below the other sectors of Kaladim. It can be accessed from all other sectors save for the Royal Sector. This sector (like those above) is littered with pools of underground water. The miners make good use of this water for sanitary purposes, and have built a series of bridges across the various streams and canals. Mining tracks have also been laid to help expedite the mining process with carts.

Metals, ore, and gems are extracted from the womb of the Butcherblock Mountains. Most of the dwarves go about their business of digging without concern. Some, however, recall the tragedy of Paineel and the discovery of Living Rock. (Paineel had dug too closely to the realm of the Underfoot and paid the price.) While dwarves were once welcome in Brell Serilis' realm, some residents wish not to tempt fate by digging too deeply.

Rumors of strange noises beyond the newly created holes have begun to arise. While most miners claim these are merely the creaking of mining carts or the products of fertile imagination, some believe there are unknown and (perhaps) more sinister things that dwell deep beneath the great mountains of Kaladim.

Also, in the northeastern portion of this huge underground area lies the prison (Area 19 on the "Mines of Kaladim" map). Here, prisoners are chained and made to

work in the mines until their sentences — or the prisoners themselves — have expired.

Access to the City

There is only one way to enter the city of Kaladim: Through the front gate. Some claim that some of the underground waterways eventually spill out into the Ocean of Tears, but this claim has never been confirmed. The area upon which present-day Kaladim exists was once, in an earlier age, only a series of tunnels used for mining. As the miners began to dig further in, the citizens started migrating further into the mountain until it became their permanent home.

It is presumed by scholars of most other races that, once the mining sector beneath Kaladim has been exhausted, the dwarves will slowly move their homes and businesses into that area and begin another level of mining.

Defenses

Kaladim's evolution has involved a sort of gradual downward migration into the mountain's root, and its placement deep within the earth offers the dwarves an excellent barrier of defense from their enemies. The smooth rock on the city's exterior (surrounding the entrance) has been worn and smoothed so much over time that even the strongest miner would have to deliver quite a blow to make a pick-mark.

The dwarves, unbeknownst to most, are quite capable of locking themselves away within their subterranean city should they need to, by moving immense rocks and stones in front of the entrance, sealing the gate against all but perhaps the mightiest of dragons.

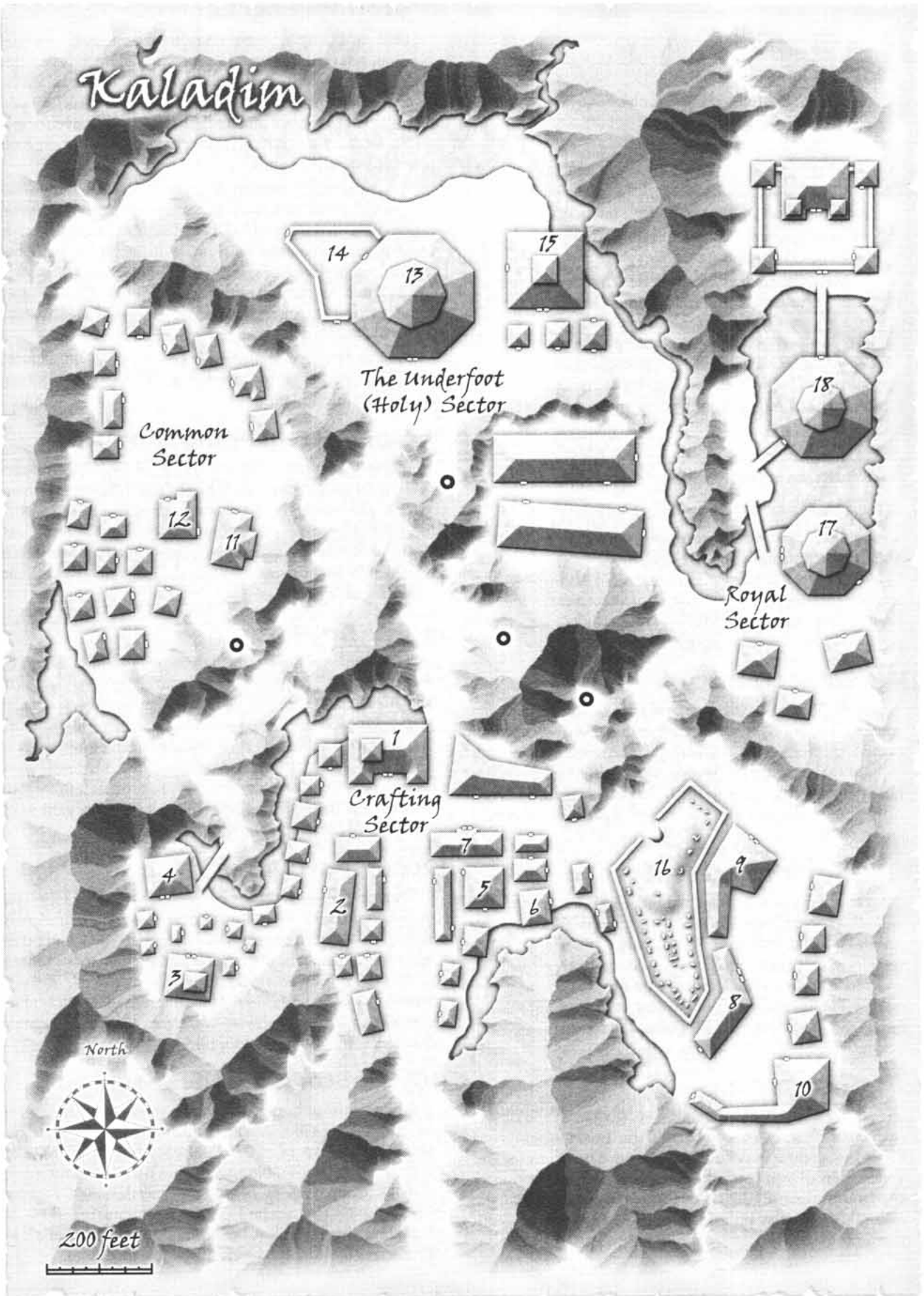
Hidden tunnels and caves leading from the mines below also exist, which would allow the dwarves to retreat further into the mountain. The only disadvantage of this is the obvious fact that once the dwarves exhaust these "hiding places," they have nowhere else to run.

Kaladim Key

[1] Stormguard Hall

Stormguard Hall, headquarters of the Stormguard warrior guild of Kaladim, is led by Guild Master Furtog Ogrebane (*male dwarf, War 27, NG; Stormguard, Kazon Stormhammer, Kaladim Merchants*), one of the eldest living members of the Great Clan Ogrebane. Furtog is said to be a direct descendant of the hero Trondle Ogrebane, slayer of the ogres (or, as those of the Ogrebane clan are wont to call them, "Mudtoes").




Kaladim
14
13
15
18
The Underfoot
(Holy) Sector
Common
Sector
12
11
17
Royal
Sector
1
Crafting
Sector
7
16
9
4
5
2
6
3
8
10
North
200 feet

Quest: Ogres' Bane

Faction: Stormguard (+0 rank).

NPC: Furtog Ogrebane.

CR: 2–7.

Reward: +1 faction rank with the Stormguard if this quest is completed twice (max +2 rank from this quest). 1d6 gp per party member.

Consequence: –1 faction rank with the Greenblood Knights.

Quest Summary: There is no love lost between the ogres and the Clan Ogrebane. Stormguard Guild Master Furtog Ogrebane offers adventurers gold for each proof of an ogre's death: A left ear is normally the required standard of proof, but Furtog has been known to relax this standard from time to time.

[2] Pub Kal

Hanamaf Darkfoam (*male dwarf, Com 7, ON; Kaladim Merchants, Kaladim Citizens*) and his comely wife Dura (*female dwarf, Com 7, NG; Kaladim Merchants, Kaladim Citizens*) run this large pub, as they have for nearly 40 years. Brewing has been the Darkfoam family trade for hundreds of years. Most brewing supplies can also be purchased here.

[3] Kaladim Library

Canloe Nusbak (*male dwarf, Mil 6/Exp 5, ON; Kaladim Citizens, Kazon Stormhammer*), a gruff old retired-warrior-turned-scholar, oversees the Kaladim library. All manner of books except those dealing with religion lie within: history, geography, and so forth. However, three-quarters of the library's holdings are comprised of various craftsbooks and recipes.

[4] Brawler's Necessities

Most young warriors begin their search for armor here with Gervik Barbrawler (*male dwarf, Exp 8/War 4, ON; Kaladim Merchants, Kazon Stormhammer, Stormguard*). For years now, he's been providing guild warriors with scraps and bits of mismatched armor. The armor here is of low quality, but affordable for young dwarves who don't wish to enter the Butcherblock Mountains without something besides cloth on their backs.

[5] Irontoe's Eats

Tumpy Irontoe (*male dwarf, Com 2/Exp 6, ON; Kaladim Merchants, Kaladim Citizens*) has the finest selection of foods in Kaladim. Importing wines, fruits, nuts, grains, and wheat from all over Faydark, Tumpy has become the master of obtaining exotic concoctions from all over Norrath. He also takes specialty orders, and makes every effort to fill them promptly.

[6] Stormpenner Central

This building is new, having been built by the Stonepenner family some 10 years ago. Delicately bearded Marsha Stonepenner (*female dwarf, Com 7/Exp 2, N; Kaladim Citizens*), owner and operator, has taken it upon herself to document and record the current events and newsworthy items of Kaladim each week, in what she calls the "Stormpenner Slab."

At dawn on the first day of each week, Marsha presents a finished stone slab, with the past week's news chiseled neatly onto it, outside of her workshop for all to see. She has on occasion managed to draw quite a crowd with her renditions of Kaladim's gossip. Calling herself a "friend to truth," she has clashed with the Council of Thanes more than once, as her stories tend to report actual truth instead of royal rhetoric.

Marsha Stormpenner is willing to pay (amount dictated by GM's discretion) for unique and newsworthy information regarding Kaladim.

[7] Norkhitter Mining Supplies

Bloarn Norkhitter (*male dwarf, Com 5, OG; Kaladim Merchants, Kazon Stormhammer*) runs this supply store, which can outfit most anyone with the proper tools to begin their mining adventures. Picks, shovels, hammers, and the like are all sold here. Custom-made mining carts (for which Bloarn subcontracts skilled wainwrights) can also be specially ordered.

[8] Everhot Forge

The smithing house, the largest in Kaladim, is run by Master Smith Trantor Everhot (*male dwarf, Ari 2/Exp 16, ON; Trade Skill (smithing) +28; Kazon Stormhammer, Kaladim Citizens*), nephew to the powerful Thane Everhot. Claiming ancestry back to the time of King Gimzor Fireforge, the Everhot Forge is also the finest, albeit the most expensive forge works in all of Kaladim. It is rumored that in matters of arms and armor, King Kazon himself trusts only the work of the noble but moody Trantor.

[9] Gurtha's Wares

Gurtha's Wares is the biggest storehouse in the city. This general store sells virtually everything one could think of in terms of adventuring goods and paraphernalia. The prices are a little cheaper here than at other, smaller, more general warehouses. Gurtha (*male dwarf, Com 9, ON; Kaladim Merchants, Kaladim Citizens*) has dominated the "traveler's supply" business for almost fifty years. Gurtha also has a good selection of pottery supplies.

[10] The Staff and the Spear

This smithing house is run by a minor member of the Stormhammer Clan, Master Smith Didek Stormhammer (*male dwarf, Exp 14, ON; Kazon Stormhammer, Kaladim Merchants*), with the able assistance of his daughter Alanury (*female dwarf, Exp 8, N; Kazon Stormhammer, Kaladim Merchants*). The second-oldest metalcrafting shop in Kaladim, this place has been supplying Kaladim with its fine wares for almost as long as the Everhot Forge.

[11] Jestands' Tavern

Founy Jestands, a relatively short, wiry dwarf, runs the rogue guild house from this (seemingly) austere and modest house, which doubles as a tavern among some of the less reputable dwarves of the city. While Founy's "tavern" itself seems a mere hole in the wall, those few in the know speak in whispered voices of the activities that sometimes take place in the basement below.

Founy Jestands, Rogue Guildmaster, Male Dwarf, Rog 23: CR 23; SZ Small humanoid (dwarf); HD 23d8+69; hp 180; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 [flat-footed 21, touch 16] (+1 size, +5 Dex, +5 armor); BAB +18; Grap +16; Atk +29 melee (1d4+8, crit 19–20, *Sebilite croaking dirk*) or +26 ranged (1d6+4, crit 19–20/x4, 90 ft., *runed oak bow*); Full Atk +29/+26/+23/+20/+17 melee (1d4+8, crit 19–20, *Sebilite croaking dirk*) and +21 melee (1d3+4, crit 19–20, *Combine dagger*), or +26/+23/+20/+17/+14 ranged (1d6+4, crit 19–20/x4, 90 ft., *runed oak bow*); SA backstab +7d6 (+8d6 with *dirk*), disciplines (Counterattack, Deadeye), rogue ability (chaotic stab); SQ dwarf traits, evasion, infravision, rogue abilities (improved evasion, poison expert, uncanny dodge), sense traps; Res AR 1, CR 5, DR 2, ER 3, FR 3, MR 6, PR 7, SoR 1; AL DG; Fac Miner's Guild 628, Kaladim Merchants; SV Fort +10, Ref +18, Will +7; Str 14 (13), Dex 20 (19), Con 16, Int 12, Wis 11, Cha 10 (9).

Skills: Alcohol Tolerance +7, Appraise +5, Balance +12, Bluff +8, Climb +11, Diplomacy +8, Disable Device +19, Escape Artist +8, Gather Information +7, Hide +32, Jump +6, Knowledge (local lore [Kaladim]) +7, Knowledge (street smarts) +6, Listen +13, Pick Lock +16, Safe Fall +10, Search +14, Sense Heading +6, Sneak +22, Spot +16, Taunt +11, Trade Skill (poison making) +13, Tumble +12, Use Rope +9.

Languages: Dwarf (4), Common (4), Thieves' Cant (4).

Feats: Double Attack, Dual Wield, Improved Initiative, Parry, Riposte, Weapon Finesse (dagger), Weapon Focus (dagger), Weapon Specialization (dagger).

Possessions: Armor of night, Sebilite croaking dirk, Combine dagger, runed oak bow, 12 arrows, *wolf-hide sleeves, ruffian gloves, thieves' tools +5, needleflux* poison (injury suspension; 2 doses), *stein of the stalwart,* 150 pp, 40 gp.

Quest: Goblin Beads

Faction: Kaladim Merchants (+0 rank) or Miner's Guild 628 (+0 rank).

NPC: Founy Jestands.

CR: 1–7.

Reward: +1 faction rank with Kaladim Merchants if this quest is completed twice (maximum +2 from this quest); +1 faction rank with the Miner's Guild 628 if this quest is completed thrice (maximum +2 from this quest); 2d8 gp. If the quest is completed more than 3 times, Foung rewards the party with 1d4 gems (worth 1d10 gp each).

Consequence: –1 faction rank with the Butcherblock Goblins.

Quest Summary: Though he is a friendly mentor for dwarven rogues, Founy Jestands often sends non-dwarf rogues off on very perilous tasks; however, this particular quest can benefit even outsiders. Jestands offers gold to those who prove their usefulness and loyalty to the dwarves' rogue guild and to the merchants of Kaladim by bringing him a set of goblin warbeads (commonly found on goblin warriors throughout the Butcherblock range).

Consider this quest completed once for every set of warbeads returned to Foung.

[12] Rockfinder's Trinkets

Baldoleky Rockfinder (*female dwarf, Com 5/Exp 5, ON; Trade Skill (jewelcraft) +17; Kaladim Merchants*) — no relation to the prestigious local Rockfinder Clan — has set up shop out of her home here in the Common Sector. She and her two young children moved to Kaladim from a northern settlement only a few years ago after Baldoleky's husband, Durni, perished in a rock fall while prospecting. Given her current financial situation, Baldoleky cannot yet afford to open a proper shop in the Crafting Sector; she pays a small annual tithe to the Council that allows her to sell jewelry out of her home here.

A prospective thief would find only a few bars of copper, electrum, and silver here, along with a relatively poor display of semi-precious stones (none worth more than 15 gp). Given her great skill, though, Baldoleky manages to craft beautiful pieces even from such poor materials. Her tools for gemcutting and jewelry crafting are easily seen on a set of countertops in the back room, where Baldoleky does all of her work (by commission only).

[13] The Underfoot Cathedral

This enormous building stands in the northern area of Kaladim. Run by High Priestess Ghalea (*female dwarf, Ari 1/Clr 26, ON; Clerics of Underfoot, Paladins of Underfoot*), the Underfoot Cathedral has long been a landmark within Kaladim's stone walls. The Cathedral is the primary church in Kaladim, where the majority of the city's clerics and holy people reside and perform their duties to Brell Serilis.

The building itself is fashioned from the surrounding rock (like most buildings in Kaladim). It has eight sides, with the entrance facing southward. Near the entrance, the pillars reach nearly to the top of the grand cavern, and each groove is inlaid with gold and silver. The windows were once plain, empty frames, but they are now filled with beautiful stained glass — a gift from the elves of Felwithe some 200 years ago — in the form images of dwarves toiling with anvil and hammer.

[14] The Underfoot Courtyard

This courtyard is utilized in training both paladins and clerics in the ways of holy combat. The courtyard is also sometimes used during festivals and sermons (depending on the wishes of the high priest or priestess).

[15] Underfoot Hall

Lord Brenthalion Aleslammer (*male dwarf, Pal 24, OG; Sense Motive +25; Paladins of Underfoot, Clerics of Underfoot, Kazon Stormhammer*) is the leader of the paladins' guild in Kaladim. Underfoot Hall is located next to the Cathedral, with underground passageways connecting the two. Created a short time after the church, the Hall is nonetheless every bit as glorious as its predecessor. Inside, tapestries fashioned as gifts to the dwarves by the Koada'Dal line the walls, each beautifully woven with images of the

dwarves upon them: some depict crafting scenes, while others show victorious battles against the ogres and goblins.

Quest: Goblin Ears

Faction: Paladins of Underfoot (+0 rank).

NPC: Brenthalion Aleslammer.

CR: 3–6.

Reward: +1 faction rank with the Paladins of Underfoot if this quest is completed four times (max +2 rank from this quest); 1 gold piece.

Consequence: –1 faction rank with the Butcherblock Goblins.

Quest Summary: Lord Aleslammer has a standing offer to pay a gold piece for every Butcherblock goblin ear brought to him (while only left ears are generally counted, he sometimes accepts a right ear if the left is claimed to have been missing—but note Brenthalion's Sense Motive skill bonus). Consider this quest completed once for every goblin ear brought to Brenthalion.

[16] Kaladim Graveyard

Here are the dwarven dead of Kaladim laid to rest. A gate greets those who enter the graveyard, with the "Hymn of the Underfoot" carved into the space above the entryway. On the surface of the graveyard are many monuments and stones carved in dedication to lost loved ones. A passage leads down under each monument, into the rock of the mountain, to where the bodies of the dead are placed in family crypts.

In the past, there were no such common tombs here: When a dwarf died, regardless of creed or stature, his or her remains were placed alone in a fitting tomb, made possible with an honorarium from the royal coffers if such was required. The burgeoning population makes this practice impossible these days. Common family tombs have been in place for several centuries now, and even stricter measures may soon have to be adopted, lest dwarves find no burial except outside of their beloved Kaladim.

[17] Thanes' Council Hall

This large stone manor is where the various clan thanes of Kaladim (led by the five thanes of the Great Clans) assemble to work out important civic matters. It is also here that trials are conducted. Two trial areas exist, a public area and a non-public one. Public trials are more usual, but in some cases the king's justice calls for quick, quiet, and expedient judgment (and punishment).

[18] Kaladim Keep

The first portion of the royal palace is surrounded by water, with a drawbridge linking the dry land to the entrance. The drawbridge is lifted only during invasion or some other time of trouble, so it has not been lifted since the attack of the armies under the command of the ogre warlord Orduk, when Dagnor II was king. The barbican is now lined with supplies and barrels. The chains for the bridge and portcullis, however, are well-oiled and tested once a week to make sure they can still withstand the weight of their labors after all this time.

King Kazon Stormhammer (*male dwarf, Ari 8/War 8/Pal 8, OG; Kazon Stormhammer, Paladins of Underfoot, Clerics of Underfoot, Kaladim Citizens*), his immediate family, his closest advisors, and a multitude of servants all reside within this huge stone structure. The captain of the Royal Guard, Haendar Fireforge (*male dwarf, War 21, ON; Kazon Stormhammer*), also dwells in the keep.

The king's court also currently hosts an emissary from Ak'Anon, Sir Oivax (see below), a mage of stout repute who is purportedly a close personal friend to the gnome regent. Oivax and his brother Sparklies (*male gnome, Ari 3/Enc 14, N; King Ak'Anon, Eldritch Collective*) came to Kaladim some time ago as ambassadors. The two claim to have been the only ambassadors from Ak'Anon ever allowed to enter and subsequently depart Ogguk freely, thus earning the honorific "Gnomiesnack." Sparklies, however, known to be an enchanter of some skill, has recently disappeared; he was last seen in the mines beneath the city.

One other courtier is also worthy of note: A young noble of Clan Flinthammer, Sir Dortag (see below) has been taken on as a knight in service to King Kazon. This belligerent young warrior is ever graceful and smooth in front of his peers and betters, but the servants report that he is quite otherwise when they find him alone. Always, he keeps a watchful eye on the happenings of King Kazon's court in hopes that one day his family may ascend to the throne.

Sir Oivax "Gnomiesnack," Male Gnome, Ari 7/Mag 10: CR 16; SZ Small humanoid (gnome); HD 7d8 plus 10d4; hp 62; Init +2 (Dex); Spd 20 ft.; AC 18 [flat-footed 16, touch 13] (+1 size, +2 Dex, +5 armor); BAB +10; Grap +4; Atk +11 melee (1d6, *rod of oblations*); Full Atk +11/+7/+3 melee (1d6, *rod of oblations*); SA spells; SQ gnome traits, greater magic (mend companion), infravision, +1 on acid, cold, and fire saves; Res AR 4, CR 4, DR 2, FR 4, MR 5, PR 3; AL DG; Fac King Ak'Anon, Eldritch Collective; SV Fort +5, Ref +7, Will +13; Str 6 (5), Dex 14, Con 10 (9), Int 26 (23), Wis 13 (12), Cha 15.

Skills: Balance +3, Channeling +14, Climb +4, Diplomacy +20, Disable Device +13, Disguise +8, Forgery +14, Handle Animal +7, Heal +9, Hide +8, Knowledge (history) +12, Knowledge (local lore [Faydwer]) +17, Knowledge (mysticism) +14, Knowledge (peerage) +16, Knowledge (planar travel) +12, Meditation +26, Perform (oratory) +7, Read Lips +14, Ride +4, Sense Heading +4, Sense Motive +9, Sneak +6, Spellcraft +16, Spot +3, Trade Skill (tinkering) +12.

Languages: Gnomish (4), Common (4), Dwarf (4), Elvish (3).

Feats: Quicken Spell, School Specialization (conjuration), Silent Spell.

Magician Spells Usually Prepared (mana cost): *Eye of Zomm* (5), *gate* (12), *invisibility* (5), *minor summoning: air* (27), *phantom leather* (10), *renew elements* (4), *see invisible* (4), *shock of flame* (12). Save DC 18 + spell level.

Mana Pool: 170.

Possessions: *+3 raw silk robe, rod of oblations, braided cinch cord, prosthetic legs, Jilleo's bracelet, imbued deity of Brell Serilis*, bottle of *elven wine*, 3 *crackstems*, 120 gp, 1 fire opal (570 gp), Words of Dominion, spellbook, spell component pouch.

Sir Oivax (buffed with *phantom leather* and *shield of fire*): SQ damage reduction 4/–, damage shield [fire] (2), fast healing (1 hp/10 mins.), +2 on fire saves; Res FR 8.

Sir Dortag Flinthammer, Male Dwarf, Ari 3/War 13: CR 15; SZ Small humanoid (dwarf); HD 3d8+9 plus 13d12+39; hp 143; Init +1 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 20 [flatfooted 19, touch 12] (+1 size, +1 Dex, +8 armor); BAB +15; Grap +15; Atk +24 melee (1d8+11 plus 1d4 cold proc [DC 20], crit x3, *+3 velium battleaxe*) or +18 ranged (1d6+7, 10 ft., *+1/+3 throwing axe*); Full Atk +24/+20/+16/+12 melee (1d8+11 plus 1d4 cold proc [DC 20], crit x3, *+3 velium battleaxe*); SQ berserking, damage reduction 5/+1, dwarf traits, infravision, Taunt bonus +4, +2 on cold saves; Res CR 9, DR 2, FR 3, MR 7, PR 5; AL DN; Fac Stormguard; SV Fort +12, Ref +6, Will +10; Str 18, Dex 12, Con 16, Int 8, Wis 16, Cha 6.

Skills: Alcohol Tolerance +10, Climb +3, Diplomacy +4, Gather Information +1, Intimidate +10, Knowledge (warcraft) +5, Search –1 (+1 involving stonework), Sense Heading +9, Spot +6, Swim +7 (weight modifiers not inc.), Taunt +9.

Languages: Dwarf (4), Common (4).

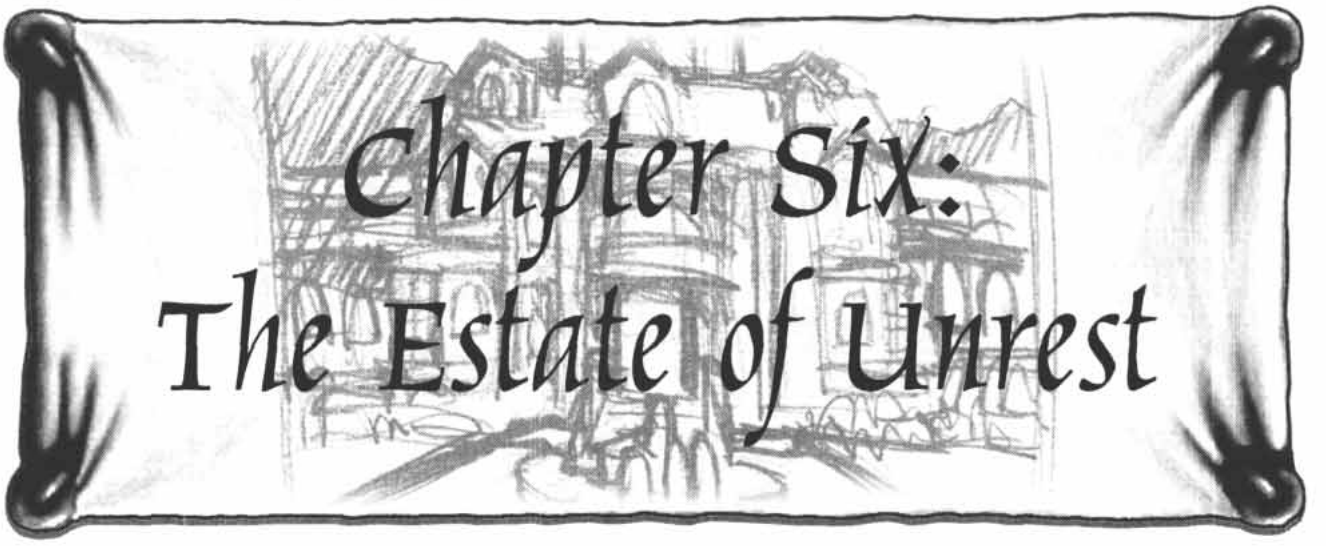
Feats: Brutish, Double Attack, Endurance, Parry, Power Attack, Toughened, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +3 chainmail of invulnerability, +3 velium battleaxe, +1/+3 throwing axe, cloak of the ice bear, Flinthammer signet ring (grants disease, magic, and poison resistance [2]), *stein of the Underfoot*, flask of *Underfoot brown*, 50 gp.

[19] Prisoner Barracks

Note: This location is found on the "Mines of Kaladim" map.

Kaladim's convicted criminals are kept here whenever they are not forcibly mining the rock beneath the city. While the Kaladim mines are known throughout Faydwer as the most laborious and grueling of sentences, the prisoners kept here are surprisingly well treated — they are prisoners in no uncertain terms, but they are allowed to retain their dignity and self-respect. The dwarves, known for their steadfast honor and inflexibility, believe that only through hard work and pure living can one redeem any wrongdoings severe enough to warrant a prisoner's place in the mines.



Chapter Six: The Estate of Unrest

At the southwest tip of Faydwer, below the rocky cliffs of Dagnor's Cauldron, perches a singular stretch of land. This area has lush plants all around, and a grand estate with an impressive manor house stands at its center. Once, this estate was the home of a kindly priest and his family, but it was so badly desecrated that now none (or at least few) but the undead tarry here. Originally known as the "Kindly Estate" or "Sanctuary," today the place bears only one frightful name — the Estate of Unrest.

History

Where the Kindly Estate eventually came to stand there was once nothing but sea. At that time, the pool that would later be known as Dagnor's Cauldron was vaguely triangular in shape, with the base of the triangle not closed off but open to the sea. In time, due to the actions of the dwarves, the mountains beside the pool were brought tumbling down so that a new strip of land stretched across the bottom end of the pool, dividing it from the ocean to the southwest and setting it into the rough teardrop shape it still bears today.

For many decades, this new piece of land lay untouched. The dwarves had retreated back to their mountain fastness and wanted no part of the area they had devastated so badly, and the kedge were no more, their last survivor hidden deep within his landlocked keep. Gradually, though, creatures began to travel along the southwest edge of the pool. Because of the violence with which the land had been created, soil and rock had been churned about and, surprisingly, the area proved fertile. Within a few years it was teeming with all manner of plants, including fruits and grains, and the nearby gnolls and orcs saw this and decided to claim it. They fought over the land, each tribe warring for dominance.

Then a man came from beyond the waters, a priest of Quellious called Ayernosh. The man wished to spread the peace of his goddess, and when he saw the turmoil here he decided that this was the place where he could make a difference. He settled the land and began to build a temple.

At first, the local humanoid tribes laughed at the newcomer but largely ignored him, being too busy fighting their pitched battles against one another. Then, as they saw the walls of his compound go up, they became more concerned. They began to threaten him, sure that no mere man would dare stand against them. Yet Ayernosh was no ordinary man: He was incontestable in his faith, and gentle Quellious smiled upon him, keeping him from harm.

After the temple was finished, creatures began to approach, hesitantly at first, often secretly, but then in greater numbers. Soon orcs and gnolls and others were knocking openly on the door and asking to be admitted. The priest welcomed all, and tutored them on how to work together. Though he was unable to establish a lasting truce between the gnolls and the orcs, Ayernosh did keep the area around his temple calm and peaceful, and he did manage to bring some of the warlike folk to the view that not everything could be solved with hatred and fear — a rare and remarkable accomplishment indeed.

After Ayernosh finally died of old age, his temple was left alone by the humanoid tribes out of respect, until eventually the wooden structure crumbled away of its own accord and its rotted remains nurtured the plants all around it.

A New Beginning

Several centuries after Ayernosh's death, another priest of Quellious arrived on Faydwer's southern shore. This man, a noble named Frederic Wilhavyn, brought his entire family with him. He came in search of the shrine of Ayernosh, whose legend had reached other temples in other lands, and after many months of searching Wilhavyn finally located the ruins of his predecessor's holy place. Looking around at the lush grounds, Wilhavyn admired his predecessor's choice and dedicated himself at once to following in Ayernosh's footsteps. Like Ayernosh, he hoped to teach the local races how to live together without war or strife. But a temple alone would not be enough.

Instead, Wilhavyn paced out a large estate, and at its center he constructed an impressive manor house, his family chapel sitting directly upon the foundations of Ayernosh's fallen shrine. This estate, like its precursor, was open to any in need, and was protected from harm by a mighty talisman Ayernosh had crafted, which Wilhavyn called the *Hearthstone of Gentle Dissuasion*. In time, many sought out the estate for shelter or healing, and all manner of creatures lived together there in peace.

But not everyone admired Wilhavyn's actions or his faith. Some wished to see him destroyed and all his good works undone. Chief among these enemies was the mighty lich Tintragen, who desired the estate for himself and who preferred chaos and bloodshed to peace and tranquility. More than once he pitted his might against Wilhavyn, but each time the gentle power of Quellious, not to mention the estate's newer residents, came to the holy man's aid. Tintragen was unable to enter the estate himself, for the *Hearthstone* blocked any whose heart harbored ill will toward the master of the estate and his charges.

Then Tintragen hit upon a plan. He waylaid a lone traveler, an itinerant dwarf called Garanel. The foul lich possessed the dwarf, displacing his spirit and taking up residence in the small but fierce warrior's frame. Then he approached Wilhavyn's estate, pleading for aid. The cleric's followers took the wounded dwarf in, and the *Hearthstone* let him pass — for indeed, within *Garanel's* heart there was no malice toward any on the estate. The evil spirit controlling the dwarf's body had other plans.

Once inside, Tintragen waited until nightfall. Then, leaving his cot in the infirmary, he crept, in his dwarven body, into the family quarters. The Wilhavyn family slept secure in the belief that no harm could befall them on their sanctified ground. The lich slaughtered every last one of them. On their bodies he performed foul rituals and atrocities, dragging their heads into the family chapel and staining the walls with their blood. The chapel and the manor were desecrated, and with the cleric's death the *Hearthstone's* wards fell as well, opening the way for Tintragen's followers to enter.

The Goddess's Reprisal

Wilhavyn had been a pious, gentle man and a devout follower of Quellious, and the goddess was outraged by this act of defilement. Looking down and seeing the carnage, she drove back the foul creatures invading the estate, but in her anguish she did not read the signs properly — seeing only a murderous dwarf at the root of the slaughter, she smote the poor creature at once. Moreover, she decreed that his mere death was insufficient to atone for such a crime: The murderer of her favored priest would be bound to the estate for all time, unable to depart the property, unable to rest. Since the grounds were already profaned, she withdrew her divine protection from the land, and it became so unwholesome that only the vilest of creatures — or those already beyond death — would ever choose to reside there.

When Garanel's body died, his soul was consigned to lifeless existence as a ghost; Tintragen, at the same time, was trapped within the dwarf's walking corpse, his powers dramatically reduced. However, the lich knew that once he returned to his own form he would regain his full powers — he was already undead, so the goddess's blow had done little to hinder him, really. And then, fully restored and with the cleric out of his way, Tintragen could sweep across all Faydwer if he wished, conquering the entire continent.

But he failed to reckon on the legendary anger of the dwarves.

Garanel had not been a good man, necessarily, but neither was he evil, and he was a lawful soul at heart. The acts Tintragen had committed with his body sickened the dwarf, but, worse, the goddess's punishment struck him as unfair. The lich was wholly to blame for the catastrophe, and should be the only one doomed for it. The dwarf's spirit raged with righteous indignation in its confinement. Garanel was now a ghost, without a physical form of his own, and he was unable to reclaim his body as long as the lich occupied it. Yet he could still influence others.

Dominating several of the lich's more weak-willed servants, Garanel took the first steps toward his own terrible revenge. When Tintragen returned to his base to reenter his own body, he found, to his great dismay, that it was no longer there.

The Recent Past

Since that time, ghost and lich have waged ceaseless war upon one another. Tintragen wishes to find and reclaim his own form, and with it his full powers. Garanel wants only to cause the lich to suffer as greatly as he has suffered, impugned and wronged as he has been — taking back his own body would be ideal. Either way, the ghostly dwarf hopes to prove to Quellious that he was an unwilling pawn in the Wilhavyn murders, and should thus be allowed to move on to the afterlife.

Both sides in this ongoing battle have gathered various forces, and the undead on the estate are divided almost evenly between the two camps. Ghost and lich also seek new recruits for their armies, which they draw from among those foolish enough to enter the place and be slain, for such victims are then reanimated by the dark curse of the estate. And, of course, both still search for the *Hearthstone*, which would most likely give the possessor a decided advantage.

The only intelligent *living* creatures who reside on the estate for any length of time are a cabal of gnome necromancers from the Dark Reflection. For these spellcasters, the estate is a beautiful place filled with creatures they can raise and control as they wish. Currently, only one gnome named Khrix Fritchoff lives here. He and his allies are not the worst interlopers to have dwelt here, though.

Another necromancer, a dark elf known only as "the Grim," visited the estate several decades ago. Seeing the evil loosed upon the grounds and sensing the fear its inhabitants might spread, the Grim felt this was a perfect place to dedicate to his own master — for he was no worshipper of Innoruuk, but a convert to Cazic-Thule, God of Fear. As part of his ritual, the Teir'Dal dug up all the bodies in the graveyard (except for that of the estate's original priest, Ayernosh, which the Grim was unable to touch) and reanimated them as zombies. Then the Grim sacrificed himself in the chapel, desecrating it a second time but also consecrating it to his dark lord.

Cazic-Thule was surpassingly pleased by this act — and delighted also by the not-entirely-just curse Quellious had already placed here — so he added his own power to her edict, increasing its strength, so that now the estate not only transforms any who die there into undead, but actually draws other evil and undead creatures toward it.

Slowly but surely, the estate's influence is creeping out into the lands beyond, and if it is not stopped, it could eventually draw every undead creature on the continent to its clutches. Though Quellious has recently become aware of Cazic-Thule's actions with respect to the Wilhavyn

estate, she is still angry about what occurred in the chapel — the moods of deities are notoriously lengthy — and has not yet bothered to review the events that transpired here just a few generations ago, nor to block the actions of the Faceless.

Geography

All around the Estate of Unrest the land is rocky, for it was formed from the crashing descent of the surrounding mountains. When Brell's Avalanche sealed off the great pool nearby, tons of stone filled in the gap. A great mass of dirt was also churned up by the landslide, but it happens that, of all the peninsula, the location upon which the estate rests is the only area that received enough soil for trees and plants to grow in abundance. The ground here has not changed in the intervening years — if anything, it has become richer from tilling over the decades during which workers from the Kindly Estate and the subsequent Wilhavyn Estate farmed the surrounding land.

The estate faces north, and in that direction as well as along its sides it is surrounded by tall cliffs. These form natural walls higher than any man could build, and the estate workers simply smoothed the cliffs along the interior to form a more even surface. The rear of the estate, lying closest to the sea, slopes downward slightly, and this area has no towering rock. However, over time the workers quarried stone from the other sides and built a tall wall here, fully 20 feet high and 6 feet thick.

Within its four walls (three natural and one constructed), the estate resembles a rectangle with faceted corners, being wider than it is tall. The ground is roughly level, and someone armed with a shovel could easily dig down 10 feet or more before hitting any stone. Long ago, the priest Ayernosh brought some order to the area, trimming back the wild trees and planting new saplings in orderly groves.

After his death, the plants grew wild again, so that by the time the Wilhavyns arrived the area resembled a jungle with its thick foliage and hanging vines. They once again uprooted everything and smoothed the grounds, replanting from scratch and creating neat gardens. The only part they did not tear up was the thicket toward the south, which they cut paths into, transforming it into a proper hedge-maze.

The estate currently does not have any visible streams or rivers, but it does possess two pools, a fountain, and even a small waterfall. These are all fed by underground streams from the mountains around them, and they are fresh water bodies rather than the salt water of the nearby Cauldron or the Ocean.

Climate

Before its desecration, the estate was pleasantly cool, with that crisp tang to the air that comes from proximity to the ocean. Breezes often wafted over the land, and though the air was filled with moisture, the cooler temperature kept the humidity from being unpleasant. Sunlight beat down upon the foliage, and trees provided welcome shade.

All that changed after the Wilhavyns died. Part of Quellious' curse was to shroud the estate in fog and clouds, so that today no sunlight ever reaches the ground. The temperature turned from pleasantly cool to uncomfortably chill, and the salt tang was replaced by the rank, sickly sweet smell of rotting flesh. Visibility is low, even for those with infravision, and the fog often plays tricks upon the eyes. The moisture also seemed to increase — clothing is always damp, skin always clammy, and metal always on the verge of rusting. The wind no longer touches this land, and instead it seems as still as a tomb, the air heavy and stale. Yet sound travels well, often amplified or echoed by the fog, and the estate is never silent, for somewhere on its grounds one or more of the tormented dead are always howling their anguish.

Cazic-Thule immediately admired the place's atmosphere, and added only a single touch of his own: He allowed sunlight to pierce the clouds and fog, but only in random patches. Far from illuminating the grounds, this merely created shifting shadows where before there was only pitch darkness. The shadows seem to move on their own, with no fixed relationship to the position of the light, and this makes it hard to gauge distance, direction, or size. These beams of sunlight also add an unsettling luminescence to the fog, and its almost animate tendrils seem to glow as they drift across the grounds.

Many of the estate's trees died from the lack of sun, but vines and weeds have flourished, as have all manner of mushrooms and fungi. A few hardy trees have survived but have grown wan and sickly, while those that fell simply provided more nutrients for the twisted and ungainly plants that took their place. Much of the estate is a tangle now, and roots and vines always catch at clothes, feet, elbows, and weapons alike. The unwary often find themselves sprawling, and even careful travelers might trip every few minutes, unable to see the plants and roots blocking their way in the foggy gloom.

Entrances

The only obvious entrance to the estate is from the south. Among the cliffs that surround Dagnor's Cauldron is a narrow passageway, a winding gorge of sorts that wends its way between two upthrust slabs of rock and eventually leads directly into the hollow occupied by the estate. To the sides of this passage, the rock rears up more than 100 feet in most places, and is a collection of jagged spires rather than flat, smooth planes; few could enter over the top of the rocks, at least not without magical aid or a pair of wings. Here, at the end of the passage, a 20-foot-high wall with a heavy wooden gate rises (see "Geography," above). It is possible to climb this wall, though it is slippery with rotting vines and fungus.

A second entrance does exist, however. Along the east side of the estate is a small waterfall, where the water drips down from several pools in the rock. Below this waterfall is a grotto, whose water empties out through a natural channel and flows further south, along a tortuous route to the ocean. A small creature, such as a halfling or a gnome, could fit through this passage, though he would have to be careful — the water moves swiftly down this pipe, and it would be almost impossible to get additional air along the way.

Several underground streams out of the mountains feed the pools and fountains along the estate's front entrance. No one has ever found the source of these streams, but if a traveler could locate them, it might conceivably be possible to swim along the stream and emerge in one of these basins.

There is no guarantee, however, that the streams are wide enough to accommodate a traveler, nor that a swimmer would find any air before surfacing in the pools.

Defenses

Considering that it is a place built to promulgate peace and harmony, the estate is impressively well defended. The cliffs on three sides would deter any but the bravest — or most foolish — of climbers. The only entrance is reached through a narrow corridor, too tight and too twisted for more than a handful to pass through at one time. After the last turn, the corridor widens, so guards placed within the estate would have a clear shot at anyone approaching, and intruders would have little time to regroup before being struck down by arrows. Finally, the wall to the south is high and thick, and too slick to be climbed easily (Climb DC 22).

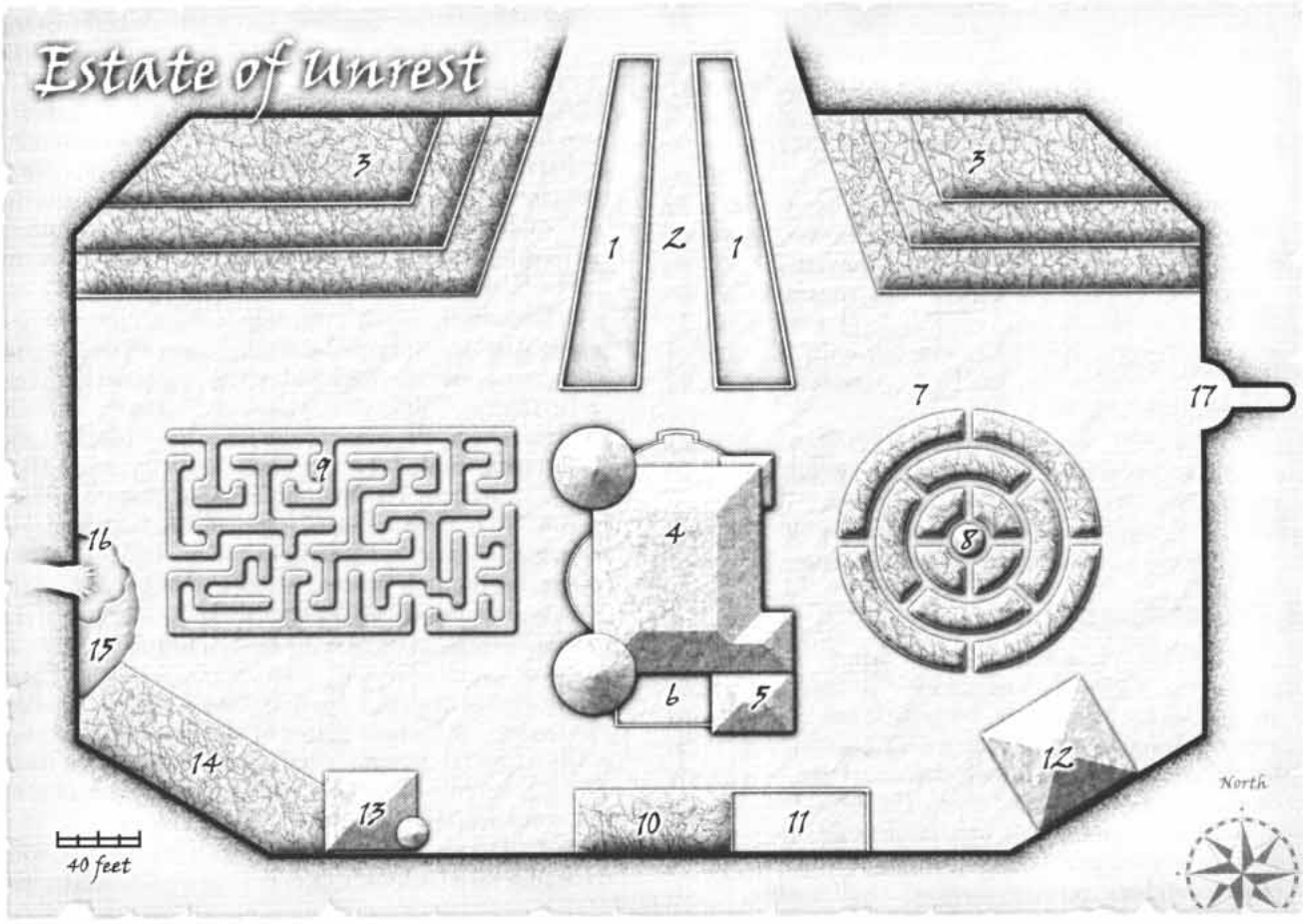
Beyond its natural defenses and the one wall, however, the estate has no defenses. It was intended as a sanctuary for any who approached with good intent, so guards were never posted around the grounds. The *Hearthstone* made more mundane defenses largely unnecessary, for it magically blocked the entrance to anyone who approached with ill intent toward the owner (Wilhavyn and his family).

The *Hearthstone* is no longer active, but in its place there is another force: Quellious' curse, enhanced and altered by Cazic-Thule's contribution, has laid a palpable miasma of evil about the entire estate. The land here, and everything on it, feels dark, heavy, cold, and... *wrong*. Good and neutral creatures find the area uncomfortable, and get frequent chills down their spines. Seasoned adventurers might tough it out, but most other travelers are almost sure to retreat. Evil creatures are not affected, and those who deal in death (such as necromancers) actually seem to rather enjoy the sensation.

In game terms, this effect functions as follows: All creatures of non-evil alignment must make a Will save (DC 19, +1 per consecutive day spent here) upon entering the estate or be *shaken* for the duration of their time spent here. The creature must make another Will save every 24 hours to shake off this effect, but the save becomes more difficult over time (as noted above). A creature that leaves the estate for at least 24 hours and then returns must save anew, but the DC "resets" to 19 each time this occurs.

Inhabitants

Most of the creatures currently within the Estate of Unrest are undead. All manner of the dead wander these grounds, ranging from zombies to skeletons to jack-o-lanterns and ghouls. The weaker and more simple-minded creatures are generally found on the grounds themselves, while more powerful and intelligent undead are usually inside the various structures. There are some living inhabitants, such as death beetles, which feed on death and decay; werebats, evil shapechangers drawn to the miasma of the locale; various terrors, which also enjoy the dark and dank atmosphere; lesser blade fiends (see Appendix 1) sent by Cazic-Thule; the Herald of Mischief (Appendix 1), who is simply watching events unfold; every so often, a willowisp (see "Spiritling" in ***Monsters of Norrath***) or two; and the few necromancers or death priests, if any, in residence.



One very unsettling aspect of the estate is that it is constantly gaining new inhabitants. Not only do those who die here become undead themselves (unless protected by a priest or directly shielded by their deity), but new undead arrive regularly from beyond the corridor. Those not strong enough to resist its pull and not already bound to some other location shamble many miles to the estate. Once here, undead never leave the grounds — they may wander as far as the northern end of the corridor, near the Cauldron, but they won't go any further. The only nearby undead apparently immune to the estate's influence are the "undertow skeletons" in Dagnor's Cauldron, which never cross the submerged rocks there known as the Stepping Stones.

The Estate Grounds

Several areas of note within the Estate of Unrest are discussed here, and the manor itself is detailed later in the chapter. Unnumbered areas of the estate are collectively known as "the grounds" — open land, though covered with weeds, vines, and various small bushes. Death beetles scuttle through the undergrowth, and zombies, mummies, skeletons, and the crazed dead (see Appendix 1) can often be found ambling about in search of victims. Ghouls of all types are also common. Most of the other creatures have their favorite locations, however, or hide in or near one of the buildings in particular.

1. Gazing Pools

The first thing most travelers notice upon rounding the final corner of the corridor from the Cauldron is the gazing pools. These long, shallow pools run along either side of the estate's northern outer yard. The pools are only 4 feet deep, but nearly 150 feet long. Because the grounds widen as they approach the manor, the pools are tapered, ranging from 20 feet across at the far end to 40 feet wide at the end nearest the manor.

These pools are fed by underground streams, and their water remains clear and fresh despite the curse. Of course, their clarity allows people to easily see the many bones and other items lying at the bottom. The streams trickle in through narrow channels near the pools' northern ends, along the outside edge of each. These channels are no more than a foot square, far too small for any creature larger than Tiny to enter or exit.

Most of the items in the gazing pools have long since rotted away, now mere shreds of leather, wood, and rusted metal. One item of note is intact, however, lying at the bottom of the western pool about halfway down its length — it is the famous lost *aqua rod* (see Appendix 2).

2. Front Fountain

Two-thirds of the way along the length of the gazing pools stands a wide, shallow, water-filled basin set into the ground. The solid stone of the ground has been chiseled away, creating a lip roughly a foot deep. Into this depression has been set an extraordinarily decorative urn, apparently of bronze, that rises 4 feet above the ground, its surface meticulously carved with images of vines and trees — which even have tiny fruits identifiable as apples, pears, peaches, and oranges upon them — as well as a beach with waves and all manner of animals and people, all living in harmony.

The urn was at one time a lovely fountain, its top trickling water gently down into the basin the way droplets fall from a tree during a heavy rain. Visitors to the Wilhavyn Estate could take their ease here, dipping their feet into the basin while looking down the length of the gazing pools and watching those who were just entering or leaving or who were wandering the grounds.

However, the fountain no longer functions properly. Water still flows into the basin, supplied by the same streams as the gazing pools, but now the water simply dribbles from various holes in the urn or seeps out from its base. Minute holes in the basin's rim let the water drain away again so that, like the pools, the fountain is still clear and clean, its water fresh and good to drink.

Only a few bones remain here now, but wedged into the base of the urn just below the water level (Search DC 18) is a *+1 Small throwing axe of returning*. (It must have gotten stuck there as its owner tried to hurl it at something.) A few coins and gems (25 gp value, in various denominations) also litter the bottom of the pool; these can be found with a Search check (DC 12).

Creatures often linger about the fountain, peering through the branches of the rough undergrowth in the area. From here they can easily see anyone walking toward them from the north long before those visitors might notice them. Dark-bone and barbed-bone skeletons are particularly fond of this tactic.

3. Terraced Gardens

Just within the estate proper, on either side of the gazing pools, the ground rises up in great flat steps. These are the terraced gardens. Each level is 2 feet above the last, and in total there are three raised levels on either side. Originally, each terrace held flowers and bushes, each carefully tended so that it did not block its neighbors. In this way the plants presented the same stair-step formation as the terraces, and all the foliage could get enough light and water and attention easily. Many of these bushes produced fruit, and the top level had trees instead, mainly apple and orange.

Unfortunately, as with the other foliage, most of these plants have long since died and weeds have replaced them. The terraces are now thick with weeds, vines, and lichens, and in places it is difficult to make out the exact position of the levels beneath. Most of the trees have toppled, and their rotting trunks lay at odd angles as if a giant hand had struck them down. At one time, a pair of wide steps along the middle of each terrace's front edge led upwards, but these are completely hidden now; many have shattered, leaving stone shards beneath the matted leaves and debris.

Along the sloped corner walls, above the top level of the terraces, a single massive stone brace juts from the wall, as if it were meant to support some enormous weight. These braces once held glass globes fully 4 feet across, which were magically lit and whose light cast shadows from the trees down across the front lawn and almost to the manor itself. The globes have long since shattered, but shards of glass still remain to tell their tale.

Undead like to lie in the top levels of the terraces, with the wall at their back and splintered tree trunks before them

for cover. They wait until potential prey passes the fountain, and then leap down, attacking from the side. The fog and shadow makes them almost impossible to see when hidden, generally giving them the advantage of surprise. This is why so many bits of bone and clothing litter both the pools and the fountain.

4. Manor House

At the center of the estates stands its largest and most notable structure, Wilhavyn Manor. It is discussed in detail in the next section later in this chapter (beginning on p. 85).

5. Stables

Immediately behind the manor, attached to its southeast corner, are the stables. This is a large square structure, made from wood rather than stone, with a heavy roof and thick beams supporting the second floor. On the first floor of the stables are the stalls, which once held mules, oxen, and other work animals. Hooks along the walls were used to hold harness and various tools. A sturdy wooden ladder led up to the second floor, which was a single long platform; bales of hay were kept up here and tossed down through the conspicuously large square hole around the top of the ladder, or else through the wide double door looking out from the loft onto the grounds in front of the stables.

Most of the interior stalls have long since rotted, as has the ladder — a few walls still stand, but most have either crumbled away or lean haphazardly. The ladder itself is in pieces on the floor. The left front door is still mostly intact, attached by its top hinge, but the bottom one has rusted away and the door hangs at an odd angle. The right-hand door either fell apart or was removed, and only moldy sawdust remains. The second floor is still reasonably sound, and can be walked across if one is careful (Balance DC 10). Its doors are also gone, but their frame makes an excellent place to look out over the east side of the estate.

Attached to the south side of the stables was the henhouse. This is now just a pile of rotted wood.

6. The Yard

Next to the stables and stretching between it and the manor's southern turret is a rectangular area that has been stripped of grass and rock, so that nothing but dirt remains. This yard was once used for exercising animals. It also made an ideal place to build furniture, split wood, or do any other chore best performed outside. This is one of the few places on the estate that still looks the way it did before the curse — it was a flat patch of dirt then, and nothing has changed.

Undead often mill about here, since it is right by the manor's back door.



7. Ornamental Gardens

To the manor's east is a large circular area that was once carefully pruned and tended. Small ornamental fences and low flowering bushes created borders around patches of flowers, with brick walkways cutting between them. Given the positioning of the paths, it is impossible to walk straight through the gardens — to get from one side to the other, a visitor had to take his or her time and walk at least partway around to get to the next throughway. None of the plants grew above waist-high, allowing visitors to see clear from one side to the other, and even to carry on conversations with people on the opposite side.

Weeds have long since taken over these gardens. They have pushed up the brick walkways, making them uneven, cracking the brick in several places, and they have throttled most of the regular flowers. Those few plants which still produce blooms are generally dangerous, using their pretty petals to entice and trap insects or even small animals. Vines twist from one plot to the next, wrapping around fence posts and creating thick tangles that even a stout axe has difficulty cleaving. Most of the fences have long since fallen or crumbled, or have been pulled out altogether, shards of wood littering the ground all about.

The ornamental gardens remain one of the quieter places on the estate. Most undead don't bother to enter it unless they see a potential victim inside. At least one zombie is sometimes found here, however, for these stupid creatures occasionally wander in by accident and then cannot find their way back out again.

At the center of the gardens stands the gazebo, formerly an ideal place to sit and admire the day and the mingled bouquet of the flowers all around, now decrepit and gloomy.

8. Gazebo

The gazebo stands in the center of the ornamental gardens. It is circular to match the garden's overall shape, and its floor is roughly 3 feet off the ground. A wooden grate around the base was built to keep animals from crawling underneath, but this is broken through in many places. Wide steps at the corners allow access, and a badly rusted wrought-iron railing wraps around the rest, with taller columns rising up to support the conical roof. Rusted iron benches are placed at intervals against the railings, with low tables in front of them for holding food and drinks. The Wilhavyns would often sit out here with friends and sip drinks or nibble fruit and cheese while enjoying the fine weather.

The gazebo is in surprisingly good shape, considering the climate and the current inhabitants. The wrought iron structure is still strong, despite the rust, and the floorboards still solid enough to support people. Most of the tables and benches remain as well, and though their cushions have long since crumbled to dust, the frames are intact and can be used without risk.

Occasionally a ghoul comes to the gazebo, using its extra height as a vantage point to survey the east side of the estate. But normally this structure is empty — the zombies who occasionally get trapped in the ornamental gardens never reach this innermost circle, for they always seek a way out, rather than further in.

9. The Hedge-Maze

On the west side of the house is an enormous maze made entirely of holly hedges. It stands at least 12 feet tall, obviously much higher than it once was, and up to 20 feet high in places. Its inner walls range from 4 feet to 8 feet thick, and in most places the paths are easily wide enough for two people to walk comfortably side by side.

Long ago, the priest Ayernosh planted several small holly bushes near his temple, and after his death the plants were left to grow wild. By the time the Wilhavyns arrived on the estate, the holly had formed an immense thicket that covered almost the entire west side of the grounds. Wilhavyn wanted more structure and beauty for the estate, but he also respected the healing properties of holly and the wishes of his predecessor, so he did not have the holly removed. Instead, he had it trimmed carefully, and shaped it into a large rectangle with paths woven through it.

The grass between was once kept short and neat so that the maze was nothing more than a pleasant diversion — people would enter in pairs, racing to reach the center or one particular exit first. The thick bushes also provided a good deal of privacy, and couples would sometimes sneak into the maze to be alone together.

After the curse, most of the estate's plants died, but the holly survived. It continued to flourish, even with the limited sunlight and cooler temperatures, and with no one around to trim it, the edges grew ragged. The top of the hedge now rises unbelievably high in some places, with dips and rises like mountain peaks. Many of its walls are now uneven, and some are slanted or have sudden protrusions. The passages all still exist, however, even if in a few places they can now only accommodate one person at a time.

Two of the entrances, the one nearest the manor and the more southerly of the two on the west side, are so overgrown they cannot be easily seen (Spot DC 20), although the twigs and brambles can be pulled back enough to still squeeze through these spots. The fog and shadows that fill the estate make the maze even harder to navigate, and those foolish enough to enter often lose their way. These days, the maze is infested with death beetles — these dangerous vermin like to nestle within the hedge walls, scuttling out to attack anyone wandering past. They eat virtually any meat, living or dead, so they thrive in this environment.

The holly branches are thick and sturdy, with long thorns and thick side branches — climbing them is quite easy (Climb DC 10), although anyone moving through the area does so at only half speed and suffers 1d2 points of subdual damage each round from scratches and nicks.

Even with the beetles and the thorns, however, the maze is one of the safer places on the estate. Most of the undead don't enter it, either because they assume no living victim would be foolish enough to attempt it or because they are too stupid to find the entrances. The death beetles are dangerous but can be dealt with, and they help to keep the undead population in the maze down. Fortunately, the various skeletons, which are at little risk of attack from the carnivorous beetles, rarely go beyond the first bend or two. The only real dangers in the maze are the more powerful ghouls that sometimes decide to hunt here or the Herald of Mischief (se Appendix 2), who often sits perched atop the

hedges at the very center, where it can watch not only the maze but much of the grounds as well.

As the Herald has discovered, the maze does provide an excellent vantage point, for someone who can see in the dark. Since the hedge is anywhere between 12 and 20 feet high, it offers a good view of the grounds as far as the west wall; to the front wall of the monastery to the south; about halfway to the graveyard in the southeast; and the much of the front grounds, almost to the far southern corner of the western gazing pool. Someone perched atop the hedge can also see the first and second floor windows along the west side of the manor.

Interestingly, the hedge-maze is a substantial part of the reason the lich Tintragen has been so frustrated over the last few centuries. When the ghost of Garanel realized that he had been blamed for Tintragen's atrocities, he was furious, wishing immediately to strike back at the lich possessing his body. He wasn't able to reclaim his own form, so he did the next best thing — he stole the lich's corpse instead. But Garanel needed someplace foolproof to hide the body. Soaring about the estate, he hit upon a solution. He ordered several of his minions — for he had dominated many of Tintragen's followers — to collect the lich's body and place it within a wall of the maze, not far from the center. After that was done, Garanel had the minions destroyed, so that Tintragen could not somehow find out what they had done. Over time, the holly has grown up and around the lich's body, lifting it well above human eye level.

Even though most of the mindless undead serving Tintragen do not think to look up, it would seem that they should have been able to find the body. But Tintragen himself is partially to blame for his body's successful concealment: The corpse is covered in a *cloak of concealment* (see Appendix 2), which happens to be one of the lich's most prized possessions, for it renders the wearer difficult to spot with the physical eye but also invisible to all forms of magical detection and scrying. With the body hidden from magic, it can only be found physically, and the hedge itself has grown partway around the immobile figure, making it extremely hard to discover (a creature specifically searching the upper portions of the hedge might find it with a DC 35 Search check; otherwise, finding the body is impossible).

The only two beings aware of the body's location are Garanel and the Herald of Mischief. While wandering aimlessly through the hedge-maze, the Herald discovered the lich's corpse long ago. But it sees no reason to reveal the corpse's location, vastly preferring to watch Tintragen's forces search everywhere, sometimes within mere feet of the body, but always to no avail.

10. Graveyard

At the center of the estate's south wall, a rectangular plot has been marked off with a low wooden fence, now in terrible disrepair. The ground is thick with weeds but no trees, and several misshapen mounds are visible beneath the plants. This was formerly the graveyard for the grounds, and was first established by Ayernosh to house those who died while under his care. Wilhavyn continued this tradition, and any who died in his infirmary were placed here as well.

When the Grim's ritual sacrifice to Cazic-Thule took place, some time after Quellious had cursed the estate, all the interred corpses were reanimated and rose up again to stalk the grounds. Only one grave here is still untouched: the grave of the priest Ayernosh, who built his shrine to Quellious on these grounds centuries before. Even though Quellious lifted her blessing from the estate and its inhabitants, she did not lift the blessings given to this favored priest, so the curse did not affect him. The ground of this grave is still holy, and no undead may touch it — most do not even realize the priest might be buried here, as their tainted minds refuse to acknowledge the presence of such a blessed site.

Of perhaps equal interest is the fact that, within this grave, just below the surface, is a flat marble slab with a star sapphire at its center — the fabled *Hearthstone of Gentle Dissuasion* (see Appendix 2), the relic currently sought after by both Garanel and Tintragen. Lord Wilhavyn placed the *Hearthstone* here when he first arrived, a sign of respect to his predecessor and a symbol of his desire to continue the dead priest's work.

11. Herb Garden

On the east side of the graveyard is another enclosure about the same size as the former, and with a similar fence. This was not a graveyard, however. In this plot, the Wilhavyns planted various herbs, neat rows of basil, thyme, mint, and other useful plants. Unfortunately, most herbs are fragile, and these have long since been trampled and overgrown. Except for a few stubborn mint plants hiding amongst the vines and weeds, nothing of the herb garden remains.

12. Hostelry

In the southeast corner of the estate stands a single two-story building, the hostelry. Made of stone, it is much rougher in design than the manor; it is sturdy, however, and the walls show no sign of weakening. Wilhavyn had it built shortly after the manor was finished, as his infirmary had begun to fill with both current patients and those who had already been healed but did not wish to leave. The priest put these recovered creatures to work building their own new home.

Sometime after Cazic-Thule augmented Quellious's curse, Tintragen tried to lay claim to the manor, but Garanel opposed him and neither side had a clear advantage. The lich then chose to occupy the hostelry instead, the only other stone structure on the estate, and moved in with his strongest followers. Garanel tried having his minions attack the building several times, but eventually he gave up — its walls were too thick to break, and despite his own ability to pass freely through them, each assault was ultimately doomed to failure. Since then, the ghost's followers keep a close eye on the place but don't get too close.

On the hostelry's first floor are three rooms. The first and largest is the main hall, where residents would gather to eat, do indoor work, and socialize. Long tables ran down each side with benches beside them. No one ruled the hostelry — everyone there was an equal under Quellious — so there was no need for a head table. Tintragen is a tyrant through and through, however, and thus when he took over he

moved one of the tables to the far end of the room and set a single high-backed chair behind it. This is his private table, and none can approach without his express permission. There are typically several moderately powerful undead here, all servants or slaves to Tintragen.

The second room on this level is the kitchen, which occupies the south corner of the building. It is dominated by a large fire pit in the center, which is kept burning all the time by some enchantment (caster level 22nd); at each corner of the pit is a wooden pillar, which as a unit supports a large metal frame on which great haunches of meat can be hung over the fire. Metal hooks and brackets are also imbedded into the pillars to hold pots, kettles, cauldrons, and other cookware. Along the walls are tables for preparing the food, and below them are cabinets holding dishes and pots. Wooden and iron spoons and knives hang along the walls, as do racks of spices (all empty or spoiled). A cistern in the back corner holds several inches of rancid water; at one time, the residents would collect water from the waterfall along the west wall of the estate to fill the barrel. This room is generally empty except for a few (1d3) dry-bone skeletons, who enjoy the heat of the fire pit.

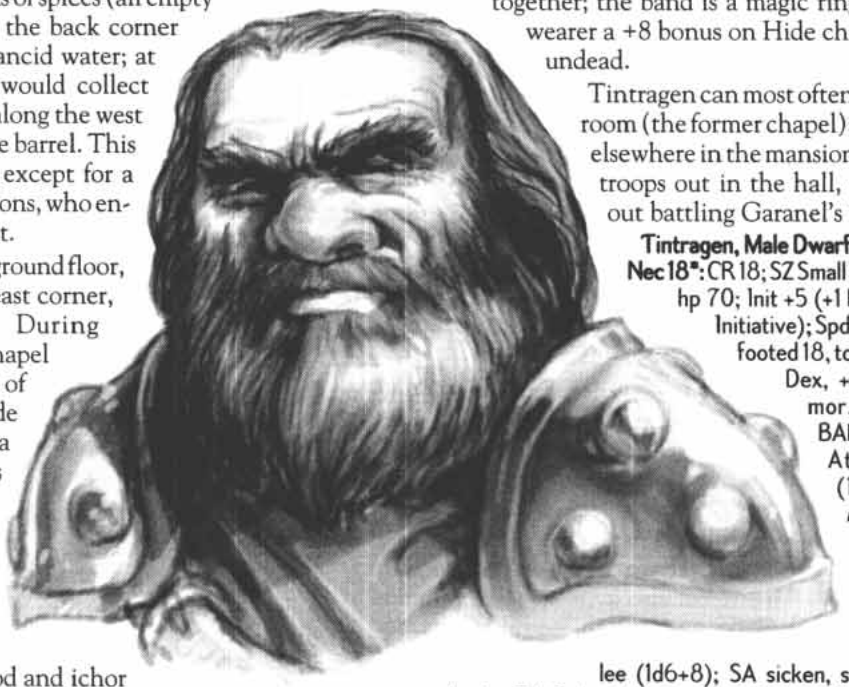
The third room on the ground floor, taking up the hostelry's east corner, is the former chapel. During Wilhavyn's time, the chapel contained several rows of wooden pews, with a wide aisle between them and a small shrine to Quellious at the front. Tapestries hung on the wall depicted the goddess in her glory, but Tintragen has now claimed this room as his own and has smeared these tapestries with blood and ichor until the scenes are barely visible. He tossed out all of the pews and replaced them with a heavy wooden desk dragged from elsewhere on the estate, a solid chair resting behind it; there is also a large wooden dresser and a rocking chair. The lich does not require sleep, so he saw no need for a bed, but he frequently sits for hours in the rocking chair, staring blankly at the walls as his mind races through plot and counterplot.

Strewn atop the desk are maps of the estate and the manor, with nearby notes made by the lich summarizing the reports of his servants. The only place not mapped is the monastery. Also on the desk is a bauble Tintragen found in the gazebo, a small globe carved of quartz with a strange fog-like swirl at its center — the *globe of enlightenment* (see Appendix 2). Tintragen also keeps the dwarf's *+1 full plate* in a corner of the room; he does not wear it because it interferes with his spellcasting abilities.

The second floor of the hostelry holds the bedchambers. These small rooms are large enough to fit a bed, a chest, and a small table, and to allow a person to walk about between them. Hooks and shelves hang on the walls. The rooms didn't need to be any larger, since those who lived here were no longer interested in wealth or prestige. Stairs in the center of this floor lead down to the first floor, between the kitchen and the chapel.

Tintragen's followers often wander up and down the stairs, drifting in and out of the bed chambers. Most of the doors there have been ripped from their hinges, and the furniture in several rooms has been hacked to pieces. In the room at the west end of the upstairs hallway, a small bag sits in a corner under the bed (Search DC 19) — it holds three gems, each worth 1d100+1d20 gp.

The other item of value on the second floor is in the northernmost room. A handmade doll sits upon an upper shelf. It has not been harmed or even touched, despite the fact that ghouls and skeletons hate such images of innocence. The reason no one has destroyed the toy is the simple silver band holding one of its blond braids together; the band is a magic ring that grants its wearer a +8 bonus on Hide checks against the undead.



Tintragen can most often be found in this room (the former chapel); otherwise, he is elsewhere in the mansion, instructing his troops out in the hall, or, more rarely, out battling Garanel's forces.

Tintragen, Male Dwarf Mummy, War 10/Nec 18*: CR 18; SZ Small undead; HD 10d12; hp 70; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 [flat-footed 18, touch 13] (+1 size, +1 Dex, +3 natural, +3 armor, +1 deflection); BAB +10; Grap +14; Atk +20 melee (1d6+9, *+1 light mace*) or slam +19 melee (1d6+8); Full Atk +20/+15 melee (1d6+9, *+1 light mace*) or slam +19/+14 melee (1d6+8); SA sicken, spells; SQ damage reduction 5/+2, death masteries (rebuke undead 3/day, restore undead [108 hp]), Greater Specialization (conjuration), ultravision, undead, undying; Res AR 5, CR 15, DR —, ER 5, FR 5, MR 10, PR —, SoR 5; AL DE; Fac Tintragen; SV Fort +8, Ref +10, Will +12; Str 26 (25), Dex 14 (12), Con —, Int 23, Wis 13, Cha 14.

Skills: Channeling +23, Hide +12, Intimidate +15, Knowledge (monster lore [undead]) +21, Knowledge (mysticism) +22, Listen +10, Meditation +27, Search +8, Sneak +8, Spellcraft +22, Spot +7, Trade Skill (tailoring) +15, Undead Empathy +24.

Languages: Dwarf (4), Common (4), Teir'Dal (3), Elvish (3), Ogre (1), Orc (2).

Feats: Alertness, Extend Spell, Imbue Power, Improved Initiative, Lightning Reflexes, Mental Clarity, Mystic Capacity, School Specialization (conjuration).

Sicken (Su): Once every 2d4 rounds, Tintragen (while in Garanel's body) may, as a free action, afflict one creature within 30 feet with a disease effect identical to that of the spell *sicken* (Fort negates, DC 16).

Necromancer Spells Usually Prepared (mana cost, modified for Greater Specialization): *Beguile undead* (28), *dismiss undead* (15), *dooming darkness* (18), *invisibility to undead* (6),

invoke fear (20), *major shielding* (13), *steelskin* (25), *surge of enfeeblement* (17), *vampiric curse* (24). Save DC 16 + spell level.

Mana Pool: 216.

Undying (Ex): Tintragen is not easily destroyed. If brought to 0 hit points or less, he collapses into a pile of dust (his magical possessions fall to the ground and may be recovered); however, he simply reforms — in Garanel's body — in the hostelry of the Estate of Unrest at the next full moon. The only way to permanently destroy him is to have the goddess Quellious rescind her curse on the estate.

Possessions: +2 cloth armor, +1 light mace, dwarven work boots, jagged band.

Tintragen* (buffed with *deadeye*, *major shielding*, and *steelskin*): hp 88 + (6d10)x2 = ave. 154; AC 21 [flat-footed 20, touch 13] (+1 size, +1 Dex, +3 natural, +5 armor, +1 deflection); SQ infravision, see invisible, +2 magic saves; Res MR 16.

* Tintragen's spirit is currently trapped in the body of Garanel, a 10th-level dwarf warrior with the mummy template (from ***Realms of Norrath: Freeport***). He uses Garanel's HD and physical stats, but retains his own mental stats (Int, Wis, Cha) and otherwise has the class abilities (including saves, skills, feats, etc.) of an 18th-level necromancer. While inhabiting the dwarf's body, Tintragen's necromantic powers are severely reduced; in his own form, he is a male Erudite lich, Nec 27.



13. Monastery

A few years after Wilhavyn's death, a group of Quellious' priests arrived at the estate. They had decided to reclaim the lands in the name of their goddess, cleansing it of evil. This was not her wish, but they believed otherwise. Rather than live in one of the original buildings, the priests chose to build their own, and began erecting a sturdy stone monastery at one corner of the grounds. Quellious was displeased with them, since she had decreed that this estate should be anathema to all good folk. She did not withhold her favor entirely, however, for they were acting from faith, even if misguided. But the undead continued to attack the monastery until only a handful of priests were left. Quellious hoped the remaining few would flee, but was saddened when, instead, they holed themselves up in their nearly completed monastery and fought to the bitter end.

The forces that now occupy the monastery belong to Garanel, who has become rather unbalanced as a result of his torment. The ghost had realized the same thing as Tintragen — since they both wanted the manor so badly, it was not a safe place to stay. Therefore, he needed a nearby location, just as the lich had claimed the hostelry. Yet no such place existed... at least until the priests arrived.

Once he saw what Quellious' priests intended, Garanel ordered his followers to leave the men alone. He even protected them from Tintragen's attacks. Then, once the monastery was almost complete and they were, despite his help, wiped out by the lich's forces, he swept in and claimed the place as his own. It was perfect — solidly built, easily defensible, and just as close to the manor as Tintragen's hostelry.

The monastery has almost exactly the same design as the hostelry. The first floor is divided into four rooms, however, rather than three. The fourth room is the abbot's private office, in the back corner of the chapel. The wall of the monastery curves slightly outward there, and the small office is semicircular. Its one door opens onto the low dais of the chapel. Within the office are a simple wooden desk, a chair, and a bookcase. The bookcase contains several religious texts, as well as a history of the area. The desk has several maps of the area, including one of the monastery (but none of the hostelry), and a half-written sermon the abbot was composing shortly before he died. Garanel has claimed this room as his office, even though he has no physical form, and he often meets here with his top lieutenants to make plans.

The monastery's chapel has been left largely untouched. The pews are still in place, and Garanel often gathers his more intelligent agents here to speak with them and receive information. The shrine in the back has been desecrated, however.

The second floor of the monastery does not have separate bed chambers. Instead, it is a single common room with beds lining the walls. Baskets beneath each bed hold clothes and personal items — most rotted beyond use with the passage of time — as do hooks along the walls. The monks saw no need for privacy, so the room has no screens or curtains to separate areas. They also did not distinguish by rank among their number, and the abbot's bed was here with all the others. In his basket is the only valuable item in the monastery: a *holy flask* (see Appendix 2).

Garanel, Male Disembodied Dwarf, War 10: CR 15; SZ Small undead (incorporeal); HD 10d12; hp 120; Init +6 (+2 Dex, +4 Improved Initiative); Spd fly 30 ft. (perfect); AC 15 [flat-footed 14, touch 15] (+1 size, +2 Dex, +2 deflection); BAB +10; Grap —; Atk incorporeal touch +13 melee (1d8 plus ability drain); Full Atk incorporeal touch +13/+10/+7/+4 melee (1d8 plus ability drain); SA corrupting gaze, corrupting touch, horrific appearance, rebuke undead, telekinesis; SQ berserking, damage reduction 10/+3, dwarf traits, infravision, incorporeal traits, manifestation, rejuvenation, Taunt bonus +3, turn resistance +6, ultravision, undead; AL DN; Fac Garanel; SV Fort +7, Ref +5, Will +5; Str —, Dex 14, Con —, Int 13, Wis 14, Cha 14.

Skills: Hide +14, Intimidate +7, Knowledge (warcraft) +7, Listen +10, Profession (stonemason) +5, Search +10, Spot +10, Taunt +9, Undead Empathy +11. Note that

several of Garanel's skills, such as Alcohol Tolerance and Climb, are not listed as they are no longer of any use to him.

Languages: Dwarf (4), Common (4), Orc (2).

Feats: Cleave, Double Attack, Dual Wield, Improved Initiative, Parry, Power Attack, Weapon Focus (light mace), Weapon Specialization (light mace).

Corrupting Gaze (Su): Garanel can blast living creatures with a glance, at a range of up to 30 feet; this is a gaze attack. Creatures that meet his gaze must succeed on a Fortitude save (DC 17) or take 2d10 points of damage and 1d4 points of temporary Charisma damage.

Corrupting Touch (Su): If Garanel hits a living target with his incorporeal touch attack, he deals 1d8 points of damage and drains 1d4 points from any one ability score he selects. On each such successful attack, Garanel heals 5 points of damage to himself.

Horrific Appearance (Su): Any living creature within 60 feet that views Garanel must succeed on a Fortitude save (DC 17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by Garanel's horrific appearance for 24 hours.

Rebuke Undead (Su): Garanel can rebuke undead up to 5 times per day as a 12th-level necromancer.

Telekinesis (Su): Garanel may move objects or creatures by concentrating on them; he can use this power as an attack action (caster level 12th) up to once every 1d4 rounds. Depending on the version selected, he can provide a gentle, sustained force; perform a variety of combat maneuvers; or exert a single short, violent thrust.

- Sustained Force: This version moves an object weighing no more than 300 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save (DC 17) [spell resistance does not apply]. This effect can last up to 12 rounds, but it ends if Garanel ceases concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond 240 feet away from Garanel; the effect ends immediately if the object is forced beyond that range. If Garanel ceases concentration for any reason, the object falls or stops immediately. An object moved in this way can be manipulated as if Garanel were a physical being using one hand to do so; for example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. He might even be able to untie simple knots, though delicate activities such as these require him to make an Intelligence check (DC 15 or higher, GM's discretion).
- Combat Maneuver: Garanel can use this power to perform a bull rush, disarm, grapple (including pin), or trip attack. Resolve these attempts as normal (+14 attack bonus, where applicable), except that they don't provoke attacks of opportunity and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts. This version of the power can last up to 12 rounds (with one attempted attack per round), but it ends immediately if at any time Garanel ceases concentration.
- Violent Thrust: Garanel can expend a single telekinesis attempt in a single round, hurling up to 12 objects or creatures within 120 feet (all must be within 10 feet of each other, with a maximum total weight of 300 pounds or less) toward any target that is within 120 feet of all the objects hurled. Garanel must succeed on attack rolls to hit the target with the items, with an attack bonus of +14 for each. Hurled weapons cause standard damage. Other objects deal damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Creatures that fall within the weight capacity can be hurled, but they are allowed Will saves (DC 17) to avoid the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Manifestation (Su): As a disembodied creature, Garanel cannot affect or be sensed or affected by anything in the material world. When he manifests, however, Garanel partly enters Norrath and becomes visible but incorporeal. When manifested, he can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore *any* damage from a corporeal source (this effect can be overcome only by a *ghost touch* weapon); he can pass through solid objects at will; he always moves perfectly silently; and he can strike with a touch attack, ignoring armor and shield bonuses to AC.

Rejuvenation (Su): Garanel can't be destroyed through simple combat: His cursed spirit simply rejuvenates itself in 2d4 days. Thus, even the most powerful spells or attacks are only temporary solutions. The only way to permanently destroy him is to have the goddess Quellious rescind her curse on the estate.

Skills: Garanel receives a +8 racial bonus on Hide, Listen, Search, Spot, and Undead Empathy checks.

14. Food Garden

To the west of the monastery, in the southwest corner of the estate, lies an area that has been portioned off with a low fence similar to those marking the graveyard and the herb garden. This area was also a garden, but its plants were selected for usefulness rather than beauty and for consumption rather than tincture. This was the food garden, where the Wilhavyns grew beets and squash, potatoes and peppers, and many other vegetables.

Many of these plants withered and died, of course, after the curse. Unfortunately, some of them did not. Anyone taking the time to poke through the garden finds many plants still growing, and a few of them even have edible produce, such as the potatoes and the peppers. These vegetables look healthy on the outside, but they have in fact been infected with ghoul rot, and that loathsomeness is contained within them. Anyone eating such produce is in danger of transforming slowly into a ghoul as the food begins to rot them from the inside out. (Once taken from the estate, these vegetables molder away within a few hours.)

Ghoul rot (disease): Fortitude save (DC 20); incubation 1 day, damage 1d4 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at another Fortitude save, or 1 point of the temporary Constitution damage becomes permanent drain instead. A creature slain by ghoul rot rises as a normal ghoul (see ***Realms of Norrath: Freeport***) just 1d4 minutes later.

15. Waterfall

Just beyond the food garden, along the estate's west wall, is a semi-circular basin in the ground. Over the edge of this basin pours a small waterfall; the water gathers in the mountains above and then flows together as it descends, finally dropping down over the wall in a smooth curtain of clear, cold water. The water then pools in the shallow basin before flowing toward its south end and down a second waterfall into the grotto below. The undead generally avoid this spot; though natural water does not harm them at all, they don't particularly like it either — especially the zombies, who can lose valuable skin in the constant downpour.

16. Grotto

The waterfall's basin dips lower along its south end and actually drops sharply off to the southern edge. Here, the rushing water hides a set of stairs (Spot DC 16), which curve down below the waterfall that plummets from the basin above into the grotto below. A stout iron rail recessed into the wall provides an anchor point against the current. Anyone walking down these stairs must make a Strength check (DC 15) to keep from being knocked prone by the force of the water. Once they make it past the first four steps, however, the stair becomes drier and the footing more secure.

The basin leads down into a small grotto. The grotto is a quiet place, the water shielding it from other sounds overhead. Moss along the wall glows faintly, providing just enough light for those with low-light vision or ultravision to see clearly. The water gathers in the center of the floor before spiraling down a wide hole and out of sight.

The grotto is largely natural: Water had been falling down into the basin and thence to the grotto for centuries even before Ayernosh arrived. That priest had no desire to alter the place, and often came to the basin to sit and enjoy the waterfall. When the Wilhavyns arrived, even they could find little to improve upon. They smoothed the basin out slightly and carved the steps into the grotto, but otherwise left the area unchanged.

Yet not everyone is as reverent as were the Wilhavyns. The grotto is currently occupied by the only sapient non-evil creature on the entire estate: A recently arrived gnomish explorer and spelunker named Vestian Rockwyrm (*male gnome, Rog 6/Exp 10, N; no faction*). Vestian does not care about the estate above and certainly has no interest in fighting the undead. His passion is rocks and caves, particularly those that have never been explored. Some years ago, an adventurer who had braved the estate and survived mentioned the waterfall in Vestian's company, and the gnome wondered where all that water might lead. He gathered his gear immediately and traveled all the way to the estate to find out. Once he entered the grotto, the gnome knew he was in for an adventure. Here was a cave that had barely been touched except by nature. And the water slipped away to — well, to who knows where? Vestian intends to find out.

Slowly, carefully, the gnome has been chipping away at the rock around the drain, enlarging it so that he can fit through. He has slipped inside a few times, though he can only fit about 20 or 30 feet down into the place, and already he has discovered a labyrinth of narrow tunnels in the rock below. These could contain precious gems or rare metals, or creatures no one has seen before. But all Vestian really cares about is being the first to enter and explore them.

Vestian is not interested in fighting, but he won't let anyone stop him from exploring those caves, and he attacks in a rage if anyone tries to enter them before he does. He wears *+2 studded leather armor* and a *+1 keen short sword* with a matching *+1 keen dagger*. He also carries a 50-foot coil of silk rope, a masterwork climber's kit, a set of masterwork jewelcrafting tools, and a stonecutter's pick. Around Vestian's neck is a small pearl pendant (see Appendix 2) and on his finger is a knotted turtlebone ring. (At the GM's discretion, he may also have a few tinkering items that would be useful to a gnome of his trade.)

17. Abandoned Tunnel

Along the east wall, just above the ornamental garden, the vines and moss conceal a wide archway carved into the stone (Search DC 15). Pulling aside the plants reveals a wide, semicircular alcove, roughly 40 feet across and 20 feet deep. At the back of the alcove is a passageway, roughly 8 feet high and 6 feet across — big enough for a bulky barbarian warrior in heavy gear. Clearly, at some point in the past, someone had started to chisel a new entrance or exit to the estate. The tunnel extends only about 30 feet, though, before ending suddenly; it has not collapsed, but simply looks as if the builder gave up on the endeavor.

This spot, like the grotto (Area 16), makes an excellent place to hide and rest, since the foliage can be draped back over the entrance.

The Manor

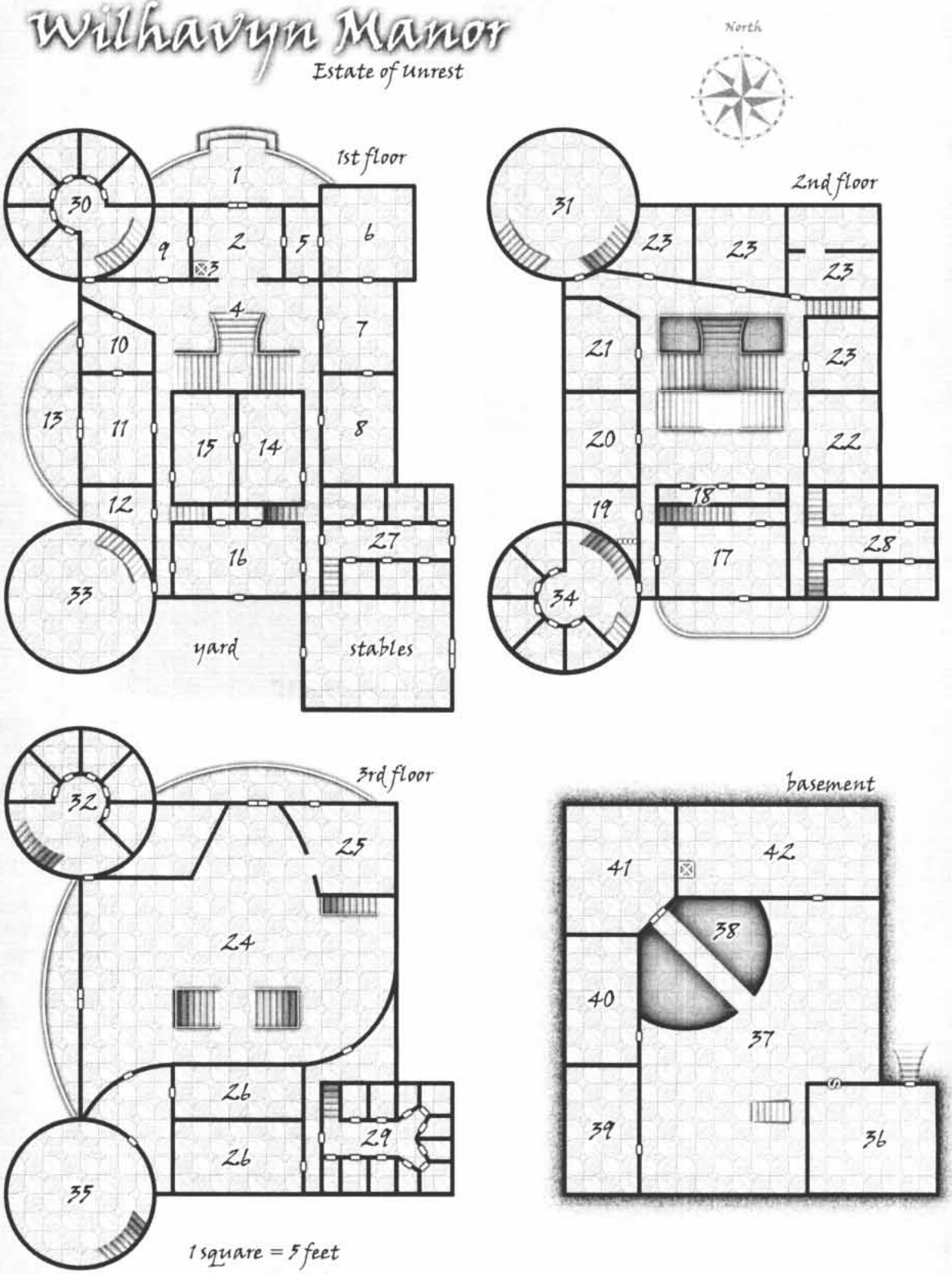
This impressive structure has three floors, including a rear wing, and two towers, one at the northwest corner and one at the southwest. The building features tall, elegant columns, several balconies, and carefully chiseled stone blocks. The only exception to this is the northeast corner of the first floor — in this area the stone is cruder, more roughly chiseled and pieced together from more irregular chunks.

The Wilhavyns lived in the manor, of course, but the building was more than just the family residence. For one thing, the Wilhavyns were aristocrats, and the house was designed to reflect their former lifestyle. It included several features, such as its library and ballroom, that seemed out of place for such a rough and dangerous region. Yet the Wilhavyns were determined to bring not only peace but culture to the area, and they threw frequent parties for the other locals. It must certainly have been strange to see orcs and goblins dancing among elves and dwarves and men – if indeed the legends of such parties are true — but all written records of former guests report that everyone did indeed enjoy themselves at these events, and the dances and balls probably did more to further the local peace than any negotiation.

The manor also had rooms for servants and the knights tasked with enforcing the peace, plus those clergy who chose to live with and assist Frederic in his work. Further, since many people came to them in need of healing, the house included an infirmary as well.

Wilhavyn Manor

Estate of Unrest



After the family was murdered, the house was ransacked, but the looters were only looking for a few specific items, so very little was actually taken. Since then, the house has been a virtual war-zone, with Tintragen and Garanel constantly fighting each other (and the occasional third party) for control. The building has weathered the many battles fought since that time surprisingly well. Many of the windows have shattered and some of the balconies and stairs have weak spots that cannot support a person's weight, but otherwise the building is largely intact.

It has acquired a new resident, however, in addition to the undead. Several patches of mortuary fungus (see Appendix 1), normally found only in cemeteries and particularly in mausoleums, now coat many of the walls and even the ceilings, and the unwary might easily succumb to its deadly attack.

First Floor

The manor's ground level was once given over to everyday activities: Here the family ate or entertained, studied or played. It is now filled with undead, primarily zombies and skeletons, though several ghouls occasionally wander through as well.

Difficulty Level: 9–12.

Entrances: Main doors (at Area 1); side doors (from Area 13 into Areas 10 and 11); rear door (into Area 16); infirmary door (from Area 27).

Exits: Grand stairs (Area 4); back stairs (south of Area 15); stairs down to basement (south of Area 14 and in Area 7); trapdoor to basement (at Area 3); doors into north and south towers (Areas 30 and 33, respectively).

Random Encounters: Check once every 20 minutes (roll 1d12).

1–5.	No encounter
6–7.	1d3+1 skeletons (type left to GM's discretion)
8–9.	2d4+1 zombies (see ***Realms of Norrath: Freeport*** or ***Realms of Norrath: Everfrost Peaks***)
10–11.	1d2+1 ghouls* (see ***Realms of Norrath: Freeport***)
12.	Priest of Najena (see Area 8)

* There is a 50% chance that these are carrion ghouls (see Appendix 1).

Detections: None.

Shielding: None.

Continuous Effects: None.

Standard Features: Unless otherwise stated, intact doors on this level are of reinforced wood, 6 feet high, 3 feet wide, and 2 inches thick: Hardness 5, 20 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

1. Front Porch

At the front of the house is a low front porch stretching from the chapel to the front tower and curving into a graceful arc. Two wide steps lead up onto the porch, and rusted wrought-iron benches stand here against the front wall. (At one time, visitors sat here admiring the fountain and the gazing pools.) A set of wide double doors, carved wood with leaded glass insets and curving brass handles, leads into the foyer.

Double doors (6 ft. by 6 ft. by 3 in.): Hardness 5, 30 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

2. Foyer

This small room has a marble floor and low benches, but little else. Much of its north wall is taken up by the delicate arch of the front doors, while the south wall has a wide archway leading to the grand stairs. To the east and west are smaller doors connecting to the nave and the cloak room, respectively.

3. To the Wilhavyn Vault

Beneath a trap door in the floor of the foyer, haphazardly concealed beneath a tattered and bloodstained rug (Search DC 15), is a locked trapdoor of metal. This leads down a short ladder into the Wilhavyn family vault in the basement (Area 42), where guests of the Wilhavyn Estate could feel comfortable leaving their special possessions while they were staying in the manor.

Trapdoor: Hardness 10, 90 hp; Locked DC 30; Pick Lock DC 35.

4. Grand Stairs

This large room at the center of the first floor, masterfully designed, cunningly focuses one's attention upon the impressive main stairs. These lead up to a wide landing, and then split off to the left and the right, each side arching up to the second floor. A crystal chandelier hangs down from the ceiling, holding over two dozen candle stubs (long since burnt out). Tables along the east and west walls hold bowls and vases, which were at one time filled with fresh flowers.

The chamber's side walls lead into long, narrow hallways running north-south through the first floor. Doors along the north wall connect to the nave and the cloak room, with the foyer's archway between them, while the east wall has a door to the office and the west wall has a door to the sitting room. Paintings once hung upon the walls here, family portraits and landscapes of other lands, but these have all been slashed or simply torn down.

5. Nave

East of the foyer is a second small room. A low platform along one wall is meant to hold shoes, while a small table once held rows of candles and a small icon of Quellious. In the corner was a stone basin on a tall pedestal, which held holy water. Worshippers would enter the nave, remove their shoes, light a candle, and then sprinkle hands and face with holy water. Thus, refreshed and cleansed, they could then enter the chapel through the large door in the east wall. Another door to the south lead back to the grand stairs.

This room was the first to be attacked by Tintragen. The wall still bears dark smears, and the basin is coated with dried blood. The candles and their table have been shattered, scraps of wax and wood tossed into a corner, and the small shoe platform also destroyed. The door to the chapel, a large slab of mahogany carved with images of the goddess, was long ago torn from its hinges and tossed into the chapel itself.

6. Chapel

This room occupies the northeast corner of the house, to the right of the front porch, and juts out slightly from the rest of the manor. Its walls are older and cruder, because they are built from remnants of Ayernosh's original shrine. Frederic Wilhavyn preserved and restored the place as much as possible to show his respect for his predecessor.

Once, this was a pleasant, peaceful room, with narrow stained-glass windows to the north and east. Worshippers entered from the large door to the west and came down between the double-row of wooden pews. At the eastern end of the room was a low wooden dais with a simple marble pulpit at its center and a large marble statue of Quellious herself on the wall behind. A small door to the south opened onto the priests' office, and the rest of that wall held tapestries showing the goddess bestowing peace and mercy upon her supplicants.

Sadly, this room was desecrated by the undead of the current Estate. Dark smears are everywhere and there is a pool of blood on the dais itself. The statue of Quellious, which once held out both hands in a gesture of welcome, has had its arms smashed away, and old blood is spattered across its front. The pews have all been smashed to splinters, and the nave door was split in two by the force that hurled it into the room and against the wall. Every stained glass panel has been broken, and small shards of color litter the edges of the room. But the worst by far is the dais.

This platform is hidden beneath a pool of blood that (quite disturbingly) never dries. The base of the pulpit has turned dark red from the constant contact, and that color has slowly seeped up the rest of the marble, so that now it looks as if the pulpit were bleeding and the wound seeping up instead of downward. Face down in the pool is a single body, now little more than a skeleton — that of Frederic Wilhavyn himself.

Quellious' blessing still rests strongly upon her priest even though it was lifted from the estate and its other inhabitants. Because of this, none of the undead can touch him or even approach within a few feet. His flesh has rotted away over time, as have his clothes and other items, leaving behind only the skeleton itself (which crumbles to dust if moved), his silver chain with its *icon of Quellious*, and the large gold ring on his right hand, a *ring of peace* (see Appendix 2) that bears the crest of the Wilhavyn family.

7. Office

This room leads directly into the chapel, and was used by Frederic Wilhavyn to prepare his sermons. He also allowed other clergy to work here, however, and the room eventually became the shared office of all the estate's priests. Desks sit along the north, east, and south walls, with wooden chairs before them; several of the desks have been slashed or battered, and most of the chairs are too broken to hold anyone anymore. Bookcases sit between the desks, holding scrolls and tomes and sheaves of notes, many of which have been burnt or ripped, and loose papers are strewn all about the room.

The door to the north connects to the chapel, while the south door leads into the Meditation Chamber; the west door opens onto the grand stairs. There is also a narrow, circular staircase of iron in the southeast corner of this room that leads down to the basement. None of the (semi-)intact volumes contain anything particularly valuable; they were used simply to jot down the priests' own thoughts about religion, peace, and life.

8. Meditation Chamber

This room has been paneled in wood; thick furs cover the floor, and it is extremely quiet — even loud shouting just outside the door cannot be heard within. A door on the north wall leads to the office, and one in the west connects to the east hallway and from there to the grand stairs. A wooden statue of Quellious once occupied the south end of this room, and the priests would sit here upon the floor and pray or cogitate, basking in the goddess' aura.

The paneling has now been hacked away in several places, and the furs scattered about, while the statue has been chopped up and burnt — only a few blackened pieces remain. In its place, the image of Cazic-Thule has been painted upon the wall in blood, and there is a 40% chance that the Priest of Najena (*male human, Clr 9/Nec 5, DE; Cazic-Thule*) sits here praying to his dark god (otherwise, he is elsewhere on the estate when the PCs arrive here). The priest carries a tarnished bronze key that can lock or unlock this room, the office, the chapel, and the clergy bedrooms.

9. Cloak Room

This irregularly shaped room has rows of hooks along its curving west wall. Here, both residents and guests of the manor could leave their cloaks, capes, hats, gloves, and boots. Benches on the east wall provided space for people to sit while divesting themselves, and low platforms beneath the hooks held shoes and boots; a set of shelves to the south holds gloves and any parcels or pouches or bags. Everything else was hung upon the brass hooks.

The benches, platforms, and shelves have all been largely destroyed, and shards of wood litter the floor. Most of the apparel items themselves have long since crumbled to dust, but a handful survive — anyone digging through the scraps of leather, cloth, and wood may make a Search check (DC 16; each check requires 10 minutes of searching) to find one of the following: a *rainshield cloak* (see Appendix 2); a pair of *traveler's boots*; a *cap of awareness*; and a pair of *archer's gloves*.

A second door, along the south wall, leads out toward the grand stairs.

10. Sitting Room

The first room along the west side of the house was once an elegant sitting room, but is now a shambles. Graceful chairs, couches, and a table of carved wood have been upturned, smashed, and torn. Along the west wall, a handsomely carved fireplace has had its marble facing chipped away by a hammer or some other heavy implement. The

barely recognizable remains of elegant rugs and paintings are scattered around the room.

A door along the oddly angled north wall leads to the grand stairs, while one to the south allows access to the former main dining room. A set of double doors, wooden frames holding small glass squares, opens onto the patio; the glass in the patio doors has all been broken.

11. Main Dining Room

This long room contains a single massive table, with carved wooden legs and a marble top. High-backed wooden chairs are arrayed around the table, and a long marble-topped wooden sideboard fills the southern wall. A crystal chandelier once hung from the ceiling, directly over the center of the table, and a leaf-patterned rug covers the floor.

Most of the chairs have been destroyed, but the table and the sideboard are intact — both have been scarred a bit along the underside and the legs, but remain sturdy and would fetch a handsome price if anyone could figure out how to transport them. The chandelier has been torn down, and sharp crystal shards are imbedded in the rug (1d3 points of damage to anyone who steps on them in bare feet, cloth shoes, or light leather boots). The paintings which hung on the walls have also been torn down, and these were apparently burnt, since a pile of blackened wood and canvas can be found in one corner.

12. Private Dining Room

This is the Wilhavyn family's private dining room, where they ate by themselves or with a few close friends. The room is paneled in wood, which, long ago, must have making it feel warmer and more intimate than the larger dining room to the north. The table has been shattered into several pieces, but was obviously a simple one made of wood with a round top. The chairs and a side table have all been smashed to tinder. The simple rug on the floor is still intact, as are the torch sconces along the walls. The only door to the room, along the east wall, leads back out into the west hall; the door has been torn from its hinges and lies in the middle of the room, amid the debris.

Undead often wander in and out of this space, probably confused by its odd shape and its lack of windows.

13. Patio

A low stone patio sits along the west side of the first floor. Two broad steps lead up to it, and a set of double doors allows access into the house (the main dining room); a second, smaller door, just a few feet to the north, leads into the sitting room. Wrought-iron tables, chairs, and benches are grouped about the patio, clearly arranged so that at one time people could sit out here to admire the grounds. The hedge-maze's eastern entrance is not far from the patio's steps.

14. Study

Broad wooden tables sit in rows here, with simple wooden chairs around them. Desks line the walls. Most of the tables and desks are scarred but intact, having proven too sturdy for swords and claws to destroy; the chairs, however, have been reduced to fragments. There is no other furnishing except for the faded and stained rug on the floor.

This room was meant for use by those reading books taken from the library next door, or for those who sought a quiet place to write down their thoughts. The priests had their own office, but the study was frequented by the estate knights and other guests.

The only other door in the room, on the west wall, leads into the library.

15. Library

The library's walls are lined with bookshelves, and more shelves run down the center of the room. Once, this room contained the Wilhavyns' collection of texts, books, scrolls, and folios on a variety of subjects. One section was dedicated to local history, while another covered religion and a third held treatises on war and peace. Ballads and legends and other tales sat in the shelves near the center of the room and, nearby, a massive tome covered the history and genealogy of the Wilhavyn family. The library offered no place to sit, however — people were expected to select texts and then carry them next door to the study.

Unfortunately, this room has been ransacked more thoroughly than most; it seems the undead took great delight in destroying the books and scrolls. Many have been burnt, while others have been soaked with water, and virtually all have been gnawed, gashed, shredded, or hacked. Fragments may still be readable, but no intact works survive. The bookshelves themselves have been torn down and knocked over or hacked apart, and the entire room is one large clutter of rotted wood and mildewed parchment.

16. Kitchen

Since the Wilhavyns always planned to entertain guests, they had this room built to handle large feasts and banquets. The room boasts two separate fire pits and three brick ovens, all of which are still usable. Wooden tables against the outer walls were used for food preparation, and the cupboards beneath for storage; while the wood has been damaged, these remain functional. Utensils and cookware once hung from hooks all around, but most of these have been stolen or bent completely out of shape, and many of the hooks were pulled down. Naturally, any foodstuffs kept here have long since rotted away, so the kitchen contains nothing edible.

Doors to the east and west open onto the halls, while the door to the south lets out onto the yard. Two closets in the north wall held food and also larger cooking implements.

Second Floor

Most of the rooms on this floor are bedrooms. Ghouls frequent this floor more often than the ground floor below, although skeletons are still common as well; zombies, which tend to have difficulty traversing stairs, are rarely found in the upper levels.

17. Master Bedroom

This fairly large room contains a massive four-poster bed, a pair of marble-topped dressers, a small side table, and a pair of comfortable armchairs. A door in the north wall opens onto the back stairs (leading down to the ground floor), and a dressing table sits in the northeast corner. This room has no trash in it, and all of the furniture has been

Difficulty Level: 10–12.

Entrances: Grand stairs (central); back stairs (from near Area 12 on ground floor).

Exits: Grand stairs up to third floor (central); back stairs down to ground floor (just north of Area 17); guests' stairs (near Area 23); door into rear wing (at Area 28); doors into north and south towers (Areas 31 and 34, respectively).

Random Encounters: Check once every 20 minutes (roll 1d12).

1–4.	No encounter
5–7.	1d3+1 skeletons (type left to GM's discretion)
8–9.	1d3+1 lesser ghouls* (see ***Realms of Norrath: Freeport***)
10–11.	1 greater ghoul plus 1d2 lesser ghouls* (see ***Realms of Norrath: Freeport***)
12.	Roll d%: 01–60, Khrix Fritchoff and pet (see Area 17); 61–00, ghoul magus and pet

* There is a 50% chance that these are carrion ghouls (see Appendix 1).

Detections: None.

Shielding: None.

Continuous Effects: The stench of rotting meat and carrion is overwhelming here. All PCs other than trolls must make a Fortitude save (DC 12, +1 per previous consecutive check) every 10 minutes or be *sickened* for as long as they remain on this level and for (1d3+1)x10 minutes afterward. (A sickened creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.) Characters who have spent more than a month here may ignore this effect.

Standard Features: Unless otherwise stated, intact doors on this level are of reinforced wood, 6 feet high, 3 feet wide, and 2 inches thick: Hardness 5, 20 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

repaired enough to be usable, though many of the pieces do show signs of tooth and claw marks.

The reason this room has been cleaned is that a gnome necromancer named Khrix Fritchoff has taken up residence here. Khrix came to the estate with a cabal of his fellows — all exiles or rebels formerly associated with the Dark Reflection in Ak'Anon — almost a decade ago, convinced that its concentration of undead energies held the key to immense personal power. He has lived here ever since (his companions come and go from time to time), exploring the grounds and trying to figure out why undead are being drawn here in increasing numbers. Khrix has little use for either Tintragen or Garanel, and scares off or takes control of their minions if they get too close. He has no interest in claiming the entire estate for himself, but neither does he like being crowded.



Khrix has been recording his experiences here in a large, iron-clasped journal, which he keeps on the small table next to the bed. The journal includes a map of the estate, as well as one of the whole of the manor. His skeletal pet guards him while he sleeps.

Khrix Fritchoff, Male Gnome, Nec 13/Rog 2: CR 15; SZ Small humanoid (gnome); HD 13d4 plus 2d8; hp 43; Init +4 (Dex); Spd 20 ft.; AC 21 [flat-footed 17, touch 17] (+1 size, +4 Dex, +3 armor, +3 augmentation); BAB +7; Grap +3; Atk +9 melee (1d6+1, crit 19–20, *+1 short sword*) or +9 melee (1d6, masterwork light mace); Full Atk +9/+5 melee (1d6+1, crit 19–20, *+1 short sword*) or +9/+4 melee (1d6, masterwork light mace); SA spells; SQ death mastery (invisibility to undead), gnome traits, Greater Specialization (conjuration), infravision, sense traps; Res CR 2, DR 5, FR 1, MR 4, PR 3; AL DE; Fac None; SV Fort +8, Ref +13, Will +11; Str 10 (9), Dex 19 (18), Con 10, Int 24 (21), Wis 9 (8), Cha 10.

Skills: Channeling +17, Climb +6, Disable Device +13, Heal +5, Hide +12, Intimidate +10, Knowledge (monster lore [undead]) +16, Knowledge (mysticism) +18, Knowledge (local lore [Estate of Unrest]) +12, Listen +7, Meditation +25, Profession (fisher) +10, Search +10, Sneak +8, Spellcraft +16, Spot +1, Trade Skill (baking) +8, Trade Skill (calligraphy) +9, Trade Skill (tailoring) +12, Trade Skill (tinkering) +15, Tumble +10, Undead Empathy +12, Wilderness Lore +4.

Languages: Gnome (4), Common (4), Dwarf (2).

Feats: Embed Augmentation, Heighten Spell, Imbue Power, Iron Will, Mystic Capacity, School Specialization (conjuration), Silent Spell.

Necromancer Spells Usually Prepared (mana cost, modified for Greater Specialization): *Dominate undead* (17), *expulse undead* (10), *harmshield* (14), *hungry earth* (5), *intensify death* (8), *screaming terror* (10), *shadow sight* (8), *spirit armor* (12), *spook the dead* (2). Save DC 17 + spell level.

Mana Pool: 182.

Possessions: Gossamer robes, +1 short sword, masterwork light mace, *mystic cloak* (5 charges; see Appendix 2),

meditative blanket, *goo boots*, backpack, 5 *fish rolls*, spellbook, spell component pouch, ink vial, quill, scroll case, 11 vellum sheets, *collapsible fishing pole*, *animated bait*, fishing line and hooks, *assassin bug* (worn as cloak pin), *visceral rot* poison (1 dose), 4 cat's eye agates (2 gp each), 20 gp.

Khrix (buffed with *shadow sight*, *shieldskin*, and *spirit armor*): hp 43 + 6d6 = ave. 64; SQ damage reduction 7/–, ultravision.

Khrix's Skeletal Pet, Type 7 (buffed with *intensify death*): CR —; SZ Large undead; HD 12d12+8 [*skeletal struts*]; hp 86; Init +0; Spd 30 ft.; AC 21 [flat-footed 19, touch 13] (–1 size, +6 natural, +2 armor, +2 deflection, +2 haste); BAB +6; Grap +18; Atk claw +13 melee (1d8+8); Full Atk 2 claws +11 melee (1d8+8) and slam +11 melee (1d6+8); Reach 10 ft.; SA magic attack +2; SQ damage reduction 10/+1, haste (4) [1 extra action every 2nd round], immunities, infravision, see invisible, SR 15, undead; AL N; Fac None; SV Fort +4, Ref +4, Will +7; Str 26 (19), Dex 10 (9), Con —, Int 4, Wis 9, Cha 1.

Skills: Listen +9, Spot +9, Taunt +9.

Feats: Slam.

Possessions: Skeletal struts.

18. Hall Closets

Just north of the master bedroom, facing the grand stairs that go up to the third floor, is a row of three doors that open onto the hall closets — basically a long, narrow room whose south wall is lined with shelves. The family kept linens, towels, and some clothes in here, mainly for use by their guests. Most of these items have long since disintegrated, and some of the shelves have rotted away as well. The closets are more than deep enough for several people to stand inside, and make an excellent hiding place.

19. Study

This was once Frederic Wilhavyn's private study, and the room has wood paneling, a bookcase covering the north wall, a heavy onyx-topped desk, a desk chair, and a pair of armchairs in front of the fireplace in the west wall. The desk still contains some of Wilhavyn's own papers, and also a small leather-bound journal that belonged to the priest Ayernosh. The room has no windows.

The study has been claimed by a ghoul magus (see ***Monsters of Norrath***), probably because of the many books. Most of these texts are about religion and philosophy, but Wilhavyn also collected texts about the various animal species and humanoid races of the continent. Some of these books contain valuable insights into the races' abilities, methods, and weaknesses.

The ghoul magus rarely leaves this room, preferring to send lesser ghouls on errands while it studies the books. It can usually be found here, sitting at the desk. It wears two valuable items: a *savant's cap*, and a pair of *dusty bloodstained gloves* it wrested from a festering hag it destroyed years ago. However, the room's real treasure is concealed in the southeast corner — the room curves back, but the wall continues straight across; a successful Search check (DC 30) reveals the false wall and the space beyond. (The ghoul magus has somehow failed to discover the hidden panel, despite the years it has spent here.)

Behind the removable wood panel is an armor stand holding a suit of *armor of ease* (see Appendix 2); it was once worn by Wilhavyn's father, the hero Sir Liam Fleetfoot. Next to the armor rests Sir Liam's sword, *Windstrike* (*+2/+1 longsword of speed*).

20. Maria's Room

Wilhavyn's eldest child, Maria, had her bedroom here next to her father's study. Maria was a happy, friendly young woman, pretty and cheerful and well-liked — in fact, she had just reached marriageable age when she was killed, and had many suitors. Her room was painted with flowers, and her bed frame carved to resemble roses. The bed stood against the south wall, with a small table beside it, while a dresser and a large armoire took up the north wall. The west wall was covered in windows, but on the east wall stood a pair of bookcases and the door into the hall.

This room has since been torn apart — the bright colors and cheerful carvings must have angered the undead, for everything here has been torn and smashed into small bits. Nothing in this room is salvageable, with the possible exception of a shoe or perhaps a shawl.

21. Gaston's Room

This was once the bedchamber to the Wilhavyns' only son, Gaston, a serious young man who had just begun training as a paladin of Quellious. His furniture was simple and solid, made of clean wood with no carving. The bookcases and the table have been shattered, but the bed and the armoire remain intact. A masterwork longsword hangs haphazardly upon the wall next to the bed, and a suit of chainmail rests upon an armor stand next to the armoire. Several books and scrolls on warfare and knighthood lie amidst the wreckage of the bookcases.

22. Serra's Room

The Wilhavyns' youngest child, daughter Serra, had her bedroom here, across the grand stairs from her sister. More serious than her sister and more studious than her brother, Serra had great potential as a wizard and had already begun to receive training from her mother. Her furniture was carved with brightly painted animal shapes, as befits a young child, but her bookcases held several basic primers on magic. The bed and the bookcases are intact, though much the worse for wear, and the rest of the furniture is in pieces.

Beneath the bed (Search DC 23) is a small unlocked box, which contains Serra's spellbook (a few 1st-level wizard spells only), spell components, a magnifying glass, and a *quartz starburst pendant* (see Appendix 2).

23. Guest Bedrooms

The four remaining rooms on the second floor were all set aside for guests. Each contains a large bed, a dresser, an armoire, a side table, an iron-bound chest, and a comfortable armchair. The room in the northeast corner is larger than the others, and is divided into two separate chambers; the south half is a small sitting room, with three armchairs arranged around a low table, while the north half is the bedroom, containing the bed, dresser, armoire, chest, and side table.

The furniture in these rooms ranges from completely smashed to scarred-but-usable, and none of the guest chambers has anything of value.

Third Floor

The manor's third floor has only a handful of rooms. Most if it was set aside for entertaining, but a small section was also used for education. Ghouls and skeletons occupy this floor, as do a few zombies that generally stay on this level.

Difficulty Level: 11–13.

Entrances: Grand stairs (Area 24); guests' stairs (also Area 24); side doors (from Area 13 into Areas 10 and 11); rear door (into Area 16).

Exits: Door into rear wing (at Area 29); doors into north and south towers (Areas 32 and 35, respectively).

Random Encounters: Check once every 20 minutes (roll 1d12).

1–4.	No encounter
5–6.	1d3+1 skeletons (type left to GM's discretion)
7–8.	1d4 zombies and/or greater zombies (see ***Realms of Norrath: Freeport*** or ***Realms of Norrath: Everfrost Peaks***)
9–10.	1d4+1 lesser ghouls* (see ***Realms of Norrath: Freeport***)
11.	1 greater ghoul plus 1d3 lesser ghouls* (see ***Realms of Norrath: Freeport***)
12.	Roll d%: 01–60, Khrix Fritchoff and pet (see Area 17); 61–00, ghoul magus and pet

*There is a 50% chance that these are carrion ghouls (see Appendix 1).

Detections: None.

Shielding: None.

Continuous Effects: None.

Standard Features: Unless otherwise stated, doors on this level are of reinforced wood, 6 feet high, 3 feet wide, and 2 inches thick: Hardness 5, 20 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

24. Ballroom

The floor here is inlaid wood squares, and columns spaced around the walls support the high ceiling. A single massive chandelier once hung in the room's center, but it has long since been torn down and rent apart, littering the floor with over two hundred candle stubs and shattered crystal. In the northwest corner sits a decrepit raised wooden platform apparently once used by musicians or other performers. Elegant wooden chairs and benches that once rested along the walls between columns and doors have all been destroyed. The room had no other furniture, and the walls and floor are still intact, though covered in dust, cobwebs, and dirt. Balconies cover both the north and west walls of this floor, and can be reached by double doors along those walls of the ballroom.

The Wilhavyns held parties here, inviting all of their neighbors, regardless of race, to evenings of music, dancing, and conversation.

25. Taproom

Lord Frederic Wilhavyn was wise enough to recognize that alcohol could both calm tempers and loosen tongues. He set aside a corner of this floor, just off of the ballroom, as the taproom, and connected it to the ballroom by a wide archway.

The east wall of this room is dominated by the long marble-topped bar that runs its entire length. Behind the bar, shelves hold many bottles and glasses. Small tables are scattered through the rest of the room with chairs around them. A door on the north wall leads out to the north balcony. Miraculously, the taproom is almost perfectly intact — not just the bar, tables, and chairs, but even the bottles and glasses on the shelves. These bottles contain a variety of ales, beers, meads, and wines, including several bottles of premium vintage worth at least 100 gp each.

Of course, the undead of the Estate have long wanted to destroy the room's contents, but they have always been prevented — for the tapster still dwells here, and he does not tolerate anyone's interference with his work or his proprietorship. The barkeep was one of Wilhavyn's first successes, a large troll named Rockbite who chose to set aside his violent ways and seek a more peaceful life. Wilhavyn offered Rockbite the job of tapster, and the troll accepted. For several years Rockbite worked here, serving drinks and chatting with the guests, and everyone was impressed by his intelligence and his friendly nature. Soon after the curse fell, however, Rockbite was slain by a horde of zombies and immediately rose as one of them. Unlike most, however, he retained a modicum of his intelligence, and also the knowledge that the barroom was his domain. Ever since then, he has kept others from damaging the taproom.

When living visitors enter, Rockbite is torn between the desire to offer them a drink and the urge to feast upon their flesh. Unfortunately for travelers, the undead troll is not the only occupant of this room. Although he does not allow anyone to damage his furniture or goods, the tapster does not object to visitors, and 1d6 zombies can almost always be found milling about in this room and in the ballroom beyond. Skeletons and ghouls also pass through occasionally. As long as no one damages the room or its contents, Rockbite is content to let visitors fight amongst themselves; once an act of "vandalism" has occurred, however, he leaps to destroy all other creatures in the room.

During his life, Rockbite was rewarded in many ways for his service to the Wilhavyns and their friends and allies. He still wears an *opalline earring* he was given by a group of dwarves who stayed here for many months as guests of the manor. He also has a chain shirt and a masterwork battleaxe he once took from a marauding ghoul.

Rockbite, Greater Zombie [advanced HD]: CR 12; SZ Large undead; HD 20d12+13; hp 150; Init +1 (Dex); Spd 30 ft. (can't run); AC 23 [flat-footed 22, touch 10] (–1 size, +1 Dex, +10 natural, +4 armor); BAB +10; Grap +23; Atk +19 melee (2d6+13, crit x3, Large masterwork battleaxe) or claw +18 melee (1d10+9); Full Atk +17/+12 melee (2d6+9, crit x3, Large masterwork battleaxe) and claw +16 melee (1d10+4) and slam +16 melee (1d8+9); Reach 10 ft.; SA magic attack +3; SQ damage reduction 6/–, hideous fortitude, immunities, infravision, see invisible, undead; Res CR 30, DR —, ER 20, FR 10, MR 20, PR —, SoR —; AL N; Fac None; SV Fort +12, Ref +7, Will +13; Str 29, Dex 12, Con —, Int 7, Wis 12, Cha 10 (8).

Skills: Listen +21, Search +9, Spot +21.

Feats: Improved Slam, Slam, Power Attack, Sunder, Toughened.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, a greater zombie's melee attacks are considered +3 magic weapons. This ability, however, grants no actual bonus to its attack or damage rolls.

Hideous Fortitude (Ex): Greater zombies have good Fortitude saving throws in addition to good Will saves.

Immunities (Ex): Greater zombies are immune to sonic attacks; they take only half damage from piercing attacks (halve such damage before applying the zombie's damage reduction).

See Invisible (Su): Zombies can see invisible objects and creatures normally, although this ability does not apply to those protected specifically by *invisibility to undead.*

Possessions: Large chain shirt, Large masterwork battleaxe, *opalline earring.*

26. Classrooms

These two large rooms each have rows of wooden tables, with chairs along the side facing away from the door (i.e., chairs on the east side for the south room, and on the west side for the north room). At the end furthest from the door stands a single heavy wooden desk, with one chair behind it facing the door — apparently the teacher's desk. The wall behind the desk holds a single massive sheet of slate, and chalk hangs below that on a string. The south classroom has two large windows in its south wall, looking out over the back of the grounds.

Unfortunately, the Wilhavyns rarely got the chance to teach anyone, so these rooms were not used much. Most of the chairs have been destroyed, but the tables and desks still stand. The slate in the south room has been shattered into five irregular pieces, but the other room's slate is still intact.

Rear Wing

The northeast corner of the manor juts out further to the east than the rest of the building. This is the rear wing, which Wilhavyn set aside for dealing with those who came to him sick or wounded. This wing has its own entrance, along the east side, and its own sets of stairs at its westernmost edge. On each floor it also has a door along the west wall, allowing people to enter from the manor proper.

27. Infirmary

During the Wilhavyns' rule, patients would be escorted into the small rooms off of this area by a priest, and would either sit in a chair or lie on a couch — depending on how sick or wounded they were — where the priest would proceed to examine them. The cabinets in each room once held bandages, needle and thread, and basic herbs and unguents. Most of the furniture in the infirmary has been destroyed, as have the medical supplies; someone rummaging through the entire area might (Search DC 22) be able to salvage a roll of bandages, a few needles, and a handful of herbs and salves — enough for 1 attempt at binding wounds (using the Heal skill), plus another such attempt for every 3 points by which the Search check exceeds the DC of 22.

28. Surgery

The second floor of the rear wing is the surgery, where patients who needed active medical help would once have been taken. This floor is divided by a wide corridor, with two doors on either side, each leading into an operating room. These rooms each have a padded table, plus several high stools and two small wooden cabinets.

This floor has also been ransacked, though a full healer's kit could be scavenged piecemeal from the four operating rooms if one spent an hour or so searching (no check required).

29. Recovery Rooms

The top floor of the rear wing holds the recovery rooms, where patients would have rested either after surgery or after being given medicine requiring more than half a day to work. There are eleven of these "sickrooms" in all; they are not large, but each one once held a simple bed, a chest for clothes, a small bedside table, and a wooden chair. Each also has a window.

Like most others in the manor, these rooms have all been torn apart, and most of the furniture is mere kindling now.

North Tower

This three-story tower sits at the northwest corner of the house. Unlike the rear wing, the tower does not have its own entrance — the only way in is through the doors on

Difficulty Level: 9–11.
Entrances: See map.
Exits: See map.
Random Encounters: Check once every 30 minutes (roll 1d12).

1–6.	No encounter
7–8.	1d3+1 skeletons (type left to GM's discretion)
9–10.	2d4 zombies (see ***Realms of Norrath: Freeport*** or ***Realms of Norrath: Everfrost Peaks***)
11–12.	1d2+1 ghouls* (see ***Realms of Norrath: Freeport***)

* There is a 50% chance that these are carrion ghouls (see Appendix 1).

Detections: None.
Shielding: None.
Continuous Effects: None.
Standard Features: Unless otherwise stated, intact doors on this level are of reinforced wood, 6 feet high, 3 feet wide, and 2 inches thick: Hardness 5, 20 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

each floor of the manor's main building. The tower does have its own internal stairs, however.

The north tower was used to house the clergy and knights of Quellious who assisted the Wilhavyns in maintaining peace throughout the area and in ministering to those on the estate. Zombies and skeletons are the creatures most commonly found here now, though the zombies usually remain on the ground floor (Area 30).

Difficulty Level: 13–15.

Entrances: See map.

Exits: See map.

Random Encounters: Check once every 30 minutes (roll 1d12).

1–5.	No encounter
6–8.	2d6 skeletons (type left to GM's discretion)
9–11.	2d6 zombies and/or greater zombies (see ***Realms of Norrath: Everfrost Peaks***); on the second or third floors of the tower, treat this result as "2d6 skeletons."
12.	2 Knights of Unrest (see Area 32)

Detections: None.

Shielding: None.

Continuous Effects: None.

Standard Features: Unless otherwise stated, intact doors on this level are of reinforced wood, 6 feet high, 3 feet wide, and 2 inches thick: Hardness 5, 20 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

30. Clergy Bedrooms

The first floor of this tower holds bedrooms once occupied by the priests who worked in the office and the chapel. The level is divided into nine smaller rooms, each opening off the central space and having a bed, a side table, and a chest. Baskets under the bed held personal items, as did the shelves above, while hooks on the wall held clothes.

These rooms have all been torn apart, and the tables destroyed — the beds and chests are sturdier, however, and most are still in one piece. Clothing and other personal items have been ripped apart or have simply crumbled over time, but two items have survived: In the room closest to the door, a slightly weathered but wearable *minor cloak of protection* (granting a +1 luck bonus to AC and saves) hangs upon a hook; in the fourth room (counting clockwise), a *woodcarver's knife* (see Appendix 2) is stuck into the underside of the bed frame.

Spread throughout this area, 2d4+2 zombies can be found at any given time, singly and in pairs; once the PCs engage one or more of these, the rest lurch to attack, each other zombie (or pair) arriving in 1d3 rounds.

31. Knights' Common Room

The tower's second floor is a large common room, used by the knights as a place to relax without worrying about appearances. The room has several rough wooden chairs, benches, and tables, all solid and comfortable but not fancy; this furniture has proved too solid for the local undead to break, and though they have been tipped over and shoved about, the pieces are still intact. A large, low bronze brazier sits in the center of the room; it has been knocked on its side, and cold coals and coal ash are spread throughout the room. A wooden cabinet has been thrown across the room, and all of the bottles it contained are long since smashed — one or two metallic flagons are dented but usable.

The only items of value were once trophies of hunts or battles (torn tabards, stuffed heads, and the weapons of fallen opponents) that hung upon the walls. Most of the displays have been torn open and strewn about as well, including a *+1 light mace* and a long war horn crafted from the shell of some sea creature (treat as a *minotaur horn*).

32. Knights' Bedrooms

The third floor of the tower contains the knights' bedrooms. Larger than those of the clergy on the first floor, only four fit into the tower — regular soldiers lived in the hostelry, while these rooms were reserved for the more powerful knights who served Wilhavyn directly. Each room has two beds, one on other side. Drawers under the bed hold belongings and gear, as do shelves above; the chests at the beds' feet hold pieces of armor and replacement weapons, as well as equipment for their care. Clothing was hung upon wall hooks, and a small table between the beds held a pitcher of water, a small basin, and two mugs. These rooms have not been disturbed because, like the barroom, they have active tenants.

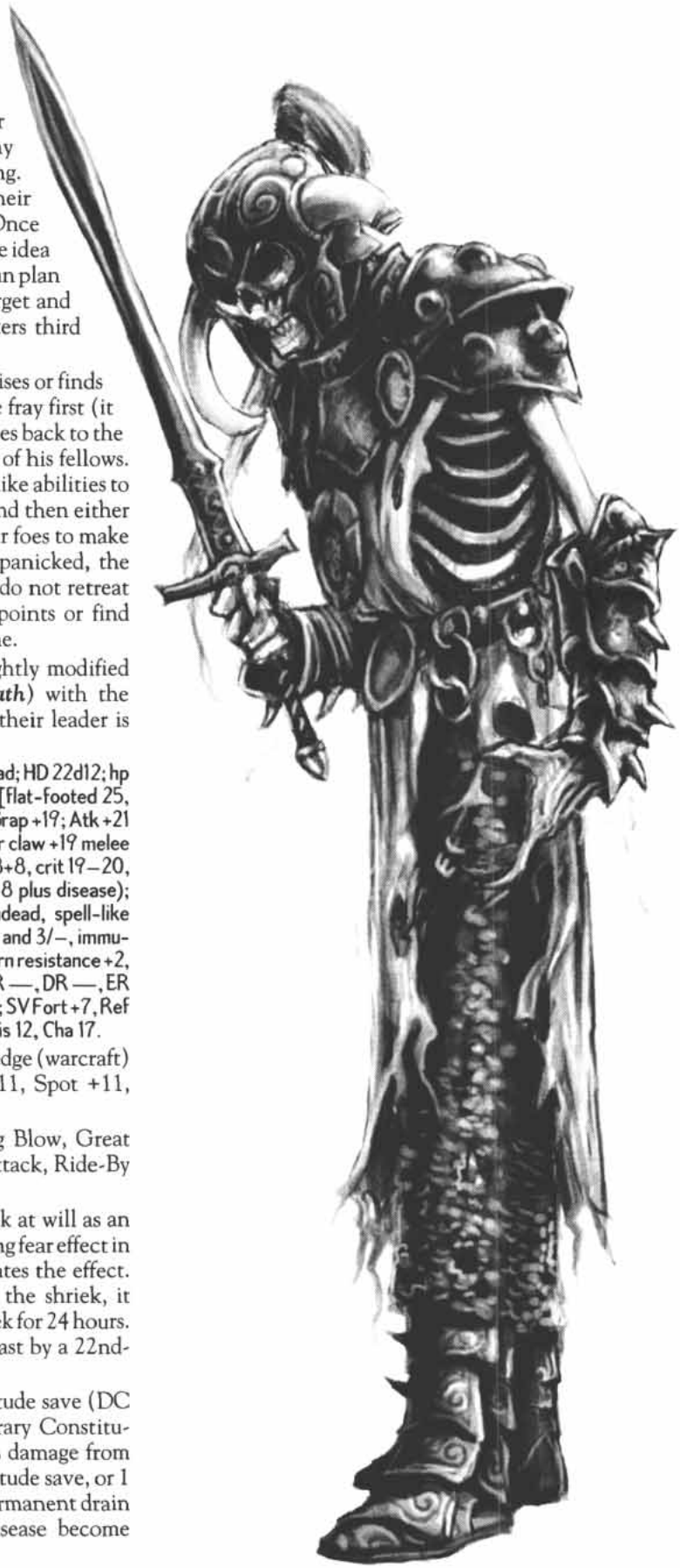
The 5 undead Knights of Unrest (see sidebar) often roam the estate grounds in pairs, attacking any creature they cannot conscript, but they always return here, and at least one of them (usually their leader) stays in these rooms at all times. Throughout the four rooms are scattered a few treasures: a total of 200 gp, another 120 gp in assorted gemstones, and a *+1 handaxe*.

The Knights of Unrest

Those human or Erudite paladins who protected the Wilhavyn estate were noble folk dedicated to serving the family and keeping the peace. They used their weapons only when necessary, preferring to let their presence deter others from attacking. To a degree, their mission has not been changed by the curse upon the Estate: They still seek to protect the estate, and still use their presence as much as their force of arms. The difference is that now they are undead creatures — and they consider all living creatures to be their enemies.

Only five of the Wilhavyn Estate's eight knights were armed when the curse fell, so these five are the only ones to have become Knights of Unrest. Their fellows were caught unprepared and became mere zombies instead — perhaps because Frederic Wilhavyn had blessed the knights' arms and armor, these five retained their intelligence, and much of their old personality and memories as well. They typically patrol the estate, as they did in life, leaving at least one of their number behind to guard their bedrooms. Any living creature encountered is attacked and either killed or driven

off. The knights also gather other undead unto them, and they can usually command any zombies or skeletons present.



Tactics

The Knights still remember all of their military training, and they remain canny enough to gauge intruders before attacking. They watch people from a distance, using their armor's *shadow* abilities to stay hidden. Once they know how large a group is and have some idea of each member's capabilities, the Knights can plan their strategy. Priests are always the first target and spellcasters the second, with armored fighters third and anyone else after that.

If greatly outnumbered, a Knight either raises or finds some lesser undead and sends them into the fray first (it may or may not have a skeletal mount), or goes back to the manor's north tower to collect one or more of his fellows. Once in combat, the Knights use their spell-like abilities to strike before they get within melee range, and then either shriek or turn their terrifying aura upon their foes to make them run away. Once a few intruders are panicked, the Knights fall upon those who remain. They do not retreat unless they lose more than half their hit points or find themselves outnumbered at least four-to-one.

The Knights' statistics are those of a slightly modified risen commander (see ***Monsters of Norrath***) with the "crazed dead" template (see Appendix 1); their leader is similar, but with advanced HD.

Knights of Unrest (4): CR 15; SZ Medium-size undead; HD 22d12; hp 143; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 25 [flat-footed 25, touch 10] (+5 natural, +8 armor, +2 shield); BAB +11; Grap +19; Atk +21 melee (1d8+8, crit 19–20, masterwork longsword) or claw +19 melee (1d6+8 plus disease); Full Atk +21/+17/+13 melee (1d8+8, crit 19–20, masterwork longsword), or 2 claws +19 melee (1d6+8 plus disease); SA crazed shriek, disease, harm touch, rebuke undead, spell-like abilities, terrifying aura; SQ damage reduction 20/+3 and 3/–, immunities, infravision, raise legion, see invisible, SR 20, turn resistance +2, undead, +1 sonic saves, +2 magic saves; Res AR 20, CR —, DR —, ER 20, FR 20, MR 28, PR —, SoR 24; AL OE; Fac Unrest; SV Fort +7, Ref +7, Will +14; Str 26 (23), Dex 10, Con —, Int 19, Wis 12, Cha 17.

Skills: Channeling +14, Jump +13, Knowledge (warcraft) +12, Listen +11, Meditation +15, Ride +11, Spot +11, Taunt +14, Undead Empathy +8.

Feats: Cleave, Double Attack, Finishing Blow, Great Cleave, Mounted Combat, Parry, Power Attack, Ride-By Attack, Weapon Focus (longsword).

Crazed Shriek (Su): The Knight can shriek at will as an attack action, emitting a sonic, mind-affecting fear effect in a 90-foot radius. A Will save (DC 24) negates the effect. Once a creature successfully saves against the shriek, it cannot be affected by the same Knight's shriek for 24 hours. The power otherwise works as a *fear* spell cast by a 22nd-level necromancer.

Disease (Ex): Zombie Rot — claws; Fortitude save (DC 24); incubation 1 day; damage 1d4 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at a second Fortitude save, or 1 point of temporary Con damage becomes permanent drain instead. Humanoids who die from the disease become zombies with the crazed dead template.

Harm Touch (Su): Once every 2d4 rounds, as shadow knight ability (66 hp; Fort half, DC 25).

Rebuke Undead (Su): 6/day — as a 22nd-level necromancer.

Spell-Like Abilities (mana cost): *Abduction of strength* (1), *banshee aura* (10), *scream of death* (0), *shroud of hate* (10), *shroud of pain* (17). Caster level 18th; save DC 14 + spell level.

Mana Pool: 144.

Terrifying Aura (Su): At will (free action), 10-foot radius — as *invoke fear* (Will negates, DC 24). A creature that saves cannot be affected by that Knight's aura for 24 hours.

Immunities (Ex): Knights of Unrest are immune to fear, including those effects that may normally affect undead, and take only half damage from slashing or piercing weapons.

Raise Legion (Su): At will, as a standard action, a Knight of Unrest may animate 2d6 HD of skeletons or zombies using bones or corpses within 30 feet. These undead are controlled by the Knight (unless turned or rebuked by some other) and carry out its orders to the best of their ability until destroyed or until the Knight releases them, at which point they crumple back into their dead state. The Knight may not have more than 24 HD of these undead legionnaires under his control at any given time.

Possessions: Bloodstained armor, large steel shield, masterwork longsword, *bloodstained mantle*.

Torklar Battlemaster, Captain of the Knights of Unrest: CR 17; SZ Medium-size undead; HD 28d12; hp 185; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 27 [flat-footed 27, touch 10] (+5 natural, +8 armor, +4 shield); BAB +14; Grap +23; Atk +26 melee (1d8+11, crit 19–20/x3, *+2 warhammer of speed*) or claw +23 melee (1d6+9 plus disease); Full Atk +26/+23/+20/+17/+14 melee (1d8+11, crit 19–20/x3, *+2 warhammer of speed*), or 2 claws +23 melee (1d6+9 plus disease); SA crazed shriek, disease, harm touch, rebuke undead, spell-like abilities, terrifying aura; SQ damage reduction 20/+3 and 3/–, immunities, infravision, raise legion, see invisible, SR 20, turn resistance +2, undead, +1 sonic saves, +2 magic saves; Res AR 20, CR —, DR —, ER 20, FR 20, MR 28, PR —, SoR 24; AL OE; Fac Unrest; SV Fort +9, Ref +9, Will +18; Str 28 (25), Dex 10, Con —, Int 19, Wis 14, Cha 19.

Skills: Channeling +15, Jump +14, Knowledge (warcraft) +16, Listen +15, Meditation +15, Ride +11, Spot +15, Taunt +15, Undead Empathy +11.

Feats: Cleave, Double Attack, Finishing Blow, Great Cleave, Improved Critical (warhammer), Mounted Combat, Parry, Power Attack, Ride-By Attack, Weapon Focus (warhammer).

Crazed Shriek (Su): Will negates, DC 28.

Disease (Ex): Zombie Rot — Fortitude negates, DC 28.

Harm Touch (Su): 83 hp; Fortitude half, DC 28.

Rebuke Undead (Su): 7/day — as 28th-level necromancer.

Spell-Like Abilities (mana cost): *Abduction of strength* (1), *banshee aura* (10), *scream of death* (0), *shroud of hate* (10), *shroud of pain* (17). Caster level 18th; save DC 14 + spell level.

Mana Pool: 144.

Raise Legion (Su): Torklar may not have more than 36 HD of undead legionnaires under his control at any given time.

Terrifying Aura (Su): Will negates, DC 28.

Possessions: Bloodstained armor, +2 large steel shield, +2 warhammer of speed, bloodstained mantle, battleworn canteen (see Appendix 2).

South Tower

The second of the manor's two towers is directly south of the first, at the manor's southwest corner. Its first two floors were set aside for the house servants, but the top floor belonged to Frederic's wife Anna, the lady of the estate. Zombies and skeletons now wander through the two lower floors, but not the top one.

Difficulty Level: 11–14.

Entrances: See map.

Exits: See map.

Random Encounters: Check once every 20 minutes (roll 1d12).

1–6.	No encounter
7–9.	2d6 skeletons (type left to GM's discretion)
10–11.	2d6 zombies (see ***Realms of Norrath: Everfrost Peaks***); on the second floor of the tower, treat this result as "2d6 skeletons."
12.	Festering hag

Detections: None.

Shielding: None.

Continuous Effects: None.

Standard Features: Unless otherwise stated, intact doors on this level are of reinforced wood, 6 feet high, 3 feet wide, and 2 inches thick: Hardness 5, 20 hp; Stuck DC 23; Locked DC 25; Pick Lock DC 25.

33. Servants' Dayroom

The first floor of the tower was the common room for the servants, where they could gather and relax when not working. It is very similar to the knights' common room in the north tower, with solid wooden tables, benches, and chairs, and a brazier at the center. The room is a complete shambles, though most of the furniture has survived.

34. Servants' Bedrooms

The second floor contains the servants' quarters. These are similar to the clergy bedrooms, though slightly larger. Five rooms ring the center, and each has two beds with drawers underneath, two chests, a side table, and shelves and hooks along the walls. All of these rooms have been ravaged, and the lighter furniture destroyed. Nothing of value is in these rooms.

35. Lady Wilhavyn's Den

This large room was the province of Anna Wilhavyn, who was a much-beloved noblewoman and also a powerful wizard in her own right; this room was her study and laboratory. Anna spent much of her time in this room,

researching and testing spells. During the last year of her life, she also brought her youngest child Serra along, and had begun to tutor the girl in wizardry. This room has not been disturbed at all, because none of the other undead on the estate dare to antagonize its occupant (see below).

A large, heavy desk sits against the wall, with a comfortable chair behind it. Two bookcases stand nearby, both filled with tomes (including two spellbooks; GM's discretion as to what wizard spells are contained therein), scrolls (some of which may contain a few wizard spells), and loose pages (a few of which have wizards' runes upon them). A locked cabinet to the east holds a variety of spell components (assume the equivalent of 6 spell component pouches, plus several rarer ingredients). A long table near the cabinet holds alchemical equipment, including various chemicals and mixtures; a pair of tall stools sits beside it, with a leather smock draped over one of them. A circular rug with an intricate knotwork pattern covers most of the floor.

Today, a reanimated hand has claimed this den, and rarely if ever leaves the room. Some travelers believe the creature may spend its time trying to decipher Anna's notes and spellbooks, but no one can be sure. The hand wears a single piece of jewelry, an *ivory bracelet* (see Appendix 2).

Reanimated Hand [advanced HD]: CR 13*; SZ Large undead; HD 15d12; hp 106; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 17 [flat-footed 16, touch 10] (–1 size, +1 Dex, +7 natural); BAB +7; Grap +18; Atk slam +13 melee (2d6+10 plus *daze*); Full Atk slam +13/+8 melee (2d6+10 plus *daze*); Face 5 ft. by 10 ft.; Reach 5 ft.; SA spell-like abilities, trample 1d8+10; SQ blindsight 60 ft., damage reduction 10/+2, language mastery, undead; AL ON; Fac None; SV Fort +5, Ref +8, Will +10; Str 25, Dex 12 (11), Con —, Int 20, Wis 12, Cha 13.

Skills: Channeling +18, Climb +2, Knowledge (local lore [Estate of Unrest]) +12, Knowledge (mysticism) +13, Listen +12, Meditation +27, Spellcraft +19, Spot +12, Trade Skill (calligraphy) +12.

Feats: Cleave, Enlarge Spell-Like Ability, Improved Initiative, Improved Slam, Lightning Reflexes, Mental Clarity, Power Attack, Quicken Spell-Like Ability.

Spell-Like Abilities (mana cost): *Bonds of force* (12), *cancel magic* (5), *column of lightning* (22), *eye of Zomm* (5), *inferno shock* (22), *invisibility* (5), *major shielding* (13), *yonder* (2). Caster level 15th; save DC 15 + spell level.

Mana Pool: 153.

Reanimated Hand (buffed with *major shielding*): hp 124; AC 22 [flat-footed 21, touch 10] (–1 size, +1 Dex, +7 natural, +5 armor); SQ +2 magic saves; Res MR 8.

* Note that the reanimated hand in ***Monsters of Norrath*** should be CR 12, not CR 10.

Basement

The manor rises three stories above ground, but also descends one floor below. Most of the entrances to this level from inside the manor are either concealed or private. The only other way down is through the root cellar, beneath the rear wing — a set of stairs is cut into the ground on the north side of that wing, and these go to the root cellar, which has a concealed door connecting it to the rest of the basement. The Wilhavyns were careful about access to this level because it held several things they considered valuable—or dangerous.

Difficulty Level: 12–16.

Entrances: Basement stairs (from south of Area 14 on ground floor to Area 37); root cellar stairs (from exterior of manor into Area 36); vault trapdoor (from Area 3 on ground floor into Area 42).

Exits: None.

Random Encounters: Check once every 15 minutes (roll 1d12).

1–4.	No encounter
5–6.	2d4 skeletons (type left to GM's discretion)
7–8.	2d6 zombies or greater zombies (see ***Realms of Norrath: Everfrost Peaks***).
9–10.	1d3 festering hags (each wears *damask robes* and a *festering cloak*).
11.	1d3 werebats (use sample werebat from ***Monsters of Norrath*** or apply template to a unique creature).
12.	1d2 dark terrors (as "terror carver," but racial Hide bonus applies to subterranean and shadowy conditions).

Detections: None.

Shielding: Due to special magical precautions taken during the manor's construction, teleportation spells and effects cannot carry a creature into the basement (spells such as *yonder* cast while within the basement work normally, however, though they can only transport the caster to another location within the basement). Further, Areas 41 and 42 have both been prepared with a thin sheet of lead behind walls, floor, and ceiling, as well as within the vault doors themselves, preventing any kind of aura detection or aura sensing magic (such as the spell *sense the dead* or a unicorn's ability to sense evil), as well as any kind of scrying or remote sensing (including that from the spells *eye of Zomm* or even *bind sight*) from penetrating into their interiors. Finally, wards have been cast to keep the Black Vault (Area 41) safe — no compulsions or charms can operate in this room (nor can telepathic contact occur from outside to in, or vice versa), nor can conjured or summoned creatures enter or be summoned into this chamber. All wards here are at caster level 24th.

Continuous Effects: None.

Standard Features: Unless otherwise stated, intact doors on this level are of heavy, iron-bound wood, 7 feet high, 3 feet wide, and 3 inches thick: Hardness 6, 30 hp; Stuck DC 24; Locked DC 27; Pick Lock DC 25.

36. Root Cellar

This is the only basement room that leads directly outside, via a short staircase along its north wall. The room has shelves along its east, west, and south walls, which once would have held roots, herbs, and various other food items. All of those have long since turned to mold and thence to dust.

However, the room has found a second, less pleasant use. The lich Tintragen has used this cellar to interrogate and torture travelers in the hopes that one of them will reveal the location of the *Hearthstone*. Blood spatters cover every wall, and instead of roots the shelves hold jagged knives and other torture devices, while a small brazier in one corner is kept smoldering, with pincers and pokers resting among the flames.

In the northwest corner of the room is a stack of wine casks, but these are actually false — they hide the concealed door (Search DC 25) into the rest of the basement, which is accessed by turning the spout on the top left cask.

37. General Storage

Pieces of furniture were once kept here, as were old clothes, bags of grain, barrels of dried fruit, and other goods. Some of the furniture remains, somewhat tattered, but the rest has crumbled away.

Now, werebats often hang from the overhead beams, waiting for nightfall to make their way up into the manor and out into the open sky to hunt. Festering hags occasionally wander through, also on their way out in search of victims; the werebats long ago learned to leave these desiccated crones alone.

38. The Pit

Filling the northwest corner of the storage room is a large pool of lava, bubbling and throwing off a great deal of heat. This is actually an illusion created long ago by an ally of Lord Wilhavyn to keep others away from the Black Vault (Area 41). A PC who wishes to "disbelieve" the lava may make a Will save (DC 24) to do so, thus revealing the illusion — but only for himself — for what it really is. A character may retry this save only if another character has already made the first save and communicates to his allies the presence of the illusion; in such a case, the characters attempting the second save receive a +2 circumstance bonus.

Alternately, a spellcaster could use *cancel magic* or similar spells to negate the illusion temporarily; if the dispel check succeeds against caster level 24th, the illusion "shuts down" for 1 minute before reconstituting itself.

Those who believe the lava exists are affected as if it were real in all respects, except that any damage they take from lava is subdual, rather than real damage. Further, anyone attempting to cross the pool or simply ignore it and walking on through falls into the Pit unless he somehow manages to stay on the walkway and does not succumb to the illusionary heat (as above). (Though the entirety of the Pit and the door to Area 41 is fully concealed by the illusion of the lava and the steam and heat distortion rising from it, a single narrow walkway was left running across the Pit from southeast to northwest.)

A character who takes enough subdual damage from the illusion to reduce him to unconsciousness — whether he falls into the pit or not — must make a Fortitude save (DC 16) or actually perish from the very real shock to his nervous system produced by his own mind.

In any case, the Pit, perfectly concealed by the illusion, hides a very real danger now, unlike in Wilhavyn's time: It is home to several festering hags (each wears *damask robes* and a *festering cloak*), the most powerful of which is actually the former Lady Anna Wilhavyn herself, who was tragically transformed into this undead creature upon her death.

The underside of the walkway is also home to a mortuary fungus (see Appendix 1), which has learned from painful experience not to bother the undead inhabitants of the place.

Lady Wilhavyn, Festering Hag*, Wiz 4: CR 15; SZ Medium-size undead; HD 14d12 plus 4d12; hp 105; Init +2 (Dex); Spd 30 ft.; AC 24 [flat-footed 22, touch 12] (+2 Dex, +9 natural, +3 armor); BAB +9; Grap +10; Atk claw +10 melee (1d4+1); Full Atk 2 claws +10 melee (1d4+1); SA spells; SQ extended enhancement 1, quicken mastery, ultravision, undead, –1 magic saves; Res CR 5, DR —, ER 5, MR 2, PR —; AL NE; Fac None; SV Fort +5, Ref +7, Will +15; Str 12, Dex 14, Con —, Int 23, Wis 15, Cha 12.

Skills: Channeling +22, Hide +12, Knowledge (local lore [Estate of Unrest]) +13, Knowledge (mysticism) +18, Listen +13, Meditation +27, Spellcraft +18, Spot +13, Trade Skill (tailoring) +20, Undead Empathy +11.

Feats: Alertness, Combat Casting, Enlarge Spell, Heighten Spell, Mental Clarity, Mystic Capacity, School Specialization (divination), Spell Focus (divination), Spell Focus (evocation).

Wizard Spells Usually Prepared (mana cost): *Energy storm* (27), *ice shock* (27), *invisibility to undead* (6), *nullify magic* (8), *see invisible* (4), *steelskin* (25), *thunder strike* (25), *thunderclap* (29), *yonder* (2). Caster level 18th; save DC 16 + spell level, or DC 18 + spell level for divination or evocation spells.

Mana Pool: 218.

Possessions: Damask robes, festering cloak, globe of mist (see Appendix 2), spellbooks, spell component pouch.

Lady Wilhavyn (buffed with *elemental shield, see invisible, shielding,* and *steelskin*): hp 117 + (6d10)x2 = ave. 183; AC 25 [flat-footed 23, touch 12] (+2 Dex, +9 natural, +4 armor); SQ see invisible, +0 magic saves, +2 cold and fire saves; Res CR 13, DR —, ER 5, FR 8, MR 8, PR —.

* The festering hag in ***Monsters of Norrath*** should have a wizard caster level of 14th (which agrees with the actual spell-like abilities listed, so these need not change), not CL 20th.

39. Armory

The Wilhavyns, being pacifists, did not use weapons or armor themselves, and the estate knights kept their gear on hand in the north tower. This room was actually built to hold those articles of war confiscated from the locals — when someone agreed to give up their violent ways, they turned over their weapons and armor, which were brought down here.

The walls of this room are lined with racks, holding all manner of weapons: at least one of every simple and martial weapon can be found here, along with several suits of leather, studded leather, hide, and chain armor. Most of these items are of average quality and are in poor condition,

if they have not rusted away to uselessness. However, there are a few exceptional items in good repair: a *+1 battleaxe*; a *scallywag's blade* (a *+1/+3 dagger* that deals an additional +1d6 damage on a backstab); and a ragged quiver holding 17 *arrows of venom*.

40. Wine Cellar

This room is quite cool (especially relative to the illusionary heat from the lava in the outer room); the temperature here is about 20 degrees Fahrenheit lower than that of the nearby rooms. This drop is due to a *temperate stone* (see Appendix 2) that has been set into the keystone of the doorframe inside the room. The *temperate stone* can be removed with a successful Disable Device or Profession (stonecutter) check (DC 15) or a Trade Skill (jewelcraft) check (DC 20); in any case, a check failed by 5 or more causes irreparable damage to the stone, rendering it nonmagical.

Unfortunately, most of the wine racks and bottles in the room have been destroyed, but a brief search uncovers 6 unbroken bottles. Of these, one has turned to vinegar and another has actually become quite toxic due to contamination and an odd chemical reaction (Fortitude DC 14 or take 1d10 points of damage and 2 points of temporary Strength and Constitution damage). Two of the remaining four are decent vintages (20 gp each), while the last two bottles are excellent and rare vintages that could each fetch as much as 200 gp from a dedicated connoisseur.

41. Black Vault

Many of the items handed over to or confiscated by the Wilhavyns were too powerful and too dangerous to be left out where others could find them, so they had this room built. Its walls are as thick as those of the family vault (Area 42), and several spells have been cast to keep the rooms contents safe — see the "Shielding" entry for the basement at the beginning of this section. Like the walls, the door is very thick and strong, and is warded in all ways as the rest of the chamber.

Vault Door (7 ft. by 4 ft. by 6 in.): Hardness 13, 240 hp; Locked DC 30; Pick Lock DC 35.

This is one of the only rooms in the manor where every item is completely intact. Along the back wall of the Vault is a rack of weapons; to the east are stands holding armor. The west wall has a large bookcase holding several thick books and a handful of scrolls — including lost pages to *Tasarin's Grimoire* (see sidebar) and several Words of Eradication. Several of the many books and tomes here are arcane in nature, and the festering hags frequent this room — one or more can often be found leafing through the texts.

The details (and relative power) of the many other items in this room are left to the purview of the GM; however, every one is either evil, cursed, or both.

42. Family Vault

This room, like the Black Vault, was built with thick walls and a stout door to protect the Wilhavyn family's valuables. Unfortunately, both the lich Tintragen and the ghost of Garanel believe the *Hearthstone of Gentle Dissuasion* must be in this room or nearby, so they can frequently be found here, fighting one another for the opportunity to search the vault again. In any case, a dark terror (advanced to 28 HD) awaits unsuspecting visitors; it knows not to interfere with Tintragen or Garanel, but any other creature that enters is fair game.

Vault Door (7 ft. by 4 ft. by 6 in.): Hardness 13, 240 hp; Locked DC 30; Pick Lock DC 35.

The chamber's walls are lined with heavy wooden shelves. Most of the items here have only sentimental value — the shield of the first Wilhavyn (now pitted with rust); the scroll ratifying the creation of the Wilhavyn estate and coat of arms; a second copy of the Wilhavyn family history (identical to the one once kept in the library upstairs); and a gold-edged red rose, encased in glass, that Frederic presented to Anna when he first asked her to marry him.

Other items within have a more universal appeal to adventurers: a suit of *+3 raw silk*; a suit of *blessed ringmail* (as *+3 moderate-fortified scale mail*); a suit of *+1 bronze half-plate*; a *shadow-bone breastplate* (see Appendix 2); a *+2 keen bastard sword*; and a *+1/+4 double-cam longbow*.

Lost Pages of *Tasarin's Grimoire*

Description: Tasarin was one of the greatest spellcasters ever to wander Faydwer, and even though he vanished centuries ago, his spellbooks and journals are still sought after by scholars and sorcerers alike. Although Tasarin himself never visited the Wilhavyn Estates, one of his apprentices did, and she carried several pages from her master's *Grimoire*. Fortunately, the estate's protectors apprehended the youth before she could do much damage, and the pages were placed in the manor's secret vault for safekeeping.

Powers: Tasarin was a brilliant arcanist, and these lost pages contain notes on how to cast spells of all schools more effectively. Any arcane spellcaster who possesses these pages and pores over them can make his spells more potent; if he studies the pages for 1 full minute, the next spell he casts within 1 hour gains a +2 bonus to its save DC. (A character cannot gain any further bonus from studying the pages for a longer period.)

Caster Level: 30th.
Market Price: 40,000 gp.
Slot: Miscellaneous.
Weight: —.



Chapter Seven: Kedge Keep

Beneath the calm surface of Dagnor's Cauldron lies the last outpost of a vanished race. Kedge Keep is all that remains of an undersea empire that once spanned all the oceans of Norrath, but is today embodied in a single, mad individual — the powerful and dangerous Phinigel Autropos.

The Story of the Kedge

Long ago, the aquatic race known as the kedge inhabited virtually every body of water on Norrath. Children of the sea god Prexus, these fish-folk were an intelligent and enlightened race who built a vast civilization founded upon the highest principles of knowledge, learning, and logic.

The kedge were also possessed of great endurance, able to prosper in virtually any watery environment, from the cold salt seas off Velious to the warm tropical shallows near Kunark, in inland seas and even freshwater lakes and rivers. In the depths of what is today called the Ocean of Tears grew a vast kedge city dedicated to the study of magic and the worship of Prexus. Beneath the waves of the Timorous Deep, kedge laborers mined for gems and precious metals that they traded with the surface folk. South of Antonica, in the Gulf of Gunthak, kedge artisans crafted masterpieces from coral, onyx, and mother-of-pearl.

Though they were a peaceful race, living in harmony with the oceans around them, the kedge were also quite capable of defending themselves. From time to time, greedy surface-dwellers, drawn by tales of endless riches lying for the taking beneath the waves, and of arcane secrets hidden by the kedge, would venture into the fish-folk's territory, singly or in numbers, trying to steal the kedge's treasures by force. These expeditions, regardless of how well-prepared, armed, or financed, invariably ended in disaster; the kedge fought with intimate knowledge of the seas and commanded powers beyond the ken of most surface-dwellers. For centuries, the kedge remained safe and secure in their aquatic fastness.

Prexus had seen how other races populated quickly and overwhelmed their environments, exhausting food supplies and going to war over limited resources. When he created the kedge, the Oceanlord was determined that this race would be different. Therefore, he made them with one important limitation — they were a finite race, with a fixed population. That is, only when a kedge died could another be born to take its place, with the recently departed soul reincarnated in a new body. In this manner, the numbers of kedge never grew or diminished as the centuries passed and their civilization grew.

Knowledge and wisdom grew among them, as well, for when a kedge was born it inherited the knowledge and experiences of its direct predecessor(s). It was said that the spirits of the kedge were like water flowing from one vessel to another.

The Hybridizers

As time passed and kedge knowledge and expertise expanded to rival (or perhaps surpass) even that of the Erudites, the fish-folk began to resent the many restrictions — but most notably that dictating their population — placed upon them by their god. Their arcanists, grown jaded and disillusioned, began to delve into dark magics, communing with wicked beings and evil gods and turning away from the worship of Prexus.

Some even began to experiment with resurrecting a kedge's body upon its death, so that its soul would be reborn in a new body, but its predecessor's body and mind would also live on. Others sought to infuse the life-essences of the kedge race into those of ordinary sea creatures, to create a new race that would include the best elements of the kedge but be free of Prexus' limitations.

In the end, the kedge's experiments would prove their undoing and their hubris would lead to their downfall.

The early kedge hybrids were uniformly disastrous. Those that survived proved mindless monsters, and from time to time one would break loose to wreak havoc, both in kedge cities and along the coasts of Norrath. At first, the surface-dwellers did not associate the peaceful kedge with the marauding aquatic monsters that occasionally waded ashore to kill and maim, but in time suspicion began to fall upon the fish-folk.

After a time, the "hybridizers" found what they hoped was a successful breed. Magically infusing kedge tissue with the soul essences of several different species of fish, the resulting creatures were intelligent and tough, and they bred true, proliferating freely without the need for other members of their species to die. With kedge supervision,

several small communities of these hybrids were founded and seemed to prosper.

But all was not well. The wild strain of their piscine ancestors affected the hybrids badly, and as one they left their cities and began to swim up rivers and come ashore along the coast, attacking surface settlements and ships with savage fury.

To the eyes of the surface folk, these hybrids appeared exactly as the peaceful true kedge of the depths, but as if driven by a terrible madness. Soon, a state of war existed between the air-breathers of Norrath and the kedge. It was forces of such hybrids that first soured the relations between the kedge and others, such as the dwarves of Kaladim.

Those who remained loyal and honorable among the kedge moved to destroy the errant hybrids, but many escaped and lived on in the hidden depths of Norrath's oceans and lakes. The true kedge tried to make amends with the surface-dwellers, but their envoys were universally rebuffed, and the era of peace and cooperation between the two worlds of Norrath was at an end.

Unfortunately for the kedge, their travails were only just beginning. The catastrophes of the hybridization experiment would pale in comparison to the nightmare that was to come.

The Coming of Autropos

As the hybrids emerged from their cities and rampaged through the surface world, the kedge necromancers continued their researches. First, they resurrected aquatic creatures as undead servants, which performed menial tasks and aided in the defense of kedge settlements. Then, some began to experiment on more advanced species. Surface-dwellers were kidnapped and dragged beneath the waves. In kedge citadels, these unfortunates were subjected to unbelievable torments under the cold, amoral touch of the fallen fish-folk. In time, these wretches too ended up as undead slaves laboring in the depths far from the air and light of their homes.

After a time, the kedge felt they had amassed enough knowledge to successfully resurrect one of their own dead. Hashil Urotos, one of the most experienced and skilled kedge necromancers, submitted to the experiment himself, taking his own life after instructing his followers to perform resurrection rituals upon his corpse. The thing that arose was a twisted parody of the sophisticated necromancer. Dead-eyed, slack-jawed, mindless and murderous, the thing quickly attacked Hashil's assistants, killing several before itself being destroyed.

Hashil's soul-successor, Phinigel Autropos, inherited the late necromancer's knowledge and wisdom, and grew to adulthood with the determination to never repeat the mistakes of the past. Phinigel's career began promisingly enough. A close relative of the kedge royal family, he inherited extensive estates and considerable wealth, initially using his resources to better the lot of ordinary kedge, to undo the great damage caused by the necromancers and the hybridizers, and even to improve relations with the surface-folk. For a time, it seemed that perhaps the kedge might return to their old status as peaceable sea-dwellers.

As time went by, however, Phinigel grew arrogant, seeking ever more and more power. At birth, having inherited the accumulated knowledge of Hashil and all of *his* arcane predecessors, Phinigel was already a powerful spellcaster. Shunning the path of the mere necromancer, though, Phinigel took up the mantle of "sorcerer," and set off to expand his knowledge beyond anything ever seen previously among the kedge.

Soon, Phinigel was an important member of the royal court, advising the royal family and aiding in the administration of the realm. In time, he became the court's High Sorcerer, being the most powerful spellcaster in all the oceans of Norrath (and possibly beyond).

When not busy at court, Phinigel traveled through Norrath's oceans, seeking the wisdom of his own people and that of other races as well. He devised spells that would allow him to leave the water for extended periods, and, while magically disguised, to actually dwell at length in the cities of the humans, dwarves, and elves.

When he was yet young, Phinigel had wanted to restore good relations between his people and the air-breathers, but his time in the cities of the surface-dwellers somehow embittered him. Upon his return to the kedges' aquatic domain, his attitude toward the folk of the land appeared to have been changed forever. He did not quite hate them, but neither did he feel that the air-breathers could provide him or his people with any aid or wisdom that they did not already possess. In fact, they sometimes seemed to wield great and dangerous powers that they did not fully understand and could not properly control, and which Phinigel thus felt would be better held and used by the kedge.

The first stage of Phinigel's plan was to erect a new keep — the one known today only as Kedge Keep — deep in the waters of the pool now called Dagnor's Cauldron. From Kedge Keep, the dwarves of Kaladim were the first to suffer at the mighty kedge sorcerer's hands. Ruled by King Dagnor Butcherblock IV, great-grandson of the famous hero-king Dagnor II, the dwarves were surprised by these new raids directed at Kaladim, which sought to wrest magical items and knowledge from the mountain folk by force of arms.

The Failing

The dwarves swore vengeance, and any remaining chance of peace between the surface and the kedge was forever lost. Erudite spellcasters — quite possibly threatened and provoked by the tremendous magical aptitude of the kedge — agreed to aid the dwarves, despite the fact that their races were not traditionally allied. The Erudites began to harass and attack the kedge magically, beginning a brutal rivalry between the kedge and the scions of Erud that would doubtless continue to this day if the kedge had survived.

Phinigel scarcely had time to begin his invasion of the dwarves before a new threat arose to plague the sea-folk. After the failure of early necromantic experiments, all attempts to resurrect kedge had been abandoned. Other undead were still used extensively — they had in fact formed a large part of Phinigel's raiding force against the dwarves — but the bodies of the kedge themselves were sacrosanct. Now, though, it seemed that some other race had discovered the secrets of reviving kedge as undead.

Today, those few Norrathian scholars who have more than a passing knowledge of the kedge believe that the dark elves were responsible. Certainly the Teir'Dal were possessed of an insatiable curiosity and as a race were steeped

in the practice of necromancy. Records of the kedge's necromantic researches had supposedly been destroyed, but it is possible that written evidence survived, and was rediscovered and pieced together by the dark elves.

Regardless of the true source of this new threat, the kedge, much to their horror, were no longer being reborn after death. Instead, as Phinigel and the other court arcanists soon discovered, the souls of the lost kedge were being taken and trapped elsewhere — on land! — in undead bodies, forced to serve their mysterious masters. Slowly, the population of kedge was dwindling, and unless something was done soon, the entire race faced extinction.

With characteristic arrogance, Phinigel immediately declared that he would end the nightmare, reclaim the lost souls, and punish the offenders, whoever they were. Moving to the now isolated Kedge Keep, where he could work in seclusion, Phinigel began preparations for a magical ritual that would save the kedge. After a short time researching the problem, he summoned the most powerful kedge arcanists and the powerful rulers of both the mermaids and the seahorses to assist him, with the intent to begin his mighty ritual.

Unfortunately, the dwarves, whose scouts noted the new activity around Kedge Keep, had already mobilized a fierce retaliatory attack against the kedge. King Dagnor himself was in the nearby fortress — newly built by the dwarves for the very purpose of mounting an assault against the hostile kedge — and used the legendary *dwarven horn* to call up his armies. As part of the assault, the dwarves and their Erudite allies sought to bring down the surrounding mountains on Kedge Keep, letting the resulting rockslide do the majority of their work for them. Unfortunately, Dagnor perished in the assault, and the mighty artifact known as the *Butcherblock hammer* was lost to the waters of Dagnor's Cauldron. (See Chapter 1 for more details of this event.)

No one is certain exactly what went wrong with the ritual. Certainly no one living besides Phinigel himself can even speak with authority of the matter, for when Phinigel began to cast the spell, it almost immediately became apparent that something had gone terribly wrong. A brilliant energy surged through the sorcerer, incinerating his fellow kedge spellcasters. As the sphere of blinding golden light grew around him, fed by the life energies of the surrounding kedge sorcerers, Phinigel desperately tried to end the ritual, but it was too late. The sphere grew larger and larger, draining away the souls of the few kedge servants who dwelt in the keep. With a final explosion of white light, the souls of every living kedge across Norrath were consumed.

In a single act, Phinigel Autropos had destroyed his entire race. He was the sole survivor. Worse still, the memories and experiences of *every* kedge that had ever lived were drawn into Phinigel's mind. Overwhelmed by the myriad voices of his slain people and of the terrible act that he, in his great pride, had committed, the last kedge was driven irrevocably mad.

Visiting the city of Kaladim, the great Erudite wizard Al'Aman felt the terrible arcane energies that Phinigel had unleashed, and quickly led a group of companions south to investigate. The wizard and his companions explored the region. The pool housing Kedge Keep was now completely cut off from the sea, and Kedge Keep itself was devastated, reduced to drowned ruins. With growing horror, Al'Aman realized the extent of the disaster, and finally — despite the recent animosity between the kedge and his own people — came to the sad conclusion that every living kedge had been destroyed. Though he detected a faint glimmer of arcane energy nearby, he could not know the fearsome transformation that had overtaken the failed champion of his rivals.

The sovereigns of the seahorses and the mermaids were now trapped in the keep, forced to continue to dwell alongside the last kedge. To their credit, they maintained their friendship for Phinigel and endeavored to help him undo the damage that he had done. Both the Gloomwater mermaids and the seahorses continue to aid him out of obligation, or in the belief that they have no other choice. Dagnor's Cauldron is now their home — and their prison.

Since those days, Kedge Keep has sunk deeper into ruin, and Phinigel Autropos has retreated deeper and deeper into its twisting hallways. His arcane power controls legions of sharks, piranha, swordfish, and other sea life, which fiercely defend the keep against intruders. Though mad, Phinigel absorbed enormous arcane energy and knowledge. Now, he is perhaps the most powerful spellcaster ever born on Norrath, probably surpassing Al'Kabor and even the great Miragul himself. The combined life energies of all the slain kedge still burn brightly in him, making him effectively immortal.

The Present Day

Phinigel keeps the few remaining secrets of Kedge Keep close to him. Only he knows that a single route to the open sea survived the disaster, and that its entrance is concealed in his chambers. He has told no one of this, for he fears that the mermaids and seahorses would eventually flee the keep if they knew of the route.

Adventurers magically protected from the dangers of the depths continue to risk the waters surrounding Kedge Keep, seeking to discover its lost secrets. For the most part they do not return, as the place remains dangerous to the inexperienced.

However, a notable exception occurred when, in recent years, the famed Al'Kabor (the direct descendant of Al'Aman) led a group of adventurers into the keep, seeking the lost *Butcherblock hammer*. They found far more than they bargained for when they were confronted by Phinigel himself — not undead but still living after all these years — who turned his vast magical powers against the intruders. Though they took heavy losses, the adventurers barely managed to escape with the *Butcherblock hammer*, which they restored to the dwarves.

For his part, Al'Kabor was deeply concerned. He had assumed Phinigel was dead; now he knew that his ancestors had badly underestimated their rival. The fish-man was now an evil creature of enormous power, insane and hostile to all outsiders. Al'Kabor has come to see Phinigel as his arch-nemesis, the only spellcaster in Norrath whose power might exceed his own.

Kedge Keep and its inhabitants continue to entice explorers, adventurers, and treasure-hunters. Phinigel cares little for the outside world, and for the time being wishes only to be left alone. This situation may not last forever, for it is believed that he continues to delve into lost magical

lore, occasionally leaving his home in magical disguises to collect artifacts and arcane knowledge. Why he is doing this is a secret to all but Phinigel himself — perhaps he is even now desperately seeking a way to restore his slain people, or perhaps he wishes to pursue vengeance against the surface-dwellers whom he blames for the disaster. Or perhaps he is simply driven by his own madness to collect more and more knowledge for no rational purpose.

All that is certain is that Phinigel Autropos does not tolerate intrusions, and that those who gaze upon his strange, alien visage do not generally live to tell the tale.

In the Cauldron

Even after surface-dwelling adventurers have overcome the problems of breathing in a watery environment (with spells such as *enduring breath* or magic items such as the *fishbone earring*), the problems of exploring Kedge Keep are only just beginning. To the aquatic kedge, the interior of the keep is a marvel of simplicity in design. To those used to the gravity-dictated layout of most surface dwellings, however, it is a confusing labyrinth of twisting corridors, dead-ends, shafts, and chambers. Air-breathers can quickly become disoriented in Kedge Keep, a fact that Phinigel and his followers use to their advantage.

To an air-breather, a room is only high enough for comfort. High ceilings are considered decorative or extravagant. To a kedge, however, a tall room simply provides more space. Many of Kedge Keep's chambers are deep as well as broad, with rooms and passages extending at several different heights. Sea creatures, born and bred in such paces, easily maneuver there, swimming gracefully into passages near the tops of chambers, exiting through narrow tunnels and emerging again in the gloom near the bottom of the next room. A surface-dweller, burdened by equipment and forced to swim up and down, has a much harder time of it.

Mermaids and Seahorses

Both the mermaids and the seahorses were old allies and friends of the kedge. The immortal mermaids, under the rulership of their beautiful queen Estrella, grew deeply suspicious of the surface-dwellers ages ago, after land-dwelling necromancers (a sect of Bertoxxulous-worshippers) intentionally caused a plague that killed many of their people. Estrella renamed both herself and her people "the Gloomwater" in remembrance of this event, and now she sees the last kedge and the great seahorses as her people's sole remaining friends.

The Gloomwater Mermaids

When Phinigel Autropos called upon the mermaids to aid him in his great ritual, Estrella gathered several of the last survivors of her people — now called the Gloomwater mermaids — and joined him in Kedge Keep. However, when the ritual backfired, Estrella and the mermaids were trapped in Dagnor's Cauldron, where they remain to this day.

The mermaids are Phinigel's servants and his most intelligent retainers. Though they prefer to allow the sharks to do most of the guarding, they are ready to fight should they need to. Most of the mermaids do so with a sad and mournful expression, however, as if they know that they are serving an evil cause, but they fight nonetheless.

The Gloomwater mermaids are an entirely fatalistic people, convinced that their race is doomed and unwilling to do anything to avoid what they consider to be an inevitable end. A few might be willing to discuss other alternatives should they be given a means of escaping from Dagnor's Cauldron, but most are too far gone into depression to even consider such a course.

Individual mermaids usually retreat from direct combat, though some can be persuaded to talk to intruders if approached cautiously. Pairs of mermaids also patrol the keep, and these might also be willing to talk to outsiders, though they always order intruders to leave or face attack. If engaged in combat, they fight for as long as possible, then retreat to gather reinforcements.

Statistics for the mermaids can be found in ***Monsters of Norrath*** (p. 114–15).

The Seahorses

The immortal seahorses of Prexus served the kedge faithfully as companions and even mounts. Highly intelligent and possessed of supremely gentle natures, the Soothebrine and Swirlspine clans both worked closely with the fish-folk as friends and allies.

All that changed in the wake of Phinigel's disastrous ritual. Summoned to Kedge Keep to aid in the great ceremony, both the king and queen of the seahorses were trapped here, along with a number of their followers. In the subsequent years, the seahorses have settled into the now-isolated Cauldron and have done their best to recreate their lost culture. Elsewhere, bereft of their divinely appointed leadership, the other seahorses of Norrath have formed their own kingdoms and clans.

Though troubled by Phinigel and his obvious madness, the seahorses have little choice but to dwell in and around the keep and work with the last surviving kedge, out of a continuing sense of loyalty. Today, they continue in their roles as healers and defenders, helping to protect the keep and performing errands for Phinigel.

Like their unwilling allies, the Gloomwater mermaids, the seahorses are not really hostile, and, if approached with caution, might be willing to talk to outsiders. Though they have little love remaining for Phinigel, they do fight to keep him alive. An outsider who can possibly show them another route out of their prison might persuade them to abandon the insane kedge and depart.

Statistics for the seahorses can be found in ***Monsters of Norrath*** (p. 130).

See **"Underwater Combat"** in Chapter 1 for rules regarding travel and combat underwater.

Outside Kedge Keep

The area around Kedge Keep is bleak and isolated, even for an aquatic region. The bottom, roughly 180 feet below the Cauldron's surface, is largely lifeless and featureless save for occasional piles of tumbled stone — the last remnants of the outbuildings that once surrounded the keep. An almost tangible sense of darkness and dread affects all who approach. Despite the great heat of the nearby Fissure, the waters around Kedge Keep remain strangely cool.

Phinigel guards his privacy jealously. That occasional bands of bold adventurers can sometimes enter his demesne and loot its vanished people's treasures only serves to enrage the sorcerer more, and he is even more watchful because of it. His minions, the Cauldron sharks and hammerheads, patrol the region all about Kedge Keep and much of the southern waters of the Cauldron as well. They are lean and hungry creatures, for the takings in this area are slim. The prospect of making a meal from the bodies of unwary surface-dwellers is a potent lure to these sharks, and they attack ferociously whenever they can. For the most part, the mermaids remain inside Kedge Keep.

The actual entrance to the Keep is a dark opening in the Cauldron's floor, surrounded by fallen columns. A rush of cold water rises from the entrance. While shark patrols will attack outsiders, there is usually nothing barring access to the keep. It is getting out that's the problem.

The opening leads to a passage that slopes downward nearly 100 feet (for a total depth of 280 feet), finally emerging in Area 1 of the sunken keep.

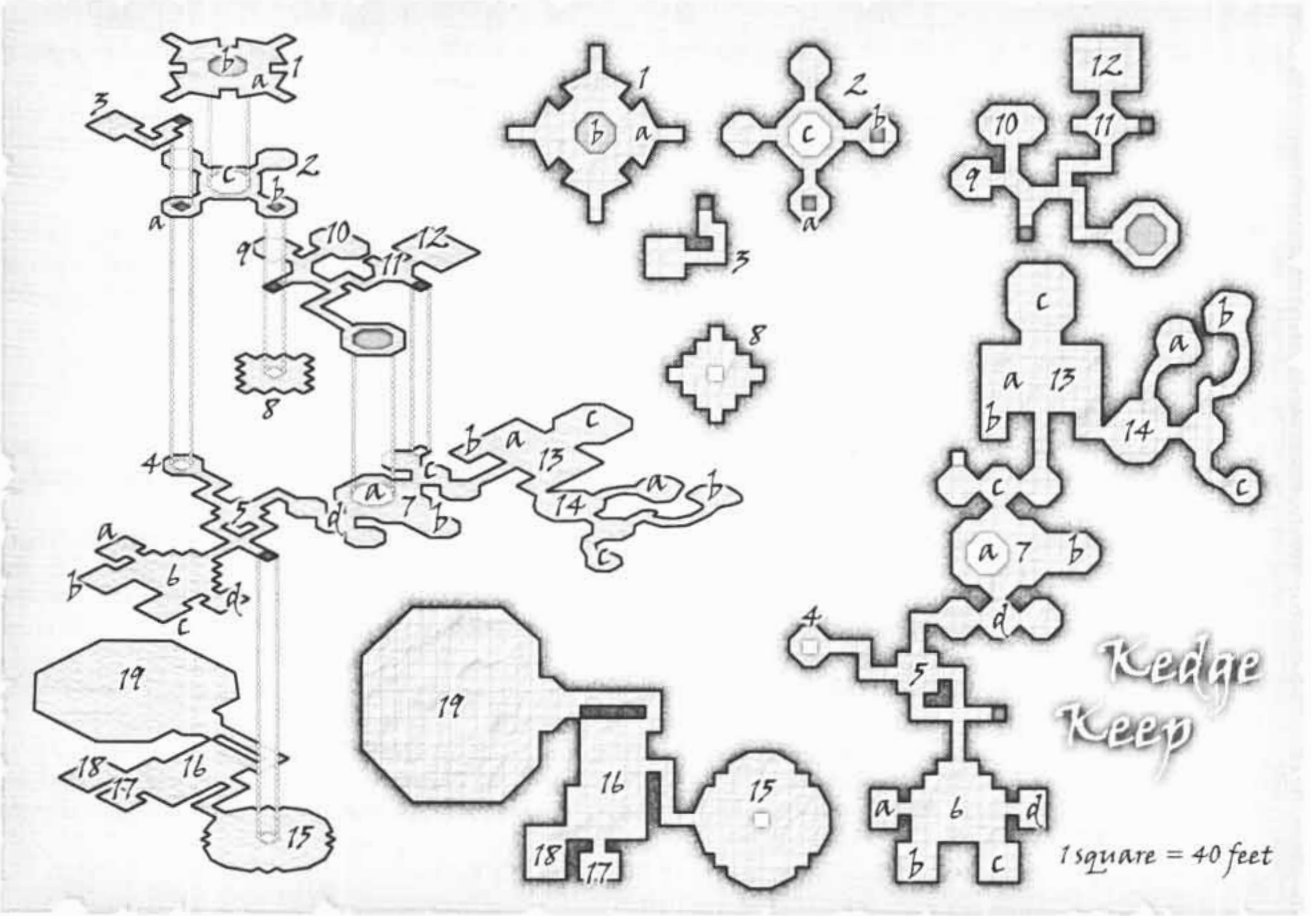
Inside Kedge Keep

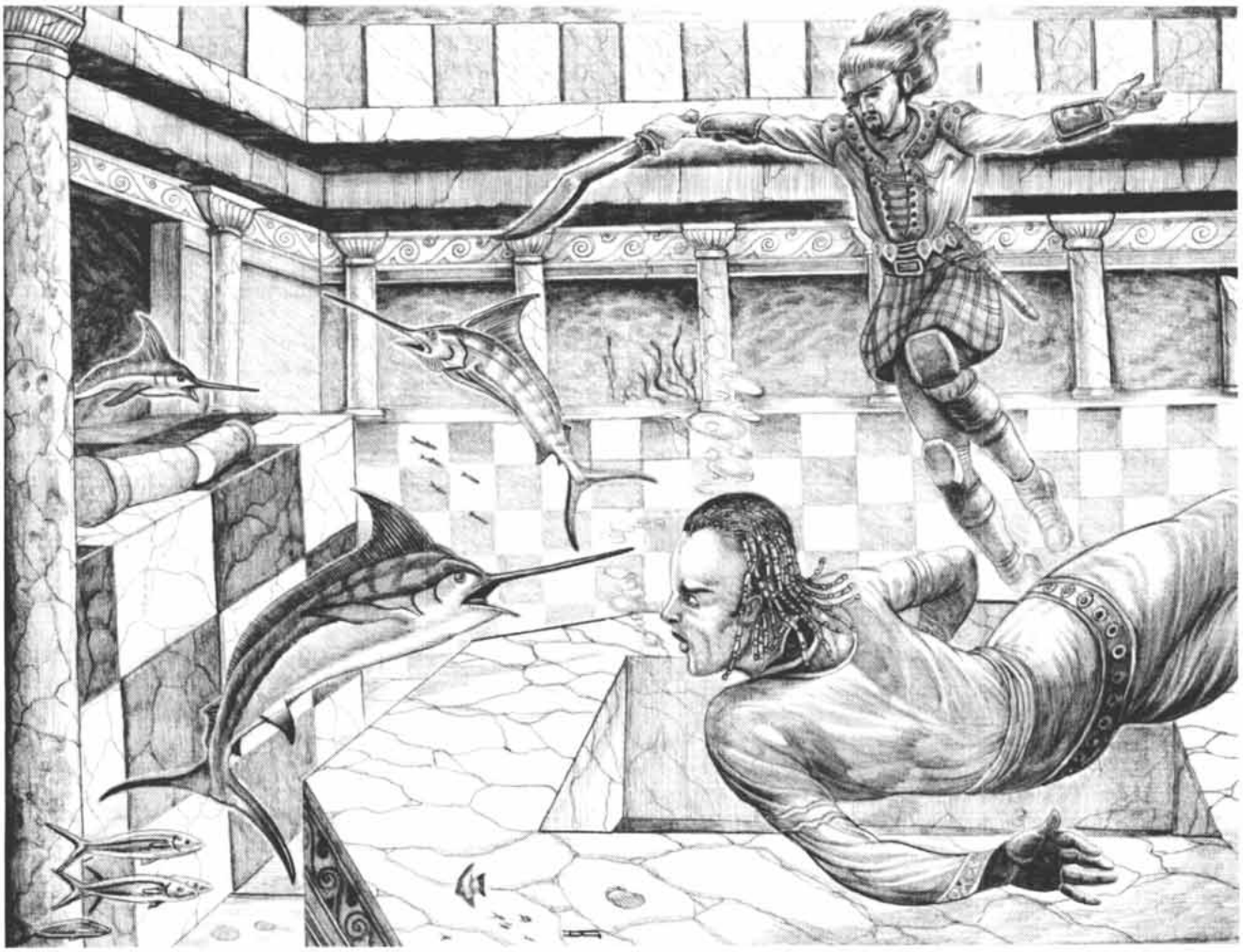
Kedge Keep was once a wonder of the world, a marvel of undersea architecture and an example of kedge science and design. Today, much of its beauty remains in its tiled hallways; its deep chambers carved with elaborate friezes and other decorative motifs; and glowing light fixtures, the secret of whose design remains known only to the keep's master. Still, the years have taken their toll, and many areas show severe disrepair, with broken or missing tiles and décor worn down by centuries of water erosion that overcomes even the powerful magics that went into the keep's creation.

The keep is patrolled by Phinigel's various minions — sharks, mermaids, seahorses, and other sea creatures controlled by the very power of his presence. Some sections have been expanded upon for Phinigel's incomprehensible purposes, and these regions resemble ordinary excavation or sea caves, in stark contrast to the remainder of the keep.

The Upper Chambers

Originally the palace antechambers, where dignitaries, emissaries, and other visitors once waited before being allowed entrance into the palace proper, these chambers are largely empty now, save for waving sea grass and guardian swordfish, piranha, and the occasional shark. Here, as elsewhere in the keep, light is provided by attrac-





tive fixtures in the form of graceful shells carved into the walls and set with large, pearl-like glowing globes. The globes are magical (caster level 25th), but cease to function if removed.

1. First Antechamber

This chamber is covered in white tiles, mostly intact and free from algae or other growths, even so many years after the keep's fall. It is about 20 feet deep, with smaller, oddly shaped rooms on each wall (Area 1a being one of these), all about 10 feet up. These small spaces were used as waiting rooms. Each is set with a small alcove and a pearl-shaped lighting fixture.

The main antechamber's floor seems to undulate due to the green sea grass that covers its bottom (it is roughly 5 feet tall), among which swim 5 large swordfish (see Appendix 1). These are simple sea creatures attracted by Phinigel's magic and subtly compelled to stay here, where food is relatively plentiful. They move to defend the room, but flee if reduced to half hit points or less, swimming out the main entrance and away from the keep.

The water in the this room is somewhat cooler than that immediately outside the keep, and even colder water rises up from the tiled shaft (Area 1b) in the center of the room. The shaft goes straight down for about 40 feet — to a total depth of 320 feet — before emerging in the second antechamber (Area 2c).

2. Second Antechamber

This chamber was once used for audiences and meetings with visitors who were not allowed any further into the keep. The room is roughly square, but jutting off from each corner is a smaller meeting room, two of which also serve as entrances to the lower keep. Today, the chamber is regularly patrolled by Cauldron sharks and piranha.

***a.* Shaft Chamber:** This side room is always patrolled by 1 or 2 Cauldron sharks, which attack anyone who tries to enter the shafts. The shaft extends downward about 120 feet (440 feet total depth) into Area 4 in the Middle Chambers, and also extends upward about 40 feet, ending in a horizontal corridor that leads to the guard room (Area 3).

***b.* Shaft Chamber:** A large Cauldron shark (25 HD) always patrols near this room, as it contains a shaft that leads down about 40 feet into the middle chambers, and then another 40 feet down into Area 8.

***c.* Central Shaft:** This large central shaft leading down from above also extends downward from Area 2, so that the idle visitor might think it continues down into the keep proper. Such is not the case (and the downward shaft does not appear on the map for this reason), for it extends only about another 50 feet, dwindling in circumference as it goes down until it simply ends. The light from above does not extend this far down, so the bottom of the shaft is lost in shadow. Many tiles are missing, with openings into shadow

where they have fallen away. Unfortunately for those who swim this far down, the shaft is anything but empty; just 1 round after outsiders arrive, and every round thereafter, 3d4 piranha appear from the shadowy areas between the missing tiles. They are defending their spawning area and attack savagely until foes flee, pursuing only as far as Area 2. There are at least several hundred of the creatures, so unwary adventurers should eventually be forced to flee.

3. Guard Room

Originally this room housed a squad of kedge guards who could be instantly dispatched to the lower areas in case of emergency. Today, the room serves a similar function, though it is garrisoned by 3 typical Gloomwater mermaids, each armed with a *+1 shortspear*, led by an especially accomplished and loyal follower of Queen Estrella — Nyssa Tidespear, who was appointed Guard Captain of Kedge Keep by Phinigel.

Like her monarch, Nyssa is very old (though like other mermaids she retains her ethereal beauty and grace despite of the passage of the centuries), and she has spent a long time accumulating knowledge of history, the region, and undersea tactics. She attacks and pursues any foes who gain entrance to the keep, though she allows them to depart unmolested if they leave immediately and do not harm any of its inhabitants on the way.

Nyssa Tidespear, Gloomwater Mermaid, Shm 12: CR 26; SZ Medium-size monstrous humanoid (aquatic); HD 30d8+210 plus 12d8+84; hp 445; Init +6 (Dex); Spd swim 60 ft.; AC 37 [flat-footed 31, touch 23] (+6 Dex, +14 natural, +7 deflection); BAB +39; Grap +42; Atk +46 melee (1d8+7, crit x3, *Darksea harpoon*); Full Atk +46/+41/+36/+31/+26 melee (1d8+7, crit x3, *Darksea harpoon*); SA charm, spell-like abilities, spells; SQ alchemy mastery, breathe underwater, damage reduction 10/–, fast healing 5, SR 25, spirit masteries (hungry spirits x2), ultravision; Res AR 30, CR 100, DR 102, ER 30, FR 50, MR 50, PR 50, SoR 100; AL N; Fac Phinigel Autropos; SV Fort +23, Ref +27, Will +36; Str 16 (14), Dex 22, Con 24, Int 21, Wis 32 (30), Cha 25.

Skills: Animal Empathy +32, Bluff +30, Channeling +60, Diplomacy +34, Knowledge (folklore, geography) +20, Knowledge (history, local lore [Dagnor's Cauldron], warcraft) +25, Knowledge (mysticism) +30, Knowledge (nature) +22, Listen +35, Meditation +56, Perform (singing) +45, Sense Motive +35, Spellcraft +35, Spot +35, Swim +30.

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Extend Spell, Heighten Spell, Improved Dodge, Iron Will, Power Attack, Quicken Spell, School Specialization (alteration), Silent Spell, Spell Focus (all schools), Weapon Focus (shortspear).

Charm (Su): Once every 3 rounds as an attack action, Nyssa may attempt to charm any one creature within 100 feet. The target must make a Will save (DC 32) or fall under her complete control for 1d6 rounds. She may charm only one creature at a time.

Spell-Like Abilities (mana cost): *Beguile animal* (28), *cancel magic* (5), *enduring breath* (6), *enveloping roots* (13), *fins of doom* (23; as *drones of doom*, but creates tiny fish rather than insects), *firestrike* (26), *greater healing* (25), *see invisible* (4), *shield of spikes* (17), *skin like diamond* (33). Caster level 20th; save DC 22 + spell level.

Shaman Spells Usually Prepared (mana cost): *Creeping vision* (6), *endure electricity* (5), *frenzy* (6), *frost strike* (26), *spirit of cheetah* (5), *spirit of wolf* (11), *vision* (3), *waking sleep* (15). Caster level 12th; save DC 22 + spell level. *Note:* All spells with verbal components have been prepared with the Silent Spell feat so they can be cast effectually underwater; the mana costs have been modified accordingly.

Mana Pool: 643 (used for spell-like abilities and shaman spells).

Nyssa Tidespear (buffed with *endure electricity, frenzy, see invisible, shield of spikes, skin like diamond,* and *spirit of wolf*): hp 501; Init +11 (+9 Dex, +2 *frenzy*); Spd swim 90 ft.; AC 47 [flat-footed 36, touch 31] (+9 Dex, +14 natural, +7 deflection, +3 divine, +2 *frenzy*, +2 insight); Grap +45; Atk +49 melee (1d8+12, crit x3, *Darksea harpoon*); Full Atk +49/+44/+39/+34/+29 melee (1d8+12, crit x3, *Darksea harpoon*); SQ damage shield (5), see invisible, +2 electricity saves; Res ER 38; SV Ref +30; Str 22, Dex 28.

The Middle Chambers

Most of the daily running of the keep took place in these chambers, which almost all rest between 380 and 440 feet below the Cauldron's surface. As with the rest of the keep, many of the chambers here are very deep, with passages and rooms on multiple levels, easily accessible to the swimming kedge.

Patrols here are well organized, with squads of sharks and mermaids keeping the corridors free of intruders. The sharks Cauldronboil and Cauldronbubble, the most intelligent and loyal of Phinigel's piscine allies, occupy this level as well, along with a horde of their less intelligent followers.

4. Octagonal Guard Chamber

Adventurers who come down the shaft from above (Area 2a) find a rather unpleasant welcoming committee awaiting them, in the form of 3 Cauldron sharks and 2 Cauldron hammerheads (see Appendix 1).

5. Intersection

This major crossroads on this level of the keep is usually guarded by 2 Gloomwater mermaids. The shaft just east of this area is the only way (save for the secret passage in Phinigel's private chamber) to enter or leave the keep's Lower Chambers.

6. Boiling Chamber

Vast and deep, this chamber is an impressive display of kedge architecture and design. It is nearly 75 feet from top to bottom, with two large rooms near the top, and two others near the middle. The walls are of carved stone, slightly eroded by the passing years and covered here and there with algae and occasional clusters of sponges and similar forms of sea life. Larger sea plants grow from neglected cracks and crannies in the carved stone. The room is lit only dimly by kedge lighting fixtures high set in the walls, so that the shadows deepen further down.

In all, 4 Cauldron sharks and their leader (see below) cruise silently through the dark water near the bottom of the chamber at all times.

While the water here is certainly warmer than that elsewhere in the keep, it is not even remotely near boiling: The name of the chamber comes from the room's prime occupant, the intelligent Cauldron shark known as "Cauldronboil." Like his counterpart Cauldronbubble (see

Quest: A Lock of Mermaid's Hair

Faction: Deepwater Knights (+1 rank).

NPC: Gans Paust.

CR: 15+.

Reward: +1 faction rank with the Deepwater Knights (max +2 from this quest); 1,000 gp (max 3,000 gp from this quest).

Consequence: –1 faction rank with Phinigel Autropos.

Quest Summary: The Deepwater Knights' high priest Gans Paust (*male Erudite, Ari 1/Clr 25, OG; Deepwater Knights, High Council of Erudin*) encounters the characters while traveling and informs them that his spellcasters require a lock of mermaid's crown hair to perfect a spell that might permanently allow his people to breathe and move normally underwater. He offers the characters 1,000 gp for each lock of mermaid's hair that they bring back. Before they set off, he offers each character a *fishbone earring* to aid in the completion of the quest.

The characters can simply venture to Kedge Keep and hunt mermaids, but doing so is almost sure to bring the wrath of Phinigel and the Gloomwaters down upon their heads. In any event, each slain mermaid yields only one lock of usable hair (it must be that taken from the mermaid's crown — not just any portion of the hair will do). The characters might be able to surreptitiously cut the hair from the head of an unsuspecting mermaid, though this is highly unlikely, or a particularly handsome and sweet-tongued male might even persuade a mermaid to part with her lock by using Diplomacy or the like.

Upon their return, if the characters are successful, Gans allows them to keep the *fishbone earrings* in addition to the other rewards of this quest. The result of the Knights' spell research is up to the GM — but keep in mind the fact that a spell allowing permanent water-breathing and free underwater movement is a potentially game-changing one.

Area 8), this shark is among Phinigel's most valuable and deadly allies.

During their early "hybridization" experiments (see the introduction to this chapter), the kedge managed to infuse several large sea creatures with some portion of their own spiritual essence, creating animals with comparatively high intelligence and skills. Most of these unfortunate creatures perished, killed by the kedge themselves after berserk rages or similarly strange behavior. A handful survived, though, and today a few live on in the depths of Kedge Keep, serving Phinigel Autropos.

Cauldronboil is one such creature. Though by human standards his intelligence is quite low, this great shark is nonetheless a rational, thinking creature, and years of learning from the mermaids and seahorses of the Keep have allowed him to gain him substantial spellcasting abilities. He is quite loyal to Phinigel, whom he recognizes in the depths of his somewhat dim mind as being responsible for his enhanced nature and longevity.

Cauldronboil, Male Cauldron Shark, Dru 10: CR 19; SZ Huge magical beast (aquatic); HD 28d8+196 plus 10d8+70; hp 426; Init +6 (+2 Dex, +4 Improved Initiative); Spd swim 60 ft.; AC 20 [flat-footed 18, touch 10] (–2 size, +2 Dex, +10 natural); BAB +28; Grap +47; Atk bite +38 melee (4d6+16, crit 19–20); Face 10 ft. by 20 ft.; Reach 10 ft.; SA improved grab, spells, swallow whole; SQ acute scent, low-light vision; Res CR 5, ER 5, FR 5; AL N; Fac Phinigel Autropos; SV Fort +28, Ref +21, Will +20; Str 33, Dex 14, Con 24, Int 5, Wis 18, Cha 8.

Skills: Channeling +12, Listen +11, Meditation +9, Spellcraft +8, Spot +11.

Feats: Improved Critical (bite), Improved Initiative, Power Attack, School Specialization (conjuration), Silent Spell, Track, Weapon Focus (bite).

Druid Spells Usually Prepared (mana cost): *Barbcoat* (8), *cancel magic* (8), *enduring breath* (9), *healing* (15), *see invisible* (6), *shield of barbs* (15), *spirit of wolf* (11), *starshine* (12). Caster level 10th; save DC 14 + spell level. *Note:* All spells with verbal components have been prepared with the Silent Spell feat so they can be cast effectually underwater; the mana costs have been modified accordingly.

Mana Pool: 80.

Cauldronboil (buffed with *barbcoat, see invisible, shield of barbs,* and *spirit of wolf*): Spd swim 90 ft.; SQ damage shield (4), see invisible.

***a.* Upper Room:** A small school of 4 Cauldron swordfish occupies this room. As with the other swordfish in the keep, they are mostly wild creatures who follow their instincts, but Phinigel has influenced them to the extent that they aid Cauldronboil if the shark so commands them. Otherwise, they stay in this chamber, emerging only to seek food or to defend against intruders. The room contains several stone coffers at its bottom, one of which holds 4,200 sp and 2,100 gp. Another coffer holds a quiver of 20 *Gloomwater arrows*.

***b.* Mid-Level Room:** This room once contained kedge armor and weapons. Currently the only item that remains is a *hammerhead helm* (see Appendix 2), protected from the passage of long years by its enchantments.

***c.* Mid-Level Room:** A ferocious deepwater barracuda (27 HD) has made its lair here, defying Cauldronboil and the sharks to make it leave. So far, the sharks haven't attempted to remove it, as Cauldronboil instinctively knows that doing so would be a difficult and bloody process.

***d.* Upper Room:** A school of 66 piranha occupies this room. A stone coffer in the corner contains 3,200 gp and a *sharkbone warhammer* (see Appendix 2).

7. Gloomwater Temple

The inhabitants of Kedge Keep still serve Prexus, the Oceanlord. At some point during the last age of Norrath, the god appears to have forgotten this place (though his followers still receive their full complement of spells),

possibly because of Phinigel's madness or the horrors that took place here.

Despite this, the keep's occupants maintain their faith with grim determination. The larger temple of Prexus (see Area 13) serves as the main center of worship in the keep, but this smaller shrine is used for day-to-day religious practices, especially by the mermaids.

The mermaid Shellara Ebbhunter (see sidebar) is currently in charge of the temple, performing many of the religious ceremonies for her sisters and keeping the temple in good repair. Indeed, there is a shortage of true clerics among the mermaids, and non-clerical individuals are often pressed into service, assisting Priestess Auraia and Coralyn Kelpmaiden (see Area 13) in their duties as the last priestesses of Prexus.

Shellara Ebbhunter

Shellara is a relatively young mermaid (use normal Gloomwater mermaid stats), having been born just before Phinigel's tragic ritual. She therefore grew up in Kedge Keep, and today serves as custodian of this small temple of Prexus. She is priestess Coralyn Kelpmaiden's immediate subordinate, so she has considerable influence within the keep despite her "youth." Though she lives in and around Gloomwater Temple, she also wanders the corridors at times, investigating rumors of intruders, dealing with problems between inhabitants, and helping to maintain the keep's slowly crumbling infrastructure.

However, Shellara has recently (i.e., within the last 15 years or so) begun to question her role here, and that of her people. Some of the other mermaids have passed on tales of their life before Phinigel, and the last kedge's increasingly erratic behavior has caused Shellara great concern.

Though she remains loyal to her people and to Phinigel, and though she has been indoctrinated to harbor a deep dislike of the surface dwellers (who are, after all, indirectly responsible for the mermaids' current situation), she might nevertheless be willing to listen to anyone who offers her and her people an alternative to the doom that probably awaits them with Phinigel.

a. Shaft: This wide, impressive shaft extends upward about 60 feet, ending at a corridor that leads to Area 11.

b. Altar: Located on a shelf about 10 feet above the floor, this altar is inscribed with the seashell sigil of Prexus, set with blue and green gems. (There are 50 gems worth 100 gp each, two worth 1,000 gp and a single blue-green gem worth 5,000 gp.) Offerings totaling 16,000 gp are scattered among several stone coffers placed haphazardly behind the altar.

A hidden panel in the altar (Search DC 25) reveals a locked panel (Pick Lock DC 30); however, the panel contains an electrical shock trap that is triggered as soon as one attempts to pick the lock, unless it is first disabled.

Electric Shock Trap: CR 7; 5d10 electricity in 15-ft. radius; Reflex half, DC 23; Search DC 25; Disable Device DC 25.

The panel contains an ancient mermaid weapon that was once used to defend the temple in times of great danger. Today, the weapon has been forgotten by most everyone in the keep, except perhaps for Priestess Auraia and Queen Estrella. It is the *tine of Prexus*, which functions as a *+4 keen aquatic-bane longspear of great speed.*

c. Balcony: There are 2 Gloomwater mermaids standing guard here at all times.

d. Guard Post: At any given time, there are 3 Gloomwater mermaids standing watch here. Their leader is armed with a special *+3 returning shortspear* that can be thrown underwater unhampered and without penalty.

8. Bubbling Chamber

The water here is quite warm, being filled with tiny bubbles in the form of trapped gases seeping up from a vent at the bottom that runs all the way to the Fissure; all combat in this room should be run under one-quarter concealment (10% miss chance) for all combatants.

The room is the lair of Phinigel's servant Cauldronbubble, a shark of exceptional intelligence and ferocity. Cauldronbubble is normally found here, along with 2 Cauldron sharks and 4 Cauldron hammerheads (see Appendix 1).

Cauldronbubble, like Cauldronboil (see Area 6), is one of a handful of surviving intelligent sharks created by the kedge before their race's demise. Like Cauldronboil, he feels a deep sense of devotion to Phinigel and the kedge race whom he represents, and defends the keep with great vigor. In the years since the disaster, Cauldronbubble has become a devoted follower of Prexus and a close friend of the mermaid priestess Coralyn Kelpmaiden, and he can actually cast clerical spells.

The room, located about 400 feet below the surface, was once a stronghold containing various kedge treasures, magic items, and other valuables. Phinigel himself has taken all the items that he needs from here, but has left several valuable items behind; they are hidden beneath concealed panels (Search DC 25) in the room's floor. The panels each require a Pick Lock check (DC 35) to open; each is also trapped, the device triggered when the hidden panel is opened.

Panel #1: 5,000 gp; 6 gems (2d10+40 gp each); 3 gems (2d100+400 gp each); a large, perfect black pearl (690 gp); and a *pearl kedge totem.*

Electric Shock Trap: CR 8; 6d10 electricity in 10-ft. radius; Reflex half, DC 24; Search DC 30; Disable Device DC 30.

Panel #2: 5,000 gp; 3 gems (2d10+40 gp each); 4 gems (2d100+400 gp each); a jacinth (940 gp); and a *squallsurge shawl.*

Scything Blade Trap: CR 8; +16 melee (4d8+8, crit x4); Search DC 25; Disable Device DC 30.

Panel #3: 10,000 gp; 3 gems (2d10+40 gp each); 4 gems (2d20+90 gp each); 3 gems (2d100+400 gp each); and a sapphire (1,000 gp).

Poison Dart Trap: CR 10; +20 ranged (1d3 plus poison — injury, Fort DC 25; 2d4 temp Con/1d8 temp Con); Search

DC 28; Disable Device DC 35. *Note:* The dart suffers a –3 penalty to hit for every 5 feet beyond the first square, and can travel only 20 feet maximum.

Panel #4: 5,000 gp; an exquisite diamond (4,200 gp); and a *belt of the great turtle*.

Contact Poison Trap: CR 12; no attack roll necessary (poison — contact, Fort DC 25; 1d4 Con drain/3d6 temp Con; Search DC 25; Disable Device DC 30. *Note:* When this trap is triggered, a rush of contact poison spurts outward in a 15-ft. spread, affecting all in the area.

Cauldronbubble, Male Cauldron Hammerhead, Clr 11: CR 19; SZ Huge magical beast (aquatic); HD 27d8+216 plus 11d8+88; hp 456; Init +5 (+1 Dex, +4 Improved Initiative); Spd swim 60 ft.; AC 21 [flat-footed 19, touch 9] (–2 size, +1 Dex, +12 natural); BAB +28; Grap +46; Atk bite +36 melee (4d8+15, crit 19–20); Face 10 ft. by 20 ft.; Reach 10 ft.; SA frenzy, improved grab, spells, swallow whole; SQ acute scent, low-light vision; AL N; Fac Phinigel Autropos; SV Fort +28, Ref +19, Will +21; Str 31, Dex 13, Con 27, Int 5, Wis 20, Cha 7.

Skills: Channeling +14, Listen +14, Meditation +12, Spellcraft +8, Spot +19, Wilderness Lore +5*.

Feats: Alertness, Dodge, Enlarge Spell, Improved Critical (bite), Improved Initiative, Power Attack, School Specialization (conjuration), Silent Spell.

Cleric Spells Usually Prepared (mana cost): *Cancel magic* (8), *center* (11), *endure cold* (5), *enstill* (15), *healing* (15), *smite* (18), *spirit armor* (18), *word of pain* (12). Caster level 11th; save DC 15 + spell level. *Note:* All spells with verbal components have been prepared with the Silent Spell feat so they can be cast effectually underwater; the mana costs have been modified accordingly.

Mana Pool: 110.

Cauldronbubble (buffed with *center*, *endure cold*, and *spirit armor*): hp 469; AC 22 [flat-footed 20, touch 10] (–2 size, +1 Dex, +12 natural, +1 divine); SQ damage reduction 7/–, +2 cold saves; Res CR 8.

9. Library

This small chamber once housed Kedge Keep's small but extensive library. Needless to say, books of the kind used by air-breathers would not function underwater, so the kedge developed alternative methods for storing information. In some cases, the kedge themselves served as libraries, for each individual held the collected memories of his predecessors, but even the kedges' considerable intellect had its limitations.

Most often, the kedge inscribed thin stone or smoothed coral tablets — each the size of a thin human tome, usually weighing from 3 to 8 pounds — with countless lines of their tiny, intricate alphabet. The language was highly efficient: Information that would have occupied hundreds of pages in a human book could be stored on a single piece of stone. These tablets were then stored in tall racks and their edges inscribed with reference numbers, all overseen by kedge scholars.

Today, only a handful of these kedge tablets remain. Most are in the hands of private collectors — historians, antiquarians, spellcasters, and the like. A number remain in use here, however. This chamber still holds several hundred small tablets, which might be used to reveal secrets of the kedge, their nature, and their history. Unfortunately for treasure seekers, Phinigel Autropos also realizes the value of these items, and has set his sharks to fiercely guard the room: Patrolling in or near this room are 4 Cauldron sharks and 2 Cauldron hammerheads who attack any air-breather who attempts to enter — mermaids, seahorses, and other aquatic creatures are generally exempt, of course. They might be fooled by magical disguises, of course.

In any case, unless a character actually understands Kedge, the tablets are utterly incomprehensible. Deciphering a tablet requires a successful Intelligence check (DC 25); however, such a check requires one month, minus 1 week for every 2 points by which the Intelligence check exceeds DC 25 (minimum 1 week). A character with at least 5 ranks in Knowledge (monster lore [aquatic creatures]) or who has translated another such tablet gains a +2 synergy bonus on this check (these synergy bonuses stack). Once a character has translated one or more tablets, she can thereafter gain ranks in the Kedge language as skill points become available, but no more ranks than 1 per tablet deciphered.

There is a 15% chance that a given tablet contains information that might be of interest or aid to the translator; otherwise, deciphering it has no effect other than to provide a means for learning the Kedge language (as above). Some suggested results of a successful study of these more useful tablets are as follows.

Craft Manual: Reader gains +1 competence bonus to one Trade Skill (GM's choice).

Educational Text: Reader may hereafter purchase 1 rank of any one Knowledge or Language (GM's choice).

Kedge Cultural Studies: Reader may hereafter purchase 1 rank of Knowledge (monster lore [aquatic creatures]).

Magical Theory: Reader gains +1 competence bonus to Channeling, Knowledge (mysticism), Meditation, or Spellcraft (GM's choice).

Manual of Arms: Reader can fight underwater as if he had a swim speed (if he has none), or as an aquatic creature (if he has a swim speed). See the "Underwater Combat" section (p. 9) for details.

Religious Text: Reader gains +1 competence bonus on Knowledge (religion) checks.

Spellbook: Contains 1 to 3 spells (GM's choice).

Quest: The Secret of the Kedge

Faction: Arcane Scientists (+1 rank).

NPC: Romiak Jusathorn.

CR: 18+.

Reward: +1 faction with the Arcane Scientists (max +2 from this quest); 5,000 gp; 1 medium magic item (max 2 items from this quest).

Consequence: –2 faction rank with Phinigel Autropos.

Quest Summary: The Arcane Scientists of Freeport are quite fascinated with the story of the kedge and wish to learn more of them. Romiak Jusathorn (see ***Realms of Norrath: Freeport***), a leader of the Scientists, hires the characters to enter Kedge Keep and return with one of the stone or coral tablets that the fish-folk used as record-keeping devices.

10. Scrying Room

This small chamber and the magic it contains were especially valuable during the wars with the dwarves. Today, the room is usually empty save for a pedestal in the center, upon which rests a swirling blue-green crystal ball nearly the size of an ogre's head: a *scrying crystal* (see Appendix 2).

However, this particular *scrying crystal* has been used for so long by Phinigel Autropos that it has become attuned to him. Any other spellcaster trying to use it must first make a successful Channeling check (DC 30); if this check fails, the user cannot attempt to use the scrying crystal again until she gains at least 1 rank in Channeling. If the check is successful, the spellcaster can then attempt to use the crystal normally.

Note that the *scrying crystal* is very difficult to move about, given its great mass.

11. Intersection

A major crossroads within the keep, this intersection once saw considerable traffic in all directions. Today, it is an unavoidable obstacle to those who wish to explore the place — a fact not lost on Phinigel Autropos or his allies. A large Cauldron shark (26 HD) normally guards the area, but there are generally a half-dozen more sharks close by, who come swimming at top speed if they sense intruders or smell fresh blood.

Lighting at this intersection is provided by a niche in the ceiling that contains one of the keep's typical glowing globes, but this one has the special ability to shoot an effect similar to a *lightning bolt* spell (Reflex half, DC 19) every 1d4 rounds, except that it deals sonic damage rather than electricity. This attack is not controlled or triggered by any of the keep's inhabitants; rather, it is an automatic defense that can somehow distinguish between allies and enemies, and which attacks only those who are currently in combat with the keep's normal occupants.

12. Estrella's Chambers

These modest chambers are the home to the mermaids' monarch, the wise and ancient Estrella of Gloomwater. Designed for the accommodation of aquatic creatures, the rooms have nothing that resembles surface-style furniture. The walls are covered in sea-green tile, topped with decorative friezes and covered here and there with stylized blue and purple images of sea creatures. Estrella spends the majority of her time here, but sometimes wanders the corridors, visits the Temple of Prexus, or consults with Phinigel Autropos. There are normally 2 mermaids standing guard here as well, often reinforced by sharks or seahorses.

It is said that long ago Queen Estrella was a bright and loving creature who was a friend to all creatures, both aquatic and air-breathing. Though, like most tales of this nature, it has likely grown in the telling, there is no doubt that the Estrella who haunts the sunken corridors of Kedge Keep today is a dark and brooding creature, far removed from anything that might suggest love, mercy, or tenderness.

Though she is assuredly not evil, Estrella is likewise not especially good or kind, and she carries in her heart a deep and abiding hatred for all air-breathers, whom she blames for her peoples' misfortune. To some extent, her opinion is understandable (though perhaps not justified), for it was a plague spread by land-dwelling necromancers that in years past nearly exterminated her people. Though she has no real love for Phinigel Autropos, Estrella continues to serve with him out of her disdain for the folk of the land and her own growing isolation from her own people.

Estrella refuses even to listen to surface-dwellers and fights without quarter. A creature who has lost everything has nothing left to lose, after all, and a foe who no longer fears death fears nothing at all.

Quest: The Path to Freedom

Faction: None.

NPC: Shassa Seamage.

CR: 18+.

Reward: +2 faction with the Seamage Mermaids (see below); a rare pearl worth 1,000 gp; and 1 major magic item.

Consequence: –2 faction with Phinigel Autropos.

Quest Summary: Though most of the Gloomwater mermaids have grown cynical and fatalistic, accepting their service to Phinigel and believing in their hearts that their race is doomed, a few might be persuaded to change if given the opportunity.

This quest is first given by a mermaid of the Timorous Deep named Shassa Seamage. She may simply be encountered at random, or she may help the characters defeat or escape from some truly dangerous foe of the deep — or she may turn up in any number of other scenarios. Regardless, Shassa presents herself as the last survivor of her clan, the Seamagi. She has learned of the Gloomwater mermaids' plight, and asks for the adventurers' aid in helping them to escape from Kedge Keep.

If the characters accept, they have several options. Once a sufficient number of mermaids are persuaded to escape (a daunting task in itself given the Gloomwaters' depression), the characters can help them flee magically through the use of druid or wizard spells; they can physically transport the mermaids overland to the sea; or they can discover the secret route from Phinigel's chambers to the outside world.

In any event, if the PCs manage to assist at least 10 mermaids to escape from Kedge Keep to the ocean, a new faction, the "Seamage Mermaids," is established; the characters immediately gain 2 faction ranks with it. As a reward for their assistance in refounding her faction, Shassa also gives the characters a marvelous pearl worth 1,000 gp and one major magic item (sea- or water-related).

This quest cannot be repeated.

Treasure: Some of the mermaids' extraordinary and ancient treasures are stored here in Estrella's chambers. A small shrine to Prexus bears a *kedge horn*; a *platinum emerald tiara*; and a *platinum blue diamond necklace*. A suit of *crustacean shell armor*, created long ago as a gift for the mermaids'

surface-dwelling allies but never given to anyone, and a set of *netted kelp armor* stand in two corners of the chamber as decoration.

A small hidden chamber (Search DC 32) off from the main room requires a Pick Lock check (DC 35) to open. It contains a *bracelet of the deep sea*; a *sharkskin drum*; and a +5 *composite longbow* that can be shot underwater without penalty. A stone coffer in the hidden room contains 4,000 pp; a carved gem statue of a mermaid worth 1,400 gp; a diamond-and-garnet pendant (1,750 gp); a silver-and-electrum choker (3,500 gp); and a shark-shaped brooch crafted from gold, silver, and sapphires (6,000 gp).



Queen Estrella of Gloomwater*: CR 30; SZ Medium-size monstrous humanoid (aquatic); HD 45d8+315; hp 530; Init +10 (+6 Dex, +4 Improved Initiative); Spd swim 60 ft.; AC 46 [flat-footed 40, touch 25] (+6 Dex, +16 natural, +8 deflection, +5 shield, +1 *idol*); BAB +45; Grap +46; Atk +47 melee (1d8+3, crit 19–20, *Lamentation*); Full Atk +47/+44/+41/+38/+35 melee (1d8+3, crit 19–20, *Lamentation*); SA charm, spell-like abilities; SQ breathe underwater, damage reduction 10/–, fast healing 5, SR 29, telepathy 100 ft., ultravision; Res AR 40, CR 125, DR 120, ER 40, FR 60, MR 60, PR 60, SoR 120; AL N; Fac Phinigel Autropos; SV Fort +24, Ref +30, Will +37; Str 13 (11), Dex 22, Con 24 (22), Int 25 (24), Wis 32 (29), Cha 26.

Skills: Animal Empathy +31, Bluff +31, Channeling +63, Diplomacy +36, Knowledge (folklore, geography, history, local lore [Ocean of Tears, Dagnor's Cauldron], nature) +27, Knowledge (mysticism) +57, Listen +38, Meditation +60, Perform (singing) +64, Sense Motive +42, Spellcraft +50, Spot +38, Swim +32.

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell-Like Ability, Extend Spell-Like Ability, Great Fortitude, Heighten Spell-Like Ability, Improved Dodge, Improved Initiative, Iron Will, Leadership, Mobility, Parry, Quest Spell-Like Ability, Spell-Like Ability Focus (all schools).

Charm (Su): Once every 3 rounds as an attack action, Estrella may attempt to charm any one creature within 100 feet. The target must make a Will save (DC 40) or fall under her complete control for 1d6 rounds. She may charm only one creature at a time.

Spell-Like Abilities (mana cost): *Annul magic* (13), *bind affinity* (20), *call of Prexus* (37; as *call of Karana*, but only affects aquatic creatures), *entrapping roots* (33), *everlasting breath* (11), *finned death* (58; as *winged death*, but creates tiny fish rather than insects), *gate* (12), *natureskin* (67), *Prexus' request* (12; as *Tunare's request*, but only affects aquatic creatures), *scoriae* (42), *see invisible* (4), *shield of blades* (25), *superior healing* (39), *wake of Prexus* (67; as *wake of Karana*, but only affects weather near bodies of water). Furthermore, Estrella may summon any creature to any point within 20 feet of herself as if by the wizard spell *decession* (mana cost 20); she need not be able to see the target of the *decession* to use this ability. Caster level 30th; save DC 23 + spell level.

Mana Pool: 665.

Telepathy (Su): Due to her *golden idol of Prexus*, Estrella may communicate telepathically with any aquatic creature within 100 feet. Aquatic creatures with Intelligence scores of 1 or 2 never attack her unless provoked.

Possessions: Shield of Prexus, Lamentation, prayer shawl, golden idol of Prexus.

Queen Estrella (buffed with *natureskin* and *shield of blades*): hp 630; Init +10 (+6 Dex, +4 Improved Initiative); AC 49 [flat-footed 43, touch 28] (+6 Dex, +16 natural, +8 deflection, +5 shield, +1 *idol*, +3 divine); SQ damage shield (8), fast healing 5 (+1 hp/minute).

* Wherever they differ, the statistics here supercede those printed for Estrella in ***Monsters of Norrath***. Note that, while using her *Lamentation* blade, Estrella suffers underwater combat penalties of –2 to attack and damage rolls (included in the stats above).

13. Temple of Prexus

Some small remnant of the old greatness of Norrath's undersea civilization lingers on in this area, where the mermaids keep the ancient Temple of Prexus in good condition. Even Phinigel Autropos, normally lost in dementia and fantasies of his own creation, attends services here once or twice each month, and in his rare lucid moments he prays here to Prexus, asking forgiveness and guidance.

Most of the mermaids dislike outsiders in general and air-breathers in particular. As with many prejudices, this outlook is irrational and defies logic, and as a result the mermaids tend to lump all surface-dwellers together. If the temple comes under attack (or is even entered without permission), they respond with deadly force, attempting to utterly destroy anyone who dares violate Prexus' sacred place.

Of course, rumors of Kedge Keep and the riches it holds have continued to circulate throughout the surface world, growing larger and more elaborate with each retelling. The temple is thus often the destination of hopeful treasure-seekers, who may or may not be aware of either the mermaids or Phinigel Autropos. Those unprepared to face the temple's fanatical defenders are usually slain or forced to flee, and their fearsome tales have only added to the place's reputation.

***a.* Antechamber:** This room was originally used as an antechamber to hold worshippers spilling over from the central temple during large official services. It has no seats or anything recognizable by surface-dwellers, though, since the congregations literally floated in the water while the priests performed their duties.

It is rarely used for such purposes now; this chamber usually remains empty, save for the Cauldron sharks or seahorses that happen to wander through. Individual mermaids do spend time here semi-regularly to meditate and engage in private worship.

***b.* Guard's Niche:** The short alcoves on either end of the chamber originally housed temple guards, but today the eastern one simply provides access to the seahorse caves beyond, while the western one is empty, except for a *Gloomwater harpoon* left by its last guard.

***c.* Central Temple:** Once the heart of spiritual life in Kedge Keep, the main temple chamber is maintained in flawless condition. The walls are covered in pale green tile and set with mosaic images of octopi, sharks, whales, mermaids, and the kedge of old. An altar of carved coral is set on a raised platform at the northern end of the chamber, and the walls are set with shell-shaped sconces that hold white glowing pearl-like stones, providing light to the room.

The chamber contains some remnants of the great divine magic that helped create it: Worshippers of Prexus are healed of 1 point of damage for every minute that they spend in the chamber, and divine spellcasters who serve Prexus recover an additional 50% more mana than normal while meditating here.

This chamber serves as both living and working quarters for Priestess Auraia and her assistant Coralyn Kelpmaiden (see below), who are normally here with 6 of their Gloomwater mermaid followers. Auraia takes it as her personal duty to maintain the spiritual health of the other Gloomwaters. If attacked, she calls upon as many of her followers as possible, as well as sharks and seahorses in the area, to aid in the temple's defense.

Another reason for the ferocious defense of the temple is the fact that many of the mermaid's last surviving treasures are stored here. Auraia hopes that they can be retrieved and used by her people if their current state of decline is ever reversed, or if they are ever freed from their servitude in the keep. She is not averse to using these items in defense of the temple or the keep in general, however.

The altar is set with blue and green gemstones of various types, including 50 worth 2d20+90 gp each; 20 that are worth 2d100+400 gp each; and one sapphire (1,000 gp). On either end of the altar are two hidden cylindrical niches (Search DC 22). The first contains a *rod of battle* plundered from the surface-dwellers by the kedge and given to the mermaids many years ago, and the second contains a *rod of oblations* used in religious ceremonies.

On the north wall behind the altar are six hidden panels, like those found in Area 8, behind which the mermaids' treasure is stored. Each requires a Search check (DC 30) to locate and a Pick Lock (DC 35) to open. Each is also trapped, the device triggered when the hidden panel is opened.

Panel #1: 75,000 gp and a *shield of Prexus*.

Multiple Spear Trap: CR 12; +25 ranged (5d6, crit x3); Search DC 25; Disable Device DC 24. *Note:* The spears suffer a –3 penalty to hit for every 5 feet beyond the first square, and can travel only 25 feet maximum.

Panel #2: 5 gems (10d100+4,500 gp each).

Freezing Water Trap: CR 10; 20-ft. radius sphere (10d6 cold); Reflex half, DC 25; Search DC 28; Disable Device DC 30.

Panel #3: A great silver-blue gemstone of unknown origin that weighs 5 lbs. and is worth 30,000 gp; and a *slime-coated harpoon*.

Falling Rock Trap: CR 8; no attack roll necessary (8d6); Reflex half, DC 23; Search DC 24; Disable Device DC 22.

Panel #4: An *eye of Melnor* and a *book of Obulus* in a sealed waterproof case.

Spray-of-Poisoned-Darts Trap: CR 9; +20 ranged (3d6 plus poison — injury, Fort DC 22; 1d4 temp Con/1d8 temp Con); Search DC 25; Disable Device DC 22. *Note:* The darts suffer a –4 penalty to hit for every 5 feet beyond the first square, and can travel only 20 feet maximum.

Panel #5: 8,000 gp; a *sharkbone warhammer*; a *Gloomwater harpoon*; and a *crystalline spear*.

Defunct Trap: Though there appears to be a trap here that can be disabled (Search DC 20, Disable Device DC 18), it no longer functions.

Panel #6: 2d6 randomly determined spells, inscribed on fine stone tablets (4 lbs. each; from 1 to 3 spells per tablet). See Area 9 for details on deciphering these spells.

Enveloping Roots Trap: CR 10; no attack roll required (target is affected as if by the spell *enveloping roots*); Reflex negates, DC 27; Search DC 30; Disable Device DC 35.

Priestess Auraia

Possibly the most powerful creature in the keep after Phinigel, Auraia continues to occupy the role she had when the kedge perished — that of high priestess of Prexus among the mermaids. As such, her loyalties are to her god first and to Phinigel and Estrella second, but she continues to believe that the last surviving kedge represents her people's only credible chance for survival. In terms of personal might, Auraia may be as dangerous as Queen Estrella herself, but the idea of disobeying (or worse, rebelling against) her monarch is unthinkable to her.

Over the years, even as Prexus appears to have abandoned the Gloomwater mermaids, Auraia's faith has never wavered, and she continues to oversee services to the Oceanlord, casting spells in Prexus' name and performing all the requisite rituals and ceremonies.

Needless to say, Auraia shares her queen's hatred of surface-dwellers, especially elves (to her, as with most mermaids, there is little to distinguish between Teir'Dal

and other elven races), whom she blames for the loss of the kedge's souls, and the consequent failure of Phinigel's ritual. Like most of her sisters in the keep, she is not likely to listen to reason or negotiate with surface-dwellers, but rather attempts to drive them from the region or (if they refuse to leave) destroy them utterly.

Priestess Auraia, Gloomwater Mermaid, Clr 20: CR 30; SZ Medium-size monstrous humanoid (aquatic); HD 30d8+150 plus 20d8+100; hp 466; Init +5 (Dex); Spd swim 60 ft.; AC 42 [flat-footed 37, touch 23] (+5 Dex, +14 natural, +7 deflection, +5 shield, +1 *idol*); BAB +45; Grap +50; Atk +54 melee (1d6+8, crit x3, *Gloomwater harpoon*); Full Atk +54/+49/+44/+39/+34 melee (1d6+8, crit x3, *Gloomwater harpoon*); SA charm, spell-like abilities, spells; SQ breathe underwater, damage reduction 10/–, divine power (bestow divine aura, celestial healer, receive divine aura), fast healing 5, Greater Specialization (alteration), SR 25, telepathy 100 ft., ultravision; Res AR 30, CR 105, DR 110, ER 45, FR 50, MR 60, PR 60, SoR 100; AL N; Fac Phinigel Autropos; SV Fort +24, Ref +32, Will +41; Str 20 (15), Dex 24 (21), Con 20, Int 26 (25), Wis 30, Cha 25.

Skills: Animal Empathy +45, Bluff +45, Channeling +71, Diplomacy +49, Knowledge (folklore, geography, history, local lore [Ocean of Tears, Dagnor's Cauldron], nature) +26, Knowledge (mysticism, religion) +43, Listen +44, Meditation +63, Perform (singing) +45, Sense Motive +35, Spellcraft +43, Spot +44, Swim +53.

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Extend Spell, Heighten Spell, Improved Dodge, Iron Will, Lightning Reflexes, Mental Clarity, Mystic Capacity, Power Attack, Quicken Spell, School Specialization (alteration), Silent Spell, Spell Focus (all schools), Still Spell, Weapon Focus (shortspear).

Charm (Su): Once every 3 rounds as an attack action, Auraia may attempt to charm any one creature within 100 feet. The target must make a Will save (DC 32) or fall under her complete control for 1d6 rounds. She may charm only one creature at a time.

Spell-Like Abilities (mana cost, modified for Greater Specialization and celestial healer ability): *Beguile animal* (26), *cancel magic* (5), *enduring breath* (6), *enveloping roots* (12), *fins of doom* (23; as *drones of doom*, but creates tiny fish rather than insects), *firestrike* (26), *greater healing* (23), *see invisible* (4), *shield of spikes* (17), *skin like diamond* (33). Caster level 20th; save DC 22 + spell level.

Cleric Spells Usually Prepared (mana cost, modified for Greater Specialization and celestial healer ability): *Atone* (15), *complete healing* (81), *divine barrier* (26), *invoke fear* (27), *pacify* (24), *sacred word* (27), *symbol of Pinzarn* (50), *word of health* (36), *word of souls* (42). Caster level 20th; save DC 22 + spell level. *Note:* All spells with verbal components have been prepared with the Silent Spell feat so they can be cast effectually underwater; the mana costs have been modified accordingly.

Mana Pool: 805 (used for spell-like abilities and cleric spells).

Telepathy (Su): Due to her *golden idol of Prexus*, Auraia may communicate telepathically with any aquatic creature within 100 feet. Aquatic creatures with Intelligence scores of 1 or 2 never attack her unless provoked.

Possessions: Shield of Prexus, Gloomwater harpoon, belt of the great turtle, golden idol of Prexus.

Priestess Auraia (buffed with *shield of spikes, skin like diamond,* and *symbol of Pinzarn*): hp 516 + (7d10)x2 = ave. 592; AC 45 [flat-footed 40, touch 26] (+5 Dex, +14 natural, +7 deflection, +5 shield, +1 *idol*, +3 divine); SQ damage shield (5).

Coralyn Kelpmaiden

Coralyn Kelpmaiden is the only other remaining cleric of Prexus among the mermaids in the keep. She aids the high priestess in performing religious rituals and seeing to the spiritual health of the Gloomwater mermaids, often relying on the able assistance of Shellara Ebbhunter (see Area 7). Coralyn too is loyal to Prexus and her queen, and attacks anyone who tries to enter the temple without permission.

Coralyn Kelpmaiden, Gloomwater Mermaid, Clr 12: CR 26; SZ Medium-size monstrous humanoid (aquatic); HD 30d8+180 plus 12d8+72; hp 440; Init +6 (Dex); Spd swim 60 ft.; AC 36 [flat-footed 30, touch 22] (+6 Dex, +14 natural, +6 deflection); BAB +39; Grap +40; Atk +44 melee (1d6+4, crit x3, *Gloomwater harpoon*); Full Atk +44/+39/+34/+29/+24 melee (1d6+4, crit x3, *Gloomwater harpoon*); SA charm, spell-like abilities, spells; SQ breathe underwater, damage reduction



10/–, divine powers (celestial healer, receive divine aura), fast healing 5, SR 25, ultravision, +3 cold saves; Res AR 30, CR 100, DR 100, ER 30, FR 50, MR 50, PR 50, SoR 100; AL N; Fac Phinigel Autropos; SV Fort +22, Ref +27, Will +35; Str 12, Dex 23, Con 22, Int 21, Wis 30 (28), Cha 22.

Skills: Animal Empathy +29, Bluff +29, Channeling +62, Diplomacy +48, Knowledge (folklore, geography, history, local lore [Dagnor's Cauldron], nature) +10, Knowledge (mysticism, religion) +30, Listen +32, Meditation +55, Perform (singing) +46, Sense Motive +35, Spellcraft +42, Spot +32, Swim +36.

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Extend Spell, Heighten Spell, Improved Dodge, Iron Will, School Specialization (alteration), Silent Spell, Skill Talent (Channeling), Spell Focus (all schools), Weapon Focus (shortspear).

Charm (Su): Once every 3 rounds as an attack action, Coralyn may attempt to charm any one creature within 100 feet. The target must make a Will save (DC 31) or fall under her complete control for 1d6 rounds. She may charm only one creature at a time.

Spell-Like Abilities (mana cost, modified for celestial healer ability): *Beguile animal* (28), *cancel magic* (5), *enduring breath* (6), *enveloping roots* (13), *fins of doom* (23; as *drones of doom*, but creates tiny fish rather than insects), *firestrike* (26), *greater healing* (23), *see invisible* (4), *shield of spikes* (17), *skin like diamond* (33). Caster level 20th; save DC 22 + spell level.

Cleric Spells Usually Prepared (mana cost, modified for celestial healer ability): *Calm* (12), *celestial remedy* (44), *enstill* (15), *extinguish fatigue* (9), *holy might* (15), *power of life* (17), *smite* (18), *word of shadow* (21). Caster level 12th; save DC 22 + spell level. *Note:* All spells with verbal components have been prepared with the Silent Spell feat so they can be cast effectually underwater; the mana costs have been modified accordingly.

Mana Pool: 640 (used for spell-like abilities and cleric spells).

Possessions: Imbued platinum black pearl pendant, gold peridot tail bracelet (takes up "feet" slot), 2 black pearls.

Coralyn Kelpmaiden (buffed with *shield of spikes* and *skin like diamond*): hp 490; AC 39 [flat-footed 33, touch 25] (+6 Dex, +14 natural, +6 deflection, +3 divine); SQ damage shield (5).

14. Seahorse Caves

This portion of the keep, slightly deeper than the other areas of the Middle Chambers (between 420 and 470 feet below the surface), consists of several natural caves where the descendants of the original seahorses dwell. These caves were originally natural tunnels adjoining Kedge Keep, which were connected to the keep and expanded after Phinigel's disaster.

The fully grown members of the Soothebrine seahorses dwell here and in the twisting residential caves that lie beyond (but mostly here and in Area 14a). Their monarchs, ancient beings known only as the Matriarch and Patriarch, dwell on two different levels of the keep; the Matriarch and her followers (mostly Soothebrine seahorses) dwell here, while the Patriarch dwells in the Lower Chambers (Area 16).

The seahorses always fight to drive off, rather than kill, intruders — unless it is obvious that the Matriarch or their young are being attacked directly.

***a.* Adult Chambers:** For the most part, the seahorses go about their daily business trying not to think about the past or about the current state of Phinigel Autropos, the last living representative of their old allies.

Seahorses bond with a single partner, and these bonds are usually lifelong. Pairs of Soothebrines live in small cave pockets adjoining the main chambers, but brooding males move to the brood chamber (14b) to give birth and to care for their young. Seahorses are not terribly materialistic, and have little in the way of treasure, monetary or otherwise. To the seahorses' horror, outsiders sometimes come into the Cauldron hunting for seahorse scales and skins, which can be somehow be transformed into protective items. Should a surface-dweller come here with such intentions, the seahorses might forget their peaceful demeanor and attack furiously.

The seahorses' most devoted defender is the individual known as Undertow. He spends most of his time here, but can also sometimes be found in the Matiarch's chamber (14c) or the Temple of Prexus (Area 13), or else attending the mermaid Queen Estrella (Area 12).

Undertow, Male Soothebrine Seahorse [advanced HD], Mag 15: CR 20; SZ Large magical beast (aquatic); HD 26d10+78 plus 15d4+45; hp 305; Init +9 (+5 Dex, +4 Improved Initiative); Spd swim 50 ft.; AC 18 [flat-footed 13, touch 14] (–1 size, +5 Dex, +4 natural); BAB +33; Grap +42; Atk tail whip +37 melee (1d8+5); Full Atk tail whip +37 melee (1d8+5) and +35 melee (1d6+2 melee); Face 5 ft. by 10 ft.; Reach 5 ft.; SA spell-like abilities, spells; SQ fire vulnerability, greater magic (turn summoned 3/day), Greater Specialization (conjuration), healer's blessing, ultravision; Res AR 25, CR 25, DR 25, ER 10, FR 25, MR 50, PR 25, SoR 10; AL NG; Fac Phinigel Autropos; SV Fort +23, Ref +27, Will +21; Str 21, Dex 20, Con 16, Int 20, Wis 20, Cha 14.

Skills: Channeling +50, Knowledge (local lore [Dagnor's Cauldron]) +15, Knowledge (mysticism) +30, Knowledge (planar travel) +23, Listen +11, Meditation +55, Spellcraft +33, Spot +51, Swim +21.

Feats: Alertness, Combat Casting, Dodge, Enlarge Spell, Improved Initiative, Iron Will, Lightning Reflexes, Mental Clarity, Multiattack, Power Attack, School Specialization (conjuration), Silent Spell.

Spell-Like Abilities (mana cost, modified for healer's blessing ability and Greater Specialization): *Counteract disease* (8), *counteract poison* (8), *daring* (10), *extinguish fatigue* (5), *greater healing* (19), *holy might* (10), *power of life* (9), *spirit armor* (12). Caster level 12th; save DC 12 + spell level).

Divine Mana Pool: 120.

Magician Spells Usually Prepared (mana cost, modified for Greater Specialization): *Burnout II* (20), *dismiss summoned* (23), *expedience* (11), *inferno shield* (30), *major shielding* (20), *rain of spikes* (41), *renew summoning* (26), *see invisible* (6). Caster level 15th; save DC 15 + spell level. *Note:* All spells with verbal components have been prepared with the Silent Spell feat so they can be cast effectually underwater; the mana costs have been modified accordingly.

Arcane Mana Pool: 150.

Undertow (buffed with *daring, inferno shield, major shielding,* and *spirit armor*): hp 351; AC 25 [flat-footed 20, touch 16] (–1 size, +5 Dex, +4 natural, +5 armor, +2 divine); SQ damage reduction 7/–, damage shield [fire] (4), +1 fire saves, +2 magic saves; Res FR 31, MR 56.

Undertow's Pet, Water Elemental, Type 7 (appears as watery seahorse; buffed with *burnout II* and *expedience*): CR —; SZ Large elemental (water); HD 12d8+48; hp 105; Init +2 (Dex); Spd 24 ft., swim 108 ft.; AC 26 [flat-footed 15, touch 18] (–1 size, +3 Dex, +10 natural, +2 haste, +2 *burnout*); BAB +9; Grap +21; Atk slam +16 melee (2d10+12 plus icy touch proc); Full Atk slam +16/+11 melee (2d10+12 plus icy touch proc); Reach 10 ft.; SA icy touch, magic attack +3; SQ damage reduction 10/+2, elemental, fast recovery, haste (4) [1 extra action every 2nd round], ultravision; Res AR —, CR —, FR 15, PR —; AL N; Fac None; SV Fort +12, Ref +7, Will +4; Str 27 (22), Dex 16, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +11, Swim +12, Taunt +10.

Feats: Dodge, Improved Healing, Mobility, Power Attack.

Icy Touch (Su): Slam, Proc DC 18; 14 points cold damage; Fort half, DC 20. As this is a proc effect, icy touch damage is not doubled on a critical hit.

b. Brood Chamber: Seahorses are known to naturalists and scholars for their unusual breeding habits: Though, as with other species, females lay eggs and males fertilize them, seahorse males carry the eggs in special pouches, and are actually the ones who "give birth." When a seahorse (Swirlspine or Soothebrine) is carrying eggs, he moves here, where all the brooding males can be easily defended. Once his eggs hatch, the male leaves, and responsibility for the health and safety of the young seahorses falls to other egg-carrying males who remain in the brood chamber. If no such males are available, the Matriarch appoints at least 4 males to watch over the youngsters, at least until such time as brooding males are available.

At any time, these chambers contain from 4 to 8 adult male seahorses — a mixed group of both Swirlspine and Soothebrine — and dozens of Tiny young seahorses (they have no offensive or defensive capabilities to speak of). Anyone who chooses to attack the chambers' occupants is instantly and mercilessly attacked.

c. Matriarch's Chamber: The seahorse queen, called the Matriarch (*27-HD female Soothebrine seahorse*), is responsible for the health, welfare, and safety of all Soothebrine seahorses. She dwells here with her retinue of 8 male Soothebrine seahorses (all have HD 22+ and above-average hit points).

An ancient, wise, and incredibly gentle creature, the matriarch has little desire to harm any other living thing. All the same, she is intelligent enough to realize that Norrath is a violent place and that sometimes even the most gentle and enlightened being may be called upon to fight. Accordingly, she is ready to defend her people with her life if necessary.

In the past, the Matriarch maintained a good relationship with the kedge and other undersea allies such as the mermaids. When the kedge began to dabble with forbidden magic, however, she was somewhat disturbed and tried without success to sway them from their misguided course. To the Matriarch's credit, she maintained her friendship and support for the kedge despite knowing that they were heading for unprecedented disaster.

Since the day she and her people became trapped here in Kedge Keep, the Matriarch has endeavored to avoid the bitterness and anger that has tormented and twisted the Gloomwater mermaids. She and her people assist in the maintenance of the keep, try to hold outsiders at bay as nonviolently as possible, and continue to perform services for Phinigel Autropos, even though he appears to be hopelessly lost to madness.

As noted, the Matriarch is no fool, and knows that the current course of events cannot continue forever. Either Phinigel will die (unlikely); his demented researches and attempts to restore the kedge will bear fruit (even less likely); or he will bring about the final doom of himself and all his allies (quite probable). If given an opportunity to escape the keep, the Matriarch herself may command her people to flee, but she remains behind in a desperate attempt to sway Phinigel from continuing down the road to destruction.

If presented with options for saving her people and escaping Dagnor's Cauldron, she might be persuaded to listen.

The Lower Chambers

These rooms are considerably warmer than those above, most resting between 520 and 540 feet below the surface of Dagnor's Cauldron (and thus closer to the geothermal energies that fill the Fissure, away to the north). The mad kedge sorcerer Phinigel Autropos now occupies these rooms. This is his inner sanctum, where he broods and schemes and engages in bizarre researches that may or may not have any rational basis.

Once characters enter these chambers, Phinigel's minions do their best to stop them, and if possible to capture the intruders so that Phinigel himself can interrogate them. If they have the opportunity, the sharks and mermaids alert Phinigel, and the adventurers may soon find themselves facing one of the most dangerous spellcasters in all of Norrath.

15. Frenzy Chamber

This oddly unsettling chamber has a malign influence on sharks and other sea creatures that enter it. Fortunately for the keep's other inhabitants, the frenzied creatures usually stay here, and if they leave, the frenzy effect goes away almost immediately.

If any aquatic animal or beast tries to enter this chamber, it must immediately make a Will save (DC 30, –1 per consecutive hour spent in this room) or come under the sway of an effect identical to a *frenzy* spell; the creature must save against this effect each hour thereafter, and cannot normally leave the chamber until it makes a save. Frenzied creatures may leave the chamber in pursuit of an opponent, but otherwise remain in the room until they shake of the *frenzy* effect. They attack any other non-frenzied creature that enters, except for Phinigel himself, any of the Gloomwater mermaids, the seahorses, or else the sharks Cauldronboil (see Area 6) or Cauldronbubble (Area 8).

Whenever a frenzied creature leaves the chamber (whether because it saved or while pursuing an opponent), the *frenzy* lasts for another 1d4+1 rounds, after which time the creature is *fatigued* for 1d4 hours. If it encounters any other creature outside of the room while it is still frenzied (even one of the keep's other inhabitants), it attacks at once.

Most of the creatures in the chamber are frenzied Cauldron sharks, but other sea creatures that enter may be similarly affected.

Frenzied Cauldron Shark (2d4+3): CR 11; SZ Huge animal (aquatic); HD 19d8+133; hp 218; Init +4 (Dex); Spd swim 60 ft.; AC 26 [flat-footed 20, touch 16] (–2 size, +4 Dex, +10 natural, +2 insight, +2 *frenzy*); BAB +14; Grap +34; Atk bite +24 melee (4d6+18, crit 19–20); Face 10 ft. by 20 ft.; Reach 10 ft.; SA improved grab, swallow whole; SQ acute scent, low-light vision; AL N; Fac None; SV Fort +18, Ref +14, Will +9; Str 35 (29), Dex 18 (12), Con 24, Int 1, Wis 14, Cha 4.

Skills: Listen +9, Spot +9.

Feats: Improved Critical (bite), Power Attack.

16. Patriarch's Chamber

The kingly creature known only as the seahorse Patriarch (*36-HD male Swirlspine seahorse*) dwells here along with several courtiers — most are Swirlspine seahorses, with a few Soothebrines among them (all have advanced HD and above-average hit points). They fight only in self-defense, unless intruders openly menace their ruler; those who approach without overt hostility may have a chance to talk and possibly even negotiate with the king and his followers.

The Patriarch has been king longer than even he can remember, and he came to Kedge Keep only at the behest of Phinigel Autropos. Today, he deeply regrets that decision, but does his best to keep his people safe. Like the rest of his kind, he is a non-violent individual and prefers to use nonlethal means to dispose of his foes. If the seahorses capture intruders, they are brought before him, where he is soon joined by his counterpart the Matriarch (see Area 14c), and the monarchs proceed to ask them of their intentions. If the captives prove themselves harmless or innocent, he allows them to be escorted from the keep in exchange for a promise never to return.

Successful diplomacy can persuade the Patriarch to listen to what outsiders have to say, especially if they wish to help the seahorses escape from Kedge Keep. Like the Matriarch, he remains devoted to the memory of his friends the kedge and hopes to one day help restore them — but as time goes by that hope is dwindling. Also like the Matriarch, he is likely to allow his people to flee the keep but to stay behind himself in a final attempt to stave off Phinigel's final act of madness.

If combat occurs here, the sharks from Area 18 quickly come to the seahorses' aid.

17. Living Quarters

Beyond the Patriarch's chambers are the living quarters of the few Swirlspine seahorses in the keep. Several small caves branch off from the main area at various heights — the chamber is nearly 60 feet from top to bottom — and these are where mated pairs of Swirlspines live. When carrying eggs, however, male Swirlspines make their way up to Area 14b to give birth.

18. Guard Room

This chamber originally housed the kedge guards who protected the noble kedge of this level. It serves a similar function today, for it houses 3 Cauldron sharks and 2 Cauldron hammerheads who are kept here by Phinigel, regularly rotated out among the other sharks in and around the keep. The sharks are kept fed by the seahorses, and emerge to defend Areas 16 and 19 if outsiders should attack there.

Hidden among some humanoid bones entwined in the seaweed at the chamber's floor (Search DC 23) are a *glimmer ring* and a *netted cape*.

19. Ceremonial Chamber

This vast room is truly impressive and, indeed, represents the height of kedge architectural genius. Square, with slightly curved walls, it is about 160 feet in height. The walls are virtually seamless, their stones either carved directly from the sea floor or fitted together so cunningly as to have no discernible gaps. Light is diffuse, provided by fixtures set in the distant ceiling, which cast swirling shafts of blue-green luminance, fading into shadow far below. In the floor is a 15-foot-deep depression in the form of an eight-pointed star.

This chamber was used for magical and religious ceremonies, auspicious meetings and conferences, and was the setting for the final act in the tragedy of the kedge — Phinigel Autropos' great ritual, through which he had hoped to rescue the souls of his people. The spiritual echoes of that last catastrophe still resound in the form of a deep sense of melancholy and lonely unease that plagues everyone who enters. (There are no rules to govern this imposed mood; it is merely for flavor.) Phinigel himself is either unaffected by these sensations or has learned to live with them, for he spends most of his time here, casting obscure spells or performing strange and often incomprehensible researches.

The chamber seems largely empty at first glance (the water elementals — see below — are practically invisible in the murky gloom), for Phinigel is concealed among the darkness near the bottom of the chamber. Being mad, he is perhaps too acutely aware of the need for security, and he is normally guarded by 8 powerful water elementals, which maintain their stations at each point of the star-shaped depression in the floor. They are absolutely loyal to Phinigel and defend him to the death while he visits destruction upon intruders from a safe distance.

If combat occurs here, the sharks from Area 18 (assuming they still live) also come quickly to their master's aid.

In the southern wall of the chamber, about 30 feet above the floor, is a section of false wall (Search DC 35) that can be removed; it leads to a series of water-filled underground caverns that stretch away to the west, eventually opening into the bottom of the Ocean of Tears (about 2 miles offshore, and 220 feet deep). Phinigel himself has always been aware of these tunnels, but has kept them secret for fear that some of his followers might use them as a route to escape.

In the center of the great star-shaped depression in the chamber's floor is a large hidden slab (Search DC 30). It requires a Pick Lock check (DC 30) to open, and it is protected by a dangerous *shocking blast trap* that goes off unless it is first disabled. Once the trap is deactivated (or set off) and the lock is picked, a Strength check (DC 26) is still required to lift the massive stone slab open. Beyond, the last treasures of the kedge are revealed (see below).

Shocking Blast Trap: CR 15; (3d6+1)x10 electricity damage in 40-foot radius; Reflex half, DC 29; Search DC 34; Disable Device DC 32.

Treasure: In a small room behind the trapped panel in the chamber's floor are 8,000 pp; 240 gems (determined by the GM, using Table 4–4 in the ***EQ: Game Master's Guide***); and 24 mundane items and art objects (see Tables 4–6 and 4–7 in the **GMG**). Finally, the treasure contains a pair of *mithril gauntlets*, undamaged by the sea or the passing of years; a *Darksea harpoon*; and a *blade of the black dragon eye*, a gift to the kedge from the frogloks many centuries ago.

Also contained here are a great number of kedge coral tablets inscribed by Phinigel himself, which chronicle his life and the history of his people. (See Area 9 for rules regarding translating these tablets; most should be considered "kedge cultural studies" or "educational texts.") As well, a number of them contain spells (1d3 per tablet), as decided by the GM.

It is also possible that several of the tablets are a set of volumes containing a description of Phinigel's great ritual, though the exact effects and ramifications of this knowledge are up to the GM — the mere knowledge of it might drive a character mad, or make him the target of dark elf thieves and assassins who seek to learn more about how to enslave kedge spirits. The plundering of Phinigel's tablets could be the beginning of another long series of quests and adventures.

Phinigel's Guardians (8), Water Elemental, Type 13: CR 12; SZ Huge elemental (water); HD 27d8+162; hp 283; Init +6 (Dex); Spd 30 ft., swim 90 ft.; AC 28 [flat-footed 22, touch 14] (–2 size, +6 Dex, +14 natural); BAB +20; Grap +38; Atk slam +28 melee (4d6+15 plus icy touch proc); Full Atk slam +28/+24/+20/+16/+12 melee (4d6+15 plus icy touch proc); Face 10 ft. by 10 ft.; Reach 15 ft.; SA icy touch, magic attack +5, water elemental strike; SQ damage reduction 15/+4, elemental, fast recovery, ultravision; Res AR —, CR —, FR 40, PR —; AL N; Fac None; SV Fort +21, Ref +15, Will +9; Str 30, Dex 22, Con 23, Int 7, Wis 12, Cha 11.

Skills: Listen +20, Spot +20, Swim +18, Taunt +18.

Feats: Alertness, Dodge, Double Attack, Improved Healing, Mobility, Power Attack, Riposte.

Icy Touch (Su): Slam, Proc DC 18; 26 points cold damage; Fort half, DC 29. As this is a proc effect, icy touch damage is not doubled on a critical hit.

Water Elemental Strike (Ex): Whenever the water elemental attacks a foe who is denied his Dexterity bonus to AC, that opponent also loses his armor and shield bonuses to AC (if any) against the water elemental's attacks. If the elemental's attack hits such a foe, then it automatically scores a critical hit for double damage (no critical confirmation rolls required), unless the opponent is immune to critical hits.

Phinigel Autropos

It is probable that Phinigel Autropos, the last surviving kedge, is the most powerful spellcaster on the continent of Faydwer. It is also possible that he is the most powerful spellcaster in all of Norrath, though the Erudite Al'Kabor and his followers might debate that point hotly.

Certainly, Phinigel is a being of considerable power, with vast magical resources at his command. His intellect, swelled to almost divine levels when he absorbed the spirits of his kedge brethren, is also known to have been strained to well beyond the breaking point, leaving the last surviving kedge hopelessly insane.

His current goals are many, though chaotic: He no doubt wishes absolution for his misdeeds and fearsome miscalculations. Though his arrogance and xenophobia have, in fact, grown even stronger over the years, they are also combined with a healthy sense of self-loathing and guilt, enhanced by the countless helpless cries of agony that resound inside his shattered mind. Each day the voices torment him, and each day his madness grows more severe.

Fortunately for land-dwellers everywhere, Phinigel's ambitions do not for the moment seem to extend beyond the confines of Kedge Keep, and his primary wish is to be left alone. Unfortunately, outsiders seem disinclined to grant him this wish, for rumors of lost riches and great challenges to be found in the keep continue to spread. With items such as the *fishbone earring* and *knotted turtlebone ring* growing increasingly common, adventurers who wish to risk the dangers of Kedge Keep and its inhabitants are likewise growing in number.

Though the keep's challenges should prove more than most adventurers can handle, a slow but steady stream of outsiders has successfully negotiated the sunken corridors and emerged alive. Yet for each air-breather who successfully plunders some of the keep's riches and slays any of its guardians, Phinigel grows incrementally angrier and more vengeful.

Phinigel Autropos, Male Kedge, Enc 30/Mag 30/Nec 30/Wiz 30 (always buffed with *umbra*): CR 35; SZ Medium-size monstrous hu-

Quest: The Blue Crystal Staff

Faction: Keepers of the Art (+3 rank).

NPC: Niola Impholder.

CR: 25+.

Reward: +2 faction with the Keepers of the Art; 10,000 gp; 1 major magic item per character.

Consequence: –2 faction ranks with Phinigel Autropos

Quest Summary: Today, the *blue crystal staff* (see Appendix 2) is in the hands of the insane kedge arcanist Phinigel Autropos. However, the Keepers of the Art, the Koada'Dal spellcasters of Felwithe, wish to have it returned to them, and they offer the PCs a 10,000 gp reward, plus a major magic item to each member of the party, if they can retrieve the staff for them.

Direct assault on Phinigel is a distinct possibility, and may net far more loot than the Keepers are offering. However, this can be accomplished only by the most advanced and accomplished of parties. Other options for getting the staff include persuading Phinigel to give it up (a longshot), or perhaps stealing it from him (dangerous, but a better possibility than talking him out of it).

This quest cannot be repeated.

manoid (aquatic); HD 20d8+120 plus 30d4+180 plus 30d4+180 plus 30d4+180 plus 30d4+180; hp 1,197; Init +11 (+7 Dex, +4 Improved Initiative); Spd 20 ft., swim 30 ft.; AC 44 [flat-footed 37, touch 25] (+7 Dex, +12 natural, +7 deflection, +5 armor, +2 arcane, +1 *idol*); BAB +80; Grap +85; Atk* +87 melee (1d6+8, *blue crystal staff*); Full Atk +87/+82/+77/+72/+67 melee (1d6+8, *blue crystal staff*); Face 5 ft. by 5 ft.; Reach 5 ft.; SA spells; SQ damage reduction 13/–, death masteries (fear storm 6/day [Will DC 25], rebuke undead 8/day, restore undead [480 hp]), extended affliction 11, fast healing 10, flowing thought 20, greater enchantments (dire charm x2, gather mana, greater illusion), greater magics (elemental pact [water], instant elemental, reclaim energy, turn summoned 8/day), greater wizardries (rapid casting x2, mana burn), Greater Specialization (all schools but abjuration), reagent conservation III, SR 35, telepathy 100 ft., underwater casting, universal arcanist, +2 cold, electricity, fire, and sonic saves; Res AR 50, CR 73, DR 50, ER 58, FR 68, MR 60, PR 60, SoR 58; AL N; Fac Phinigel Autropos; SV Fort +55, Ref +61, Will +90; Str 20 (16), Dex 24 (22), Con 22 (14), Int 43 (39), Wis 26 (24), Cha 24.

Skills: Animal Empathy +54, Appraise +36, Balance +12, Bluff +47, Channeling +134, Climb +25, Diplomacy +59, Disable Device +36, Escape Artist +17, Gather Information +39, Handle Animal +24, Heal +28, Hide +27, Intimidate +47, Jump +15, Knowledge (mysticism, religion) +96, Knowledge (all others) +56, Listen +60, Meditation +157, Read Lips +36, Search +46, Sense Heading +28, Sense Motive +38, Sneak +27, Spellcraft +98, Spot +60, Swim +55, Taunt +27, Trade Skill (all) +36, Tumble +22, Undead Empathy +39, Wilderness Lore +25.

Languages: Kedge (6), Ancient Dwarvish (4), Ancient Gnome (4), Common (4), Dwarf (4), Elder Elvish (4), Elvish (4).

Feats: Alertness, Combat Casting, Dodge, Endurance, Enlarge Spell, Extend Spell, Heighten Spell, Improved Dodge, Improved Healing, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Mental Clarity, Mobility, Mystic Capacity [x8], Quest Spell, Quicken Spell, School Specialization (all schools), Silent Spell, Skill Talent (Spellcraft), Spell Focus (all schools), Still Spell.

Enchanter Spells Usually Prepared (mana cost): *Asphyxiate* (42), *augment* (23), *bedlam* (33), *dementing visions* (42), *dictate* (125), *gift of brilliance* (75), *glamorous visage* (33), *horrifying visage* (33), *Koadic's endless intellect* (150), *memory flux* (58), *overwhelming splendor* (29), *rapture* (85), *speed of the brood* (93), *umbra* (13), *visions of grandeur* (23), *wind of Tishanian* (12). Caster level 30th; save DC 38 + spell level.



Magician Spells Usually Prepared (mana cost): *Aegis of Prexus* (75; as *aegis of Ro*), *banishment* (83), *burnout IV* (25), *cadeau of flame* (26), *eye of Tallon* (11), *greater vocaration: water* (367), *mala* (58), *manastorm* (71), *monster summoning III* (33), *scirocco* (66), *shock of fiery blades* (56), *Transon's elemental renewal* (67), *Transon's phantasmal protection* (54), *valiant companion* (33), *velocity* (10), *wrath of the elements* (44). Caster level 30th; save DC 38 + spell level.

Necromancer Spells Usually Prepared (mana cost): *Archlich* (0), *deflux* (33), *devouring darkness* (67), *dread of night* (17), *emissary of Thule* (108), *funeral pyre of Kelador* (75), *gangrenous touch of Zum'uul* (69), *paralyzing earth* (17), *plague* (50), *quivering veil of Xarn* (23), *scent of Terris* (33), *sedulous subversion* (70), *servant of bones* (88), *trucidation* (63), *vexing mordania* (83), *Zevfeer's theft of vitae* (92). Caster level 30th; save DC 38 + spell level.

Wizard Spells Usually Prepared (mana cost): *Annul magic* (13), *disintegrate* (108), *draught of ice* (36), *draught of Jiva* (36), *Elnerick's electrical rending* (88), *Firetree's familiar enhancement* (50), *flaming sword of Xuzl* (117), *Garrison's superior sundering* (90), *greater familiar* (108), *ice spear of Solist* (50), *improved invisibility* (13), *lure of lightning* (53), *manasink* (33), *plain sight* (17), *tears of Prexus* (73). Caster level 30th; save DC 38 + spell level.

Telepathy (Su): Due to his *golden idol of Prexus*, Phinigel may communicate telepathically with any aquatic creature within 100 feet. Aquatic creatures with Intelligence scores of 1 or 2 never attack him unless provoked.

Underwater Casting (Ex): Being apt spellcasters naturally adapted to the water, kedge may cast spells normally in such conditions without recourse to the Silent Spell feat.

Universal Arcanist (Ex): Phinigel's soul is crowded with the arcane knowledge and aptitude of every kedge who once lived. He can prepare the maximum number of spells for *each* of his arcane spellcasting classes, and his Mystic Capacity feats apply individually to each of his classes. In addition, he knows virtually every arcane spell.

Mana Pool: 3,958.

Possessions: Robe of the kedge (see Appendix 2), *hammerhead helm* (see Appendix 2), *kedgemail gauntlets* (see Appendix 2), *blue crystal staff* (see Appendix 2), *squallsurge shawl*, *velium imbued black pearl circlet*, *golden idol of Prexus*, *wand of mana tapping* (5 charges; see Appendix 2), *kedge horn*.

* Note that, while using the *blue crystal staff*, Phinigel suffers underwater combat penalties of –2 to attack and damage rolls (included in the stats above).



Appendix One: New Monsters

Blade Fiend, Lesser

	Medium-Size Outsider (Evil)
Hit Dice:	13d8+52+9 (119 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	23 (+2 Dex, +9 natural, +2 shield)
BAB/Grap:	+13/+18
Attacks:	2 *+1 longswords* +20/+15/+10 melee and *+1 gladius* +15 melee and *+1 pugius* +15 melee
Damage:	*+1 longsword* 1d8+7/19–20; *+1 gladius* 1d6+4/19–20; *+1 pugius* 1d3+4/x3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Bladed weapon talent, double wield, mass intimidation
Special Qualities:	Damage reduction 20/+3, levitate, personal invisibility, resistances, see invisible, spell resistance 19, ultravision
Saves:	Fort +12, Ref +10, Will +11
Abilities:	Str 20, Dex 15, Con 18, Int 11, Wis 16, Cha 12
Skills:	Escape Artist +15, Intimidate +18, Listen +16, Search +13, Sense Motive +16, Spot +16, Taunt +14, Undead Empathy +14
Feats:	Cleave, Combat Reflexes, Multidexterity, Multiweapon Fighting, Power Attack, Toughened
Climate/Terrain:	Any land (usually Plane of Fear)
Organization:	Solitary, pair, or band (3–7)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	14–20 HD (Medium-size); 21–39 HD (Large)
Faction:	Cazic-Thule

Description

The blade fiend is a servant of Cazic-Thule, sent by the Faceless One to create terror in a selected area. Lesser blade fiends are completely invisible; to those who can see invisible creatures, they resemble orcs with three extra arms and mottled gray-and-red skin. Otherwise, they are easily mistaken for whirling dervishes (see ***Monsters of Norrath***) or some form of poltergeist (and since blade fiends often associate with undead they have befriended, this latter error is common).

Lesser blade fiends love bladed weapons, and carry one in four of their five hands. The fifth arm usually carries a large shield. The fiends are smart enough to realize that these items make them visible, but that is part of the point — they want their victims to see them coming and to spend those last few moments paralyzed in fear.

Combat

Lesser blade fiends carry four blades: typically, two longswords plus a gladius (as short sword) and a pugius (a long dagger with a triangular blade — treat as a punching dagger). These blades are almost always magical.

In combat, the fiend uses its invisibility and its whirling blades to distract, confuse, and terrify opponents. It strides directly into combat, and generally does not retreat unless and until it loses at least two-thirds of its hit points.

Bladed Weapon Talent (Ex): Lesser blade fiends receive a +1 bonus to all attack and damage rolls with bladed weapons that they wield in melee.

Double Wield (Ex): Lesser blade fiends effectively have two primary hands, so they may make iterative attacks with each at no penalty as part of a full attack action (thus attacking four times at +20/+20/+15/+15/+10/+10 with their primary hands alone). Further, they may make a single attack with each primary hand as part of an attack action. (Thus, a lesser blade fiend may move and still make two attacks at +20.) Each primary hand deals normal damage for the weapon wielded, plus the fiend's full Strength modifier. Lesser blade fiends most often wield a magic longsword in each primary hand.

Mass Intimidation (Ex): A lesser blade fiend may make an Intimidate check to affect all foes within 30 feet as an attack action. This ability takes the place of a normal Intimidate check made to intimidate a single target. Mass intimidation is not language-dependent; the fiend intimidates its foes through terrifying gestures and its otherworldly presence, not through words.

Levitate (Su): Lesser blade fiends may levitate, as the spell, at will.



Personal Invisibility (Ex): Lesser blade fiends are naturally and permanently invisible, as are those items that stay within an inch of their bodies (such as clothing). Items held or carried by a lesser blade fiend that are too large for the whole object to be within an inch of the fiend — such as most weapons or shields — are not invisible. Lesser blade fiends always carry several swords and a shield, so their location is easily established in rough terms (the square in which they stand can be targeted), but they retain all other advantages of invisibility.

Resistances (Ex): Lesser blade fiends have inherent bonuses of magic and poison resistance (30) and cold, disease, and fire resistance (50). Further, they receive a +4 racial bonus on saves against disease and poison.

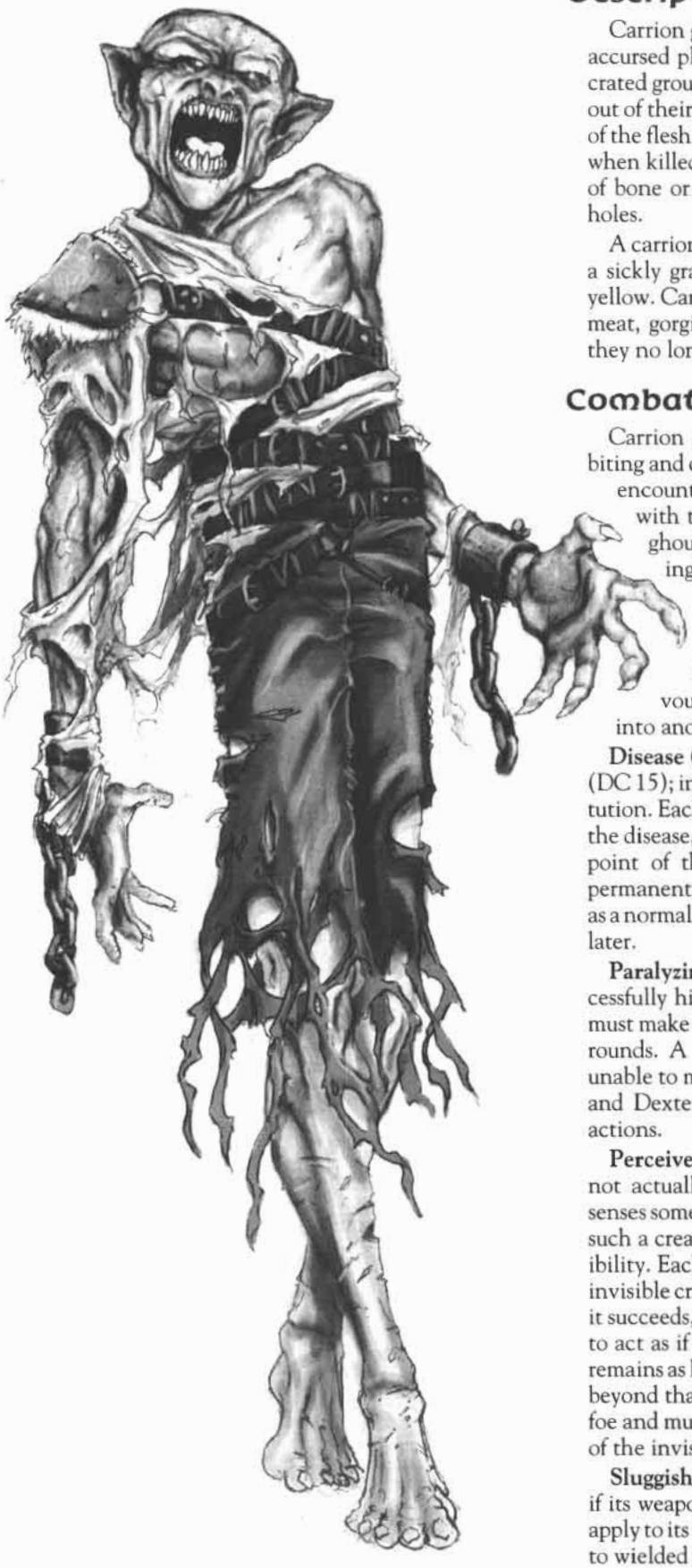
See Invisible (Su): Lesser blade fiends can continuously *see invisible* as the spell.

Skills: Lesser blade fiends receive a +4 racial bonus on Intimidate checks.

Feats: Lesser blade fiends receive Multidexterity and Multiweapon Fighting as bonus feats.

Ghoul, Carrion

	Medium-Size Undead
Hit Dice:	11d12 (75 hp)
Initiative:	+0
Speed:	30 ft., climb 15 ft.
AC:	17 (+7 natural)
BAB/Grap:	+5/+7
Attacks:	2 claws +8 melee and bite +5 melee
Damage:	Claw 1d8+2 plus disease and paralysis; bite 1d4+1 plus disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease, paralyzing touch
Special Qualities:	Damage reduction 15/+2, infravision, perceive invisible, scent, sluggish, turn resistance +2, undead
Saves:	Fort +3, Ref +3, Will +11
Abilities:	Str 15, Dex 11, Con —, Int 12, Wis 16, Cha 8
Skills:	Climb +13, Hide +7, Listen +26, Search +22, Sneak +7, Spot +26
Feats:	Alertness, Multiattack, Toughened, Weapon Focus (claw)
Climate/Terrain:	Any land
Organization:	Solitary, pair, or pack (3–8)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	12–16 HD (Medium-size); 17–22 HD (Large)
Faction:	Varies



Description

Carrion ghouls are the remains of those who died in an accursed place and were never properly buried in consecrated ground. When reanimated, they did not have to dig out of their graves, so their bodies generally still have most of the flesh intact. They retain whatever wounds they bore when killed (often the wounds that killed them), and bits of bone or organ can be seen through these slashes and holes.

A carrion ghoul's skin (or at least what remains of it) has a sickly grayish tone, and its feral eyes are clouded and yellow. Carrion ghouls are attracted to any kind of rotting meat, gorging themselves on it even though, as undead, they no longer need to eat to sustain themselves.

Combat

Carrion ghouls try to claim any dead body they find, biting and chewing on it with an unnatural hunger. If they encounter a living creature, they attack immediately with the intent to kill. Smarter than other types of ghouls, they often attack in numbers using surprisingly cunning stratagems. They then drag their prey's body off to some location where they will not be disturbed, and wait for it to ripen before they start to feed — it is thought that this behavior prevents the ghouls from wholly devouring a creature that otherwise might have risen into another ghoul.

Disease (Ex): Ghoul rot — Claw or bite, Fortitude save (DC 15); incubation 1 day, damage 1d6 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at another Fortitude save, or 1 point of the temporary Constitution damage becomes permanent drain instead. A creature slain by ghoul rot rises as a normal ghoul (see *Realms of Norrath: Freeport*) 24 hours later.

Paralyzing Touch (Su): Any time a carrion ghoul successfully hits an opponent with a claw attack, the target must make a Fortitude save (DC 14) or be *paralyzed* for 1d4 rounds. A paralyzed creature stands rigid and helpless, unable to move or act physically. It has effective Strength and Dexterity scores of 0, but may take purely mental actions.

Perceive Invisible (Ex): Although a carrion ghoul cannot actually see invisible creatures, its incredibly keen senses sometimes allow it to identify the precise location of such a creature well enough to ignore the effects of invisibility. Each round a carrion ghoul is within 60 feet of an invisible creature it is allowed a Wisdom check (DC 10). If it succeeds, it can sense the invisible creature well enough to act as if it could see the creature normally. This effect remains as long as the creature stays within 60 feet. If it gets beyond that distance, the carrion ghoul loses track of the foe and must check again when it gets back within 60 feet of the invisible creature.

Sluggish (Ex): The carrion ghoul's attacks are figured as if its weapon were 1 delay category slower. This does not apply to its natural weapons (i.e., claws and teeth), but only to wielded weapons.

Skills: Carrion ghouls receive a +8 racial bonus on Listen, Search, and Spot checks.

Geyser Worm

	Medium-Size Elemental (Aquatic, Fire)
Hit Dice:	10d8+30 (75 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft., climb 20 ft., swim 30 ft.
AC:	27 (+4 Dex, +13 natural)
BAB/Grap:	+7/+8
Attacks:	Bite +8 melee
Damage:	Bite 2d4+1 plus 1d6 fire
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Burn, constrict 1d8+1, improved grab
Special Qualities:	Damage reduction 5/–, fast healing 15, fire subtype, heat aura, infravision
Saves:	Fort +10, Ref +11, Will +4
Abilities:	Str 13, Dex 19, Con 16, Int 3, Wis 14, Cha 5
Skills:	Balance +13, Climb +13, Hide +14, Listen +12, Sneak +14, Spot +11, Swim +15
Feats:	Dodge, Improved Initiative, Weapon Finesse (bite)
Climate/Terrain:	Warm aquatic, hills, mountains, or underground
Organization:	Solitary, pair, or nest (3–6)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	11–15 HD (Medium-size); 16–24 HD (Large); 25–30 HD (Huge)
Faction:	None

Description

Geyser worms are snake-like creatures formed of steam, lava, and flame. Their eyes glow a bright orange-red, like the center of a hot coal as the wind blows across it, and their skin ripples and steams constantly, with patches of white shifting among spots of gold, yellow, orange, and red. They can grow up to 25 feet or more in length, though typical specimens are only slightly more than half that.

The geyser worm lives within scalding geysers, lava streams (particularly underwater ones), and hot springs — it apparently needs the unusual combination of both heat and moisture to survive. It is not normally aggressive unless anything approaches too closely, preferring to spend its time swimming and leaping in its natural habitat.



Combat

Geyser worms attack anything that enters their area, but they do not pursue creatures beyond the water, steam, or lava of their environment. Within that comfort zone, they strike quickly, biting deep with their fangs and wrapping coils around their prey, using strength and heat to kill. Geyser worms are surprisingly fast and agile, and use their speed and agility to great advantage, closing quickly with a foe before it realizes it's under attack.

Burn (Ex): The geyser worm deals an additional 1d6 points of fire damage with a successful bite attack, as well as dealing 1d6 points of fire damage per round to any opponent it grapples.

Constrict (Ex): The geyser worm deals 1d8+1 points of damage with a successful grapple check.

Improved Grab (Ex): The geyser worm must make a successful bite attack to use this ability. If it pins an opponent successfully, it deals automatic bite and burn each following round.

Heat Aura (Ex): The geyser worm has a damage shield (4) that also deals 4 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 5 feet of the worm take 1d6 points of fire damage per round.

Skills: Geyser worms receive a +4 racial bonus on Hide, Listen, and Spot checks, as well as a +8 racial bonus on Balance and Sneak checks. They may use their Dexterity modifier in pace of Strength for both Climb and Swim checks.

Feats: Geyser worms receive Weapon Finesse (bite) as a bonus feat.

Gnoll, Seeking Clan

	Seeking Clan Gnoll Medium-Size Humanoid (Gnoll)	Matus-Ommol Large Humanoid (Gnoll), Shaman 16
Hit Dice:	10d8+50 (95 hp)	13d8+130 plus 16d8+160 (420 hp)
Initiative:	+0	+2 (Dex)
Speed:	40 ft.	50 ft.
AC:	16 (+4 natural, +2 leather armor)	31 (–1 size, +2 Dex, +15 natural, +5 *+3 leather armor*)
BAB/Grap:	+7/+10	+21/+34
Attacks:	Claws +10 melee and bite +5 melee; or spear +10/+5 melee and bite +5 melee; or spear +7 ranged	*+3 Huge quarterstaff* +32/+27/+22/+17/+12 melee and bite +24 melee; or 2 claws +29 melee and bite +24 melee
Damage:	Claws 1d4+3; bite 1d4+1; spear 1d8+4 (or 1d8+3 thrown)	*+3 Huge quarterstaff* 1d8+16; claw 1d8+9; bite 2d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	—	Fearsome howl, spells
Special Qualities:	Low-light vision, scent	Damage reduction 15/+3, resistances, scent, shaman powers, ultravision
Saves:	Fort +12, Ref +3, Will +6	Fort +25, Ref +11, Will +20
Abilities:	Str 17, Dex 11, Con 20, Int 8, Wis 16, Cha 9	Str 29, Dex 14, Con 30, Int 16, Wis 22, Cha 21
Skills:	Listen +10, Spot +10, Wilderness Lore +7*	Channeling +42, Heal +16, Knowledge (local lore) +16, Knowledge (mysticism) +17, Knowledge (nature) +18, Knowledge (religion) +16, Listen +36, Meditation +39, Spellcraft +18, Spot +36, Trade Skill (alchemy) +34, Wilderness Lore +21*
Feats:	Alertness, Endurance, Power Attack, Run, Track	Alertness, Cleave, Dodge, Endurance, Improved Dodge, Iron Will, Mystic Capacity, Power Attack, Run, School Specialization (alteration), Track
Climate/Terrain:	Temperate plains	Temperate plains or underground
Organization:	Solitary, pair, band (3–6), pack (7–14 plus 1 leader of 3rd level a 1 shaman), or tribe (15–80 plus 10–40 noncombatants plus 1 sub-leader of 3rd or 4th level per 20 adults, 2–5 shamans, and 1 leader of 5th–7th level)	Solitary
Challenge Rating:	5	25
Treasure:	Standard	Double standard
Alignment:	Usually neutral evil	Neutral evil
Advancement Range:	By character class	By character class
Faction:	Seeking Clan	Seeking Clan

Description

The gnolls of the Loping Plains are somewhat different from their mountain-dwelling cousins. They are better adapted to hunting the rolling grasslands of their home and are capable of considerable speed. They live for the hunt and are among the most dedicated and persistent hunters on Faydwer. It is said that once a Seeking gnoll pack gets the scent of prey, it will not rest until the quarry is slain and eaten.

Seeking Clan gnolls live in tribal groups centered on a single male-female pair of leaders. They are served by female shamans, while most of the hunters and warriors are male. Females can hunt if they wish, but must return to the pack and remain under its protection while pregnant or nursing pups. Gnolls of the Seeking Clan have formed a close relationship with the wolves of the Loping Plains, so semi-domesticated wolves are often found in the gnoll tribal settlements and with hunting parties.

All of the gnolls in the Loping Plains are considered to be members of the Seeking Clan. At one time they were under the absolute rulership of an ancient, apparently immortal female known as the Mother of All (or, in Gnoll, "*Matus-Ommol*"). In those days, they were the dominant force on the plains, and at their height they gathered into a massive horde bent on conquest. Defeated at the gates of Kaladim, the Seeking Clan was forced back into the Loping Plains and eventually trapped there by the erection of Ranthok's Ridge. Since then, the Seeking Clan has fragmented into warring tribes, yet all still look to the legendary Mother of All for spiritual and moral guidance.

Physically, Seeking Clan gnolls are less wolf-like than their relatives on Antonica. Their pelts are a tawny yellow-brown, mottled with black spots; they sport thick black manes and their faces are rather hyena-like.

Combat

Seeking Clan gnolls are every bit as savage as those of other gnoll clans. They fight with their teeth and claws or with crude stone-tipped weapons; some wield metal weapons plundered from the dwarves. As hunters, Seeking Clan gnolls fight in groups, pursuing fleeing prey for days or weeks. They are swift and nearly tireless, abandoning their pursuit only if the prey leaves the Loping Plains.

Once their prey has come to ground, the Seeking Clan gnolls attack as a group, with a main force pinning down or distracting foes while swifter individuals circle around

behind to flank. They use hit-and-run tactics against more powerful foes, moving in and inflicting quick wounds, then falling back and returning when their prey has been further weakened by blood loss, exposure, and exhaustion.

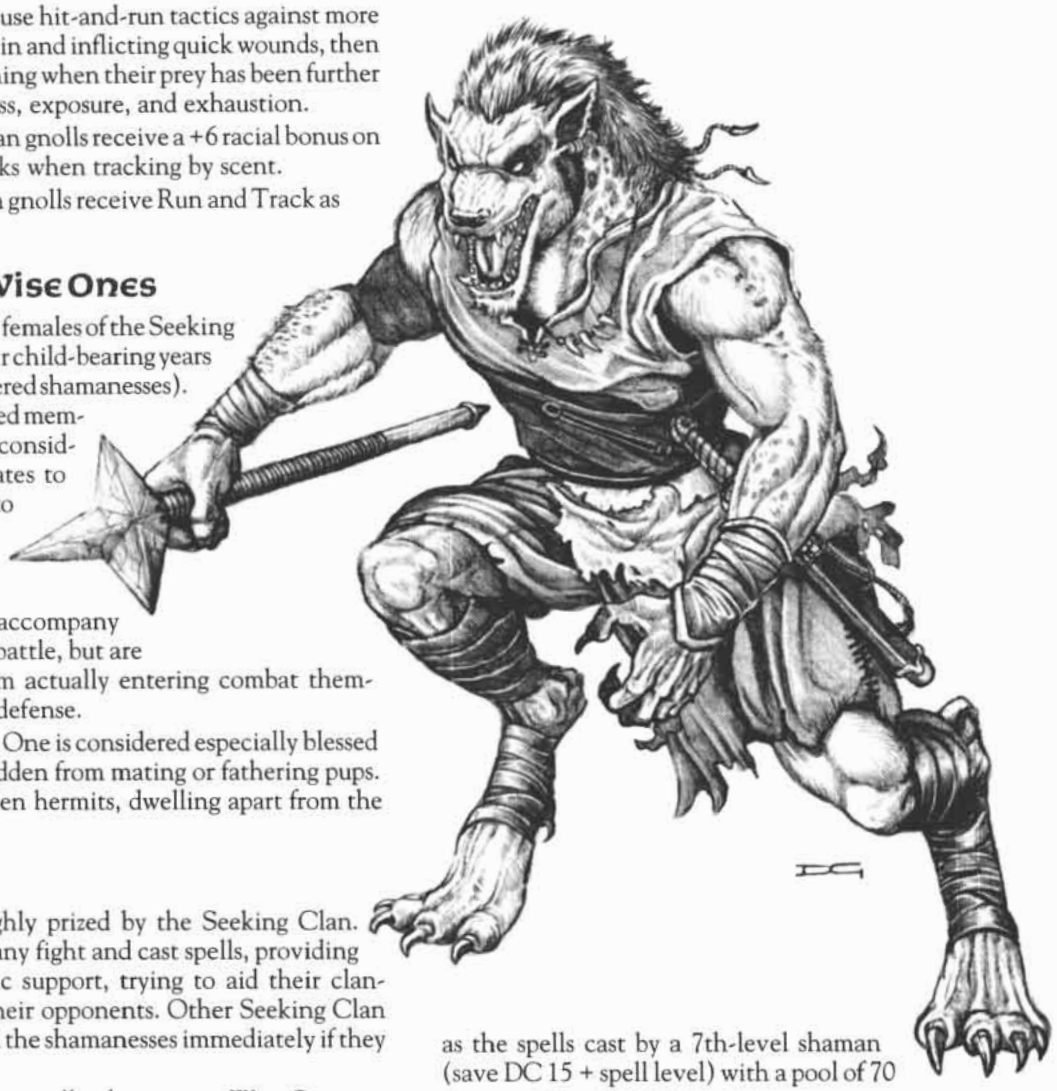
Skills: *Seeking Clan gnolls receive a +6 racial bonus on Wilderness Lore checks when tracking by scent.

Feats: Seeking Clan gnolls receive Run and Track as bonus feats.

Seeking Clan Wise Ones

Usually only elderly females of the Seeking Clan — those past their child-bearing years — are Wise Ones (revered shamanesses). They are the most sacred members of a tribe and are considered by their clan-mates to be connected directly to both the land and the spirit of the gnolls' creator, Brell Serilis. They often accompany their fellow gnolls to battle, but are strictly forbidden from actually entering combat themselves, except in self-defense.

The rare male Wise One is considered especially blessed and holy, and is forbidden from mating or fathering pups. Male shamans are often hermits, dwelling apart from the rest of the tribe.



Combat

Wise Ones are highly prized by the Seeking Clan. They stay back from any fight and cast spells, providing buffs and other magic support, trying to aid their clan-mates and frustrate their opponents. Other Seeking Clan gnolls move to defend the shamanesses immediately if they are threatened.

Exceptional Seeking gnolls who serve as Wise Ones use the following statistics, as applicable, in place of those given for standard Seeking gnolls. Where there is no alternate given here, use the normal gnoll stats shown above.

Hit Dice: 10d8+40 (85 hp)

BAB/Grap: +7/+9

Attacks: Claws +9 melee and bite +4 melee; or spear +9/+4 melee and bite +4 melee; or spear +7 ranged

Damage: Claws 1d4+2; bite 1d4; spear 1d8+3 (or 1d8+2 thrown)

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, scent, spirit mastery

Saves: Fort +11, Ref +3, Will +8

Abilities: Str 14, Dex 10, Con 18, Int 11, Wis 20, Cha 13

Skills: Channeling +15, Knowledge (nature) +6, Listen +8, Meditation +15, Spellcraft +6, Spot +8, Trade Skill (alchemy) +8, Wilderness Lore +8*

Feats: Alertness, Endurance, Mystic Capacity, Power Attack, Run, Track

Challenge Rating: 6

Spell-Like Abilities: A typical Wise Ones's spell-like abilities (and the mana cost for each) are as follows: *Cure poison* (3), *disempower* (8), *frost rift* (3), *light healing* (5), *root* (5), *spirit of wolf* (7), *sense animal* (1), *turtle skin* (8). These are as the spells cast by a 7th-level shaman (save DC 15 + spell level) with a pool of 70 mana.

Spirit Mastery: A typical Wise Ones's spirit mastery is spirit lore (Mystic Capacity).

Matus Ommol

Firstborn of the Seeking Clan and blessed matriarch of her people, the Matus Ommol ("Mother of All") was given life by Brell Serilis himself in a distant era. Granted dominion over the Loping Plains, the Mother of All literally became the mother of her people, giving birth to the ten progenitors of the Seeking Clan tribes. Her authority was absolute, and her word was law. In time, she commanded a horde numbering in the tens (some say hundreds) of thousands, and this fearsome tide of savagery threatened to break free from the Loping Plains and spread its bloody paws across all of Faydwer. The Matus Ommol ruled from her fastness deep in the plains, guided by the hand of Brell and served by an elite corps of gnoll warriors and shamans.

In time, however, even this near-immortal being saw her authority and power begin to wane. Eventually defeated by the dwarves and their other enemies and driven back in splintered units into the plains, the Seeking Clan tried to maintain its unity, but in the end the gnolls and their leaders failed, turning on each other with the same ferocity

that they had once unleashed against the dwarves of Kaladim.

The Mother of All turned to Brell Serilis for guidance, but none was forthcoming. The Lord of Underfoot can be a fickle master, and when he saw the gnolls defeated he turned to his other, more promising servants to carry out his will. Though her faith and loyalty remains unshaken and unshakeable, the Mother of All knows now that her people are alone, and that her once-absolute control over the Seeking Clan is little more than a memory.

Today, she dwells in the ruins of her ancient city, still served by elite guards and still consulted and revered by most tribes of the Seeking Clan. Yet her commands are today seen largely as guidance and advice, not as absolute commands. Her word still holds great power for the gnolls, but they still fight among themselves and ignore her when it is convenient for them to do so.

The Mother of All resembles a tall, muscular Seeking Clan female, standing just over 10 feet in height. Today, grown old in spirit if not in body, she usually uses a mighty staff for support and rarely leaves her crumbling fortress. The Seeking Clan's glory days have passed, but she still believes that it is possible for them to return.

Combat

The Mother of All is quite capable in combat, and in the early days of the Seeking Clan she fought tooth-and-nail among her loyal warriors. Today, she remains a powerful foe, but the elite gnolls who serve her do not allow her to enter battle unless absolutely necessary.

If confronted, the Matus Ommol is defended by numerous hunters and shamans, as well as personal bodyguards with warrior and ranger levels. In such cases, she stays out of the fray and uses her spells to enhance and heal her followers and to weaken their opponents. She emits her fearsome howl to great effect, damaging and shocking their foes, thus allowing her followers to attack freely. In this manner, all who have ever attacked the Mother of All have been slain or forced to flee with heavy losses.

Fearsome Howl (Su): As a free action every 1d4 rounds, the Matus Ommol can emit a deafening howl that affects all within 300 feet. Those within 30 feet take 10d6 points of sonic damage and are stunned for 1 round; a successful Fortitude save (DC 21) reduces this damage by half and negates the stun effect. Further, all within 300 feet (including those within 30 feet as well) must make a Will save (DC 21) or be *shaken* for 1d4+1 rounds; this is a sonic, mind-affecting ability.

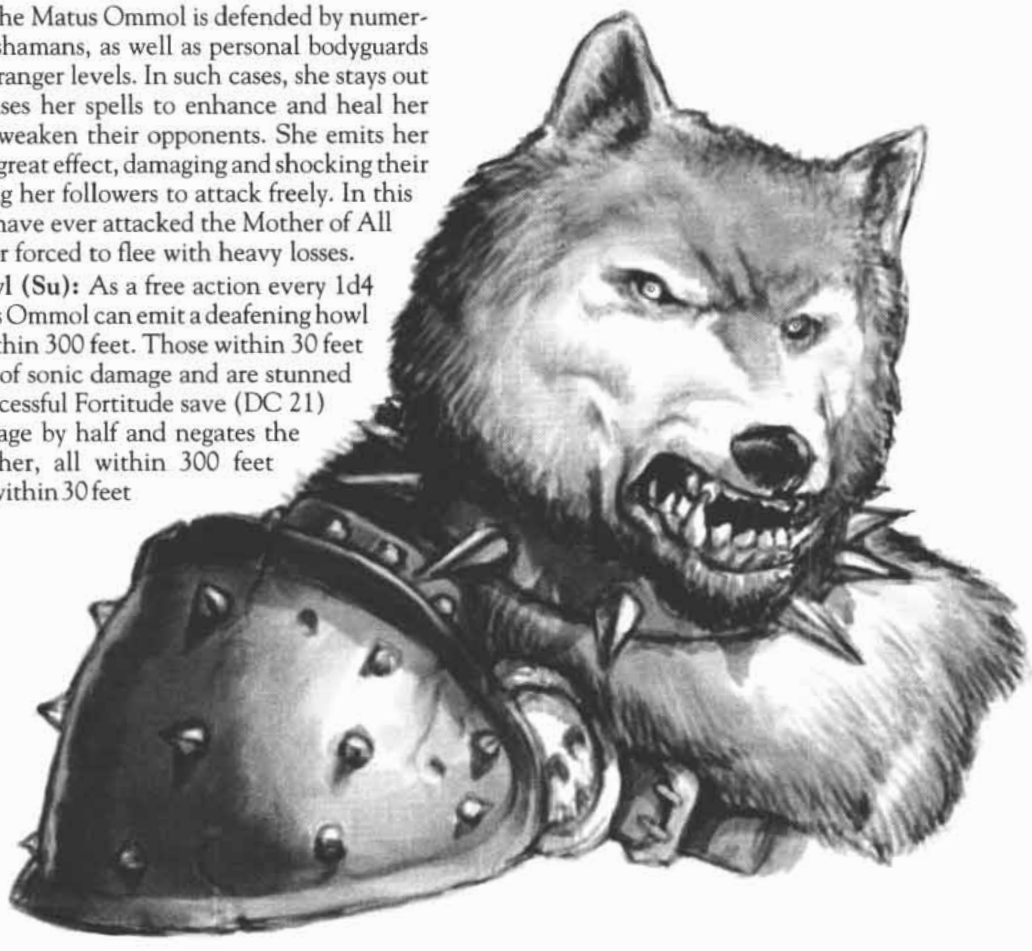
Deaf or non-hearing creatures within 30 feet of the Matus Ommol may still take sonic damage, but are immune to all other effects of the howl. A creature that makes its Will save against the Matus Ommol's howl cannot be affected by the howl's *shaken* effect for 24 hours. All Seeking Clan gnolls are immune to the Matus Ommol's howl.

Shaman Spells Usually Prepared (mana cost, modified for Greater Specialization): *Chloroblast* (27), *cripple* (35), *envenomed bolt* (53), *frenzied spirit* (83), *immobilize* (12), *invisibility* (5), *riotous health* (23), *spirit of scale* (23), *strength* (16). Caster level 25th; save DC 16 + spell level. Mana Pool: 300.

Resistances (Ex): The Matus Ommol has bonuses of acid resistance (10), disease, magic, and poison resistance (15), and cold, electricity, fire, and sonic resistance (25).

Shaman Powers: Matus Ommol has all the class abilities of a 25th-level shaman, including alchemy mastery, Greater Specialization (alteration), and the following spirit masteries: ancestral healing†, hungry spirits, resilient flesh†, and spirit hammer†.

† These are new spirit masteries described in *Heroes of Norrath*.



Hammerhead, Cauldron

	Huge Animal (Aquatic)
Hit Dice:	23d8+184 (287 hp)
Initiative:	+1 (Dex)
Speed:	Swim 60 ft.
AC:	21 (–2 size, +1 Dex, +12 natural)
BAB/Grap:	+17/+35
Attacks:	Bite +25 melee
Damage:	Bite 3d10+15/19–20
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Frenzy, improved grab, swallow whole
Special Qualities:	Acute scent
Saves:	Fort +21, Ref +14, Will +10
Abilities:	Str 31, Dex 12, Con 27, Int 1, Wis 16, Cha 3
Skills:	Listen +10, Spot +15, Wilderness Lore +3*
Feats:	Alertness, Improved Critical (bite), Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary, pair, or school (3–4)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement Range:	24–34 HD (Huge)
Faction:	None

Description

Cauldron hammerheads are somewhat bigger and fiercer than their ordinary cauldron shark cousins. They are distinguished by the exotic shape of their head, with an eye located on each of two short extensions, the head as a whole resembling the hammer that gives them their name. This strangely-shaped head is actually quite advantageous to the shark, as it is covered with receptor nerves that provide the fish with extremely sharp senses.

Combat

Hammerheads are fierce in combat, subject to a blood-induced feeding frenzy like that of the smaller piranhas that also inhabit Kedge Keep.

Frenzy (Ex): A Cauldron hammerhead that smells fresh blood or suffers damage in combat enters a feeding frenzy until either it or its prey is dead. It gains a number of temporary hit points equal to its HD, a +2 bonus on all attack and damage rolls, and a +2 bonus to its AC. The hammerhead cannot end its frenzy voluntarily.

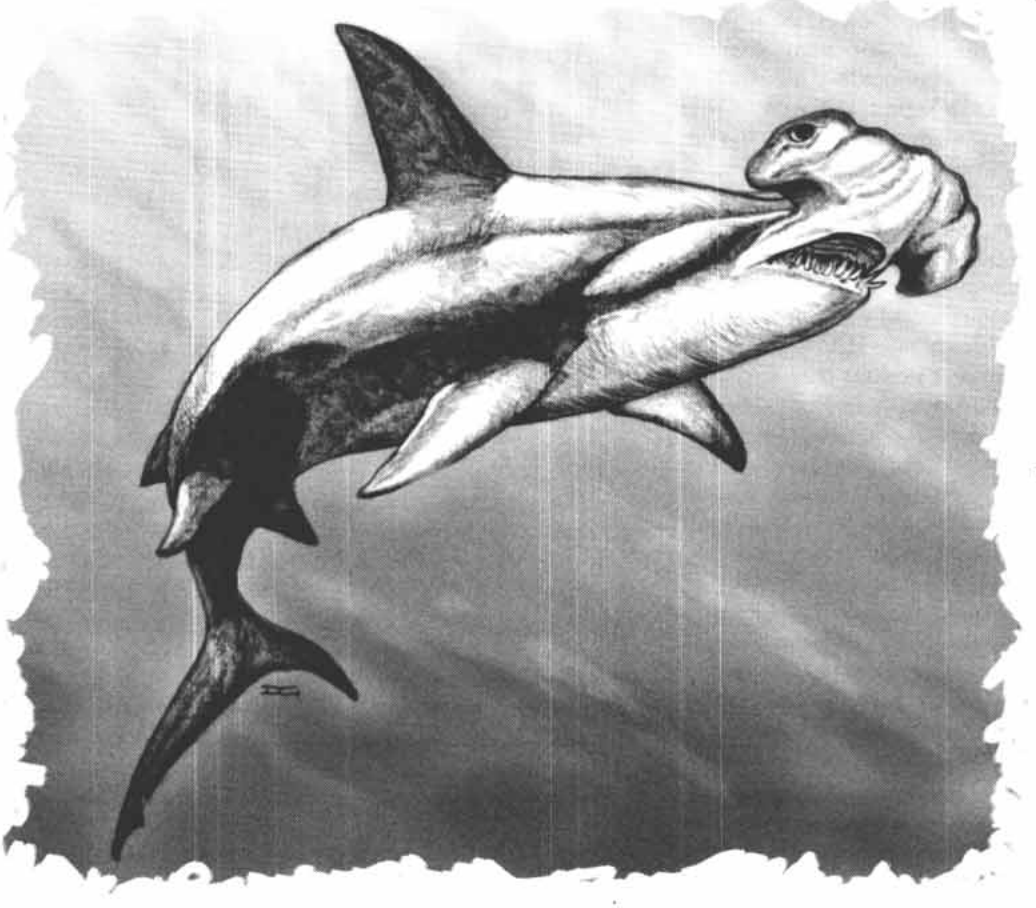
Improved Grab (Ex): A Cauldron hammerhead may use its improved grab ability against any Medium-size or smaller creature. It deals automatic bite damage each round it maintains a pin and may attempt to swallow a held creature whole.

Swallow Whole (Ex): A Cauldron hammerhead may swallow a Medium-size or smaller creature with a successful grapple check. The creature takes 2d10+15 points of crushing damage and 1d10 points of acid damage each round from the shark's innards. A swallowed victim may cut its way out using a light slashing weapon if it deals 20 or more points of damage to the shark from within (AC 16). A hole cut through the shark's belly cannot be used by any other creature to escape; each victim must find its own way out.

A typical Cauldron hammerhead's innards can hold 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine creatures.

Acute Scent (Ex): Cauldron hammerheads have the scent ability, but can detect prey by scent at up to 8 times the usual distance (i.e., at 240 feet). They can smell blood in the water at distances of up to 1.5 miles.

*When tracking a bleeding creature by scent, Cauldron hammerheads receive a +8 racial bonus on Wilderness Lore checks.



Herald of Mischief

	Medium-Size Outsider (Discordant, Evil)
Hit Dice:	13d8+65 (123 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	23 (+5 Dex, +8 natural)
BAB/Grap:	+13/+16
Attacks:	2 claws +16 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Backstab +3d6
Special Qualities:	Damage reduction 15/+3, evasion, immunities, resistances, personal invisibility, see invisible, spell resistance 20, ultravision
Saves:	Fort +13, Ref +15, Will +10
Abilities:	Str 17, Dex 21, Con 20, Int 16, Wis 14, Cha 15
Skills:	Balance +20, Escape Artist +18, Jump +18, Knowledge (planar travel) +16, Listen +15, Search +16, Sense Motive +15, Sneak +18, Spot +15, Taunt +15, Tumble +20
Feats:	Dodge, Improved Initiative, Lightning Reflexes, Mobility
Climate/Terrain:	Any (usually Plane of Mischief)
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	14–25 HD (Medium-size); 26–39 HD (Large)
Faction:	Plane of Mischief

Description

Very little is known about these enigmatic creatures, save that they hail from the Plane of Mischief, being sent to Norrath to observe or perhaps to add to the chaos of a situation. A herald's presence means that an area has drawn the attention of the Mischief Lords; though these ancient and powerful quasi-deities have not yet come to Norrath themselves, their interest does not seem benign. True to their name, heralds of these malicious beings seek to foment disorder and woe among inhabitants of the Material Plane wherever and however they can.

For those who can see invisible creatures, heralds of Mischief are rather skinny creatures resembling human-sized, malnourished trolls, with lumpy skin, crude features, and a short shock of wildly colored hair atop misshapen heads. They wear no clothes and carry no weapons, but their fingers end in wicked claws.

Heralds have never been known to speak with mortals, but they do tend to laugh aloud at others' misfortunes, and these shrill cackles are enough to warn victims away or at least give away the heralds' presence; however, most people hearing the heralds' jubilant, cruel laughter tend to assume that they are witnessing the manifestation of a ghost or spirit, never suspecting the existence of agents of Mischief.

Combat

Heralds are not particularly violent — at least not directly. They love bloodshed, but prefer to watch other people fight rather than getting involved directly, unless they can do so with little risk to themselves. If forced into combat, they use their invisibility and great speed to full advantage, striking from one side and then tumbling away to attack, likely undetected, from a different direction.

Backstab (Ex): As the rogue class ability of the same name.

Evasion (Ex): As the rogue class ability of the same name.

Immunities (Ex): Heralds of Mischief are immune to mind-influencing effects.

Personal Invisibility (Ex): A herald of Mischief is naturally and permanently invisible, as are those items that stay within an inch of its body (such as clothing). Items held or carried by the herald that are too large for the whole object to rest within an inch of the fiend — such as a coil of rope or a weapon — are not invisible.

Resistances (Ex): Heralds of Mischief have racial bonuses of disease and poison resistance (15), magic resistance (30), and cold and fire resistance (50).

See Invisible (Su): The Herald of Mischief can continuously *see invisible* as the spell.



Hobgoblin

	Hobgoblin Medium-Size Outsider (Discordant, Evil)	Anguish Lord Medium-Size Outsider (Discordant, Evil)
Hit Dice:	10d8+30 (75 hp)	24d8+264 (372 hp)
Initiative:	+1 (Dex)	+7 (Dex)
Speed:	30 ft.	40 ft.
AC:	18 (+1 Dex, +7 natural)	31 (+7 Dex, +14 natural)
BAB/Grap:	+10/+12	+24/+34
Attacks:	2 claws +13 melee	2 claws +35 melee
Damage:	Claw 1d8+2/17–20 plus wounding	Claw 2d6+12/13–20 plus wounding
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Claw hands, fear aura, wounding	Claw hands, fear aura, spell-like abilities, wounding
Special Qualities:	Berserking, damage reduction 10/+1, immunities, resistances, see in darkness, spell resistance 15	Berserking, damage reduction 20/+5, immunities, resistances, see in darkness, spell resistance 25
Saves:	Fort +10, Ref +8, Will +9	Fort +25, Ref +21, Will +23
Abilities:	Str 15, Dex 12, Con 16, Int 9, Wis 14, Cha 12	Str 30, Dex 24, Con 32, Int 18, Wis 28, Cha 24
Skills:	Bluff +11, Diplomacy +5, Intimidate +13, Listen +12, Search +9, Sense Motive +12, Spot +12, Taunt +11	Bluff +31, Concentration +35, Diplomacy +35, Intimidate +33, Knowledge (planar travel) +28, Knowledge (any two others) +15, Listen +33, Meditation +31, Search +28, Sense Motive +33, Spot +33, Taunt +31
Feats:	Cleave, Power Attack, Weapon Focus (claws)	Cleave, Great Cleave, Improved Critical (claws), Parry, Power Attack, Weapon Focus (claws), Weapon Specialization (claws)
Climate/Terrain:	Any land (usually Plane of Nightmare)	Any land (usually Plane of Nightmare)
Organization:	Solitary, pair, band (3–12), or troop (15–80 plus 1–4 anguish lords)	Solitary
Challenge Rating:	6	19
Treasure:	Standard	Double standard
Alignment:	Always discordant evil	Always discordant evil
Advancement Range:	11–20 HD (Medium-size)	25–36 HD (Medium-size); 37–54 HD (Large); 55–72 HD (Huge)
Faction:	Terris-Thule	Terris-Thule

Description

Once found only on the Plane of Nightmare (or occasionally as messengers on other Planes of Power), these fearsome creatures are beginning to crop up here and there on Norrath. Currently, roughly 2,000 hobgoblins occupy a heavily fortified city on the Loping Plains, and those who know of them believe that they intend to spread their influence throughout the continent of Faydwer.

On their home plane, the hobgoblins serve the Lady of Nightmares as guards, servants, and executioners. They are sometimes dispatched to Norrath to carry out the will of the Dream Scorcher, but until now they have always returned to the Plane of Nightmare once their tasks are completed. Many scholars consider the fact that some hobgoblins are now staying on Norrath to be a very alarming development, and rightly so. Nonetheless, those hobgoblins encountered on this plane are but pale counterparts compared to their might on their home plane.

Hobgoblins resemble squat, pale-skinned humanoids with cruel, grinning expressions. They are bred to fight and spread terror — they can cause their fingers to elongate into 16-inch (or longer) razor-sharp, bluish-colored metallic claws that can slash through flesh and armor with equal ease. Wounds from these claws bleed uncontrollably, and the hobgoblins themselves revel in the pain and suffering they cause.

Combat

Hobgoblins are utterly fearless in combat and attack with berserk fury. They are not terribly intelligent or imaginative when encountered in their Norrathian projections, but they usually do not need to be. A pack of hobgoblins rushes its foes in the most direct and effective way possible, relying on their terrible claws to inflict deadly wounds and blood loss, overwhelming enemies while their fear aura keeps other foes at bay.

When encountered on the Planes of Power, typical hobgoblins use the stats for anguish lords.

Claw Hands (Ex): As a free action, a hobgoblin can cause its fingers to transform into razor-sharp claws that extend directly from its knuckles. These horrific weapons have a critical threat range of 17–20, and deal double damage on a successful critical hit. Transforming the claws back into fingers is also a free action.

Fear Aura (Su): A hobgoblin can radiate a fear aura in a 10-foot radius as a free action. A Will save (DC 16) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same hobgoblin's aura for 24 hours. This power otherwise functions as a *fear* spell cast by a 10th-level necromancer.

Wounding (Su): Any weapon wielded by a hobgoblin functions as if it had the *wounding* quality, in addition to any other traits or abilities it might have; of course, hobgob-

lins rarely wield weapons other than their claw hands. A victim hit by the hobgoblin loses 1 point of damage from bleeding per round thereafter until healed. As with the *wounding* quality, this damage is cumulative — two successful hits cause 2 points of bleeding damage per round, etc.

Berserking (Ex): As the warrior class ability of the same name.

Immunities (Ex): Hobgoblins are immune to attacks or effects that damage or drain ability scores or levels, and to disease, fear, and poison.

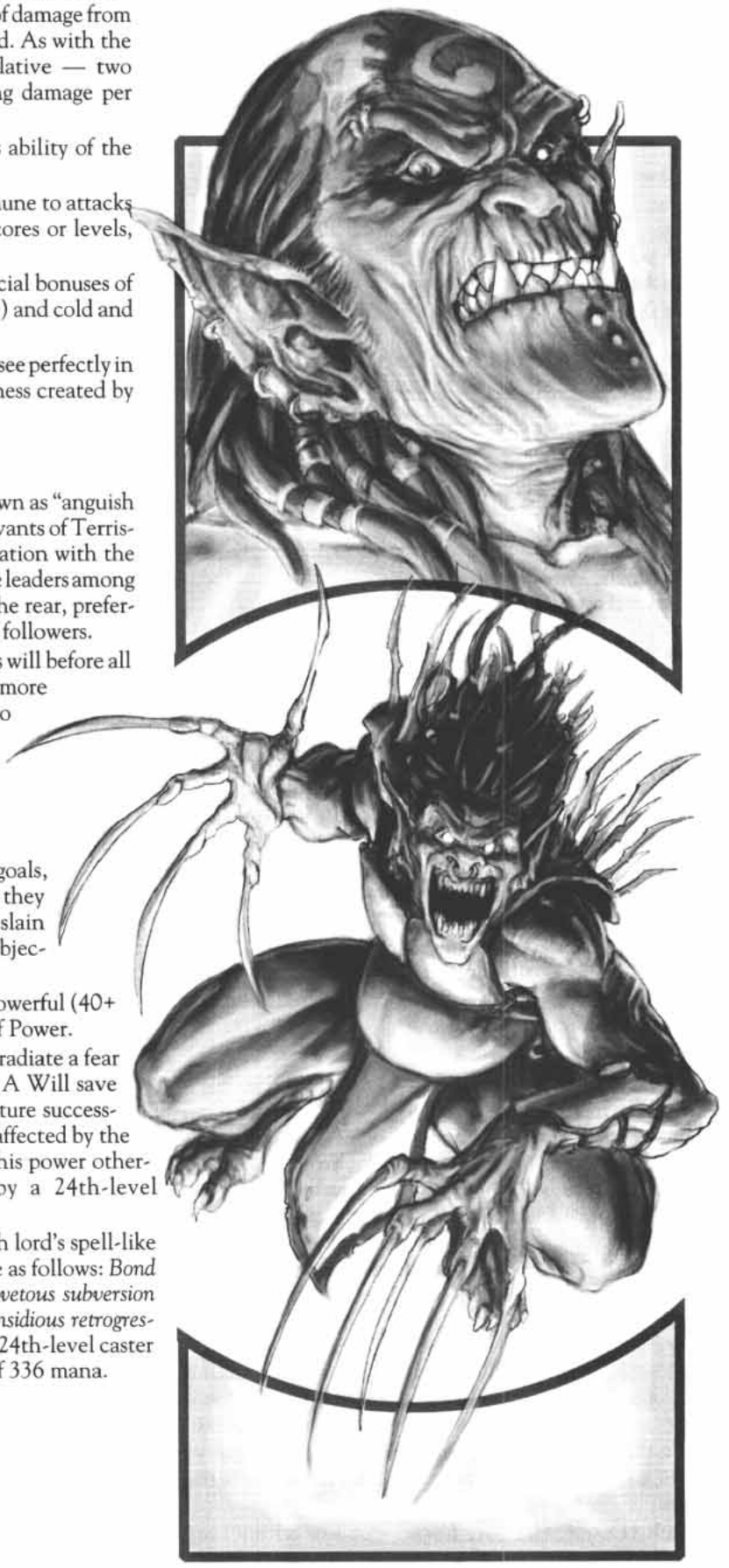
Resistances (Ex): Hobgoblins have racial bonuses of acid, electricity, and magic resistance (10) and cold and fire resistance (20).

See in Darkness (Ex): Hobgoblins can see perfectly in darkness of any kind, even magical darkness created by spells or items.

Anguish Lord

The most powerful hobgoblins are known as "anguish lords." These are the specially-chosen servants of Terris-Thule and are often in direct communication with the Goddess of Nightmares. Although they are leaders among their kind, they rarely if ever lead from the rear, preferring to wade into battle along with their followers.

Anguish lords seek to do their mistress's will before all other ends, and they are considerably more intelligent than their lesser brethren, so they may use unusual tactics in combat or perform actions that seem bizarre or unfathomable to mortals.



Combat

When fighting suits their goddess's goals, anguish lords are implacable enemies, for they would rather die and see all of their allies slain than fail to accomplish Terris-Thule's objectives.

Anguish lords are considerably more powerful (40+ HD) when encountered on the Planes of Power.

Fear Aura (Su): An anguish lord can radiate a fear aura in a 20-foot radius as a free action. A Will save (DC 29) negates the effect. Once a creature successfully saves against the aura, it cannot be affected by the same anguish lord's aura for 24 hours. This power otherwise functions as a *fear* spell cast by a 24th-level necromancer.

Spell-Like Abilities: A typical anguish lord's spell-like abilities (and the mana cost for each) are as follows: *Bond of death* (60), *cascading darkness* (50), *covetous subversion* (50), *diamondskin* (39), *drain soul* (38), *insidious retrogression* (35). These are as the spells cast by a 24th-level caster (save DC 17 + spell level) with a pool of 336 mana.

Mortuary Fungus

	Medium-Size Plant
Hit Dice:	11d8+45 (94 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., climb 10 ft.
AC:	16 (+1 Dex, +5 natural)
BAB/Grap:	+8/+8
Attacks:	Slam +8 melee
Damage:	Slam 1d4 plus 2d6 acid and 2d6 poison
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Acid, latch, poison
Special Qualities:	Blindsight, damage reduction 5/slashing, plant, regeneration
Saves:	Fort +11, Ref +4, Will +1
Abilities:	Str 10, Dex 12, Con 19, Int —, Wis 7, Cha 3
Skills:	—
Feats:	—
Climate/Terrain:	Any temperate land or underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement Range:	12–17 HD (Medium-size); 18–26 HD (Large); 27–33 HD (Huge)
Faction:	None

Description

The mortuary fungus is a strange breed of animate plant life that has developed a taste for flesh. The fungus is usually found in mausoleums, though it may also appear in any building or cave filled with dead bodies. The fungus is blue-gray, and resembles a vaguely humanoid mushroom, roughly 5 feet tall. It is often covered in a thin moss that flutters as if a wind were blowing across it — whether there is any wind or not.

A mortuary fungus normally clings to stone walls and ceilings, waiting until it senses living creatures. It then attacks, using its acids to eat away at its prey and absorb the flesh.

Combat

Mortuary fungi are not intelligent — they do not plan, simply reacting to the presence of food nearby. They tend to drop down upon a target, seeking to latch on so that their enzymes can dissolve flesh and bone. If shaken loose, they either lurch forward to attack again or seek to attack a different target.

Acid (Ex): A mortuary fungus exudes an acidic enzyme that rapidly dissolves organic and metallic materials. Its acid does no damage to stone or glass. Any melee hit on a living creature made by a mortuary fungus deals an additional 2d6 points of acid damage. Further, the fungus has an [acid] damage shield (4) that also deals 4 points of acid damage to any susceptible weapon that successfully hits it.

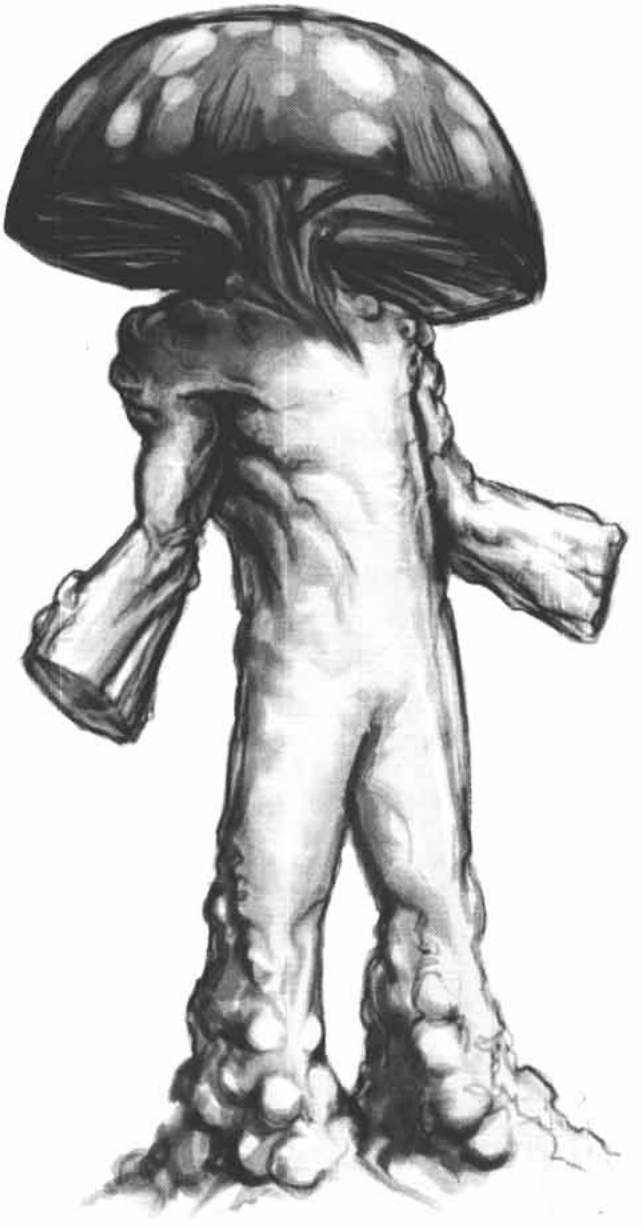
Metallic and non-living organic materials take 19 points of acid damage for each full round of contact with the fungus.

Latch (Ex): A mortuary fungus that hits with a slam attack has automatically fastened itself to its target and thereafter deals acid and poison damage each round. A latched fungus loses its Dexterity bonus to AC (it is AC 15 while attached), and it can be dislodged by a successful grapple check that achieves a "pin" result. The fungus draws away of its own volition if it takes at least 10 points of disease or fire damage with a single attack, although it may attack the same target again in the following round.

Poison (Ex): A mortuary fungus also exudes a toxic enzyme that harms living non-plant creatures. Any melee hit on such a creature made by a mortuary fungus deals an additional 2d6 points of poison damage per contact and in each subsequent round.

Blindsight (Ex): Though the mortuary fungus is blind, it is extremely sensitive to sound and vibration, allowing it to be aware of prey and other objects within 60 feet.

Regeneration (Ex): A mortuary fungus takes normal damage only from disease and fire, and regenerates a number of hit points each round equal to half its HD (round down).



Rat, Cauldron

	Medium-Size Animal
Hit Dice:	6d8+24 (52 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 20 ft., swim 20 ft.
AC:	17 (+2 Dex, +5 natural)
BAB/Grap:	+4/+6
Attacks:	Bite +7 melee
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +7, Will +4
Abilities:	Str 15, Dex 14, Con 19, Int 2, Wis 14, Cha 4
Skills:	Climb +10, Hide +10, Listen +3, Sneak +8, Spot +3, Swim +12
Feats:	Weapon Focus (bite)
Climate/Terrain:	Temperate or warm aquatic, marsh, and underground
Organization:	Solitary, pair, pack (4–8), or swarm (10–20)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement Range:	7–9 HD (Medium-size); 10–18 HD (Large)
Faction:	None

Description

Cauldron rats are considerably larger and heavier than the usual giant rats found elsewhere, averaging roughly 6 feet long (plus tail) and weighing in excess of 200 pounds. They are also remarkably quick for their size, and they are excellent swimmers — in fact, most of their hunting is done in the water rather than on land.

Like other varieties of giant rat, Cauldron rats are often carriers of disease (see **"Disease"** in the Introduction to *Monsters of Norrath*).

Combat

Although they can sometimes be encountered alone or in pairs, Cauldron rats almost always hunt in packs, if not swarms. They prefer to surround their prey, attacking simultaneously from every direction.

Skills: Cauldron rats receive a +4 racial bonus to Hide checks.

Feats: Cauldron rats receive Weapon Focus (bite) as a bonus feat.

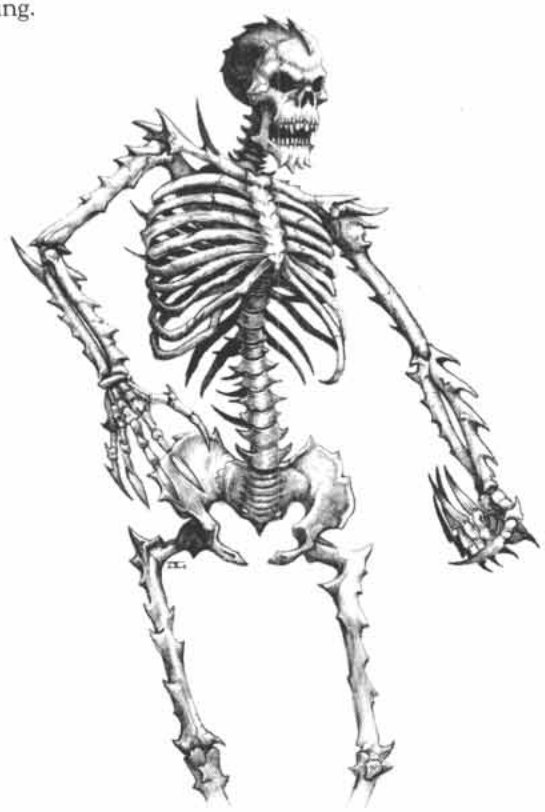


Skeleton, Barbed-Bone

	Medium-Size Undead
Hit Dice:	9d12 (58 hp)
Initiative:	+4 (Improved Initiative)
Speed:	20 ft. (scale mail), base 30 ft.
AC:	18 (+4 natural, +4 scale mail)
BAB/Grap:	+4/+8
Attacks:	2 claws +9 melee
Damage:	Claw 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Barbs
Special Qualities:	Damage reduction 10/+1 and 3/–, infravision, resistances, see invisible, undead
Saves:	Fort +3, Ref +3, Will +6
Abilities:	Str 18, Dex 10, Con —, Int 5, Wis 11, Cha 1
Skills:	Hide +8*, Listen +6, Sneak +6, Spot +6
Feats:	Improved Initiative, Skill Talent (Hide), Weapon Focus (claws)
Climate/Terrain:	Any underground or indoors
Organization:	Pack (3–6) or mob (7–20)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	10–13 HD (Medium-size); 14–18 HD (Large)
Faction:	None

Description

Barbed-boned skeletons are generally the animated remains of those who were tortured to death. In death, their bones have had sharp spikes embedded along the outer edges so that they can inflict the same pain on living creatures that they themselves once suffered; these spikes extend through any kind of armor the skeletons may be wearing.



These sinister undead are amongst the most intelligent of free-willed skeletons, and they delight in cornering and torturing their victims to death. Many of those they kill in such a fashion are then reanimated as barbed-boned skeletons by the skeletons' masters.

Combat

Barbed-boned skeletons prefer to wait in the shadows and then leap out at their prey. They attack in numbers and try to isolate whomever they think is weakest, surround that person, then grapple and stab repeatedly, always seeking to inflict as much pain as they can while slaying their victim.

Barbs (Ex): A barbed-boned skeleton's barbs give it the benefit of a damage shield (3) at all times. In addition, it may use its barbs to deal damage as though they were armor spikes (see Chapter 7 of the ***EQ: Player's Handbook***).

Resistances (Ex): Barbed-boned skeletons suffer only half damage from slashing and piercing attacks. (Halve the damage before applying the skeleton's damage reduction.) They have bonuses of acid, fire, and magic resistance (10) and of cold resistance (30).

See **Invisible (Su):** A barbed-boned skeleton can continuously *see invisible* as the spell.

Skills: *Barbed-boned skeletons receive a +4 bonus on Hide checks when in shadowy or darkened areas.

Swordfish, Cauldron

	Large Animal (Aquatic)
Hit Dice:	12d8+48 (102 hp)
Initiative:	+2 (Dex)
Speed:	Swim 60 ft.
AC:	19 (–1 size, +2 Dex, +8 natural)
BAB/Grap:	+9/+20
Attacks:	Bill +16 melee
Damage:	Bill 1d8+10/17–20
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Deadly bill, impale
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +10, Will +5
Abilities:	Str 24, Dex 15, Con 18, Int 1, Wis 12, Cha 3
Skills:	Listen +6, Spot +6
Feats:	Improved Critical (bill)
Climate/Terrain:	Warm aquatic
Organization:	Solitary or school (3–12)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement Range:	13–16 HD (Large); 17–18 HD (Huge)
Faction:	None

Description

The swordfish of Dagnor's Cauldron are an especially aggressive and dangerous variety. Often living in schools of up to a dozen, they defend their territory fiercely against intruders. Phinigel Autropos has used his influence over local creatures to attract many Cauldron swordfish to Kedge Keep, which they now consider their home and actively defend if they consider themselves threatened.

A typical Cauldron swordfish is somewhere between 7 and 10 feet in length (not including the bill, which extends outward nearly one-third again the fish's body length), weighing from 500 to 750 pounds on average; some specimens nearly 18 feet in length have been seen, and these might weigh as much as 1,400 pounds.

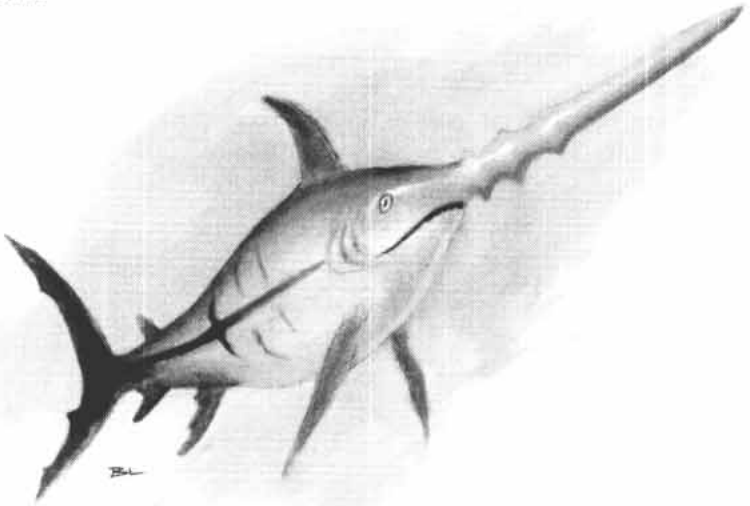
Combat

The cauldron swordfish's elongated "sword," or bill, is used in hunting smaller fish: The swordfish typically swims among a school of smaller fish and thrashes its bill from side to side, then eats whatever fish were killed or crippled by its thrashing. When attacking larger creatures (such as when a male defends its territory from other males or when defending itself from shark attacks), the swordfish tends to utilize its bill as a deadly impaling weapon.

Deadly Bill (Ex): A cauldron swordfish's bill deals both slashing and piercing damage. It has a natural critical threat range of 19–20 (augmented to 17–20 by its Improved Critical feat), and deals double damage on a successful critical hit.

Impale (Ex): A cauldron swordfish deals double damage on a successful charge attack (triple damage with a critical hit), and may make a free grapple attack as part of its charge attack. This grapple attack does not provoke attacks of opportunity. If the swordfish grapples its foe, its bill has become stuck in the foe, and the swordfish deals automatic bill damage each subsequent round until either it or its foe is dead. If it wishes to (although it will rarely do so), the swordfish can withdraw its bill, releasing the grapple, with a successful grapple check.

Feats: Cauldron swordfish receive Improved Critical (bill) as a bonus feat.



Templates

Crazed Dead

The crazed dead are similar to other forms of undead except that they have retained more of their intelligence — these poor creatures are smart enough to realize what has been done to them and to understand the misery of their undead existence. This knowledge twists them, making them hate the living even more than other kinds of undead do, if possible.

Crazed dead feel no pain and know no fear. They pursue any living creature they see, and attack it in order to make it suffer and die as they once did. The crazed dead are clearly not alive: flesh hangs from them in strips (if there was any remaining when this template was applied); dirt still coats parts of their body (if they were at one time buried); their clothing hangs in tatters, if at all; and their eyes, if any remain in their sockets, have a glazed, ferocious look to them.

Crazed dead can speak in a limited fashion, but most of the time they simply shriek or moan.

Creating a Crazed Dead

"Crazed Dead" is a template that can be added to any undead creature that was once a corporeal living creature (hereafter referred to as the "base creature"). A crazed dead uses all the statistics and abilities of the base creature, except as noted below.

Attacks: The crazed dead uses the base creature's natural attacks or weapon proficiencies. (It is often carrying a weapon and may be wearing armor.) It also gains two claw attacks if it did not have them before; these are secondary attacks if it already had another natural attack form, and primary attacks if it had no natural weapons or used claws as a primary natural attack when alive.

Damage: The crazed dead deals normal damage with weapons. Its claw attacks deal damage according to the base creature's size, as detailed in the following table. If the base creature already had a claw attack, use whichever deals more damage.

Base Creature Size	Claw Damage
Tiny or smaller	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

Special Attacks: A crazed dead retains all the special attacks of the base creature and also gains the following:

Crazed Shriek (Su): The crazed dead can shriek at will as an attack action, emitting a sonic, mind-affecting fear effect in a 90-foot radius. A Will save (DC 10 + 1/2 the crazed dead's HD + the crazed dead's Cha modifier) negates the effect. Once a creature successfully saves against the shriek, it cannot be affected by the same crazed dead's shriek for 24 hours. The power otherwise works as a *fear* spell cast by a necromancer whose level equals the crazed dead's HD.

Disease (Ex): A crazed dead's festering claws teem with disease. Left untreated, the disease slowly rots the infected creature's flesh from its bones. Humanoids who die from the disease become zombies (see either ***Realms of Norrath: Freeport*** or ***Realms of Norrath: Everfrost Peaks***) with the crazed dead template.

Zombie Rot — bite, claws; Fortitude save (DC 10 + 1/2 the crazed dead's HD + the crazed dead's Cha modifier); incubation 1 day; damage 1d4 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at a second Fortitude save, or 1 point of temporary Constitution damage becomes permanent drain instead.

Special Qualities: The crazed dead retains the special qualities of the base creature and also gains the following:

Damage Reduction (Ex): Crazed dead do not feel pain, and their flesh is more resistant to damage; they gain damage reduction 10/+1 and 3/– if either instance is better than any DR already possessed by the base creature. If the base creature already has damage reduction of the type *x*/– where *x* is greater than 2, then increase the value of *x* by 1 (for instance, a dark-boned skeleton made into a crazed dead gains DR 4/–, increased from the usual 3/–).

Turn Resistance (Ex): A crazed dead is turned as if it had 2 more HD than it actually does.

Immune to Fear (Ex): A crazed dead is utterly immune to fear, including those effects that may normally affect undead.

Infravision (Ex): A crazed dead gains infravision if it did not already have it.

Abilities: Increase Strength and Charisma by +2 and Intelligence by +4, but decrease Wisdom by –2 and Dexterity by –4.

Skills: As base creature, plus crazed dead receive a +4 racial bonus on Intimidate and Search checks. In addition, they gain any additional skill points for their creature HD (but not for any class levels they might have) to which they are entitled because of their increased Intelligence; Intimidate and Search are treated as class skills even if the base creature had neither.

Feats: As base creature, plus Weapon Focus (claws) if the base creature does not already have this feat. In addition, they gain any additional feats for their creature HD (but not for any class levels they might have) to which they are entitled due to their increased Intelligence.

Organization: Solitary, pair, or band (3–10).

Challenge Rating: As base creature +1.

Alignment: Always discordant evil.

Faction: None.

Sample Crazed Dead

This example uses a standard ghoul (see Chapter 5 of ***Realms of Norrath: Freeport***) as the base creature.

Crazed Ghoul

	Medium-Size Undead
Hit Dice:	8d12+3 (55 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., climb 20 ft.
AC:	17 (+1 Dex, +6 natural)
BAB/Grap:	+4/+8
Attacks:	2 claws +9 melee
Damage:	Claw 1d8+4 plus disease and paralysis
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Crazed shriek, disease, paralyzing touch
Special Qualities:	Damage reduction 15/+1 and 3/—, immune to fear, infravision, perceive invisible, scent, turn resistance +2, undead
Saves:	Fort +2, Ref +3, Will +8
Abilities:	Str 19, Dex 13, Con —, Int 12, Wis 14, Cha 16
Skills:	Hide +15, Intimidate +10, Listen +23, Search +9, Sneak +15, Spot +20
Feats:	Alertness, Toughened, Power Attack, Weapon Focus (claws)
Climate/Terrain:	Any land
Organization:	Solitary, pair, or band (3–10)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always discordant evil
Advancement Range:	9–16 HD (Medium-size)
Faction:	None

Description

Crazed ghouls are often found in the Estate of Unrest, the remains of former warriors or adventurers who died on the grounds and were never properly buried. These creatures still bear the wounds that killed them. The crazed ghoul's skin (what remains of it) has a sickly grayish tone, and its corpse eyes are clouded, yellow, and horrifying to behold.

Crazed ghouls are in a constant state of frenzy, and happily attack any living creature they find. Their fiendish shrieks and wails can unnerve even the most sure-hearted.

Combat

Crazed ghouls charge toward any living creature they see, and attack until either it dies or they are destroyed.

Crazed Shriek (Su): The crazed ghoul can shriek at will, emitting a fear aura in a 90-foot radius as an attack action. A Will save (DC 17) negates the effect. Once a creature successfully saves against the shriek, it cannot be affected by the same crazed ghoul's shriek for 24 hours. The power otherwise works as a *fear* spell cast by an 8th-level necromancer.

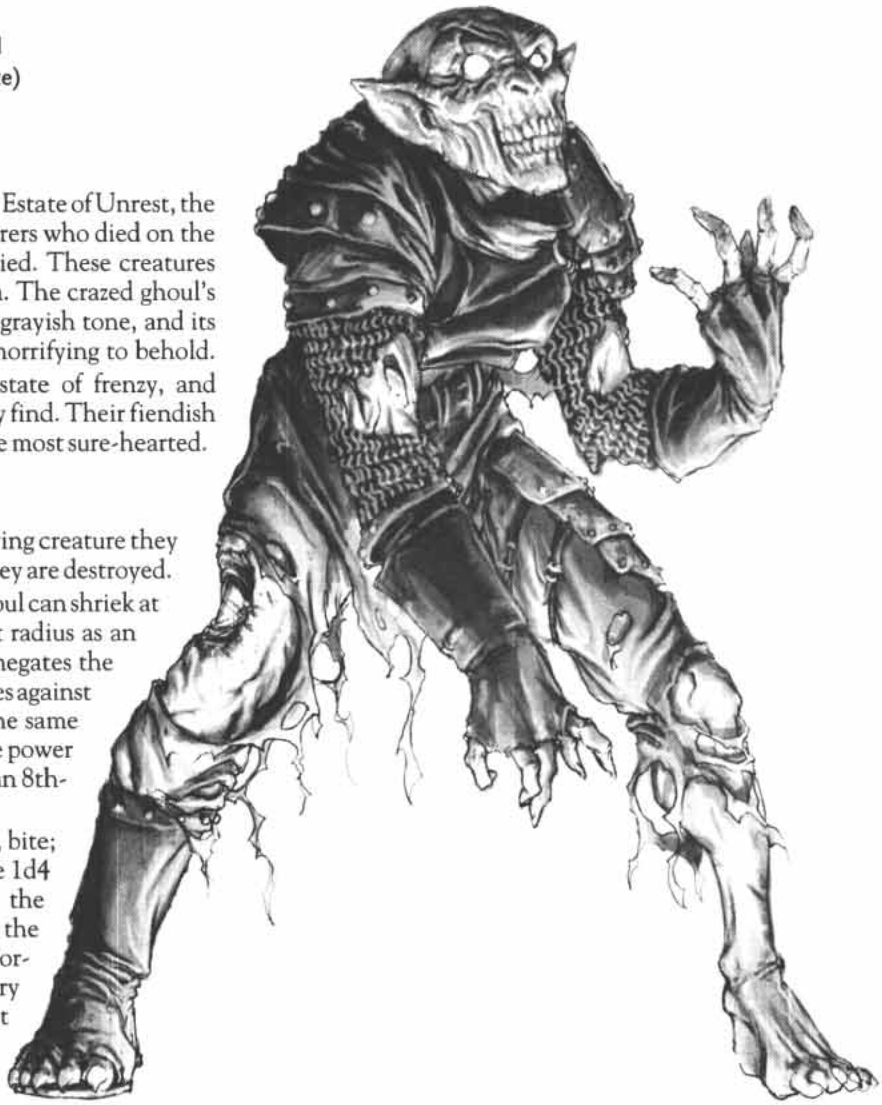
Disease (Ex): Zombie rot — claws, bite; Fort DC 17; incubation 1 day; damage 1d4 temporary Constitution. Each time the infected creature takes damage from the disease, it must succeed at a second Fortitude save, or 1 point of temporary Constitution damage is permanent drain instead. Humanoids who die from the disease become zombies with the crazed dead template.

Paralyzing Touch (Su): The touch of a crazed ghoul is filled with the chill power of death and can freeze the limbs of any living creature. Any time a crazed ghoul successfully hits an opponent with a claw attack, the target must make a Fortitude save (DC 17) or be *paralyzed* for 1d4 rounds.

Immune to Fear (Ex): A crazed ghoul is utterly immune to fear, including those effects that may normally affect undead.

Perceive Invisible (Ex): Although a crazed ghoul cannot actually see invisible creatures, its incredibly keen senses sometimes allow it to identify the precise location of such a creature well enough to ignore the effects of invisibility. Each round a crazed ghoul is within 60 feet of an invisible creature it is allowed a Listen check (DC 25). If it succeeds, it can sense the invisible creature well enough to act as if it could see the creature normally. This effect remains as long as the creature stays within 60 feet. If it gets beyond that distance, the ghoul loses track and must begin again when it gets back within 60 feet of the creature.

Skills: Crazed ghouls receive a +2 racial bonus on Hide and Sneak checks, a +4 racial bonus on Intimidate checks, and a +8 racial bonus on Listen, Search, and Spot checks.



Scalding Creature

Scalding creatures are those that have had the power of elemental fire infused into their physical forms. Usually it is some great and capricious elemental lord from the Plane of Fire that is responsible for this transmutation, but certain magi have been known to experiment with infusing elemental power into temporal beings; in yet other cases, scalding creatures can be considered typical inhabitants of the Planes of Sun or Fire.

Creating a Scalding Creature

"Scalding" is a template that can be added to any living, corporeal, non-elemental being (hereafter referred to as the "base creature"). A scalding creature uses all the statistics and abilities of the base creature, except as noted below. The creature's type changes to elemental.

Hit Dice: Change to d8 if the base creature's HD type is smaller; otherwise, as base creature.

Special Attacks: A scalding creature retains all the special attacks of the base creature and also gains the following:

Burn (Su): The scalding creature deals an additional 1d6 points of fire damage with a successful natural attack, as well as 1d6 points of fire damage per round to any opponent it grapples.

Special Qualities: A scalding creature retains all the special qualities of the base creature and also gains the fire subtype and the following:

Heat Aura (Ex): The scalding creature has a bonus of damage shield (*x*) that also deals *x* points of fire damage to any weapon that successfully hits it (but note that fire deals half damage to objects), where *x* equals the scalding creature's Con modifier. Also, those within 5 feet of the scalding creature take 1d6 points of fire damage per round (in addition to any fire damage taken from its burn ability).

Climate/Terrain: Terrain as base creature, but only warm climates. Any "aquatic" notation for terrain should be assumed to refer to lava pools, hot springs, or the like.

Challenge Rating: 1–6 HD, as base creature +1; 7 or more HD, as base creature.

Alignment: Always discordant neutral.

Sample Scalding Creature

This example uses a giant plague rat as the base creature.

Scalding Plague Rat

	Large Elemental (Fire)
Hit Dice:	8d8+40 (76 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., climb 20 ft., swim 20 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)
BAB/Grap:	+6/+9
Attacks:	Bite +8/+3 melee
Damage:	Bite 1d8+4/19–20 plus disease and 1d6 fire
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Burn, disease
Special Qualities:	Elemental, fire subtype, heat aura, low-light vision, scent
Saves:	Fort +11, Ref +7, Will +4
Abilities:	Str 17, Dex 13, Con 20, Int 2, Wis 14, Cha 4
Skills:	Climb +11, Hide +7, Listen +3, Sneak +4, Spot +2, Swim +11
Feats:	Improved Critical (bite)
Climate/Terrain:	Any desert, hills, forest, mountain, plains, and underground
Organization:	Solitary or pack (2–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always discordant neutral
Advancement Range:	9–24 HD (Large)
Faction:	None

Description

Already fearsome due to their truly impressive size — roughly 8 feet long and weighing in excess of 500 pounds — scalding plague rats (sometimes called "scalded rats" or, erroneously, "scalded cauldron rats") are even more impressive than their mundane giant plague rat cousins because of their affinity with fire.

Combat

These large rodents live in very hot areas, and like to force their prey into open flame, lava, or steam; the rats themselves are unfazed by such things, and can attack while their victims are caught writhing in pain.

Burn (Su): The scalding plague rat deals an additional 1d6 points of fire damage with a successful bite, as well as dealing 1d6 points of fire damage per round to any opponent it grapples.

Disease (Ex): Rat plague — bite, Fort DC 16; incubation 1d6 hours; 1d4 temporary Strength and 1d4 temporary Constitution.

Heat Aura (Ex): The scalding plague rat has a damage shield (5) that also deals 5 points of fire damage to any weapon that successfully hits it (but note that fire deals half damage to objects). Also, those within 5 feet of the scalding plague rat take 1d6 points of fire damage per round.

Skills: Scalding plague rats receive a +4 racial bonus on Hide checks.



Appendix Two: Magic Items

Abalone Gorget

Description: This attractive item is an example of lost kedge armor-making; full suits of armor using the same techniques must have been quite remarkable. The gorget itself is a series of square, polished abalone plates linked together with silver wire, and can be worn by any humanoid.

Powers: Wis +3, AC +1.

Bonus types: Ability score = enhancement. AC = arcane.

Caster Level: 9th.

Market Price: 11,100 gp.

Slot: Neck.

Weight: 4 lbs.

Aqua Rod

Description: This is a short, surprisingly light metal cylinder, some 12 inches long and just over 4 inches in circumference. The rod has carvings along its entire surface, arcane writing mingled with images of waves, fish, and serpents. This device was a famed treasure at one time, but disappeared a few decades ago when its last owner went to explore the Estate of Unrest and never returned.

Powers: The *aqua rod* functions as a normal (nonmagical) club in melee. The bearer of the rod may breathe while underwater and gains a swim speed equal to her base speed (if she doesn't already have a swim speed). Further, she gains the ability to transform into a small fish as a standard action (use koalindl stats, but without the "Nife's justice" ability; she retains her own hit points). This transformation can be maintained for up to 1 hour per day (which may be used up all at once or in a number of shorter transformations), and the bearer may resume her natural form at will as a move action; she can transform back and forth between her normal form and fish form, although she cannot change forms twice in the same round.

Aqua Rod (1d6, delay 5; AC 7, hardness 10, 25 hp, Break DC 26).

Caster Level: 20th.

Market Price: 120,000 gp.

Slot: Blunt.

Weight: 5 lbs.

Armor of Ease

Description: This armor looks like an extremely well-made suit of chainmail, but, amazingly, weighs no more than a set of typical adventurer's clothing.

Powers: This *+2 chainmail* offers no armor check penalty or penalty to Swim checks due to weight.

Armor of Ease (AC +7, max Dex +5, check +0, arcane 5%; hardness 12, 18 hp, Break DC 25)

Caster Level: 15th.

Market Price: 19,000 gp.

Slot: Body.

Weight: 5 lbs.

Axe of Might

Description: Forged in the days of Dagnor Butcherblock, the *axe of might* has traditionally been wielded by the most accomplished warrior in service to the dwarven king. That warrior himself designated who would bear the weapon after him — only if the chosen one died without selecting a successor would the king award the axe to a new champion. In this fashion, this ancient dwarven weapon has passed on from generation to generation, serving the king in both war and peace. Today it rests securely in the hands of the great Lord Baryth Falconeye, who has devoted his life to ensuring the peace of Kaladim.

Powers: This weapon functions as a battleaxe with a +5 bonus to attacks and a +4 bonus to damage, as well as the *massive* and *speed* qualities.

Axe of Might (2d6+4, delay 5; AC 7, hardness 17, 25 hp, Break DC 28)

Str +3, Con +3, cold resistance (10), electricity resistance (10), fire resistance (10), magic resistance (10), poison resistance (5), cold save +2, electricity save +2, fire save +2, magic save +2, poison save +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 13th.

Market Price: 95,135 gp.

Slot: Slashing.

Weight: 10 lbs.

Battleworn Canteen

Description: This looks like a simple canteen, a wooden frame with leather stretched across it, the whole sealed by boiling in some type of animal fat. A wooden cap covers the drinking spout, and wooden rings on either end allow the canteen to be hung upon a cord.

Powers: The canteen transforms its contents into a weak healing elixir; any creature drinking a sip of its contents heals 1d4 hp (in addition to the effects of the liquid placed in the canteen, if any). The canteen's magic can affect only enough liquid for 5 sips per day; any further drinks from the canteen have no magical effect other than any inherent to the liquid itself.

Caster Level: 5th.
Market Price: 13,500 gp.
Slot: Miscellaneous.
Weight: 1 lb.

Bloodforge Armor

Description: This heavy, dark grey chainmail suit is forged of stout steel links that have been tempered in the blood of one of the dwarves' traditional enemies (usually goblin or ogre). It is most often found sized for dwarves or other small folk, but the dwarven Bloodforge clan — who gained their name from their ancient practice of crafting this mail — have been known occasionally to make such suits in other sizes for those who do them some noteworthy service.

Powers: This armor functions as *+2 chainmail* with the *hardness* quality.

Bloodforge Armor (AC +7, max Dex +2, check –4; hardness 16, 20 hp, Break DC 28)

All energy resistances (2).
Caster Level: 9th.
Market Price: 7,500 gp.
Slot: Body.
Weight: 16.5 lbs. (assuming Small wearer).

Blue Crystal Staff

Description: This staff, crafted from faintly luminescent, virtually weightless blue crystal, was originally owned by the high elf wizard Sylen Tyrn, who met his doom while flying over the vicinity of Kedge Keep. Phinigel Autropos became aware of the powerful staff and, for some reason, attacked the elf in a sudden fit of rage; in the end, Sylen plunged to his death into the Cauldron, and Phinigel claimed the *blue crystal staff* for himself.

Powers: This item functions as a quarterstaff with a +4 bonus to attacks and a +3 bonus to damage, and it has the *bludgeoning* and *hardness* qualities.

Blue Crystal Staff (1d6+3/1d6+3, crit 19–20, delay 5; AC 6, hardness 13, 18 hp, Break DC 26).

Int +3, hp +2, mana +5, cold resistance (8), electricity resistance (8), fire resistance (8), sonic resistance (8), cold save +2, electricity save +2, fire save +2, sonic save +2.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 10th.
Market Price: 116,500 gp.
Slot: Blunt.
Weight: 0.6 lbs.

Cap of Awareness

Description: This plain felt cap has arcane runes stitched into the underside, though only a very sharp eye might notice them.

Powers: The cap's wearer gains a +4 bonus on Listen, Search, and Spot checks, and may make a Reflex save (DC 15) to avoid being flat-footed during any surprise round.

Bonus types: Skill = competence.
Caster Level: 8th.
Market Price: 4,250 gp.
Slot: Head.
Weight: 0.1 lbs.

Cloak of Concealment

Description: Whenever this long, dark cloak is held up against a background, it takes on hints of the ambient hues (so if held against a blue surface it looks bluish-gray).

Powers: The wearer gains a +10 bonus on all Hide checks. Further, due to enchantments woven into the cloak, the wearer is immune to all forms of magical detection, including *see invisible* or any form of scrying.

Bonus types: Skills = enhancement.
Caster Level: 15th.
Market Price: 40,000 gp.
Slot: Back.
Weight: 4 lbs.

Darksea Harpoon

Description: Like the *Gloomwater harpoon*, this weapon is crafted from the bill of a Cauldron swordfish, although in this case the fish must have been extremely large. Originally carried by kedge warriors, these items were sometimes traded to surface-dwellers or other undersea folk, so they are occasionally found outside the environs of Kedge Keep.

Powers: This weapon is equivalent to a *+3 spear*.

Darksea Harpoon (1d8+3, delay 5; AC 6, hardness 8, 11 hp, break DC 26).

Str +2, Wis +2, mana +3, disease resistance (2).

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Mana = augmentation. Resistance = resistance.

Caster Level: 9th.
Market Price: 34,302 gp.
Slot: Piercing.
Weight: 7 lbs.

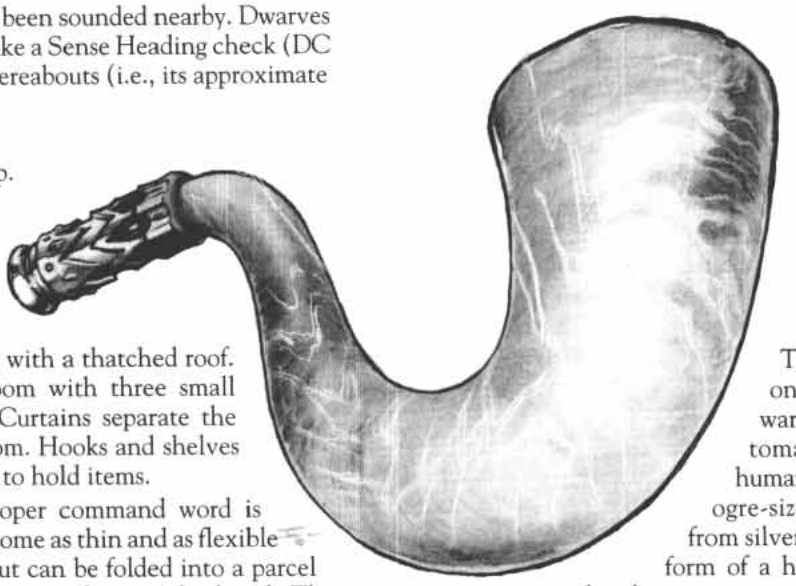
Dwarven Horn

Description: This large marble war-horn, with smooth sides and iron mouthpiece, was once one of the greatest treasures of the dwarves of Kaladim. However, Dagnor Butcherblock sent the horn to the city's guard tower so that his sentries could warn the city if the kedge ever attacked; tragically, when the tower fell, the horn too was lost.

Powers: If the *dwarven horn* is blown by a dwarf, every other dwarf within 1,000 miles hears its cry within his heart

as surely as if the horn had been sounded nearby. Dwarves who hear the horn may make a Sense Heading check (DC 10) to learn its current whereabouts (i.e., its approximate distance and direction).

Caster Level: 13th.
Market Price: 50,000 gp.
Slot: Miscellaneous.
Weight: 5 lbs.



Folding Hut

Description: This small hut is made of sturdy logs, with a thatched roof. Inside, it has a single room with three small alcoves off to the sides. Curtains separate the alcoves from the main room. Hooks and shelves are placed along the walls to hold items.

Powers: When the proper command word is spoken, the hut's walls become as thin and as flexible as paper, and the entire hut can be folded into a parcel small enough to fit into an average human's backpack. The folded hut weighs only 10 pounds, and its magic ensures that everything within it remains intact while it is being folded and transported. The hut cannot be folded if any living creature is inside it.

Caster Level: 7th.
Market Price: 50,000 gp.
Slot: Miscellaneous.
Weight: 1,100 lbs. (hut); 10 lbs. (folded).

Globe of Enlightenment

Description: This 5-inch-diameter globe is carved of quartz and has a strange fog-like swirl at its center. When held in one palm, the swirl gives off a pale golden light.

Powers: The globe provides light equal to that of a candle when held, and can also indicate true north at command (its light shifts from pale gold to bright blue in that direction). Within 5 feet, the light of the globe reveals invisible creatures and objects, and allows the owner to take 20 under any circumstances on all Search checks to locate concealed or hidden doors and openings.

Activation: Command Word [*true north*]. Use Activated [all other powers].

Caster Level: 10th.
Market Price: 62,000 gp.
Slot: Miscellaneous.
Weight: 1 lb.

Globe of Mist

Description: This crystal ball, roughly the size of an ogre's fist (just a bit bigger than a halfling's head), seems to be filled with a gray mist that constantly shifts as if it were alive. Given its size, it is remarkably light, although it is definitely as sturdy as a solid mass of crystal.

Powers: An arcane spellcaster who possesses the globe can invoke effects identical to the spells *elemental shield*, *numbing cold*, and *shielding* each 3 times per day. The globe must be held to use these abilities, although it need not remain in the user's hands to maintain any of its effects.

Activation: Spell Trigger (arcane spellcaster) [*elemental shield*, *numbing cold*, *shielding*].

Caster Level: 11th.
Market Price: 105,000 gp.
Slot: Miscellaneous.
Weight: 0.3 lbs.

Hammerhead Helm

Description: These helms were once worn by kedge warriors, but adjust automatically to fit any humanoid from halfling to ogre-size. Each is crafted from silvery-blue metal in the form of a hammerhead shark's head.

Powers: When worn underwater, this helm is weightless.

Str +3, Con +3, AC +2.

Bonus types: Ability scores = enhancement. AC = arcane.

Caster Level: 9th.
Market Price: 25,150 gp.
Slot: Head.
Weight: 3 lbs.

Hearthstone of Gentle Dissuasion

Description: This powerful item is a flat gray-white marble slab, a foot square, with a 1-inch-diameter star sapphire embedded seamlessly in the center.

Powers: When planted in sanctified ground or built into a structure standing on such ground, this powerful stone prevents all who harbor ill intent toward the owner(s) — irregardless of any alignments or factions involved — from entering the grounds. Affected creatures may make a Will save (DC 40) to ignore this ward, but if they fail they are unable to enter the protected grounds by any means. The area warded by the stone cannot be any larger than 1 square mile.

Caster Level: 25th.
Market Price: 250,000 gp.
Slot: Miscellaneous.
Weight: 25 lbs.

Holy Flask

Description: This object is a small, open-topped silver flask with the symbol of Quellious engraved upon it. Long ago, a great priest asked the Tranquil Goddess to concentrate her blessings upon the flask, so that he might always drink in peace. She did so, and the flask was handed down from priest to priest until it was lost at the Estates of Unrest.

Powers: Whatever liquid is poured into the flask, it automatically comes under the effect of a *cure poison* spell. Further, if normal water or any alcoholic beverage is poured into the flask, it instantly gains all the properties of holy water, although it retains its original flavor, aroma, color,

consistency, potency, and powers. If the holy liquid is poured out of the flask, it retains its holy properties for only 1 minute.

Caster Level: 1st.
Market Price: 3,500 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.

Icon of Quellious

Description: This is a small silver pendant etched with the beatific, childlike image of Quellious, suspended from a thin silver chain.

Powers: This pendant grants its wearer a +1 bonus on all saving throws; against the spells or special attacks of any undead creature, this bonus increases to +2.

Bonus types: Save = augmentation.
Caster Level: 5th.
Market Price: 2,100 gp.
Slot: Neck.
Weight: 0.1 lbs.

Ingot of the Constant

Description: This small iron ingot was enchanted by a powerful wizard, though no one knows when or by whom. The aqua goblins of Dagnor's Cauldron found the strange hunk of raw metal several generations ago, and it eventually passed to the Sharkhunter tidal lord, Dwigus Lowater. Recognizing the ingot's power, if not its origin, Lowater carries it on a small shark-skin thong around his neck.

Powers: The ingot grants *fast healing 1*, but only with regard to damage sustained while in possession of the ingot; the ingot may not heal damage from previously inflicted wounds. As well, the ingot grants its user a +5 bonus on Fortitude saves against natural extremes of ambient temperature (thus, it affects a save against the heat of an equatorial desert, but not against a *boil blood* spell or immersion in lava). It must be held or worn against the skin to provide its bonuses.

Dex +2.

Bonus types: Ability score = augmentation. Save = augmentation.
Caster Level: 12th.
Market Price: 260,000 gp.
Slot: Miscellaneous.
Weight: 0.5 lbs.

Ivory Bracelet

Description: This handsome bracelet is made up of carved ivory squares linked together by tiny silver hooks and pegs. It adjusts in size, without changing its weight, to fit the wrist of any wearer.

Powers: Dex +1, mana +3.

Focus effect: Reanimation Haste I.

Bonus types: Ability score = augmentation. Mana = enhancement.
Caster Level: 5th.
Market Price: 6,800 gp.
Slot: Wrist.
Weight: 0.2 lbs.

Kedgemail Gauntlets

Description: The ancient kedge are said to have crafted many different types of magical arms and armor. Today, one of the few extant examples of such armor are these light, flexible gauntlets made from a strange opalescent metal that changes color in different lighting, reflecting a rainbow of colors.

Powers: Str +1, Dex +2, mana +4.

Bonus types: Ability scores = enhancement. Mana = enhancement.
Caster Level: 6th.
Market Price: 11,250 gp.
Slot: Hands.
Weight: 3 lbs.

Mystic Cloak

Description: The gnomes of the Dark Reflection claim to have first crafted these items, although the design has become known throughout Ak'Anon and even, it is said, as far off as Felwithe. Regardless of the size of the maker, such a cloak always adjusts to fit any wearer.

Powers: As an attack action, the wearer of this cloak can invoke a power identical to the spell *steelskin*. A newly crafted *mystic cloak* typically has 10 charges of this power.

Int +2, AC +3, all saves +2.

Bonus types: Ability scores = augmentation. AC = augmentation. Save = augmentation.

Activation: Command Word [*steelskin*]. Use Activated [all other powers].
Caster Level: 17th.
Market Price: 61,120 gp (fully charged).
Slot: Back.
Weight: 0.5 lbs.

Pearlescent Mask

Description: This beautiful item is a typical magical creation of the Gloomwater mermaids. Long ago, when the mermaids flourished alongside the kedge, items like this mask were common, but today the secrets of creating such things are thought lost. The masks are still in use by the few remaining mermaids, and such is their dislike of the surface-folk that they react with great hostility to any outsider they see wearing one.

Powers: The mask grants its wearer infravision while worn.

Dex +2, electricity resistance (4), magic resistance (4), electricity save +1, magic save +1.

Bonus types: Ability score = enhancement. Resistance = enhancement. Save = enhancement.
Caster Level: 6th.
Market Price: 46,000 gp.
Slot: Face.
Weight: 0.1 lbs.

Quartz Starburst Pendant

Description: These pendants are carefully crafted from quartz crystal; each represents a starburst, but no two are exactly the same. Most are hung from a delicate silver or fine steel chain.

Powers: Any spellcaster wearing this pendant has her effective caster level increased by +1 for the purpose of determining the range (if level-based) of all spells she casts. For example, a 3rd-level wizard casting *icestrike* would have a range of 140 feet, rather than 130 feet.

Caster Level: 5th.
Market Price: 550 gp.
Slot: Neck.
Weight: 0.2 lbs.

Rainshield Cloak

Description: This long cloak is made of worn seahorse leather and lined with silk.

Powers: The *rainshield cloak* draws and keeps water away from its wearer. It is fully waterproof, stopping virtually all rainfall from reaching the wearer. It cannot stop him from becoming wet if he is walking or swimming in water; however, once the wearer steps out of the water, the cloak immediately absorbs any wetness from him and all of his possessions, leaving the owner and his belongings completely dry. This drying effect cannot prevent certain alchemical components or other water-sensitive devices or substances from being damaged by immersion, but it does cause them to become perfectly dry even if they no longer function.

Caster Level: 2nd.
Market Price: 450 gp.
Slot: Back.
Weight: 6 lbs.

Reed Belt

Description: The finest item ever produced by the aqua goblin shaman Bilge Farfathom, this belt consists of several sturdy, magically treated reeds woven together to form a thick braid. It is fastened by a coral buckle carved in the shape of a coiled sea serpent.

Powers: Wis +2, hp +2.
Focus effect: Affliction Efficiency II.
Bonus types: Ability score = enhancement. Hit points = enhancement.
Caster Level: 10th.
Market Price: 11,800 gp.
Slot: Waist.
Weight: 1 lb.

Ring of Peace

Description: This heavy gold signet ring bears a crest in the shape of crossed axes sprouting leaves. It is in fact the Wilhavyn family ring, and was last worn by Frederic Wilhavyn, former master of what has since become the Estate of Unrest.

Powers: Any opponent seeking to strike or otherwise directly attack the wearer, even with a targeted spell, must first attempt a Will save (DC 15). If the save succeeds, the opponent can attack normally and is unaffected by the ring's ability. If the save fails, the opponent can't follow through with the attack — that part of its action is lost and, further, it can't directly attack the wearer for 2d4 rounds. Those not attempting to attack the wearer are unaffected. The wearer himself cannot attack any opponent without breaking the effect, but may use non-attack spells or take other actions.

This effect does not prevent the wearer from being attacked or affected by area effect spells.

Caster Level: 5th.
Market Price: 40,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Regeneration

Description: These plain iron bands were once worn by King Dagnor Butcherblock's royal guards. Those who accompanied the king on his last trip remain within the ruins as undead, and still possess their rings.

Powers: The wearer recovers 1 hit point per hour. This healing operates even with regard to damage sustained previous to one's wearing the ring.

Caster Level: 13th.
Market Price: 27,500 gp.
Slot: Finger.
Weight: 0.1 lbs.

Robe of the Kedge

Description: There were once numerous "*robes of the kedge*" that provided many different enhancements to their wearers, and they varied considerably in relative power. Most of these were lost in the disaster that wiped out the kedge. The red garment worn by Phinigel Autropos is one such robe, although it is almost certainly among the most powerful of its kind ever created.

Powers: This item acts as *+3 raw silk armor* with the *spell resistance 21* quality. When worn by a non-aquatic creature, it functions as *+1 raw silk* (no special qualities) and grants only half the value of the other bonuses listed below (round down).

Robe of the Kedge (AC +5, max Dex +9, check +0; hardness 4, 7 hp, Break DC 22)
Con +3, mana +99.
Focus effect: Reagent Conservation III.
Bonus types: None.
Caster Level: 33rd.
Market Price: 15,778,500 gp.
Slot: Body.
Weight: 1.5 lbs.

Scrying Crystal

Description: Items such as this were once used by the kedge to maintain watch on surrounding areas and the surface world. Each appears as a swirling blue-green crystal ball nearly the size of an ogre's head.

Powers: Once per day, the crystal ball's user can see some target creature for up to 7 minutes as if through a mobile "sensor" that follows the target, which may be at any distance from the user; the greater the distance though, the more difficult the scrying. Activating the ball's scrying power takes 1 minute. If the target succeeds at a Will save (DC 17), the attempt simply fails. The difficulty of the save depends on how well the user knows the target and what sort of physical connection (if any) she has to that creature. The subject cannot be on another plane.

Knowledge of Target	Will Save Modifier
None*	+10
User knows of target (anecdotal association, legendary figure, etc.)	+5
User knows target personally	+0
User knows target intimately	–5

Distance	Will Save Modifier
1 mi.	+0
5 mi.	+1
10 mi.	+2
50 mi.	+3
100 mi.	+4
500 mi.	+5
1,000 mi.	+7
5,000 mi.	+9
10,000 mi.	+12
>10,000 mi.	+15

*The user must have possession of an item that bears a close connection (GM's discretion) to the target in order to locate a place or creature of which she has no actual knowledge. For example, a lock of hair from a creature might allow it to be targeted, or a piece of soil from a place to be scried may suffice.

If the target's Will save fails, the user can see (but not hear) the target and his immediate surroundings (approximately 10 feet in all directions of the target). If the target moves, the ball's scrying sensor follows at a speed of up to 150 feet.

The crystal ball's sensor has the user's full visual acuity, including any magical effects; spells or magical effects cannot be cast through the sensor, however. Thus, the user could see with ultravision if she had a *chill sight* spell in effect on herself while using the crystal ball, but she could not harm the target or cast *eye of Zomm* through the sensor to see beyond the crystal ball's 10-foot radius.

If the target's Will save succeeds, the user can't attempt to scry on that subject again for at least 24 hours.

Activation: Use Activated.
Caster Level: 7th.
Market Price: 35,000 gp.
Slot: Miscellaneous.
Weight: 210 lbs.

Shadow-Bone Breastplate

Description: This armor, fashioned from the remains of several powerful dark-bone skeletons, looks like an oddly ridged breastplate. Its material is a mottled gray, and blends easily into shadows.

Powers: This armor functions as *+1 breastplate* with the *hardness* and *shadow* qualities. It also grants its wearer +2 deflection bonus to AC when in darkness or shadows.

Shadow-Bone Breastplate (AC +6, max Dex +2, check –4; hardness 11, 20 hp, Break DC 26)

Bonus types: None.
Caster Level: 6th.
Market Price: 21,950 gp.
Slot: Body.
Weight: 30 lbs.

Sharkbone Warhammer

Description: This unusual weapon was crafted from the skull and bones of a large shark, magically strengthened and prepared. It is edged with the shark's jagged teeth.

Powers: This weapon is the equivalent of a warhammer that deals both blunt and slashing damage, with a +2 bonus to attacks and a +3 bonus to damage as well as the *wounding* quality.

Sharkbone Warhammer (1d8+3 plus *wounding*, delay 5; AC 7, hardness 10, 25 hp, Break DC 25).

Wis +2.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.
Caster Level: 7th.
Market Price: 44,812 gp.
Slot: Blunt.
Weight: 3 lbs.

Sharkjaw Cutlass

Description: Kedge warriors and those mermaids who served alongside them as guards and companions sometimes carried these deadly-looking items. Made from the jaws and teeth of the largest and most ferocious sharks, they can be effectively wielded by those trained in swordplay.

Powers: This weapon is the equivalent of a *+2 scimitar* with the *keen*, *massive*, and *mighty cleaving* qualities. In addition, it can process (Proc DC 20) the *wounding* quality on a successful hit.

Sharkjaw Cutlass (1d8+2 plus *wounding*, crit 15–20, delay 5; AC 7, hardness 10, 10 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.
Caster Level: 6th.
Market Price: 51,815 gp.
Slot: Slashing.
Weight: 2 lbs.

Shiny Golden Coin

Description: This item looks like a normal gold coin, both sides covered with tiny carvings. Upon inspection, the carvings are revealed as mystic runes from some ancient language. Some sages believe that these coins were once medallions.

Powers: The coin must be held in hand to provide its benefits.

Cha +2, hp +2, mana +2.

Bonus types: Ability score = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 6th.

Market Price: 8,500 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Small Pearl Pendant

Description: This small, teardrop-shaped pearl has a simple silver cap connecting it to a long silver chain.

Powers: Up to 3 times per day, the pendant can emit a pale, faintly aqua-hued light in a 10-foot radius. The light lasts for 10 minutes or until it is dismissed by the owner.

Activation: Command Word.

Caster Level: 1st.

Market Price: 600 gp.

Slot: Neck.

Weight: 0.1 lbs.

Talisman of the Goblin's Visage

Description: Yet another creation of the dark elves, this small talisman, meant to hang as a decoration from one's belt or from some other piece of clothing, is crafted from the dried skin of a murdered goblin child.

Powers: As a full-round action, any evil spellcaster who wears this talisman may invoke an effect identical to the *illusion—goblin* spell (see sidebar), except that the wearer can choose to appear as either a male or a female goblin. The resulting transformation remains in effect until the wearer wishes to shift back to his or her normal form (an attack action).

Activation: Spell Trigger (evil spellcaster) [*illusion—goblin*].

Caster Level: 5th.

Market Price: 11,250 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Illusion—Goblin

Divination

Level: Enc 3

Spell Line: *Minor illusion*

Mana: 3

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Target: Caster

Duration: 1 hour/level (D)

Saving Throw: None (harmless)

Spell Resistance: No

As *illusion—barbarian*, except the caster for all intents and purposes becomes a typical goblin.

Temperate Stone

Description: This small, semi-transparent stone has several arcane symbols inscribed on one side, and a single drop of quicksilver injected into an internal bubble in one corner.

Powers: This stone can magically alter or maintain the temperature in a 10-foot radius around itself (or affecting a space up to just over 4,000 cu. ft.). The temperature can be raised or lowered to any point within 30° Fahrenheit of the surrounding environment; any change requires 1 minute per degree of difference in temperature achieved. The stone maintains this temperature until it receives another command, although the temperature may fluctuate somewhat as it can never be more than 30 degrees different from that of the surrounding environment.

Thus, if a character in the frozen Northlands commands the stone to raise the temperature by as much as possible, it may change (over the course of 30 minutes) from –16° F to just 14° F in the daytime, for instance; however, as things grow colder at night, this may plummet to –10° F, since the outside temperature is now –40°.

The stone has no effect whatsoever on damage from cold or fire, nor on other types of energy attacks or spells.

Caster Level: 7th.

Market Price: 7,000 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.

Trident of the Seven Seas

Description: It is not known whether these rare items were originally created by the kedge or by some other unknown sea-dwelling race. Al'Kabor claims that they are not of aquatic origin at all, but were actually made by a surface-dwelling spellcaster and intended for use by human or elvish mariners. Regardless of origin, the *trident of the seven seas* is a potent weapon.

Powers: This light, blue-green metal trident has a +4 bonus to attacks and a +1 bonus to damage, as well as the *frost* quality. Up to 7 times per day, it may process (Proc DC 20) a *frost strike* spell on its target (save DC 22) with a successful hit.

Trident of the Seven Seas (1d10+1 plus 2d6 cold and *frost strike* proc, delay 6; AC 6, hardness 14, 19 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Market Price: 151,840 gp.

Slot: Piercing/slashing (throwing).

Weight: 2 lbs.

Wand of Forgetfulness

Description: These items are created only with the blessing and intervention of Brell Serilis, who accedes with the dwarves' wishes to keep Kaladim's secrets safe from prying outsiders. In the end, while erasing a subject's memory may seem cruel, the dwarves feel it is far better than the alternative, which might lead to the deaths of innocent travelers who stumble onto the dwarves' secrets by accident.

Such items are crafted in a powerful ritual undertaken by several dwarf high clerics (although other groups are almost certainly capable of crafting similar items), and are used at especially sensitive locations such as Ranthok's Mines.

Powers: A newly created wand of this type contains 50 charges of an effect identical to that of the spell *memory flux*.

Activation: Command Word.

Caster Level: 27th.

Market Price: 340,200 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Wand of Mana Tapping

Description: This short, stout black wand can be used as a club if needed, but its primary function is to drain magical energies from the wielder's foes. Many variations on this item exist across Norrath, but this design is the most common. The version carried by Phinigel Autropos is black, covered with wave-like friezes and stylized images of octopi and other sea creatures.

Powers: This object can be used as a club, although it grants no bonuses to attack or damage when so used. However, it can process (Proc DC 20) the *mana tap* effect on any successful strike: This drains 1d4 points of mana from the victim (no save, although SR applies).

As well, when newly made, the *wand of mana tapping* contains 7 charges of the spell *mana sieve*.

Wand of Mana Tapping (1d6 plus *mana tap* proc, delay 5; AC 7, hardness 7, 13 hp, Break DC 24).

Activation: Spell Trigger (spellcaster) [*mana sieve*]. Use Activated [all other powers].

Caster Level: 17th.

Market Price: 19,165 gp.

Slot: Blunt.

Weight: 1.5 lbs.

Woodcarver's Knife

Description: This is a small knife with a finely crafted wooden handle and a very sharp blade. It is really too small for use as an effective weapon, and its blade is designed for cutting wood rather than flesh.

Powers: This small knife can be used as a dagger, although it grants no bonuses to attack or damage when so used and has a critical threat range of only 20/x2 and standard delay. However, it grants its wielder a +5 bonus on all Profession or Trade Skill checks that might be assisted with the use of a good, sharp knife — for instance, most Profession (woodcarving) or Trade Skill (tailoring) checks.

Woodcarver's Knife (1d3, crit 20, delay 5; AC 11, hardness 10, 4 hp, Break DC 25)

Bonus types: Skill = competence.

Caster Level: 10th.

Market Price: 3,250 gp.

Slot: Miscellaneous.

Weight: 0.5 lbs.



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