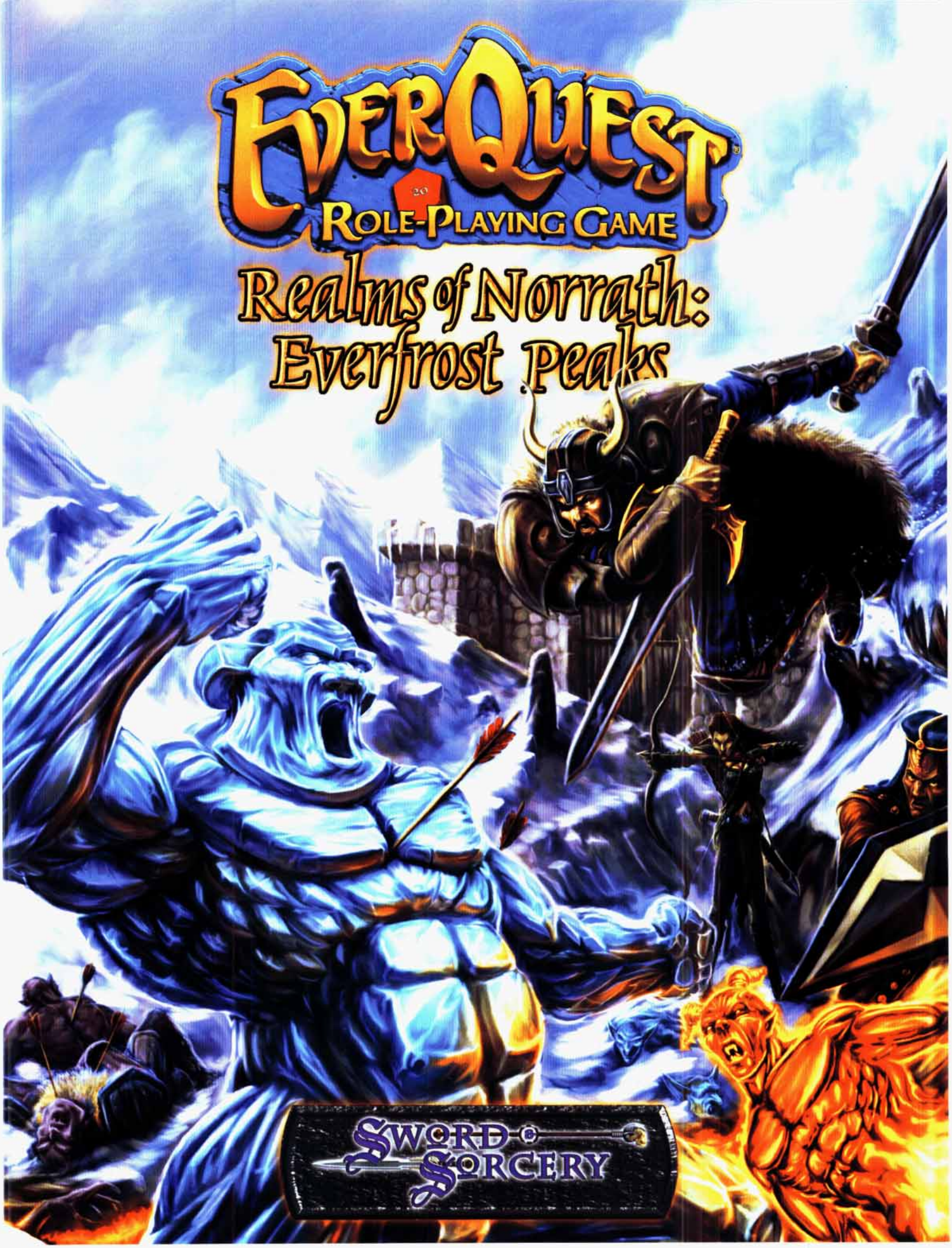
EverQuest
Role-Playing Game

Realms of Norrath: Everfrost Peaks



Sword & Sorcery


EverQuest
Role-Playing Game
Realms of Norrath:
Everfrost Peaks

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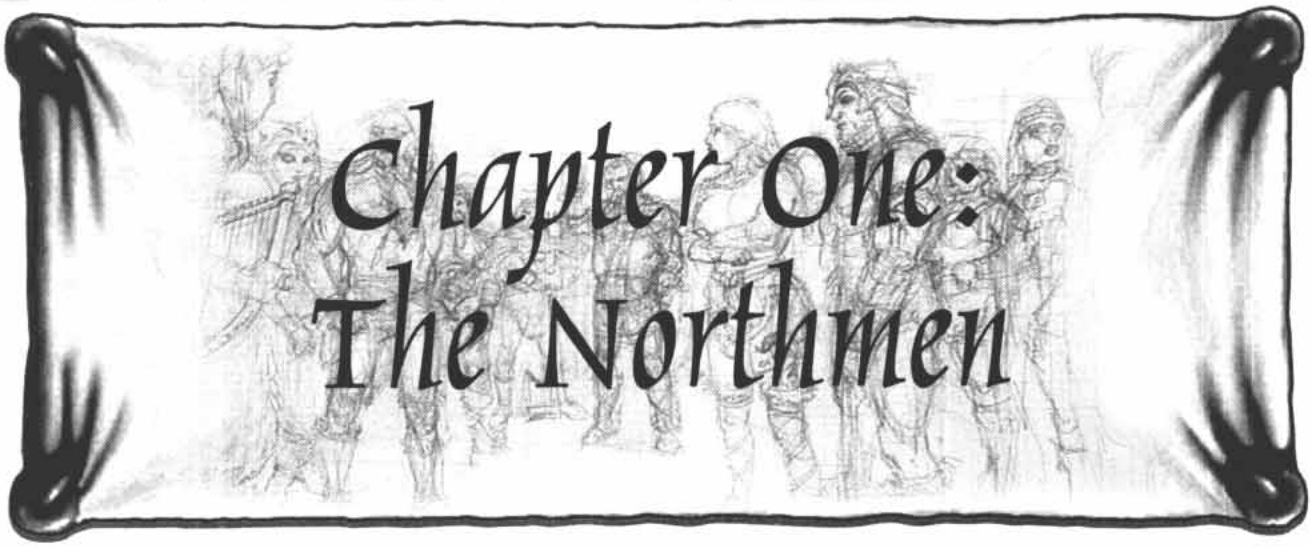
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Chapter One: The Northmen

The Northlands

Far to the north, Antonica becomes bitterly cold, the land itself frozen and buried beneath ice and snow. These are the Northlands, where few races dare go. Yet one race not only dares but conquers, making its home here amid the ice. The Northlands are home to the barbarian nation.

The Northmen (as they call themselves) are a powerful force in their own lands. The Northern Nation is a loose collection of tribes and villages, in part owing to the harsh conditions of their lands — storms often prevent contact with other groups for weeks or even months, so the Northmen are accustomed to handling their own affairs. This makes the nation less cohesive, perhaps, but its individual components are stronger, and if the nation's leaders were to fall, the rest of the nation could still survive. History has in fact proven this to be so, and while other nations may scoff at the Northmen and belittle their "primitive" communities, few have attempted to invade the Northlands... and no one has attempted it twice.

The icy, inhospitable lands of the frozen North are filled with unsolved mysteries and potential threats, as well as hidden treasures.

Conditions

The Northlands are cold year-round. Temperatures hardly ever rise above freezing except near the coast and along the southern border, and even in those places it rarely gets that warm. In the interior and to the north, the temperature is often below 0 degrees Fahrenheit, and water will freeze in an instant. For the most part, summer is a time of clear skies and temperatures just below freezing, while winter is filled with intense cold, bitter wind, and violent storms that can last for weeks or even months. The ground is always frozen, and in most places it is covered by at least a foot or more of snow and ice. Few plants can survive here: only evergreen trees and small scrub brushes. For further details on the weather and terrain of the North, see Chapter Three.

Cutting up from the southwest and running through the center of the nation are the Everfrost Peaks, a collection of jagged, rocky mountains, sometimes covered in treacherous snow and other times bare to the wind. The rest of the Northlands is mostly plains, cold flat expanses of land with nothing to shield the wind and snow. Some canyons and gulleys exist, worn deep into the rocks over time, and villages often nestle within these for protection from the harsh winds. The city of Halas sits in the largest of these canyons, an actual valley cut into the Everfrost Peaks. To the east of Halas lie the Frigid Plains, vast glacial lands which even the Northmen rarely cross.

Creation

The Northmen's skalds tell of a time when the world was still unformed, when the gods did walk upon it creating animals and plants to suit their own natures. The last two gods to reach Norrath, Mithaniel Marr (god of Valor) and Erollisi Marr (goddess of Love) created the barbarians together. These twin gods imbued the race with the hardiness to withstand the cold northern climes, but also with an inherent nobility many others lacked. Their exterior was created rugged and rough, the better to endure wind and snow, but deep within the barbarian beat a heart of pure and noble intent, and a mind unsullied by the baser desires of the other races. In this way, according to legend, the Northmen became one with their environment — often cold and unforgiving, sometimes even harsh and cruel-seeming, but always without deception or ill intent.

According to these tales, the Northman has always lived in the Northlands, and was indeed created specifically to dwell in that region. The barbarians therefore consider the Northlands as their birthright, a gift granted by the gods themselves, and hold to that land with a religious fervor. Individuals may depart the area, traveling to the south or even to other continents, but usually this is treated as a long-term quest to gain wisdom and experience. Most barbarians return to the north eventually, whether they settle in their original community or in a new one, and use their new knowledge and skills to further the nation as a whole.

Some even claim, although it is considered a conceit even among most barbarians, that the Northman was shaped from the ice of the north, and this explains his inability to stay away from his snowy homeland — leaving the northern climes becomes uncomfortable over time, as body and soul begin to thaw and melt. Only in the north, where the air is crisp and stings the lungs, can the Northman's blood remain cool and his body stay whole and strong.

Equality

Although most people speak of Northmen, they should more properly speak of North*folk*. In the Northern Nation, women are socially equal to men. In most villages, women work alongside men at a variety of tasks, depending upon their skills and interests — some are hunters or fishers, others are crafters. Some are even carvers or skalds. Women can become shamans, and are occasionally acclaimed as chieftains as well. Northern women are generally tall and broad-shouldered, and most can lift and carry more than most human men, so they are certainly capable of physical tasks. The only distinctions made between men and women are that women are the only midwives (the only man allowed near a woman giving birth is the village shaman, and then only when his aid is asked for and required), and pregnant women are allowed to switch to more sedentary tasks as their pregnancy becomes more advanced and makes walking and lifting more difficult.

In most households, one parent remains home in the morning long enough to clean up or to make sure the children do their chores — this can be either the husband or the wife, and is decided as a matter of practicality based upon which partner needs to leave earlier. Crafters often work from home, so if, for instance, a husband is a carpenter and a wife is a hunter, it will be the husband who stays home and cleans before doing his own work. Northerners tend to have difficulty understanding when they see women of other races who are not allowed to do "man-things"— to them, anyone who is capable of a task can do it, regardless of gender. Many Northern women are warriors, and the first man to sneer or laugh at them usually winds up clutching an open wound.

Finally, while the primary roles of chief, shaman, carver, and skald are largely held by men, it's not uncommon for women to attain these ranks. Where ranking men denote their status by braiding their beards in specific ways, women who fulfill similar roles duplicate this braiding in their hair as much as possible, and are especially successful in incorporating items into the weave, such as the golden wire used by shamans.

Legends

The first king of the Northmen, according to tales, was Dugan the Golden, a tall powerful man whose beard and hair were of streaming gold. Crowned by the Marr twins themselves, and granted the fabled *Crown of the North* as a symbol of his leadership, Dugan transformed his clannish people into a cohesive race, uniting them by their love for their land and their love of battle. During this time, other races had made forays into the Northlands, but Dugan and his warriors drove them out, clearly establishing their possession of the North and creating border towers to maintain watch against future incursions.

Interestingly, most Northmen do not worship the Marr twins, despite owing their creation to those gods. Instead, the Northmen worship the Tribunal, also known as the Six Hammers. This worship dates back to the Time of the Axe, when the Northmen were ruled by Killian Blood-Axe, a mighty warrior whose great axe constantly dripped blood — human as well as animal or goblin. Killian was a powerful man, blessed by the gods themselves, and no mortal could stand against him. But Killian's reason was soaked in blood, like his great axe, so that he became cruel and peremptory, issuing commands that increased his own wealth and power at the expense of the nation. Many tried to reason with him, but objections were met with the blade of his axe, and eventually no one remained to challenge the Blood Axe's rule. The people appealed to the Marr twins, begging their aid, but the gods refused to involve themselves. Mithaniel stated that Killian was a mighty warrior whose valor had been proven many times, so the tyrant had his blessing by covenant, despite any misgivings; Erollisi loved Killian as the direct descendant of her beloved Dugan the Golden, so she could not countenance any rebellion against him.

The bloody reign continued for many years, until finally a young warrior named Connall stepped forward to champion his people's rights. This powerful youth confronted Killian Blood Axe — and was beaten near to death for daring to oppose the sovereign. Battered and bloody, left for dead, Connall cast one last appeal to the gods, and his bitter cry was answered. But not by the Marr. Instead, he was visited by the Six Hammers, who restored Connall to health and granted their blessing on his quest to remove Killian Blood-Axe. The Six Hammers embodied justice, and the Northlands cried out for vengeance against the atrocities of their own ruler. Connall returned to the Killian's keep and slew him in combat, shattering the axe with a blow from his own mighty sword. He then refused Killian's crown, tossing it instead into the air, where it passed above the clouds to become a constellation of stars that forever after showed Northmen the way home. Connall appointed a council of elders to rule in his stead, and disappeared. Some say he is still standing on a tall peak, watching over his nation, to ensure that no new Killian can rise to power.

The next great ruler of the North was King Ian Malcomson, who began life as a skald but went on to become a mighty warrior. Ian traveled to the far eastern edge of the Northlands, deep into the Frigid Plains, and had many strange and wondrous adventures. Malcomson fought many ice goblins and ice giants and withstood attacks by various wild beasts. Finally, he reached the edge of the land, and there he beheld off the coast an island made from a single block of ice. Even as he stood and watched, the central spire of the Crown of the North, high overhead, began to gleam brightly. Then, from that star, a bright light burst forth and crashed into the island, shattering it into a thousand knife-edged fragments and creating a great gout of steam and heat. Ian took this for a sign and hastily constructed a small boat, which he then paddled across to the island's remains. There, resting upon a piece of ice barely larger than itself, he found a circlet of metal the likes of which he had never seen, for it was as cold and clear as the purest ice, and freezing to the touch.



Malcomson carried this object back with him, and through trickery and other means he prevailed upon the smiths of the ice giants to craft him a crown in the image of the Crown of the North, and around the base they affixed the circlet itself, so that the crown seemed to rise from ice. Malcomson bore this treasure back to his people and there proclaimed himself the new King of the North. His fair demeanor and clever words won the love of the people, and his brave deeds earned the respect of the warriors, so Malcomson's proclamation was upheld by the council, and he became king. For many years he reigned wisely and well, and his crown granted him power over ice and snow so that the Northmen profited as never before and were happy.

Upon his father's death, Malcomson's son Virgil claimed the crown and the throne, despite the objections of the council. He set the crown upon his head — and then screamed in pain, for suddenly the circlet had become white-hot, as if the heat of its impact with the isle had finally been released. Virgil died before any could save him, and the council took this as a sign that the next king should not be chosen by blood but by virtue.

History

For centuries the Kingdom of the North stood, like its people, tall and proud. The Northmen maintained a solid border to the south, with border towers strung across it and guards posted at each location. Roads had been carved into the ice to facilitate travel between villages and cities, and messengers traveled these routes on a weekly basis, carrying news and any directives from the capital. The land was ruled ably by the King of the North, although the position was not hereditary: At the death of the previous king, the council of elders would meet and select a new ruler, sometimes from their own ranks. King and the council shared their power, and the Northmen grew prosperous from trade and through their own industry.

Unfortunately, this increased prosperity drew the attention of other nations, and of other races. Small skirmishes had occurred in the past, but each time the Northmen beat back any invaders, and the other races had learned to fear their strength at arms. But as the Northlands grew in wealth, southern monarchs became more determined to ravage those lands and claim their riches. At the dawn of the current age, the Goblin Empire formed a pact with the gnolls and the ice giants, and the three combined forces to destroy the Northmen. This attack took three forms.

The first was a direct assault from the south, targeting the border towers to prevent an alarm from sounding. The towers were torn down at night by giants and their guards slain, so that the armies could then march across the border without fear of discovery. The second element of the attack was a clever foray by the goblins, armed with magical torches provided by the giants — these quick-moving invaders ran along the tops of the Northern roads, using their torches to melt the causeways and bury the channels in snow. This isolated each village and prevented the Northmen from rallying quickly. The third portion of the invasion was the most vicious, for the gnolls massed upon

the capital of the Northern Nation and razed it to the ground, slaughtering everyone they could find. The King of the North, old Gristag Winetongue, was murdered in his sleep, and all of his family with him. Likewise, the council of elders were slain to a man, leaving the nation without a single leader and without any way to organize a proper defense.

Individual Northmen fought back, of course, and villages mounted local defenses, but the nation itself was lost to the hordes of goblins, gnolls, and giants. Those three races demolished every building they could find, tearing down centuries of work in a matter of weeks and making off with every valuable they could carry. Fortunately, the gnolls had no desire to remain in the cold and the goblins soon lost interest once there was little easy blood left to be spilled, so they both returned to their own lands after the devastation, leaving only the ice giants behind.

For many years the ice giants ruled the Northmen as local lords, forcing the Northmen to provide them with food and drink and other comforts. Several times villages rebelled, but each time the giants crushed them before the news could spread. It was not until the rise of Burke Wingfoot that the reign of the giants came to an end. Burke was a young hunter, so light on his feet, it is said, that he could run across loose snow as if it were solid ground. While his village made ready to defy the giants, Burke traveled to the other villages in their area and convinced each to join the rebellion. The local giant lord suspected trouble, and several times he pursued Burke, but the youth's speed was such that he outran the giant and his servants easily. Eventually, all was prepared, and the villages of the area rose up as one and slew their giant oppressors. Burke then carried this news to the next area, and so on, until the entire Northland had been won back from the ice giants. In gratitude, his people offered him the crown, but Burke refused it, as had Connall in the ancient tales. He suggested instead that the council of elders be recreated, but that no new king be crowned after this time so that the kingdom's government could be less centralized to prevent a recurrence of the last disaster.

This gave rise to the Northern Nation, which remains in place to this day. Due to the Nation's unusual new structure, though, it was many years before other countries even realized that the barbarians had any organization or government, and even longer before they recognized the Northlands as a sovereign nation. Antonius Bayle I was the first to officially acknowledge the barbarian dominion. His scouts had traveled to the north, ostensibly to map all of Antonica, but actually to help Bayle decide whether he should annex the North as part of his new kingdom. Upon reaching the Northlands, however, the scouts found themselves surrounded by barbarians who moved so stealthily that they had seemingly arisen from the ice itself. Swearing that they harbored no ill intent, the scouts were brought before the local chieftain, who listened to their explanation of why they had entered the area. "Tell your master to stay clear," the chieftain finally advised. "The Northern Nation is not open to claim, and any who try will discover just how tightly we control our lands."

Upon receiving this message, Bayle sent a second team of scouts to a different area of the Northlands. These men were trapped by a different band of barbarians and taken to a different chieftain, who yet told them, "Your master has already been warned: Stay clear of the Northern Nation." After a third attempt, with a similar degree of success, Bayle finally conceded that the Northlands were united in some way, and after that point he treated the distant area as a fellow nation, albeit one with no clear government or ruler.

Organization

Before the great attack of the giants, goblins, and gnolls — known to skalds and historians alike as the Devastation — the Northern Nation was ruled from the capital city of Loch Lir, built alongside the frozen lake of the same name. The nation was divided into many regions, and each area had a central keep; if enough people lived nearby, the keep grew into a city of its own. Each keep was responsible for its area, and for the roads linking it to its neighbors. Border towers and watchposts were only necessary to the south, although each keep maintained patrols to watch for wild animals and other roving monsters. Within the keep's region were several villages, each one with its own elder who then answered to the local chieftain.

After defeating the ice giants and regaining their homeland, the Northmen decided not to rebuild those keeps — the walled buildings would be obvious targets if any force invaded again. Instead, their villages became more important, each one having a local chieftain to decide "matters of state." In this way, if a single village were to be destroyed, its neighbors could still function and the area as a whole would survive without major damage. The villages are dotted about the landscape, each at least a half day's travel from its neighbors, and they are maintained at their current size — if enough children are born to require expansion, several enterprising locals move and start a new village elsewhere.

The one exception to this rule is Halas, the only remaining city in the Northlands. Halas is the center of the North, located almost exactly in the middle of the northern coast, and as such it is a major destination for most travelers. Many assume that the city is the seat of government in the North, but this is inaccurate. While Halas does hold some influence over the rest of the Northlands, it does not directly control the villages, and if the city were to fall, the villages and the Nation itself would still survive.

Borders

The Northern Nation covers the entire northern end of Antonica. Its territory stops just shy of the Unkempt Wood in the West and the Lavastorm Mountains in the East — probably as much because the Northmen didn't want those areas as because anyone opposed their claim. Although other races sometimes refer to the northwest tip of Antonica as the Northlands, the name properly includes Everfrost Peak and the Frigid Plains and all the lands between the two.

Of course, not many people would contest the Northmen's claims, since few other races wish to live in such a cold and bitter climate.

Villages

On the surface, to an outlander, each Northman village is merely a collection of dome-shaped tents. These small

dwellings are usually made of animal hides stretched over a frame of wood or bone, with flaps for doors. A small pile of coals is kept burning in the center of the room to heat the dwelling, and a hole in the top of the hut allows the smoke to escape. Furs are thrown on the ground as well, to keep the cold from seeping in, and a pile of furs is used for a bed. The huts have little else in the way of furnishings, since the furs can serve as chairs and tables as well as a bed.

This rustic appearance is a ruse, however. The Northmen are more complicated and more sophisticated than most visitors realize, and their villages' appearance is deliberate.

Each hut contains a trapdoor carved of wood or bone which is covered in frozen dirt and ice to match the rest of the hut floor. When raised, the trapdoor reveals a short tunnel carved into the ground itself. This leads to the actual dwelling, which is belowground for warmth and security. The Northmen dig their homes into the ice, and each dwelling contains a large central room with several small sleeping nooks around its edges. A fire is kept burning in the center of the main room, which heats the entire dwelling and is also used for cooking — the smoke is carried up to the pile of coals above, which actually sit on a metal grate. The smoke and warmth in each hut are created not by the coals themselves, but by the larger fire beneath. The integrity of the icy walls and other surfaces is maintained due to pacts the village shaman makes with various spirits when a new dwelling has been completed and before it's occupied.

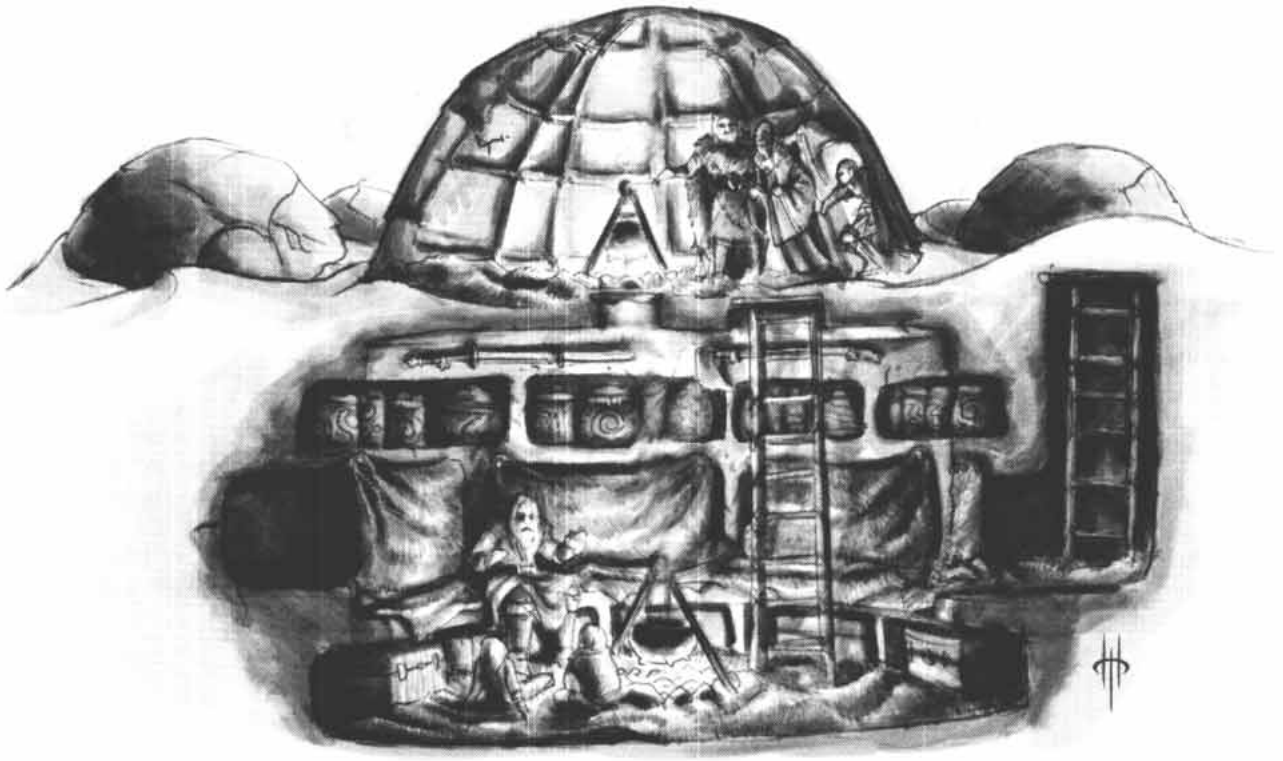
The surfaces of the dwelling, every square inch of the floors and walls, are covered in furs or woven tapestries, functioning as decoration and insulation (keeping both the air warm and the ice walls cold). The central room is carved in steps, so that people can sit around the fire and eat with their food resting on the step beside them. Sleeping nooks have thin curtains for privacy and contain piled furs and, usually, a small cupboard or trunk for personal belongings. Each dwelling also contains a back door, a trapdoor in the wall that leads to a narrow tunnel. The tunnel arches up and away from the dwelling and emerges in a snow bank several dozen yards away. The snow bank is hollow, made from carved ice with snow on top, and Northmen can emerge into these hollow banks, peep through spyholes to check for enemies, and then escape through a hole in the back of the bank when no one is watching.

Each village contains one or two huts that do not have anything beneath them, and these are for visitors. Anyone staying in these huts might notice that their fire doesn't seem to provide as much warmth as the other huts they've visited, but the Northmen simply give them more coals to pile on, and the difference is generally not enough to raise suspicion. Some visitors may even suspect the truth, but if so they are too considerate (or too interested in survival) to say anything. When visitors are in the village, several barbarian families usually take turns each night sleeping in their huts to maintain the illusion of habitation.

Most villages are built in a roughly circular pattern, with the huts arrayed about a larger central hut. This is the home of the village chieftain.

Chieftains

The chieftain is the leader of his (or, more rarely, her) village, directing his people in all matters. He is usually chosen by unanimous decree of the village elders, although the selection process often includes both physical and mental competitions between the eligible men and women. Chieftains are not always the strongest in their village, but they are usually among the strongest, as well as the smartest and wisest, and are always men of great personal honor and compassion — the elders will not consider a man who does



not show respect for his neighbors and a desire to improve the village in general. Young men are never chosen as chieftain, in part because most young Northmen travel for several years and a chieftain must stay with his people at all times. Once selected, a chieftain retains that post until he steps down (usually due to advanced age), is removed (perhaps due to inappropriate behavior), or dies.

The central hut passes from chieftain to chieftain and is larger than any other hut in the village, containing three rooms. The first is a large meeting room, where most of the village's adults can gather at once. The second is a tiny sleeping room, and the third is a medium-sized room meant for the chieftain to meet with smaller groups or with individuals. The entry to the lower dwelling is concealed in the sleeping room. Below ground, the chieftain's home is similar to that of his neighbors, with one exception — it generally has two escape tunnels instead of one, and sometimes even has three. In some of the larger villages, a large central meeting space is carved out next to the chieftain's home, and every other home is linked to this meeting space by further tunnels (separate from their escape tunnels). This allows the villagers to meet unnoticed when they wish, instead of walking openly to the chieftain's hut each time they are gathered.

The chieftain determines when a youth becomes a man, what occupation each youth should follow, where the village should hunt, what crafts the village should practice, when a villager may marry (and to whom), and when the village must relocate or split (usually due to overpopulation). He is responsible for every decision about village life in general, with the exception of medical or religious matters. These are the province of the village shaman.

In most villages, the chieftain is denoted by his beard, which contains three equal braids. For another Northman to braid his beard in this way is considered a grave insult to the chieftain, and a mark of hubris from the culprit.

Shamans

Each village has a shaman, and this is most often what prevents or triggers the creation of a new village, for even if a village's population has grown the Northmen cannot send half their people to a new location without a shaman of their own. The village shaman is in many ways just another member of the community and usually defers to the orders of the chieftain. Shamans often do other tasks in the village, such as hunting, fishing, or crafting, pursuing their shamanistic calling only when needed. But shamans are always respected as elders, even if they are actually very young, and their advice is always treated with great respect.

The shaman is the village's link to the Tribunal and (perhaps more importantly) to the spirits of the natural world, and he sees things beyond the scope of other men. Each shaman is responsible for the spiritual safety of his village. This means several things. The shaman handles the village's religious practices, convening any services and officiating during any religious rites. Shamans are also the villages' doctors or medicine men; they help tend the sick and the wounded, using not only magic but also their knowledge of herbs and other substances. Shamans are often called upon to assist the village midwife when a woman is having a difficult or dangerous labor.

New Shaman Spirit Mastery: Messenger Spirit

Messenger Spirit: A shaman with this spirit mastery may compel a spirit to bear a message a number of times per day equal to 1 + her Charisma modifier (minimum once per day). The shaman must use some type of material (food, precious metals, or something symbolic) or object (a totem, a sacred item, something precious to the spirit in life, etc.) as a lure to call the spirit. She then gives the spirit a mental image of a certain individual to be the message's recipient, who must also be shaman of at least 4th level. (At the GM's discretion, the spirit messenger might also be able to deliver its message to a character under the effects of a *deadeye* or *spirit sight* spell or similar powers or effects.) The message to be carried by the spirit can be no longer than 8 words + 1 word per level of the sender above 4th. The spirit travels unerringly to the designated individual, regardless of the distance between them, at a rate of 100 miles per minute. Both sender and recipient must be on the same plane, or the message fails automatically.

Once it finds the recipient, the spirit delivers its message immediately, whether the recipient is in a position to hear and acknowledge the message or not, and then disappears; the sender has no way of knowing whether her message has been successfully received or not. If the shaman spends an extra daily use of this ability, he may have the spirit return to him and bring word of whether the message was successfully received.

This spirit mastery may be selected more than once: each additional selection increases the number of times per day the shaman may send a spirit messenger by 3.

Shamans handle their village's spiritual safety in another way, however. As a member of the spirit world, the shaman must defend the village from any malicious spirits in the area, and also coax aid from those more benevolent spirits nearby. The shaman helps ensure that the weather is favorable and that hunts are successful, shields his people from disease by warding off spirits who carry such illness, and generally works to keep the village and the villagers safe and healthy.

Under attack, the shaman is also vital to the village's defense. The more powerful ones can call upon the spirits for aid, creating winds, ice and hail storms, and other weather-based attacks. They can also deal direct damage, of course, but Northern shamans usually strive to conceal their capabilities from outsiders, masking their magic where possible as natural occurrences.

The shaman and the chieftain preside together over the village's various ceremonies and festivals, as a cooperation between the spiritual and temporal powers. Most shamans are close advisors to their chieftains, but rarely become chieftains themselves — the village elders prefer to keep

those roles separate, so that they have two powerful leaders at all times instead of only one.

The village shaman's dwelling is indistinguishable from those around him, at least to outsiders. The hut is still only a single room, though the fire usually has a small brazier above it. The underground portion is also standard. This is because most shamans do their summoning and other magic outside, just beyond the perimeter of the village itself. Usually the shaman selects a particular rock or hill or block of ice for his activities, and returns to that same location each time. This practice is believed to enable the spirits to locate him more easily, and the location is kept removed from the village so that the other villagers will not be made uncomfortable by the presence of so many spirits.

Shamans generally braid their beard in twain. It is also common for a shaman to weave a golden wire into his beard in intricate patterns, so that the hair gleams like metal in the firelight.

Carvers

Since so much of a Northern village is below ground, the role of ice- or earth-carver is extremely important, one of the most respected occupations in the Northman society. A carver learns her craft at a young age, practicing first with sculptures and small handheld objects. Eventually she graduates to larger objects, and then finally to dwellings. Building a dwelling is a complicated process, and requires more than one individual. Whenever a new dwelling is created, the entire village participates, with the carver directing the action. Even the chieftain and the shaman are put to work, taking orders from the carver like everyone else, for only the carver knows how to create the dwelling so that it is water-tight and solid, but still airy and open and clean. In many ways the climate is a boon, since the ground is frozen solid and can be carved in solid blocks. In a warmer region the ground would be looser, and more liable to fall apart, and the carver would most likely need an external support frame to maintain the room's shape and stability.

Of course, new dwellings are not required that often. A Northern couple moves into a new dwelling once they're expecting a child, and stays in that same home unless they relocate to a new village. Thus, the carver spends most of her time doing minor repairs on dwellings and crafting smaller items like furniture and weapons. Most carvers create small, carefully detailed wooden shapes — animals and weapons being the most common — and tie these to the ends of their beards to denote their occupation.

Skalds

Northern villages write very little. This is not because Northmen are illiterate, as their neighbors tend to believe. Writing materials are expensive and hard to create, and anything written can be stolen and read by an enemy. Therefore, the Northmen maintain their history and other records orally instead. And this is the responsibility of the village skald.

The skald is part bard, part historian, part teacher, and part bookkeeper. He keeps all of the village's records in his memory, and can recite any of them at a moment's notice. His recitations include the list of the village's chieftains back to the its first founding, the names of everyone currently in the village, the date of the village's founding and the origins of its founders, the annual festivals and their origins, the items and amounts traded that year with other villages, and the ancient legends of the North. Skalds work closely with the chieftain, providing records of any recent business and reminders of upcoming activities, but they are usually with the chieftain only in the morning and afternoon. In the evening, the skalds become teachers instead. The children of the village gather in the skald's hut and receive lessons. First, he teaches them how to read, how to write, how to do simple math, and how to read the stars. Then the lessons move to history and mythology, covering the origins and ancestry of the Northmen. Additional lessons include the history of the village and of the area, and stories about the outside world. Skalds do not handle religious studies, however, nor do they teach how to hunt or fish or how to perform any craft. These tasks are left to the shamans and the other village elders.

Skalds are always aware of the village children, functioning as their primary guardian when the parents are not available. Each skald also watches for children with particularly sharp memories, good heads for numbers, and a love of stories. These become their own apprentices, and one of those will become the next skald. Each village has at least one active skald and one apprentice, so that the knowledge is always preserved. Skalds are always part of the village council, and their recitation is rarely contested. Thus, the fate of the village often rests in the skald's hands — or, more precisely, in his mind.

Tribes

The Northmen are unusual in that their society is divided into tribes. These are hereditary groups, with each Northman taking the tribe of his or her mother, and most tribes occupy a particular area within the nation. In ancient times, the tribes fought one another for territory, but Dugan the Golden united the tribes into the Kingdom of the North and taught them to live together. Since that time, tribal warfare has broken out four times — first, when Killian Blood-Axe came to power and the Raven Tribe resisted his rule, insisting that he was unfit to rule. Killian assembled the other tribes and killed every Raven in the North, eliminating that tribe forever.

The second incident came when Ian Malcomson returned with the second Crown of the North and declared himself king. His own Seal tribe stood behind him, and several others flocked to his banner, but the Shark and Whale tribes both refused to acknowledge his claim and convinced Wolf and Hare to join them. The North nearly came to blows, with the country evenly divided. Fortunately, Malcomson was a clever man, and he called together the shamans and chieftains of each tribe. Then he revealed to them his power. No one knows exactly what was said or done at that meeting, but the leaders universally declared him their king, and their own tribes could do nothing but accept the decision.

The third tribal war began over Burke Wingfoot and his refusal to take the crown. Several tribes felt the nation needed a new king and were willing to force him to take the throne. The Shark tribe was the most outspoken for this idea, leading several to believe the tribe intended to control Burke somehow. The Mammoth tribe, which had long hated the Sharks, opposed them openly, and the two tribes



fought. In the end, the Mammoth tribe was reduced significantly in numbers, but the Sharks became the second Northern tribe to vanish utterly.

The fourth and final tribal war was fought over possession of the guard towers along the southern border. Both the Wolf and the Hawk tribe lived in those regions, and each felt it was their right to maintain the towers. A united council of elders divided the towers evenly between them, and this placated both tribes for a time. But then a pack of young Wolves decided to claim a Hawk tower for themselves, and their tribal elders actually approved their actions, though their reasoning is lost to history. The two tribes were poised for battle when the other tribes appeared as a single group and issued an ultimatum — back down, and accept the council's decision, or become extinct as the Ravens and the Sharks had done. Both the Wolf and the Hawk recognized their own danger and agreed to abide by the council's decision, though the Wolves were forced to make restitution for the damages their raiding party had caused.

Except for these four events, the tribes of the North have lived peacefully together. Each tribe has its own region, and those villages within that region are peopled entirely by its tribesmen. Long ago the tribal leader would have lived within the tribal keep, providing a visible focus for the area. Now, the tribes have no set leaders. Instead, the chieftains of their villages form the tribal council, communicating with each other on anything that might affect more than their own village. When major events occur, the chieftains might gather together to reach a united decision, but in general they are each responsible for their own village and its immediate surroundings. If war were to occur, the tribal council would appoint a war leader, and that leader would be given full control over the entire tribe until the war had ended.

Shamans hold a high position within the tribe, and together they form their own shamanic council. Through their magics, the shamans can speak together more easily then the chieftains, so they often handle messages between the villages. The shamans of a tribe only gather when some major event threatens the entire tribe, especially an event of a mystical nature.

Each tribe denotes its area through the use of carvings and paintings. Every member of the tribe carries a small image of the tribe's totem, usually either carved into a piece of jewelry or tattooed somewhere on the body. Shamans and chieftains often have tapestries depicting the totem, and many villages have a totem pole planted alongside the chieftain's hut. The tribe's totem is said to watch over its people, granting them some of its own qualities and also shielding them from attack and harm. Shamans often call upon their totems for aid and advice.

The surviving Tribes of the North are, in descending order of tribal population, as follows: Fox, Hare, Leopard, Bear, Wolf, Caribou, Hawk, Otter, Seal, Walrus, Porpoise, Whale, Mammoth, and Owl.

Government

The government of the Northern Nation is both complicated and simple. The system is fairly simple, in that at each level the barbarians are ruled by their elders, who, as a body, select the chieftain. Tribes are ruled by their elders, the chieftains who form the tribal council. Halas is ruled by its elders. And the Nation itself is ruled by its council of elders, which includes the tribal council of each tribe and also Halas' city council.

The complication lies in the fact that no one individual rules anything larger than a village, and that most of the rulers do not live near one another or communicate very often. Tribal councils rarely meet, since the chieftains are spread across the tribe's territory and are busy running their own villages. Halas' council meets more frequently, since all of its elders live in the city, but even so they do not meet more than once a week unless a crisis occurs. The nation's council of elders only meets when summoned by at least three of its members (only one of whom can be from Halas). Thus, to outsiders, it appears that the Northern Nation must rarely accomplish anything, since it takes so long to gather its leaders.

This is inaccurate, of course. The Northern Nation does quite well with its peculiar government, as it has been deliberately structured so that each of its regions can survive alone. Villages are largely self-sufficient in terms of government and rarely need tribal intervention. Tribes can handle their own areas and rarely need national aid. The city of Halas handles its own affairs without difficulty.

The main reason the Northern Nation's government works so well is that it has very little to do. The nation does not have a capital or a standing army — villages defend themselves or call upon their tribe for aid. Since the nation does not maintain any fiscal responsibility itself, it does not need any money and charges no taxes. As a result, the nation does not require any way to collect, record, store, or distribute money, food, shelter, clothing, or other items for anyone. The laws of the nation are already established, so the nation does not need to create new ones unless life in the Northlands changes dramatically, and since each village polices its own, the nation does not have to enforce the laws separately. No jails or judges are necessary — every shaman handles his own village's crimes, and the chieftains mete out punishment. Thus, the nation's government only meets in times of emergency, when whole portions of the nation must be mobilized or when something occurs which is not covered by the existing laws and customs.

Neighbors

Despite the harsh climate of the Northlands, the barbarians are not completely isolated from or ignorant of the world and its many inhabitants. Just south of the western border lies the Hatchlands, a mountainous region filled with yeti, air elementals, and dragons. Below that is the Unkempt Wood, controlled by a band of druids and rangers. The Lavastorm Mountains, to the southeast, are home to dark elves. And directly south of Halas stands the Misty Thicket, which is overrun by Pickclaw goblins. Most of these people do not trouble the Northmen, or vice-versa. Each race or group stays in its own region, perhaps tacitly acknowledging each other's presence but in any case not actually (or at least only very rarely) making any direct contact.

Long ago, the Northmen had neighbors both closer and more sociable. The dwarves had their mining city of Moradhim in the mountains to the northwest, and not only traded with the Northmen but fought alongside them against orcs and other local monsters. The gnomes were in Klik'Anon, their city in the northeastern mountain range, and though they rarely ventured from its walled valley they were happy to trade both information and goods with the Northmen, and could be counted on to defend that edge of the continent from attack. Sadly, both of those cities diminished or were destroyed long ago, and now the only dwarves or gnomes in the North are travelers and adventurers wandering into Halas.

Foes

Not every neighbor is so friendly, or even indifferent. The ice goblins and ice giants have always posed a threat to the Northern Nation, although after the Devastation neither race dared send a full army against the Northmen. Small groups and even clans still dot the North, however, preying upon unwary travelers and sometimes even upon careless villagers.

Orcs constitute a greater threat, as they have never been driven from the land. Various orc clans make their home in the Everfrost Peaks or the Frigid Plains, harrying any Northmen they find. The Frosteye clan is traditionally the most numerous and the most dangerous of these, and barbarian tribes have occasionally called together large forces of villagers to battle the orcs and diminish their numbers. Recently, a newer breed of "icy orcs" (see Appendix One) has arisen, and this Ice Clan is establishing a strong presence in the vicinity of the orc temple north and east of the Nest.

The worst foes, however, are the gnolls. These vicious creatures live in the Blackburrow Downs, hidden deep within the Everfrost Peaks, and often mount raids on the Northmen villages. Gnolls are tall and strong, and a mature gnoll fighter can match a Northman for strength and stamina, which makes the fighting that much deadlier to both sides. The two races have been traditional enemies for centuries, and in fact the gnolls took part in the Devastation not because they wanted anything from the Northmen but because they delighted in the notion of destroying the Kingdom of the North.

Wild animals are also a danger, especially for the unwary. The Northlands are filled with polar bears, woolly mammoths, snow wolves, snow leopards, and other creatures. The waters are also dangerous, as they teem with sharks, whales, strange tentacled creatures, and even smaller fish that will nonetheless strip the flesh from a man in moments.

Outsiders often joke that the Northmen need to be hardy to survive in the North, and, of course, they are actually quite right, although the cold is only part of the problem. This explains to some extent why Northmen are so suspicious of strangers — normally, most any animal or creature they meet that isn't a Northman is trying to kill and eat them.

Defenses

Despite the fact that few others would want to seize the Northlands from them, the barbarians take their defenses seriously. Their lands have been invaded before, after all, and the last time left them under the ice giants' yoke for decades. Since regaining their freedom, the Northmen have devoted a great deal of effort to protecting themselves and their territory.

Towers

The first line of defense for the nation is its border towers. Long ago, these were tall towers of cut stone, columnar in shape and with high windows in each of the four directions. Dugan the Golden built the first of these towers when he and his men had driven the monsters from the North, and those same structures withstood centuries of weather without blemish. The towers were destroyed by the giants, however, and after finally conquering those oversized foes the Northmen (at the suggestion of Burke Wingfoot) decided not to create such obvious targets a second time. Instead, new watchtowers were devised.

These new towers are cleverly built to blend into the landscape itself. Many of them are carved from the living rock of a cliff or mountain, while others are shaped from ice and snow. Where no rocks or ice formations provide sufficient height, the Northmen built a hill themselves, piling dirt on the spot and then splashing it with water to create a new layer of snow and ice. Strangers to the area can walk within a foot of these watchtowers and never even notice them, and the Northern guards appear as if from nowhere. Most of the towers have exit tunnels rather than doors, so that the guards can enter and exit some distance from the tower and thus not reveal its location.

Inside, the towers are built along the same lines as a village home, with a large central room and smaller sleeping nooks around it. If the rock or hill does not have enough space on top, the tower contains a small lookout room at the top and the rest of its quarters down below, linked by a tunnel with a ladder cut into its side. The tower windows or peepholes are designed to resemble natural openings, sometimes concealed behind panes of thick, clear ice or crystal, so that the guards can watch without being seen. Each tower also has four holes cut in the walls, one for each compass point (usually built with a plug to keep the cold out when the hole is not in use). Beside each hole is a polished brass disc — these are used to reflect the light of sun or moon, and the resulting flashes are used to communicate along the border. A small lantern sits to one side of the plug, so the guards can create their own lights if the day is too cloudy for the sun to be seen or if the moon is too dim to register clearly.

The Trench

The second defense, if invaders make it past the towers, is the Trench. Just past each tower is a wide band that stretches, quite remarkably, all the way from the base of the Everfrost Peaks to the eastern coast. This 10-foot-wide stretch (in some places it is considerably wider) has been specially prepared by the Northmen, dug out to create a deep trench lined with sharp stakes. Then, a thin lattice of specially-prepared ice sheets is laid across the channel and water is then sprinkled across the lattice, freezing instantly in the cold air, until a fine layer of ice completely conceals it. Snow eventually covers the ice as well, so the Trench is invisible to the naked eye. The thin ice cannot handle the weight of a full-grown man, and certainly not an armored one — anyone attempting to walk across the trench weighing more than about 100 pounds is likely to crash through, and most likely be impaled on several stakes.

Of course, 5-foot-wide paths of solid ground were left along the length of the Trench so that the Northmen themselves can cross without danger. Their knowledge of these paths' locations is a closely guarded secret, however, and is also based upon locating the nearest tower (since the paths are a set distance and direction from the towers). Whenever a section of the Trench is opened, the local village sends warriors to retrieve the victim, then constructs a new lattice and re-covers the hole.

The Trench (12 ft. deep): CR 2; no attack roll necessary (1d6), +8 melee (1d4 spikes for 1d4 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 25); Disable Device (n/a). *Note:* This trap is only triggered by creatures weighing at least 80 pounds. Any creature gains a +1 circumstance bonus to its Reflex save for every 5 pounds by which its total weight (with gear) is less than 120 pounds. For creatures with a Face larger than 5 ft. by 5 ft., divide their total weight by the number of squares they occupy before determining whether they trigger the trap.

Other Traps

Past the Trench are the ice traps. Scattered almost randomly about the land, these traps can take two common forms. The first is similar to the Trench, except that this trap is an isolated 10 ft. by 10 ft. pit (sometimes larger if large predators are common in the area) rather than part of a continuous band, and is usually 10 to 20 feet deep, sometimes deeper. The other type, most often used along the coast or in the mountains, is the Slide. This is an area that has been specially prepared, brushed smooth and then given coat after coat of water to create a completely smooth and amazingly slick surface. Anyone trying to cross the Slide will find himself falling immediately and then sliding downward. Because the Slides are built on solid ground or on thicker ice, digging down for handholds is virtually impossible, especially since it's impossible to anchor one's self long enough to dig. Trees and large rocks are carefully cleared from the area of a Slide as well, thus preventing anyone from using a rope to haul themselves across the Slide. Some Slides simply form a sort of barricade, keeping people from going any further, but most direct their victims to a particular spot — over the edge of a cliff, into freezing water, or into a stake-filled pit.

Individual villages have their own defenses. Most have a small Slide around them, so that strangers will announce their presence by slipping and falling on the hard ground — these Slides are always built along the same pattern, so tribesmen from another village will know how to navigate them safely.

Another common practice is the snare trap, similar to that used for hunting animals. Made from tough, corded animal sinew attached to a pole embedded at least several feet into the ground, these traps are used to capture but not incapacitate. The loop of the cord is sometimes placed over a pit trap so that the creature caught is hung suspended inside the pit, and is thus unable to climb out. Net traps,

like those used in hunting, are also common. These often consist of a hidden net suspended from an overhang, set to fall when a creature trips the cord underneath; alternately, a net may be spread across a pit trap (without spikes) so that the creature falling in becomes entangled and cannot climb out. When bait is used in these kinds of traps, it is often aimed at intelligent beings — canteens, jugs of (watery) wine, stray weapons (always flawed ones, upon closer examination), maps of the area (with false information), and other scraps of paper are common.

When dangerous predators such as bears or ice lizards are known to be in the area, a village's hunters will place large irontooth traps around the area (these are like very large, toothed, jaw-like traps attached by a chain to a metal rod driven deep into the ground). These traps can be quite deadly, so their locations are always noted very carefully, and the traps are brought in once the danger has passed.

Many villages lace the snow around their outskirts with ice bubbles (these are blown like glass bubbles, but use water to create a thin bubble of ice). These bubbles are spread throughout an area in the shape of a ring at least 10 feet wide surrounding the entire village, broken only by occasional pathways that only the villagers know. Anyone walking into this ring breaks at least one bubble, and the sharp crack(s) produced alert the nearby village. Villages in the interior rarely bother with sentries, preferring ice bubble traps and other hazards to alert everyone at once and trusting in their neighbors to keep larger threats away.

In times of war the village mobilizes, and patrols are established to protect them from attack. Those tribes who live along the borders of the Nation also maintain roving patrols. These are usually bands of younger men, who simply travel along the outskirts of their village's area, watching for any strangers or other threats.

Hidden Spiked Pit Trap (20 ft. deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 25); Disable Device (n/a). *Note:* This trap is only triggered by creatures weighing at least 80 pounds. Any creature gains a +1 circumstance bonus to its Reflex save for every 5 pounds by which its total weight (with gear) is less than 120 pounds. For creatures with a Face larger than 5 ft. by 5 ft., divide their total weight by the number of squares they occupy before determining whether they trigger the trap.

Slide Trap: CR 1; no attack roll necessary (no damage; see note); Reflex save (DC 22) avoids; Search (DC 20); Disable Device (20). *Note:* The victim of this trap simply slides along a prearranged course determined by the maker of the trap. A character with ice picks or some other spiked or piercing weapon or gear at hand may make a Climb check (DC 20) to halt his sliding; a failure by 5 or more means the equipment used is torn from his grasp unless attached to his person in some way. Characters with armor spikes or creatures with natural spines or the like gain a +10 circumstance bonus to the climb check. A Slide trap is often linked to another more dangerous type of trap at the end of its run; the EL of the combined trap(s) should be calculated accordingly.

Snare Trap: CR 1; no attack roll necessary (no damage; see note); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 15); Break (DC 23). *Note:* The victim is considered *entangled* (*EverQuest: Game Master's Guide*, p. 44) and cannot move more than 10 feet from the pole used to anchor the cord. The cord itself has Hardness 1 and 4 hp; it is vulnerable only to slashing damage (or, of course, certain energy-based attacks). A snare trap is often linked to a pit trap, the pole embedded into the side of the pit so that the suspended creature must make an Escape Artist check (DC 20) or somehow cut itself free to get clear of the snare before it can climb out of the pit; a hanging creature must first be able to get leverage somehow before it can attempt a Break check to get free. The combined snare/pit trap has a CR of 3.

Falling Net Trap: CR 1; +5 melee (grapple; see note); Search (DC 25); Disable Device (20). *Note:* Creatures in a 10-foot square are grappled by the net: Treat this as a grappling attack made by a Large creature with an 18 Strength.

Irontooth Trap: CR 6; +20 melee (3d6+4/x3, plus bleeding); Search (DC 20); Disable Device (15); Break (DC 26). *Note:* The victim is considered *entangled* (*EverQuest: Game Master's Guide*, p. 44) and cannot move more than 5 feet from the metal rod used to anchor the trap. Additionally, the creature trapped must make a Fortitude save (DC 10 + initial damage taken) every minute or lose 1 hp from bleeding. The trap itself has Hardness 10 and 20 hp.

Ice Bubble Trap: CR 1/2; no attack roll necessary (no damage; see note); Reflex save (DC 20) avoids; Search (DC 25); Disable Device (20). *Note:* When "set off," this trap causes a sharp retort that can be heard clearly by all hearing creatures within 300 yards, unless some other loud noise happens to mask the sound. A successful Reflex save avoids this sharp sound, but a character moving through a square trapped with ice bubbles suffers a –10 penalty to Sneak checks in any case. A successful Disable Device check indicates that the character has cleared one 5-ft. square of all ice bubbles.

Communications

Barbarian villages communicate with one another in several ways. The first, of course, is by messenger. As well, skalds often travel to neighboring villages to trade information, and they sometimes accompany other villagers with goods to trade as well. Young men (or occasionally women), particularly skalds or warriors in training who have not yet settled down, may be sent on a tour of the tribe's villages; these energetic young folk are also used to carry messages from place to place in the process.

When a messenger cannot be sent for some reason, a village resorts to other methods. The most common is the smoke signal. Each village has a stone-lined fire pit behind the chieftain's tent, and this can be used to send signals to the other villages nearby. The tribes all use the same smoke signs, so any Northman can read the signals provided the sky is clear enough for the smoke to be seen.

Another method for sending messages is to use animals. Falcons and hawks are best for this, but occasionally a snow cat, owl, dog, or even a hare can be trained by a competent beastlord or skilled shaman to take messages to a particular location and then return home.

Some shamans can use spirits to communicate with one another over a distance, and thus handle many of the daily

messages between their villages. In times of crisis, they can contact one another quickly, and can sometimes even make travel between the locations more rapid.

Finally, the guard towers along the border use flashes of light instead of smoke signals. These are created with large, polished metal shields and a bright light like a hot flame or a small lantern. The advantage of a light signal is that, unlike a smoke signal, it travels parallel to the ground instead of upward, so unless people are looking in the right direction they won't see it at all. This allows for a more private message system. The disadvantage, of course, is the same — if the intended recipient isn't looking in the right direction at the right time, he won't get the message either. Since most Northmen know where the guard towers stand, they can look for their signals without any problem.

Travel

The easiest way to travel between two villages is to go overland using snowshoes or skis, or to take a boat if the two villages are both along the coast. All Northmen are proficient with snowshoes and skis — many were skiing before they learned to run. Those who live along the coast also learn to use boats, ranging from longboats with a large crew to one-man kayaks. For messengers, the kayak is far more useful; this small, lightweight boat is made from sealskin stretched across a wooden or bone frame, and it can be carried on the back as easily as a large shield or a loaded backpack. Sailboats are not used along the coast due to the strong winds and dangerous rocks, but in need, conceivably, a messenger could risk one.

If speed is important, the messenger may use a sled pulled by a dog team. Dog sleds are common in the Northlands, and can move through the snow at several times the speed of a running man.

Ice Roads

The Northmen have another method of travel between some places, one they use only in emergencies — the Ice Roads. For years now, each village carver has worked at digging paths deep through the ice near the village, leading towards similar passageways constructed by the carvers of other villages nearby. These paths are often 10 or more feet under the ice, sometimes even carved through dirt or rock where necessary. The Ice Roads have been under construction for decades now in some places, and many are complete. The passages all enter and exit near one another, so that a messenger can take the Ice Road from one village to the next, surface briefly, and then dive into the next tunnel and continue on his journey.

These tunnels are seldom used except when travel or communication is required during times of dangerous weather conditions, for although they are generally quite safe and very well-concealed, they have no other exit or entrance. Further, even for a typical Northman they are cold, being surrounded on all sides by ice: A character in normal clothes traveling via the Ice Roads must make a Fortitude save (DC 15, +1 per previous check) every 10 minutes, taking 1d6 points of [cold] subdual damage with each failed save. The Wilderness Lore skill is of no assistance in making these saves, but characters wearing appropriate clothing for cold-weather survival need only save once every hour.

The entrances to a village's Ice Roads are taught to every member of the village, but not to others — even a messenger from a neighboring village in the same tribe will have to ask for the location of the next Ice Road if he's not traveled it before, and the entrances are always watched so that no one can exit without notice.

The Ice Roads are being created partially as a messenger system, partially as an escape system, and partially as one piece of a last-ditch national defense, which has, thankfully, never been tested. If the entire Northlands are overrun, every member of the village has been trained to enter the Ice Roads with as much food and drink as can be carried. Then, the shamans will set off a series of avalanches and storms, burying the entire nation in deep snow, and the people will simply wait until the invaders have gone — whether due to hunger, thirst, cold, or boredom — before resurfacing.

Laws

Most strangers believe the Northern Nation to be a land of savages, where the barbarians have no laws beyond the most basic natural law of survival. This could not be further from the truth, as those who befriend Northmen soon discover. The Northmen are an extremely honorable race, and believe strongly in the principles of justice, respect, and good conduct. As such, they have a variety of rules which every Northman observes, no matter his tribe or village.

Guest-Right: One of the oldest and strongest laws in the North is that of guest-right. When a Northman accepts a person into his home, that person becomes his guest. The Northman and his family then assume the responsibility of *hosting*, which means not only providing food and drink, shelter and entertainment, as much as can be offered at the time, but also protection from harm. A Northman host will lay down his own life to defend his guest, even if that guest is in the wrong. Legends tell of a Northman named Karl Ignarson who accepted another man, Rolf McLain, into his home; McLain, although Ignarson did not know it at first, had just murdered his own brother. Not only did Ignarson not attack McLain himself, but he actually died defending the murderer from other villagers who had come to punish him for the crime. In order to prevent guest-right from being used as a permanent shelter, a host is only required to accept a guest for three nights. After the third night, the host is free to cast the guest from his home (although this would only happen in the rarest of circumstances). Once beyond the door, the guest is no longer legally under the host's protection.

Blade-Right: Another ancient and still potent law is that of blade-right. Any Northman, and by extension any respected opponent, must be allowed access to a blade before his death. This does not necessarily mean that no one can be killed without fair combat. For instance, stories are still told of Edmund the Sly, who snuck into another man's home, tossed a small wood-carving knife on the man's chest, and then promptly ran him through. However, most Northmen abide by this law more equably, and will offer their opponent at least a dagger for defense. A corollary of this law means that Northmen cannot kill sleeping or bound opponents — the notion of "access to a blade" includes being awake and aware enough to draw the blade, as well as having one's hands free to do so. This latter

provision, of course, is rather more easily overlooked than the principle article of *blade-right*, and, as in the case of Edmund the Sly, has been abused in the past.

The Bond of Secrecy: The Northern law that carries the harshest penalty for violators is the bond of secrecy. No Northman can ever tell any non-Northman anything about the nation's defenses, including but not limited to such things as the watch towers, their light signals, the Trench, the Slides, the smoke signals, and the Ice Roads. A Northman also cannot reveal the underground portion of any village, even his own, unless he is prepared to stake his own life and reputation on the honor and discretion of the visitor. The Northmen have worked very hard to keep their true lives hidden from others, and every member of the race is taught from birth not to reveal those secrets to anyone outside the nation, barring only those people sworn as blood-brothers and honorary Northmen. Of course, some outsiders have realized that the barbarians are not as simple and crude as they seem, but the Northmen do their best not to prove such wild notions.

Lesser Laws: The Northern Nation does not have laws regarding money, since it rarely bothers with such things, or about taxes, since none exist. But there are laws for granting right of way to one's elders (required unless the younger person bears news of urgent importance, or is, for instance, shepherding a pregnant woman or an injured person in need of immediate medical attention); for fishing and hunting only in one's own (or one's tribe's own) territory; for kenneling one's dogs properly (so they don't howl all night or get loose and tear apart someone else's hut); for sharing food and drink (also required by convention, unless there is only enough for one person to survive and it is imperative that at least one return with vital materials or information); and other social niceties (GM's discretion).

Society

Within their villages, the Northmen do lead relatively simple lives. They hunt and fish for food and (during the few warmer months in more temperate regions, such as along the coast) grow whatever crops can survive. Craftsfolk create objects and clothing and other useful items. Everyone within the village shares — food is gathered for everyone and parceled out evenly to all. If someone needs a blanket or a new cloak or a new chair, they ask the proper craftspeople and receive it quickly. The craftsperson always has the right to say no if she feels the new item or material is not warranted, and disputes of this nature are always settled by both the chieftain and the shaman.

Money is not used in villages, nor is barter — villagers are treated as extended family, and it is inappropriate to haggle with a family member over something he or she needs. Some people are called upon for services more often than others, but the latter tend to provide more involved services. For example, a carver may only be summoned once by a new family to build their home, and then a few more times over the next two decades to effect minor repairs, but that does not make the crafter's work any less valuable than a dozen blankets or two dozen pairs of pants.

Most Northmen rise with the dawn to begin their day. Hunting and fishing require hours of preparation and care, and the villagers either form hunting parties or travel together for a distance and then split apart so that each can hunt alone but close enough to come to one another's aid at need. Children also rise early and perform various chores around the house, such as cleaning out the ashes from the fire and washing out the dishes from the morning meal. Most Northmen carry lunch with them, rather than return home for it, and an extended trip may require packing dinner as well. If not, they return home for dinner, which is usually taken around the fire in the family's underground common room. After the meal, the Northmen usually gather in larger groups, either in the home of their chieftain or that of their skald. Children are given lessons, while the adults trade stories or play games or work on hobbies like woodcarving or painting. Some nights, a skald recites an ancient tale or sings a song to children and adults both. Still, everyone tends to turn in early, except for the shaman who may stay up late to perform magic or communicate with spirits.

Most nights, the Northmen (men and women) drink mead or vodka. Beer is difficult to get in the North, as is wine, but bees can be kept along the coast and near the southern edge of the nation for producing mead, and certain hardy grains can be grown there as well for making vodka. Elsewhere, vodka is made from potatoes grown in special pots of earth and transplanted outdoors in the warmer months.

It is true that Northmen have little use for reading and writing or for conventional philosophy, but this does not mean they are all mindless brutes who only enjoy drink. Northern villages are full of music and art, and most Northmen can play at least one instrument (the flute is common, as are the drum and the harp). Throughout most of the year, but more often in the dead of winter, the village often gathers for impromptu musical performances, as the villagers take turns on their instruments or singing. Those not performing dance to the music. Many Northmen can paint or sculpt, and each home is adorned with carven statues, tapestries, paintings, and beautiful furniture. Perhaps most surprising to outsiders, however, would be the Northmen's tendency to spend hours debating subjects such as law and religion and nature. Not every Northman dwells on these subjects, but enough do that at least one large debate is likely to occur during any given week, and these discussions can last for hours and range across a variety of topics. Northmen simply are not comfortable revealing these thoughts to anyone outside their own village.

Of course, the barbarian race is a very physical one, so many of their entertainments are equally physical in nature. Foot races are common, as are swimming races for those who live by the water, and dog sled races are held regularly. Wrestling and unarmed combat occur almost nightly, both as a way of staying warm and a method of working out aggressions — plus, this is considered a good form of training for the young. Weapons practice is often held, although this is taken more seriously and usually involves wooden replicas with blunt edges. Eating and drinking contests are also common, provided the village has enough extra food to afford such displays of gluttony.

Customs

The Northmen have a variety of local customs and practices, some of which began for practical reasons and have since become highly ritualized, and others which cannot be so easily explained. Many of their practices derive from the harsh weather and the fact that daily life is

largely conducted indoors and below ground, while others have evolved at least in part from the Northmen's direct, physical approach to most problems.

Apprenticeship: Barbarian children live at home with their parents, do chores around the house, and are taught in the evening by the skalds and sometimes by the shamans. As they learn to walk and talk, the parents and the skalds pay close attention to each child, noting the child's strengths and skills as well as his or her interests. Children who like numbers and stories may become skalds. Those who express an interest in spirits and an aptitude for magic could become shamans. Others who show patience and a love of the outdoors might become hunters or fishers, or perhaps even beastlords.

After a few years, but generally before the child's eighth birthday, a child's parents meet with the chieftain and the skalds to discuss the child's future. They look for an occupation that suits the child, but also for one that will aid the village — not everyone can become a skald, and no village needs a dozen carvers. Once the decision is made, the child is summoned and told of her future occupation. Then, within the next year, the child begins her apprenticeship.

The child continues to perform her daily chores, but once those are over she goes to her mentor to learn the arts of her new occupation. At first the child only watches, but eventually she is allowed to ask questions and even to take part in basic tasks. The mentor is responsible for teaching the child all about the craft, and for preparing the child as well. Hunters and fishers need patience and the ability to stay physically still for long periods, plus an understanding of their prey. Carvers need strong hands, sharp eyes, and a deep appreciation of their materials. Most children spend years doing training exercises that may seem pointless at the time, like gripping a stick tightly and then releasing it, but which eventually prove to have helped prepare them for their tasks (the gripping and releasing strengthens the hands).

Virtually all barbarian children receive at least some training in weapons and combat, and all but the most inept or unlucky get basic training in fishing, hunting, and tracking. Most learn to sing and dance in the evenings, and many also learn to play some instrument from an elder who has mastered that particular skill. A child is considered an apprentice until being declared an adult by the chieftain.

Adulthood: Most Northmen become adults at the age of fourteen. At this time, the chieftain declares them a full member of the tribe and a great feast is held in the village — all of the children who come of age in the same year are declared at once, so the feast is an annual event. As adults, they are now expected to handle their share of their trade, although in practice most continue to work with their mentors and even to live at home for another few years. Adults are no longer required to do the household chores, which are handed to any children still at home; if a household has no more children, the tasks are shared between all the adults of the household as befits each member's skills and abilities. Northmen are not allowed to braid their hair (and, for men, their beards) until they become adults.

Wanderlust: Once he has been declared an adult, a Northman is free to leave his village if he chooses. Other villages within the same tribe might accept him, particularly if his trade is in short supply there, and in this way villages often trade carvers, shamans, skalds, or other craftsfolk, as well as keeping their tribal ties strong through intermarriage. People from a different tribe are only accepted by marriage or if the other tribe was massacred (rumors claim that some Ravens actually became Hawks, and if this is true, then some barbarians might conceivably still claim descent from that extinct tribe).

However, many Northerners who leave their homes go not just to another village but to the outside world, beyond the Northlands altogether. This practice is not frowned upon — actually, most villages encourage their new adults to travel a bit. This seems unlikely, as reason would dictate that allowing warriors to leave must, of necessity, weaken the village. However, the loss of one or two or even a handful of relatively untried swords at any given time is not a matter of great concern to the Northmen, and in any case this practice keeps the village from becoming crowded. It also gives the young adult a chance to see the world, thereby gaining experience and knowledge before coming home again. A surprising number of Northerners do return home, despite the many dangers of Norrath, although the return often takes at least several years — the youths explore other cities and even other continents, learn new trades, gain new scars, and generally become wiser and more capable.

While out in the world, a Northman always remembers and honors his village and his tribe, knowing that his every action reflects upon his folk — he must always strive to bring honor to his people as well as to himself. Some seek to do this by gaining great wealth, while others are more interested in reputation or in martial prowess. Eventually, tiring of the crowding and the dirt, the heat and the distrust, most Northmen travel back to their villages, hang up their swords and knives and other traveling gear, and settle down again. This also means that many adult villagers know very well how to fight for their lives, having learned a few tricks during their own Wanderlust, which makes the village defenses that much more formidable.

Weddings: Northmen do not believe in forcing people to marry. Villages are small, and young people often have dalliances while growing up, but no one can form a permanent bond before adulthood. After that point, casual romances are still allowed, provided both parties are willing. A more permanent arrangement is made when the couple decides to live together, with their families' blessing. This means that they both move into the woman's family's house. If the couple becomes pregnant or stays together a year, they are considered to be married, although most often they undergo a formal marriage ceremony at that time. Marriages are performed by the shaman, who invokes the blessing of the Tribunal, and the chieftain, who declares the couple wed in the eyes of the village and the tribe. Weddings are of course an excuse for a large feast for which the entire village provides the food and drink.

A married couple can never be separated by the will of the village — if half of the population is sent to form a new village, both must go or neither. This is the only special consideration given to married couples, however. Both members are still expected to handle their share of tasks about the village, and since all food and items are shared equally, they do not get a larger or smaller portion than before.

Weddings can occur between people from different villages, and this is sometimes encouraged to keep villages from becoming stagnant and inbred. Villagers often meet their neighbors, either while trading or while hunting and fishing,

and every few years it is common for a village to invite one of its neighboring communities for one of the major festivals. Since the neighboring villages are part of the same tribe, they are considered to be distant cousins, and thus marriages between the two are perfectly acceptable.

Children: When a married woman becomes pregnant with her first child, the couple go to the chieftain. The carver is then asked to build a home for the expectant couple so that they will have room for their new family. Sometimes, if either partner's parent lives alone (for example, if the other parent died and there are no other children) the couple will not require a new home for themselves. Children are considered a great blessing, both for the parents and for the village, and the expectant mother is offered many gifts and luxuries as the pregnancy nears term. For the first month after the baby is born, the mother is not expected to work, instead staying home to tend the babe. Following that time, she returns to work, but either carries the baby with her, leaves it home with its father, or asks another woman (usually her mother or mother-in-law, or another female relative who works at home) to care for it during the day.

Funerals: When a villager dies, the entire village mourns. If the villager was married or had children, the spouse and children are visited and condolences are offered. A great feast is held behind the chieftain's hut and around the firepit, where the deceased lays in his best clothes. Then the fire is lit, and the deceased is burned to ashes. Northmen are not superstitious about the dead, and have no qualms about discussing a dead friend or family member by name. Often at night they will reminisce about lost friends and family, remembering their deeds and words, and in this way they keep those people alive. Given the prominence of shamanism among the Northmen, it is widely believed that the dead still exist among the living as spirits, visible only to a select few.

If a deceased villager had a house and no immediate relatives, the home is given to any young couple that needs it. If no one currently needs a new home, it is left vacant until someone does, and cleaned occasionally by other villagers to keep the home in good shape. Any equipment or tools are given to the villager's apprentice or family, or are simply held by the chieftain until someone needs them. If a villager had no immediate family and no apprentice, his belongings are divided up among the other villagers so that everyone may have something to remember him by.

Festivals

Northmen love to celebrate, throwing feasts whenever they have the chance (and the resources). Weddings, births, funerals, and adulthood ceremonies are all well-established reasons for feasting, but barbarians commonly hold feasts at both the start and end of the hunting or fishing season, again when crops are harvested (in more southerly or coastal areas), and whenever a wandering youth returns or a fellow tribesman visits. They don't have many religious holidays, however, nor many festivals celebrating historic events. In fact, there are only two.

The first is Dugan's Day, the anniversary of that day when Dugan the Golden was supposedly crowned King of the North by the Marr twins, thereby uniting the tribes into the Northern Nation. The second is Giantdearth, which celebrates the day that Burke Wingfoot and the assembled tribes finally felled the last of their ice giant masters and freed the Nation again. These two festivals are full-day events, during which no one works. Everyone drinks a great deal, and the village is filled with music, dance, and numerous competitions and games. Prizes are often given to the winners of each competition — on Giantdearth the highlight is the Race, which includes running, swimming, and sledding, and the winner is declared Wingfoot for the year. Sometimes, Giantdearth is celebrated by two or more villages that come together for several days of feasting and competing.

Clothing

Northerners are raised in the intense cold and learn to endure it, but that doesn't mean taking foolish risks. Their clothing is made from animal skins, often with the fur still attached for warmth. Most Northmen wear leather leggings or trousers, thick boots with the fur inside (for warmth and comfort, and because the outer surface is thus more waterproof), a leather tunic, and a thick fur coat with a lined fur hood. Some prefer cloaks instead of coats, particularly in the southern region — the cloak is easier to sweep back in warmer weather, but can be drawn in for added warmth. They also wear fur-lined gloves or mittens, depending on whether they need their fingers while outside.

Most people assume Northern clothing is boring and ordinary. After all, how much can one really do with fur? The answer, perhaps surprisingly, is that the Northmen can do a lot with it. Stitching is an artform among them, for one thing, and a competent stitcher can make clothes that actually tell stories, with decorative borders and designs as detailed as any painting or tapestry. Some garments are made of a single piece of leather while others are patched

Scars and Tattoos

The Northlands is a harsh place to live, and most Northmen do dangerous things like hunting polar bears or whales on a regular basis. Because of this, many northerners bear fierce scars. Far from hiding these marks, the northerners tend to show them with pride, for each scar carries a story — the more heroic the story, the prouder the owner of the scar. In some tribes, the barbarians practice deliberate scarring, marking themselves as they become adults and also whenever they accomplish a significant task or life event. The Hawk tribe is particularly well known for this, and other Northerners can usually tell whether a Hawk is married and has children or has survived any raids by the number and style of slashes and marks on the upper arm.

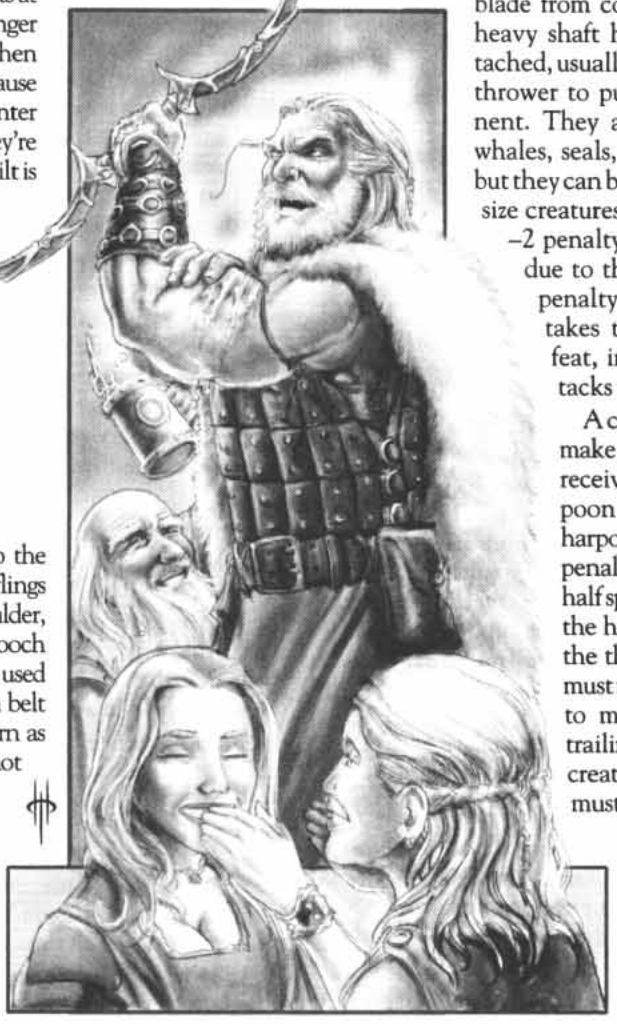
Northerners who return after time in the distant south usually sit and tell their village about each new scar in turn. This is a way of proving their deeds, and an experienced warrior can take weeks to relate the full tale of his experiences abroad.

All villages also practice tattooing, inscribing colorful lines and designs into their faces, arms, and chests. These are most often red or blue, and the marks show not only the bearer's tribe but also his occupation, marital and parental status, and any other major events.

Of course, most outsiders cannot read the scars and colorful marks, generally seeing them merely as a barbaric form of self-mutilation.

together — not because the maker ran out of material but to highlight the contrast between different colors and even different textures. Fur can be used for edging, like on the cuff of a coat, in which case the colors are carefully chosen to match the rest of the garment. The Northmen sometimes wear brightly-colored inner shirts or light inner jackets decorated with elaborate beadwork and stitching. At home, they take off their heavy outer coats and cloaks to reveal these colorful and attractive garments.

The Northern kilt is easily recognizable anywhere in Antonica, and even on some of the other continents. Most people believe this is what Northmen wear all the time. They're generally wrong, though. Even though kilts are surprisingly warm and durable, to wear them instead of leggings in sub-zero weather would be suicide unless the wearer is truly a hardy paragon of his race. Most Northmen wear their kilts at home or for special occasions. Younger Northmen often dress in kilts when leaving the Northlands, both because they do not need their heavier winter gear down south and because they're proud to show their heritage. Each kilt is made of at least six yards of thick wool, dyed to a particular design. Traditionally, the kilt is put on by laying it out on the ground, lying down on top of it at one end, and then rolling over and over so that it wraps solidly around the body from the waist to the knees. Then one stands back up and flings the rest of the kilt over one shoulder, fastening it to his or her side with a brooch or pin. The hanging portion is often used as a pouch to store items, though a belt with an actual pouch is usually worn as well. Women usually, although not always, wear a light, loose-fitting shirt with the kilt as well.



Equipment

Most Northmen train with at least the sword, the hammer, or the axe, and frequently with two or three of those weapons. Northmen never leave home without a weapon, at least a long dagger and a light axe for throwing, and they never leave their village without a larger weapon. This isn't paranoia — animals and other monsters are common in the Northlands, and it's not unusual for a hunter to encounter a bear or a snow leopard or even an ice goblin. Some Northmen use bows, but most prefer throwing spears or harpoons, which they can use to good advantage with their great strength.

Aside from weapons, a Northman often carries snowshoes or skis, and is never without his drinking horn, a packet of dried food, flint and tinder, fishing line and hooks, cord for snare traps, and a scoop-pick (see New Equipment below). These are all tied to the belt or stuck in a belt pouch, worn outside the jacket, except for the snowshoes and the scoop-pick. When not in use the snowshoes are slung across the back, and the scoop-pick is also worn on the back and tied across the chest with a thin cord.

New Weapon: Harpoon

Large Martial, Ranged

The harpoon is a broad-bladed throwing spear with reverse-facing barbs or points to prevent the blade from coming free of the wound. The heavy shaft has a trailing rope or cord attached, usually 30 feet in length, allowing the thrower to pull and control a struck opponent. They are primarily used in hunting whales, seals, and other large sea creatures, but they can be used on land as well. Medium-size creatures other than barbarians suffer a –2 penalty to attack rolls with harpoons due to their great size and weight; this penalty can be negated if the creature takes the Weapon Focus (harpoon) feat, in place of the +1 bonus to attacks normally provided by that feat.

A creature struck by a harpoon must make a Reflex save (DC 10 + damage received) to avoid having the harpoon lodged in itself. A creature harpooned in this way suffers a –2 penalty to Dexterity; it moves only half speed and cannot run or charge. If the harpoon's trailing rope is held by the thrower, the harpooned creature must make an opposed Strength check to move beyond the limits of the trailing rope's length. A harpooned creature that attempts to cast a spell must first make a Channeling check (DC 15) or the spell fails.

The harpoon can be pulled forcibly from the wound with a Strength check (DC 15), but doing so deals an amount of damage equal to that from the initial harpoon blow to the harpooned creature. Alternately, a Heal check (DC 15) can be used to remove the harpoon for only half this amount of damage, but this takes 1 full minute.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Delay
Harpoon	15 gp	1d12	x3	20 ft.	10 lb	Throwing (piercing)	Slow

New Equipment

Scoop-Pick: This item is a sturdy 8- to 9-foot-long pole with a wide-mouthed shovel at one end, used for scooping snow out of the way or for digging free from a sudden storm, and a short, sharp pick on the other end for chipping away at ice and for testing the ground ahead as one walks. A character using a scoop-pick's pointed head to check the ground ahead moves only half-speed, but gains a +2 bonus to Search checks to find traps or crevasses hidden beneath the snow. The pointed end can also be used as a makeshift spear in melee, dealing damage as a javelin.

Cost: 3 gp; *Weight:* 9 lbs.

Skis: Long, narrow wooden boards with a slightly upturned front, skis are worn on the feet to facilitate fast movement through the snow over great distances. They are lashed to the front of the boot by simple straps, allowing the heel to rise in a running motion, while the arms propel the skier by using poles or sticks to dig into the snow and push backwards. Most Northmen use their scoop-pick in one hand and a spear or harpoon in the other as their "ski poles." When traveling downhill, one uses a pole or staff (or the scoop-pick) nestled between the legs and trailing out behind, much like a child on a hobby-horse, to steer (by pushing the pole to one side or the other) or to brake (by pulling up on the forward end and thus digging the aft end deeper into the snowy ground).

When traveling on skis, a character may move her normal speed through snow on level ground (as opposed to half speed while trudging). She may move 1.5 times her base speed downhill, but can only turn up to 20 degrees in a single round, and stopping safely while going downhill takes 2 full rounds: the character slows to two-thirds base speed in the 1st round, one-third in the 2nd round, and stops at the beginning of the 3rd round. It is possible to double-move or run while wearing skis, although encumbrance and armor affect movement normally. Using skis is no faster than walking when traveling uphill. It requires 2 full rounds to don a pair of skis and 1 full round to doff them.

Fighting while on skis imposes a –2 circumstance penalty to the wearer's attack rolls. Also, as with wearing armor, wearing skis imposes a maximum Dexterity bonus limit to AC (in this case, +1).

Cost: 9 gp; *Weight:* 10 lbs.

Snow Shoes: Snow shoes are large, flat, teardrop- or oval-shaped wooden or bone frames covered in a mesh of hide strips. Like skis, they are typically lashed to one's boots by hide straps or cords. Snow shoes are usually crafted for a specific individual, and are roughly two-thirds as long as the wearer is tall. The wearer may move at two-thirds his normal speed across the top of the snow (as opposed to half speed while trudging), since the shoes distribute his weight across a considerably larger area so that he sinks only a few inches into even the lightest, downiest snow. The wearer cannot run while wearing snow shoes. It requires 2 full rounds to don a pair of snow shoes and 1 full round to doff them.

A character fighting while wearing snow shoes suffers a –1 circumstance penalty to attack rolls. Also, as with wearing armor, wearing skis imposes a maximum Dexterity bonus limit of +3 to AC.

Cost: 4 gp; *Weight:* 8 lbs.

Currency

Northerners do not use currency within their own village, but merely request what they need or want and provide whatever another villager requests from them. For trade with other villages, they generally barter goods. Sometimes, however, another village will not have what they want or need yet, so a *chit* will be provided instead. The local skald and the skald of the visiting traders meet, and both listen to the terms arranged ("I am providing these three wolf pelts, and in exchange I get a small whale-bone table and a quart of whale oil") so that both sides can verify the trade. Then the chit is given to the Northerner still waiting for payment. Once the item is ready, the chit is returned, again in the presence of both skalds, so that everyone knows the debt has been paid.

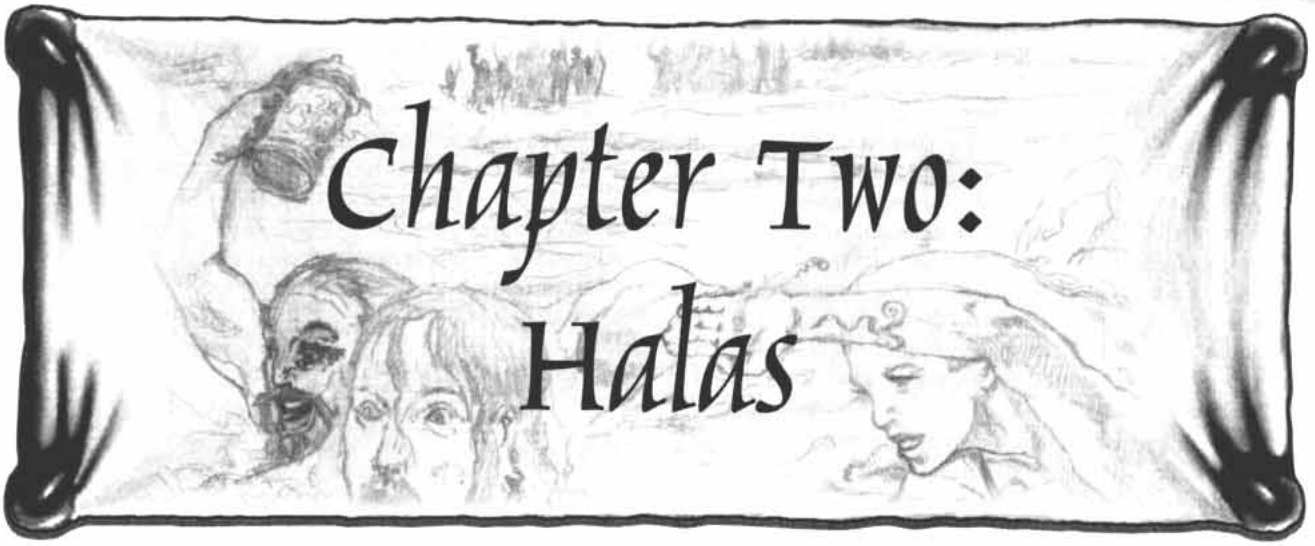
These chits are always made of mammoth-bone or ivory and carved with the villager's personal mark. Each adult villager carries several chits, usually on a necklace or bracelet (or sometimes an earring), so he can buy something and use the chit as a mark of future payment. It is considered dishonorable to let a chit stand unpaid for more than a month, unless a longer period was established at the time of the trade.

When dealing with foreigners, Northmen do use gold and other coins. The village chieftain keeps any coins the village has obtained, and gives them to villagers who are leaving to trade with foreigners. These coins may also be given to youths who leave the village, though it is expected that, whenever they return, they will bring back something of equal or greater value (either more coins or some goods from another land).

Religion

Most Northmen worship the Tribunal, or at least believe in them as an ideal. The Six Hammers embody justice, which all Northmen consider a worthy concept. In general, however, Northmen do not bother much with religion. Their shamans handle the village's connection to the gods and to any spirits, leaving the other barbarians to live their lives in the physical world from day to day. Some would take this to mean that most Northmen are agnostics, but that is not the case. They believe in the gods because their shamans assure them these deities exist and the shamans are respected and trusted. They technically worship the Tribunal, in that their shamans worship those deities and assure the villagers that the Tribunal favors them. But Northmen do not stand on ceremony, and see no reason to speak directly to their gods. The shaman can handle that aspect of life, being entrusted with the spiritual well-being of every villager. This makes life simpler for everyone — the villagers know of their gods and know that those gods are being properly appeased, while the shaman knows his villagers have given him full permission to speak and pray on their behalf.

Northmen who have traveled into the world sometimes become more religious, or at least handle their religious duties personally — once away from the village they cannot expect the village shaman to pray for them, so they must pray themselves if they wish to retain the Tribunal's favor. A handful turn to other gods, usually either the Warlord (Rallos Zek) or the King of Thieves (Bristlebane), depending on their chosen profession.



Chapter Two: Halas

The only true city in the Northern Nation, Halas can be found almost exactly in the center of the northern coastline. It sits in a secluded valley extending out from the Everfrost Peaks so that the mountains rear up to provide cover on north, west, and east. To the south lies Loch Lir, upon whose banks Halas is built.

Most non-Northerners believe Halas is the seat of the barbarians' government. This is not true, of course, since the Northern Nation has no monarch or centralized system of rulership. But Halas is a focus for the Nation, and it provides a place for travelers to meet and trade.

History

It is impossible to discuss the history of Halas without mentioning its predecessor, Dun Lir. The former capital of the Northern Nation and home of the King of the North, Dun Lir stood for centuries in the valley north of the lake from which it took its name. Legends claim that the Marr twins themselves carved the valley and then showed it to Dugan the Golden, the first King of the North. This would explain why the valley is almost precisely in the middle of the coastline, and why no other valleys exist in the Everfrost Peaks.

Over time, Dun Lir grew larger, with the palace becoming more ornate and other buildings sprouting around it. By the time of Killian Blood-Axe, it had become a true city, with a defensive wall along the front and over two dozen permanent buildings inside. Killian insisted that his palace stand higher than the rest, however, and ordered every mason and carver in the area to expand the building — when Connall arrived to battle the dread tyrant, the palace was close to 200 feet high and boasted twelve stories and several hundred rooms. After Killian's death and Connall's departure, the council of elders had the building torn back down to three stories and then used the palace as their own meeting house. King Ian Malcomson eventually claimed the building along with the throne, though, and it became the residence of the king once again.

When the ice giants attacked Dun Lir, they did so by the simple expedient of climbing the Everfrost Peaks, clambering up the cliffs surrounding the city, and then hurling boulders down onto it from high above. Most of the buildings were flattened by this onslaught, and the few that remained were shattered by the giants after they had slain the king and his family. Dun Lir was torn down, and the giants spread a fresh layer of dirt and gravel across the ruins to bury them forever. The giants then claimed the valley for themselves, erecting their own crude stone keep on the site. From that location the ice giant king controlled the land and sent orders to his local lords, who each built their own keeps at the center of their territories.

Halas itself did not come into being until two decades after the giants were defeated. Burke Wingfoot's suggestion that the barbarians should not centralize again had been taken to heart, and the tribal chiefs agreed to stay in their own areas, appointing chieftains to rule each of their villages. Loch Lir was closest to the Otter and Hare tribes, but neither claimed the valley, so it lay empty. Then a young Bear shaman named Bran had a vision. He claimed that the Tribunal had visited his dreams, and told him that the time had come to found a new village on the shores of Loch Lir. But this would be no ordinary village, and it would belong to no single tribe. Bran left his own village and traveled into Mammoth territory, and there he found a carver named Willem who had dreamed a similar dream. The two left together, traveling around the Northlands, and in each tribe's area they found at least one other visited by the same dreams. Finally they reached Loch Lir — and now there were two dozen of them, including another shaman, two skalds, and several carvers.

At first, the Otter and Hare tribes protested, but after all, one of the settlers had come from those tribes, and, in any case, several shamans within those tribes began to have dreams of their own confirming Bran's quest. Within a short time, the group was allowed to settle at Loch Lir. The ground proved difficult to carve, with its layers of stone and gravel, but once the surface had been breached the carvers discovered an amazing thing — many of the cellars of Dun Lir had survived, buried beneath the rubble, and these were expanded and transformed into the usual underground dwellings. This might have been the extent of the new village's development, if not for the arrival of the dwarves.

Appearing suddenly from over the mountains, these short, sturdy people descended on the village in what Bran and the others feared was a new invasion. But the dwarves proved to be friendly and curious — they were scouts from

the mining city of Moradhim, which lay in the mountains to the northwest. Moradhim was a recent creation, established by explorers sent from the dwarven kingdom of Kaladim, and they were curious to meet their new neighbors. The Northmen, for their part, quickly found the dwarves to be friendly, hard-working, and honorable, and a fast friendship began between the two peoples. This led to trade, for the dwarves needed meat and drink and were happy to pay for it. Bran and his village did not need money, but this experience made them realize something important — they could not stay isolated forever. Other races would travel into the North again some day, and if the land was found leaderless, then the explorers would claim it for themselves.

Bran consulted with the elders of each tribe, and they all agreed: visiting foreigners must have a place to meet, something on which to focus their attention so that the rest of the Northmen could live in peace. Loch Lir was the obvious choice for such a location, and additional visions among the shamans of the nearby tribes confirmed that this had been the reason for Bran's mission. He and his villagers would found a new city, the meeting point and trading center for their loose Nation. In many ways, this "capital city" was only a diversion, but it would have to at least resemble the capital cities of other nations so that all would recognize its structure and intent.

In this endeavor the dwarves were extremely useful. Experienced travelers, they knew the layouts of several human and elven cities, as well as their own. Further, the dwarves were expert miners and stone carvers, and offered to aid their new friends at the construction of the city in exchange for food, drink, and other necessities. The construction took close to ten years, despite the dwarves' help. With the approval of the tribes, Bran named the new city Halas, which, interestingly, depending on one's intonation and context, can mean either "focus" or "distraction" in the Barbarian tongue.

The Present Day

Halas

Small City, Pop. Approx. 8,500
(Barbarian 91.7%, dwarf 0.1%, Erudite 0.1%, half elf 0.5 %, halfling 0.1%, high elf 0.5%, human 7%)

Rulers: Council of Elders
Gold Piece Limit: 18,000 gp
Assets: 7,500,000 gp
Resources: Mead, furs, weapons, warriors
Militia: 90 Halas Guards; 85 Wolves of the North



Economy

Halas does provide an opportunity for villages from all over the North to trade their goods not only with other villages but also with other nations and even other races. Those who live near the city tend to make monthly or even weekly trips in with their wares, while those who live further out often arrange for someone else to transport their products. Some villages along the coasts have formed a trade cooperative — each month, people from one of the villages carry products to Halas for that village's tribe, rotating in this duty so that none of them has to travel to Halas more than a few times a year. More industrious merchants actually trek out to villages and trade directly for their goods, then bring those goods back to Halas themselves, but this takes time and effort, and many villages refuse to deal with non-Northerners outside of Halas.

The primary exports for Halas are mead, furs, and weapons. Furs are the most popular and the most expensive of these, and fine Halasian fur garments fetch a high price in other cities, particularly those designed for women. Mead is a close second, though, since no one else on Antonica knows how to brew the beverage like the Northmen. Jewelry, winter gear, and wooden and bone implements are also exported on a much smaller scale, but the markets for these items are smaller — most people don't need winter gear except for visits to Halas, Northern jewelry only appeals to certain tastes, and southern markets often have implements and tools similar or superior to those made in the North.

Halas imports primarily grain, vegetables, and fruit, since the Northmen cannot really grow those items themselves. Wine and beer are popular commodities as well, as are fabrics and garments of light, colorful material. Meat and fish are major commodities in Halas itself simply because so many people travel to the city and, of course, need to eat. The valley is not well-situated to provide food, except for fish from Loch Lir, which is at least half-frozen most of the year. Everything else it can get from traders, and many Halas merchants make their living by buying from foreigners, only to sell the items to other Northmen privately.

The city's most valuable trade is not in items, however, but in services. Northmen are renowned for their size, strength, and martial prowess, and people from all over the world hire them as bodyguards and mercenaries. Halas provides a convenient place to find such warriors, and young Northmen who have left their villages often travel to Halas in search of work and of a means to begin their exploration of the world.

Society

Halas is unusual for the North in that it is an actual city rather than a large Northern village. The people of Halas do not all share equally in the city's supplies and wealth, as occurs in Northmen villages — that would reveal too much about the Northern Nation's culture to outsiders. Instead, each person in the city makes money himself, either through his own services and crafts or through selling the services and crafts of others. This money is used to buy lodgings, workspace, food, and any other necessities. People in Halas are not responsible for one another, and each handles his own affairs. However, those who hail from the same tribe often look out for one another's interests in a manner virtually unheard of among other cultures — they just don't do it when foreigners are watching.

Those who have never visited Halas tend to assume that it is a small, dirty town of rough wooden buildings, filled with people who spend all their time drinking and fighting. While many of the city's inhabitants do spend the evening drinking with friends, their days are filled with hard work, and few Northmen get so drunk at night that they lose control of themselves or their tempers. Fights, while frequent, are more along the lines of a civic sport, with men (or, less often, women) facing off for a quick bout and then laughing over a drink together after. The city has no Musicians' Guild, since virtually all Northmen know how to sing and play — in some ways, Halas itself is the music guild, and recitals are frequent in the taverns and from the rooftops of various homes...

Arguably the most powerful men in the city are the skalds, who maintain the records. Every major transaction must have a skald, and often two skalds, for witnesses; the skalds are sworn to recount numbers and incidents accurately. Merchants often hire skalds to handle their accounts, and these skalds are sworn to protect their clients' information at the cost of their own lives. Skalds are not necessarily wealthy themselves, however, although many are, and they are often paid in goods and services rather than money.

Shamans are less important in Halas than among the Northlanders' villages, if only because the city does not need much magical aid, but they are treated with respect nonetheless. Most of the Northmen in Halas came from the villages originally, and they were raised to consider their shamans as one of the two most important men in the village. Shamans maintain the temples of their gods and offer their magic to anyone in need (some charge money, while others ask only that the person give a prayer of thanks to their god). They also officiate at religious ceremonies, and are sometimes asked to witness a transaction if a skald cannot be found — since Northern shamans all follow the Tribunal, they cannot lie about something they have witnessed.

After the skalds and the shamans come the merchant princes. These men usually started as merchants (or inherited a merchant enterprise), but they grew prosperous enough to buy out a business rival or to open a second store. Merchant princes each own several businesses around the city, and have delegated one or more merchants to run each enterprise. Thus, the princes themselves can simply sit back and watch their employees make them more money. These men are the wealthiest in the city, but they do not earn as much respect as do skalds and shamans, for the merchant princes have not sworn any oaths to be lawful and honest. Many Northmen look down on the merchant princes, as the princes do not work themselves but hire others to work for them. To traditionally-minded Northmen, they serve as a reminder of all that the Northerners' culture is not.

Almost equal to the merchant princes in wealth, and beyond them in power and prestige, are the Guildmasters, for each one controls the local guild for their particular profession. Guildmasters are salaried by the guild directly. They can issue orders to any other guild members, which theoretically, and often in practice, gives them immense

power over those of their profession — in the past, some have even ordered their guild to stop working, in order to demonstrate how vital their industry is to the city.

Financially, the merchants are one step below the Guildmasters. These men and women work in stores and markets around the city, buying and selling a variety of goods and services. Merchants do not produce items themselves, but simply find buyers for something they've bought from someone else. Merchants usually make a percentage of each sale, and so they are always busy looking for new customers or looking for new products their customers will want. Some own their own stores, while others work for merchant princes — the latter make less money, but they also do not have to worry so much about maintaining the store or finding money to purchase new product.

Craftsfolk produce their own goods, whether those are clothes, weapons, furniture, or some other good or commodity. These people work with their hands, shaping each piece carefully and precisely. Most sell their wares directly in the marketplace, but some have arrangements with local merchants. Artisans are also craftsfolk, but they generally produce objects for their aesthetic or cultural value, not their practicality. They paint or sculpt, make jewelry or decorate clothing, and their services are often in high demand. There is some animosity between artisans and craftsfolk in Halas, unlike most other cities, for the latter tend to see the former as impractical and sentimental fools who cannot produce anything of "real" value.

The least glamorous job in the city is that of laborer, although even among this seemingly homogenous group there is a division between the "skilled" and the "unskilled." The former have generally learned a profession such as building, while the latter generally haul items from one place to another or perform menial tasks like sweeping the street clean. Young Northmen often take jobs as unskilled laborers while waiting to be hired as warriors.

Local Festivals

The people of Halas celebrate Dugan's Day and Giantdearth (see Chapter One) on the same days as every other Northman. But the city founders decided (perhaps based on stories from the dwarves) that a proper city should have more than two annual celebrations, so several others were manufactured. The first and most important of these is Bran's Day, marking the anniversary of the shaman Bran's first arrival on the shores of Loch Lir. This is considered the start of the city of Halas itself, even though it took more than a decade for Bran and his villagers to transform the valley into a full-fledged city.

The second festival is called Whiteout, and this feast day is held one month into winter (which comes early in the North, of course) in the Council Building. This day celebrates the seasons and the power of nature, as embodied by the hour-long to week-long storms so fierce the sky and ground seem to merge into a seamless field of white. Whiteout is considered the last chance for the entire city to gather together, because after that the weather usually prevents more than small gatherings.

Since Halas is larger than any village and has Northmen from all the tribes as well as some foreigners, births and weddings and other occasions are not cause for a city-wide celebration, as they are in the villages. Still, they are generally large affairs, marked if not attended by most Halasians in the same tribe, and the family in question holds a party for their family and friends to attend. The appointment of a new Council member, however, causes the entire city to spend the night drinking and dancing in his or her honor.

Travelers claim that Halas holds drinking parties every week. Certainly, the taverns encourage drinking competitions in their customers, but the city itself does not get involved in such activities. Other competitions are held annually, however, including the swimming races (in Loch Lir, of course), foot races through the city, rooftop relays (each contestant leaps from one building to another in the next circle, and hands the chain to the next person in line), and the inevitable brawling and weapons contests. These competitions all keep the citizens active and healthy, and in good shape to deal with any outside trouble.

Government

The village along Loch Lir was originally controlled by the shaman Bran, and later by Bran and the chieftain, a man named Drummond. But as the city took shape and it became clear that more people would be necessary to maintain the city, the tribes decided that a single person should not be left in charge. That person would become close to a prince, after all, and it was a very small step from a prince to a king, and then back to the Kingdom of the North once again. The tribal council met, along with Bran and Drummond, and discussed the matter. In the end, it was agreed that Halas should be ruled by a council of elders, much as the tribes themselves were led. Each tribe agreed to supply several people to bolster the city's numbers, and one elder from each tribe agreed to come to Halas among that group. These elders formed the city council, so that each tribe was represented. Drummond, originally from the Whale tribe, represented that people on the council, and Bran took the seat reserved for Bear.

The Council of Elders still follows this structure today. There are fourteen members, one from each tribe. Whenever a Council member retires or dies, that tribe's elders meet and select a replacement. Usually, in the present day, this new council member is already a resident of Halas, but stories are still told of the day when Lars Tharssen arrived in town only a generation ago and claimed the Fox chair, overriding the claims and objections of more than a dozen other Foxes already present. The Council meets once each week. These meetings were originally held in Council members' homes, or in a tavern, but as the city grew larger and more people asked to attend the meetings, the Council decided to relocate to the Council Building. Their meetings are always open to any Northman, though non-Halasians are expected not to speak until all other business is concluded.

The Council handles the daily business of the city. It imposes taxes on its residents, a practice unheard of among the village Northmen, and on its businesses, and it uses those funds to maintain the streets and the city's defenses. Laws are passed, or revised, or even occasionally removed. (For instance, the law stating that any dark elf entering the city could be killed without hesitation was stricken after the first dark elf trading delegation was slaughtered before it could declare its purpose.) Residents can appeal to the

Council for help in solving a dispute, or even to obtain a loan for business purposes (although the Council only grants these funds to Northmen it considers honorable). The Council also reserves the right to approve or deny any request to purchase a building or business or to alter a standing building or build a new one. Finally, the Council is responsible for declaring holidays and festivals, though these are usually proposed by the local shamans and the Council merely approves their suggestions.

Council members receive a small stipend from the city for their work, and also a small apartment within the Council Building. Most use these apartments as offices, however, and maintain a private residence elsewhere. Council members often have other occupations, and are free to pursue these provided they do not show undue favoritism toward others of their own profession. Fortunately, Council matters are always decided by a majority vote, and for the most part the stoic Northern sense of honor motivates most of the Council, even if there are occasional accusations of corruption. Council members do not have to pay taxes to the city, but they are bound by all other laws, the same as any other citizen. A Council member convicted of a major crime will not only face the standard punishment but also be stripped of his office (this has only happened once, when Garrett Belgarum was caught selling homeless or kidnapped barbarian children to the dark elves).

Laws

In Halas, all the laws of the Northern Nation apply. The city has additional laws of its own, however. The most important is that no one can move into, out of, or within Halas without notifying the Council. Outsiders may think this is simply a desire for control, but Northmen know better. Halas was designed to draw the attention — and, if necessary, the attacks — of foreign enemies. In order to do that, it has to be large and attractive enough for them to notice it. Yet, the city cannot become a weak spot for the Nation, and that means that its population has to be carefully controlled. If every master carver in the Northlands were to move to Halas and the city were then destroyed, the Nation itself might never recover.

The law concerning buildings is based upon the same logic. Halas was designed for defense, and that means certain areas and passages and clearances must be maintained. Foreign merchants might grumble when the Council refuses to let them add two more floors to their warehouse, but it is not intended to stop anyone from making money. It is simply that the warehouse roof is part of the city's defenses, and raising it 40 feet would make the location useless and even dangerous during an invasion.

One area in which the Halas Council has not made many laws is that of sales. Nearly any item can be bought or sold in the city, and prices can be set at whatever amount the seller desires — greedy merchants who price their wares too high will simply lose business to a more fair-minded trader, and the market will consolidate itself. The only prohibitions are that intelligent beings may not be sold (the Northmen disapprove of slavery), that necromancy may not be practiced, and that it is illegal to sell any drugs beyond medicines and alcohol. Items belonging to gnolls, goblins, orcs, and giants are not strictly prohibited, but they are frowned upon.

Although it is not legislated, most Northmen in Halas extend *guest-rite* (see Chapter One: Northmen, "Laws") to include anyone entering their shop. These potential customers cannot be harmed, harassed, or even lied to as long as they remain in the Northman's place of business. The limit on this unofficial policy is at most 2 hours, however, to prevent people from staying for days and taking advantage of their "hosts." Other merchants and craftsfolk consider this practice to be foolish, clearly bad business, but the Northmen make up for their lower prices and inability to lie by having more patrons and more loyal customers.

The only other unusual and noteworthy law in Halas is that everyone in the city must bare his or her face when walking the streets. This is to prevent a gnoll or member of some other dark race from sneaking into the city and mingling with people undetected. Although the law concerning dark elves was removed, gnolls, goblins, and orcs may still be accosted at will. These creatures are required to surrender their weapons and state their business, and those who fail to provide a satisfactory reason for their presence may be killed without fear of reprisal. Not surprisingly, most orcs steer well clear of Halas.

Trials

Most laws in Halas are straightforward and easily interpreted — there is little splitting of hairs. Any resident of the city can denounce a lawbreaker, though they must swear the truth of their accusation before a shaman and a skald. Once accused, the criminal is taken into custody to await punishment. At this time, he may demand a trial if he believes he has been wrongly accused.

The City Council does not handle trials and punishments, though they establish the laws and often determine the punishment system to be followed. Actual cases are handled by shamans of the Tribunal, who are sworn to uphold Justice at any cost. A portion of the Council Building is used for trials, although some trials are held in front of the building to allow more witnesses.

The Shamans of Justice call both accuser and accused before them, and require each to recount what occurred. Both must swear to tell the truth, and the shamans prevent magic or outside influence from tainting their testimony. If the situation is still not clear, the shaman considers the matter and then renders judgment. Once the sentence has been given, the case is closed and cannot be reopened unless new evidence appears.

Shamans as Magistrates (Optional)

Since shamans of the Tribunal are expected to act as judges in Northerner society, it seems reasonable that they should have Sense Motive as a class skill. If this option is taken, then they should lose Handle Animal and Ride as class skills (they both become cross-class) and also lose Animal Empathy as a cross-class skill. Shamans in the North neither ride mounts nor develop an affinity with natural animals (unless they multiclass as beastlords) — their focus is on their own kind and the spirits around them.

Punishments

Crimes involving money are punished by fines, or else by the confiscation of goods totaling an amount assigned by the presiding shaman. The amount of penalty rarely exceeds the amount of money involved in the crime itself. If the culprit does not have enough money or goods to pay, he may be ordered to provide goods and/or services equaling the amount of the fine, or even to forfeit his business or dwelling.

"Crimes of Honor," such as cheating a customer or selling drugs, are punished by fines (anywhere from 5 sp to 1,000 gp), public lashings (from 1 to 40 lashes, depending on the severity of the crime), and hard labor (from 1 day to 3 months). Halas does not have a prison — jail cells are used to hold people *before* sentencing, not after. Lashings are performed by the Shamans of Justice, and held in the square before the Council Building.

More severe crimes, such as murder or the practice of necromancy, may be punishable by the loss of a limb or of an eye, ear, or nose. These amputations are also performed by the Shamans, and are generally accompanied by harsh tattooing around the area of the amputation so that viewers will know that the lost digit or limb was the result of punishment, and not a battle scar.

Those convicted of a crime have the right to demand punishment through combat. They are allowed a weapon (at least a short sword, though more commonly they are given a longsword or axe), and the shamans appoint their opponent — this is usually the wronged party, although if he or she is significantly smaller and weaker than the criminal, a champion may be selected. The combatants may only use the weapons they were given; magic is not allowed, nor are ranged weapons. After taking a wound, the criminal may surrender, and if the wound is judged sufficient no further punishment will be given. For severe crimes, "sufficient" is usually fatal, but many consider this a more honorable outcome than being maimed publicly.

One of the greatest faults a Northman can show is cowardice. Anyone who runs from a crime is automatically considered guilty and receives double the punishment he would otherwise have received for the deed. Those who commit severe crimes and run are declared fugitives, and may be hunted and killed by any Northmen without penalty.

City Structure

Halas was built as both a stronghold and a trap, and the city's structure seems strange unless viewed from those perspectives. The city is built in a half-circle, with the mountains closing in around the rear side. The front is a massive, buttressed stone wall, roughly 60 feet high and thick enough along its top for four Northmen to walk side-by-side. The piers from the lake run toward the wall but stop some 20 feet away. Across from each pier stands a solid stone door, some 20 feet high — these are lowered like a drawbridge, so that the top edge rests solidly on a platform just below the end of the pier and the two form a single flat surface. It is said that the shamans who built the city called upon spirits of both earth and water to ensure that this mighty wall remain standing.

Inside the city, the buildings are laid out in a semicircle, with the Council Building at the innermost circle right up against the mountain at the rear of the city. Each ring of buildings as one walks into the city is taller than the one before it, so that the city grows taller as it approaches the back. The streets are narrow, and the buildings are not laid out in a grid — instead, the buildings of each level overlap, like layers of brick in a wall, and each street twists and turns as it moves towards the center. The streets also slope upward, with the Council Building on the highest ground, so that each ring is actually several steps lower than the next.

The original houses were all made of stone, but since then more have been added, and some are half-timber or even brick. The exteriors are all smooth, and the buildings widen slightly as they rise. All of the roofs are flat and have low crenellations around the outer rim, and they are accessible through a trapdoor in the ceiling. Although adding anything that extends from the building (like a balcony or a porch, or a solid overhang) is forbidden, citizens are free to paint their homes and offices any way they choose, and Halas is thus a riot of colors and murals. Many Northmen paint their totems by the front door, and others create elaborate designs filled with animals or with tales of past deeds. Each house also has a small plot of land just behind it (on the north side). For residences, this is usually either a garden or a patio, or both. For stores and workshops, this is extra storage or a workspace for anything best done outside (like hammering steel in a smithy — forges and kilns are usually set in these areas to keep the rest of the shop from overheating).

Halas is built along the shores of Loch Lir and takes advantage of that fact. Channels have been cut into the ground, running from the lake into the city, and these channels angle down slightly as they go, so that fresh water runs into wells placed along the channels' path. A second set of channels runs along the outer edge of the city, up against the mountain walls, and angles back towards the lake instead — this is used to flush out refuse, which is swept into the channels and then washed away with dirty water.

The city is divided into several segments, less for practical reasons than for economic ones:

The Manors: These are the buildings closest to the Council Building, and thus they are the tallest buildings in the city at four stories. Each merchant prince owns a manor that he keeps as a private residence, which usually contains all of his family and possibly some favored employees. Manors look the same as other buildings in Halas on the outside, but inside they are often paneled in rare woods or rich tapestries, and some have had upper floors torn out to create vast rooms with ceilings that vanish overhead. Guildhalls are also found in this district, and many contain quarters for their Guildmaster and other senior members.

Merchants' Quarter: This area lies next to the manors, and the buildings here are mostly shops and stores, with quarters for the merchants up above. These buildings are three stories tall, and the middle floor is often used to store excess goods or to house apprentices and junior employees.

Arts and Crafts: Just outside the merchant's quarter is the arts and crafts area, where the craftsfolk and the artisans

live. The fact that their shops and homes are intermingled may be partially why the two dislike one another so much, or that may simply exacerbate a previous hostility. These buildings are only two stories tall, with shops or workrooms (or both) on the ground floor and living quarters above. Most of the city's taverns are in this circle, with a ground floor for general patrons and an upper floor with private rooms.

Laborers' Quarter: These buildings have one story. Those who live in this area work for someone else, and so they do not need a work space at home. The houses are no less solid than those in the inner circles, however, and many are painted as well as any manor house.

Poor Quarter: Those who cannot afford a home live among the warehouses, in tents or portable huts or simply on the street. The warehouse district has the widest streets, so people can still get past these little shelters easily, and although the city frowns on those who erect tents here, it does not forbid it. City guards are sometimes mobilized to pack the poor up and chase them off, but they simply find another spot to set up camp and then return a few days later.

Warehouse Wall: Forming the outermost ring, the warehouses face the front wall of the city. Although these buildings are only one story tall, they actually have higher ceilings than houses in the laborers' quarter. The city is built on a low plateau, and the warehouses are below that level, so that short staircases lead up from them to the rest of the city. The warehouses themselves are large buildings with a single wide door in front, either lined up with or built close to one of the piers. Enough space stands between the warehouses and the gates for workers to carry and even stack goods before bringing them into a building.

Access to the City

Because of its location, Halas can only be reached across Loch Lir. The cliffs around it on the other three sides are sheer — even if someone were to climb up the back of the mountain range, they would most likely never be able to scale down to the city.

The Serpent River, which divides Antonica down the middle, runs right to Loch Lir — indeed, some southerners refer to Loch Lir as "Serpent Head Lake" for this very reason. It has also been called the Nest, although this is an error: The Nest is actually a collection of peaks along the southeastern edge of the lake, where giant eagles roost. The proximity of the two areas may explain why the name "the Nest" is sometimes applied to the river as well as to its neighboring mountains. Boats can reach the lake without difficulty, although travelers are warned to watch for gnolls — the Blackburrow Downs lie alongside the river on the west side, and the gnolls often launch attacks against smaller boats as they pass by.

Of course, the piers of Halas do not actually reach the city, but during the day the drawbridges are down and anyone arriving in a boat (or by swimming) can walk down the pier and into the city proper. (Loch Lir is not a small lake, and it is half-frozen nearly all year round due to the constant cold. This doesn't prevent Northmen from swimming it, however. In fact, most young Northmen who live in the vicinity swim the breadth of the lake at least once during their formative years.)

Defenses

Halas was built specifically as a target for invaders, and therefore designed so that its citizens could defend themselves well. The city's outer wall has a walking space within it just wide enough inside for a fully armed Northman to walk without scraping the sides, with ladders leading to walkways higher up within the wall and slitted windows along the upper catwalks. These narrow windows are concealed by close-fitting "shutters" made of the same stone as the wall's surface, but the slits can be opened so that harpoons, spears, and arrows can be launched at attackers. The drawbridges are constructed in such a way that, if the chains were somehow broken entirely (which would have to be done from the inside, since the gates open outward and downward), the stone slab would crash through the edge of the pier and demolish the entire pier structure. Thus, as a last resort, the Northmen could wait until invaders were nearly through the gates and then release the chains, crushing those beneath and drowning anyone on the pier as well.

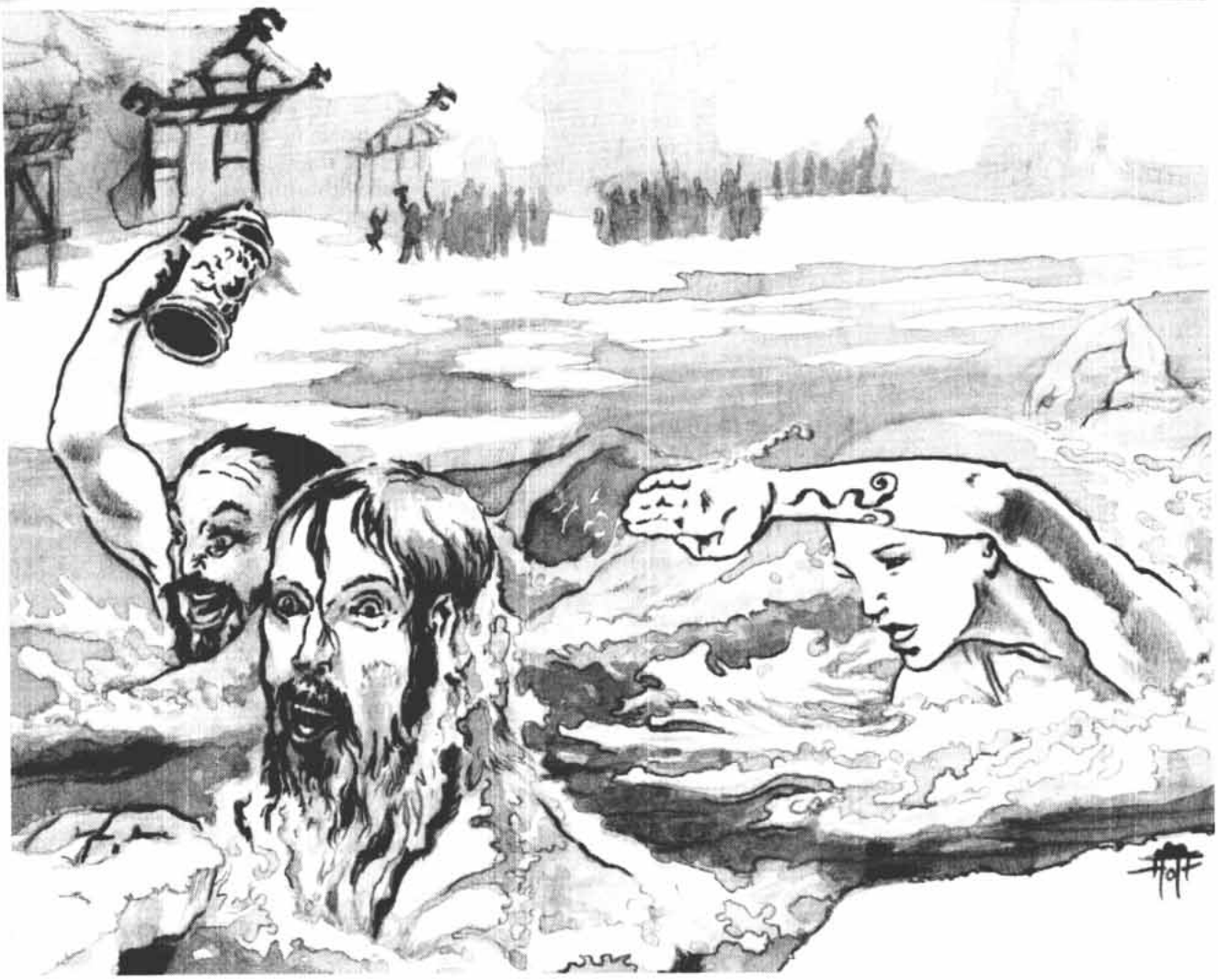
Inside the city, each progressively taller circle of buildings lets the Northmen launch missiles at invaders further down in the city — the short crenellations around the rooftop help protect them from attack, yet, since they are looking down on the previous circle, they can easily target anyone on those buildings. The slightly outward-leaning sides of the houses (the upper stories being slightly larger than the lower) makes them difficult to climb.

The streets are also arranged to hinder attackers. Their narrowness and frequent turns make it hard for anyone to walk more than two abreast, and makes bows and other ranged weapons less effective — defenders can spring out, hurl a spear or javelin, and then duck back behind a building before the next wave of attackers is close enough to spot them. The plateau angles up slightly towards the Council Building, thus allowing defenders to pour burning oil or pitch down and always giving them the advantage of higher ground. The channels used for cleaning the streets can also contain burning oil, which would ring the city in fire.

The Council Building was designed to allow its defenders to make a last stand. The walls were deliberately made very smooth, to keep foes from climbing them; defenders can reach the top easily by climbing through trapdoors on the roof. Piles of large stones on the roof can be placed on the trapdoors to keep enemies from coming up. Once on the roof, defenders can use their superior height to attack invaders coming up from lower in the city. The battlements are perfect for dropping boulders or pouring oil on attackers at the foot of the building, all the while providing cover to those on the roof from enemy archers.

The back and sides of the city are also protected from attack. All around the valley, carvers and hunters have created wide Slide traps (see "Defenses" in Chapter One), making it nearly impossible for enemies to climb to the edge of the cliffs and look down on the valley. Most of these Slides drop climbers into steep gorges or concealed pits, but a few simply hurl them off cliffs or high peaks to crash onto the ground far below.

Even if the city were taken, the Northmen have both a way out and a means to sour the enemy's victory. With the



help of the dwarves of Moradhim, the early inhabitants carved passages deep into the rock ringing the valley. These are similar to the Ice Roads found in some places throughout the Nation, but they lead to the edge of Loch Lir. Only the Council members know the exact location of the tunnel entrances, and they will only reveal these if absolutely necessary. Not every passage leaves the valley, however. Some branch upward instead, ending halfway up the cliffs. These branches are plugged by large boulders that have never been removed, but the dwarves knew their trade well — they chiseled very carefully around these immense rocks so that a solid push by an average barbarian could dislodge them, and then roll them toward the edge of a nearby cliff to plummet onto the city itself. If Halas were ever overrun, the Northmen could still retreat through the tunnels, with warriors sent to bring down the rocks and crush the city completely before they departed.

Halas Highlights

The true center of Halas is the area deepest within the city and adjacent to great mountain of ice that overlooks it. There are three areas of note here: the Council Building, the Bazaar, and the Pit of Doom.

Council Building

This is the largest building in Halas, set in the exact center of the cliff face that forms the city's "back wall." It is made from great hewn blocks that have been crafted to near-perfect smoothness, and the top floor has a stone balcony along the front. This majestic building is the home of the Council, and each member has a small apartment or office inside. The building also houses the Council Chambers and the courtrooms (Hall of Justice) where the shamans hold trials. A portion of the second floor is used as a jail to hold those awaiting either trial or punishment.

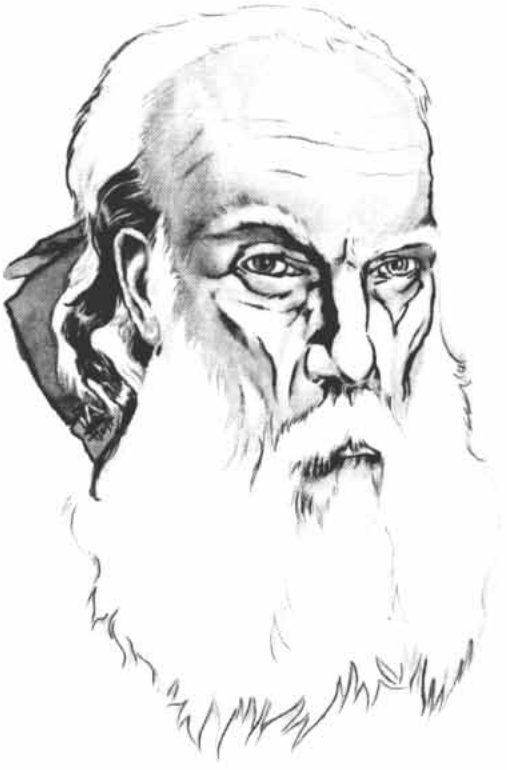
Kieran McDonal

The Caribou representative on the City Council, Kieran is the most widely respected of the councilors and often takes on the role of mediator and chairman. He rarely leaves the Council Building these days, preferring to spend his time resting when he is not working at his civic duties. Once broad-shouldered and tall even for a barbarian, nearly 70 winters have made him rather stooped and very thin. His long hair is pure white, save for streaks of black at the temples, and his beard is very long and mostly white as well. Some say the old man should be replaced by a younger representative, but Kieran's ice-blue eyes are still sharp,

and his mind and spirit are still strong even if his body has grown weak.

Kieran McDonal, Halas Councilor (Caribou), Male Barbarian, Shm 11/War 3 (always buffed with *spirit of bear* [totem spirit]): CR 14; Medium-size humanoid [barbarian] (7 ft., 2 in. tall); HD 11d8+33 (Shm) plus 3d12+9 (War); hp 112; Init +1 (Dex); Spd 30 ft.; AC 16 [flat-footed 15, touch 11] (+1 Dex, +5 armor); BAB +11; Grap +13; Atk +14/+9/+4 melee (1d8+3, crit 19–20/x2, *Combine longsword*), or +12/+7/+2 melee (1d8+3, crit 19–20/x2, *Combine longsword*) and slam +11 melee (1d4+2); SA spells; SQ cold save +3, alchemy mastery, spirit mastery (totem spirit), berserking, Taunt bonus +2, barbarian traits; Resist CR 25; AL OG; Fac Shamans of Justice; SV Fort +11, Ref +5, Will +14; Str 14 (11), Dex 12 (9), Con 16 (12), Int 12, Wis 18, Cha 14.

Skills: Alcohol Tolerance +5, Channeling +15, Climb +5, Heal +8, Intimidate +6, Jump +3, Knowledge (folklore) +7, Knowledge (mysticism) +7, Knowledge (nature) +8, Knowledge (religion) +6, Knowledge (warcraft) +3, Meditation +18, Profession (herbalist) +9, Profession (hunter) +7, Sense Motive +7, Spellcraft +4, Swim +3, Taunt +4, Trade Skill (alchemy) +18, Wilderness Lore +5.



Languages: Barbarian (5), Common (5).

Feats: Iron Will, Leadership, Mental Clarity, Mystic Capacity, Power Attack, School Specialization (alteration), Slam.

Shaman Spells Prepared (mana cost): *Cannibalize* (0), *creeping vision* (4), *frenzy* (4), *frost strike* (17), *healing* (10), *invigor* (3), *spirit of cat* (10), *spirit of wolf* (7), *vision* (2).

Prayerbook: Burst of flame, cancel magic, cannibalize, counteract disease, creeping vision, disempower, endure disease, endure poison, feet like cat, fleeting fury, frenzy, frost strike, healing, inner fire, invigor, serpent sight, spirit of cat, spirit of snake, spirit of wolf, vision.

Mana Pool: 88.

Possessions: White wolf-hide armor (see Appendix Two), ceremonial staff of office, *Combine longsword*, spirit pouch, *enhancement potion* (Str +2, Con +2), *potion of passage* (Halas), *potion of spirit shield*, prayerbook, 40 gp.

Kieran McDonal (also buffed with *frenzy*, *spirit of cat*, and *spirit of wolf*): Init +8 (+4 Dex, +4 misc); Spd 45 ft.; AC 25 [flat-footed 19, touch 20] (+4 Dex, +5 armor, +2 insight, +2 dodge, +2 misc); BAB +11; Grap +16; Atk +17/+12/+7 melee (1d8+6, crit 19–20/x2, *Combine longsword*), or +15/+10/+5 melee (1d8+6, crit 19–20/x2, *Combine longsword*) and slam +14 melee (1d4+5); SV Fort +11, Ref +8, Will +14; Str 20, Dex 18.

Pit of Doom

This area is actually a combat arena, primarily used for training young warriors. The local warrior's guild, the Wolves of the North, is headquartered next to the Pit, and also uses this large shallow area for both individual training and group maneuvers. The Pit is technically in the same circle as the Council Building, and the mountain wall runs along its outer edge.

Bazaar

Next to the Council Building on the other side is the Bazaar. This is an open-air market, where craftsfolk and artisans who lack a shop can show and sell their wares. Merchants often browse the bazaar, looking for new and exciting products to entice their own customers, and younger Northmen often show their wares here first to build a clientele and enough money to purchase a shop.

Halas Key

[2] Bank of Halas

This building, located in the Merchant's Quarter area directly in front of the Council Building, houses the local skalds. Here they keep written records — because non-Northerners are uncomfortable relying on the skalds' memories alone — of every transaction made in their presence, and also hold copies of every business' sales records. These are used to determine both individual and business taxes.

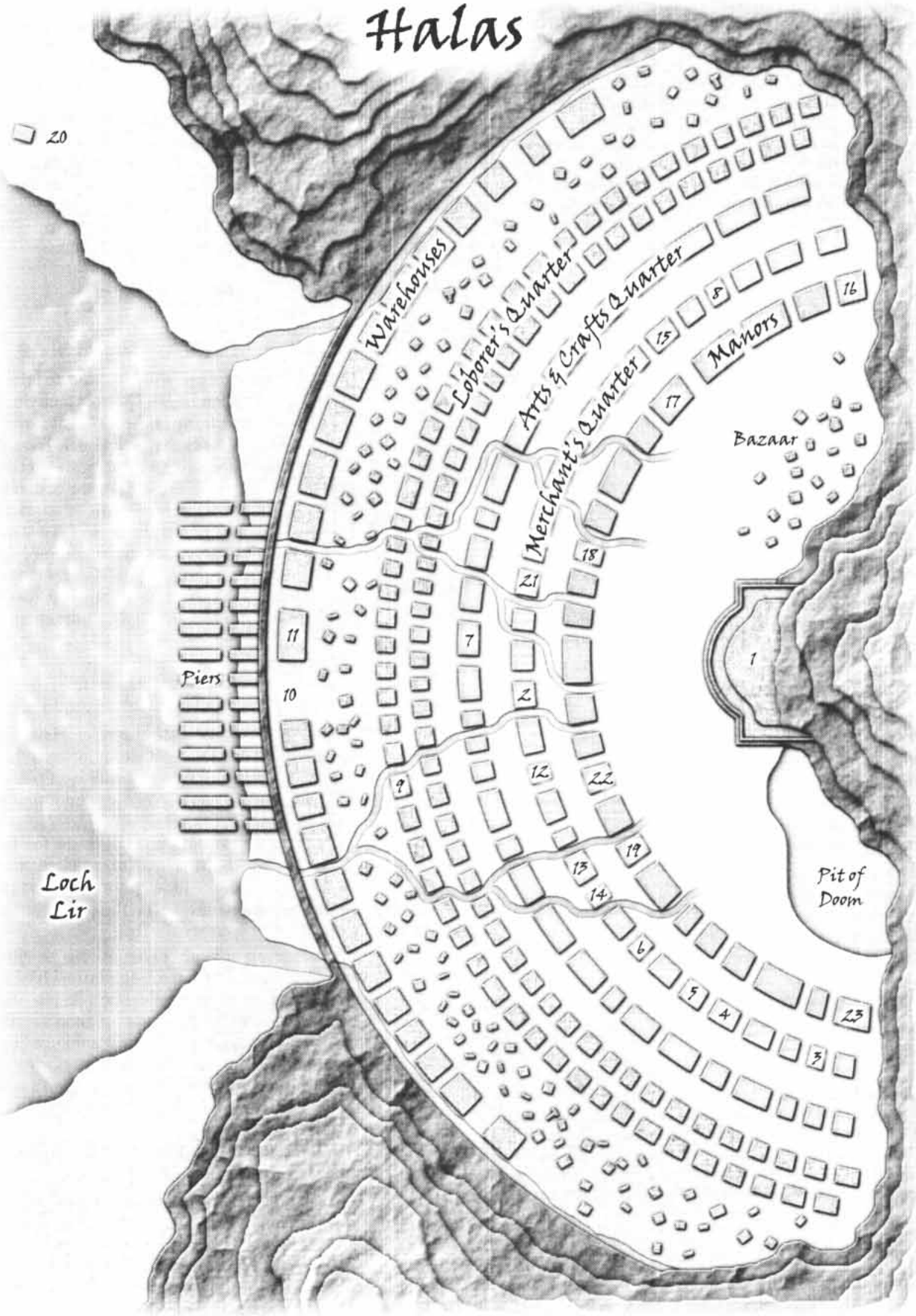
[3] Mac's Kilts

Mac (*male barbarian, Rog 3/Exp 5, N, Merchants of Halas*), the owner of this shop, sells heavy wool kilts in a variety of patterns, as well as leather armor and several other types of thick protective clothing. In fact, this is the finest shop in Halas for most light armors or for hide armor. Mac's employees weave his kilt-cloth themselves on the two great looms he has out back.

Mac has never given any other name to his neighbors. Much shorter than most Northmen, he is also much broader and more barrel-chested than most. In fact, despite standing 6 feet tall, he resembles nothing more than a hulking dwarf in physique. This appearance is only enhanced by his thick black hair and great, full beard. Mac speaks with the heavy brogue of the northwestern isles and walks with a slight limp, but otherwise moves quite smoothly.

[4] McDaniel's Smokes and Spirits

This store specializes in alcohol and pipe tobacco. Scon McDaniel (*male barbarian, Com 3, DG, Merchants of Halas*) and his sister Jil (*female barbarian, Com 2, DG, Merchants of Halas*) are co-owners. When their father Gunther died, the young siblings inherited the store and agreed to split it evenly. Scon is by far the more outgoing of the two, a good-looking Northman with strawberry-blond hair and blue


Halas
20
Warehouses
Laborer's Quarter
Arts & Crafts Quarter
Merchant's Quarter
Manors
16
15
5
17
Bazaar
18
21
11
7
1
Piers
10
2
12
22
9
19
13
14
Pit of Doom
Loch Lir
6
5
4
23
3

eyes. Jil is quieter, with almost white-blond hair, and she prefers to stay behind the counter while her brother approaches new customers. They never speak of their mother, and residents claim that some great mystery is hidden there, yet everyone likes the McDaniels too much to pry.

Most Northmen smoke pipes, usually carving their own from bone, ivory, or wood, and they rarely travel without at least a small pipe. Older Northmen may have a rack of pipes at home, each one shaped differently and providing a slightly different smoke. The McDaniels sell pipes of all shapes and sizes, as well as a wide variety of tobaccos, all displayed along one wall of the store. The tobacco comes from all across Antonica, and they even get shipments from other continents occasionally. On another wall is the alcohol — mead is prominent, of course, but McDaniel's also sells wine and beer and even a few high-priced liquors. The rest of the shop has small tables with chairs around them, and clients are invited to sit and smoke and drink. For favored customers, McDaniel will even provide samples, and often joins them in drinking and puffing.

[5] McDonald's Fire Cider

This fine establishment is a tavern, providing food and drink for travelers and locals alike. Brandyn McDonald (*female barbarian, Com 7, OG, Merchants of Halas*) is the head of the operation, while her husband Hetie (*male barbarian, Com 5/Mil 1, OG, Merchants of Halas*) does most of the cooking and heavy work. Tall and a bit stout, Brandyn has reddish-blond hair, while Hetie's braids and beard are unusually dark for a child of the Northlands. This cheerful couple both love to gossip, and they are always happy to trade stories with their customers. The McDonalds buy all of their alcohol from Scon and Jil McDaniel and frequent McDaniel's Smokes and Spirits on a regular basis themselves. Both Brandyn and Hetie are members in good standing of the Brewer's Guild, although they brew only a small, largely personal stock every year.

[6] McPherson's Bloody Blades

This smithy offers bladed weapons of every size, from tiny knives to great swords that even some Northmen would have trouble lifting. Kevan McPherson (*male barbarian, Mil 7/Exp 4, DN, Wolves of the North*) is a brawny old man whose grizzled hair is turning white, but his arms are still strong enough to bend steel or to crush a man to death, and his gray eyes are as piercing as his arrowheads. In his prime, Kevan was a respected member of the Halas Guard. Customers are often treated to tales of his adventurous youth while waiting for their blades to be sharpened or repaired, but his many scars tell a tale more impressive than simple words.

[7] McQuaid's Bar and Stout

Brin McQuaid (*male barbarian, Exp 6/Rog 2, DG, Merchants of Halas*), Guildmaster of the Brewers' Guild, is also a friendly rival of Scon and Jil McDaniel; he and the MacDaniels' father were fast friends. McQuaid brews all of his own spirits, vowing that he'll never sell a drink he didn't make or that he wouldn't quaff himself. The inside of his place has a long, polished bar running the length of two walls, with stools set up in front of it. The rest of the room has tables and chairs, but most customers prefer to sit at the bar and chat with one another over their drinks.

Brin is a solid fellow, a bit shorter than most Northmen, with curly, sandy brown hair and twinkling green eyes. Although he happily listens to tales, he is somewhat hesitant about telling stories of his own. A few have noticed that he flinches slightly every time anyone mentions ice giants — and Brin is hardly squeamish.

Brin's son Donald (*male barbarian, Exp 1, NG, Merchants of Halas*) is learning his father's trade, and he often helps his father behind the bar. A friendly lad of 15, whose beard is still unbraided, Donald loves to drink and to fight, and often complains of his father's forbidding him to join the Wolves of the North.

[8] Yee Magik

This shop is one of the most prominent of the non-Northern establishments. Run by a pair of southerners from Qeynos, Saeoan (*male human, Mag 3/Wiz 4, ON, Merchants of Halas*) and Falaena (*female human, Enc 5/Exp 2, N, Merchants of Halas*), the shop caters to enchanters, magicians, wizards, and shamans. The rather mysterious couple sells herbs, crystals, and various powders, plus other spell ingredients. For the nonmagical, the shop contains some medicinal herbs, an array of small belt pouches and carved boxes, and crystal jewelry.

[9] The Bound Mermaid

Run by old Sean Sinlain (*male barbarian, Exp 6, DN, Merchants of Halas*), the Bound Mermaid sells fishing supplies, which explains its location — Sean likes to be as close to the water as possible. Sean is a true son of the sea, born in a little village along the eastern coast. Leaner than most Northmen, with golden-brown hair and mild brown eyes, Sean is a quiet man who suddenly becomes talkative when he meets a fellow fisherman. Some say he charms the fish onto his line by singing to them, but of course no one really believes that.

Customers can buy fishing line, hooks, nets, traps, bait, and waterproof boots and clothes here. On nice days, Sean leaves the shop in the care of his assistant and goes fishing himself, out on the pier — he often sells his catch later that evening.

[10] The Fishery

Located along the pier just east of center, next to the Barracks, this is an open-air fish market. The Fishery is not a permanent structure, but a series of folding stands; every evening, the fishmongers fold up their tables, pack up any unsold fish, and head into the city. Many take their remaining fish to taverns or inns and offer them at a discount, while others simply carry it home for dinner.

[11] The Barracks

Halas maintains a City Guard, and these men (and a few women) sleep in the city barracks. This building was originally a warehouse, and the only change is that a second door has been carved into the back wall, so that the guards can exit more quickly. Inside, sturdy beds have been placed in rows, with the occasional chair and table between them.

Officers have small apartments in the corners of the building, with more space and a little more furniture.

Cian Mcmarrin (*male barbarian, War 22, OG, Wolves of the North*), the chief of the City Guard, can be found here as often as he is in the Council Building. Cian is a tall man, even for a Northerner, with honey-blond hair and black eyes, a coloration common among the Seal Tribe. His younger brothers Adon and Clovan are Halas Guards as well, and his father Oli serves as the Seal representative on the Council.

[12] Dok's Cigars

Although he is definitely a Northman by his size and build, the owner of this shop speaks with a strange accent and has very dusky skin, dark hair and beard, and eyes of an unusual golden color. He arrived in Halas many years ago with his cigars and other supplies, and has been here ever since. No one knows what tribe he belongs to, and since Dok (*male half barbarian/half dark elf, Exp 4/Mag 5, OG, Merchants of Halas*) has been a good neighbor and a solid citizen, no one has ever felt compelled to ask.

Although this shop was originally meant to sell cigars and tobacco, Dok quickly realized he couldn't compete with McDaniel's (see Area 4) in that area. So he branched out, and now the shop offers a variety of goods, from food to pottery to candles to fabric. It does still have a small display of cigars, off to one side, and buying one of these smokes will make Dok more likely to cut a customer a deal on other purchases.

[13] The Golden Torc

This store offers jewelry for both men and women, including the heavy metal collars for which it was named. The merchants also make solid bracers and armbands on request, but they do not handle more delicate creations.

[14] Fist of Steel

This smithy specializes in metal armor, from gauntlets and greaves to breastplates and helms. The owner, Talan Reilly (*male barbarian, Mil 5/Exp 6, ON, Wolves of the North*), is a large man with enormous arms, and his backyard is filled with an enormous forge that can hold an entire breastplate at once. He and Kevan McPherson (see Area 6) were once comrades-at-arms, but some years ago they had a falling out of some kind, and now the two refuse to speak to one another. Each still recommends the other's work, however.

[15] The Bear's Hide

This merchant, Hveln McLoor (*male barbarian, Com 4, N, Merchants of Halas*), sells various furs and skins, both uncut pelts and those already shaped into jackets and other garments. He buys furs for his shop only from other Northmen. The upper floor is the province of his wife and daughters, who handle the sewing and ornamentation of the clothing.

[16] Carvers' Guild

This guild's membership includes any citizen of Halas who carves materials for a living, not just *carvers* in the Northmen's usual sense of the term (see "Carvers" in Chapter One: The Northmen). Carpenters and stonemasons are both included in this group, as are sculptors and even a few jewelers. The guild is not very large, and most of its members work at small objects rather than the larger ones like houses.

[17] Artisans' Guild

This guild includes all the artisans in the city, painters, jewelers, and sculptors (some of whom belong to both this and the Carvers' Guild). Since art is very subjective, the guild concentrates more on behavior than on the quality of work, although it does occasionally help fund large projects. Its members are expected to be courteous to customers, to charge them a fair rate for their work, and to do the best job possible every time.

[18] Merchants' Guild

This is a very strange organization in the eyes of those not familiar with Northmen society. Every merchant in the city belongs to the guild, including the merchant princes, but the guild itself does not issue any orders or guidelines. It does provide a place for merchants to gather and discuss their activities, but does nothing to establish standard rates for goods or services, or even to stop one merchant from underselling a peer or stealing another's sales technique. Many outsiders believe this guild was actually created by one of the merchant princes simply to keep an eye on his rivals and employees. Yet despite the guild's policy of non-interference, very few real problems ever arise between the city's merchants.

[19] Brewers' Guild

One of the most popular groups in Halas, this guild's members brew mead or wine or beer or several of those beverages. In order to join, a prospective member must brew a batch of something before several senior members who, led by Guildmaster Brin McQuaid (see Area 7), then taste the final product. If this committee judges the brew to be of sufficient quality, the person is admitted. Scon McDaniel (see Area 4) has been trying for years to join this guild, following in his father's footsteps, but though the young man is an excellent shopkeeper, he cannot brew potable mead to save his life.

[20] Field Priests of the Tribunal

This is the local beastlords' guild. Relatively few Northmen become beastlords, especially among those who live in Halas, and those who do are treated with respect but also a little concern. This building is not located within Halas proper, but near the northwest edge of Loch Lir. People who arrive at Halas by dogsled or upon some mount generally leave their animals here and travel the rest of the way by boat, while the beastlords tend to the animals. While the guild's master, Keven Iceclaw, is rather lacking in people skills, Hoyce Mactaegan (*female barbarian, Bst 7/Rog 6, NG, Field Priests of the Tribunal*) acts as the primary intermediary between the guild and the outside world; she often deals directly with the Shamans of Justice, for whom the Field Priests often perform missions.

Keven Iceclaw

Those who have met the master of the beastlords of Halas have compared him to a great hunting cat: graceful, powerful, and deadly. Tall even for a barbarian, Keven has snow-white hair and glacier-blue eyes, but it is his hands for which he is known — large but slender, with long tapering fingers, his nails the faint blue of ice.

Keven indisputably cares more for animals than he does for people, and he would gladly sacrifice a non-beastlord if it meant saving one of his charges; however, he also takes good care of his guild's members and does his best to keep them happy and healthy. Unfortunately, that often means little more than making sure they have enough food and plenty of exercise, since he has a hard time appreciating more civilized (or subtle) interests. Keven's warder, the enormous Frost Ire, is never more than a few miles away — close enough for a *summon companion* spell to work.

Keven Iceclaw, High Field Priest of the Tribunal (Wolf Tribe), Male Barbarian, Bst 26: CR 26; Medium-size humanoid [barbarian] (7 ft., 10 in. tall); HD 26d8+78; hp 204; Init +4 (Dex); Spd 40 ft.; AC 21 [flat-footed 17, touch 14] (+4 Dex, +7 armor); BAB +26; Grap +29; Atk +29/+26/+23/+20/+17 melee (1d4+3, unarmed), or +32/+29/+26/+23/+20 melee (1d4+5, *coldsteel clawed handwrap*) and +27/+22 melee (1d4+3, off-hand *coldsteel clawed handwrap*), or +30/+27/+24/+21/+18 melee (1d4+5, *coldsteel clawed handwrap*) and +25/+20 melee (1d4+3, off-hand *coldsteel clawed handwrap*) and slam +27 melee (1d4+3), or +30 ranged (1d10+3, crit x3, harpoon); SA spells; SQ +2 cold saves, animal speech, animal skills, animal aura (7/day), warder, disciplines (Resistant, Fearless), barbarian traits; Resist CR 23, DR 6, FR 3, PR 8; AL ON; Fac Field Priests of the Tribunal; SV Fort +14, Ref +19, Will +14; Str 17, Dex 19 (16), Con 16, Int 10, Wis 17, Cha 12.

Skills: Animal Empathy +18, Balance +8, Channeling +12, Climb +10, Handle Animal +20, Heal +8, Hide +10, Jump +7, Knowledge (nature) +6, Knowledge (religion) +3, Listen +13, Meditation +10, Sense Heading +7, Sense Motive +9, Sneak +14, Spot +14, Swim +4, Trade Skill (tailoring) +12, Wilderness Lore +7.

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

Feats: Double Attack, Dual Wield, Hand to Hand, Improved Hand to Hand, Improved Two-Weapon Fighting, Parry, Power Attack, Riposte, Slam, Toughened.

Beastlord Spells Prepared (mana cost): *Chloroplast* (33), *invisibility* (5), *raging strength* (10), *serpent sight* (5), *shifting shield* (13), *spirit of the storm* (17), *summon companion* (8), *Yekan's recovery* (21).

Prayerbook: Chloroplast, endure electricity, healing, Herikol's soothing, inner fire, invisibility, minor healing, raging strength, resist acid, serpent sight, shifting shield, shrink, spirit of monkey, spirit of the storm, spirit of Kashek, spirit of Keshuval, spirit of Kahliz, spirit of Sharik, spirit of Zehkes, summon companion, Yekan's recovery.

Mana Pool: 156.

Possessions: Ice lizard-hide armor (see sidebar), *coldsteel clawed handwraps* (see Appendix Two), harpoon (see "Equipment" in Chapter One), hunting knife, *pendant of animism* (see Appendix Two), prayerbook.

Keven Iceclaw (buffed with *deftness, health, raging strength,* and *shifting shield*): hp 282; Init +8 (Dex); Grap +32; Atk +32/+29/+26/+23/+20 melee (1d4+6, unarmed), or +35/+32/+29/+26/+23 melee (1d4+8, *coldsteel clawed handwrap*) and +30/+25 melee (1d4+5, off-hand *coldsteel clawed handwrap*), or +33/+30/+27/+24/+21 melee (1d4+8, *coldsteel clawed handwrap*) and +28/+23 melee (1d4+5, off-hand *coldsteel clawed handwrap*) and slam +30 melee (1d4+6), or +35 ranged (1d10+6, crit x3, harpoon); SQ damage reduction 9/–; SV Fort +17, Ref +24, Will +14; Str 22, Dex 26, Con 22.

Frost Ire, Female White Wolf Warder, Type 9 (buffed with *spirit of the storm*): CR –; Huge magical beast; HD 24d8+264; hp 378; Init +7 (+3 Dex, +4 Improved Initiative); Spd 60 ft.; AC 28 [flat-footed 17, touch 14] (–2 size, +3 Dex, +17 natural); BAB +18; Grap +39; Atk bite +29 melee (2d8+13 and *spirit of the storm*) and 2 claws +27 melee (1d10+6 and *spirit of the storm*); Face 10 ft. by 20 ft.; Reach 10 ft.; SA *spirit of the storm*, improved drag down, magic attack +5; SQ low-light vision, scent; AL N; Fac none; SV Fort +25, Ref +17, Will +10; Str 37, Dex 17, Con 33, Int 9, Wis 15, Cha 15.

Skills: Hide –5*, Listen +15, Spot +15, Taunt +14. Frost Ire receives a +15 bonus on Hide checks in snowy or icy conditions.

Feats: Cleave, Dodge, Improved Initiative, Mobility, Multiattack, Power Attack, Slam, Spring Attack.

Spirit of the Storm (Su): A successful melee attack may proc (DC 22) a blast of 5d10 points of fire damage (Fort half, DC 22). Whenever the proc effect causes damage, Frost Ire may make a free Taunt check versus the opponent. Note that she gains a +5 bonus on this check for having dealt damage in the same round, and this spell grants an additional +10 bonus to the Taunt check.



[21] Dun's Rose Garden

This house in the Merchant's quarter has a beautiful garden full of roses, despite the constant cold and the frequent snowstorms. The building is actually the local Rogues' Guild, and rogues in Halas are sometimes referred to as the White Roses (though usually not to their faces). Dun McDowell is their guildmaster, and he controls the local rogues with an iron hand. The most important rules of the Guild are (i) Never steal from other Northmen, and (ii) Never harm a victim except in self-defense. The guild

New Tailoring Items

Field Priests' Leather Tunic

Description: This armor is made by the Field Priests of the Tribunal from the specially cured hides of polar bears.

Powers: This armor is the equivalent of *+1 leather armor*.

Field Priests' Leather Tunic (AC +3, max Dex +6, check +0; hardness 3, 3 hp, Break DC 23)

Str +1.

Bonus types: None.

Caster Level: 3rd.

Market Price: 3,160 gp.

Slot: Body.

Weight: **12 lbs.**

Components Required: 2 high-quality polar bear hides, 20 whale-bone bonings, 10 flasks of yew leaf tannin.

Trade Skill (DC): Tailoring (23).

Ice Lizard-Hide Armor

Description: If properly tailored, the tough armor produced from the hides of ice lizards (see Appendix One) offers significant resistance against cold-based attacks.

Powers: This armor is the equivalent of *+4 hide armor*.

Ice Lizard-Hide Armor (AC +7, max Dex +4, check –2; hardness 7, 10 hp, Break DC 25)

Cold resistance (8), cold save +2.

Bonus types: None.

Caster Level: 12th.

Market Price: 18,765 gp.

Slot: Body.

Weight: **22 lbs.**

Components Required: 2 high-quality ice lizard hides, 5 silk cords, 10 flasks of drake-egg oil.

Trade Skill (DC): Tailoring (36).

Quest: Capture the Blasphemer

Faction: Field Priests of the Tribunal (+0 rank).

NPC: Hoyce Mactaegan.

CR: 4.

Reward: +1 faction rank with Field Priests of the Tribunal if this quest is completed twice (maximum +2 from this quest). +1 faction rank with Shamans of Justice if this quest is completed four times (maximum +2 from this quest). *Field Priests' leather tunic* (see "New Tailoring Items" sidebar).

Consequence: –1 faction rank with Rogues of the White Rose (maximum –2 from this quest).

Quest Summary: Granin O'Gill (*male barbarian, Shm 3/Exp 3, DN, no faction*), a former shaman magistrate in the Hall of Justice, made a series of very questionable pardons that raised the ire of Margyn McCann. O'Gill drew attention himself with derisive comments regarding the City Council, and thus instigated an investigation into his activities. He soon went missing, as did the scoundrels he had freed. The details of the plot are left to the GM, but Granin is a barbarian shaman with excellent knowledge of the area, including the nearby Ice Roads. In addition, he might reach an outlying village ahead of news of his crimes, thereby insinuating himself among the villagers before they realize his treachery.

The quest could be performed more than once, though criminals other than Granin O'Gill would be sought for the shamans of the Hall of Justice.

also supplies its members with tools of the trade, for a price. A wily woman named Ysanna Macgibbon (*female barbarian, Rog 12/Exp 11, NG, Rogues of the White Rose*) does much of McDowell's bookwork.

Dun McDowell

The rogue guildmaster is relatively small and wiry for a Northerner, with golden curls and a mischievous grin. His beard is close-cropped, which many Northmen consider scandalous yet many women seem to find enticing. He sometimes offers white roses to lovely young maidens.

Dun McDowell, Rogue Guildmaster, Male Barbarian (Seal Tribe), Rog 25/War 4: CR 29; Medium-size humanoid [barbarian] (6 ft., 7 in. tall); HD 25d8+75 (Rog) plus 4d12+12 (War); hp 225; Init +13 (+9 Dex, +4 Improved Initiative); Spd 30 ft.; AC 22 [flat-footed 22, touch 16] (+6 Dex, +6 armor); BAB +24; Grap +27; Atk +36/+33/+30/+27/+24 melee (1d4+7, crit 18–20/x2, *+2 rapier*) and +32 melee (1d4+4, crit



17–20/x2, *+3 keen dagger*), or +34/+29/+24/+19/+14 ranged (1d4+1, 100 ft., *+1 sling of distance*); SA backstab +8d6; SQ sense traps, evasion, rogue abilities (improved evasion, uncanny dodge, opportunist, skill mastery [Climb, Disable Device, Escape Artist, Pick Lock, Search]), disciplines (Counterattack, Deadeye, Nimble), berserking, Taunt bonus +2; Resist AR 2, CR 11, DR 2, ER 2, FR 2, MR 3, PR 12, SoR 2; AL ON; Fac Rogues of the White Rose; SV Fort +15, Ref +24, Will +10; Str 17 (13), Dex 28 (18), Con 17 (14), Int 15, Wis 12, Cha 17.

Skills: Alcohol Tolerance +11, Appraise +10, Balance +16, Bluff +19, Climb +25, Diplomacy +9, Disable Device +25, Escape Artist +41, Gather Information +11, Hide +29, Knowledge (street smarts) +11, Listen +16, Pick Lock +25, Profession (gardener) +8, Safe Fall +24, Search +20, Sense Motive +6, Sneak +24, Spot +2, Taunt +12, Tumble +20, Use Rope +10.

Languages: Barbarian (5), Common (4), Thieves' Cant (5).

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

Possessions: Haze panther armor, +2 rapier, +3 keen dagger, +1 sling of distance, 10 sling bullets, *ring of roses* (see Appendix Two), thieving tools, 100 pp, 20 gp.

[22] Church of the Tribunal

This is the local shamanic temple as well as the unofficial guildhouse for the Shamans of Justice. Anyone may enter here and worship, and merely stepping through the doors automatically invokes *guest-right* (see Chapter One, "Laws"). The shamans split their time between the Church and the Hall of Justice within the Council Building — the Hall is for dealing with crimes and civil cases, while the church is a house of worship and a place for private reflection. Though High Priest Margyn McCann hurries back and forth between the Church and the Hall of Justice, her assistant Jinkus Felligan (*male barbarian, Shm 19, ON, Shamans of Justice*) is always on hand here to attend to those seeking her.

Margyn McCann

The leader of the Hall of Justice and the most senior shaman in Halas, Margyn is a tall woman with strong features and lovely dark red hair. She personally handles trials for the most severe crimes and is known to hate necromancers with a passion. Margyn is also well known for her friendship toward the Rogues of the White Rose, and she once pardoned Dun McDowell (see Area 21) from charges of theft.

Margyn McCann, High Justice of Halas, Female Barbarian (Hare Tribe), Shm 25 (buffed with *harnessing of spirit* [totem spirit spell]): CR 25; Medium-size humanoid [barbarian] (7 ft., 2 in. tall); HD 25d8+50; hp 214; Init +7 (Dex); Spd 30 ft.; AC 23 [flat-footed 17, touch 16] (+6 Dex, +7 armor); BAB +18; Grap +24; Atk +27/+22/+17/+12 melee (1d8+12, *Staff of the High Justice*), or +26 ranged; SA spells; SQ spirit mastery (messenger spirit [see sidebar in Chapter One], totem spirit, hungry spirits, spirit alchemy), alchemy mastery, Greater Specialization (alteration); Resist CR 10, DR 4, FR 3, SoR 3; AL NG; Fac Shamans of Justice; SV Fort +13, Ref +15, Will +22; Str 23 (13), Dex 24 (16), Con 14, Int 13, Wis 22 (17), Cha 17.

Skills: Channeling +26, Climb +9, Heal +22, Knowledge (folklore, nature, religion) +10, Knowledge (mysticism) +16, Listen +8, Meditation +32, Sense Motive +33 [robes], Spellcraft +9, Spot +9, Trade Skill (alchemy) +23, Wilderness Lore +8.

Languages: Barbarian (6), Common (5).

Feats: Healing Adept, Iron Will, Leadership, Mental Clarity, Mystic Capacity, Quest Spell, Quicken Spell, School Specialization (alteration), Spell Focus (evocation).

Shaman Spells Prepared (mana cost, modified for Greater Specialization [alteration] and Healing Adept feat): *Assiduous vision* (8), *chloroblast* (27), *cripple* (35), *deliriously nimble* (23), *form of the great bear* (21; as giant polar bear), *gale of poison* (40; quest spell), *ice strike* (42), *paralyzing earth* (16), *stamina* (16).

Prayerbook: Alluring aura, assiduous vision, blast of poison, blizzard blast, charisma, chloroblast, cripple, deliriously nimble, disinfecting aura, enstill, extinguish fatigue, form of the great bear, furious strength, gale of poison, greater healing, harnessing of spirit, ice strike, listless power, nimble, nullify magic, paralyzing earth, resist disease, resist electricity, resist magic, scourge, spirit quickening, stamina, talisman of Tnarg, Togor's insects, ultravision, vigilant spirit, winter's roar, plus 90% chance of any shaman spell of 7th level or lower.

Mana Pool: 307.

Possessions: Robes of Justice (see Appendix Two), *Staff of the High Justice* (functions as *+3 heavy mace*), spirit pouch, *enhancement potion* (Con +4, Str –1), *enhancement potion* (Cha +4, Str –1), *potion of passage* (Halas), prayerbook, 15 gp.

Margyn McCann (also buffed with *deliriously nimble, shielding*, and *stamina*): hp 301; Init +12 (+7 Dex, +5 misc); AC 28 [flat-footed 17, touch 21] (+6 Dex, +7 armor, +5 dodge); SQ +1 magic saves; Resist CR 10, DR 4, FR 3, MR 6, SoR 3; SV Fort +16, Ref +15, Will +22; Con 21.



Quest: Wanted!

Faction: Shamans of Justice (+1 rank).

NPC: Jinkus Felligan.

CR: 3.

Reward: +1 faction rank with the Shamans of Justice (max +1). After the first completion, each character also receives 1d6 gp. After the second, the party receives an *initiate symbol of the Tribunal* (see Appendix Two).

Consequence: –1 faction ranks with the Circle of Unseen Hands, the Coalition of Tradesfolk Underground, and the Hall of the Ebon Mask (max –1 each).

Quest Summary: Jinkus is in need of someone to perform an errand of importance to the Shamans of Justice: He has a recently hung a scroll with sketches depicting a handful of those criminals most wanted by the Hall of Justice, and a copy of this "wanted poster" must be delivered to the city of Qeynos as that city's information is woefully out of date. The poster must be delivered to the bank in Qeynos, where the guards will probably have an updated poster of their own or something similar for return to Halas. The one(s) who perform this errand are surely the sort who will find more work from the shamans.

This quest can only be completed twice. The second time, the characters should have to bear some other minor paperwork or contract rather than a second wanted poster.

[23] Wolves of the North

This is also known as the Warriors' Guild of Halas. The guildhouse stands next to the Pit of Doom so that the Wolves can use that area for practice, and older members regularly offer training to their younger brethren. Various combat competitions (armed, unarmed, spear-throwing, etc.) are often held, and people sometimes gather to watch the displays of skill.

The Wolves' guildhouse is generally the place visitors are sent if they are looking to hire one or more Northmen warriors.

Kylan "Iron-Rib" O'Danos

The undisputed leader of the Wolves of the North, Kylan O'Danos is a large, powerfully built barbarian with long red-brown hair and a thick beard of the same shade, both braided in the Northern fashion; the knots on each braid are held in place by the teeth of giant polar bears and other fearsome creatures he has slain. Kylan's warrior's name "Iron-Rib," in typical Northman fashion, has several meanings growing out of the warlord's personal history. Most obviously, it comes from the simple fact of his incredible toughness — when he is teaching, he often allows young warriors to hit him in the chest and stomach with clubs to demonstrate the physical hardiness to which they might aspire. But more interestingly, his unusual weapon of choice



is a massive club made from the rib bone of a strange creature he once slew.

Warriors of Halas and the North respect and admire Kylan greatly, and not only for his fighting skills. The master warrior is a good judge of character, an honest man who speaks his mind and despises lies and deception. He teaches his warriors not only strength of arms but also strength of heart and nobility of purpose.

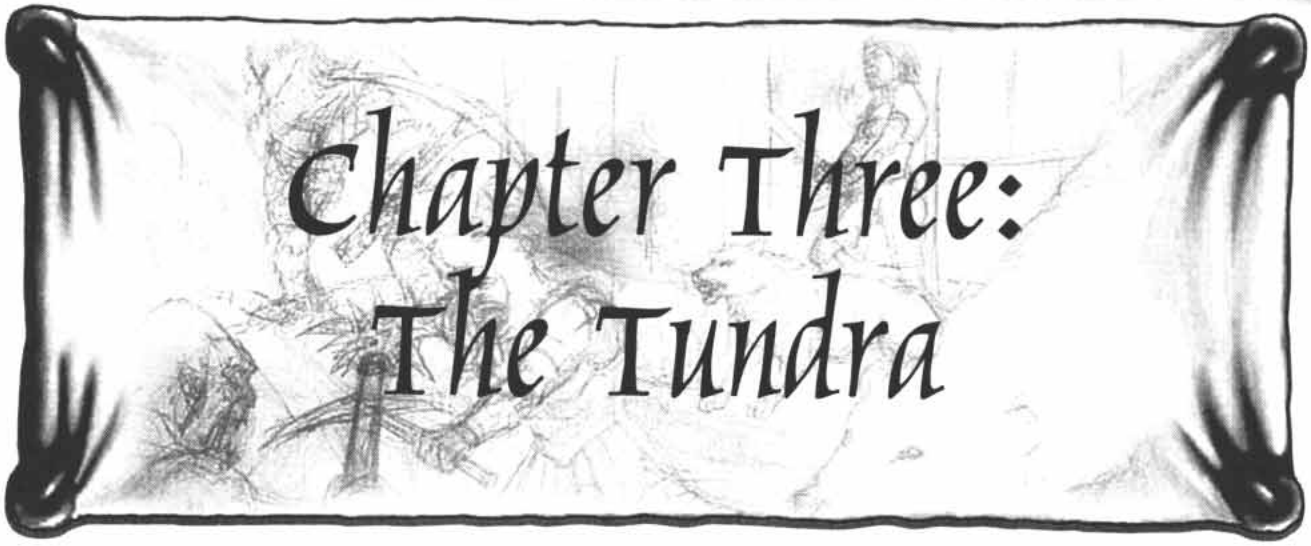
Kylan O'Danos, Guildmaster of the Wolves of the North, Male Barbarian (Bear Tribe), War 27: CR 27; Medium-size humanoid [barbarian] (7 ft., 8 in. tall); HD 27d12+108; hp 296; Init +3 (Dex); Spd 30 ft. in armor, 40 ft. base; AC 21 [flat-footed 18, touch 13] (+3 Dex, +8 armor); BAB +27; Grap +38; Atk +44/+38/+32/+26/+20 melee (2d10+23 and *tainted breath* proc, crit 19–20/x2, *Iron-Rib club*), or +42/+36/+30/+24/+18 melee (2d10+23 and *tainted breath* proc, crit 19–20/x2, *Iron-Rib club*) and slam +36 melee (1d6+11 and *daze*), or +30 ranged; SA disciplines (Warrior's Charge, Mighty Strike, Furious, Precision); SQ damage reduction 3/–, berserking, Taunt bonus +6, area Taunt, disciplines (Resistant, Fearless, Evasive, Defensive); Resist CR 17, ER 5, FR 3, PR 9; AL OG; Fac Wolves of the North; SV Fort +19, Ref +12, Will +13; Str 33 (24), Dex 17 (14), Con 19, Int 11, Wis 18 (13), Cha 14 (13).

Skills: Alcohol Tolerance +12, Balance +7, Climb +14, Diplomacy +4, Handle Animal +5, Intimidate +15, Jump +15, Knowledge (warcraft) +11, Listen +10, Sense Motive +9, Swim +16, Taunt +18, Wilderness Lore +6.

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

Feats: Cleave, Combat Reflexes, Double Attack, Finishing Blow, Hand to Hand, Improved Critical (greatclub), Improved Slam, Leadership, Parry, Power Attack, Slam, Swift, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: Arctic wyvern-hide armor, Iron-Rib club (see Appendix Two), *torc of might* (see Appendix Two), *enhancement potion* (Con +4, Str –1), *potion of passage* (Halas), large drinking horn of Ol'Tujim's fierce brew (6 drinks), 30 gp.



Chapter Three: The Tundra

Legends of the Tundra

If the legends speak truly, the giants were the first race to walk the northern end of the continent. But in those days giants were wise and their mastery of magic great, and their castles sprouted among the lush valleys and fields as trees in a forest. The ogres grew even more powerful than their larger, older kin, until their empire covered the lands with towering castles and mighty palaces. But when the ogres and giants were slain in their multitudes by the Rathe, all their great works were laid to ruin, the giant castles likewise crumbled to dust. The Rathe diminished the wits of these two races, weakening their link to magic and removing the threat of a second giant or ogre empire. But this was not enough — the Rathe cast a curse upon the land itself, bringing an eternal winter to the north where once the heart of the ogre empire had sat. And thus the Northlands were born.

Even this did not end the grip of the giants on the land, however. Many of them became ice giants, through whose very veins ice water flowed, frozen creatures comfortable in the new climate their own pride and lust for power had wrought upon the lands. They created new castles, not as grand as their former dwellings but still large and solid, and continued to claim the Northlands as their own.

But the gods had other plans. The Marr twins developed a new race from human stock, the Northmen or "barbarians," who were also well suited to the Northern climate. And the Northmen were blessed, not cursed as the ice giants had been by the Rathe nor deserted as they had been by the Warlord once his plans for conquest were foiled. Northmen and giants clashed immediately, each recognizing that only one race could dominate the North. For many long years they fought, clan against tribe, with neither gaining the upper hand. The ice giants were stronger as individuals, of course, more powerful of body, but the Northmen were more numerous and more agile, and their minds were more adaptable. Finally, a tribal chieftain named Dugan the Golden emerged, and the Marr crowned him King of the North. Dugan united the Northmen beneath his banner, and his army swept the ice giants from the land. Their castles were torn down yet again, and though individuals and even small bands could still be found creeping over the tundra or through the plains, no large massing of the giants occurred again until centuries later, in the time of Gristag Winetongue.

Terrain and Weather Conditions

The northern edge of Antonica is divided by the Everfrost Peaks, a tall mountain range that slices up from the southwestern edge of the Northern Nation and runs to the middle of the northern coast, ending in a series of jagged cliffs high above the water. The rest of the Northlands can be divided into three terrain types: tundra (cold desert), canyons (cold hills), and wilderness (cold and temperate forest).

Most of the terms and conditions used below are explained more fully in either "Condition Summary" or "The Environment" in Chapter Two of the *EverQuest: Game Master's Guide*; any terms not defined in the *EverQuest: Game Master's Guide* are defined within the text below.

You can roll on the weather tables in each terrain section for any given day. You might wish to roll for several weeks in advance, although this requires more bookkeeping. Alternately, to reduce the number of rolls, you might roll 1d6 at the same time to determine the number of days the current weather conditions will remain in place.

Note that the ranges listed on the weather charts for each region are annual averages, and temperatures and precipitation will of course vary depending on the season.

Tundra

Tundra is by far the most widespread type of terrain in the frozen North after the mountains. Very little can survive on the tundra — the ground is frozen solid and generally covered by snow and ice; the only plants are stunted scrub brush, and even these are rare. Some rivers and pools have ice so thick a mammoth can charge across, while others are no thicker than paper, easily torn by the weight of a small human child. Thus, the rivers and lakes pose the twofold threat of drowning and hypothermia.

Weather on the Tundra

d%	Weather	Temperature (°F)	Wind Speed (mph)	Precipitation (in.)
01–50	Normal[1]	3d10–30	5d10	1d3–1
51–65	Mild	3d10–3	4d10	1d2–1
66–85	Harsh[2]	1d10–40	6d10+10	1d4–1
86–100	Severe[3]	2d10–50	6d10+30	1d6–1

[1] 10% chance of snow storm.
[2] 20% chance of snow storm.
[3] 40% chance of blizzard.

Movement: Any creature that does not have "cold desert" in its Climate/Terrain entry moves half speed over tundra.

Spotting Distance: 6d6x20 feet (unless reduced by prevailing conditions).

Foraging: Wilderness Lore (DC 16); for every 3 points by which this exceeds the DC, the character may find enough food for one other being of the same size.

Avoiding Hazards: Wilderness Lore (DC 18); most commonly, hidden crevasses or thin ice.

Getting Lost: Wilderness Lore (DC 12); check every hour.

Snow Blindness: On the rare clear days (10% likely during normal weather, 30% likely during mild weather), any character may be blinded by the glare from the leagues of snow and ice: Fortitude save (DC 10, +1 per previous consecutive daily check) for every day's travel through sunlit tundra to avoid being *blinded* for 1d3 days.

Frigid Plains

The most famous portion of the tundra is the Frigid Plains, a vast area to the northeast consisting of long, unbroken sheets of ice. Even the barbarians rarely venture there, as little food or shelter can be found on the Plains themselves. Those who do have to cross the Plains usually follow the Peaks up to the north and then cut along the coast, rather than attempting the long trek through the center of the frozen wasteland.

All Wilderness Lore checks made in the Frigid Plains suffer a –4 circumstance penalty; however, a character with



Weather in the Canyons

d%	Weather	Temperature (°F)	Wind Speed (mph)	Precipitation (in.)
01–50	Normal[1]	3d10–20	3d10	1d3–1
51–65	Mild	2d10–3	2d10	1d2–1
66–85	Harsh[2]	1d10–30	4d10+10	1d4–1
86–100	Severe[3]	2d10–40	5d10+20	1d6–1

[1] 10% chance of snow storm.
[2] 15% chance of snow storm.
[3] 30% chance of blizzard.

at least 5 ranks in Knowledge (local lore [Frigid Plains]) gains a +2 synergy bonus to Wilderness Lore checks in that region.

Canyons

Canyons can be found along the base of the Everfrost Peaks, threaded throughout the lower portion of the mountain range, and closer to the coastlines. These breaks in the glacial tundra are usually rocky valleys, though some canyons are formed in the ice alone, and have little or no dirt beneath them. Although cold, canyons do provide shelter from the winds and thus are far more livable. They also have more plant life, though this is still limited to small evergreens, scrub, certain vines, and various lichens and mushrooms. Many of the Northmen's villages are located within larger canyons, particularly in the center of the Northern Nation.

Movement: Any creature that does not have "cold hills" in its Climate/Terrain entry moves half speed through canyons.

Spotting Distance: 2d8x10 feet (unless reduced by prevailing conditions).

Foraging: Wilderness Lore (DC 15); for every 2 points by which this exceeds the DC, the character may find enough food for one other being of the same size.

Avoiding Hazards: Wilderness Lore (DC 17); steep slopes, cliffs, crevasses.

Getting Lost: Wilderness Lore (DC 15); check every hour.

The Maze

The collection of canyons between Halas and the Blackburrow Downs are often referred to as "the Maze." These canyons are too narrow to support a village, with the widest providing just enough space for a wagon to pass, and they twist and turn so much that even locals can become lost in the passages. Most of these canyons have sheer sides, and the Maze can only be entered at certain locations — unless one wishes to slide down the rock face and risk breaking bones from the long drop. All Wilderness Lore checks made in the Maze suffer a –2 circumstance penalty, although a character with at least 5 ranks in Knowledge (local lore [the Maze]) gains a +2 synergy bonus to such checks.

The Maze is discussed in greater detail below, under "Landmarks."

Wilderness

"Wilderness" is used here to represent slightly more temperate forested regions, and such regions are found only along the western sea coast or along the banks of the Serpent River as it wends its way south toward the Misty Thicket. Most such wilderness in the North consists of evergreens, both tree and bush, and the ground is often covered by needles instead of leaves. The forested wilderness is a welcome respite from the rest of the north, and the home of the largest of the Northmen villages. The soil here (as opposed to the rock or ice prevalent elsewhere) is also less frozen, and caves and other underground dwellings can be carved out more easily.

Movement: Any creature that does not have "cold forest" in its Climate/Terrain entry moves two-thirds its base speed through Northern wilderness.

Spotting Distance: 3d6x10 feet (unless reduced by prevailing conditions).

Weather in the Wilderness

d%	Weather	Temperature (°F)	Wind Speed (mph)	Precipitation (in.)
01–50	Normal[1]	2d10–15	3d10	1d3–1
51–65	Mild	3d10+5	2d10	1d2–1
66–85	Harsh[2]	1d10–20	4d10+10	1d4–1
86–100	Severe[3]	1d10–30	5d10+20	1d6–1

[1] 5% chance of snow storm.
[2] 10% chance of snow storm.
[3] 25% chance of blizzard.

Foraging: Wilderness Lore (DC 13); for every 2 points by which this exceeds the DC, the character may find enough food for one other being of the same size.

Avoiding Hazards: Wilderness Lore (DC 14); deadfalls, steep slopes.

Getting Lost: Wilderness Lore (DC 13); check every hour.

Southern Coasts

Along the southernmost coasts, toward the Hatchland and the Lavastorm Mountains, the wilderness occasionally turns to lush grass or even sandy shores with tough weeds and vines poking through. Temperatures average nearly 10 degrees milder here, and that fact, coupled with the reduced wind and more plant life, makes these the most habitable regions in the North. The trees along the southwestern coast, in particular, grow taller and closer together, eventually leading into the Unkempt Wood.

Movement: Any creature that does not have either "cold forest" or "temperate forest" in its Climate/Terrain entry moves two-thirds its base speed through Northern wilderness.

Spotting Distance: 2d6x10 feet (unless reduced by prevailing conditions).

Foraging: Wilderness Lore (DC 12); for every 2 points by which this exceeds the DC, the character may find enough food for one other being of the same size.

Avoiding Hazards: Wilderness Lore (DC 14); deadfalls, steep slopes.

Getting Lost: Wilderness Lore (DC 14); check every hour.

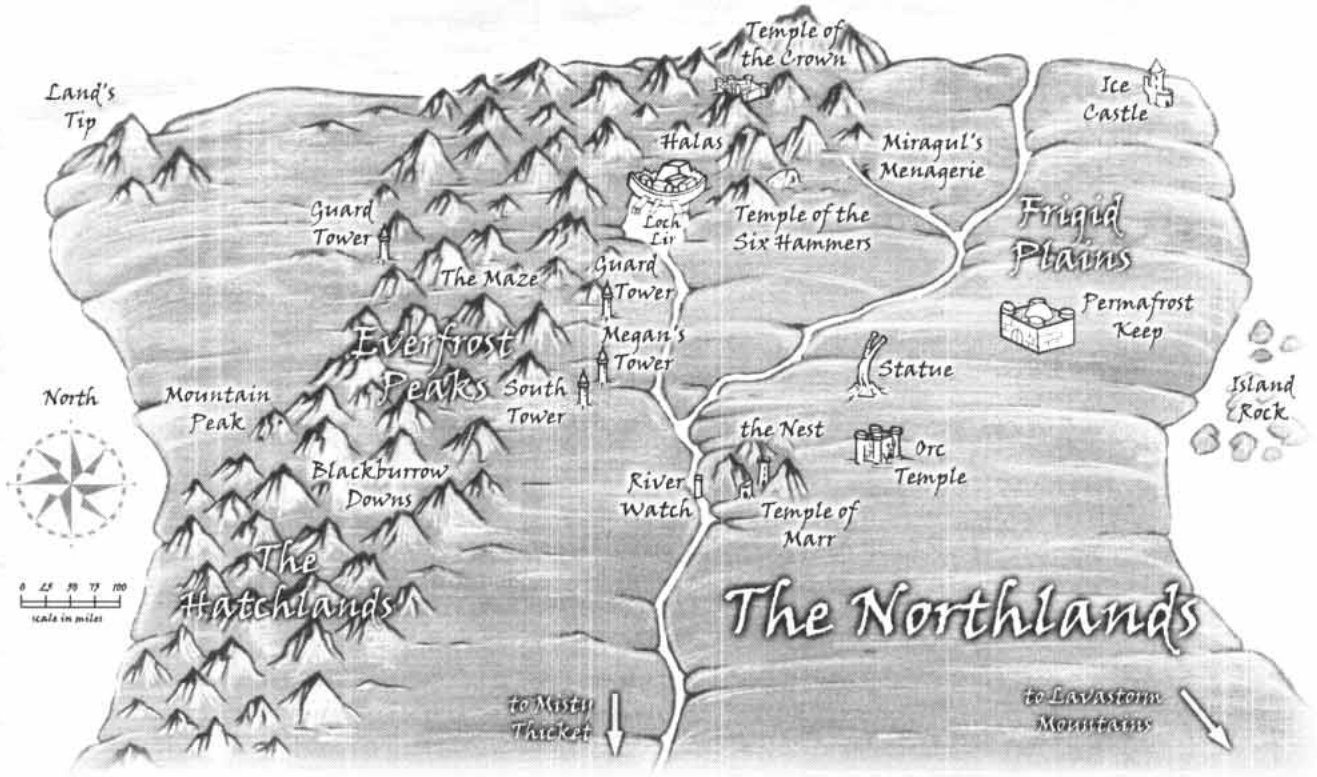
Landmarks

Much of the Northlands are featureless plains, monotonous sheets of ice and layers of snow. The Northmen can usually find their way around, often using landmarks both natural and manmade.

The Everfrost Peaks are the largest "landmark" in the area, of course. They run from the southwest to true north, cutting a swath across the Northlands. As long as travelers remember which side of the mountain range they're on, they can use the peaks to determine which way is north. The Serpent River also provides a clear landmark. It runs from Loch Lir in the north down across the continent, cutting it almost exactly in two. The Lavastorm Mountains are sometimes visible to the southeast, belching smoke and ash high in to the air. This range is beyond the edge of the Northlands, but it does provide a useful directional marker for those in the southern and eastern Northlands.

On a clear day, giant eagles can be seen circling above the Nest. This portion of the Everfrost Peaks lies right along the Serpent River near the southern border of the Northlands.

The coastline itself is a good guide, provided travelers can reach it — in many places, though, the coast consists of sharp cliffs, and the oceans are not visible until one stands on the cliffs themselves. The other problem with using the coast as a guide is that it runs around three sides of the Northlands — combined with the Peaks or some other landmark, the coast can show where you are, but by itself you could be anywhere along the outer edge of the Northern Nation. Still, in general, the northern coast is the highest and the most mountainous, while the eastern coast is filled with rocky beaches and small islands and the western has more greenery and soil.



The Maze

Barbarians do not actually dwell in the Maze, but they do guard its more accessible entrances, for dangerous creatures including both gnolls and goblins wander these canyons. The Maze Guards keep these creatures from using the canyon to reach Halas or any of the other Northmen villages in the area.

The Maze is a particularly narrow and twisty collection of caverns in the Everfrost Peaks. It's located between the city of Halas and the Blackburrow Downs, within sight of the Serpent River (which lies to the east). If one can find the Maze itself, she should also be able to locate the river, and then follow that to Halas or back down to the southern border.

Western Guardhouse

A Northman guardhouse stands by the western entrance to the Maze, roughly three weeks from Halas itself. At all times, 40 Northmen live here and keep watch, with at least 15 on duty at all times. They'll let travelers pass freely, and will even provide directions to Halas or to the Serpent River. Central among the guardsmen are the six Mcmarren brothers, whose family has traditionally been responsible for this post from its inception. Three of the Mcmarrens will be here at any given time, while a fourth, Lish Mcmarren, travels back and forth between the outpost and Halas, being responsible for supplies.

Bonn Mcmarren (*male barbarian, War 16, DG, Wolves of the North*) is the second eldest of the Mcmarrens, and is officially in charge of the guardhouse by the western entrance to the Maze. Tall, with dark hair and a wide grin, Bonn is a good-natured fellow who takes his job and his family — but little else — seriously.

Dom Mcmarren (*male barbarian, War 13, DG, Wolves of the North*) is the third eldest Mcmarren. He has blond hair and a quiet manner.

Garn Mcmarren (*male barbarian, War 11, DG, Wolves of the North*) is the fourth Mcmarren. He has dark brown hair, an eye for the ladies, and a penchant for good mead.

Lish Mcmarren (*male barbarian, Exp3/War 9, NG, Wolves of the North*) is the second youngest of his family. Leaner than his brothers, and with hair a touch redder, Lish is also the poet of the family. He's soft-spoken and well-mannered, and is usually the one chosen to great anyone who looks important, or to deliver reports to and collect supplies from Halas.

Eastern Guardhouse

On the opposite side of the Maze is the home of a second guard detachment of 20 men led by Bandl Mcmarren, the eldest and strongest of the Mcmarren brothers. This entrance is narrower than the one on the western side, which is why a smaller force can secure it. Occasionally, the remaining brother, Rob Mcmarren, who is remarkably fleet of foot, runs errands. The Mcmarrens and their men know every turn in the Maze, and the other brothers often visit Bandl (who is only a few days away, for someone familiar with the Maze) to bring supplies and news and to relieve the monotony.

Bandl Mcmarren (*male barbarian, War 19, OG, Wolves of the North*) is the eldest and the strongest of the Mcmarren brothers. A tall, forbidding Northman with long blond hair and a thick beard, Bandl speaks very little and treats most non-Northmen as enemies until they prove otherwise. He is quick to rescue people from attack by known hostiles such as goblins or gnolls, however.

Rob Mcmarren (*male barbarian, War 7, DG, Wolves of the North*) is the youngest of the Mcmarrens. Barely more than a youth, having just begun to braid his sandy beard, Rob is nonetheless already a capable warrior. He fetches supplies and runs errands for his elder brothers. Rob is excitable, and loves the idea of adventure. He also admires his eldest brother, but hates being the youngest, and resents being bossed around by any of his siblings but Bandl.

Southern Guard Station

To the southwest of the Maze stand three igloos, small domed houses built from blocks of ice, although these ice huts have underground portions constructed in the same manner as in a Northman village. The igloos bar the Maze's entrance to the Frigid Plains, and are occupied by 30 Northmen guards. The leader of this force, Karg Icebear, is not a Mcmarren, but he works closely with the brothers and regularly trades supplies and information with them.

Karg Icebear (*male barbarian, Mil 8/War 8, OG, Wolves of the North*) is a friendly sort, always happy to talk with travelers. He'll offer directions and advice, and has even been known to provide food and minor equipment to those in need. His weapon is an unusual one, a gigantic blade known among his (Shark) tribe and the other Maze Guards as the *Zwielhander* (see Appendix Two).

Martar Icebear (*male barbarian, Mil 16, DN, Wolves of the North*), Karg's twin brother, is as antagonistic as his brother is amiable. Martar only offers directions if pressed, and half the time he deliberately gives bad information. He has a foul temper, and attacks anyone who provokes him (which happens often, and for trivial reasons). He is a powerful fighter, though, and good at blocking creatures from exiting the Maze, so his behavior is tolerated. Karg is the only one who can talk to Martar without danger, and, despite their differences in outlook, the two are devoted to each other. Martar wears a *cloak of the ice bear*, although he inherited the item from his great grandfather.

Talin O'Donal (*male barbarian, War 10/Rog 2, NG, Wolves of the North*), one of the other men stationed at the three igloos, is quiet and mild-mannered for a barbarian, and quite shrewd. He answers questions honestly but never volunteers information, and he's always interested in merchants and their wares, often curious about what they're carrying as well as the goods' price and quality. Talin also makes his own mead, which he brews for his fellows in the Maze and occasionally sells to those passing through.

Flattop

One of the smaller mountains of the Everfrost Peaks, located on the eastern side of the Maze, this peak has a wide, level top that looks almost like it was carved. Bandl (whose guardhouse is nearby) usually has a few men posted here as a lookout. From Flattop, one can see across the Maze, locating not only Bandl's guardhouse below but his brothers' guardhouse opposite and the igloos further to the south. The southern edge of Loch Lir can be seen as well, though Halas itself is hidden.

The Point

On the other side of the Maze stands a mountain peak with gently sloping sides, but which ends in a narrow spike that can be clambered up by a good climber (Climb DC 15). This is known as the Point, and one of the Mcmarrens can often be found here, arms wrapped around the spike itself, looking out over the Maze. A skilled archer with a good longbow can hit the Point from Flattop, and on calm days the Maze Guards on either side sometimes climb these perches and shout across the intervening distance.

The Two Towers

Two solid stone towers stand on the Frigid Plains, a bit east of the Mcmarrens' guardhouse but north of the igloos. The larger of these is the one to the north, which is most commonly known as Megan's Tower.

Megan's Tower

A handsome woman named Megan O'Reilly (*female barbarian, Com 4, DG, Merchants of Halas, Wolves of the North*) lives here, providing food and shelter for travelers in need. Her home is not quite a hostel, but she does tend to cook more food than she can eat, and the tower (which was here before Megan took residence) has several floors and a great many extra rooms. Her rates can vary quite widely — Northmen are charged very little, as is anyone she likes, while those who are rude or overbearing wind up paying exorbitant prices. The Mcmarrens and their men often take dinner with Megan, and pay her back by getting supplies for her when they travel to Halas.

Megan generally relies on the Maze Guards (particularly Bandl, who, rumor has it, was once her lover) or on Tundra Jack (see below) for defense. She has a pet wolf, Snowflake (a 5-HD snow wolf trained for her by Tundra Jack), who guards the tower door.

South Tower

The second tower, further to the south, is believed by many to be uninhabited, although this is not the case — the South Tower is the home of Tundra Jack (*male barbarian, Bst 8/War 12, DG, Field Priests of the Tribunal, Wolves of the North*) and Iceberg, a female giant polar bear. They do not allow travelers to stay with them, sending wanderers to Megan instead, but they will help people in other ways. Some say Iceberg is Tundra Jack's pet, while others claim she is an equal partner — a few even whisper that the bear is Jack's lover, cruelly transformed by an evil spell. Regardless, she is extremely friendly, and will not attack anyone without cause (this does not apply to gnolls, orcs, and goblins). Once threatened, however, the bear does not back down until her foe is dead or Jack calls her off.

Although not officially a Maze Guard, Tundra Jack often helps the Guards and other travelers against the creatures that come out of the Maze. When not lending a hand there, Jack wanders the Everfrost Peaks, or spends time with Megan at her tower. He can be relied upon to help anyone



being attacked by monsters (but likely not by animals), provided he's nearby and hears the fight.

The Statue

When crossing the Frigid Plains, one of the most striking landmarks one might encounter is the Statue. This imposing object is a life-sized stone representation of an ice giant, fist raised as if in defiance. It appears to be carved from a single massive boulder of granite, and the edges have been worn smooth over time. It lies to the east of Megan's Tower and a little to the south, and those brave enough to climb it can see her tower and the South Tower beyond the river in the distance, and the Everfrost Peaks beyond them.

Visitors from the South often wonder why no one has toppled that statue of the Northmen's ancestral enemies. Some Northmen reply that the statue reminds them they can never let their guard down. Others say it was simply too solid to topple. Still others claim a giant shaman enchanted the statue, and that destroying it will invoke a curse that could topple the Northern Nation altogether. And then there are those who claim that the statue is not a statue at all, but one of the great giant kings of ancient days, turned to stone by a spell. These Northmen claim that destroying the statue would simply free that king to gather his armies and attack the North once more. "Better to let him sleep," they say, and nod their heads sagely.

Orc Temple

Common orcs do live in the Northlands. They don't like cold any more than humans do, but they enjoy ambushes and looting every bit as much as goblins, which draws them to dwell anywhere they can find prey. Orcs are larger than goblins, however, and more dangerous in combat, though individually they're no match for the larger Northmen. The orcs were not part of the Devastation, and so they are not hated as much by the Northmen — individual orcs are usually considered more pests than threats, and they're allowed to live if they provide useful information or some service. The orcs have proven adept at mountain climbing, and can often be seen wandering about the peaks in search of goods or treasure. Some are shamans, as well, and these are particularly dangerous.

Though most orcs dwell in caves or in crude huts within the canyons, one orcish group is both larger and more visible. This is the Orc Temple, controlled by the orcs of the Ice Clan. These orcs, often called icy orcs, seem as comfortable in the cold as any ice goblin. They are relatively few in number, perhaps three or four score at most, but they are considerably stronger than common orcs and far more organized. Worse, many of the icy orcs are apparently spellcasters of some sort, and they are starting to dominate the other orcs in the area. The Northmen are watching them closely — thus far the icy orcs haven't posed a real threat, but if they start organizing too many lesser orcs under their banner, the Northmen will have to eliminate them.

Their temple, though crude by most standards, is nonetheless solidly built, and has withstood decades of the harsh weather common to the region. The temple stands in view of the Statue, near the base of the Nest on the side away from the Serpent River. The temple is a meeting place for other orcs, and even a few other races. Before the icy orcs arrived, even humans could be found here. In recent years the area around the temple has begun to resemble an actual village, and many local Northmen begin to fear that the orcs are now organized enough to pose a genuine threat.

The leader of the Ice Clan Orcs, Redwind (*male icy orc, Shd 10, OE, Ice Clan Orcs*), is as big as any barbarian, with a powerful frame and a square jaw, and is more intelligent and disciplined than most orcs. He wears masterwork chainmail and fights with two weapons: a wickedly hooked sword and a serrated axe. Redwind also carries the *ivy rune* (see Appendix Two). Occasionally, he leaves the Temple to wander on his own, though whether this is for solitude or after some personal mission is unclear.

Tamshin the Vendor

Tamshin the Vendor (*male half-human/half-barbarian, Shm 3/Nec 10, DN, Orc*) is a former shaman of the Seal Tribe who was forced out of his village when he was suspected (rightly) of practicing necromancy. The villagers chose not to find out whether the charges were true, for if they were, Tamshin would have been put to death. Now he makes his living selling herbs, poisons, and disease spells to travelers. For many years, he sold from a small stall next to the Orc Temple, and his clients were mainly orcs and goblins. But then the Ice Clan Orcs appeared, and they soon chased Tamshin off. He's recently found some old ruins near the temple for shelter, though, and has set up shop there. Tamshin is one of the only humans the local orcs (aside from the icy orcs) will tolerate, since they know him and have done business with him for many years.

Ruins

The Northlands seem uninhabitable to most southerners, who are surprised to learn that many different races have dwelt here over the centuries. The lands, which seem so featureless and barren at first, are in fact dotted with remnants from previous cultures. These ruins are often hard to find, but most Northmen know every ruin near their own village, and many young Northmen wander the plains in search of new ruins. They are usually less interested in any treasure than in being the first to locate a ruin and fight off any creatures who have taken up residence there — unless, of course, the treasures they find help them to locate and defeat even more foes.

The ruins in the Northlands can be divided into five types, as follows (in roughly chronological order of construction): the eldritch giant castles; the ogre cities; the ice giant keeps built after the Rathe had cursed the giants and the land; the ruins of the ancient Northmen; and the ice giant keeps built after the Devastation, crafted by Northmen carvers in bondage to the giants.

Eldritch Giant Keeps

These enormous fortresses were built earlier in the same age as the ogre cities, when giants and ogres were still clever and talented. These were once places of great magic and beauty, filled with items both lovely and potent. The giants were less interested in conquest than the ogres, so rather than create large cities, they shaped solitary keeps for themselves and their extended families. The massive struc-

tures were complex, filled with slender towers, twisting staircases, and vast gardens. Most were said to have walls coated in gold and other precious metals, so that a single candle's light would be reflected everywhere and could turn a dark room into a gleaming chamber. These castles, like the ogre cities, were destroyed by the Rathe, and the giants were stripped of their intellect and magic at that time.

Though largely crushed, some of the original giant castles remain today, although most are in poor repair. Though the Rathe bombarded each keep with their magic, the giants possessed magic themselves and had woven mighty spells of protection around their homes — these spells could not fully withstand the wrath of the gods, but they did preserve some portions of the giants' homes. Most of these castles were built atop mountains, overlooking what were then rich fields and proud forests, and on the highest peaks of Everfrost some of these ruins still remain. These generally resemble caves, since most of the exteriors have been buried beneath rocks and ice, but the openings seem strangely symmetrical and the cave looks smoother than naturally possible.

Once inside, walls of polished stone are revealed, with graceful columns, doorways, and arches all delicately carved and beautifully crafted. The giant ruins are a mixture of the well-preserved and the tragically destroyed, and exploring them is difficult because a perfectly intact archway can lead to an unsafe room without warning. Although any artifacts and objects found therein would be sized for their giant creators, many were also enchanted to adjust to the size of their owners, so they could be wielded and worn by those of other races as well. Many of the giants were less warlike, however, and their magical possessions more geared toward knowledge and defense than destruction. Even without magic, however, the giant ruins have value. Their walls were often coated in gold or other precious metals, and utensils and doorknobs were crafted from these and inlaid with gems.

Most of the original giant keeps are uninhabited, since few travel so high into the mountains. However, a few of the "caves" have been claimed by creatures such as polar bears, and one has become the home to a band of ice goblins that recently fled from Permafrost. They're just beginning to understand what it is they've found, and have no plans to return to live under Lady Vox's yoke.

Ogre Cities

These vast settlements covered the land back when the ogres ruled, and legends say they were made from polished stone carved and painted with delicate scenes. The cities were destroyed by the Rathe after the followers of Rallos Zek dared to invade the Plane of Earth, and little now remains of their once-great civilization. The ancient ogre cities, like the ancient giants' keeps, were lovely and graceful, yet they were far more expansive (if less tall).

Most of the ogre cities were built in valleys and meadows, the grandest of all being the empire's capital, whose name would translate to WaterRing, for it was built around a large lake — now called, in the Barbarian tongue, Loch Lir. The ogre city covered that valley and more, with slender bridges crossing the lake and the river just below it and buildings strung along both sides. When the Rathe struck, they buried WaterRing within the rock. Some of the passages currently running around the city — part of the Northmen's "Ice Road" (see Chapter One) — are more graceful than most dwarven work. These are actually remnants of the ogre dwellings, which the dwarves unearthed and incorporated into their own construction. Anyone mining in this region could stumble across pieces from the WaterRing, trapped in caves deep beneath the surface. Some of these areas are surprisingly well-preserved, while others are mere rubble. Of the other ogre cities, anything not shattered long ago is buried beneath a dozen or more feet of ice.

The ogres were obsessed with conquest and created many powerful weapons; being mighty mages, many of their items focused on mastery of magic and the elements. Unfortunately, the ogres were also a paranoid and jealous race, and most of their belongings were enchanted to resist the will of others. The more powerful items often carried magical traps designed to ensnare or even kill any non-ogre who dared claim the item in question. Northmen who found some of the buried ogre cities knew of these perilous traits through their oral legends, so they were wise enough to leave these objects alone; many ancient ogre artifacts may still be lying about beneath the ice and snow of the North.

The ogres' ruins are generally not inhabited, unless one counts the Northmen who use portions of WaterRing's sunken tunnels. Rumors tell of a Northman village whose carvers found strangely beautiful rooms beneath the ground and who used those for the underground portion of their huts. If this is true, those rooms could be parts from one of the ogre cities, apparently not as deeply buried as the rest. But no one knows if this story is true, and even fewer know to which village the story refers. (In fact, one Northman village in the Otter region does have underground rooms reclaimed from the ogre ruins, and another village in the Mammoth territory has rooms which border on and link to fully intact ogre buildings.)

Near the northwest corner of the Northlands, close to Land's Tip (described later in this chapter), a band of orcs have recently found a small ogre building beneath the ice and have dug it out to serve as their own headquarters. The orc chieftain is torn between keeping the magical artifacts they found there for himself or turning them over to Redwind, the leader of the Ice Orc Clan, in exchange for a good position in that growing army.

Old Ice Giant Ruins

These castles were crude structures to begin with, for the giants no longer had the skills or the ability to build well and they had not yet thought of enslaving Northmen to work for them. Many of these keeps crumbled in the onslaught of wind and snow, and the rest were destroyed by the Northmen after Dugan the Golden united them and routed the giants from the land.

Nothing remains of the ice giant keeps built immediately after the Rathe froze the Northlands, or at least nothing that can be recognized as such. These buildings had no real foundations, and Dugan the Golden's men launched quests to ensure that no trace of the land's former owners remained — the ground itself shows no sign of their former presence. Sometimes people find boulders that seem more square than normal, or a little smoother, and these may be

remnants from an ice giant keep, but only a master stonecarver or a lore-master would be able to guess, and even then the stone might simply be unusual.

The Lost Temples of the Northmen

In general, Northman ruins are simply old villages that were abandoned for one reason or another. The huts aboveground were either removed (for use in the new location) or fell as time wore on, but the underground dwellings survived unharmed as long as the walls remained intact and the trapdoor above was not removed. Yet rumors and legends speak of the lost temples, though none can say (or at least no one *is* saying) whether the stories are true.

Long ago, the Northmen did in fact build three great temples. Now in disrepair and largely forgotten, they remain, though each is at least partly in ruin.

Temple of the Marr

The first temple was initiated by Dugan the Golden to commemorate the birth of the Kingdom of the North and the land's freedom from the giants. This temple was placed along the eastern bank of the Serpent River, near the edge of the Northlands in a small mountain range, and was dedicated to the Marr twins who created the Northmen long ago. Portions of the temple's two main towers still stand, though the rest of the structure is barely recognizable, but its underground chamber is almost completely undamaged.

Unfortunately, the ruin is not easily accessible, for its valley, in a region now known as the Nest, was claimed long ago by a great number of giant eagles (see *EverQuest: Monsters of Norrath*, p. 167). In order to reach the temple itself, adventurers would have to climb the peaks, locate one of the two narrow caverns leading into the Nest, and then survive the trip into the valley itself — and the eagles do not take kindly to visitors. The remains of the temple's spires are accessible once the valley itself has been reached, but the stairway leading to the underground chamber has crumbled over the centuries. Using the two partially standing towers (now used as nests by the eagles) and the rubble denoting the position of the dozen or so smaller towers, adventurers can trace the circular outline of the temple itself.

The stairs are located between the remains of two of the smaller towers near the back of the valley, and if the rubble is removed the stairwell itself can still be navigated. The underground portion consists of one large chamber, with six small rooms sprouting along its perimeter.

The temple was built to honor the Marr twins, and no expense was spared in its construction. The underground walls are covered in beaten gold, once covered by exquisite tapestries (tatters of which still remain), while mosaics of precious stone and glass still fill some of the windowpanes cunningly carved to allow sunlight into the underground space (although these window shafts are now filled with rubble and debris). The underground chamber was in fact the temple's chief worship hall, and its altar is an enormous block of marble covered in gold and precious gems. The chalice resting on the altar is a solid piece carved from an enormous ruby, and the golden platter beside it is encrusted with exquisite diamonds.

Of the rooms placed around that central chamber, one was the head priest's study and contains a collection of divine scrolls. Another was the office of the two assistant priests, which holds two more divine scrolls and a minor item of the GM's choice. A third was set aside for the King of the North to use during visits, and is covered in fine tapestries and furs and expensive furniture, now most likely ruined. A fourth was used as a storeroom, and contained food and drink (spoiled and decayed long ago). The fifth was the temple's treasury, and is filled with gold and jewels. The sixth was set aside to house holy relics, and within this small room are two golden holy symbols of the Marr, old priestly vestments, a holy censer, and the fabled *Horn of Dugan* (see Appendix Two), with which the first King of the North summoned the other tribal chieftains to his side.

Temple of the Six Hammers

Connall founded the second great temple after he defeated Killian Blood-Axe. This imposing structure is dedicated to the Tribunal, who answered Connall's cry for help and assisted him in overthrowing the tyrant. The temple was very beautiful, with every surface carved to show great battles and mighty warriors and the totems of every northern tribe, and it was from the tallest spire that Connall was said to watch over his people.

Surprisingly, the temple survives intact, although it is not accessible — a snowstorm no doubt sent by the Six Hammers long ago buried the structure in snow, which then froze, creating a massive wall of ice. The temple now stands deep within the glacier near the northwestern edge of the Frigid Plains, its outline just visible to those outside. However, to reach it one would need to carve a way through the ice mountain itself. Unfortunately, the great double doors of the temple open outward, so the passage would need to be wide enough for the massive doors (12 feet high and 10 feet wide) to be swung open.

The temple itself has been miraculously preserved by the ice — all the windows and doors were sealed just before the storm struck. Even the tapestries and altar cloths are intact and undamaged. The main worship hall does have several items blessed by the Tribunal, including 3 minor to medium magic items of the GM's choice (that would be found in a temple to the Six Hammers). The most powerful treasure in this temple, however, lies atop a golden chest within the temple's treasury. The shards of the *Blood-Axe*, the symbol and weapon of Killian Blood-Axe, are housed within the chest. This axe was a powerful weapon, capable of killing with a single blow and of ignoring armor and other defenses. Legends claim that the *Blood-Axe* will be restored one day, and that Killian himself will be reborn to wield it. To prevent that from ever happening, great Connall's own blade — known to sages and skalds only as *Connall's Sword of Justice* (see Appendix Two) — rests atop the chest.

Temple of the Crown

Also dedicated to the Tribunal, this ancient temple of the Northmen was built under Ian Malcomson, who became the first King of the North after Connall refused the kingship upon Killian Blood-Axe's death. This temple was known as the Temple of the Crown, for it was shaped to resemble Ian's *Crown of the North*, with six tall spires spaced around the circular base.

The Temple of the Crown was built in a small canyon just northwest of the valley where Dun Lir once stood, and the passage carved between the two was lost in a landslide in the time of Lars Firetooth, father of Gristag Winetongue. It was assumed that the ice giants destroyed the Temple of the Crown when they crushed Loch Lir, but in fact they did not notice the temple, for it was built under an overhang and no trails linked it to the Northmen city.

The temple still stands to this day, although it has seen some damage from the region's fierce storms. To reach it, the cavern linking the temple to the valley of Halas must be reopened, or the Peaks themselves must be scaled. The small valley of the temple is barely noticeable from above, however, because the rocks overhang it almost completely—the temple is completely sheltered beneath the largest overhang, and cannot be seen from the peaks. Once in the valley, the ice will need to be cleared away from the door, as it has buried the door to a height of 4 or more feet. Once cleared, the doors can be opened. The outer rooms have suffered some damage from the snow and ice that have blown in over the years, but the inner rooms are completely unharmed.

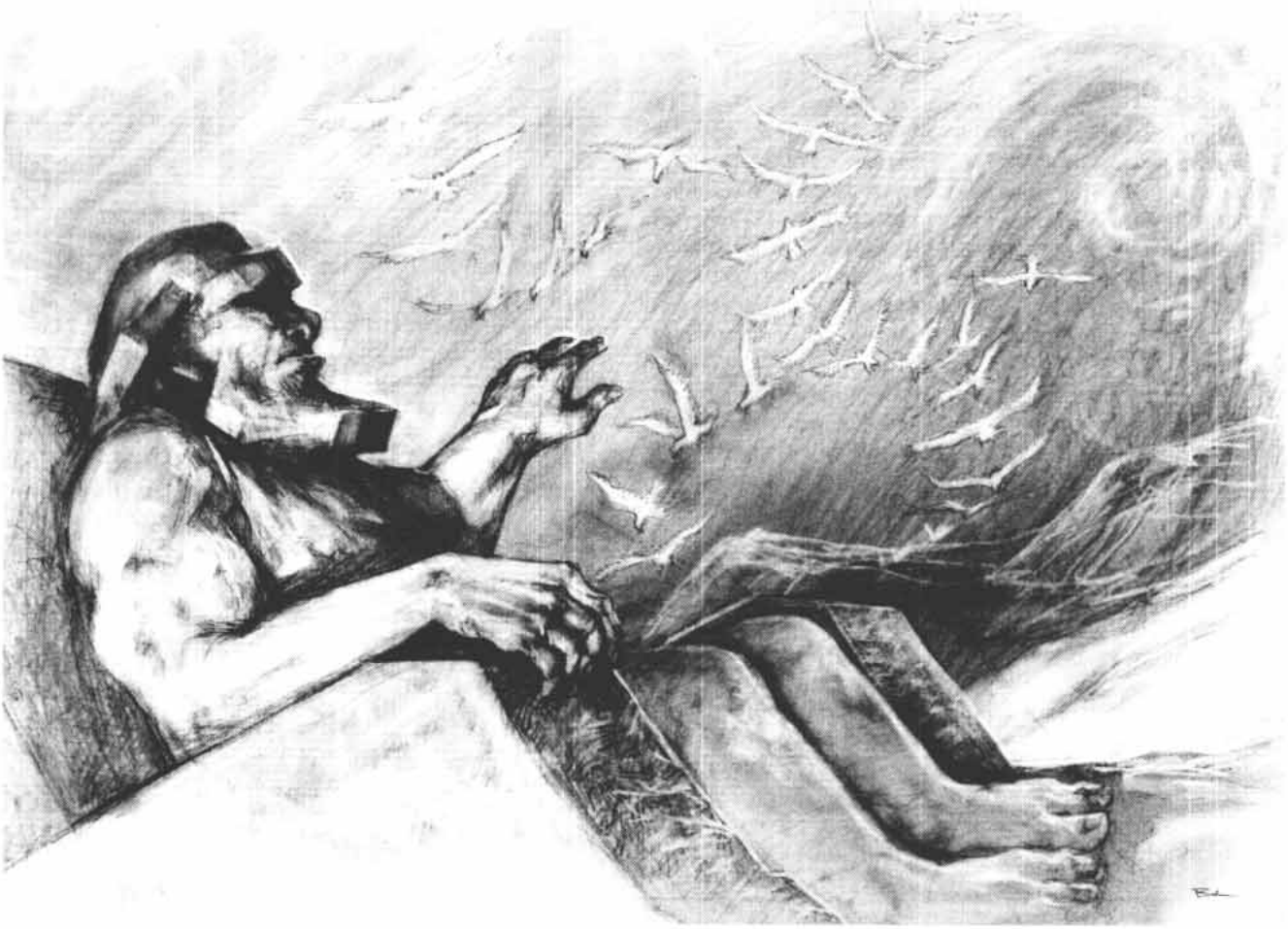
The Temple of the Crown is still filled with treasures, some of which have survived the centuries. Rich hangings and cloths once adorned the rooms, and fine rugs lay upon the floors, yet many of the tools and implements crafted from gold and silver and inlaid with precious gems are in perfect condition. The temple contains only one truly magical item, but that is a potent one indeed, for the true *Crown of the North* (see Appendix Two) remains safely hidden here under the protection of the Tribunal.

The Six Giant Keeps

Very little is known about the Northlands before the arrival of the Northmen, and before Killian Blood-Axe, most of the barbarians' history is mere legend. The period of the Devastation is well documented, however. This was the time when the giants, goblins, and gnolls combined forces to strike down the Kingdom of the North, destroy its capital at Loch Lir, and enslave the Northmen. The gnolls were content to return to their downs afterward, claiming only the Maze as their own. The goblins roamed the tundra freely, but only in small packs, and did not desire possession of any particular area. The giants, however, felt that the Northlands were still their own, and claimed the Kingdom of the North as their domain once again. Large keeps were built in each region, their construction overseen by the giants but the bulk of the labor performed by their Northmen slaves. Six of these keeps were built, and their names would translate to Valley Hall, River Watch, Island Rock, Ice Castle, Mountain Peak, and Land's Tip.

Valley Hall

Valley Hall was the central keep and the home of the ice giant king Icemane. Valley Hall was built on the ruins of Dun Lir, in the valley before Loch Lir, and from here Icemane ruled his subjects and summoned his regional lords. The castle was three giant-sized stories tall, and built



against the sides of the valley itself, so that the outer walls were the rock of the mountain. Valley Hall was crudely constructed, made from rough slabs laid atop one another and wedged into the spaces, but its floors and walls were completely covered by rich tapestries requisitioned from the Northmen and from other races as well. The back room of the top floor contained a massive stair which led out onto the Everfrost Peaks behind the valley, and Icemane would frequently climb to the top of the peak directly behind and there turn to view his domain. Eventually he had a chair carved into that spot, so that he could sit and view all the Northlands at once.

After Burke Wingfoot and the rest of the Northmen routed the giants, Valley Hall was dismantled. This proved a surprisingly simple task, since most of the walls simply rested against one another — once a wall or floor was shattered, those leaning against it also collapsed, and the entire structure fell like a house of cards caught in a strong wind. The larger pieces of stone were hauled out of the valley, and the smaller pieces were used to build a low plateau at the valley's center.

One portion of Valley Hall remains intact, although it was not actually part of the keep proper. The throne-like chair Icemane had carved into the Everfrost Peaks still stands above and behind Halas, though its outlines have been blurred by centuries of exposure to the elements. Finding this chair involves climbing high above the city and then locating the seat beneath its coating of ice. Once found and cleared, however, the chair provides a fantastic view of Halas, Loch Lir, and the Serpent River. Large portions of the Everfrost Peaks can also be seen, and most of the Frigid Plain is also visible. Ancient stories among the giants claim that the chair was enchanted, and that whoever sat there could command the wind and all the birds and beasts he could see. Even among the Northmen, a few ancient legends of the Chair of the Four Winds exist, though few realize this object and the lookout point for Valley Hall are one and the same.

River Watch

River Watch was the keep located directly south of Loch Lir, built to guard the Serpent River. The keep actually straddled the river itself, resting on both banks and on a single massive pillar sunk into the center of the river itself. The lord of River Watch was a fiendishly clever giant, SkyEye, a throwback to the powerful giants of an earlier age, who designed the castle himself. Consequently, River Watch was more carefully constructed than Valley Hall, with sturdier walls and more detail. The base of the keep was arched, forming two large tunnels through which boats could pass along the river, and the single floor had a wide stone balcony built along both sides so that guards could stand watch and spy any approaching vessels. Woven screens blocked the wind at the windows, and heavy rugs and cushions covered the floors, while the walls were often bare. Doorways were carved into a variety of shapes, many by Northmen carvers but some by the giants themselves, and SkyEye's own rooms were located in the exact center of the structure, directly above the column.

RiverWatch proved too difficult for the Northmen to take because of its location. Finally, the Northmen tied a multitude of ropes about the central column and lashed them to horses, bears, and as many men as they could muster, all buffed and bolstered by their mightiest shamans. Then everyone hauled on the column at once, all pulling to the west. After several hours of effort, the column finally shattered from the stress, and with its destruction the center of River Watch had no support — the massive keep sagged in the center, and then the middle portion broke free and plummeted into the icy waters. The giants, trapped in SkyEye's chambers, sank with their keep.

With the center of the building gone, the remains on either bank were easily dismantled and these followed the first section into the river. This area of Serpent River is still known as River Ruins, and provides some defense for the Northern Nation because the ruins of the giant's keep still poke up from the floor of the river. Boats have to slow and navigate carefully to avoid being torn open by the jagged stone shards. Northmen along the river still scare their children with tales of SkyEye rising from his watery grave and attacking passers-by, and strange noises are often said to be the giant tearing free from his underwater prison.

RiverWatch's central rooms are still largely undamaged, owing to both SkeEye's ingenuity and the skill of the Northmen carvers who built the keep for him. In order to explore the ruins, however, adventurers must swim to the bottom of the Serpent River and then dig into the sediment around the River Ruins until they can locate the ruins themselves and uncover a door or window.

RiverWatch is not strictly inhabited, but the River Ruins are infested with their share of fish, crabs, shrimp, clams, oysters, and also sea snakes. On the other hand, the core of the ruined keep is filled with treasure. SkyEye was a clever and greedy giant, and he often confiscated choice items from those who passed beneath him on the river. Most of these items were kept in his private chambers. Among the treasures within the rooms are a great deal of gold and silver; several bags of gems; and drinking horns of precious materials, many of them bejeweled. SkyEye's guards each wore masterwork breastplates and carried masterwork weapons. SkyEye himself is said to have worn an enchanted suit of plate armor and a magical helmet that let him breathe underwater (unfortunately for him, it couldn't save him from suffocating after months in the tightly sealed environment of his sunken chambers). He also carried enchanted weapons (GM's choice or design) and wore two magical rings: a *ring of animal charming* (see Appendix Two) and a *ring of translocation* (see Appendix Two; unfortunately for SkyEye, his bind point was in his personal chambers...) that currently holds only 3 charges and is thus only worth 43,000 gp.

Island Rock

Island Rock was built in the extreme southeast of the Northlands, and completely covered the easternmost of the islands along that shore. The island itself was little more than a single large rock, and the keep was built from shore to shore, so that no land remained beyond its walls. Island Rock was controlled by Stonegrip, an ice giant so large and powerful his hands could shatter boulders.

Stonegrip was not particularly intelligent, but he was large and fearsome and loyal, so Icemane sent him to guard the eastern border of their lands: The ice giant king was concerned about his neighbors in the Lavastorm Moun-

tains, and Island Rock stood not far from these fiery peaks. The proximity made the island far warmer than most of the Northlands, and to block out this unwelcome heat, Island Rock was built with narrow windows and no balconies along the west or south sides. Further, the castle had great ice pits in every room, each filled with blocks of ice to keep the temperature comfortably cool. The ash from the Lavastorm Mountains coated the southern and western sides of Island Rock, turning those walls a dark gray.

Stonegrip was a cruel master hated by all the Northmen under his control, and when the rebellion occurred they took their revenge for his brutal ways. The ice blocks were replaced with raging bonfires, similar fires were placed just within the doors, and then every door and window was sealed by jamming massive boulders into their frames. The giants were roasted alive. Stonegrip himself attacked the boulders at the front door, and actually shattered them with his fists before finally succumbing to the heat and smoke — his fist is said to have cleared the doorframe before he expired. Fortunately, the combination of ash on the outer walls and alternating cold and heat within had weakened the structure, and Island Rock was quickly dismantled. Northmen had never lived on the barren island before the return of the giants, so they were happy to leave that place again, with only the foundations of the former keep remaining. Some Northmen carvers tell tales of hidden basements at Island Rock, but most admit that carving rooms from the rock of the island would have been an amazing feat even for giants.

Ice Castle

Ice Castle stood at the northeastern edge of the Northlands, overlooking the ocean behind it and the Frigid Plains before it. This structure belonged to Frostblood, who had his keep constructed not from stone but from vast blocks of ice chiseled from the plains around him, cunningly assembled by Northman carvers. Oddly enough, Frostblood was the most genial of the giant overlords, who in fact treated his subjects well as long as they did their work properly. He gave the carvers a great deal of respect, and asked rather than demanded that they do their best work. As a result, Ice Castle was by far the most elegant of the giant keeps, with tall towers at each corner and sweeping staircases connecting the two floors. Many of the interior support columns were carved to resemble animals or even warriors, and the doors were built so well that not a single shriek of wind could penetrate them once closed. No fire pits were ever built, and only a handful of torches were lit at night, but because the walls were polished ice those few lights could be reflected from room to room, and the light was usually caught and magnified by the faceted ceilings above.

Few Northmen lived on the Frigid Plains, so Frostblood had commandeered carvers and other Northmen to accompany him to his new locale, but the giant proved to be so mild that many of the conquered Northmen willingly accepted his commissions. When the Northmen finally rebelled and reclaimed their kingdom, they approached Ice Castle and called Frostblood to surrender. The Northmen promised him safe passage south if he would swear not to return, for none of them could stomach killing him despite the atrocities of the rest of his race. But Frostblood could not tolerate the heat, and so, after some discussion, an alternative was given. The giant lord was allowed to leave Ice Castle, taking a massive boat and heading further north toward other lands he hoped would prove as cold. He was the only giant allowed to leave freely, and in truth many of his subjects would have let him stay in his castle if the choice had been theirs. They also asked that Ice Castle be allowed to stand undamaged, and since it was a testament to the skill and artistry of Northern carvers Burke and the elders agreed. In the centuries since, though, the castle is presumed to have fallen to the constant attack of wind and snow, but no one among the Northmen knows for certain.

Actually, Ice Castle was found a few decades ago by a band of wandering frost giants. Delighted to discover a ready-made home built to their size, the giants moved in. They have been hunting the area, focusing primarily on fishing but also trapping any animals they can find. The giants have no idea why the keep is there, or who built it, and they don't expect anyone else to wander that far into the Frigid Plains, so they don't worry much about guarding their new home.

Ice Castle contains little of real value other than intricate ice sculptures, since Frostblood was not interested in wealth. He did, however, leave behind a +5 *Huge flaming greatsword* — the giant lord had confiscated the weapon from an enemy years before, and had locked it up in his deepest dungeon to keep anyone else from acquiring the dangerous blade.

Mountain Peak

Mountain Peak was placed to the southwest of the Northlands, facing the Hatchland — the giants fear dragons more than any other creature, and Icemane worried that the young dragons born in the Hatchland might attempt to invade his territory. The lord of Mountain Peak was called Shardspear, and he had the sharpest eyes among any of Icemane's brethren, as well as the best aim. His name was earned by his preference for using hewn stalactites and stalagmites as oversized spears.

Mountain Peak was carved from the rock of the Everfrost Peaks, essentially a collection of linked caves. The exterior of the keep was barely touched, to conceal it from the eyes of the dragons, but the interior was leveled to provide floors, and great vaulted ceilings were cut to create space and to let the air flow freely. Slit windows were cut facing the Hatchlands, and Shardspear's throne was placed by one of these windows — the stalactites and stalagmites from throughout the keep were piled close by, to provide him with ready ammunition, and the windows were wide enough to allow those great spears to pass.

Shardspear cared little for the Northmen, and once Mountain Peak was finished he dismissed them to their own devices — as long as the villages provided food and drink for him and his men and made no trouble, he ignored them altogether. This may explain why many of Burke Wingfoot's more outspoken supporters hailed from the southwest, for they had been allowed more independence than most of their kin in other regions. Some even argued that Shardspear should be left alone — as long as food and drink arrived regularly he would not even notice that the

giant nation had been overthrown, and he would provide a solid defense in case the dragons ever did invade. But the giant's own fighting skills were too impressive for him to be allowed to remain, so ultimately the Northmen invaded Mountain Peak. This proved ridiculously easy, since the giants concentrated on the Hatchlands and the dragons, rather than on the villages to their backs. Their food and drink were laced with various herbs and poisons, and most of the giants died without a fight. Shardspear himself, due to his great constitution, still had enough strength to hurl a stalactite from his window before he died. The missile imbedded itself into a nearby peak, and remains there to this day. Mountain Peak itself was sealed with boulders and rockslides, though some of the caves themselves might still exist intact.

Mountain Peak can only be reached by finding one of its original cavernous doors or windows and then removing the boulders wedged into those spaces. The area has seen several landslides and many storms since the Devastation, however, so most of the entrances are now buried beneath layers of rock and snow and ice. The easiest way to locate the keep is by finding the Spar, the last stalactite Shardspear threw before he died. This enormous wedge of rock is still embedded in one of the higher peaks facing the Hatchlands, and once located its path can be traced back to the window in Shardspear's throne room. Finding any of the other entrances would involve hours or even days of searching by adventurers with strong backs (for moving rocks), sharp eyes (for noticing the outlines of an ancient door or window), and skill with stone (for being able to distinguish between carved stone and rough rock). Once inside, however, Mountain Peak is surprisingly easy to navigate — its halls and rooms were built for giants, and have survived untouched all these years.

Mountain Peak is close to the Blackburrow Downs, and the gnolls of that area have discovered some of the former giant keep's outlying rooms. They have not yet found the stairs linking those rooms to the rest of the structure, but eventually they will, and then Mountain Peak will most likely become part of the gnolls' domain. The gnolls may not be alone in the keep, however. The caves within are part of a large system which branches downward, deep beneath the mountains, and all manner of creatures live there hidden from sight. Some of these unknown beings may have wandered up into the keep itself, and may even have settled in its wide, cool rooms. That may even explain why the gnolls have not yet claimed the keep — it's possible that they've already found the entrance to the main structure, but that these other creatures have prevented them from going further. Gnolls are proud and territorial, though, so such resistance will only make them more determined to claim Mountain Peak and to eliminate any opposition.

Mountain Peak was left largely untouched when it was sealed, so most of Shardspear's possessions remain. Most of these materials are not valuable, however, being roughly made from stone or wood. The only items of real value are Shardspear's ruby-encrusted golden goblet and his silver fork and carving knife, and the masterwork weapons and armor left on the giants' bodies. Shardspear himself had enchanted armor that was said to reduce the wearer's fatigue, a magic (Huge) longsword, and a *pendant of sharp sight* (see Appendix Two).

Land's Tip

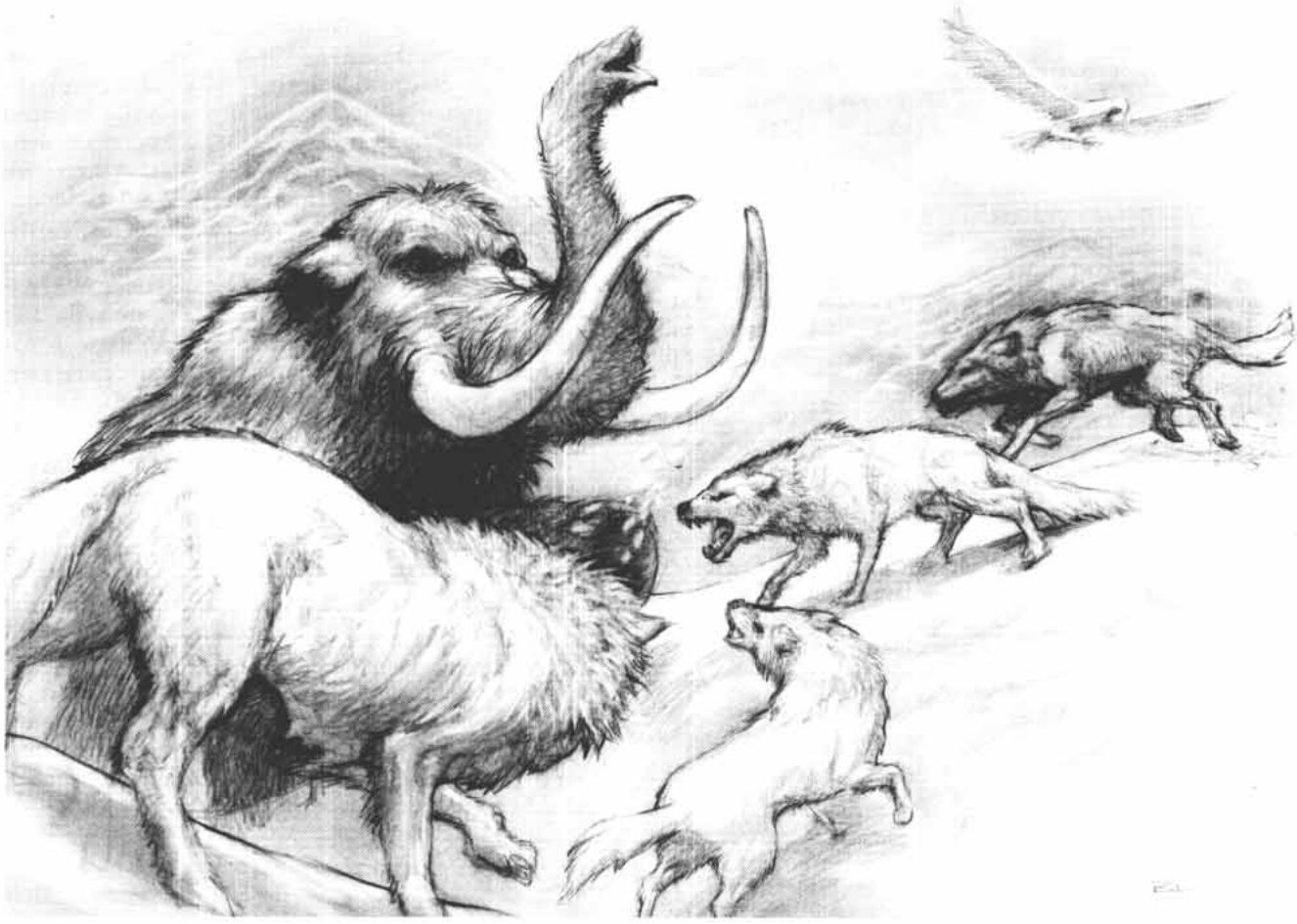
Land's Tip was the last of the ice giant fortresses built by the enslaved Northmen, and it stood in the northwest corner of the Northlands. Its purpose was to control the many Northmen villages between it and the Everfrost Peaks, and its ruler, Stormclap, was by far the cruelest of the giant overlords. Most of the Northmen lived in his region, and Stormclap drove them mercilessly, taking the bulk of their food and demanding constant labor from them. Anyone who dared to talk back to him or his guards, or who paused even an instant before obeying his commands, was punished harshly. Stormclap's name came from the fact that he often took cruel pleasure in slamming his two hands together in front of an unsuspecting Northman's face, creating a thunderous clap that deafened the individual and knocked him from his feet.

Land's Tip was built from blocks of stone not because it was the most efficient method but because that required the most work from the Northmen forced to construct it. Stormclap and his guards did no work themselves, but shouted orders and bullied the carvers constantly. The keep was well built, with solid walls and wide rooms, and the breeze from the ocean kept it surprisingly mild in temperature. A wide balcony was built facing the ocean, and Stormclap often held audiences there rather than in his massive throne room. More Northmen rebelled against Stormclap than anywhere else in the Northlands, but each time the giant and his guards ruthlessly crushed the rebels and then made examples of them in horrible ways.

Burke Wingfoot was born and raised in this area, and his outrage at Stormclap's cruelty is what sparked him to rally the Northmen together. Once the villages had united, they converged on Land's Tip, washing over the guards like soldier ants smothering a rat. Stormclap was dragged from his throne room, blinded by spears, and then tossed from the balcony onto the jagged rocks below. His cries of fear and pleas for mercy are said to still echo along the coastline, but no Northmen ever felt the least drop of sympathy for his plight. Despite the effort involved in its construction and the quality of the work, the Northmen unanimously agreed to disassemble Land's Tip, and it was tossed block by block into the ocean below.

Creatures of the Northlands

The Northlands is a barren and infertile place, yet some sturdy creatures do make it their home. Most native creatures tend to be aggressive and territorial, since food is at a premium. When your party is wandering the Northlands, you can use the list below to help you determine random encounters. Be aware of Challenge Ratings, however: A party of 1st-level characters should not run into several ice giants unless they are part of a carefully crafted non-combat encounter. The listings below do not include numbers of creature encountered, as you should adjust the number of creatures to something that will pose a suitable challenge for your party. Location is also important — gnolls can move about, but usually they're found near their portion of the Everfrost Peaks; as a result, anyone wandering along the western coastline is unlikely to meet them.



Native Creatures

The following are creatures native to the Northlands. Many can be found in *EverQuest: Monsters of Norrath*, while others are similar enough to a creature from that book (listed in parentheses after the Northlands native) that it can be treated as the same monster. New monsters from Appendix One in this book are also noted.

Bear, polar (use tundra kodiak statistics)**
Caribou*
Cold shade
Dog, arctic (see tundra creature template)*
Giant, frost
Giant, ice*
Gnoll, Blackburrow
Goblin
Goblin, ice
Gust of wind
Ice lizard*
Mammoth, tundra**
Mammoth, woolly**
Orc, common (use Deathfist orc stats)
Orc, icy*
Skeleton (use appropriate skeletal companions stats)**
Skeleton, fear-bone*
Skeleton, ice-bone
Snow leopard (use puma statistics with tundra creature template)**
Snow spider (use desert tarantula statistics with tundra creature template)**
Terror, ice-spawn or icy*
Vengeful Bard(s)*
Walrus*
Whale*
Wolf, dire
Wolf, white (use snow wolf statistics)**
Zombie, lesser or greater*

* See Appendix One: Bestiary herein.

** See appendices in *EverQuest: Monsters of Norrath*.

Chapter Four: Permafrost Keep

Out on the Frigid Plains, a great distance east of Halas in the absolute center of the Frigid Plains, stands an ancient, ruined castle. This shattered structure is known as Permafrost Keep. Few dare to venture within, for unlike many of the other ruins in the Northlands, Permafrost is still inhabited, and its denizens are not friendly toward the Northmen or their allies.

Legends

Some sages tell that Permafrost was the first dwelling built by the ice giants at the behest of their first king, known only as Glacier, after the Curse of the Rathe removed both their intellect and their former homes. The giants had not yet forgotten all their skill, so the massive keep was well constructed, even if it lacked the beauty and ornamentation of their previous castles. Permafrost took nearly two decades to build and is said to have stood at least four stories tall when finished; from its highest towers the guards could look down on the nearby peaks and see across the whole of the North.

When the Northmen first appeared, the giants thought them mere pests, hardly worthy of notice. But the Northmen quickly grew strong and numerous, and they began to wage war against the giants, until finally King Glacier was forced to order out his troops. Their battles raged for many years, with neither side gaining a clear victory. During that time the giants began to feel dread, for they sensed that these smaller beings had been sent by the gods that struck them down as a further curse, one that would supplant them and wrest control of the land from their large hands. Then Dugan the Golden united the northern tribes as the Kingdom of the North, and suddenly the giants found themselves fighting a foe more organized and numerous than themselves, and often nearly as hardy for all their smaller size.

Many of the giants retreated to Permafrost, and here they made their final stand. Glacier himself joined the fray, and slew many Northmen before Dugan stabbed the giant king through the eye with his gold-tipped spear, called Brightblade. Glacier fell, and with his death the remaining ice giants lost their resolve and fled before the Northmen's wrath. Permafrost itself was tackled next, lest it attract more giants in the future, and the towers and upper floors were collapsed. But the ground floor and sub-levels proved too solid for even the Northmen carvers to dismantle, so the entrances were sealed instead and the ruins left behind, with every Northman cautioned as a child never to approach the place.

History

For centuries the ruins of Permafrost sat vacant, its stone slowly crumbling and the building's outlines gradually weathering to dull, vaguely rounded edges. Many of the Northmen forgot of its existence, as the ruins themselves were largely hidden beneath snow and ice. Then came the Devastation, when the ice giants and their allies returned and destroyed the Kingdom of the North, enslaving the Northmen to their will. Ice giants roamed the land freely once more, though in much smaller numbers than they had during King Glacier's time, and a young ice giant scout named Cavewalker stumbled upon the concealed ruins. Recognizing the artisanship of his forebears and piqued by what it might conceal, he chipped away the snow and ice, revealing the remains of the once-great castle. King Icemane was informed, and in fact briefly considered rebuilding that keep as his new palace, but in the end he decided to settle atop Dun Lir instead.

Icemane did grant Cavewalker leave to settle at the ancient keep, however, and to take with him a small band of ice giant scouts for company. This group relocated to Permafrost, and worked to restore it as much as possible. They forced the Northmen from nearby villages to aid them, and after several months the front gates became accessible once more.

When the Northmen rebelled, Cavewalker and his friends saw at once that their own nation was doomed. Rather than die for a doomed cause, they retreated into the keep. The Northmen knew that to follow would be folly, so they simply sealed the entrances again and left the handful of ice giants to die within their own castle. But one of the giants discovered a second entrance, hidden in a canyon close to the keep, and through this they foraged covertly for food and drink. Thus the giants remained deep within Permafrost, unable to reclaim the Northlands but unwilling to leave their ancestral home.

Another century passed, and the giants' children still lived deep within the keep. But one day they were no longer alone. A party of goblins had discovered the ruins, and chose to investigate. The giants slaughtered many of the small intruders, but those who survived returned with more goblins, until they had brought enough to pose a genuine threat. They examined the castle with great interest, and finally decided to settle there, despite the objections of their larger neighbors. The giants knew they were effectively powerless to stop the goblins, so they reluctantly formed a pact instead, agreeing to share the space in exchange for the goblins' aid in foraging.

As the years passed, the goblins and giants settled into an uneasy alliance. Together they restored the front gates again and repaired much of the first floor and the first basement level. The upper floors were gone, and neither race had the ingenuity or the resources to rebuild them, but the remains of Permafrost offered more than enough space for their combined needs. And slowly more creatures began to appear at the front doors. Bears and wolves were captured and trained as pets and guards, and icy terrors found their way in through the wells deep below. Then a band of ice goblins arrived. They moved into the first basement level, opposite the giants, and began to bully the regular goblins. But the largest and by far the most powerful of these new neighbors arrived one day and announced that Permafrost was now her own. The great white dragon, Lady Vox, selected the keep as her home several decades ago, and even the giants were too frightened to refuse her.

Vox claimed the lowest level of the keep, graciously allowing the giants and goblins to stay — provided they worshipped her. Ice lizards also began to appear in the area after this, drawn by the Lady Vox's presence. Finally, a band of icy goblins appeared — these powerful goblins, calling themselves the Cyth, were worshippers of Lady Vox; they settled in among the ice goblins, whom they bullied in turn.

More recently, a fifth group has added to the chaos of the castle's daily life: A band of fire giants appeared at the door and demanded entrance. The ice giants, seeing these barbaric-looking strangers, were prepared to attack them (and the goblins were actually willing to assist in this endeavor— anything to avoid having more giants present). But Lady Vox announced that these visitors were welcome guests, so they were admitted to the throne room and then to her own antechamber. The fire giants have since settled in Permafrost, even though they despise the cold. They are priests of Lord Nagafen, the great red dragon who dwells in the Lavastorm Mountains — Lady Vox's lover. The fire giants were sent by their master to attend his paramour, and to maintain communication between them — she, in turn, has sent a handful of her Cyth to Nagafen's Lair in the Lavastorm, to attend him in a similar manner.

Permafrost Keep is now openly inhabited, and both goblins and ice giants guard the massive front gates. The Northmen have considered attacking the place and sweeping it clean again, but this would require a major force and they are not ready to reveal their own strength to the world. Lady Vox controls the keep and its immediate area, but she has made no attempt to extend her dominance beyond that small region, and thus far the Northmen are content to leave Permafrost alone.

Uneasy Housemates

Permafrost is not a peaceful place. The ice giants are the original inhabitants, and still feel that they should control the keep — most of them believe they should still rule the Northlands as well. But their numbers are far too small, and the giants at Permafrost have lived apart from the rest of their race for so long that they now feel little if any kinship with the other ice giants who sometimes wander the North.

The fire giants and the ice giants loathe one another, each viewing the other as a mutant offshoot from the proper giant race, and they fight every chance they get. The fire giants also abuse all of the goblins, and if not for Vox's protection the entire keep would unite to slaughter them in their sleep. Every day at Permafrost contains a series of debates, arguments, quarrels, and fights, as members of these five different groups battle for control of the castle, the lands, and the attention of the Lady Vox herself.

The goblins have lived in Permafrost for several centuries now, and feel they are responsible for restoring the keep to its current state of repair. They clearly dislike the giants' continued presence. But even those few giants who remain are too powerful for the goblins to attack easily, so — for now — the goblins must put up with their towering and arrogant neighbors.

The ice goblins are only one small tribe, but they're larger and stronger and smarter than their common goblin cousins. After stumbling upon Permafrost and seeing how well situated it was to dominate the plains, they decided to take control and moved in, completely ignoring the objections of the other goblins or the irritation of the ice giants. The ice goblins sneer at their smaller cousins, who have never been truly comfortable amid the snow and ice, and bully them at every opportunity. They mock the giants constantly as well, calling them oafish and clumsy and slow, and the only reason they have not attacked the larger race is because the ice goblin tribe is too few in number to risk battle with such imposing foes.

The Cyth goblins have worshipped Lady Vox for centuries. They would not have bothered with the keep, but Lady Vox summoned them and they live to obey her. The Cyth could easily dominate the other goblins, and possibly even the giants, but they are only interested in fulfilling Lady Vox's commands, and she has not instructed them to take control yet. Until that happens, the Cyth live among the ice goblins, and they simply take whatever they need and ignore any protests.

Technically, the various goblins control Permafrost Keep itself, or rather the keep and the surrounding lands are their kingdom. The Goblin King answers to Lady Vox, however, and is allowed to keep his throne as long as he acknowledges her sovereignty. The ice goblin tribe follows its own lord, who considers Permafrost to be his territory, while the Cyth have a leader but do not bother claiming territory, since as far as they are concerned everything belongs to their Mistress. The ice giants have been forced to admit, over the centuries, that they no longer control the keep, and have settled for maintaining their ancestral rights to live there and to participate in the organization of the old castle.

Fortunately for everyone, Vox rarely pays much attention to the smaller races, lost in her own thoughts and

schemes. She issues orders occasionally, and expects to be obeyed promptly and well, but as long as she receives food regularly and is attended by the fire giants and her own Cyth, she is content to ignore the rest of the castle's inhabitants and to overlook their petty squabbles.

Of all Permafrost's denizens, goblins are by far the most numerous. Nearly 140 common goblins live within the keep's walls. In addition, nearly 40 ice goblins reside here, along with a roughly similar number of Cyth. The ice giants total about 30 in all, and 9 fire giants attend Lady Vox on Nagafen's behalf. If some of these creatures are slain as random encounters, be sure to reduce that number from the total available in the keep.

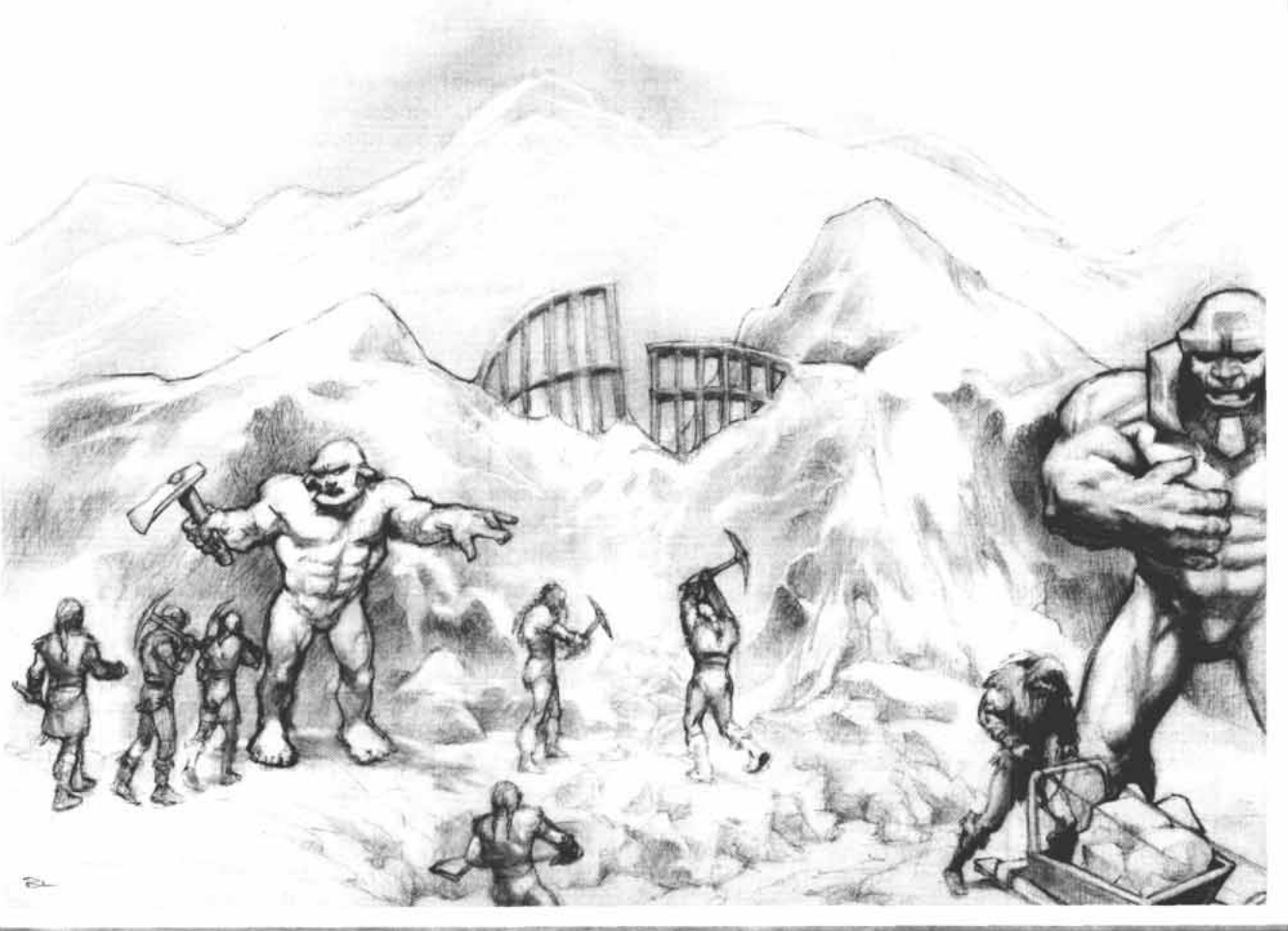
Structure

The towers of Permafrost were all shattered centuries ago by Dugan the Golden and his men, and the bridges crumbled. The outer walls proved too thick to destroy, however, as did the first floor of the many buildings. The central spire, with its arches, was demolished, leaving only an open space in the center of the castle.

By the time Cavewalker found the ruins, there was little left to reveal the keep's former majesty. After Icemane approved Cavewalker's mission, he and his allies returned and attempted to restore Permafrost Keep. They cleared the outer pit of its snow and ice, and then cleft the rock again to make a steep descent along the edge. Ice was chipped from the walls, and the gates were bent back into shape, with new hinges holding them in place. Ruined walls were swept away, along with debris from the former towers, and most of the buildings were repaired.

The giants had heard tales of Permafrost, and knew stories about its central spire, but rebuilding that was beyond their skill, so they settled for connecting all of the remaining buildings and forming a single roof across their tops, transforming the central courtyard into one wide room. The buildings whose second floors could be salvaged were united by a series of walkways, but nothing above that level had survived save a single portion of the westernmost tower. The underground rooms had been better preserved, requiring little more than cleaning and some minor repair. These were restored first, and the giants moved into the lower level while they worked on the portions above. As the years passed and work progressed, they grew accustomed to their underground chambers, so that even when a portion of the ground floor became habitable they decided to remain beneath the surface.

When the goblins first discovered the keep, they didn't realize it was inhabited because none of the giants was above ground. They took possession of the building, settling in on the ground floor, and by the time the giants re-emerged they were already entrenched. After an initial period of skirmishing, both giants and goblins realized neither could overcome the other (the giants were too strong, and the goblins were too many and too adept at hiding), so they eventually formed a truce, agreeing to share the enormous complex. The giants kept their underground level and the goblins held the ground floor, but the two worked together to dig new tunnels and rooms beneath the current basement, providing more room for everyone.



Then the ice goblins arrived. They immediately claimed half of the basement, which the giants were not currently using, and the giants simply decided it was not worth fighting over something they didn't really want or need. The ice goblins also helped with the sub-basement, and even did some work on the second floor, though they tended to oversee other goblins rather than laboring themselves.

The Lady Vox noticed the keep from high above as she passed through the skies above, and she soon descended into the Throne Room (as the goblins had designated the large chamber at the center). Approving of the location and its defensibility, she claimed the keep as her own and ordered a new portion of the sub-basement to be dug for her lair. When her Cyth arrived, they took command of the construction, and the lair was completed quickly.

Defenses

The most prominent defense of Permafrost Keep is its outer wall. This imposing structure wraps around the entire keep, and stands more than an astounding 110 feet tall. The wall is constructed of granite thick enough to withstand a prolonged assault by giants, its lack of seams suggesting that the keep may actually have been carved from a solitary mountain or plateau rather than quarried and constructed. The giants who restored the keep chipped the ice away and smoothed the wall again, then splashed water across it — the water froze instantly, creating a slick shell several inches thick. Thus, even if someone were to reach the walls, they would most likely not be able to climb them.

Oddly, the outer wall has no towers — apparently the giants who built the keep preferred to erect towers just within the perimeter, so they could overlook the wall but not link to that shell in any way. It is possible that the giants walked along the top of the wall, since it is wide enough to easily accommodate 3 giants walking abreast, but if so the stairs or bridges for access have long since crumbled away.

The second defense is the guard tower. Atop the lone remaining tower a single ice giant always watches the plains surrounding the keep.

The third defense is the outer pit. This is similar to a moat, in that it surrounds the entire keep. But the pit is not filled with water, or with anything — it is simply a deep chasm dug into the ice and rock. The pit begins abruptly, the ground dropping away in as close to a perfect vertical as any builder could desire, and these walls have also been smoothed and then coated with ice to prevent those falling in from finding handholds. The pit descends roughly 50 feet, ending in a forest of jagged rock and shattered stone.

The only way across the pit is the drawbridge by the front gate. This massive platform is cut from the same stone as the walls, and it is controlled by thick coldsteel chains that run into the walls above the gates. The giants who first built the keep still possessed enough knowledge to rig a system of pulleys and levers, and a single guard from within the gatehouse can lower the drawbridge. When closed, the drawbridge fits snugly into a recessed portion of the wall, and is almost flush with the stone around it.

Behind the drawbridge stands the massive 40-foot-high iron portcullis. This is controlled by a second set of pulleys and chains that retract along the high ceiling of the flag room (Area 3, Ground Floor). Its bars are nearly as wide as man, ending in wicked points that fit into grooves lined across the floor, and it can be dropped with terrible speed.

Outer Wall: 30 ft. thick; Hardness 8; 5400 hp; Break DC 80; Climb DC 40.

Outer Pit: CR 1; no attack roll necessary (5d6); +10 melee (1d4 jagged spires for 1d8+5 points of damage per successful hit); Reflex save not necessary; Climb DC 40. *Note:* Characters cannot fall into this moat-like pit as they would a trap, since it is not concealed in any way. They are in danger only if somehow thrown or knocked into the pit.

Drawbridge: 5 ft. thick; Hardness 8; 900 hp; Break DC 65; Climb DC 40.

Portcullis: 3 ft. thick; Hardness 10; 1,080 hp; Break DC 70; Lift DC 55.

Entrances

Permafrost's only obvious entrance is its massive main gate. This imposing opening, with its enormous drawbridge and gigantic portcullis, are intimidating enough to keep most travelers from daring to cross. The gate is usually guarded by at least 2 ice giants, making it even more difficult to enter the keep proper.

Levels

Permafrost Keep can be divided into five levels, although the Basement is actually divided into two distinct portions. It is important to remember that this castle was constructed by and for giants — all of the sizes given (such as saying a room is small) are based upon that scale unless otherwise noted. Thus, a "small" door could still be 20 feet high and 8 feet across, while a "large" chair might stand 13 to 16 feet high at its back.

Level One: Ground Floor

Entrances: Main gate into Area 1.

Exits: Hidden door at Area 3 (leads up to Area 1, Upper Level); ramp on west wall of Area 3 (leads to Animal Pens); stairs up from Area 6 (to balconies in Area 3, Upper Level); stairs down, northeast of Area 6 (to the Basements); stairs down, northwest of Area 6 (to Lady Vox's Sub-Basement).

Random Encounters: Check once every 30 minutes on 1d20:

1–3.	5–10 goblins
4–5.	5–8 ice goblins
6–7.	3–6 Cyth (icy goblins)*
8–10.	1–2 fire giant priests (see Area 11)*
11–20.	No encounter

*See Appendix One herein.

Detections: None.

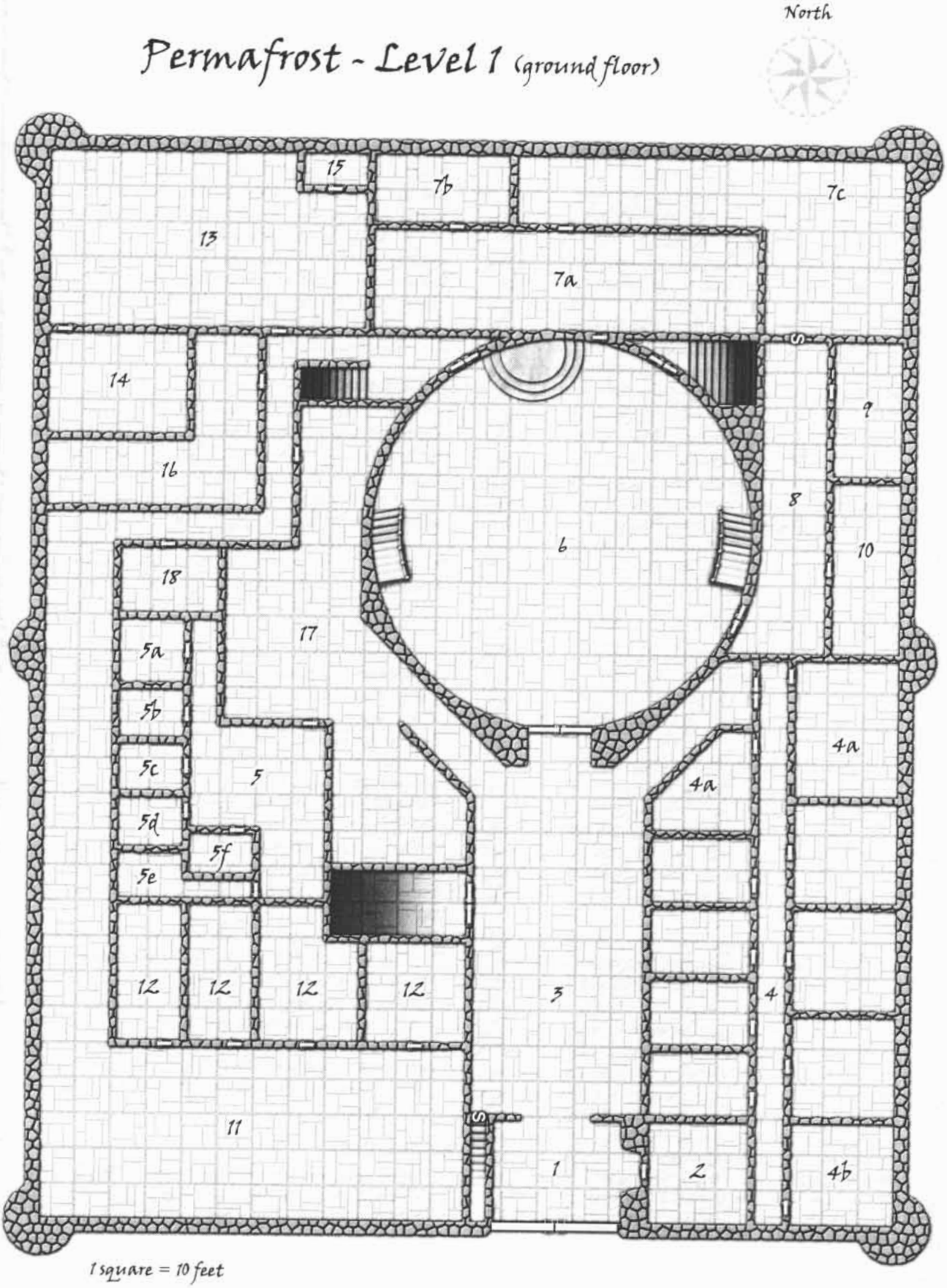
Shielding: None.

Continuous Effects: The temperature on this level is below 0° F (see *EverQuest: Game Master's Guide*, p. 46), except in Areas 11 and 12 (where it is merely below 40° F).

Standard Features: Unless otherwise noted, doors on this level are of stone, 24 feet tall and 9 feet wide: 18 in. thick; Hardness 8; 270 hp; Stuck DC 27; Locked DC 35; Pick Lock DC 30.

Interior walls are generally of reinforced masonry: 3 ft. thick; Hardness 8; 540 hp; Break DC 50; Climb DC 15.

Permafrost - Level 1 (ground floor)



The first floor of the keep is one of the largest and best-preserved levels, though in part that is due to the work of Cavewalker and his allies. Most of the foundations survived Dugan's men and portions of the lower walls remain, but the ceilings were destroyed and many of the less sturdy interior buildings also fell. Cavewalker was not as expert a craftsman as his ancestors, and the Northmen carvers he used, although capable, were unaccustomed to dealing with such thick blocks of stone, so the repair work was not as smooth or as graceful as the original.

A character who makes a Knowledge (construction and engineering) or Intelligence check (DC 10) can spot original sections and even distinguish between the earlier repairs (by Cavewalker and the Northmen carvers) and the more recent modifications (by the current ice giants and the goblins, respectively). The single largest change to this level was roofing it to create one massive floor instead of a collection of smaller detached buildings. Enormous stone slabs were hoisted onto the walls and laid flat across several rooms, transforming the former causeways into wide interior halls instead.

This floor belongs to the goblins, the most numerous of the races inhabiting Permafrost. Although they consider themselves the lords and owners of the castle, and sometimes wander the other floors, most of the goblins prefer to remain here on the ground level, closer to their king and their kin. Lone goblins have been known to wander into the giants' area, or even into Lady Vox's lair, and not return — despite the truce, the races still despise one another.

[1] Gatehouse (EL 19+)

This is the first room in Permafrost simply by virtue of its location. The huge front gate, carved from the same stone as the outer wall, is located just 10 feet inside the outer portcullis. Slit windows in the gate face out over the moat-like pit.

Gate: 5 ft. thick; Hardness 8; 900 hp; Break DC 65.

The guardhouse is not particularly large by giant standards, but it can fit at least 4 giants without being too crowded. The room is furnished with a small table and three chairs, and has at least 2 giants present at all times. The west wall has a strange iron plaque mounted upon it, just left of center, with the remains of some Ancient Giantish runes carved into it.

A character who examines the ceiling and makes a Spot check (DC 18) notices numerous odd-looking stones overhead. (These are the murder holes that can be operated from Area 1 on the Upper Floor.)

The giants in this room are armed with a good supply of boulders and ice blocks they can hurl through the "slits" in the gate. The south end of the west wall has a large iron rack mounted upon it, holding several more throwing rocks, as well as several Huge coldsteel greatswords and greataxes.

Gate Guards (2), Male Ice Giants, War 2: CR 18; Huge giant [cold]; HD 22d8+220 (base) plus 2d12+20 (War); hp 364, 360; Init +1 (Dex); Spd 40 ft. in armor, 50 ft. base; AC 30 [flat-footed 29, touch 9] (–2 size, +1 Dex, +16 natural, +5 breastplate); BAB +18; Grap +41; Atk +31/+25/+19 melee (2d8+15, crit 19–20/x2, Huge greatsword), or +16/+11/+6/+1 ranged (2d8+15, 110 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; AL OE; Fac Vox; SV Fort +26, Ref +8, Will +10; Str 40, Dex 13, Con 30, Int 12, Wis 16, Cha 10.

Skills: Climb +12, Hide +2*, Listen +16, Spot +10, Trade Skill (blacksmithing) +6, Wilderness Lore +7.

Feats: Alertness, Cleave, Power Attack, Skill Talent (Wilderness Lore), Track.

[2] Winch Room

A lever built into the wall near the door of this room controls the main portcullis, and another below that operates the drawbridge — raising the lever opens the appropriate portal, while pushing the lever down closes it again. These levers are operated by an enchantment crafted by the original giant builders; a successful dispel check against caster level 30 will cause the targeted lever to cease functioning for 2d6 minutes, but otherwise the levers always function. Still, they are giant-sized, and a Strength check (DC 25) is required to move a lever.

[3] Flag Room

This is a large, smoothly tiled chamber that branches on the north side into three passages. The flag room itself has no furniture — it is primarily used to muster troops for battles or raids. The walls are hung with various tapestries, however, all depicting battle scenes of some sort; many show ice giants defeating other foes. Though many travelers think the name comes from the flag hanging high above the center of the room, the room's name actually comes from the smooth flagstones on the floor, and it is one of the only places on this level to still have the original paving built by the first giants.

The easternmost of the three exits leads to a metal gate, which bars the entrance to Jail Row (Area 4). The west passage leads to the Goblin Living Area, which is always noisy (Area 17), while the central passage goes directly toward the Throne Room (Area 6), halting at a massive set of ornate stone double doors, carved and inset with gold and jewels.

Throne Room Doors: 2 ft. thick; Hardness 8; 360 hp; Stuck DC 30, Locked DC 45.

On the west wall of this great hall, a wide stone gate bars the entrance to a ramp, which leads directly to the First Sub-Basement: Animal Pens. The gate is normally kept unlocked.

Gate: 2 ft. thick; Hardness 8; 360 hp; Stuck DC 30, Locked DC 45.

Along the south wall, in the corner to the west of the archway from Area 1, is a hidden door concealed behind a tapestry — it can be found with a successful Search check (DC 25), and is opened by pushing the tiny round stone cut into the floor before it (the only non-square flagstone in this room). This hidden door leads to a narrow stairway going up, passing through a trapdoor in the floor of Area 1 on the Upper Level.

[4] Jail Row

This area was set aside years ago as the goblins' jail, although ages ago it was simply a series of great storerooms. The area is closed off by a huge iron door at the end of the hallway from Area 3, which is usually left ajar enough for a Small creature to pass through; a Medium-size creature must make an Escape Artist check (DC 15) to get through. Otherwise, a character must make a Strength check against

the door's Stuck DC to push it open another several feet. However, doing so also creates a loud squealing noise — all creatures in Area 4 are alerted to the strangers' presence, and the GM should check for wandering monsters, which will appear in 1d4 minutes.

Jail Row Door: 1 ft. thick; Hardness 10; 360 hp; Stuck DC 30.

The area beyond the door has a single narrow corridor running southward toward the outer wall, and on each side it has a row of doors. Each door leads to a relatively small square room. The materials held within these storerooms have long since vanished, either rotted or looted or claimed by Cavewalker when he first arrived. The goblins rarely take captives, actually, but they will drag back prisoners who they think have valuable information, or anyone they think can be sold for a good price (whether ransom or simply slave-trade).

Just within the Jail Row door, against the very north wall of the hallway, stands a goblin-sized table and chair, at which sits the Assistant Warden, Glip. Glip's job is to stop people, goblins or otherwise, and ask their business. If he feels they have a right to enter the jail, he sits back and waves them in. If not, he tells them to go away.

The two northernmost Jail Row rooms (both labeled 4a) are not jail cells. Instead, these two rooms house the Jailers, 10 burly goblins armed with iron bars (treat as heavy maces). The Jailers will respond immediately to the Assistant Warden's call, either stepping out to support the visitor or leaping out to attack an intruder.

Glip, Assistant Warden, Male Goblin, Rog 1/Mil 3: CR 3; Small humanoid [goblin]; HD 1d8+1 (base) plus 1d8+1 (Rog) plus 3d8+3 (Mil); hp 32; Init +2 (Dex); Spd 30 ft.; AC 16 [flat-footed 14, touch 13] (+1 size, +2 Dex, +3 studded leather); BAB +3; Grap +0; Atk +5 melee (1d6+1, light mace), or +6 ranged (1d3+1, 20 ft., dart); SQ ultravision; Resist CR 8; AL DE; Fac Vox; SV Fort +6, Ref +7, Will +0; Str 13, Dex 14, Con 12, Int 8, Wis 8, Cha 7.

Skills: Alcohol Tolerance +2, Appraise +1, Climb +2, Hide +7, Intimidate +3, Jump +4, Listen +0, Pick Lock +3, Pick Pocket +4, Sneak +5.

Languages: Goblin (4), Giantish (2), Common (1).

Feats: Great Fortitude, Skill Talent (Intimidate).

Jailers (10), Male Goblin, Mil 2: CR 1; Small humanoid [goblin]; HD 1d8+1 (base) plus 2d8+2 (Mil); hp 23, 22 (x2), 20, 19, 16 (x2), 15, 14 (x2); Init +0; Spd 30 ft.; AC 14 [flat-footed 13, touch 11] (+1 size, +3 studded leather); BAB +2; Grap +0; Atk +5 melee (1d8+3, heavy mace); SQ ultravision; Resist CR 5; AL DE; Fac Vox; SV Fort +6, Ref +2, Will –1; Str 14, Dex 10, Con 13, Int 8, Wis 8, Cha 7.

Skills: Alcohol Tolerance +2, Climb +3, Hide +5, Intimidate –1, Jump +5, Listen +0, Sneak +3.

Feats: Great Fortitude.

[4b]

In this room is another slightly larger goblin-size table with a more comfortable chair. This is the office of the Chief Warden, Joyan. The chamber has been outfitted like a bedroom, complete with a bed and a chest of drawers. The jail cells don't contain anything of value, although at the GM's discretion they might hold a few prisoners who might offer help or advice if released (or perhaps simply some goblins put in the cells for crimes committed against the tribe, or even just to "cool off for the night"). All of a prisoner's valuables are claimed by the Chief Warden and kept in a large iron chest under his bed (but there is nothing there of any real value).

Joyan is an overweight goblin who loves his job — he gets to sit around all day, has several people to order around, and he can torture prisoners whenever he has some in custody and he's bored. Joyan hates to do any work, so he makes his Assistant Warden handle most of it while he sits at his desk here (far enough away that, by the time someone important reaches him, he can look like he's busy with something important) eating and drinking and taking long naps. The only work Joyan does himself is to search each new prisoner for treasure, and he keeps the best items for himself unless enough others have seen them that he cannot pretend the items don't exist.

Joyan, Chief Warden, Male Goblin, Rog 6: CR 6; Small humanoid [goblin] (3 ft., 8 in. tall); HD 1d8+1 (base) plus 6d8+6 (Rog); hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 [flat-footed 15, touch 14] (+1 size, +2 Dex, +3 studded leather, +1 luck); BAB +4; Grap +2; Atk +7 melee (1d8+3, heavy mace), or +8 melee with dagger (1d3+2, crit 19–20/x2, masterwork dagger), or +7 ranged (1d3+2, 20 ft., dart), or +9 ranged (entangle, 20 ft. [max], *woolly spider silk net*); SA backstab +2d6; SQ sense traps, evasion, rogue ability (chaotic stab), ultravision; Resist CR 7, PR 5; AL DE; Fac Vox; SV Fort +5, Ref +9, Will +1; Str 14 (13), Dex 14, Con 13 (12), Int 12 (11), Wis 8, Cha 7.

Skills: Alcohol Tolerance +4, Appraise +4, Bluff +2, Climb +3, Disable Device +3, Hide +7, Jump +5, Listen +2, Pick Lock +6, Pick Pocket +8, Search +4, Sneak +7, Use Rope +4.

Languages: Goblin (4), Giantish (3), Common (3).

Feats: Great Fortitude, Improved Initiative, Parry.

Possessions: Studded leather armor, heavy mace, masterwork dagger, 3 darts, *woolly spider silk net* (see Appendix Two), *etched ivory charm pendant* (see Appendix Two), 25 gp.

[5] Archaeology Lab (EL 8)

Most people assume that goblins are stupid creatures with no interests beyond killing, eating, drinking, and reproducing. This estimation, however, while often accurate, cannot be applied in every case. Goblins do have other interests: One of these is archaeology. Most goblins are fascinated with ruins and antiques, in fact with anything that harkens to an earlier time. This is partially because old things are often valuable, and partially because some goblins actually realize how much knowledge and magic they and other races have lost over the centuries — ancient magic is often more powerful. As a result, they spend a great deal of time digging for these items. This is one of the reasons why they chose to settle in Permafrost Keep — in addition to its excellent location, size, and defensibility, the structure is ancient and could contain a variety of materials, items, and information from the giants of old.

The lab is where the Archaeologists study anything of interest they've found. It is a large room with several smaller chambers off to the sides. Each of these smaller rooms is used to hold a specific type of items, although the room to the far north is the bedchamber of the Chief Archaeologist (see Area 5a).

The 6 junior Archaeologists sleep on bunks along the north wall of the room.

Several long tables, sized for goblins, lay side by side throughout the room, and these tables are strewn with items that have not yet been studied, catalogued, and stored. Most of these items are worthless, too old and

damaged to function or to retain any artistic value. They include old torcs, bracers, rings, earrings, eating utensils, needles, brushes, mirrors, craftsmen's tools, and weapons. Most of the items are giant-sized, but some are from Northmen and a few are from other races. Bronze is common, as are stone, bone, and ivory — wood items tend to disintegrate after a century or two, so few old wooden objects survive.

The room also contains four desks, one near each corner, where the archaeologists can sit and write notes about their discoveries. The desks have stacks of scraped parchment sitting off to one side, and quills and ink pens near the back center. Within the desk drawers are sheaves of completed parchments, detailing previous finds. The Chief Archaeologist's desk is the one farthest from the door, and in the top left drawer is a set of keys. These unlock the cabinets in each of the smaller rooms.

Treasure: Each Archaeologist carries 1d6 gp.

Archaeologists (6), Male or Female Goblin, Exp 5: CR 4; Small humanoid [goblin]; HD 1d8+1 (base) plus 5d6+5 (Exp); hp 32, 32, 27, 25, 24, 22; Init +0; Spd 30 ft.; AC 13 [flat-footed 12, touch 11] (+1 size, +2 leather); BAB +3; Grap –1; Atk +4 melee (1d3+3, crit 19–20/x2, dagger); SQ ultravision; Resist CR 5; AL DN; Fac Vox; SV Fort +4, Ref +3, Will +4; Str 11, Dex 10, Con 12, Int 11, Wis 10, Cha 7.

Skills: Appraise +4, Climb +1, Disable Device +5, Forgery +3, Hide +5, Jump +3, Knowledge (art and literature, mysticism) +2, Knowledge (construction and engineering) +4, Knowledge (history) +6, Listen +1, Search +4, Sneak +3.

Languages: Goblin (5), Giantish (3), Ancient Giantish (3).

Feats: Great Fortitude.

[5a] Miln's Room (EL 11)

This is the Chief Archaeologist's chamber, and contains only a bed, a dresser, and a nightstand. There is no cabinet, but beneath the bed is a false panel (Search DC 25), and within that are Miln's personal treasures (see below). Miln's wife (*female goblin, Com 2, DN, Vox*) lives here as well — both are well beyond their child-rearing years.

Miln is a tall, thick goblin with greenish skin, darting eyes, and an oily smile. He is very good at his job, and can decipher many ancient runes and recognize antiques even when they've been mauled, and the goblin king values him highly. Unfortunately, Miln knows this, and he uses the king's favor to its fullest. An extremely greedy soul, Miln often filches the more valuable finds for himself, although he's careful to give the king just enough to keep him (and his soldiers) satisfied. Lately the king has begun to suspect this thievery. The only time Miln can be trusted completely is when he's examining a new find — then he forgets all pretense or personal gain, and becomes lost in his appreciation for the object itself.

Treasure: Most of Miln's treasures are scrolls and books, including a spellbook that contains his four spells, but also in this hiding place are a masterwork silvered dagger, a small diamond (1,400 gp), and a *dragon charm* (see Appendix Two).

Miln, Chief Archaeologist, Male Goblin, Exp 10/Wiz 2: CR 11; Small humanoid [goblin]; HD 1d8+2 (base) plus 10d6+20 (Exp) plus 2d4+4 (Wiz); hp 77; Init +0; Spd 30 ft.; AC 14 [flat-footed 12, touch 13] (+1 size, +2 Dex, +1 armor); BAB +8; Grap +6; Atk +10/+5 melee (1d6+2, crit 19–20/x2, short sword), or +10/+6 ranged (1d3+2, 20 ft., dart); SA spells; SQ ultravision; Resist CR 10, MR 5, PR 5; AL NE; Fac Vox; SV Fort +8, Ref +7, Will +10; Str 14 (13), Dex 14, Con 14, Int 16, Wis 11, Cha 7.

Skills: Appraise +11, Channeling +10, Climb +8, Disable Device +11, Forgery +9, Hide +7, Jump +5, Knowledge (art and literature) +8, Knowledge (construction and engineering) +6, Knowledge (history) +16, Knowledge (mysticism) +16, Listen +3, Meditation +10, Search +15, Sneak +9.

Languages: Goblin (5), Giantish (4), Ancient Giantish (3), Draconic (3), Common (3), Combine (2).

Feats: Alertness, Great Fortitude.

Wizard Spells Prepared (mana cost): *Frost bolt* (2), *minor shielding* (2), *sphere of light* (2), *true north* (1).

Mana Pool: 12.

Possessions: Cloth armor, short sword, 4 darts, *archaeologist's pack* (see Appendix Two), *dented brass mask* (see Appendix Two), archaeology tools, spell component pouch, 1d4 gems (GM's choice).

Miln (buffed with *minor shielding*): hp 79; AC 15 [flat-footed 13, touch 13] (+1 size, +2 Dex, +2 armor).

[5b–f] Sub-Rooms

There are five of these smaller rooms in all, not counting the Chief's quarters. Each room has shelves covering the two side walls and a massive cabinet of stone occupying the entire back. The shelves are covered with items applicable to the room, all of various ages and in various states of (dis)repair. The more valuable items, both in terms of age and value, are kept within the cabinets.

5b. Weapons: This room holds axes, swords, hammers, spears, knives, daggers, and maces (and perhaps a few other more exotic weapons). Many of these are reduced to mere points, heads, or blades, since the handles were often made of wood and leather and cloth. As with the generic items, most are giant-sized but not all.

The cabinet holds several weapons with gold and/or silver trim (5d20 gp-value each), most intricately crafted and some with precious gems in the hilts or scabbards (5d100 gp); a *+1 Huge greataxe*, currently covered in rust and deposits, but otherwise in good repair and easily cleaned; a *granite axe* (a Northman battleaxe carved from solid stone, but which has Hardness 10); 2 Huge two-handed hammers with silver-plated heads; and a Huge longbow, a (man-sized) longbow, and a shortbow of some strange bone or horn that has not turned brittle even through the centuries (all three are *dragon-horn bows*; see Appendix Two).

5c. Armor: The armor room holds pieces of armor, from battered breastplates to bits of scale to handfuls of chain link. The cabinet contains more intact pieces, including a well-preserved bronze breastplate (*blind eye breastplate*; see Appendix Two), and 5 gauntlets and 4 helmets (all giant-sized) adorned with gold leaf and etched with protective runes (nonmagical; 4d20+200 gp each).

5d. Jewelry: This room has all manner of adornment, although the pieces on the shelves are of bronze, copper, and bone (but hidden among them [Search DC 24] is a dirt-covered and seemingly worthless human-sized *silver black sapphire bracelet*). Within the cabinet are heavy gold torcs, intricate rings, pendants, and bracelets of silver, gold, and even platinum, beautifully carved shapes encrusted with or

made from precious stones, and even a crown of some strangely dark metal that seems to absorb light (*shadow crown*; see Appendix Two). For simplicity's sake, to set values for the treasures listed above, roll 1d10+25 times on "Table 4–6: Art Objects" in the *EverQuest: Game Master's Guide*.

5e. Tools: The tools room is perhaps less exciting than the others, since most of its contents are either eating utensils or utility items of some sort: chisels, needles, trowels, forks, drinking horns, etc. The cabinet only contains a handful of items, but it does include one complete set of solid gold giant-sized eating utensils (2,600 gp as a set); 2 golden ruby-encrusted ogre-sized goblets (4,500 gp each); a magical Northman drinking horn (*The Host's Horn*; see Appendix Two); and a set of masterwork stone-carving tools apparently of ancient Northman manufacture, made from some type of strange milky-white rock, cold to the touch and harder than steel (Hardness 13) — while not effectively magical, these tools were carved from a magical stone found within a glacier (700 gp to an interested party).

5f. Miscellaneous: This room has all the items that could not be identified or that did not fit in any other category. Most of these things are warped beyond recognition, but the room does have some ancient toys, trinkets, and pieces of art. The cabinet here is empty save for a poorly-faceted ball shaped from a single massive sapphire (400 gp; it's an interesting curiosity, but in very poor condition), and a small statue of a giant warrior (this is actually a magic item called *The Warrior's Aide*; see Appendix Two).

[6] Throne Room (EL 8+)

Located in the exact center of the keep's ground floor is the throne room of the goblin king Thex'Ka IV. The back wall of the Throne Room has a massive slab of gleaming black rock laid flat at roughly its center, and this forms the royal dais. Atop this slab is a throne of beaten gold (actually a layer of beaten gold over stone), and it is here that the goblin king sits when holding court. To his left is a smaller chair, also covered with gold, for the ice goblin patriarch and ambassador, Scripin, who is generally attended by his son, Tensiel, the ice goblin champion. To his right, at the foot of the dais, rests a much larger chair of stone for the ice giant diplomat Hoarfrost. A simple stone stool to the immediate right of the throne is reserved for the goblin high priest Zaharn, who often advises the king. The rest of the room contains a variety of fancy chairs, many of them arrayed in clusters around circular tables. The balcony level (Area 3, Level 2) has more chairs and tables, so that goblins can sit and relax and watch their king control the nation — this level is reserved for the more important members of the race.

Court is usually in session starting at mid-morning every day, breaking after an hour or so for a 2-hour lunch, and then in session again for 4 or 5 hours (until the dinner hour) — while it is in session, 4 elite guards watch the stairways (2 to each stair). Another 6 elite guards stand arrayed around the edge of the dais, facing forward to ward off any attack on their king. At such times, King Thex'Ka IV is always present, of course, but there is a 60% chance that Scripin is here as well, always attended by his son (see Area 3, East Basement, for their stats). Further, there is a 50% chance that Hoarfrost, the ice giant diplomat (see Area 4, West Basement) is here while court is in session, and an 80% chance that High Priest Zaharn (see Area 10 on this level) is present. Finally, there is a 20% chance that 1d4 ice giants and 1d3 fire giant priests (see Area 11 on this level) are present (if the ice giants are here, so are the fire giants, as neither group is willing to let the other get the upper hand, diplomatically).

When court is not in session, 4 elite goblin guards are here, one at each stair up and two guarding the door to the king's chambers (at Area 7).

The Throne Room currently has five exits. The first is the main set of double doors at the south end of the room, leading from the Flag Room (see Area 3 for their stats). The second is the smaller set of doors in the northwest part of the room (the first doorway clockwise from the main double doors), which lead to a hallway and then to a wide staircase cutting down to the lowest level of the keep; this stair leads directly to Lady Vox's sub-basement, and is used only at her behest. Another set of double doors in the northeast part of the room (the third set clockwise from the main double doors) lead to a second descending staircase, which goes to the center of the Basement Level (this is the stairway that separates the East and West Basements). A fourth set of elaborately designed double doors on the southeast part of the room (the first set counter-clockwise from the main double doors) open onto the Goblin Temple (Area 8), and a single smaller door connects to the king's private chambers (Area 7a).

The only other items of note in the room are the massive brazier standing directly before the throne. This object is carved of the same dark stone as the dais, the fire within it burning constantly, casting dim light around the room and warming the king and those near him. Directly behind the king, on the back wall, is what appears to be an enormous icicle growing from the rock itself — cold radiates from it, freezing the very moisture from the air. Beside the icicle is a torch, which burns without smoke. The heat of the torch is intense, and yet the icicles never drips or shrinks. These objects are the *icicle of Vox* and the *torch of Nagafen* (see Appendix Two for both objects). Touching either of these items will immediately draw the attention of the Lady Vox and also the ire of every giant or Cyth in the chamber. When in court, the fire giant priests sit clustered as near the torch as they can, basking in its heat, while the ice giant diplomat's chair is close to the icicle so that he can enjoy its refreshing cold. None of the giants spend much time in the Throne Room, however, preferring to avoid the goblins whenever possible.

Tactics: If the King is present, the elite guards' first priority is his safety — they immediately surround him if they can, providing cover for him. If Zaharn is here, he also looks to the king's defense, buffing the king and then himself at the first opportunity, casting whatever offensive spells he can after that, and if necessary standing with the king against any melee attackers. Any giants present will attack intruders, but are not as concerned with the goblin king's safety — they *are* concerned about the integrity of Permafrost as a defensible home for themselves and their own people. Scripin and Tensiel, if present, do not care in the slightest for the giants or the lesser goblins, and they

will seek to make a fighting escape, if necessary, to warn their own people of attack.

Elite Guards (4 or 10), Male Goblin, War 5: CR 5; Small humanoid [goblin]; HD 1d8+2 (base) plus 5d12+10 (War); hp 49; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 15, touch 12] (+1 size, +1 Dex, +4 armor); BAB +5; Grap +3; Atk +9 melee (1d8+3, crit x3, silver battleaxe), or +8 ranged (1d6+2, 30 ft., javelin); SQ damage shield (3), berserking, Taunt bonus +2, ultravision; Resist CR 11; AL OE; Fac Vox; SV Fort +8, Ref +4, Will +0; Str 14, Dex 12, Con 14, Int 8, Wis 8, Cha 7.

Skills: Climb +3, Hide +6, Intimidate +3, Jump +5, Knowledge (warcraft) +1, Listen +3, Sneak +4, Spot +2, Taunt +5.

Languages: Goblin (4), Giantish (1), Common (1).

Feats: Alertness, Great Fortitude, Improved Initiative, Weapon Focus (battleaxe).

Possessions: Bronze chain shirt, *icy greaves* (see Appendix Two), silver battleaxe (see *EverQuest: Game Master's Guide*, p. 211), javelin, *amulet of spirit sight* (see Appendix Two), 1d6 gp.



[7] King's Chambers (0 or 9)

These are the king's private quarters, housing the ruler and his queen (*female goblin, Ari 4, DE, Vox*) and his 3 concubines (*female goblin, DE, Vox*), as well as his 5 non-royal children (noncombatant) — the concubines' children cannot be recognized as heirs.

The first room is a sitting room (7a), furnished with several comfortable chairs, and couch, tables, and a large brazier for warmth. Beyond that are a garderobe (a bathroom, 7b) and the king's bedchamber (7c), with a massive bed, a cabinet of ornately carved wood, and a matching dresser. The king spends much of his time in these rooms when not holding court, often inviting one or more important goblins to dine with him or to relax in the sitting room and sip wine or mead. All of the furnishings are expensive and well-crafted, the choice plunder of generations of raiding. The king's most valuable treasures, however, are kept on his person at all times. The bedchamber has a secret door hidden behind a tapestry on the wall beside the bed, which leads into the goblin temple (Search DC 25).

King Thex'Ka IV, "Ruler of All Goblins and Master of Permafrost Keep," is shorter than average for a goblin male, but quite broad and muscular. He always keeps his masterwork longsword close by if not on him, and its blade is clearly well used. Thex'Ka is a truly exceptional goblin, reasonably intelligent, and a good ruler — he often places the welfare of his people above his own happiness.

Thex'Ka is consumed by the fear that he will be the last goblin king, since he has no heir and he believes Lady Vox and her minions will overrun Permafrost or the ice giants will rise up and reclaim it. To prevent this, he stays alert to anything that can shift the balance of power, and he tries to conceive an heir with a new wife every year or so before failing and divorcing her out of frustration. Still, he keeps his people numerous in other ways and also keeps them ready to fight so that the other races cannot overrun them, and he always maneuvers for a better position against the giants, the ice goblins, and the Cyth. Lady Vox is the single biggest threat, and Thex'Ka is always respectful toward her, knowing the dragon could wipe out his entire race in a heartbeat. But if he ever finds a way to neutralize Vox, he won't hesitate to use it; with her out of the way, the king is sure his people can destroy or fight off their other unwelcome neighbors and finally own Permafrost completely.

Although he sometimes wears fine silk clothes when at his leisure, Thex'Ka is a warrior at heart and prefers his masterwork bronze plate armor when performing official duties. His crown is made from platinum and bears a single blue sapphire at its center, and is in fact enchanted, although it does not benefit the king in any way.

King Thex'Ka IV, male goblin, Ari 6/War 9: CR 15; Small humanoid [goblin] (3 ft., 3 in. tall); HD 1d8+3 (base) plus 6d8+18 (Ari) plus 9d12+27 (War); hp 147; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 19, touch 12] (+1 size, +1 Dex, +8 armor); BAB +13; Grap +12; Atk +19/+15/+11/+7 melee (1d8+6, crit 19–20/x2, masterwork silver longsword), or +15 ranged; SQ berserking, Taunt bonus +3, ultravision; Resist CR 10, PR 7; AL OE; Fac Vox; SV Fort +13, Ref +8, Will +9; Str 16 (15), Dex 13 (12), Con 16, Int 12, Wis 13, Cha 10.

Skills: Alcohol Tolerance +12, Climb +4, Diplomacy +10, Hide +6, Intimidate +13, Jump +6, Knowledge (history, peerage) +3, Knowledge (warcraft) +8, Listen +4, Sense Motive +8, Sneak +4, Taunt +11.

Languages: Goblin (4), Giantish (4), Common (4), Orcish (2).

Feats: Double Attack, Great Fortitude, Leadership, Parry, Skill Talent (Diplomacy), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork bronze plate armor, masterwork silver longsword, *symbol of loyalty to Vox* (see Appendix Two), *white wolf-hide cloak, platinum sapphire crown, amulet of spirit sight* (see Appendix Two), 20 pp.

[8] Goblin Temple

This room is usually empty and dark, but then the goblins are not particularly religious. Warfare is considered a better pastime than meditation, and they pray by dedicating victories and riches to their patron deities. Nonetheless, they felt it was wise to establish a temple in their new home, and this room was chosen mainly for its connection to the Throne Room. The temple does have a high ceiling, one of

the few left on this level; it does not stretch a full two floors like the throne room, but the vaults are roughly halfway up the second floor, and several massive columns support the ceiling in a row running from north to south.

The northernmost two-thirds of the room has several rows of stiff stone benches set on either side of a central aisle. In front of the chairs, in the southern portion of the room, stands a low dais cunningly carved of wood and covered in thick white fur so that it resembles an enormous dead polar bear. The altar itself, in the center of the dais, is carved from a single limestone stalagmite found in the caves below, and its flattened yet twisting form has been enhanced instead of concealed, as if the altar had grown from the floor, through the polar bear's body, and into this room.

The east wall is covered in a mosaic showing the goblin deities blessing their followers. The door at the north end of the east wall leads to the Priest's Room; the southern door leads to the High Priest's office. The aisle in this room is covered by a tightly woven red carpet with threads of gold creating a crisscross pattern, and the west wall shows a series of smaller mosaics depicting the favor of the goblin deities. Halfway along the smaller north wall is a mosaic showing the crowning of the first goblin king, and this panel hides the door to the king's bedchamber (Search DC 25).

[9] Priest's Room (EL 6)

The Priest's room is a small square chamber, cluttered with shelves and tables and a desk and a small bed. Books and scrolls cover every available surface, including the polar bear rug on the floor. The priest who dwells here, Grestin, spends his time here poring over these manuscripts, studying treatises about his gods and also perfecting his worship of them.

Grestin is short and wiry, yet has enormously wide shoulders and surprisingly strong arms. His thick hair is usually sticking in every direction, and he always looks as if he slept on the floor or simply didn't sleep at all. This isn't far from the truth, for Grestin is filled with religious fervor and frequently forgets to eat, drink, sleep, or bathe. His chambers are filled with every manuscript he can find about goblin religion, and he pores over them constantly, looking for anything new about his gods and how best to serve them. He is a true fanatic and a powerful preacher, exhorting his fellow goblins to obey their gods and to overthrow the infidels who have appeared among them. Grestin has a warrior's spirit, fueled by the knowledge that his gods love him.

At the king's orders, Grestin is no longer allowed into the throne room — the last time he was there, he assaulted one of the fire giants, claiming the creature was a demon sent to devour goblin souls — fortunately, the assault was negligible and the king was able to intercede before the giant crushed the little priest.

Grestin, Male Goblin, Clr 6: CR 6; Small humanoid [goblin]; HD 1d8+2 (base) plus 6d8+12 (Clr); hp 47; Init +0; Spd 30 ft.; AC 16 [flat-footed 15, touch 12] (+1 size, +3 armor); BAB +4; Grap +1; Atk +8 melee (1d8+3, *enameled black mace*), or +5 ranged; SQ divine power (receive divine aura), ultravision; Resist CR 7, FR 3; AL DE; Fac Vox; SV Fort +7, Ref +4, Will +8; Str 12, Dex 10, Con 14, Int 10 (8), Wis 17 (15), Cha 12.

Skills: Channeling +5, Climb +2, Heal +5, Hide +5, Jump +5, Knowledge (mysticism) +2, Knowledge (religion) +6, Listen +5, Meditation +6, Sneak +3.

Languages: Goblin (4), Giantish (1).

Feats: Great Fortitude, Mental Clarity.

Cleric Spells Prepared (mana cost): *Courage* (2), *endure fire* (3), *flash of light* (2), *furor* (3), *holy armor* (3), *light healing* (5), *reckless strength* (5), *word of pain* (8).

Prayerbook: Bind affinity, courage, endure fire, flash of light, furor, holy armor, invigor, light healing, minor healing, reckless strength, strike, true north, word of pain.

Mana Pool: 36.

Possessions: Studded leather armor, *enameled black mace*, *runed circlet* (see Appendix Two), iron unholy symbol, prayerbook, 13 sp.

Grestin (buffed with *courage*, *holy armor*, and *reckless strength*): hp 50; AC 17 [flat-footed 17, touch 13] (+1 size, +3 armor, +1 divine); Grap +3; Atk +10 melee (1d8+6, *enameled black mace*); SQ damage reduction 3/–; Str 17.

[10] High Priest's Office (EL 13)

The goblin High Priest Zaharn lives and works in this room. Although technically in charge of the Goblin Temple, Zaharn leaves that aspect to the Priest and concentrates on assisting the king instead. Although furnished much the same as Grestin's room, this office is scrupulously neat, with every scroll tucked away on the shelves and organized by subject and title. The desk always has a single blank sheet of parchment sitting on it, with a crystal inkwell (10 gp) and a gold-tipped quill (30 gp) just above. Zaharn's scrolls are largely religious, but cover a much wider variety than the Priest's, touching on the religions of various other races and describing the practices of all manner of priests. In the wardrobe along one wall hang the High Priest's vestments, made of silk studded with gems and cunningly crafted so that the whole thing seems to glow when exposed to bright light.

As the religious leader of the goblins, Zaharn is generally considered Thex'Ka's equal. Fortunately, Zaharn is not interested in political power, and he actually respects Thex'Ka's leadership for the most part. The two goblins do not always see eye-to-eye, but they agree it is necessity to rid the keep of the giants as well as the ice goblins and the Cyth and, most of all, of Vox. Zaharn considers the Lady Vox an interloper, and her presence blasphemy — her Cyth and Nagafen's fire giants are heretics, attempting to corrupt the goblins into worshipping foreign powers.

Zaharn is a tall, slender goblin of great age and solemnity, ill-suited to personal combat, and he does not wear a weapon. His robes are blood-red in color, and upon his head he wears a rust-colored coronet, its single red stone matched by that set in a heavy golden ring upon his finger.

High Priest Zaharn, Male Goblin, Clr 13: CR 13; Small humanoid [goblin]; HD 1d8 (base) plus 13d8 (Clr); hp 78; Init –1 (Dex); Spd 30 ft.; AC 10 [flat-footed 9, touch 10] (+1 size, –1 Dex); BAB +9; Grap +4; Atk +9 melee or +9 ranged; SA spells; SQ divine powers (celestial healer, receive divine aura), ultravision; Resist AR 4, CR 9, DR 3, PR 5; AL OE; Fac Vox; SV Fort +9, Ref +5, Will +16; Str 8 (7), Dex 8, Con 10, Int 14, Wis 22 (20), Cha 15.

Skills: Channeling +9, Climb +0, Diplomacy +6, Heal +8, Hide +5, Jump +2, Knowledge (history) +13, Knowledge (local lore [Frigid Plains]) +14, Knowledge (monster

lore [dragons]) +13, Knowledge (monster lore [giants]) +13, Knowledge (mysticism) +15, Knowledge (religion) +17, Listen +10, Meditation +19, Sense Motive +7, Sneak +2, Spellcraft +3.

Languages: Goblin (4), Giantish (4), Barbarian (3), Common (2).

Feats: Great Fortitude, Iron Will, Mental Clarity, Mystic Capacity, Quest Spell, School Specialization (alteration).

Cleric Spells Prepared (mana cost, modified for celestial healer divine power): *Bravery* (12), *celestial remedy* (29), *endure cold* (3), *enstill* (10), *greater healing* (23), *hammer of striking* (17), *holy might* (10), *spirit armor* (12), *wave of fear* (15).

Prayerbook: Bind affinity, bravery, celestial remedy, courage, endure cold, endure fire, enstill, flash of light, furor, greater healing, hammer of striking, holy armor, holy might, invigor, light healing, minor healing, reckless strength, spirit armor, strike, wave of fear, word of pain.

Mana Pool: 160.

Possessions: Robes, *coronet of buried blood* (grants *improved healing II*; see Appendix Two), *gold jasper ring*, iron unholy symbol, prayerbook, 25 gp.

Zaharn (buffed with *spirit armor* and using *hammer of striking*): Atk +10/+5 melee (1d8, crit x3, *hammer of striking*); SQ damage reduction 7/–.



[11] Hall of Worship (EL 24–26)

This large room has become the fire giant priests' Hall of Worship. On the back wall, the giants have placed the massive *Fire-Rod* (see Appendix Two), whose upper end burns white-hot. The eyes of the carving of Nagafen on that same wall are two huge rubies (4,000 gp each), which reflect the light from the fire-rod in a sinister way. The rest of the room is covered with tapestries, rugs, and thick cushions, and is surprisingly warm (about 30° F). At any given time, 1d3 fire giants can be found here, kneeling on cushions and muttering strange prayers. They do not take kindly to visitors, and consider unwelcome intrusions as blasphemy.

Another 1d3+2 of the giants are in their chambers (Area 12), so if combat or commotion occurs here, the others will enter within a few rounds.

When the fire giant priests first arrived, they demanded a room on the ground floor where they could worship Nagafen. Reluctantly, the king agreed, and granted them the room in the southwest corner of the keep, as far from his throne room and his people as possible. The fire giants actually prefer this, since it allows them to observe their rites in private.

In total, there are currently 8 fire giant priests in Permafrost (not including their leader, Kindleheart, who spends all of his time with Lady Vox). Be sure to subtract any fire giants slain in random encounters from the total of 8 in the keep (and thus from the maximum number that might be encountered here).

Each fire giant typically carries 1d3+3 throwing rocks and his or her prayerbook (which contains the 8 prepared spells).

Fire Giant Priest, Male or Female Fire Giant, Clr 4: CR 24; Huge giant [fire] (24 ft. tall); HD 25d8+250 (base) plus 4d8+40 (Clr); hp 420; Init +1 (Dex); Spd 40 ft. in armor, 50 ft. base; AC 34 [flat-footed 33, touch 9] (–2 size, +1 Dex, +20 natural, +5 chainmail); BAB +21; Grap +47; Atk +38/+33/+28/+23/+18 melee (2d8+27, crit x3, Huge masterwork greataxe), or +21/+17/+13/+9/+5 ranged (2d8+18, 140 ft., throwing rocks); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing, spells; SQ divine power (receive divine aura), damage reduction 10/–, fire subtype, SR 35, *lesser mantle of power*, rock catching; Resist CR 10; AL NE; Fac Nagafen; SV Fort +27, Ref +20, Will +18; Str 46, Dex 12, Con 30, Int 12, Wis 18, Cha 14.

Skills: Channeling +11, Climb +19, Jump +18, Knowledge (mysticism) +3, Knowledge (religion) +5, Listen +17, Meditation +9, Spot +17, Trade Skill (blacksmithing) +9.

Languages: Giantish (4), Ogre (3), Common or Goblin [50/50] (1).

Feats: Alertness, Cleave, Double Attack, Improved Slam, Iron Will, Power Attack.

Cleric Spells Prepared (mana cost): *Divine aura* (2), *gate* (12), *flash of light* (2), *light healing* (5), *lull* (2), *reckless strength* (5), *stun* (6), *yaulp* (1).

Mana Pool: 32.

Fire Giant Priest (buffed with *reckless strength* and *yaulp*): AC 35 [flat-footed 34, touch 10] (–2 size, +1 Dex, +20 natural, +5 armor, +1 deflection); Grap +51; Atk +42/+37/+32/+27/+22 melee (2d8+33, crit x3, Huge masterwork greataxe), or +21/+17/+13/+9/+5 ranged (2d8+22, 140 ft., throwing rocks); Str 54.

[12] Fire Giant Quarters (EL 0 or 24–25 each)

The smaller rooms off the Hall of Worship are bedrooms for the priests, each containing a bunk bed along the side walls and a chest along the far wall. Two giants share each room, keeping their clothes and other belongings in the chest and their weapons hanging from the bed posts. These rooms contain nothing of any real value.

[13] Kitchen

This is a single large room with a massive fireplace at either end and many long goblin-sized tables in between. Goblin cooks labor here, preparing food for their king and the other goblins present. They clean and cook whatever meat their hunters can find, along with vegetables and bread, and then send the food on platters carried by

servants. Most of the goblins eat in their own quarters, and at roughly the same time. Only the king and the High Priest can dictate what they want for dinner or when it should be served. The goblin cooks are armed with long carving knives, if they should have to defend themselves. The only items of value in the kitchen are the fresh food.

Cooks (1d4+5), Male or Female Goblin, Com 2: CR 1; Small humanoid [goblin]; HD 1d8+1 (base) plus 2d4+2 (Com); hp 12; Init +0; Spd 30 ft.; AC 11 [flat-footed 11, touch 11] (+1 size); BAB +1; Grap –3; Atk +2 melee (1d3, carving knife); SQ ultravision; Resist CR 6, PR 4; AL DE; Fac Vox; SV Fort +3, Ref +2, Will –1; Str 11, Dex 10, Con 12, Int 8, Wis 8, Cha 7.

Skills: Climb +1, Hide +5, Jump +3, Listen +0, Sneak +3, Trade Skill (baking and brewing) +0.

Languages: Goblin (4).

Feats: Great Fortitude.

[14] Wine Cellar

Just off from the kitchen and against the outer wall of the keep is the wine cellar. Actually, this room contains very little wine, but the name has stuck anyway. The room is filled mostly with barrels of mead, along with the odd keg of wine or beer. Hooks along the inner wall hold mugs and goblets. The goblin cooks also function as brewers and tapsters, drawing mugs of liquid to send along with the meals.

Treasure: The lone wine bottle on the bottom row along the east wall does not actually contain wine, but an alchemical elixir: it holds 3 doses of *elixir of divine endurance*.

[15] Well

This is not so much a room as an open well-shaft — the well was carved down through the basement levels, and the door opens directly into its curving wall. A bucket on a rope hangs alongside the door (on the outside), and the cooks drop the bucket, then haul it back up with the rope whenever they need water. Although the well contains nothing of value (beyond the water itself, which is cold and pure), the well does open onto the underground river, and could be used as a last-ditch escape route.

[16] Armory (EL 10)

This area is the domain of the goblins' Royal Blacksmith, Hetch, a grizzled old fighter who long ago won the respect of the king. Hanging from hooks along the wall are a variety of goblin-sized armors, mostly studded leather but also some chain and scale armors. Most of the armor is made of bronze, although some have iron worked in as well. The far end of the room is the forge, and before it sits a large steel anvil. The blacksmith is also responsible for weapons, and these hang along the hooks on the wall opposite the armor. Most of these are normal steel swords, hammers, axes, and spears. Below the anvil itself, though, is a hole in the floor (Search DC 18), and within this hiding spot is the blacksmith's greatest treasure — a weapon he forged from just the right mixture of enchanted materials to produce a *+3 spear* with the *spell resistance [fire] 11* quality.

Hetch, Royal Blacksmith, Male Goblin, Exp 6/Mil 5: CR 10; Small humanoid [goblin]; HD 1d8+2 (base) plus 6d6+12 (Exp) plus 5d8+10 (Mil); hp 79; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 11] (+1 size, +3 masterwork studded leather); BAB +9; Grap +7; Atk +14/+9 melee (1d6+2, crit 19–20/x2, masterwork short sword), or +12/+7 melee (1d6+2, crit 19–20/x2, masterwork short sword) and +11 melee (1d4+1, crit 18–20/x2, masterwork kukri); SQ ultravision; Resist CR 7, FR 9; AL DE; Fac Vox; SV Fort +9, Ref +6, Will +6; Str 14, Dex 10, Con 14, Int 9, Wis 11, Cha 9.

Skills: Alcohol Tolerance +8, Climb +3, Hide +5, Intimidate +5, Jump +5, Listen +1, Sneak +3, Taunt +6, Trade Skill (blacksmithing) +11, Trade Skill (tailoring) +5.

Languages: Goblin (4).

Feats: Ambidexterity, Great Fortitude, Power Attack, Two-Weapon Fighting, Weapon Focus (short sword).

[17] Goblin Living Quarters (EL 9-16)

Just past the armory is the area in which the bulk of the goblin families in Permafrost live. This is a large, oddly shaped room crammed with bunks and pallets, with small chests and tables between them. In total, 73 goblins live here, including not only 17 guards and hunters (*male goblin, Mil 1–3, DE, Vox*) but also 3 lesser priests (*male goblin, Clr 1–2, DE, Vox*) and 3 junior wizards (*male goblin, Wiz 1–2, DE, Vox*); there are also 33 noncombatant goblins (*male or female goblin, Com 0–3, DN, Vox*) and 16 young (*Tiny goblins, 1/2 HD each*). Essentially, any goblin who doesn't have a private work room or office, including Istan, the goblins' Chief Wizard (see below), lives here. Privacy is not remotely one of the luxuries of a common goblin. Of course, not all of these goblins are here all the time, but usually at least 30 goblins are in this area.

The "Chief Wizard," Istan, is barely more than a tall, thin youth. His master, Lim, was killed by the fire giants; Lim and his students once lived and worked in Areas 11 and 12 on this level, and they refused to vacate when Thex'Ka granted that area to the giants. The head priest, Kindleheart, summarily crushed Lim's skull with a single blow, then set fire to his books and scrolls. Istan and the others ran for their lives, grabbing whatever they could manage. Now they are forced to live with the "lesser" goblins, even though Istan has become the Chief Wizard (simply by virtue of being Lim's oldest surviving student). He knows very little real magic, and may never learn more, since his master's spellbooks were all destroyed.

Istan does have one thing in abundance, though, and that's hatred. He hates the fire giants, and would happily roast each and everyone one of them alive — were that possible — one piece at a time. He hates Vox for taking over the keep and for allowing the giants in, and he hates the ice giants for keeping the basement area themselves and for not killing their hot-tempered fiery brethren. He hates the ice goblins and icy goblins for lording over the rest of them, and on bad days Istan even hates his own king for allowing the giants to move in at all. Fortunately for everyone, Istan is limited in his spells, and has yet to carry out any of his elaborately conceived plans for revenge.

Treasure: Each of the chests contains personal items for one or two goblins, though there is little or real value: 1d10–1 sp, 1d3–1 gp, and a 10% chance of a gem (4d4 gp) and a 5% chance of a semi-valuable trinket of some kind (1d10x10 gp). Most goblins own little of real value beyond their clothing, armor, (cheap) jewelry, and weapons, and these things they always carry with them. Each wizard has

a spellbook, usually beneath his pillow or wedged beneath his feet, while priests often have personal holy symbols.

Istan, Chief Wizard, Male Goblin, Wiz 4: CR 4; Small humanoid [goblin]; HD 1d8+1 (base) plus 4d4+4 (Wiz); hp 19; Init +1 (Dex); Spd 30 ft.; AC 13 [flat-footed 12, touch 12] (+1 size, +1 Dex, +1 cloth armor); BAB +2; Grap –2; Atk +3 melee (1d3, crit 19–20/x2, dagger), or +4 ranged; SA spells; SQ quicken mastery, ultravision; Resist CR 4, FR 6; AL DE; Fac Vox; SV Fort +4, Ref +4, Will +3; Str 11, Dex 12, Con 12, Int 14, Wis 8, Cha 7.

Skills: Channeling +7, Climb +1, Hide +7, Knowledge (monster lore [giants]) +4, Knowledge (mysticism) +5, Jump +3, Listen +1, Meditation +9, Sneak +4, Spellcraft +6.

Languages: Goblin (4), Giantish (3), Common (1).

Feats: Great Fortitude, Mental Clarity.

Wizard Spells Prepared (mana cost): *Fade* (2), *frost bolt* (2), *glimpse* (1), *minor shielding* (2), *icestrike* (5), *numbing cold* (2), *O'Keil's radiation* (3).

Prayerbook: Fade, frost bolt, glimpse, minor shielding, icestrike, numbing cold, O'Keil's radiation.

Mana Pool: 16.

[18] Elite Barracks (EL 2-11)

This smaller room off the main barracks houses the 14 elite guards who protect the king. Each elite has his own bunk, each with a large chest or even a cabinet alongside. The floor is covered with fur rugs, and a single tapestry hangs on the far wall.

During court (see Area 6), only 4 guards are here, and they are 80% likely to be sleeping. At other times, 1d6+4 of the guards are present, and each has a 40% chance to be asleep. Otherwise, they are chatting, cleaning weapons and other gear, etc.

Treasure: Each chest or cabinet holds one guard's miscellaneous belongings, plus 3d10 gp, 1d10–1 pp, and 1d3–1 valuables (2d6x10 gp).

Elite Guards (4–10), Male Goblin, War 5: CR 5; Small humanoid [goblin]; HD 1d8+2 (base) plus 5d12+10 (War); hp 49; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [flat-footed 15, touch 12] (+1 size, +1 Dex, +4 armor); BAB +5; Grap +3; Atk +9 melee (1d8+3, crit x3, silver battleaxe), or +8 ranged (1d6+2, 30 ft., javelin); SQ damage shield (3), berserking, Taunt bonus +2, ultravision; Resist CR 11; AL OE; Fac Vox; SV Fort +8, Ref +4, Will +0; Str 14, Dex 12, Con 14, Int 8, Wis 8, Cha 7.

Skills: Climb +3, Hide +6, Intimidate +3, Jump +5, Knowledge (warcraft) +1, Listen +3, Sneak +4, Spot +2, Taunt +5.

Languages: Goblin (4), Giantish (1), Common (1).

Feats: Alertness, Great Fortitude, Improved Initiative, Weapon Focus (battleaxe).

Possessions: Bronze chain shirt, *icy greaves* (see Appendix Two), silver battleaxe (see *EverQuest: Game Master's Guide*, p. 211), javelin, *amulet of spirit sight* (see Appendix Two), 1d6 gp.

Level Two: Upper Floor

Entrances: Hidden stairs up from Area 1, Ground Floor; stairs up from Area 6, Ground Floor.

Exits: None (although there are many breaks in the upper walls that might be climbed through).

Random Encounters: Check once every 30 minutes on 1d20:

1–5.	5–10 goblins
6–8.	5–8 ice goblins
9–10.	1d2 ice giants*
11–20.	No encounter

*See Appendix One herein.

Detections: None.

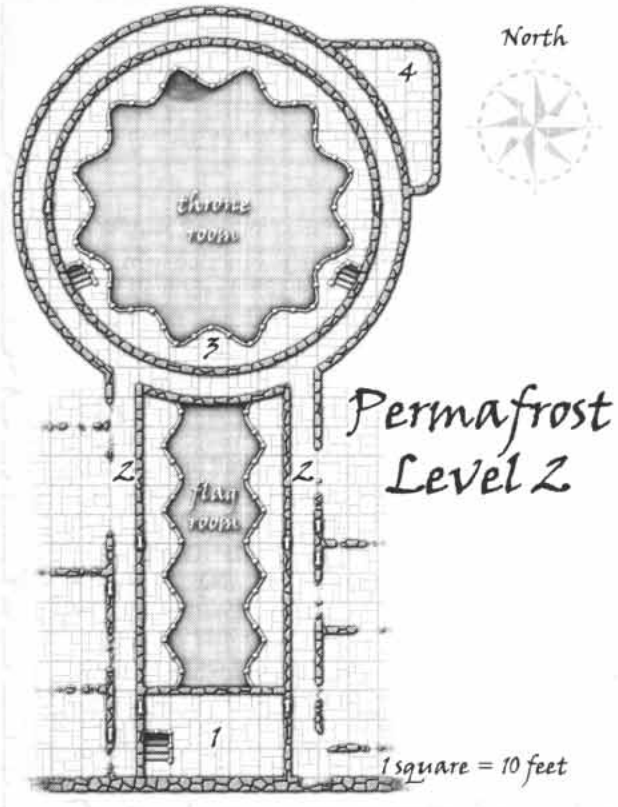
Shielding: None.

Continuous Effects: The temperature on this level is generally below 0° F, although portions exposed to the outer air should be considered below –40° F.

Standard Features: Unless otherwise noted, doors on this level are of stone, 24 feet tall and 9 feet wide: 18 in. thick; Hardness 8; 270 hp; Stuck DC 27; Locked DC 35; Pick Lock DC 30.

Interior walls are generally of masonry: 2 ft. thick; Hardness 8; 180 hp; Break DC 40; Climb DC 15.

Exterior walls are generally of weather-worn masonry: 2 ft. thick; Hardness 7; 150 hp; Break DC 35; Climb DC 15.



The second floor of Permafrost is the most intact of the upper floors, but it has never been properly rebuilt. Very little above the ground floor survived Dugan the Golden's attacks, and most of that has long since crumbled from age and exposure. Cavewalker was more concerned with the ground floor and the basement, and never managed to complete more than a few rooms above that. As a result, the upper floors are a jumble of partial rooms, with large gaps in the walls and no ceilings and in many places floors consisting of planks or strong nets.

[1] The Arch Room (EL 10)

One of the only upper-level rooms to have survived from the original keep, this is the room directly above the archway by the front gate (Area 1, Ground Floor). The floor tiles here are laid down in a patchwork pattern, dark and light stone alternating. The lighter tiles are actually small doors, which can be lifted open to reveal holes looking down on the archway area. Guards would sit in this room and, in case intruders made it past the gate, they would pour burning pitch on their heads through these "murder holes." A brazier in the center of the room was used to heat the pitch, although it is now used merely to produce heat for the souls who dwell here: The goblins maintain this room as a secondary guardhouse and a backup barracks.

In total, 22 goblins (*male goblin, Mil 0–3, DE, Vox*) live in this frosty chamber. Many of them prefer to sleep here despite the chill, since they have more space and more privacy than they would if they remained in the goblins' common area (Area 17, Ground Floor). Beds or pallets now take up the west wall of the room. Along the south wall stand a few crude tables with stools for the goblins to sit on while on duty — they simply station themselves over one of the murder holes and keep watch down below. Two doors lead out of the room, one to the east and one to the west. There is also a secret trapdoor on the floor (Search DC 20) that opens onto a ladder and then a narrow stair, which in turn leads down to the secret door in the Flag Room (Area 3, Ground Floor).

Observation Deck (EL 18)

Since the Arch Room has an intact ceiling, the room above it has a solid floor. The "room" above is one of the only floors on that level solid enough to walk or to build upon. A massive ladder (sized for a giant) in the northeast corner of the Arch Room allows access to this third floor through another trapdoor. This uppermost area is the "observation deck," and it is just high enough to allow a giant standing upon it to see over the top of the great outer wall of the keep. An ice giant guard sits up here at all times (this is a rotating duty among the ice giants, taken in 6-hour shifts), and carries an enormous horn shaped from a mammoth. If anyone were to attack Permafrost, the guard would blow his horn and alert the entire castle. Goblins climb the ladder a few times a day to bring fresh food and drink to the guard, grateful it isn't them forced to sit in the bone-numbing wind for hours on end.

Guard, Male Ice Giant, War 2: CR 18; Huge giant [cold]; HD 22d8+220 (base) plus 2d12+20 (War); hp 330; Init +1 (Dex); Spd 40 ft. in armor, 50 ft. base; AC 30 [flat-footed 29, touch 9] (–2 size, +1 Dex, +16 natural, +5 breastplate); BAB +18; Grap +41; Atk +31/+25/+19 melee (2d8+15, crit 19–20/x2, Huge greatsword), or +16/+11/+6/+1 ranged (2d8+15, 110 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; AL OE; Fac Vox; SV Fort +26, Ref +8, Will +10; Str 40, Dex 13, Con 30, Int 12, Wis 16, Cha 10.

Skills: Climb +12, Hide +2*, Listen +16, Spot +10, Trade Skill (blacksmithing) +6, Wilderness Lore +7.

Feats: Alertness, Cleave, Power Attack, Skill Talent (Wilderness Lore), Track.

[2] Halls

The floors here are intact because the entire ground floor has been roofed over, but all of the rooms along the outer edge of the halls (away from the Flag Room) are in ruin. In fact, large holes and gaps appear in the outer walls all along these hallways, making the air here bitterly cold and often depositing drifts of snow and ice into the hall. The two hallways reunite just past the Throne Room.

[3] Throne Room Balconies

The goblin Throne Room (Area 6, Ground Floor) has an open ceiling, and thus looks up into the balconies, and this space is one of the only places on this (second) level to have a solid ceiling or roof. The two hallways from the Arch Room (Area 1) run along either side of the second floor balcony, and on each side is a door. These doors are obvious and easily opened from the balcony, with paneled doors and carved frames, and can easily be seen from the upper hallways, as well, but they can only be opened from the hall side by pressing down on the polished discs near the top of the door frame (Search DC 13).

[4] Practice Yard

The ice goblins have selected this open, wind-blown space for weapons practice, since it's flat and solid and allows unrestricted movement. They also like the fact that they can enjoy the cold while they fight. Just inside the door are several racks of weapons, covered with crude wood panels so the weapons inside are not exposed to the elements; these are mainly blunted training weapons, but a few have sharp blades and points.

The practice yard is controlled by the Weapons Master, an ice goblin called Zerkram. He not only controls the practice area, making sure no one enters at the wrong time or with inappropriate weapons, but he lives here as well. Fed up with the politics and bickering of his fellows within the keep (and perhaps a little addled to begin with...), Zerkram set up a small hut at the edge of the Practice Yard and vowed to live out here in the brisk winds of the Frigid Plains.

The Weapons Master is a tough old goblin, thick and strong, but he's a little too old and deaf to go hunting and raiding any more. He's been given this job instead, and takes out his frustrations by beating his students into shape. Zerkram was a member of the Honor Guard until he was forced to retire. He carries a masterwork whip, which he uses to get the attention of or to disarm wayward students.

Zerkram, Weapons Master, Male Ice Goblin, War 5: CR 7; Medium-size humanoid [cold, goblin] (4 ft., 8 in. tall); HD 5d8+10 (base) plus 5d12+10 (War); hp 92; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 17 [flat-footed 16, touch 11] (+1 Dex, +1 natural, +5 armor); BAB +8; Grap +10; Atk +12/+6 melee (2d6+4, crit 19–20/x3, *silvery two-headed axe*), or +10/+6 melee (1d3+2 subdual, unarmed), or +10/+6 ranged (1d2+2 subdual, 15 ft., masterwork whip); SQ berserking, Taunt bonus +2, cold subtype, ultravision; Resist FR 9, SoR 4; AL DE; Fac Vox; SV Fort +12, Ref +3, Will +2; Str 14, Dex 12, Con 15, Int 10, Wis 11, Cha 10.

Skills: Alcohol Tolerance +4, Climb +3, Hide +4, Intimidate +4, Jump +4, Knowledge (warcraft) +2, Listen +3, Sneak +4, Swim +3, Taunt +5.

Languages: Goblin (4).

Feats: Cleave, Endurance, Great Fortitude, Hand to Hand, Power Attack, Weapon Focus (greataxe).

Possessions: Bronze chainmail, *silvery two-headed axe* (*+1 keen greataxe*), masterwork whip, 11 gp.

East Basement

Entrances: Stairs just west of Area 1, which descend from the stairway northeast of Area 6, Ground Floor.

Exits: Passage west from Area 1, leading to West Basement; stairs down from Area 13, leading to Lady Vox's caverns.

Random Encounters: Check once every 30 minutes on 1d20:

1–2.	2–5 goblins
3–5.	5–8 ice goblins
6–9.	3–6 Cyth (icy goblins)*
10.	1–2 ice giants*
11–20.	No encounter

*See Appendix One herein.

Detections: Lady Vox can sense the presence of any being in Areas 12 or 13 on this level.

Shielding: None.

Continuous Effects: The temperature on this level is below 0° F.

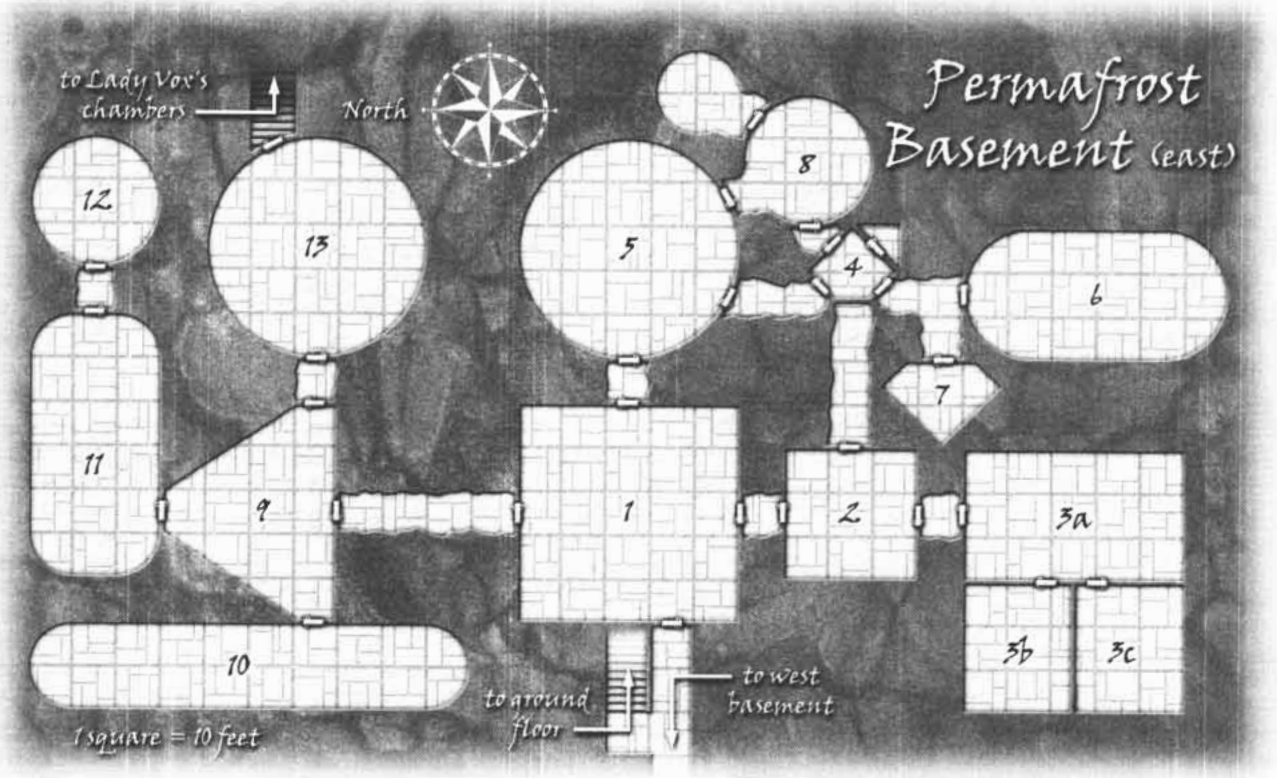
Standard Features: Unless otherwise noted, doors on this level are of stone, 22 feet tall and 8 feet wide: 12 in. thick; Hardness 8; 180 hp; Stuck DC 21; Locked DC 30; Pick Lock DC 30.

The corridor from the stairs (which descend from just northeast of Area 6 on the Ground Floor) leads in two directions. To the east lie the rooms of the ice goblins and the Cyth, while to the west lie the oldest rooms in the Basement Level, those still controlled by the ice giants themselves.

Originally, the entire basement level belonged to the ice giants of Permafrost Keep. But when the ice goblins arrived and decided to settle here, they claimed a portion of the basement as their own. Later the Cyth appeared, and they simply took some of the ice goblins' rooms—the ice goblins were afraid of these larger, nastier goblins with their strangely clawed hands, and surrendered the space without a fight. Now the ice goblins and the Cyth share the East Basement, while the giants still hold the West. Many of the younger giants scheme to reclaim the entire Basement, but the Cyth are cunning enough to stop any plan before it can become dangerous, and the ice giant elders tend to rein in their youths, as well, to avoid another conflict they know neither side can win.

The Basement is in better shape than any other floor in Permafrost, including the Ground Floor: Dugan the Golden never discovered the basement rooms, so the only damage to the basement was the result of the occasional shifting of the great glacier. Further, when Cavewalker and his kin arrived, they immediately restored the minor damage in the basement rooms first and settled here, planning to work on the rest of the keep once the basement was finished. However, they became so accustomed to living in the Basement that, even after the ground floor became habitable, they put off moving. Then the goblins arrived, and the ice giants found themselves trapped underground.

The Basement shows signs of its earlier construction, just as portions of the Ground Floor can be recognized as the work of the original giant builders. These rooms are more solidly constructed, with tightly chiseled stonework, smooth



walls, and solid doors. The hallways are not as wide as on the ground floor, but they are straight and level and the doorways are recessed to keep from taking up extra space.

[1] Meeting Hall (EL 0-6)

The first room from the stairway is the ice goblins' Meeting Hall, a wide, square space they claimed as their central room. Chairs ring the room, with small tables in front of each group of three. The ice goblins generally take their meals here (eating their food cold, of course), and also discuss anything that affects the tribe as a whole.

The Meeting Hall has one door in each wall. The west door leads to the stairway to the Ground Floor, and also to the tunnel to the East Basement. The east door leads to the ice goblins' War Room and the north to the Sleeping Quarters, while the west door leads to the rooms controlled by the Cyth. The ice goblins hate the fact that the Cyth have to pass through their Meeting Hall constantly to get to the upper levels, but unless someone carves a new staircase up they can't do anything about the arrangement.

At any given time, there are 2d4–2 common ice goblins here.

Ice Goblin: CR 2; Medium-size humanoid [cold, goblin] (4 ft., 6 in. tall); HD 5d8+5; hp 27; Init +1 (Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 11] (+1 Dex, +1 natural, +2 leather armor); BAB +3; Grap +5; Atk +5 melee (1d6+2, crit 19–20/x2, short sword), or +5 melee (1d3+2 subdual, unarmed); SQ cold subtype, ultravision; AL DE; Fac Vox; SV Fort +7, Ref +2, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 9, Cha 8.

Skills: Climb +3, Hide +4, Jump +4, Listen +2, Sneak +4, Swim +3.

Feats: Endurance, Great Fortitude.

[2] Ice Goblin War Room

This is the closest thing the ice goblins have to a throne room. They call their leader the Patriarch rather than King (since, technically, the ice goblins recognize the crown of the goblin king Thex'Ka IV), and the Patriarch holds most meetings out in the Meeting Hall (Area 1). However, he sometimes summons the other tribal elders to this room for private discussion, and afterward they present their collected decision to the tribe as a whole (dissenting opinions are usually handled with fists or clubs).

The War Room is relatively small, with a single large table at the center and chairs spaced all around. A stone cabinet carved into the west wall holds the tribe's treasures (see below). The cabinet is locked, but not with a key — the front panels are made from a series of stone slabs which slide together. To open the cabinet, the panels must be moved in the correct sequence; this requires a Pick Lock check (DC 30), but use Intelligence for the skill modifier rather than Dexterity.

The War Room has two doors — one leads south, to the Patriarch's chambers, and the other east, to the Worship Chamber.

Treasure: In the cabinet rest a set of 4 platinum drinking goblets (800 gp each); a golden *diamond scepter* (grants the wielder *recast haste I*; 6,500 gp); and a 3-foot-long chain of velium links (4 lbs; 10,000 gp).

[3] Patriarch's Private Chambers (EL 11)

These are the ice goblin Patriarch Scripin's rooms, but he shares them with his son, Tensiel, and Tensiel's wife (*female ice goblin, Ari 2, NE, Vox*) and infant son. Originally this was one large chamber, but walls of wood have been erected to create three smaller rooms.

3a. This is a sitting room that the Patriarch's family shares. It contains four comfortable chairs around a low table, on which rests a crystal brazier. Tensiel, the current ice goblin Champion, spends most of his time here with his family when he is not accompanying his father to court (see Area 6, Ground Floor). As Champion, his job is simply to protect the Patriarch and to kill anyone who attacks him. Tensiel — a large, powerful, good-looking ice goblin, extremely vain but not particularly bright — is perfectly suited to this job, since it means a lot of standing around with time to pose and look intimidating, and every so often he gets to kill something. He wears a masterwork breastplate when "on duty," but otherwise prefers leather trousers and gleaming silver bracers which cover his thick forearms. As the Champion, Tensiel carries one of the tribe's greatest treasures, the *crystalline blade*, which never leaves his side.

Tensiel, Ice Goblin Champion, Male Ice Goblin, War 8: CR 10; Medium-size humanoid [cold, goblin] (4 ft., 10 in. tall); HD 5d8+15 (base) plus 8d12+24 (War); hp 106; Init +2 (Dex); Spd 30 ft. (20 ft. in breastplate); AC 14 [flat-footed 12, touch 12] (+2 Dex, +1 natural, +1 armor), AC 18 in breastplate; BAB +11; Grap +14; Atk +18/+14/+10 melee (1d10+9, crit 17–20/x2, *crystalline blade*), or +14/+11/+8/+5 melee (1d3+3 subdual, unarmed), or +13 ranged; SQ damage shield (3), berserking, Taunt bonus +3, cold subtype, ultravision; Resist FR 4; AL DE; Fac Vox; SV Fort +15, Ref +5, Will +4; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills: Alcohol Tolerance +5, Climb +4, Hide +5, Intimidate +8, Jump +5, Knowledge (warcraft) +1, Listen +3, Sneak +5, Spot +2, Swim +4, Taunt +5.

Languages: Goblin (4), Giantish (1).

Feats: Brutish, Cleave, Double Attack, Endurance, Great Fortitude, Parry, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Icy greaves (see Appendix Two), *crystalline blade* (see Appendix Two), silver bracers (30 gp).

3b. This is the bedroom of Tensiel and his wife, and has a thick polar bear rug on the floor and a wolf pelt across the bed. A small crib rests in the southeast corner, near the bed. A polished silver disc hangs upon the west wall for a mirror, above a stone dressing table, and a chair sits before it so that the Champion's wife can sit and admire herself and brush her long glossy hair. A silver hairbrush and comb (40 gp for the set) sits atop the table.

3c. The third room is Scripin's, and contains his bed, a small table, and a large metal chest. The chest contains the *Patriarchal Record*, a thick, leather-bound book recording the births and deaths and other major events of their tribe from its first formation. Scripin himself can often be found sitting in the Throne Room (see Area 6, Ground Floor).

A large ice goblin starting to thicken at the waist, Scripin is still powerful, and, having once been his father's Champion, keeps in practice with his weapons. Scripin can be cruel, and enjoys bullying the lesser goblins at every opportunity, but in fact he feels that the regular goblins are his people's "little brothers," and that they should be controlled not only because it's fun, but also to keep them from getting hurt by their own stupidity. Scripin doesn't particularly like the ice giants, and he's not at all fond of the arrogant Cyth and their scaly mistress. He'd prefer to

remove all of them and the fire giants from the keep, so that only the goblins and the ice goblins remain. Then he could simply tell Thex'Ka what to do and leave the goblin "king" to handle most of the details. Scripin rarely wears armor, preferring simple leather trousers and, his only adornment, a pair of thick iron bracers.

Scripin, Ice Goblin Patriarch, Male Ice Goblin, War 5/Ari 3: CR 9; Medium-size humanoid [cold, goblin] (4 ft., 7 in. tall); HD 5d8+5 (base) plus 5d12+5 (War) plus 3d8+3 (Ari); hp 93; Init +0; Spd 30 ft.; AC 11 [flat-footed 11, touch 10] (+1 natural); BAB +10; Grap +11; Atk +13/+8/+3 melee (1d8+1, crit x3, warhammer), or +12/+8/+4 melee (1d3+1 subdual, unarmed), or +11 ranged; SQ berserking, Taunt bonus +2, cold subtype, ultravision; AL DE; Fac Vox; SV Fort +12, Ref +3, Will +7; Str 13, Dex 10, Con 12, Int 13, Wis 14, Cha 10.

Skills: Alcohol Tolerance +4, Bluff +4, Climb +3, Diplomacy +5, Hide +3, Intimidate +4, Jump +3, Knowledge (history) +2, Knowledge (warcraft) +3, Listen +5, Sense Motive +5, Sneak +3, Swim +3, Taunt +6.

Languages: Goblin (5), Common (1), Giantish (4).

Feats: Endurance, Great Fortitude, Leadership, Parry, Power Attack, Weapon Focus (warhammer).

Possessions: Iron bracers, warhammer, *frost goblin totem* (see Appendix Two), belt pouch, 20 gp.

[4] Worship Chamber (EL 10)

Ice goblins are not a particularly religious people as a whole, so their room of worship is appropriately small. This tiny room is really not much more than a shrine, and it has doors in each of its five walls. Because of this, the ice goblins pass through this room often, and each time they make a sign of thanks to their gods. The room's only decoration is the low stone altar in the exact center, with a long, low ivory figurine resting atop it. The figurine represents Lady Vox and, through her, the rest of the gods as well.

There is a door on each wall of this room, and the southeast one leads to the ice goblin priest's chamber.

4a. This is the sparse bedchamber of Adagar, the Chief Priest of the ice goblins. The room contains some sleeping furs, a few goblin holy relics (mostly worthless carvings and the like), and a simple stone table and stool. The room is lit by a pale purplish luminescence, which comes from a small gem sitting among the holy relics (see Treasure).

Adagar is young for his position; his predecessor was slain by the fire giants for accusing them of blasphemy. Adagar is smarter than his mentor was, however, or at least more prudent, and he knows not to antagonize the oversized invaders. He does take his religious duties seriously, and can usually be found standing next to the idol in the Worship Chamber, encouraging his kin to take a moment for reflection on the glory of their gods. Of course, this also means he sees everyone who passes through, and Adagar loves to collect gossip (and then to dole it back out in small, rather malicious portions). Adagar is stocky, with close-cropped hair, and he wears chainmail under his robes.

Treasure: The glowing purple stone is a *gem of sight* (see Appendix Two), although Adagar is wholly unaware of its divinatory power — he simply thinks it is a holy object that glows with his gods' power.

Adagar, Chief Priest, Male Ice Goblin, Clr 8: CR 10; Medium-size humanoid [cold, goblin] (4 ft., 5 in. tall); HD 5d8+10 (base) plus 8d8+16 (Clr); hp 83; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 17 [flat-footed 16, touch 11] (+1 Dex, +1 natural, +5 armor); BAB +9; Grap +11; Atk +11/+6 melee (1d6+2, crit x3, bronze handaxe), or +10 ranged; SA spells; SQ divine power (turn undead), cold subtype, ultravision; AL NE; Fac Vox; SV Fort +12, Ref +4, Will +12; Str 14, Dex 12, Con 15, Int 10, Wis 16, Cha 14.

Skills: Channeling +9, Climb +3, Diplomacy +5, Heal +6, Hide +4, Jump +4, Knowledge (mysticism) +2, Knowledge (religion) +3, Listen +6, Meditation +9, Sense Motive +5, Sneak +4, Spellcraft +2, Swim +3.

Languages: Goblin (4).

Feats: Endurance, Great Fortitude, Iron Will, Mental Clarity, School Specialization (alteration).

Cleric Spells Prepared (mana cost): *Cancel magic* (5), *center* (7), *endure fire* (3), *holy armor* (3), *light healing* (5), *sanctuary* (4), *soothe* (5), *stun* (6).

Prayerbook: Bind affinity, cancel magic, center, courage, cure disease, endure fire, gate, holy armor, light healing, lull, minor healing, sanctuary, soothe, stun.

Mana Pool: 48.

Possessions: Bronze chainmail, bronze handaxe, *unholy coldstone* (see Appendix Two), copper unholy symbol, belt pouch, prayer book (holds the 8 spells Adagar has prepared, plus *reanimation*), 13 gp.

Adagar (buffed with *center*, *endure fire*, and *holy armor*): hp 96; AC 18 [flat-footed 17, touch 12] (+1 Dex, +1 natural, +5 armor, +1 divine); SQ +2 fire saves, damage reduction 3/–; Resist FR 8.

[5] Living Quarters (EL 6+)

All of the common ice goblins sleep in this large round room. Wooden screens and hanging fur partitions divide the chamber into small rooms, one for each family or single individual; these "walls" are too thin to keep noise out, and they don't reach the ceiling, but they provide the illusion of privacy. Each such room is roughly triangular in shape, and is divided by further hangings into small private spaces for sleeping areas. None of the rooms have much in the way of furniture, usually just a bed or sleeping pallet along with a box or trunk having a flat top for a table. The floors are covered with various ancient and decrepit rugs, furs, tapestries, and blankets, as are the beds.

In total, 29 ice goblins live here: 8 guards and soldiers (*male ice goblin, Mil 1–3, DE, Vox*); 1 lesser priest (*male ice goblin priest, NE, Vox*); 1 apprentice wizard (*female ice goblin, Wiz 3, DE, Vox*); 12 noncombatant adults (*male or female ice goblin, Com 0–2, DN, Vox*); and 7 whelps (*Small ice goblins, 2 HD each*). Not all of these goblins are here all the time, but usually at least 15 ice goblins are in this area. Few of them have anything of value beyond weapons and armor, and they generally carry these with them. The spellcasters have spellbooks, which are generally kept on their persons.

The room has three doors: one leading to the Meeting Hall (Area 1), one to the Worship Chamber (Area 4), and one to the Kitchen (Area 8).

[6] Alchemist's Laboratory (EL 12)

This room has a ceiling lower than most of the others. It houses the ice goblins' alchemical work, and has two long, goblin-sized tables along either side, each one covered with alembics, cauldrons, and other tools and containers. A rack of various liquids sits on the table to the left, and a rack of minerals and powders on the table to the right. At the far end of the room is a stone cabinet, locked in the same

fashion as the one in the War Room but with a different combination (Pick Lock check (DC 30), but use Intelligence for the skill modifier rather than Dexterity). Inside this are all the potions and powders the ice goblin alchemists have created thus far (see Treasure).

Master Itxicar, the tribe's Alchemist, is the oldest surviving member of the ice goblin tribe, and widely respected (or feared) for his wisdom and skill. Although he is going blind, Itxicar can still peer at a potion vial and tell instantly if it needs a pinch more gold dust or another 5 minutes simmering in the alembic. He and his 2 assistants Grishn (*male ice goblin, Exp 2/Mag 2, OE, Vox*) and Shakis (*female ice goblin, Exp 2/Mag 1, NE, Vox*) have sleeping spaces sectioned off in the east end of this chamber, using wooden screens and furs, as in the common area. Itxicar's assistants handle most of the more strenuous work, while their reed-thin mentor oversees and provides instruction. The Master does not deign to wear weapons, but he will call up a *staff of tracing* and buff himself if he senses trouble; if necessary, he will quaff his useful potions.

Itxicar, Master Alchemist, Male Ice Goblin, Exp 5/Mag 6: CR 12; Medium-size humanoid [cold, goblin] (4 ft., 2 in. tall); HD 5d8–5 (base) plus 5d6–5 (Exp) plus 6d4–6 (Mag); hp 51; Init –2 (Dex); Spd 30 ft.; AC 10 [flat-footed 10, touch 8] (–2 Dex, +1 natural, +1 armor); BAB +9; Grap +8; Atk +8 melee or +7 ranged; SA spells; SQ cold subtype, ultravision; Resist FR 6, PR 5; AL NE; Fac Vox; SV Fort +8, Ref +2, Will +13; Str 8, Dex 6, Con 9 (8), Int 20, Wis 16 (14), Cha 13.

Skills: Appraise +9, Channeling +12, Climb +0, Heal +6, Hide +1, Jump +1, Knowledge (history) +10, Knowledge (mysticism) +16, Knowledge (planar travel) +10, Listen +9, Meditation +23, Sneak +6, Spellcraft +16, Swim +0, Trade Skill (alchemy) +22.

Languages: Goblin (4), Ancient Giantish (4), Giantish (3), Ogre (3).

Feats: Endurance, Enlarge Spell, Great Fortitude, Mental Clarity, Mystic Capacity, School Specialization (alteration).

Magician Spells Prepared (mana cost): *Burn* (3), *fire flux* (3), *flame bolt* (7), *flare* (1), *gate* (12), *lesser shielding* (4), *shield of fire* (7), *staff of tracing* (3), *summon dagger* (2).

Spellbook: Burn, burst of flame, elementalkin: air, flare, fire flux, flame bolt, gate, lesser shielding, minor shielding, shield of fire, summon bandages, summon dagger, summon drink, summon wisp, staff of tracing, true north.

Mana Pool: 60.

Possessions: Mammoth-hide cloak (see Appendix Two), *mammoth-hide leggings*, belt pouch, spellbook, spell component pouch, alchemist's kit (as medicine pouch), potion belt (holds 5 potions), *enhancement potion* (Con +6, fire resist (6); Str –1), *enhancement potion* (Con +6, fire resist (6); Str –1), *anti-weight potion, Etheria's poison antidote, potion of spirit shield*, flint and steel, 10 gp.

Itxicar (buffed with *lesser shielding* and *shield of fire*, and with +2 Con bonus from *staff of tracing*): hp 74; AC 12 [flat-footed 12, touch 8] (–2 Dex, +1 natural, +3 armor); Atk +8 melee (1d6–2, *staff of tracing*); SQ fire save +1, magic save +1, damage shield (2); Resist FR 10, MR 4, PR 5; SV Fort +9, Ref +2, Will +13; Con 11.

[7] Scrying Room (EL 11)

This is the only room in the basement with a hidden door (Search DC 20), crafted by the goblins once they took over this part of the Basement: Halfway down the passage between the Worship Chamber and the Alchemist's Lab is a patch of wall that seems rougher and less finished than the rest. This is the door to the Scrying Room. The rock swivels aside if one spot on it is pushed in exactly the right way (Pick Lock DC 25, but use Intelligence for the skill modifier rather than Dexterity). The room beyond is pentagonal in shape, and the floor dips slightly toward the center. The walls are completely smooth, and the ceiling forms a perfect dome — the stone in this room is not the native granite, but darker and smoother, with flecks of crystal embedded into it.

This room belongs to the ice goblin wizards, primarily the Chief Scryer Wenstlain and his apprentice (found in Area 5), who meditate here and also use the room to practice their magic. Master Itxicar and his apprentices sometimes participate in these activities, as well. At the center of the room stands a low table of polished wood, and all around it are cushions for seating. On the table stands an opaque crystal globe on a silver pedestal (Wenstlain's *ice crystal ball*), and to one side of the table is a large case containing a variety of magical components and tools.

Wenstlain is the master wizard of the tribe. Although almost as old as Itxicar, he looks at least 20 years younger, and is still agile and strong. Wenstlain believes firmly that knowledge is gained by doing, not by reading, and he forces his pupils to practice their craft whenever possible. His specialty is divination, and he spends a great deal of time scrying through his *ice crystal ball* (see Appendix Two).

Treasure: In the wall directly opposite the door, a hidden compartment (Search DC 25) can be opened by pressing several tiny knobs in the correct order (Intelligence or Pick Lock DC 20, but use Intelligence modifier for the skill check). Within are Rune of Neglect, a Rune of Disassociation, and a Rune of Banding, along with Wenstlain's two spellbooks.

Wenstlain, Scryer and Master Wizard, Male Ice Goblin, Wiz 9: CR 11; Medium-size humanoid [cold, goblin] (4 ft., 6 in. tall); HD 5d8+5 (base) plus 9d4+9 (Wiz); hp 53; Init +2 (Dex); Spd 30 ft.; AC 17 [flat-footed 14, touch 13] (+2 Dex, +1 natural, +3 armor, +1 dodge); BAB +7; Grap +9; Atk +10/+5 melee (1d6+3 and *shock of frost* proc, *ice crystal staff*), or +9 ranged; SA spells; SQ quicken mastery, cold subtype, ultravision; Resist AR 2, DR 3, ER 5, FR 6, MR 8, PR 4, SoR 2; AL DE; Fac Vox; SV Fort +9, Ref +5, Will +8; Str 14, Dex 14, Con 12, Int 17, Wis 12, Cha 9.

Skills: Appraise +5, Channeling +12, Climb +3, Hide +5, Jump +4, Knowledge (history) +6, Knowledge (mysticism) +12, Knowledge (planar travel) +7, Listen +4, Meditation +15, Read Lips +7, Sneak +10 [slippers], Spellcraft +12, Swim +3, Trade Skill (pottery) +5.

Languages: Goblin (4), Giantish (4), Draconic (3), Barbarian (4), Orc (3).

Feats: Combat Casting, Endurance, Enlarge Spell, Extend Spell, Great Fortitude, Mystic Capacity [*bone necklace*], School Specialization (divination).

Wizard Spells Prepared (mana cost): *Bind sight* (3), *cancel magic* (5), *column of frost* (6), *fire bolt* (7), *gate* (12), *gaze* (2), *root* (5), *see invisible* (4), *shock of ice* (5).

Spellbook: Bind affinity, bind sight, cancel magic, column of frost, eye of Zomm, fire bolt, frost bolt, gate, gaze, glimpse, icestrike, identify, lesser shielding, minor shielding, numbing cold, root, see invisible, shock of frost, shock of ice.

Mana Pool: 62.

Possessions: Shielded robes (see Appendix Two), *ice crystal staff* (see Appendix Two), *wolf-fur slippers* (grant *spell haste 1*), *bone necklace* (see Appendix Two), belt pouch, spell component pouch, 10 gp.

Wenstlain (buffed with *shielding* and *see invisible*): hp 65; AC 18 [flat-footed 15, touch 13] (+2 Dex, +1 natural, +4 armor, +1 dodge); SQ magic save +1, see invisible; Resist AR 2, DR 3, ER 5, FR 6, MR 14, PR 4, SoR 2.

[8] Kitchen (EL 0-4)

The ice goblins prepare their own food, which they prefer to the cooked fare of the goblins on the Ground Floor. Their kitchen is not as large, but they have fewer mouths to feed. The ice goblins never cook their food over flame, although they do occasionally boil certain meats; they do this by heating water over a large brazier, which burns a charcoal-like alchemical substance that Itxicar makes for them when called upon to do so. There is a long table in the southern end of the room for food preparation. The area beneath the table is used to hold cold water, kept in liquid form by salting, and various utensils hang from the ceiling. A small door in the northeast "corner" of the room opens onto the well, which opens just feet beyond the door; a bucket hangs beside the door for this purpose.

There are commonly 1d4–1 "cooks" (*female ice goblin, Com 0–2, DE, Vox*) working away in here, except during the wee hours of the night.

The Cyth don't have a kitchen, but they have no need to cook their food either. On the rare occasion they need such facilities, they simply use this kitchen.

[9] Cyth Council Room

A hallway leading from the ice goblins' Meeting Hall opens onto the Cyth council room. Here the icy goblins of the Cyth clan gather to discuss their plans and activities. The room is large enough to fit the entire clan on the benches against the walls, but small enough that they can all hear one another. The center of the room is empty save for a great white bearskin rug. There are three more doors from the room, one at each corner. The first leads to the Cyth Living Quarters, the second to the Honor Guard barracks, and the third to the Cyth Treasury.

[10] Living Quarters (EL 11-16)

This room houses the entire Cyth clan except for the Honor Guard and the clan leader, Pramahar, and his family. Because the room is large and the clan fairly small, each of the Cyth has his or her own space (or a slightly larger space for the few families among them), with a bed, a chest of drawers, a table, and sometimes a small chest or even a chair. The room is divided by the use of woven screens hung upon bone frames, and many of these have pictures painted upon them, like a free-standing tapestry.

In total, 24 Cyth live here: 1 wizard (*female icy goblin wizard, OE, Vox*); the Cyth Master Wizard, Deltayan; 6 soldiers (*male or female icy goblin, Mil 1–3, OE, Vox*); 13 adults (*male or female icy goblin, Com 0–2, ON, Vox*); and 3 whelps (*Small icy goblins, 1–6 HD each*). Not all of these goblins are here all the time, but usually at least 14 Cyth are in this area. Few of them have anything of value beyond weapons and armor, and they generally carry these with them, including the priest's prayerbook.

Deltayan, the Master Wizard, is small for a Cyth, barely larger than an ice goblin, but nearly as wide as he is tall. This girth is not fat, however, as rivals have often learned to their chagrin — for a mage, Deltayan is surprisingly strong, and more than willing to fight. Deltayan is not as religious as many of his brethren — he does recognize Vox as a greater power, and acknowledges that she has chosen their race for her servitors, but he suspects her promise of an afterlife is not true. But he keeps these notions to himself, and goes through the motions of worship.



Deltayan, Master Mage, Male Icy Goblin, Wiz 9: CR 14; Medium-size humanoid [cold, goblin] (4 ft., 10 in. tall); HD 9d8+18 (base) plus 9d4+18 (Wiz); hp 96; Init +2 (Dex); Spd 30 ft.; AC 17 [flat-footed 15, touch 12] (+2 Dex, +5 natural); BAB +10; Grap +13; Atk +14/+10/+6 *or* +16/+12/+8 melee (1d3+4 *or* 1d3+6, crit 19–20/x2, *dagger of night*), or 2 claws +13 melee (1d6+3), or +12 ranged; SQ damage shield (1), quicken mastery, cold subtype, ultravision; Resist FR 9; AL NE; Fac Vox; SV Fort +10, Ref +11, Will +10; Str 16, Dex 14, Con 15, Int 17, Wis 12, Cha 8.

Skills: Balance 4*, Channeling +14, Climb +5, Hide +5*, Jump +5, Knowledge (mysticism) +12, Listen +6, Meditation +23, Sneak +6, Spellcraft +15, Spot +6, Wilderness Lore +2.

Languages: Goblin (4), Dragon (4), Elder Dragon (4), Elvish (2), Giantish (4).

Feats: Alertness, Combat Casting, Endurance, Extend Spell, Great Fortitude, Quest Spell, School Specialization (evocation).

Wizard Spells Prepared (mana cost): *Cancel magic* (5), *column of frost* (6), *Garrison's mighty mana shock* (15), *O'Keil's radiation* (3), *see invisible* (4), *shielding* (12; extended), *shock of ice* (5), *shock of lightning* (10).

Spellbook: Cancel magic, column of frost, frost bolt, Garrison's mighty mana shock, icestrike, lesser shield-

ing, minor shielding, O'Keil's radiation, see invisible, shielding, shock of fire, shock of frost, shock of ice, shock of lightning, sphere of light.

Mana Pool: 54.

Possessions: Robes, *ring of granite skin* (see Appendix Two), *dagger of night* (see Appendix Two), spell component pouch, spellbook, 35 gp.

Deltayan (buffed with *O'Keil's radiation, see invisible,* and *shielding*): hp 108; AC 21 [flat-footed 19, touch 12] (+2 Dex, +5 natural, +4 armor); SQ [cold] damage shield (1), [fire] damage shield (1), fire save +1, see invisible, magic saves +1; Resist FR 11, MR 6.

[11] Honor Guard Barracks (EL 14-16)

This room provides sleeping quarters for the Honor Guard, 12 elite Cyth warriors who protect the Cyth Lord and, while off-duty, lead any scouting or raiding parties. The Honor Guard's barracks is very similar to the Cyth Living Quarters, except that the woven screens here are even more elaborate, the personal rooms they create larger, and the rugs and furnishings more expensive. A door in the back of the Honor Guard barracks leads to the Cyth Lord's chambers, so that anyone attacking him would have to get past the Honor Guard first.

At any given time, 1d6+6 of the Honor Guard warriors are here, and each is 60% likely to be sleeping. Otherwise, they are chatting, cleaning weapons and other gear, etc. The Honor Guard have no personal treasure beyond their arms and armor, since there only pleasure is to serve Lady Vox and Pramahar.

Cyth Honor Guard, Male or Female Icy Goblin, War 5: CR 10; Medium-size humanoid [cold, goblin] (5 ft., 3 in. tall); HD 9d8+27 (base) plus 5d12+15 (War); hp 115; Init +2 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 18 [flat-footed 16, touch 12] (+2 Dex, +1 natural, +5 armor); BAB +11; Grap +14; Atk +15/+10/+5 melee (2d6+4, crit 19–20/x3, masterwork greataxe), or 2 claws +14 melee (1d6+3), or +13 ranged (1d6+3, 10 ft., throwing axe); SQ damage shield (4), berserking, Taunt bonus +2, cold subtype, ultravision; AL OE; Fac Vox; SV Fort +12, Ref +9, Will +5; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills: Balance 4*, Climb +5, Hide +5*, Jump +7, Listen +5, Sense Motive +7, Sneak +6, Spot +4, Wilderness Lore +2.

Languages: Goblin (4), Dragon (4), Giantish (1).

Feats: Alertness, Combat Reflexes, Double Attack, Endurance, Great Fortitude, Improved Critical (greataxe), Power Attack.

Possessions: Bronze breastplate, *icy greaves* (see Appendix Two), masterwork greataxe.

[12] Cyth Lord's Room (EL 16)

The Cyth Lord Pramahar does not bother with fancy belongings. His room is extremely spare, with only three items of note: his bed, its broad frame made from polished but unadorned wood; a low table of the same wood, with a single cushion in front of it; and an exquisite plaque bearing the image of the Lady Vox, worked in ivory and pearl, with sapphire eyes (1,250 gp).

Pramahar won his position as lord of the icy goblins and head of the Cyth clan through his devotion to Lady Vox, his strength of arms, and his cunning. A tall, powerful Cyth, Pramahar bears a deep scar across his left cheek. This is the result of his first test by the Lady Vox, and he passed by not flinching away when she took his head between her razor-sharp teeth. Pramahar is cunning but not clever, and in combat he prefers instinct to planning. Lady Vox has chosen him and his people as her personal servants, and he knows they will be rewarded for their devotion by a place in her heaven when they die. This gives him the courage to charge into near-hopeless situations.

Thus far, his strength and skill have saved him and his people each time.

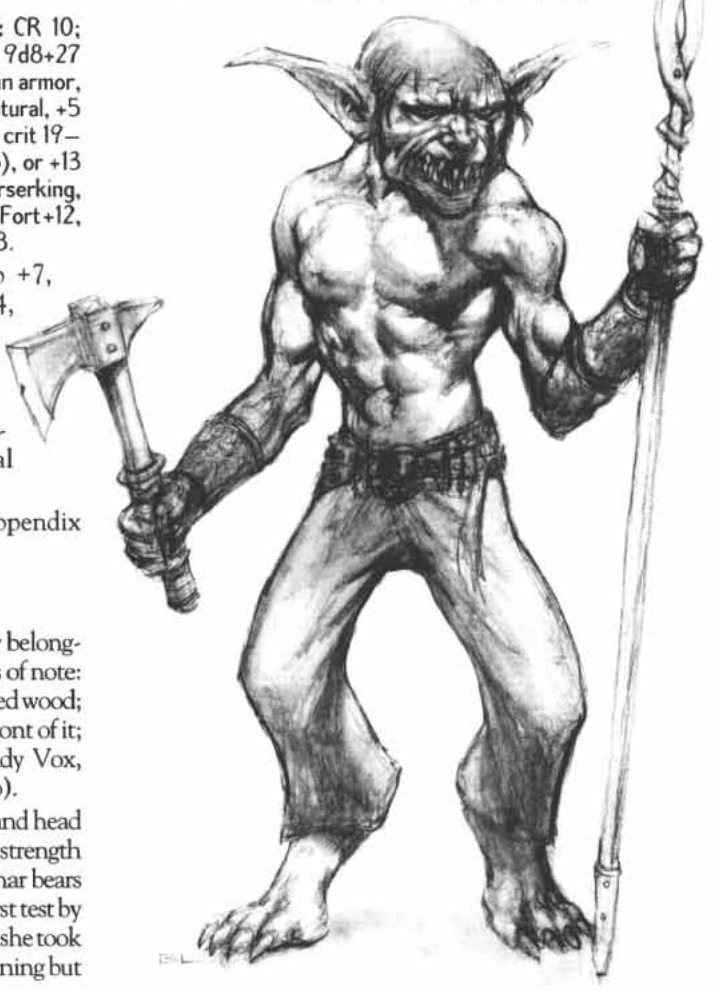
Pramahar, Cyth Lord, Male Icy Goblin, Clr 6/War 5: CR 16; Medium-size humanoid [cold, goblin] (5 ft., 6 in. tall); HD 9d8+27 (base) plus 6d8+18 (Clr plus 5d12+15 (War); hp 164; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. base; AC 17 [flat-footed 15, touch 12] (+2 Dex, +1 natural, +4 armor); BAB +15; Grap +19; Atk +21/+17/+13/+9 melee (1d8+8, crit 19–20/x3, *+2 keen spear*), or +20/+15/+10 melee (2d6+6, crit x3, masterwork silver greataxe), or 2 claws +19 melee (1d6+4), or +17 ranged; SA *frost bolt* (at will, 1/round); SQ damage reduction 5/–, damage shield (4), divine power (receive divine aura), berserking, Taunt bonus +2, cold subtype, ultravision; AL OE; Fac Vox; SV Fort +15, Ref +11, Will +12; Str 18, Dex 14, Con 16, Int 10, Wis 16, Cha 13.

Skills: Balance 4*, Channeling +10, Climb +6, Hide +5*, Jump +7, Knowledge (religion) +2, Knowledge (warcraft) +4, Listen +5, Meditation +10, Sense Motive +7, Sneak +6, Spot +4, Taunt +3, Wilderness Lore +2.

Languages: Goblin (4), Dragon (4), Giantish (3).

Feats: Alertness, Combat Casting, Double Attack, Endurance, Great Fortitude, Improved Critical (spear), Improved Initiative, Mental Clarity, Power Attack.

Cleric Spells Prepared (mana cost): *Center* (7), *divine aura* (2), *endure fire* (3), *fear* (7), *light healing* (5), *reckless strength* (5), *root* (5), *yaulp* (1).



Prayerbook: Center, courage, divine aura, endure fire, fear, furor, gate, holy armor, invigor, light healing, lull, minor healing, reckless strength, root, stun, word of pain, yaulp.

Mana Pool: 36.

Possessions: Bronze chain shirt, *icy greaves* (see Appendix Two), +2 *keen spear*, masterwork silver greataxe, *bracers of the dragon* (see Appendix Two).

Pramahar (buffed with *center*, *endure fire*, *reckless strength*, and *yaulp*): hp 177; AC 19 [flat-footed 17, touch 14] (+2 Dex, +1 natural, +4 armor, +1 divine, +1 deflection); Grap +23; Atk +25/+21/+17/+13 melee (1d8+14, crit 19–20/x3, *+2 keen spear*), or +24/+19/+14 melee (2d6+12, crit x3, masterwork silver greataxe), or 2 claws +23 melee (1d6+8); SQ fire save +2; Resist FR 8; Str 26.

[13] Treasury

The Cyth frequently conduct raiding parties. They share any food and drink they find with the ice goblins, since they often take their meals from those lesser cousins, and a small portion of any gold is given to both the ice goblins and the goblins. But any larger or more valuable items, particularly those made with great skill and artistry or those bearing magic, are brought before the Lady Vox. She accepts many tokens from her worshippers, but she also allows them to keep a surprising number.

The Treasury is a rounded room, with low (icy goblin-sized) tables on every side. On these tables the tribe's various treasures are displayed, and Cyth members often come here to gaze upon these marks of their mistress's favor, especially Deltayan, who spends much of his time in here studying the various items.

The treasury chamber has two doors. The first leads back to the Council Room (Area 9), while the second leads to a stairway going down, to the Sub-Basement — and the antechamber of the Lady Vox herself.

Treasure: Currently, the room contains an enormous opal globe (2,650 gp), a dagger of solid diamond (7,000 gp), a *clouded jade bracer* (see Appendix Two), a *brooch of wariness* (see Appendix Two), a pair of *crystal spectacles* (see Appendix Two), and a small statue of a bird wrought from a strange, light silvery metal, with tiny emerald eyes, that sings Elvish folk songs upon command. Deltayan is convinced there's more to this last item than these songs and so spends much of his time here listening to it.

Western Basement

Entrances: Stairs just east of Area 1, which descend from the stairway northeast of Area 6, Ground Floor.

Exits: None.

Random Encounters: Check once every 30 minutes on 1d20:

1.	2–5 goblins
2–3.	5–8 ice goblins
4–6.	3–6 Cyth (icy goblins)*
7–10.	1–2 ice giants*
11–20.	No encounter

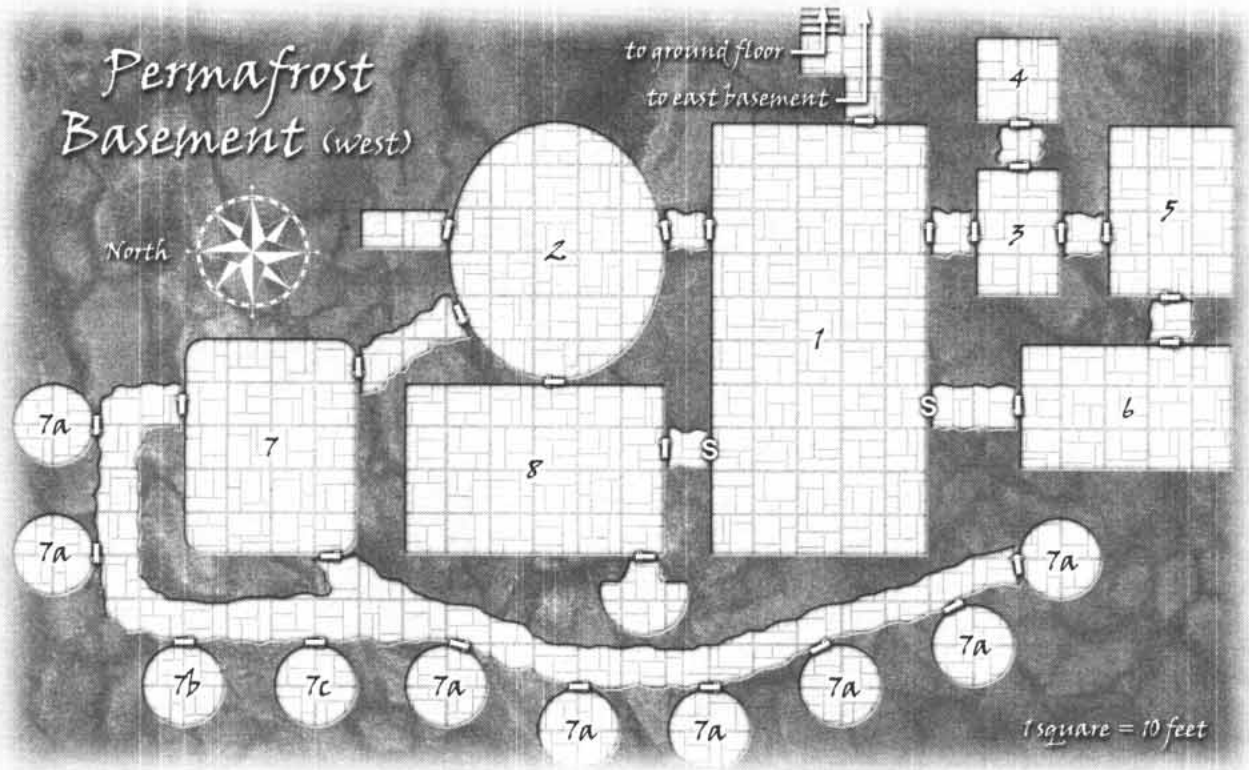
*See Appendix One herein.

Detections: None.

Shielding: None.

Continuous Effects: The temperature on this level is below 0° F.

Standard Features: Unless otherwise noted, doors on this level are of stone, 22 feet tall and 8 feet wide: 12 in. thick; Hardness 8; 180 hp; Stuck DC 21; Locked DC 30; Pick Lock DC 30.



Many of these rooms here have carvings along their walls and inlays in the floors and ceilings. Several also have crystals imbedded at the corners, to capture and enhance the light from torches or lanterns. Unlike most of the ice goblin rooms, the ice giant area also has more ventilation, with thin shafts rising from their rooms up to the ground floor — upon close examination these holes, no more than an inch or two in diameter, can be seen at the base of several walls on that level.

The ice giants are very comfortable in their rooms — after all, their ancestors built this keep originally, and their later ancestors restored much of it. In fact, the only thing the giants don't like about their rooms is that they're limited to this area, instead of possessing the entire castle, as is their birthright. They're extremely possessive of their rooms, as well, and few goblins or even fire giants dare to wander in uninvited — they might not wander back out.

[1] Great Hall

The ceilings in this vast space seem even higher than their actual 45 feet, but that's simply a trick of the light and the clever barrel vaults and arches. Columns run around the walls, and between each set of columns stands a statue, a mosaic, or a tapestry. Numerous chairs in this room — all giant-sized, of course — are arranged in rows, facing the dais at the far western end. This marble platform holds a throne cut from the same stone and carved into fantastical beasts. Beside the throne sit two tall chairs, one on either side, intended for the Chief Mage and the Head Priest (see Area 7), respectively, both of whom are usually here throughout much of the daytime. A third chair, slightly smaller but more comfortable, stands to the left of the mage's seat, reserved for the use of Hoarfrost, the Diplomat (see Area 4).

In front of the throne stands a massive table of stone with a polished marble-tile surface, and on the table lies a small hammer (it is the size of a human's warhammer) made of gold (16 lbs; worth 1,800 gp). This is the Speaker's Hammer, and whomever the king permits to hold this during meetings is entitled to speak and be heard.

A secret door (Search DC 30) on the south wall leads to the ice giants' treasury; a similar door on the north wall leads to their kitchen.

[2] Training Room

This is a large, round room with a door on either side. Racks along the walls hold various Huge weapons, and the center of the room is covered with several thick rugs to protect falling giants from the hard stone floor. The ice giants use this room for combat instruction, and also for testing out weapons or even spells.

On the north side of the room is a sliding door, which opens onto a closet — this holds a rack with spears and other polearms. A second door just west of the weapons closet leads to the giants' common area.

[3] Champion's Room (EL 26)

The ice giant Champion is the fighter chosen to protect the giants' Lord (and also the Diplomat, when he is in his room), and their rooms can only be reached through his. The Champion's room is not particularly large, but it has a comfortable bed and a well-made stone wardrobe, as well as a small bedside table. A colorful tapestry screen separates the small sleeping area along the west wall from the rest of the chamber.

Nightshine, the current Champion, is unusual for an ice giant in that his hair is almost black, rather than the usual grayish-white or ivory. His eyes are glacier-blue, however, and his skin pale as bone. A mighty warrior, Nightshine was trained by Lord Rockfall and was in fact betrothed to the lord's daughter before she was killed — he considers the lord his father in all but name, and would gladly die to protect him. Nightshine is not a deep thinker, but he has a surprisingly good heart, and he delights in helping others almost as much as he does in playing jokes on them.

Nightshine, Male Ice Giant, War 10: CR 26; Huge giant [cold] (21 ft. tall); HD 22d8+220 (base) plus 10d12+100 (War); hp 448; Init +2 (Dex); Spd 50 ft.; AC 34 [flat-footed 32, touch 18] (–2 size, +2 Dex, +16 natural, +8 deflection); BAB +26; Grap +51; Atk +44/+39/+34/+29/+24 melee (4d6+29 plus *reptile-bane* and *dragon-slaying*, crit 19–20/x2, *dragon-bone hammer*), or +27/+23/+19/+15/+11 ranged (2d8+17, 120 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ berserking, Taunt bonus +3, damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; Resist FR 12; AL ON; Fac Vox; SV Fort +30, Ref +12, Will +14; Str 44, Dex 14, Con 30, Int 10, Wis 15, Cha 12.

Skills: Climb +15, Hide +3*, Listen +15, Sense Motive +7, Spot +9, Taunt +15, Trade Skill (blacksmithing) +4, Wilderness Lore +6.

Languages: Giantish (4), Goblin (2).

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Great Cleave, Improved Critical (two-handed hammer), Iron Will, Parry, Power Attack, Skill Talent (Wilderness Lore), Track, Weapon Focus (two-handed hammer), Weapon Specialization (two-handed hammer).

Possessions: Diamond torc (see Appendix Two), *dragon-bone hammer* (see Appendix Two).



[4] Diplomat's Room (EL 0 or 21)

This relatively small room contains a massive bed which fills most of the space, and an ivory and horn table beside it. A stone cabinet takes up the far wall alongside the bed, and this holds the ice giant Diplomat Hoarfrost's clothes and other belongings. In addition to his robes, the cabinet contains several small trophies of Hoarfrost's younger warrior days (see Treasure).

Hoarfrost is unusual for one of his race, even though physically he looks the perfect ice giant, tall and muscular, with ice-blue, faintly crystalline skin and frost-colored hair and eyes. Hoarfrost thinks too much. He's very calm and patient, and rarely loses his temper. This is why he was chosen as Diplomat — because he can put up with the goblins and ice goblins, the Cyth and the fire giants, all without going insane and attacking everyone in sight. Hoarfrost actually enjoys his work, although he doesn't get to do much; mainly he sits in the goblin throne room and listens to everything, then repeats it all to his own lord later that day. Of course, Hoarfrost does try to block every suggestion or request made by the fire giants, and he's careful to keep the ice goblins and Cyth from gaining any more control over the Basement Level. His favorite method of diplomacy is simply to suggest that one of the other races will profit too much from a suggestion they made, and then to step back and let the other races argue against the proposal. Dressed in long, stately robes, Hoarfrost's only weapons are the throwing boulders he keeps in the pouch at his belt.

Treasure: The cabinet holds, among Hoarfrost's personal belongings, an *ice blade* (see Appendix Two), a small (19-lb.) jade carving of a porpoise (900 gp), and a pair of *archer's gloves* (see Appendix Two).

Hoarfrost, Male Ice Giant, War 2/Exp 4: CR 21; Huge giant [cold] (19 ft. tall); HD 22d8+176 (base) plus 2d12+16 (War) plus 4d6+32 (Exp); hp 339; Init +1 (Dex); Spd 50 ft.; AC 29 [flat-footed 28, touch 13] (–2 size, +1 Dex, +16 natural, +4 arcane); BAB +21; Grap +42; Atk slam +32/+27/+22/+17/+12 melee (1d8+19), or +21/+16/+11/+6/+1 ranged (2d8+13, 100 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ immune to mind-affecting effects, berserking, damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; Resist FR 12; AL OE; Fac Vox; SV Fort +25, Ref +9, Will +15; Str 37, Dex 12, Con 26, Int 16, Wis 19, Cha 16 (14).

Skills: Bluff +12, Climb +10, Diplomacy +15, Hide +2*, Intimidate +15, Knowledge (local lore [Permafrost]) +10, Listen +17, Sense Motive +13, Spot +11, Trade Skill (tailoring) +7, Wilderness Lore +8.

Languages: Giantish (4), Goblin (4).

Feats: Alertness, Cleave, Great Cleave, Power Attack, Skill Talent (Diplomacy), Skill Talent (Wilderness Lore), Track.

Possessions: Robes, *belt of protection* (see Appendix Two), *torc of benevolent mien* (see Appendix Two), belt pouch, 10 throwing rocks.

[5] Lord's Private Chambers (EL 24)

The ice giant lord's private room is a little larger than his champion's. A large sleeping pallet on a raised stone dais takes up one wall, and beside that stands a polished stone and ivory desk with a matching chair, and a wardrobe made from small blocks of marble in varying shades and colors. The walls in this room are covered with tapestries, each done in a shimmering pattern but with no real images. Concealed behind a tapestry (Search check DC 15) on the west wall is a door into the treasury.

Rockfall is a lonely ruler. His wife and only daughter were killed many years ago during an ambush by a band of Snowfang gnolls, and Rockfall has been alone ever since. He devotes all of his time to his people, but there is little to be done for them — they need more space to move, and that means either leaving Permafrost or reclaiming it from Vox and the goblins. Once a powerful warrior, Rockfall has grown gaunt with worry, and his once granite-gray hair and beard have begun to turn silvery-white. He is still a capable fighter, however, and always wears his magical golden chain shirt, although he refuses to use his hereditary weapon, the sword *Stonecleft* (see Treasure), until he wields it in an effort to win back Permafrost Keep.

Treasure: Leaning in its massive scabbard against the bed is Rockfall's famous sword, *Stonecleft* — a *+3 Gargantuan sonic greatsword* that ignores the Hardness of rock.

Rockfall, Ice Giant Lord, Male Ice Giant, Ari 9: CR 24; Huge giant [cold] (20 ft. tall); HD 22d8+176 (base) plus 9d8+72 (Ari); hp 387; Init +1 (Dex); Spd 50 ft.; AC 30 [flat-footed 29, touch 9] (–2 size, +1 Dex, +16 natural, +5 armor); BAB +22; Grap +44; Atk +36/+31/+26/+21/+16 melee (2d8+23 and 2d6 fire, *+2 Huge flaming heavy mace*), or +22/+17/+12/+7/+2 ranged (2d8+14, 100 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; Resist FR 31; AL OE; Fac Vox; SV Fort +24, Ref +11, Will +16; Str 39, Dex 13, Con 27, Int 14, Wis 17, Cha 18 (15).

Skills: Bluff +10, Climb +11, Diplomacy +13, Hide +2*, Knowledge (local lore [Permafrost]) +15, Listen +16, Sense Motive +12, Spot +10, Trade Skill (blacksmithing) +19, Wilderness Lore +7.



Languages: Giantish (4), Goblin (4).

Feats: Alertness, Cleave, Great Cleave, Power Attack, Skill Talent (Wilderness Lore), Track, Weapon Focus (greatsword).

Possessions: Huge ornate golden chain shirt (see EQ:GMG, p. 211), *+2 Huge flaming heavy mace*, belt pouch, 5 throwing rocks.

[6] Treasury

The ice giant treasury is not as full as it could be. Still, there is a king's ransom in gold, silver, platinum, and various gems and jeweled objects; in total, somewhere in excess of 50,000 gp in value (in practice, the GM should exercise her discretion here, and reward the PCs with as much or as little as they deserve).

Two giant-sized, enchanted spears stand crossed at the far end of the room — the giants' histories say that the one on the left belonged to Cavewalker himself, and the one on the right to his cousin Riverbright (both are *+3 Gargantuan keen spears*). Rich tapestries cover the treasury walls, but they are in poor repair and would hardly be worth the effort to transport them, which is virtually an impossible task for non-giants in any case.

[7] Living Area

Except for Lord Rockfall, Hoarfrost, and Nightshine, all of the ice giants share this common lounge and social area. Other than the giants themselves, the only creatures to wander this area are the polar bears and the dire wolves they keep as pets; most of the family dwellings have one or the other lounging near their front door (see Area 7a, below). Doors on the north and west walls both lead to family quarters, a row of smaller rooms occupied by whole families and connected by a long corridor.

Area 7a (EL 17–18 each)

Within these smaller living quarters, mobile tapestry screens can provide privacy and color when desired, and each giant has at least a bed, a chest, and a small table. Many have chairs or dressers, and the floors are covered with a variety of rugs, tapestries, and furs.

There are 2 ice giants who live in each chamber marked 7a, a male* (*ice giant, Mil 1–3, OE, Vox*) and a female (*ice giant, Com 0–2, ON, Vox*), with an additional 6 juvenile giants (*Medium-size ice giant, 4–9 HD, or Large ice giant, 10–18 HD each*). The GM should feel free to place these juveniles as she sees fit among the available chambers. At any given time, 3 male giants are away on duty in the upper keep (at Area 1, Ground Level, and Area 1a, Upper Level, respectively; other giants may be away as well (especially if any have been encountered randomly elsewhere in the keep), at the GM's discretion.

In addition, there is a 70% chance that any given family will have a pet: If such a pet is indicated, it is either a dire wolf (65%) or a polar bear (35%).

*However, one of these male giants should be replaced with Whiptooth, the bear tamer (see Area 5 in the First Sub-Basement: Animal Pens).

Dire Wolf: CR 6; Large animal; HD 11d8+66; hp 115; Init +5 (Dex); Spd 60 ft.; AC 23 [flat-footed 18, touch 14] (–1 size, +5 Dex, +9 natural); BAB +8; Grap +19; Atk bite +15/+10 melee (1d10+7); Face 5 ft. by 10 ft.; SA drag down; SQ scent; AL N; Fac none; SV Fort +13, Ref +12, Will +5; Str 24, Dex 20, Con 23, Int 2, Wis 14, Cha 12.

Skills: Hide +3, Listen +8, Sneak +7, Spot +7, Wilderness Lore +3*.

Feats: Alertness, Power Attack, Weapon Focus (bite).

Polar Bear: CR 10; Large animal; HD 18d8+144; hp 225; Init +1 (Dex); Spd 40 ft.; AC 22 [flat-footed 21, touch 10] (–1 size, +1 Dex, +12 natural); BAB +13; Grap +27; Atk 2 claws +22 melee (2d4+10, crit 19–20/x2) and bite +17 melee (2d10+5); Face 5 ft. by 10 ft.; Reach 10 ft.; SA improved grab, maul; SQ scent; Resist CR 8; AL N; Fac none; SV Fort +19, Ref +12, Will +10; Str 31, Dex 12, Con 27, Int 2, Wis 18, Cha 9.

Skills: Listen +9, Spot +9, Swim +15.

Feats: Cleave (claws only), Improved Critical (claws), Power Attack.

Area 7b (EL 26)

This is the abode of the ice giant magus, Silverfist. The magus is an old giant now, but still hale, and his eyes remain bright and alert. His hair is completely white, and, interestingly, his hands look as if they have been dipped in silver — the side-effect of a botched spell when he was still an apprentice. Silverfist loves magic and his people almost equally, but his pet polar bear Rug comes a close third. He enjoys teaching, and he has 2 or 3 prospective apprentices among the younger giants, but he occasionally loses his patience; in fact, he secretly wishes he and the icy goblins were on better terms, for he'd dearly love to compare notes with their chief wizard.

Silverfist, Male Ice Giant, Mag 7/Wiz 3: CR 26; Huge giant [cold] (19 ft. tall); HD 22d8+176 (base) plus 7d4+56 (Mag) plus 3d4+24 (Wiz); hp 387; Init +2 (Dex); Spd 50 ft.; AC 26 [flat-footed 24, touch 10] (–2 size, +2 Dex, +16 natural); BAB +20; Grap +41; Atk slam +31/+26/+21/+16/+11 melee (1d8+19), or +21/+16/+11/+6/+1 ranged (2d8+13, 100 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing, spells; SQ quicken mastery, damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; Resist ER 5, FR 15, MR 5; AL ON; Fac Vox; SV Fort +24, Ref +12, Will +19; Str 37, Dex 14, Con 26, Int 21 (19), Wis 18, Cha 15.

Skills: Channeling +14, Climb +10, Diplomacy +4, Heal +9, Hide +3*, Knowledge (local lore [Permafrost]) +11, Knowledge (mysticism) +15, Knowledge (planar travel) +7, Listen +17, Meditation +29, Spellcraft +13, Spot +11, Trade Skill (jewelcraft) +8, Wilderness Lore +8.

Languages: Giantish (4), Dragon (4), Goblin (3).

Feats: Alertness, Cleave, Mystic Capacity, Power Attack, Quest Spell, School Specialization (evocation), Skill Talent (Wilderness Lore), Track.

Magician/Wizard Spells Prepared (mana cost, modified for *gold ruby ring*): *Column of fire* (16; quest spell), *fade* (2), *flame bolt* (5), *frost bolt* (1), *gate* (12), *glimpse* (1), *lesser shielding* (4), *see invisible* (4), *shield of fire* (7).

Spellbook: Bind affinity, burn, burst of flame, column of fire, enchant gold, enchant silver*, fade, flare, fire flux, flame bolt, frost bolt, gate, glimpse, lesser shielding, minor shielding, see invisible, shield of fire, shock of fire, shock of frost, sphere of light, summon bandages, summon wisp, true north, ward summoned.*

Mana Pool: 100.

Possessions: Robes, *amulet of wizard's might* (see Appendix Two), *firestick* (see Appendix Two), *Huge gold star rose quartz coronet, Huge gold ruby ring*, 2 Huge spellbooks (65 lbs. each), spell component pouch, belt pouch, 3 throwing rocks.



* These spells are listed in the *EverQuest: Game Master's Guide*, p. 238.

Silverfist (buffed with *lesser shielding*, *see invisible*, and *shield of fire*): hp 394; AC 29 [flat-footed 27, touch 10] (–2 size, +2 Dex, +16 natural, +3 armor); SQ magic saves +1, see invisible, fire saves +1, damage shield (2); Resist ER 5, FR 19, MR 9.

"Rug," Polar Bear: Use stats in Area 7a, above.

Area 7c (EL 22)

Windfire is the chief priestess of the ice giants, though that means little — most of the giants gave up on Rallos Zek long ago, and don't even have a shrine or hall of worship. Nonetheless, Windfire does her best to make sure the other giants are happy and healthy. Fortunately, she's a friendly giant who listens well, and she's well-liked by her kin. Tall and graceful, with fine white hair that seems to dance in the air even without a wind, Windfire is rarely called upon to be serious and stern, but she is capable of it. She despises the fire giants but pities them at the same time, seeing them as lost cousins damned to eternal suffering, so she takes every chance she can to speak with them and offer them a chance to break free of Nagafen's sway and return to a better way of life.

Windfire, Female Ice Giant, Clr 6: CR 22; Huge giant [cold] (19 ft. tall); HD 22d8+220 (base) plus 6d8+60 (Clr); hp 407; Init +3 (Dex); Spd 50 ft.; AC 31 [flat-footed 28, touch 11] (–2 size, +3 Dex, +16 natural, +4 armor); BAB +20; Grap +42; Atk +32/+27/+22/+17/+12 melee (2d8+21, masterwork Huge coldsteel morningstar), or +22/+18/+14/+10/+6 ranged (2d8+14, 110 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing, spells, *lull* (at will, 1/round); SQ divine power (receive divine aura), damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; Resist FR 10, SoR 3; AL OE; Fac Vox; SV Fort +26, Ref +12, Will +20; Str 38, Dex 16, Con 31, Int 14, Wis 20 (18), Cha 16.

Skills: Channeling +14, Climb +11, Diplomacy +8, Hide +4*, Knowledge (local lore [Permafrost]) +5, Knowledge (religion) +7, Listen +19, Meditation +15, Spot +13, Trade Skill (blacksmithing) +9, Wilderness Lore +10.

Languages: Giantish (4), Ancient Giantish (3).

Feats: Alertness, Cleave, Double Attack, Iron Will, Power Attack, Skill Talent (Wilderness Lore), Track.

Cleric Spells Prepared (mana cost): *Center* (7), *courage* (2), *invigor* (3), *light healing* (5), *minor healing* (2).

Prayerbook: Center, courage, invigor, light healing, minor healing.

Mana Pool: 60.

Possessions: Polar bear-fur robes, coldsteel chain shirt, masterwork Huge coldsteel morningstar, *sapphire of souls* (see Appendix Two), Huge prayerbook (60 lbs.), spell component pouch, belt pouch, 5 throwing rocks.

Windfire (buffed with *center*): hp 420; AC 32 [flat-footed 29, touch 12] (–2 size, +3 Dex, +16 natural, +4 armor, +1 divine).



[8] Kitchen

Although they rarely raid, ice giants do hunt a great deal, since they need enough food to sustain their large bodies. Their kitchen is easily the size of the goblin kitchen above, and has two massive fireplaces plus several large braziers for cooking — unlike the ice goblins and the Cyth, ice giants do prefer their meat cooked. At the south end of the west wall is a door leading into a smaller chamber filled with ice to keep drinks and meat (very) cold, and this room also contains a drinking well. The river rages not 10 feet below, so that the giants use a large ladle with a long handle rather than a bucket and a rope to fetch water.

First Sub-Basement: Animal Pens

Entrances: Ramp descending from Area 3, Ground Floor.

Exits: None (except perhaps out through the terror-infested river at Area 1).

Random Encounters: Check once every 10 minutes on 1d20:

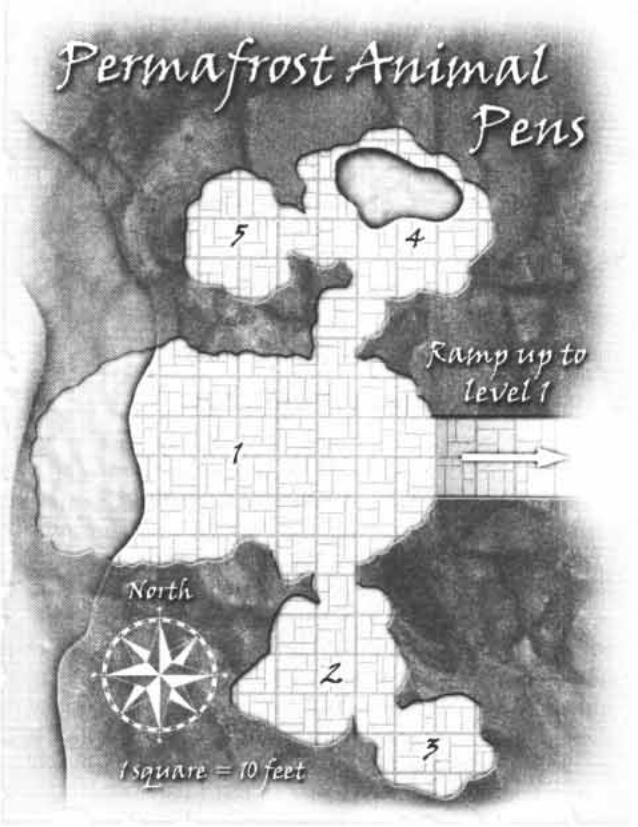
1–4. 2–5 dire wolves
5–8. 1–3 polar bears
9. Padfoot (see Area 3)
10. Whiptooth (see Area 5)
11–20. No encounter

Detections: None, although most of the inhabitants of this level have the scent ability and sharp senses — it is difficult at best to move undetected here.

Shielding: None.

Continuous Effects: The temperature on this level is below 40° F (slightly warmer than elsewhere in the keep).

Standard Features: None.



This level was created entirely by the ice giants and the goblins. It is far less polished than the Basement level or even the Ground Floor, with rough-hewn walls and uneven floors and rounded ceilings — it's clearly a series of caves linked together, as opposed to rooms hewn from solid rock. The ice giants have no interest in living on this level, which is darker and danker than their own chambers, and which is also too crude and uneven for their tastes. The goblins have no need for the level themselves, since they still have enough room, and, besides, this area is used to house the various animals and creatures kept by the giants, which are liable to view goblins as rather delectable.

[1] Pits (EL 8-11, or 13-15 with ice-spawn terror)

An underground river cuts close to the surface beneath some parts of Permafrost, and part of it runs through the back portion of this cavern. The GM should feel free to decide whether this might provide an alternate means of exiting the Keep; however, the inhabitants of the river (see below) will most certainly present a grave danger to those seeking to use such an exit.

At any given time, there are 1d3 icy terrors hidden in the river here, which will attack any creature approaching to within 20 feet of the shore. There is also a 5% chance during any given week that a mighty ice-spawn terror (see Appendix One) temporarily makes its home in the river here, staying for 1d4 weeks, during which time even giants approaching too close to the river are in danger . For this reason, no Permafrost giant ever intentionally approaches to within 30 feet of the river, although an animal or a wandering goblin does go missing from time to time.

To make matters worse, the floor of this cavern is covered with a thick layer of rough ice, and any creature moving more than half speed or trying to fight on this surface must make a Balance check (DC 12) to avoid falling prone. Any creature grappled by a terror suffers a –4 circumstance penalty on grapple checks, unless the creature has some way of finding purchase on the ice or gaining leverage against a wall, etc.

Icy Terror: CR 8; Large aberration [aquatic, cold]; HD 12d8+60; hp 114; Init +4 (Improved Initiative); Spd 20 ft., swim 30 ft.; AC 19 [flat-footed 19, touch 9] (–1 size, +10 natural); BAB +9; Grap +18; Atk 5 tentacles +13 melee (1d8+5), bite +8 melee (2d6+2); Face 5 ft. by 10 ft.; Reach 5 ft. (20 ft. with tentacles); SA improved grab, constrict; SQ cold subtype, pulse, tremorsense 60 ft., faceless, light-sensitive; Resist ER 5, FR 15, MR 5; AL NE; Fac none; SV Fort +9, Ref +4, Will +9; Str 20, Dex 10, Con 20, Int 8, Wis 12, Cha 8.

Skills: Climb +9, Hide +8*, Listen +7, Sneak +12, Swim +15.

Feats: Improved Initiative, Iron Will.

[2] Wolf Pens (EL 11-14)

This cavern is known as the "wolf pens," where most of the ice giants' dire wolves are kept. Those that have been claimed as pets by ice giants live with their owners up in the West Basement, but the remaining 19 are here in large pens built from severed stalactites and stalagmites. These wolves are bred and trained for hunting (and for dragging prey such as mammoths and the like back to Permafrost), as opposed to the pets in the Basement, and are somewhat larger and more savage, if perhaps also somewhat more content — they're allowed out regularly to run and hunt across the Frigid Plains, and when they come back they're caringly brushed and fed.

Just beyond the wolf pens themselves is a smaller cave (Area 3), which houses the "wolf lord." There is a 30% chance each day that the wolf lord takes a number of the wolves out to hunt, leaving only 1d4+6 wolves here.

Dire Wolves [advanced HD] (19): CR 7; Large animal; HD 14d8+84; hp 147; Init +5 (Dex); Spd 60 ft.; AC 23 [flat-footed 18, touch 14] (–1 size, +5 Dex, +9 natural); BAB +10; Grap +21; Atk bite +17/+12 melee (1d10+7); Face 5 ft. by 10 ft.; SA drag down; SQ scent; AL N; Fac none; SV Fort +15, Ref +14, Will +6; Str 24, Dex 20, Con 23, Int 2, Wis 14, Cha 12.

Skills: Hide +3, Listen +8, Sneak +7, Spot +7, Wilderness Lore +3*.

Feats: Alertness, Power Attack, Weapon Focus (bite).

[3] Wolf Lord Quarters (EL 25)

The ice giants' "wolf lord" is a tall ice giant named Padfoot, so called because he moves as silently as the animals he tends. He is considered something of a misfit, although never to his face, and both he and the other ice giants are happier if he remains here with his charges. Padfoot has a gift with animals in general, and with wolves in particular, so he was given the job of keeping the dire wolves happy and healthy. He loves his work and spends hours playing with the large, dangerous beasts, who treat him as one of their own. Padfoot often goes hunting with them out in the tundra, and always returns with a wide grin and a mouth covered in gore. His warder, Greysleet, never leaves Padfoot's side, whether in the Keep or out on the Plains.

This room is really just an extension of the wolf pens, with a pile of furs tossed in one corner as a bed and a small chest beside that. Beneath his bed furs is an item one of his wolves recently brought him, a small weapon clenched between its massive jaws (see Treasure).

Treasure: The wolves' gift is a strangely shaped sword, its blade slightly curved and wider near the tip, the handle fashioned to resemble a running wolf. Padfoot knows the weapon must be old, and possibly valuable, so has kept it a secret here; he has no idea that it is in fact the legendary *scimitar of the Mistwalker* (see Appendix Two), nor would he recognize the name if he were told, being no scholar. The wolves found the artifact and felt their young friend was most worthy of it, although he has not yet used it for fear of another of the giants seeing him and laying claim to the blade.

Padfoot, Male Ice Giant, Bst 9: CR 25; Huge giant [cold] (22 ft. tall); HD 22d8+242 (base) plus 9d8+99 (Bst); hp 479; Init +5 (Dex); Spd 50 ft.; AC 33 [flat-footed 28, touch 14] (–2 size, +5 Dex, +16 natural, +4 armor); BAB +25; Grap +48; Atk +38/+35/+32/+29/+26 melee (1d8+15, crit 19–20/x2, coldsteel longsword), or +29/+25/+21/+17/+13 ranged (2d8+15, 110 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing, spells; SQ animal speech (beasts), animal skills, animal aura (2/day), warder, damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; Resist MR 10; AL N; Fac Vox; SV Fort +29, Ref +18, Will +15; Str 40, Dex 20 (19), Con 33 (32), Int 10, Wis 17, Cha 10.

Skills: Animal Empathy +15, Balance +8, Channeling +13, Climb +12, Handle Animal +15, Hide +6*, Knowledge (nature) +4, Listen +16, Meditation +7, Sense Heading +7, Sneak +9, Spot +10, Trade Skill (tailoring) +7, Swim +16, Wilderness Lore +10.

Languages: Giantish (4).

Feats: Alertness, Cleave, Double Attack, Hand to Hand, Improved Hand to Hand, Power Attack, Skill Talent (Animal Empathy), Skill Talent (Handle Animal), Skill Talent (Wilderness Lore), Track.

Cleric Spells Prepared (mana cost): *Cure disease* (3), *drowsy* (3), *Keshuval's rejuvenation* (5), *minor healing* (2), *sense animal* (1), *strengthen* (2).

Prayerbook: Cure disease, drowsy, Keshuval's rejuvenation, minor healing, sense animal, spirit of Kahliz, spirit of Keshuval, strengthen.

Mana Pool: 54.

Possessions: +1 Huge studded leather, coldsteel longsword (wielded as dagger), *dire wolf-fur boots** (see Appendix Two), Large prayerbook (35 lbs.), spell component pouch, belt pouch, 5 throwing rocks.

* This particular pair of boots is sized for a giant (and thus weighs 19 lbs); a character may attempt a Trade Skill (tailoring) check (DC 26) to alter them to fit a Large creature (5 lbs), or DC 33 to fit a Medium-size creature. In either case, if this check fails, the boots are ruined and rendered nonmagical.

Padfoot (buffed with *strengthen*): Grap +48; Atk +39/+36/+33/+30/+27 melee (1d8+16, crit 19–20/x2, coldsteel longsword), or +29/+25/+21/+17/+13 ranged (2d8+16, 110 ft., throwing rock); Str 43.

Skills: Climb +13, Swim +17.

Greysleet, Padfoot's Warder, Male Dire Wolf: CR 7; Large magical beast; HD 14d8+84; hp 160; Init +9 (+5 Dex, +4 Improved Initiative); Spd 60 ft.; AC 23 [flat-footed 18, touch 14] (–1 size, +5 Dex, +9 natural); BAB +10; Grap +21; Atk bite +17/+12 melee (1d10+7); Face 5 ft. by 10 ft.; SA drag down; SQ scent; AL N; Fac none; SV Fort +15, Ref +14, Will +6; Str 25, Dex 20, Con 23, Int 6, Wis 14, Cha 12.

Skills: Hide +3, Listen +8, Sneak +7, Spot +7, Wilderness Lore +3*.

Feats: Alertness, Dodge, Improved Initiative, Power Attack, Weapon Focus (bite).

Note: Greysleet is technically a "*spirit of Keshuval*," but uses the stats for the dire wolves above wherever those of a typical type 3 warder are inferior.

[4] Bear Pens

This cave is very similar to the wolf pens, except that it has a large pool to the rear, which is actually an opening into the underground river that is too small for anything bigger than a Tiny creature to enter or exit. The 9 polar bears who live here can sit here and catch fish for themselves — they've even been trained to catch fish and toss them to the animal trainer, who then has them sent up to the cooks.

Along the side of this chamber is a smaller cave, which is the animal trainer's room.

Polar Bears (9): CR 10; Large animal; HD 18d8+144; hp 225; Init +1 (Dex); Spd 40 ft.; AC 22 [flat-footed 21, touch 10] (–1 size, +1 Dex, +12 natural); BAB +13; Grap +27; Atk 2 claws +22 melee (2d4+10, crit 19–20/x2) and bite +17 melee (2d10+5); Face 5 ft. by 10 ft.; Reach 10 ft.; SA improved grab, maul; SQ scent; Resist CR 8; AL N; Fac none; SV Fort +19, Ref +12, Will +10; Str 31, Dex 12, Con 27, Int 2, Wis 18, Cha 9.

Skills: Listen +9, Spot +9, Swim +15.

Feats: Cleave (claws only), Improved Critical (claws), Power Attack.

[5] Bear Trainer's Room (EL 19)

The bear trainer is an immensely strong young ice giant named Whiptooth. His room has a simple cot, plus a small

table and two chairs. Unlike Padfoot, Whiptooth sees his job as something separate from his life — in fact, the two trainers don't much care for one another on a personal level. After working with the bears for at least a few hours each day, Whiptooth washes carefully and then returns to the giants' Common Hall (Area 7, West Basement), and to his private chambers there (7a), to spend time with his friends and family (he has a wife, but no children). Whiptooth does take his job seriously, and he's careful to make sure the polar bears are always in good shape and eating well.

Whiptooth, Male Ice Giant, Bst 2/War 1: CR 19; Huge giant [cold] (20 ft. tall); HD 22d8+220 (base) plus 2d8+20 (Bst) plus 1d12+10; hp 353; Init +1 (Dex); Spd 50 ft.; AC 29 [flat-footed 28, touch 9] (–2 size, +1 Dex, +16 natural, +4 armor); BAB +19; Grap +45; Atk +35/+29/+23/+17 melee (2d8+18, crit 19–20/x2, Huge coldsteel greatsword) and +30 melee (2d8+9, crit x3, Huge coldsteel greataxe), or +18/+14/+10/+6/+2 ranged (1d4+18 subdual, 25 ft. [max], Large whip), or +19/+14/+9/+4 ranged (2d8+18, 125 ft., throwing rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ animal speech (beasts), animal skills, animal aura (1/day), berserking, damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching; AL OE; Fac Vox; SV Fort +29, Ref +18, Will +15; Str 47 (46), Dex 13, Con 30, Int 12, Wis 16, Cha 13.

Skills: Climb +15, Handle Animal +8, Hide +2*, Knowledge (nature) +4, Listen +16, Spot +10, Trade Skill (tailoring) +6, Swim +19, Wilderness Lore +10.

Languages: Giantish (4), Goblin (1).

Feats: Alertness, Cleave, Dual Wield, Hand to Hand, Power Attack, Skill Talent (Wilderness Lore), Track.

Possessions: Coldsteel chain shirt, Huge coldsteel greatsword, Huge coldsteel greataxe, Large bear-hide whip, *bear-claw necklace* (see Appendix Two), belt pouch, 15 throwing rocks.

Lady Vox's Sub-Basement

Entrances: Stairway behind the goblin king's throne room (to the northwest of Area 6, Ground Floor) or via the stairway behind the Cyth treasury (Area 13, East Basement).

Exits: None.

Random Encounters: None.

Detections: None, although the ice lizards in Area 2 have the scent ability. Lady Vox, due to her draconic blindsight, can sense beings anywhere on this level. If she senses intruders, she will begin buffing herself and her Champion immediately.

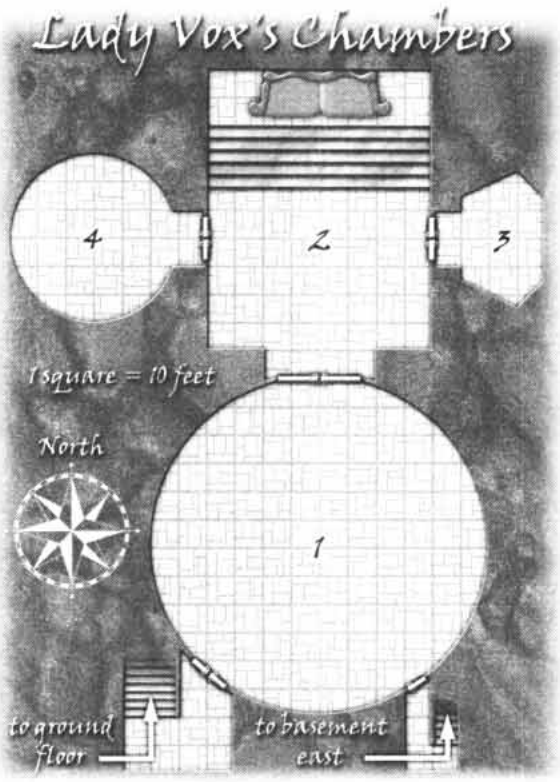
Note also the powers granted her by Lady Vox's *dragon-bone bracelet* (see Appendix Two).

Shielding: None.

Continuous Effects: The temperature on this level is below 0° F.

Standard Features: Unless otherwise noted, ceilings in this area are 60 feet high, to allow Lady Vox to extend her wings fully and to leap around when the mood takes her.

Likewise, doors typically have the following characteristics: 2 ft. thick; Hardness 8; 360 hp; Stuck DC 30, Locked DC 45.



This section of the Keep was built specifically at the request and under the direction of the Lady Vox, to her explicit specifications. Initially the goblins and ice giants did the work, but later the Cyth appeared and completed the construction themselves. As a result, this floor is more finished in appearance than the rest of the Keep, with perfectly level floors, gently curving walls, and high arched ceilings.

[1] Antechamber (EL 28)

This room is large and circular, its walls faced with white marble, and the ceiling forms a dome 80 feet overhead. A single flame burns within a faceted crystal globe that hangs from the ceiling — the light was a gift from Vox's lover Nagafen, and burns continually without heat. The facets of the crystal cause the light to refract around the room, casting a thousand rays of rainbow color everywhere and awakening answering gleams from the marble on the walls.

This room is almost always watched by the Dragon's Champion. Although the Cyth Lord Pramahar is the Lady Vox's high priest, he is not her Champion. That honor belongs, surprisingly enough, to an ice giant. Iceheart is perhaps the ice giants' greatest warrior, but he is too arrogant to get on well with the rest of his kin. Upon the Lady Vox's arrival, he sought her out and offered his devotion to her. Vox was touched, and put the young giant to the test. He slew three of the Cyth barehanded, and then lay without moving while Vox herself carved three even furrows across his chest. For his strength and loyalty, she rewarded him with the title of Dragon's Champion.

At the far end are a set of massive doors, decorated with an etched, gold-filled relief shaped to resemble a dragon in flight. These lead to Vox's receiving room. Iceheart stands

before the great golden doors, unless summoned, and prevents anyone from walking past without his mistress's permission. Nagafen's high priest, the fire giant Kindleheart, nearly died before he learned this lesson, and these two giants hate one another as much as they love their respective dragon masters. Iceheart is tall and broad even for an ice giant, with ice-blue hair but coal-black eyes. He disdains ranged combat, not bothering to carry throwing rocks, always wishing to engage his foes in melee.

The room has several comfortable chairs, both giant-sized and Cyth-sized, placed between the stairs at the south end of the enormous chamber, for guests to sit upon while they wait.

Iceheart, Male Ice Giant, War 12: CR 28; Huge giant [cold] (22 ft., 6 in. tall); HD 22d8+242 (base) plus 12d12+132 (War); hp 520; Init +2 (Dex); Spd 50 ft. in armor, 60 ft. base [Swift]; AC 37 [flat-footed 36, touch 9] (–2 size, +1 Dex, +16 natural, +12 armor); BAB +28; Grap +54; Atk +47/+44/+41/+38/+35 melee (4d6+31 and 2d6 cold, crit 17–20/x2, *Frostbeam*); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing; SQ berserking, Taunt bonus +3, damage reduction 7/–, cold subtype, SR 30, fast healing 5, infravision, rock catching; Resist FR 34; AL ON; Fac Vox; SV Fort +30, Ref +12, Will +14; Str 46 (43), Dex 14 (15), Con 33 (32), Int 10, Wis 13, Cha 12.

Skills: Climb +15, Hide +3*, Intimidate +27, Knowledge (warcraft) +6, Listen +14, Spot +15 [amulet], Taunt +16, Trade Skill (blacksmithing) +4, Wilderness Lore +5.

Languages: Giantish (4), Dragon (3).

Feats: Alertness, Brutish, Cleave, Combat Reflexes, Double Attack, Great Cleave, Improved Parry, Parry, Power Attack, Skill Talent (Wilderness Lore), Swift, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Dragon-plate armor (see Appendix Two), *Frostbeam* (see Appendix Two), *amulet of sight* (see Appendix Two), *white dragon scale* (see Appendix Two; this is Iceheart's secondary, lighter set of armor, carried in his large pouch, for when he wishes to relax), Gargantuan belt pouch.

Iceheart (buffed with *heroic bond* and *shield of words*, cast by Vox): hp 620; AC 41 [flat-footed 40, touch 13] (–2 size, +1 Dex, +16 natural, +12 armor, +4 divine); SQ damage reduction 16/–.



[2] Receiving Room (EL 32 or 34)

This is a long room that appears narrow and low-ceilinged relative to the enormous Antechamber. The floor here is of white marble flagstones, and the walls are covered with beaten gold broken by colorful tapestries of dragons. At the far end of the room is a low dais that spans the entire width, and atop that sits an enormous couch-like ledge of stone, covered with huge golden velvet cushions and the furs of enormous tundra creatures. It is upon this "couch" that Vox receives her visitors.

Kindleheart, the High Priest of Nagafen, can almost always be found here, along with a dozen ice lizards (see Appendix One) of the most enormous size, attracted here by Vox. An archway to the east leads to the Meditation Chamber, and another to the west leads to Vox's private lair, both openings filled by golden cloth hangings. Kindleheart spends a good deal of his time conferring with her here in her receiving room.

A towering fire giant with red-edged black hair and flame-orange eyes, Kindleheart is a giant of great passion, and he longs to become the chief servant of his own master. He reveres the Lady Vox for her strength and beauty, but at the same time he is far too proud to grovel to her or even to Nagafen.

An enormous mirror of pure, smooth ice stands behind the couch and to one side, frozen by Vox's power and held in a frame of silver. No other chairs or furnishings are within the chamber — Vox prefers her guests to stand when they speak with her, to reinforce her control of the situation.

Tactics: If Vox notes intruders approaching, she will be in this chamber with Kindleheart and her ice lizards, fully buffed and awaiting combat: She casts *heroic bond* on herself, Iceheart, Kindleheart, and 3 of the ice lizards, and *shield of words* on Iceheart, and then she swaps out those two spells for two others. In doing all of this, she spends 120 mana.

Ice Lizards [advanced HD] (12): CR 8; Large magical beast [cold]; HD 18d10+72; hp 171; Init +2 (Dex); Spd 40 ft., swim 30 ft.; AC 19 [flat-footed 18, touch 10] (–1 size, +2 Dex, +8 natural); BAB +18; Grap +28; Atk 2 claws +24 melee (1d6+6) and bite +22 melee (2d6+3); Face 5 ft. by 10 ft.; Reach 10 ft.; SA breath weapon, pounce, improved grab, rake 1d6+6; SQ cold subtype, snow tread, scent, ultravision; AL N; Fac Vox; SV Fort +30, Ref +12, Will +14; Str 23, Dex 14, Con 18, Int 6, Wis 13, Cha 9.

Skills: Balance +7, Climb +10, Hide +8*, Jump +12, Listen +13, Sneak +11, Spot +12, Swim +14, Wilderness Lore +3*.

Feats: Alertness, Multiattack, Power Attack, Weapon Focus (claw, bite).

Breath Weapon (Su): A Large ice lizard can breathe a 25-foot cone of numbing frost as an attack action once every 1d6 rounds. This deals 6d6 points of cold damage to all in the area, although a Reflex save (DC 23) halves this

damage. In addition, any creature in the area must make a Fortitude save (DC 23) or take 1d2 points of temporary Dexterity damage.

Ice Lizards (3) (buffed with *heroic bond*): hp 271; AC 23 [flat-footed 22, touch 14] (–1 size, +2 Dex, +8 natural, +4 divine).

Kindleheart, High Priest of Nagafen, Male Fire Giant, Clr 12 (always buffed with *endure cold*): CR 32; Huge giant [fire] (24 ft. tall); HD 25d8+275 (base) plus 12d8+132 (Clr); hp 566; Init +1 (Dex); Spd 40 ft. in armor, 50 ft. base; AC 37 [flat-footed 36, touch 9] (–2 size, +1 Dex, +20 natural, +8 armor); BAB +27; Grap +53; Atk +46/+41/+36/+31/+26 melee (2d10+30 and *flame shock* proc, crit 19–20/x2, *Fire Hook*), or +26 ranged (+27 with throwing rocks); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing, spells; SQ cold saves +2, divine power (receive divine aura x2), fast healing 1, damage reduction 10/–, fire subtype, SR 35, *lesser mantle of power*, rock catching; Resist CR 21, MR 5; AL NE; Fac Nagafen; SV Fort +31, Ref +13, Will +22; Str 46, Dex 12, Con 33 (32), Int 14, Wis 18, Cha 14.

Skills: Channeling +17, Climb +19, Jump +18, Knowledge (mysticism) +10, Knowledge (religion) +11, Listen +17, Meditation +31, Spot +17, Trade Skill (blacksmithing) +9.

Languages: Giantish (4), Dragon (4), Goblin (4), Common (2).

Feats: Alertness, Cleave, Double Attack, Finishing Blow, Improved Slam, Iron Will, Mental Clarity, Power Attack, School Specialization (alteration).

Cleric Spells Prepared (mana cost): *Cancel magic* (5), *daring* (10), *gate* (12), *healing* (10), *root* (5), *smite* (12), *stun* (6), *yaulp* (1).

Prayerbook: Cancel magic, center, daring, divine aura, endure cold, fear, gate, flash of light, greater healing, healing, lifeforce, light healing, lull, minor healing, reckless strength, reparation, root, smite, stun, symbol of Transal, true north, yaulp.



Mana Pool: 96.

Possessions: Red dragon scale (see Appendix Two), *Fire Hook* (see Appendix Two), *lava torc* (see Appendix Two), belt pouch, Huge prayerbook, spell component pouch, holy symbol (red gold image of Nagafen; 24 lbs; 3,000 gp).

Kindleheart (buffed with *heroic bond, symbol of Transal,* and *yaulp*): hp 666 + 7d6 = ave. 690; AC 42 [flat-footed 41, touch 14] (–2 size, +1 Dex, +20 natural, +8 armor, +4 divine, +1 deflection); Grap +54; Atk +47/+42/+37/+32/+27 melee (2d10+31 and *flame shock* proc, crit 19–20/x2, *Fire Hook*); Str 49.

[3] Meditation Chamber

Vox has set aside this room for her private meditation and magic-wielding. Since she is small for a dragon of her stature, the room is angled instead of round, with six sharp corners and walls that angle upward to a central peak. The room looks like the inside of an enormous crystal, and to reinforce this image the walls are covered in crystals of various sizes, each one fitted perfectly against its neighbors so that no rock shows through. The floor is covered in silks and luxurious furs, and more massive silken cushions are piled about for Vox to recline upon. At the peak of the room is a second crystal light like that in Area 1. Beneath the cushions are Vox's many prayerbooks and scrolls, so that she can sit and read at her leisure. (Assume that her books have a 90% chance to contain any cleric spell of 13th level or less, in addition to those she currently has prepared, which are of course in her books.)

[4] Vox's Lair (EL 33 or 0)

No one but Lady Vox herself is allowed in this chamber, so it does not need to impress anyone. A small circular room with a domed ceiling, its walls are covered with thick furs and the floor with carpets, rugs, and more furs, beneath mounds of cushions. The furs are all dark, so that Vox stands out among her bedding as a great burst of white in the darkness — even the golden curtain covering the archway from Area 2 is covered by a darker curtain on this side.

Vox is extremely dangerous. First, she is ancient and immensely powerful. Second, she is a cleric to the first dragon, Veeshan the Crystalline, and can call upon her god for awe-inspiring powers. Third, and perhaps most important, Vox has lost much of what she considered important—society, reputation, and love. She is extremely bitter, and has very little left to lose. The notion of some day hatching her egg and gaining her revenge is all that prevents her from launching herself at the Dragon Lords now, seeking to crush all of Antonica into the ocean in a massive block of ice.

Vox tends to reserve mana for her complete healing spell, and she will generally use a quickened spell-like ability each round in addition to attacking or casting a spell. Note also her Combat Reflexes and Riposte feats. She also uses Power Attack judiciously to cause as much damage as possible, often targeting healers and spellcasters first. See *EverQuest: Monsters of Norrath* for a full description of Vox's history and her other favored tactics.

Treasure: While Lady Vox has little interest in vast amounts of mundane treasures such as coins and gems (there're *only* about 30,000 gp, 8,000 pp, and 300 gems and bejeweled objects in her hoard), she does have a keen interest in magical treasures. The following can be found in

here: *crystalline spear, Kayruul's mystic pouch, McVaxius' horn of war, runed bolster belt, Tobrin's mystical eyepatch,* and a Rune of Frost. The greatest "treasure," though, is perhaps the most innocuous: a large silvery egg (see sidebar), roughly 4 feet from tip to tip, the result of the union between Vox and her lover Nagafen.

Lady Vox, Female Great Dragon, Clr 25 (always buffed with *resist fire*): CR 33; Gargantuan dragon (53 ft. long, plus 30 ft. tail); HD 40d12+360 (base) plus 25d8+225 (Clr); hp 1,000; Init +20 (+13 Wis, +4 Improved Initiative, +3 enhancement); Spd 40 ft. (can't fly inside); AC 44 [flat-footed 36, touch 9] (–4 size, +1 Dex, +37 natural); BAB +58; Grap +86; Atk bite +65 melee (4d6+16), 2 claws +60 melee (2d8+8, crit 19–20/x2), 2 wing slams +60 melee (2d8+8 and *daze*), and tail slap +65 melee (4d6+24 and *daze*), or +55 ranged; Face 20 ft. by 50 ft.; Reach 15 ft.; SA crush 4d6+24, tail sweep 2d8+24, dragon fear (Will DC 30), breath weapon, spells, spell-like abilities; SQ fire saves +4, damage reduction 30/+4 and 15/–, *mantle of power*, dragon senses (blindsight 400 ft.), dragon mass, dragon agility, SR 30, immunities, icy tread, fast healing 25, cleric abilities; Resist AR 30, CR 200, DR 75, ER 75, FR 16, MR 75, PR 30, SoR 75; AL DE; Fac Vox; SV Fort +43, Ref +35, Will +47; Str 43 (40), Dex 12, Con 29, Int 28, Wis 36, Cha 28.

Skills: Appraise +31, Bluff +49, Channeling +77, Diplomacy +49, Escape Artist +41, Hide –3, Intimidate +49, Knowledge (folklore) +49, Knowledge (geography) +49, Knowledge (history) +59, Knowledge (local lore [Everfrost]) +74, Knowledge (mysticism) +59, Knowledge (religion) +74, Listen +53, Meditation +78, Read Lips +19, Search +49, Sense Motive +33, Spellcraft +74, Spot +53, Swim +55, Taunt +49, Wilderness Lore +33.

Languages: Dragon (6), Elder Dragon (5), Barbarian (4), Common (4), Elvish (4), Giantish (4), Goblin (4), Ogre (4), Old Erudian (4).

Feats: Cleave, Combat Reflexes, Extend Breath Weapon, Extend Spell, Finishing Blow, Great Cleave, Healing Adept, Improved Critical (claw), Improved Initiative, Improved Slam (wings, tail only), Mental Clarity, Mystic Capacity (x2), Power Attack, Quicken Spell, Quicken Spell-Like Ability, Riposte, School Specialization (alteration), Snatch.

Breath Weapon (Su): Every 1d6 rounds, up to 40/day — 80-foot cone deals (3d10+1)x10 points of cold damage (Reflex half, DC 30), and all in area are subject to a *cancel magic* effect as if cast by a 40th-level enchanter.

Spells (mana cost, modified for Greater Specialization): *Banish undead* (37), *complete healing* (61), *expel summoned* (22), *immobilize* (12), *nullify magic* (24; quickened), *power of life* (11), *resist fire* (8), *resurrection* (106), *word divine* (50), *yaulp IV* (1). Save DC 23 + spell level.

Spell-Like Abilities (mana cost): *Elnerick's entombment of ice* (38), *frost storm* (52), *identify* (8), *lure of frost* (53), *sense summoned* (1). Lady Vox may summon any creature to within 15 feet of herself as if by the wizard spell *decession* (20); she need not be able to see the target to use this ability. All spell-like abilities have a save DC of 19 + spell level and use the same mana pool as Vox's spells.



Mana Pool: 1,320.

Mantle of power (Su): Anyone trying to cast a spell or use a spell-like or supernatural ability upon Lady Vox (or upon any other creature within 20 feet of her) from beyond 20 feet from her will find his spell or ability utterly ineffectual; similarly, someone within 20 feet of her cannot cast spells on anyone outside the aura. This aura in no way affects Lady Vox's ability to cast spells or use her own magical abilities.

Possessions: Dragon-bone bracelet (see Appendix Two).

Vox (buffed with *heroic bond* and *yaulp IV*): hp 1,100; AC 50 [flat-footed 49, touch 13] (–4 size, +1 Dex, +37 natural, +4 divine, +2 deflection); Grap +91; Atk bite +70 melee (4d6+18), 2 claws +65 melee (2d8+9, crit 19–20/x2), 2 wing slams +65 melee (2d8+9 and *daze*), and tail slap +70 melee (4d6+27 and *daze*); SA crush 4d6+27, tail sweep 2d8+27; SQ fast healing 26; Str 48.

Note: Where statistics between Lady Vox's stat block here and that in *EverQuest: Monsters of Norrath* differ, this stat block takes precedence.

Vox's Egg

Only two great dragons are known to live on Antonica. Lord Nagafen the Red is one, and the Lady Vox the White is the other. Long ago, Vox was one of the queens of the dragon society, beloved by all and equaled by none. But she dared to do the unthinkable, mating with a dragon of another color, her lifelong comrade Nagafen. Because they had broken one of the two Great Laws of dragonkind, Vox and Nagafen were imprisoned and held so that they could be executed (even though killing another dragon is forbidden by the first Great Law). But the pair escaped, and fled to a faraway land — Antonica. There, to evade pursuit, they separated.

But Vox was not merely hiding, for she had an important event to await — the spawning of her egg, created by her forbidden love with Nagafen. Because the two parent dragons are of different colors, the egg is doomed to hatch a prismatic dragon, the rarest and most powerful of all dragonkind. Unbeknownst to Vox, the Dragon Lords had indeed followed her, and they cast a spell on Vox preventing her from leaving her new keep. And so Vox continues to wait and to scheme, unable to rejoin physically with her lover, who is similarly imprisoned. Vox learned some time ago of the spell binding her here, but has yet to learn how to break it.

In the meantime, she busies herself planning her revenge, and taking occasional amusement from the antics of the giants and goblins around her. She and Nagafen have exchanged some of their servitors to provide both a token of their alliance and an increased sense of communication.

And, of course, she bides her time, knowing that her egg is soon to hatch, and that the young dragon that emerges will change the face of Norrath — and possibly of reality itself.



Chapter Five: Blackburrow

The Vision

The cave offered Jens no comfort as he disappeared into its darkness. He resisted the urge to look behind him lest his discomfort show to the elders. Even when they rolled great stone in front of the opening, he forced his eyes ahead. The light from the torch played upon the cold, silent walls, and he walked until he came to a round room wherein sat a circle of small stones.

"So this is my home for the night," he thought. His head began to swim and he sat in the middle of the circle. The taste of the strange, thick liquid still coated his tongue. He blenched as a draft swirled through the room, threatening what little warmth he possessed. The fire from the torch flickered then began to diminish. Jens' eyes widened. He raised his hand in an attempt to guard the flame but did so in vain. He blinked and the fire was gone. A short time later, his head grew heavier and he searched the darkness. This was no night sky where the guardians of the north peered down from the constellations above, nor did snow blanket the ground to light the way. This was darkness like no other, and it smothered the young barbarian like the embrace of a great black bear.

"Spirits, *true* spirits, be with me," Jens whispered into the still darkness. "Bring me into the way of the ***heyokah*** like my father before me and his father before him. Hearken to me and bid my service welcome in the halls of the north." He squeezed his eyes shut and repeated his words over and over into the dark, willing his mind to believe them with pure, unconditional faith.

"Jens, son of Johma," a voice spoke in Jens' mind, a warm voice, full of wisdom so profound that he nearly wept. He opened his eyes and saw before him the spirit of a wolf cloaked in auroral light, floating effortlessly above the ground.

"Great Thalger!" Jens gasped, and then quickly lowered his head in reverence.

"You wish to be like Thalger?" the spirit asked.

"Yes!"

"You desire this with all your heart?"

"Yes!"

"I shall give you what was once his, Jens, son of Johma," the spirit said.

"I accept it freely," Jens whispered.

"Lay down and close your eyes," the spirit told him. "Close your eyes and see. And may the visions of fate awaken you, *heyokah*."

Jens lay upon the cold ground. Light filled his mind and he saw the world from a great distance as a round and blue circle, half-covered in mists. Then he began to fall to the world; the vast north suddenly stretched before him. The peaks of the Everfrost stood tall and jagged below him. Closer and closer he fell, until he went through the snow and rock and into the mountains themselves. Through them he went, faster and faster. More images came into his mind, overlaying upon one another, entering his vision only to disappear into nothingness. Faces and sounds accosted him: screaming and wailing, biting and gnawing, fire and blood.

"No!" he cried to the darkness, his eyes opening wide. The gnolls came, armed with swords and spears; they came in numbers unheard of in the northlands. Snarling and filth-covered, the beasts tore through the village, destroying man, woman, and child.

Men were tortured and burned until their eyes glassed over into a dead stare. With each lash of the whip or searing bite of the brand, Jens screamed in sympathetic agony, only to collapse back into himself when the victims were finally killed. From the bodies the gnolls made a great feast of human carcasses cut and spitted over cooking pits. The bones they boiled in iron caldrons until they were clean and white, and from these bones abominations were created – walking dead to serve some dark and even more sinister power.

Introduction

Blackburrow is an adventure for 4 to 6 characters of levels 4 to 5. By subtracting or adding gnolls to various encounters, the adventure could also work for parties of levels 3 to 6. The adventure takes place south of the Everfrost Peaks near the Unkempt Wood, in the northeastern portions of Antonica. The characters face a clan of gnolls who have fallen under a dark power.

There are several possible ways the player characters might be called to arms for this adventure. If the PCs are in Halas already, they will have heard reports of the gnoll attacks on southern barbarian villages. If the characters have a barbarian among their ranks, then perhaps this character's clan was killed or captured in a gnoll raid and the few survivors call upon the PC to exact vengeance or attempt a rescue mission. Similarly, human, half elf, or Erudite characters might have a relative who was part of a merchant caravan from Qeynos that was plundered by gnolls as the caravan was en route to Halas. Avenging or rescuing a loved one who traveled with the caravan might draw the PCs into this adventure.

In any case, Johma, an oracle in the Halas shaman's guild, is calling on adventurers to put an end to the gnoll attacks (see "Starting the Adventure," below).

The Rise of Tranixx Darkpaw

Until recently, the gnoll lord Elgnub was the leader of the Sabertooth gnolls, having overseen his clan's growth and prosperity for the past decade. The shadow of the all-too-recent past, however, once again looms large over Blackburrow and its inhabitants. There was a time, not more than a few decades ago, when the Sabertooth knew nothing but oppression.

The cruel Splitpaw gnolls once ruled Blackburrow, forcing lesser clans to mine for precious metals buried deep within the mountain. Tranixx Darkpaw, a relatively feeble but cunning gnoll driven by hatred of his captors, planted the seeds of rebellion in the minds of his fellow clansgnolls and spurred an uprising against the Splitpaw. Blackburrow became the first battlefield in a movement that eventually spread into widespread revolt throughout the Splitpaw-controlled burrows of the mountains.

The bloody gnoll civil war ended with the defeat and exodus of the Splitpaw. Tranixx and his ally Elgnub spent the following year establishing leadership among the Sabertooth gnoll clans and burrows. Naturally, the new hierarchy featured Blackburrow as the capitol of Sabertooth. Though Tranixx ought to have been in a position to earn leadership of Blackburrow and the Sabertooth, Elgnub possessed a clear physical advantage over the rest of the Sabertooth. None dared challenge him. Tranixx was embittered by the decision, but used his intellectual superiority to advise Elgnub and serve as his second-in-command.

While the gnolls quibbled about the land around them and the extent of their respective land entitlements, Tranixx made secret allies with a cult of humans in Qeynos, learning the art of necromancy from them. Although his physical prowess failed him, Tranixx more than made up for any lack of strength in an aptitude for dark magics. From his Bertoxxulous-worshipping mentors, he learned of Miragul and the spread of necromancy into the western regions of Antonica and beyond. His mentors spoke of Miragul's self-imposed solitude in the frozen mountains of the north; somewhere, they said, beneath the snow and ice, lay the master necromancer's laboratory.

The eye of Tranixx was thereafter ever fixed on the north, and he urged Elgnub to send gnolls into the frigid plains in search of Miragul's treasures. Elgnub complied, but not with the fervor that Tranixx desired. Years passed as Tranixx continued to push for more exploration of the north, but the gnoll chieftain had little desire to disturb the barbarian settlements. Elgnub's rule provided the Sabertooth clan with just enough raiding to keep Blackburrow's caves well-stocked with food, armor, and ale — and nothing more.

Thus, while Elgnub ruled his clan with a loose grip, Tranixx continued to learn the way of the necromancer and to have dealings outside of the clan. The necromancer even went so far as to arrange the business of the gnolls brewing Blackburrow stout and selling it to the Qeynos underground. (This trade makes Blackburrow and all of the Darkpaw family a nice profit and also keeps Tranixx apprised of current events in both gnoll and human affairs.) Existing in Elgnub's shadow, however, did not suit the ambitious lieutenant.

Weary of his lesser position, Tranixx finally betrayed Elgnub and murdered the liege of Blackburrow. Aware that stronger gnolls of the burrow (and ones far more dim-witted than Elgnub) would seek to take leadership, Tranixx called upon his own dark magics to prevent a struggle of power. After days of toiling in his cave, Tranixx revived Elgnub as a walking corpse. With a figurehead thus in place, Tranixx dominated the gnolls of Blackburrow and all the Sabertooth into submission under his rule. Tranixx is now free to ravage the lands to the north, sending gnoll war parties in search of Miragul's laboratory and in search of victims to use in his necromantic rites.

Starting the Adventure

For the past several weeks, reports of gnoll attacks in the southernmost part of the Everfrost Peaks have flourished. Barbarian communities are being ransacked and frontier families on the tundra are being slaughtered or dragged away in the night. Barbarians have begun moving north toward Halas in hopes of finding a stronger sense of security.

Most recently, a young barbarian named Galia O'Donal (*female barbarian, Com 1/Mil 1, N*) survived the harsh trek to Halas, bringing news that a gnoll war party had wiped out her village of Grumaedan, along with a merchant caravan from Qeynos that had stopped for the night in their village. The gnolls killed all but a few prisoners, whom they dragged away screaming into the darkness.

News has spread rapidly through Halas that Johma, an Oracle of the Shamans of Justice, will be making an announcement at the guild hall tonight concerning the gnolls.

The Oracle's Test

Johma is an Oracle of the Shaman's Guild and one of the most respected elders in Halas. Those who have spent any

significant amount of time in Halas know that he is a quiet, intense man and fair to a fault. His family has served the Shamans of Justice for as long as the citizens of Halas can remember.

As the sun sets, Johma makes an announcement to a small crowd gathered outside the hall of the Shamans of Justice.

TO BE READ ALOUD TO THE PLAYERS

A tall figure emerges from the Shamans of Justice hall. His dark eyes scan the crowd from left to right, regarding each assembled person carefully. As the dark gaze falls upon you, it seems to pierce through you to judge the courage in your soul. After judgment has passed over the silent crowd, the man finally speaks.

"I am Johma, Oracle of the Tribunal, and I speak for the elders of Halas tonight.

"Four days before the last new moon, my son Jens entered the ceremonial cave and emerged a *heyokah*. In his spirit walk, he witnessed the destruction of our villages and the murder of our people. He saw a great darkness moving into our lands from the south. He saw blood and death brought to every hearth in Halas.

"Since the last new moon, villages near the southern peaks of Everfrost have been attacked by gnoll war parties. This is more than the gnoll raiding we are accustomed to. These gnolls bring a force large enough to destroy our clans. Four villages they have conquered so far. The survivors who have reached us all speak of the depravities which befell their villages. Those who did not escape the gnolls were butchered or enslaved and taken south into the hills and burrows.

"Our trackers have followed the gnolls' steps as they return to their lairs. The trail led south into the Qeynos Hills to the gnoll lair of Blackburrow, whence the gnoll chieftain commands all of the Sabertooth burrows throughout those hills. My son's vision shows us that if the dark heart can be cut from Blackburrow, the passion for war will leave the Sabertooths. We can best our enemy short of going to war against all of the Sabertooth clans if someone has the courage to enter Blackburrow and cut out the dark heart which controls it.

"Who will take up the test of courage to claim the honor of this task? Who will be written into the hearth songs of Halas for the ages to come? Who among you is prepared for this task and for the rewards that the gratitude of Halas will bring?"

This of course is the moment of reckoning, when one of the PCs should step forward to take up the challenge of courage. Any icy stare from Johm challenging the bravery of a PC warrior or the urging of NPC clan mates may be needed to prompt reticent PCs to step forward. Anyone who steps forward is handed a ceremonial quarterstaff by Johm.

A reckless young barbarian warrior named Caeden McDougal also steps forward from the crowd, announcing like a proud rooster his intention to save Halas from all-out war with the gnolls. Anything the GM can do to role-play Caeden as a loud-mouthed, brash, self-important bully should bring some levity to the encounter. Anyone else who has already volunteered for the test of courage will be patronized by young Caeden: "You, there! No need for you to exert yourself — a McDougal is here to take up this task. You can return to your warm hearth and your mending work and leave the work of war to the McDougals."

All entrants into the test of courage are paired up randomly in a sort of single-elimination tournament, each match settled by a quarterstaff duel. If multiple PCs volunteer for the test, they may end up dueling one another. Depending on how involved the GM wishes to make the encounter, she may have other barbarian NPCs volunteer for the test as well.

Johm instructs the combatants that whoever knocks his opponent senseless will win the match; however, as this is a time of war, when every able body is needed, no one is expected to deal serious (i.e., lethal) damage to their opponent. The expectation is that combatants will deal subdual damage instead of normal damage with their weapons (incurring the standard –4 penalty to attacks with a regular weapon; see *EverQuest: Player's Handbook*, p. 372, for details). Anyone who does not comply with this unspoken mandate will suffer –1 faction rank with the Shamans of Justice. Combatants are not allowed to use magic in the duels. Johm magically heals all damage to the victor of each match before the next match. The winner of the test gains +1 faction rank with the Shamans of Justice.

Tactics: As Caeden McDougal is a braggart and bully, taking any advantage he can from threats and coercion, he will make an Intimidate check just prior to matching staves with any opponent. He will then Power Attack for –2 to attacks and +2 points of damage. If things begin to go poorly after the second round, he uses Parry for +4 AC and –4 attack, but also stoops to dealing normal damage instead of subdual damage (and thus does not suffer the –4 penalty for attacking to subdue). Once he begins to cheat in this manner, there is no faction penalty should his opponent counterattack with normal damage, as clearly justice is being served upon the cheater, although the winner cannot gain any rank with the Shamans, either — only by defeating Caeden while still "playing by the rules" can a character gain their high regard.

Caeden McDougal, Male Barbarian, War 3: CR 3; Medium-size humanoid [barbarian]; HD 3d12+3; hp 24; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 13 [flat-footed 13, touch 10] (+3 armor); BAB +3; Grap +6; Atk +6 melee (1d6+3, quarterstaff), or +6 melee (1d3+3 subdual, unarmed), or +6 melee (1d3+3, crit 19–20/x2, dagger); SQ berserking, Taunt bonus +2; Resist CR 3; AL DN; Fac Wolves of the North; SV Fort +4, Ref +1, Will +0; Str 17, Dex 11, Con 13, Int 13, Wis 9, Cha 16.

Skills: Alcohol Tolerance +6, Climb +6, Handle Animal +5, Intimidate +8, Jump +5, Swim +7, Taunt +10.

Feats: Parry, Power Attack, Slam.

Possessions: Hide armor, quarterstaff, dagger.

Following the Test

Assuming one of the PCs wins the test of courage, Johma provides him with a written voucher usable in the local

supply store. The voucher states that the bearer may obtain two weeks' worth of water and rations and also allows him to acquire minor items such as rope, torches, oil, and flint and steel. The availability of these items is left to the GM's discretion.

If a PC does not win the contest, the winner approaches the PCs in any case — even if the winner is Caeden — and asks them to join the mission.

Johma also gives the PCs a make-shift map and jots down basic directions to Blackburrow. All the PCs need do is follow the river to the south and veer into the hills when they see the carving of a great gnoll head set into a hill.

Players may ask questions of Johma before beginning the adventure. The Oracle is an aging tribesman very familiar with the frigid plains of the southernmost Everfrost Peaks. He explains that the route is difficult, but with the proper supplies the party should have no difficulty reaching Blackburrow. He will offer one serious warning regarding the Unkempt Woods, which the barbarians of the north have avoided for generations. The Oracle describes the woods as haunted, a place where the curious enter never to be seen again, and advises the PCs to keep their distance at all costs.

Johma tells the party to return to him with the dark heart of Blackburrow's leader, at which time they will be richly rewarded.

Quest: The Dark Heart of Blackburrow

Faction: Shamans of Justice (–2 ranks)

NPC: Johma, Oracle of the Shaman's Guild

CR: 5

Reward: +2 faction ranks with Merchants of Halas, Shamans of Justice, and Wolves of the North. 160 pp.

Consequence: –2 faction ranks with the Sabertooth Clan

Quest Summary: Johma tasks the heroes with going into the gnoll stronghold of Blackburrow and returning with the heart of the gnolls' leader. If the heroes can return with the heart of Tranixx Darkpaw, they will be lauded as champions and rewarded by the elders of Halas.

Southward Bound

The players set out south, probably equipped with the supplies offered to them courtesy of the Merchants of Halas. The GM may wish to include encounters along the way to Blackburrow, and should use the encounter chart below as she sees fit.

d20 Roll	Encounter
1–3	2d6 ice goblin whelps
4–7	1d4 white wolf pups
8–11	1d6 gnoll scouts
12–13	1d4 skeletons
14–15	1d4 great bats
16–20	No encounter

Ice Goblin Whelp: CR 1; Small humanoid [goblin] [cold]; HD 2d8–2; hp 6; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 11] (+1 size, +1 natural, +2 leather); BAB +1; Grap –3; Atk +2 melee (1d6, light mace), or +2 ranged (1d3, dart); SQ cold subtype, ultravision; AL DE; Fac Lady Vox; SV Fort +4, Ref +0, Will –1; Str 11, Dex 11, Con 9, Int 7, Wis 8, Cha 7.

Skills: Climb +1, Hide +5, Jump +2, Listen +0, Sneak +3, Swim +1. *Feats:* Great Fortitude.

Snow Wolf Pup: CR 1; Small animal; HD 2d8+6; hp 15; Init +3 (Dex); Spd 40 ft.; AC 18 [flat-footed 15, touch 14] (+1 size, +3 Dex, +4 natural); BAB +1; Grap –2; Atk bite +4 melee (1d6+1); SQ scent; AL N; Fac None; SV Fort +6, Ref +6, Will +0; Str 12, Dex 16, Con 16, Int 2, Wis 11, Cha 6.

Skills: Hide +3*, Listen +4, Sneak +3, Spot +3, Wilderness Lore +0*. Snow wolf pups receive a +4 racial bonus on Wilderness Lore checks when tracking by scent; they receive a +12 racial bonus on Hide checks in snowy or icy regions. *Feats:* Weapon Focus (bite).

Gnoll Scout: CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 22; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

Skeleton: CR 1; Small undead; HD 2d12; hp 13; Init +1 (Dex); Spd 30 ft.; AC 15 [flat-footed 14, touch 12] (+1 size, +1 Dex, +3 natural); BAB +1; Grap –2; Atk 2 claws +3 melee (1d3+1); SQ undead, infravision, see invisible, immunities; AL N; Fac None; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int 2, Wis 9, Cha 1.

Skills: Listen +3, Spot +3.

Bat, "Great" (advanced HD): CR 2; Small animal; HD 3d8+3; hp 16; Init +2 (Dex); Spd 5 ft., fly 40 ft. (average); AC 13 [flat-footed 11, touch 13] (+1 size, +2 Dex); BAB +2; Grap –1; Atk bite +5 melee (1d4+1); SQ blindsight 120 ft., hover; AL N; Fac None; SV Fort +4, Ref +5, Will +3; Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 4.

Skills: Hide +8, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

The Lair of Blackburrow

Blackburrow is a network of tunnels and caverns that wind beneath one of the taller peaks in the Qeynos Hills to the southeast of the Unkempt Woods. Blackburrow is unique among the many gnoll warrens that riddle these hills in that it is the command center for the Sabertooth clan, as it was for the Splitpaw clan before them. Blackburrow no longer conducts the mining work that still goes on at other burrows, instead serving only as the headquarters for the Sabertooth military command and for the chieftain of the entire clan.

The description for the gnolls of Blackburrow can be found in *EverQuest: Monsters of Norrath*, but is reprinted for the GM's convenience in Appendix One of this book. In general, gnolls are extremely aggressive; lone gnolls might engage an opponent that is too tough for them to defeat alone, trusting in their comrades to come to their aid. Though not sharp-minded, they are cunning creatures capable of using effective group tactics, ranged attacks, and flanking strategies when they can. Their morale breaks easily, however, unless a strong commander is present.

Blackburrow itself is broken into three levels. Level One is on the surface of a hilltop, nestled among the craggy

tripartite peak of Blackburrow Hill, with a few caves into the hillside. A large pit on this upper level opens onto a water-filled cavern in Level Two; a burrowed passage also winds down into the hill into the subterranean Level Two. From there, either a passageway or a ladder takes the characters back up to Level Three (which is positioned underground between Levels One and Two).

Blackburrow contains a few trapped areas to better protect it from intruders. Most of these traps are large and relatively obvious to the careful adventurer.

Aside from the treasure hoards and individual possessions detailed in specific encounter areas below, each gnoll generally has coinage (or an equivalent value of other trade goods) on it according to the chart below.

Gnoll Type	Treasure
Gnoll Pup/Whelp	2d6 sp
Gnoll	2d10 gp
Burly Gnoll	2d10 gp and 1d10 pp
Gnoll Elite	2d10 gp and 2d10 pp

Blackburrow in *EverQuest* Online

If you're familiar with Blackburrow in the *EverQuest* online computer game, you'll note that the Blackburrow presented here is both the same as and different from the online version. You'll still find ladders up to snake-inhabited ledges, gnoll brewers, and carnivorous fish-infested waters, but the general layout and many of the encounters are different. These differences are intended to provide players who have enjoyed Blackburrow online with some new and unique challenges that are not spoiled by an intimate knowledge with how Blackburrow is "supposed to be" according to online play.

Entering the Lair

Traveling to Blackburrow from the north is a relatively simple affair. Following the river southward through the Qeynos Hills, characters will eventually see a huge gnoll's head carved low on the side of one of the hills.

Approaching Blackburrow undetected, however, is a difficult feat. A path winds through the maw of the carved head and up the steep side of the mountain. At all times, there are 3 gnoll guards standing guard around the maw (although it appears more that they are simply loitering, yipping and cackling in their native tongue). The largest of the 3 guards has a horn that it will blow as an attack action (thus, it can do this even during a surprise round if it is not surprised) to warn the burrow if intruders are spotted. In addition, once every 1d3 hours, gnoll scouts return to the entrance to report in and then disappear back into the Qeynos Hills. PCs might also see an ox-drawn wagon being loaded with kegs of Blackburrow Stout, which is then carried away to the south toward Qeynos, or they might witness a gnoll warband returning with a handful of barbarian slaves in tow.

The players might try a number of approaches to enter the lair, eliminating or bypassing the guards before they can sound their warning horn. The more likely tactics include the following:

Stealth: PCs might sneak up on the guards, although note that the gnolls' infravision makes darkness relatively meaningless for stealth. Still, the gnolls have not cleared the grounds surrounding the entrance particularly well, so any Hide checks made by characters 70 feet or more from the carven gnoll's head gain a +4 circumstance bonus relative to the guards posted there; opposed Listen/Sneak checks should be handled normally. In all cases, be sure to apply the usual modifiers based on distance (see "Listen" and "Spot" in Chapter 4 of *EverQuest: Player's Handbook*).

Characters approaching the hill from the north (as the PCs most likely will) cannot be seen by gnolls on Level One due to the plateau's position at the top of the hill. Characters who for some reason approach the hill from the southwest might be spotted by the guards at Area 1–1, but only if the characters are not attempting to conceal their movements.

Climb: PCs might attempt to bypass the main entrance altogether, instead climbing the hillside up to the burrow itself, aiming for the path that winds upward beyond the sight of the gnoll guards (the guards lose sight of the trail when it reaches 140 feet of elevation). The climb is up a steep grade, and thus Climb checks (DC 5) are necessary to traverse it. Any falling damage taken as a result of a failed Climb check is applied as subdual damage rather than normal damage because the character tumbles down the slope rather than plummeting into the earth; however, a falling character must make a Sneak check with a $-x$ circumstance penalty, where x is equal to one-half the amount of subdual damage taken, to not alert the guards at the entrance by the noise of the fall. Safe Fall or Tumble skill can reduce this damage, but does not reduce the associated penalty to the Sneak check to alert the gnolls (i.e., roll what would be the normal total damage for the fall, and then apply any reductions to damage after finding the Sneak modifier).

Climbing the 420-foot vertical cliff above the path to the hilltop above is a much more dangerous task (Climb DC 17). Any character who actually succeeds in climbing the cliff (as opposed to following the winding path) should be positioned randomly around the perimeter of Level One.

Disguise: PCs might disguise themselves as gnolls to approach the entrance, or perhaps as one or more gnolls and their prisoner(s). Note that a typical Blackburrow gnoll stands between 6 1/2 and 7 feet tall, so some characters may not be able to attempt this ruse (see "Disguise" in *EverQuest: Player's Handbook*, p. 112). When the gnoll guards see the disguised PCs approaching, especially if they bring "prisoners," they will begin to slam the butts of their javelins into the ground and howl cheers and greetings to the characters. Those who do not speak Gnoll or who do not read the gnolls' actions correctly (Sense Motive DC 15) might mistake the action for aggression or a raised alarm.

Once a group in disguise closes to within 20 feet of the guards, conduct the usual opposed Disguise/Spot checks. Characters of standard PC races (i.e., humanlike, not doglike) suffer a –4 circumstance penalty to such Disguise checks, however, as they have to assume an alien canine cast to their features; this penalty stacks with the usual –2 penalty for imitating someone of another race.

Gnolls (3): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 28, 25, 17; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision;

AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

If these gnolls manage to raise the alarm, then a squad of 6 more gnolls and their burly gnoll commander come down the path from Area 1–2 to investigate, arriving in 1d20+10 rounds.

Level One

1-1. The Entrance (EL 3)

The path carved into the hillside reaches the hilltop and enters Level One of Blackburrow here. There are 2 gnolls stationed here, one on either side of the entrance. The northernmost of the two has a reasonable vantage and can see approaching figures at the foot of the hill (on the southwest face) or on the path starting roughly 50 feet away; the other can see only about 25 feet down the path. If either guard hears anyone approaching, he rouses his partner and they both step out onto the pathway to get a better view.

Characters who enter this area from the path notice a fine mist in the air, and can hear the sound of the waterfall immediately to the north. This mist provides one-quarter concealment beyond 30 feet (10% miss chance), but has no effect on creatures or objects closer than that.

A character entering this area in the daytime who makes a Listen check (DC 20) can hear the rhythmic clang of ringing metal from Area 1–7, even over the sound of the waterfall.

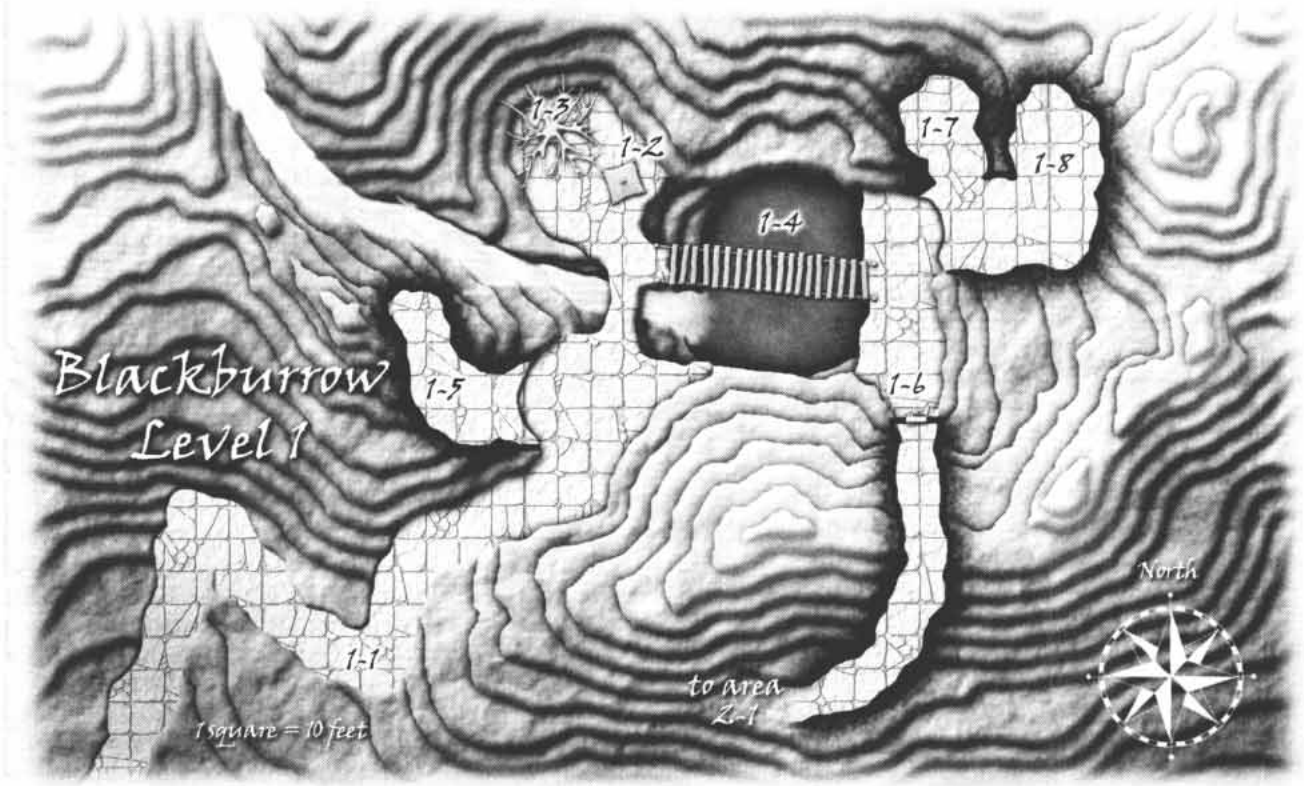
Anyone on the path who rolls a natural 1 on an attack roll or who is successfully struck by a critical hit must make a Reflex save (DC 12) to avoid falling off the cliff, plummeting 270 feet for 20d6 points of damage.

Beyond Area 1–1, the path opens onto to the upper level of Blackburrow. A stream runs down the west wall, passes under a wooden bridge, and cascades over the edge of a huge pit. Due to the mist here, any character on the wooden bridge has half concealment (20% miss chance) against creatures on either side of the bridge.

To the east, a rope bridge crosses the pit and leads to a cave entrance inside the east wall. Two other cave entrances lie just off the main area, one to the west and a second one across the rope bridge to the east.

Once a character crosses the bridge, to the north she can see a sort of earthen cove nestled amid two rocky arms of the hilltop. A giant tree sits within the nook in the northern wall. Next to the tree sits an open-sided tent that houses a large rectangular table and four chairs. A firepit outside the tent has some sort of charred humanoid carcass turning on a spit over the flame, and several more gnolls linger in and around it.

Tactics: If the gnolls observe the PCs ascending the pathway, they throw their javelins and then flee into Area 1–2 to warn their comrades; regardless, the gnolls at Area 1–2 should receive Listen checks to hear the sounds of combat from this area. If the PCs somehow lure the two guards down along the path from their post, the gnolls fight to the death, hoping to take as many of the party with them as possible. If the gnolls are badly outmatched, one of them may try to grapple an opponent and, out of desperation, drag her off the path with him to plummet to the rocks below (for 20d6 points of damage); this requires 2 separate attack actions: a successful grapple attack to get a hold of the opponent, and then a bull rush attack to move them over the edge.



Gnolls (2): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 25, 21; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

1-2. Blackburrow Guard Area (EL 5 or 6)

A squad of 6 gnolls and a burly gnoll sergeant wait in and around this tent in case the guards at Area 1–1 require assistance or the warning horn from the guards at the entrance is heard.

If the horn has already made this group respond and march down the path, then they will be replaced by a reserve of 4 female gnolls and a burly female gnoll called from Area 2–5, inside the burrow.

Tactics: If the gnolls are alerted to the intruders, one will run to the tree at Area 1–3 intent on ringing the alarm bell. The rest of the gnolls will tip the table over to form a defensive wall in front of them (with their backs to the Area 1–3 tree alcove). This grants 50% cover (+4 AC, +2 Reflex saves) for up to 4 gnolls as long as they remain behind the table. From behind their wall, they will throw javelins first, and then defend themselves with their longswords.

If fighting occurs here after reserves have been summoned from Level Two, or in any case if one of the gnolls here rings the bell at Area 1–3, see Area 1–6 for the actions taken by the gnolls there.

Treasure: There is a stash of 20 javelins in the tent and the clothing from the barbarian captive who most recently met a culinary fate at the hands of the gnoll guards. Amid the clothing is a silver Tribunal holy symbol worth 150 gp.

Gnolls (4 or 6): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 22; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

Burly Gnoll (1): CR 2; Medium-size humanoid [gnoll]; HD 4d8+12; hp 37; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +3; Grap +6; Atk +6 melee (1d8+3, crit 19–20/x2, longsword), or +3 ranged (1d6+3, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +7, Ref +1, Will +1; Str 17, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +5, Wilderness Lore +3. *Feats:* Alertness.

1-3. Hollowed-Out Tree

This large tree has been hollowed out so that an opening in its east face allows access to its interior. Inside, the gnolls have mounted a crude ladder to the interior side of the tree. The 20-foot ladder leads up to a small 5-ft. by 5-ft. platform. Hanging from a tree branch over the platform is a large brass bell, which is the main warning alarm for Blackburrow.

If a gnoll manages to sound the alarm, then the burrow will be on alert for the next 12 hours. During a state of alert, all gnolls throughout Blackburrow will be wary (+2 circumstance bonus to Spot and Listen checks), and some specific encounter areas may change as detailed in individual encounter descriptions.

1-4. The Pit (EL 1 or 5)

The stream spills over the edge of this crater and tumbles 50 feet down into the pool in Area 2–6. However, vision into the Pit is obscured due to the thick mist rising up from the waterfall. Creatures in the water below are considered to have nine-tenths concealment (40% miss chance) from those above, and vice versa.

The rocks around the edge of the Pit are extremely loose and slippery with condensation; anyone stepping up to the edge must make a successful Reflex save (DC 12) to avoid falling, taking 1d6 points of subdual damage and 1d6 points of normal damage from hitting the water below. Worse than the fall itself, though, are the razorgill fish that live in the water below (see Area 2–6 for details).

A character who spends 2 full rounds looking can find a solid position near the edge from which she might lower a rope to fallen party members in the water.

Connecting Areas 1–2 and 1–6 is a 6-foot-wide rope suspension bridge. The walkway of the bridge is constructed of wooden boards lashed to two stout, parallel ropes fastened at both ends by pairs of large iron rings set into the rock. Each side of the bridge also has safety netting along it that hangs from another rope strung across the pit and attached to the top of 6-foot poles set in the ground on either side of the pit. Since the bridge sags in the middle, the netting runs 6 feet high at the ends of the bridge and nearly 12 feet high in the middle.

While stable enough for foot traffic and even some cargo hauling, the bridge does tend to sway precariously; if anyone tries to cross at a speed greater than 10 feet per round or makes a melee attack on the bridge, all on the bridge must make a Balance check (DC 12) or fall prone. For every additional character on the bridge, the DC of this Balance check increases by 2 (for example, if three PCs are on the bridge, the DC is 16). Further, any character hit while on the bridge must make a Balance check (DC 10 + damage taken) to avoid falling prone.

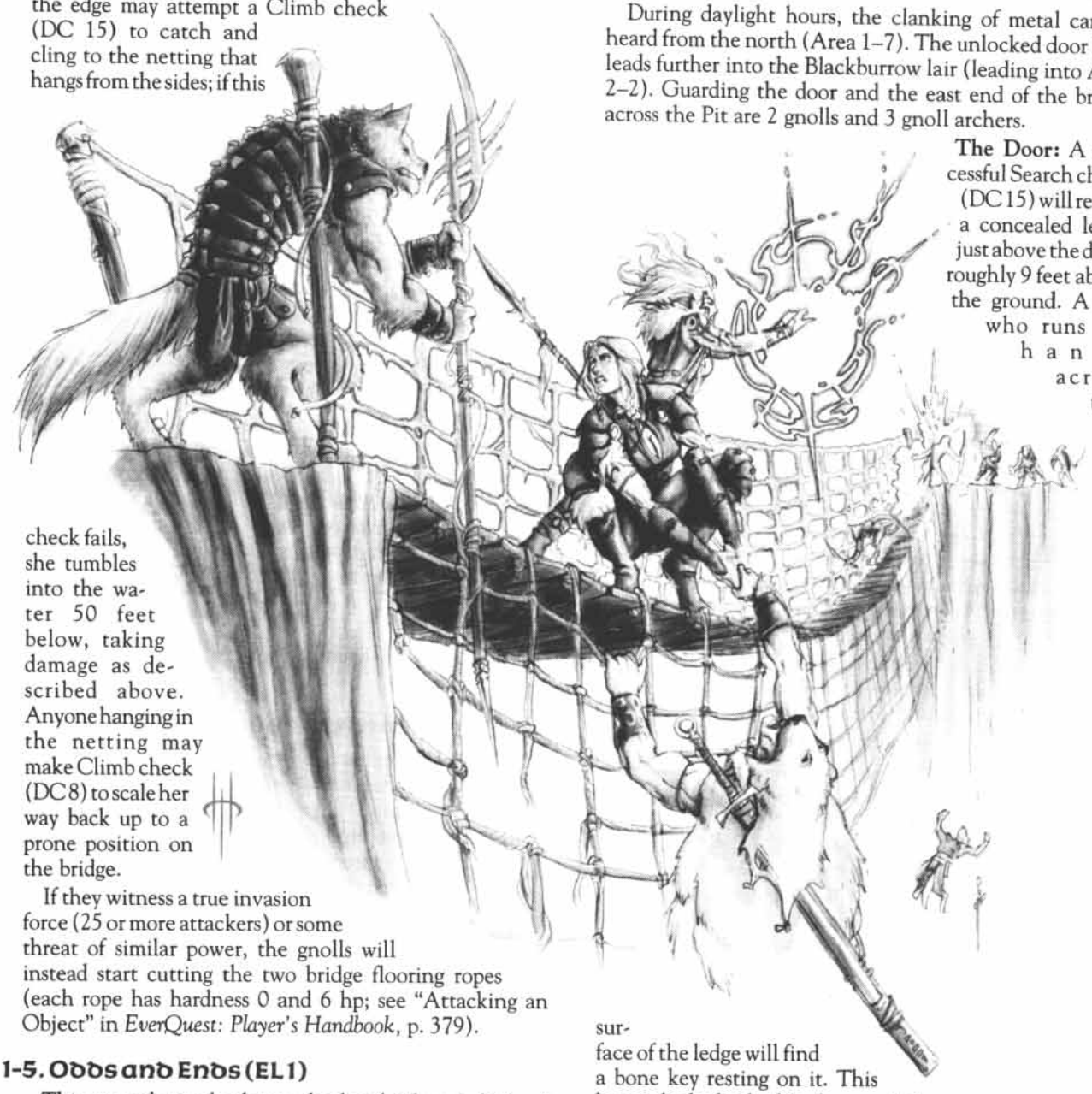
Finally, any character who moves more than 5 feet on the bridge in a given round loses his Dexterity bonus to AC until his next turn, due to the erratic swaying.

Tactics: If the warning bell is rung at Area 1–3 or if the gnolls at Area 1–6 hear fighting in Area 1–2, the two regular gnolls from Area 1–6 rush to the east end of the bridge and untie the anchor ropes of the netted bridge sides, letting out enough slack so that the netting along the bridge falls down to dangle under the bridge. It takes 1 full-round action to loosen the ropes and then another full round to re-secure the ropes once the gnolls have let out enough slack so the netted sides hang down.

Meanwhile, the three gnoll archers spread out, each taking a readied action to shoot the first non-gnoll that comes onto the bridge. Once they have re-secured the ropes, the regular gnolls wait for attackers to get halfway across the bridge before hurling javelins at them or, if enemies have already crossed, they close for melee.

Once the bridge's safety netting is down, anyone who falls prone on the bridge must make a Reflex save (DC 15) or slip off the side of the bridge. A character who slips off

the edge may attempt a Climb check (DC 15) to catch and cling to the netting that hangs from the sides; if this check fails, she tumbles into the water 50 feet below, taking damage as described above. Anyone hanging in the netting may make Climb check (DC 8) to scale her way back up to a prone position on the bridge.



If they witness a true invasion force (25 or more attackers) or some threat of similar power, the gnolls will instead start cutting the two bridge flooring ropes (each rope has hardness 0 and 6 hp; see "Attacking an Object" in *EverQuest: Player's Handbook*, p. 379).

1-5. Odds and Ends (EL 1)

This natural cave leads to a dead end. There is little of worth here: broken wheelbarrows, leaky barrels, bones, and gnoll detritus. Nothing more of value can be found in here. If the PCs poke around through the rummage (i.e. make a Search check), they will disturb 2 very large rats lurking beneath some of the refuse, which attack immediately unless presented with a strong flame.

Rats (2) [advanced HD]: CR 1/2; Small animal; HD 3d8+6; hp 20, 15; Init +1 (Dex); Spd 20 ft., climb 20 ft., swim 10 ft.; AC 12 [flat-footed 11, touch 12] (+1 size, +1 Dex); BAB +2; Grap –3; Atk bite +4 melee (1d4); SQ scent; AL NE; SV Fort +5, Ref +4, Will +2; Str 10, Dex 13, Con 14, Int 2, Wis 12, Cha 4.

Skills: Climb +9, Hide +9, Listen +3, Sneak +8, Spot +2, Swim +12.

Feats: Weapon Finesse (bite).

1-6. Guard Post (EL 5 or 0*)

*This encounter is EL 0 if the gnolls here were drawn to fight the PCs at Area 1–4 (in which case that area's EL was raised to 5).

During daylight hours, the clanking of metal can be heard from the north (Area 1–7). The unlocked door here leads further into the Blackburrow lair (leading into Area 2–2). Guarding the door and the east end of the bridge across the Pit are 2 gnolls and 3 gnoll archers.

The Door: A successful Search check (DC 15) will reveal a concealed ledge just above the door, roughly 9 feet above the ground. A PC who runs his hands across the surface of the ledge will find a bone key resting on it. This key unlocks both this door and the door at Area 2–1.

The door itself is a stout portal of brass-reinforced wood (3 in. thick; Hardness 5; hp 30; Break DC 20; Pick Lock DC 20).

Tactics: Upon hearing either fighting on the west side of the bridge or the ringing of the alarm bell in Area 1–3, the gnolls here act as described under "Tactics" in Area 1–4 above.

If neither of the above conditions occurs, the gnolls and archers here should be allowed the usual Spot and Listen checks to notice the PCs' approach. Upon noting enemies, the archers will space themselves out along the east side of the pit (but not too close to the edge) and fire arrows at opponents on the western side or on the bridge. They will concentrate fire on any opponent who appears to have ranged attacks and secondarily on any opponents attempting to cross the bridge. Each archer has 20 arrows.

Gnolls (2): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 21, 18; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

Gnoll Archers (3): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 26, 21, 16; Init +2 (Dex); Spd 30 ft.; AC 16 [flat-footed 14, touch 12] (+2 Dex, +2 natural, +2 leather); BAB +2; Grap +3; Atk +3 melee (1d8+1, crit 19–20/x2, longsword), or +5 ranged (1d6, crit x3, 60 ft., shortbow); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +3, Will +1; Str 13, Dex 14, Con 16, Int 8, Wis 11, Cha 8.

Skills: Listen +1, Spot +4, Trade Skill (fletching) +1, Wilderness Lore +1. *Feats:* Weapon Focus (shortbow).

1-7. Smithing Area (EL 3)

The cave entrance along the northern section of the east wall leads to two cavernous alcoves, whence, during daylight hours, comes the din of smithwork. In the center of Area 1–7 is a circular forge about 3 feet high. Scattered about the room are wooden shafts, crude metal bars, several unfinished longswords, two tubs of mucky water, a table of smithing tools (hammers, tongs, shovel, etc.), a small stack of charcoal, and an unlocked medium-sized chest.

Inside the chest are two sets of unfinished lockpicks and some metal scraps. Anyone attempting to use these lockpicks suffers a –1 penalty to Pick Lock checks.

Two gnoll blacksmiths operate the forge. During the day, these two will be working diligently on weapons. At night, they will be found sleeping near or around the cooling forge. The smiths will not hear the sound of any activity occurring elsewhere over their own banging and hammering unless the noise is truly earsplitting.

Tactics: The blacksmiths pick up unfinished longswords (treat these as poor weapons; see *EverQuest: Player's Handbook,* p. 157) and fight to the death unless they see an opportunity to escape towards the door at Area 1–6 and thence to retreat down into the burrow.

Gnoll Smiths (2): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 22, 19; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+2 natural, +2 leather); BAB +2; Grap +4; Atk +3 melee (1d8+2, crit 19–20/x2, longsword); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +1, Spot +3, Trade Skill (blacksmithing) +5, Wilderness Lore +1. *Feats:* Skill Talent (Trade Skill [blacksmithing]).

1-8. Storage Area

This room is used for storing both finished weapons and barrels of brewed Blackburrow Stout. From here, the Stout is delivered to contacts near Qeynos and the weapons and armor are distributed to gnolls as needed. There are currently 3 barrels of stout, 6 longswords, 2 small steel shields, and 10 javelins here.

In addition to the weapons and kegs of Stout, a mountain of boxes and crates is piled high in the back of the area. Closer investigation reveals that these boxes were part of a shipment from Qeynos intended to reach Halas. Most of the contents have been removed, with the exception of a few items the gnolls consider useless. Given 15 minutes, a character who makes a Search check (DC 12) can sort the valuable items from the clutter: 10 sets of silver cutlery (5 gp each), an antique book by the revered sage Hathorn Smegh entitled *The Bayles of Qeynos* (15 gp, perhaps more to some scholars), a masterwork brass horn (100 gp), and an uncut star ruby (500 gp).

Near the kegs of Stout, a crude table leans against the earthen wall. Papers lie scattered across the table. Looking through the pages, the PCs find little more than the chaotic scribbling of someone who had at one time attempted to keep record of the goods. The records have since been abandoned. A successful Search check (DC 12), however, will produce the following letter, half-torn, buried among the pages:

> *Tranixx,*
>
> *I have asked for no less than six barrels of the stout to be delivered to the rendezvous point by the end of this month. If we are to continue doing business together, I must have assurance that you will make your deliveries on time in the future. Please do not disappoint me again. I would hate to bring this up to your superiors.*

The author's signature, however, has apparently been scratched away.

2-1. Deeper into the Lair

This long, sloping passageway descends away from Area 1–6, heading deep into the earth. The smell of malt and rot mingles in the air. The malt smell comes from the distilleries within that produce the Sabertooth's Blackburrow Stout and the rot from the general filth in which the gnolls live. A character who makes a Listen check (DC 15) upon entering the tunnel hears the yelping of gnolls from further along the way.

A round room sits at the end of the passage. On the west wall is a locked door of brass-reinforced wood (2 in. thick; Hardness 5; hp 20; Break DC 18; Pick Lock DC 20). The howls and yips of the gnolls is unmistakable from beyond the door; a PC who makes a Listen check (DC 15) at the door can discern that the gnolls' voices are echoing loudly, as if within a large cavern or cave system, and she also picks out the faint splash of water beyond the door.

The PCs must use the hidden key found above the door in Area 1–6 to open this door safely. Trying to break down the door or pick its lock triggers one of two different traps on the door.

Anyone attempting to pick the lock will trigger a small, spring-loaded poisoned needle that is concealed in the door lock.

Poison Needle Trap: CR 2; +8 melee (1 plus poison [injury, Fortitude DC 13; initial and secondary damage 1d2 temporary Constitution]); Search (DC 22); Disable Device (DC 20).

Anyone who attempts to break down the door and gets a check result of 12 or more shocks the door enough to trigger the second trap. A large camouflaged net filled with rocks hangs in a concealed groove in the ceiling just above the door and will be released to crush anyone standing near the door.

Falling Rock Trap: CR 3; +12 melee (4d6); Search (DC 16); Disable Device (DC 20). *Note:* Can strike all character within 10 feet of the door on the east side.

2-2. Bridges Over Troubled Water (EL 3-4)

A large pool fills most of this enormous natural cavern. In the southwestern section of the cavern, a rocky outcropping sits 10 feet above the water. On the north wall, 20 feet up, is a ledge (Area 2–3). Rope suspension bridges identical to the one at Area 1–4 connect the different ledges. These require the same Balance checks (DC 12+) for crossing at speeds greater than 10 feet, for fighting, and for taking damage while on the bridge.

If the warning bell in Area 1–3 has been sounded, then the side safety nets on both bridges will have been dropped and a trap set in the first bridge (as noted on the map) is also armed: The middle 5-foot stretch of the bridge has had false floor planks inserted so that any weight over 100 pounds crossing the trapped section of the bridge will fall through the bridge floor.

Bridge Trap: CR 3; no attack roll necessary (no damage – bridge floor collapses and victim falls into water below); Reflex save (DC 18) avoids; Search (DC 16); Disable Device (n/a).

Anyone who falls into the water takes no damage from the fall; however, there are 2 hungry razorgills in the water that will waste no time investigating a splash and devouring a thrashing swimmer.

Creatures without a natural swim speed that wish to fight or cast spells in the water must first make a Swim check (DC 15) as a move action to do so (and thus they cannot take a full attack action or cast spells with longer than a 1-action casting time while in the water). Be sure to apply weight modifiers to all Swim checks for characters with heavy armor or gear (see "Swim" in *EverQuest: Player's Handbook*, p. 122).

Non-aquatic creatures attempting to fight while swimming lose their Dexterity bonus to AC (if any) and may not make attacks of opportunity; further, they suffer a –8 circumstance penalty to attacks, although this penalty is reduced to only –4 if they use a piercing weapon. A character trying to cast a spell in the water must make a Channeling check (DC 15 + spell level) as part of the casting action.

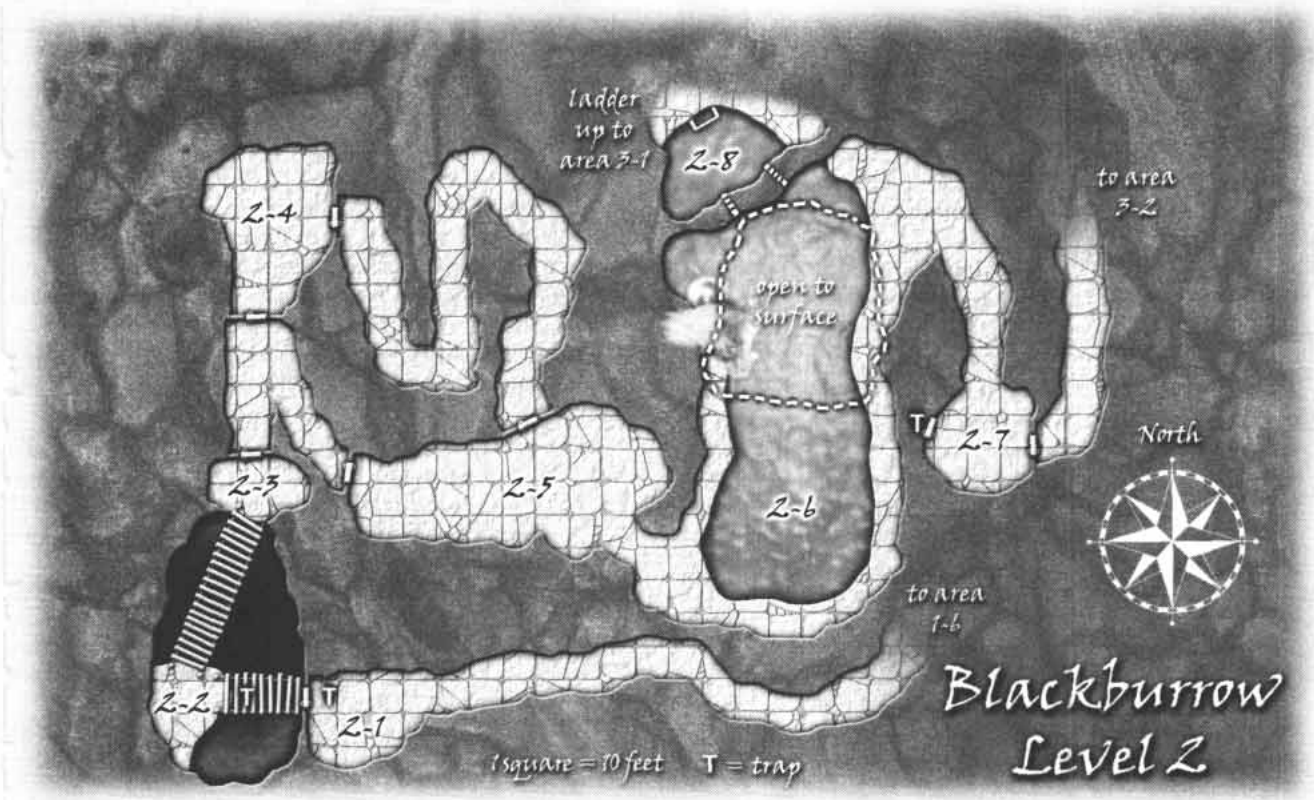
There is a ladder up out of the water set into the north side of the southwestern rock island. Characters can also attempt to climb the slick rocky cavern sides (Climb DC 20). Comrades might also lower down a rope.

Tactics: In this room are 4 gnoll whelps (older than pups, but not fully grown). If the alarm has not been sounded, then they are using a rope and winch to lower buckets into the water and then carting the full buckets up toward Area 2–3 (eventually taking the water to the brewers in Area 2–4). If they perceive intruders, they will immediately rush up the plank leading north in order to alert their elders in Area 2–3, and then continue on toward Area 3–2.

If the alarm has been sounded, then the whelps will already have retreated to Area 3–2 after setting the bridge trap and lowering the safety netting; several planks of wood (the solid planks the whelps removed from the first bridge) lie on the southwestern island.

Small Razorgills (2): CR 2; Tiny animal (aquatic); HD 3d8+3; hp 16, 15; Init +2 (Dex); Spd swim 50 ft.; AC 15 [flat-footed 13, touch 14] (+2 size, +2 Dex, +1 natural); BAB +2; Grap –9; Atk bite +6 melee (1d6–3) or rake +1 melee (1d8–3); Face 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent; AL N; SV Fort +4, Ref +5, Will +1; Str 4, Dex 15, Con 12, Int 1, Wis 11, Cha 3.

Skills: Hide +10, Listen +5, Spot +5. *Feats:* Weapon Finesse (bite), Swim-By Attack (rake only).



Gnoll Whelps (4): CR 1; Small humanoid [gnoll]; HD 2d8+6; hp 18, 15, 14, 12; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+1 size, +2 natural, +1 cloth armor); BAB +1; Grap –2; Atk +2 melee (1d6+1, crit 19–20/x2, short sword); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +0, Will +0; Str 13, Dex 10, Con 16, Int 7, Wis 10, Cha 7.

Skills: Listen +4, Spot +4, Wilderness Lore +2. *Feats:* Alertness.

2-3. The Elite Ledge (EL 5*)

*This EL has been increased by 1 point to indicate the tactical advantages of the gnoll elites posted here.

Two elite gnolls inhabit this ledge, ostensibly overseeing the whelps hauling water and also serving as an additional line of defense for the burrow. A low wall of rough stone blocks has been built up around the outside of the ledge, providing half-cover (+4 AC, +2 Reflex saves) for the gnolls while firing their bows.

Tactics: If alerted, the gnolls are ready to fire their shortbows at oncoming intruders. Once intruders reach the southwest platform, one of the gnolls changes to longsword and shield to meet opponents at the edge of the ledge so that the intruders must fight on the unsteady bridge. The other keeps using his shortbow for as long as he is able. If the battle turns against the gnolls, they try to retreat to Area 2–5, either hiding there or joining reinforcements.

Gnoll Elites (2): CR 3; Medium-size humanoid [gnoll]; HD 5d8+15; hp 39, 36; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 17, touch 10] (+1 Dex, +3 natural, +4 scale mail, +2 shield); BAB +3; Grap +6; Atk +6 melee (1d8+3, crit 19–20/x2, longsword), or +4 melee (1d8+3, crit 19–20/x2, longsword) and +4 melee (1d4+1, shield bash), or +4 ranged (1d6, crit x3, 60 ft., shortbow); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +7, Ref +2, Will +2; Str 17, Dex 12, Con 17, Int 9, Wis 12, Cha 8.

Skills: Listen +5, Spot +5, Wilderness Lore +3. *Feats:* Alertness, Bash.

2-4. Brewers' Area (EL 2)

This cavern is where the gnolls brew their Blackburrow Stout. In the center of this room sits a crude distilling apparatus. Empty buckets and wooden mugs are scattered throughout the area. A freshly made barrel of Blackburrow Stout sits near the door, the barrel still warm to the touch. During the day, the 2 gnoll brewers can be found tending to the still. At night, they make their beds on the floor of their work area. While sleeping, these gnolls may be a bit harder to wake, due to the fact that they have a tendency to test their brew throughout the day.

Tactics: If the PCs arrive here during waking hours, the brewers will immediately attempt to flee through the eastern door in the room (heading to Area 2–5). The brewers surrender if cornered, but try to flee at the first opportunity (as opposed to fighting) unless and until they join another group of gnolls, at which point they will stand and fight.

Gnoll Brewers (2): CR 1; Medium-size humanoid [gnoll]; HD 3d8+9; hp 20, 17; Init +0; Spd 30 ft.; AC 12 [flat-footed 12, touch 10] (+2 natural); BAB +2; Grap +4; Atk +4 melee (1d6+2, club); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Alcohol Tolerance +5, Listen +1, Spot +2, Trade Skill (brewing) +4, Wilderness Lore +1. *Feats:* Skill Talent (Trade Skill [brewing]).

Blackburrow Stout

Description: This dark, almost pitch-black brew is infamous throughout Western Antonica. Outlawed in and around Qeynos since it is a known income generator for enemies of the city, Blackburrow Stout can be difficult to find.

Effects: In addition to standard effects of inebriation (see sidebar, *EverQuest: Game Master's Guide*, p. 212), Stout grants the imbiber a +2 metabolic bonus to saving throws against poison. However, it can also produce hallucinations and imposes a –1 metabolic penalty to all Will saves.

Market Price: 5 gp/bottle.

Alcohol Tolerance DC: 17.

Components Required: Giant snake venom, malt, hops, water, brewing barrel.

Trade Skill (DC): Brewing (14).

2-5. Living Area (EL 4–8)

This large cavern serves as one of two main living areas for the gnolls of Blackburrow. Dirty piles of animal hides form dozens of beds throughout the cavern, and a few crude stools and a table round out the primitive furnishings.

There are normally 3 elderly gnolls and 5 pups here, along with 5 female gnolls, one female burly gnoll, and the male gnoll shaman Grefikk; if the alarm bell in Area 1–3 has been sounded, then the young and the elderly gnolls will have retreated to Area 3–2. If the horn at the foot of Blackburrow hill was sounded and the gnolls from Area 1–2 went down to investigate, then the burly gnoll and 4 of the 5 female gnolls from this area were called to Area 1–2 to replace them.

Tactics: The gnoll pups generally avoid combat, if they are present, retreating to the east and lurking around the exit. If easy opportunities arise to aid their elders by flanking attackers, then the pups might engage in combat. Any female and elderly gnolls present will defend the lair to their deaths to cover their young ones' escape. The shaman will stay behind if possible, healing his allies and casting *fleeting fury* on his burly gnoll mate (or on the lone female gnoll or even on himself if she has gone to Area 1–2). If the brewers have fled here from Area 2–4, they will also make a stand here with the shaman and the other gnolls.

Treasure: Stashed in the corner (near the burly gnoll's bedroll) is a large wooden box (Hardness 5, 15 hp, Break DC 18) with a crude iron lock (Pick Lock DC 16; Hardness 9, 4 hp, Break DC 23). Inside the box are 386 cp, 609 sp, 348 gp, and 3 garnets (each worth 6d10+10 gp).

Gnoll Pups (5 or 0): CR 1/2; Small humanoid [gnoll]; HD 1d8+2; hp 6; Init +0; Spd 30 ft.; AC 13 [flat-footed 13, touch 11] (+1 size, +2 natural); BAB +0; Grap –3; Atk 2 claws +2 melee (1d3+1) and bite –3 melee (1d4); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 15, Int 7, Wis 9, Cha 6.

Skills: Listen +3, Spot +3, Wilderness Lore +2. *Feats:* Alertness.

Gnolls, Elderly (3 or 0): CR 1; Medium-size humanoid [gnoll]; HD 3d8+6; hp 19; Init –2 (Dex); Spd 30 ft.; AC 10 [flat-footed 10, touch 8] (–2 Dex, +2 natural); BAB +2; Grap +3; Atk 2 claws +3 melee (1d4+1) and bite –2 melee (1d6); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +5, Ref –1, Will +2; Str 12, Dex 7, Con 14, Int 10, Wis 13, Cha 10.

Skills: Listen +5, Spot +5, Wilderness Lore +4. *Feats:* Alertness.

Female Gnolls (5 or 1): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 22; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

Female Gnoll (buffed with *fleeting fury*): Init +2 (Dex); AC 18 [flat-footed 15, touch 13] (+2 Dex, +2 natural, +2 leather, +1 shield, +1 insight); BAB +2; Grap +6; Atk +6 melee (1d8+4, crit 19–20/x2, longsword), or +4 ranged (1d6+4, 30 ft., javelin); SV Fort +6, Ref +3, Will +1; Str 19, Dex 14.

Burly Gnoll (1 or 0): CR 2; Medium-size humanoid [gnoll]; HD 4d8+12; hp 31; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+2 natural, +2 leather); BAB +3; Grap +6; Atk +6 melee (1d12+3, greatclub); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +7, Ref +1, Will +1; Str 17, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +5, Wilderness Lore +3. *Feats:* Alertness.

Burly Gnoll (buffed with *fleeting fury*): Init +2 (Dex); AC 17 [flat-footed 15, touch 13] (+2 Dex, +2 natural, +2 leather, +1 insight); Grap +8; Atk +8 melee (1d12+7, greatclub); SV Fort +7, Ref +3, Will +1; Str 21, Dex 14.

Grefikk, Male Gnoll Shaman (1): CR 3; Medium-size humanoid [gnoll]; HD 3d8+9; hp 23; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 armor); BAB +2; Grap +4; Atk +4 melee (1d6+2, club), or +2 ranged; SA spell-like abilities; SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +4; Str 14, Dex 10, Con 17, Int 9, Wis 16, Cha 8.

Skills: Channeling +8, Knowledge (folklore) +2, Knowledge (mysticism) +2, Listen +7, Meditation +8, Spellcraft +1, Spot +6, Trade Skill (alchemy) +5, Wilderness Lore +4.

Feats: Alertness.

Spell-Like Abilities (mana cost): *Cure poison* (3), *drowsy* (3), *endure cold* (3), *fleeting fury* (2), and *minor healing* (2). As the spells cast by a 3rd-level shaman (save DC 13 + spell level).

Mana Pool: 20.

Possessions: Leather armor, club, spirit pouch, iron key on neck-thong (opens locked box in corner of room; see "Treasure"), *bronze spider totem*.

Grefikk (buffed with *fleeting fury*): Init +2 (Dex); AC 17 [flat-footed 15, touch 13] (+2 Dex, +2 natural, +2 armor, +1 insight); BAB +2; Grap +6; Atk +6 melee (1d6+6, 2-H club); SV Fort +6, Ref +3, Will +4; Str 18, Dex 14.

2-6. Cavern Pool (EL 0 or 6)

Characters approaching this area can hear the low rumbling of the waterfall ahead (the water coming down from Area 1–4 above). This room expands out into another vast pool of water, but vision is obscured beyond 30 feet by the mist in the air, so the PCs will not be able to discern easily how large the pool might be. The mist provides total concealment beyond 30 feet (50% miss chance, if a target can somehow be located), and half concealment (20% miss chance) within that distance. The middle of the cavern is open to the sky, so the area is well-lit during daylight hours, even though one can only occasionally make out the bridge spanning the Pit above.

Surrounding the pool is a 10-foot-wide ledge that runs around most of the perimeter of the cavern. Following the ledge north along the west wall will lead to a spectacular view of the waterfall created from the stream tumbling down from 50 feet overhead. Following the ledge around the east wall leads to an area where the floor of the cavern slopes up away from the water's edge and turns south toward Area 2–7.

Characters may attempt to climb up the walls of the Pit to reach Area 1–4, particularly if they have fallen from above during combat with the gnolls. Climbing is possible, once a character gets out of the water, but the walls are sheer and made slippery by the heavy condensation. The Climb DC to scale the walls here is 20, and the wall can be climbed at only half one's usual climbing speed due to the slimy and treacherous surface of the rock.

Anyone examining the crystal-clear water from within 30 feet of the north wall of the room may make a Spot check (DC 10) to notice the entrance to the underwater tunnel there that leads to Area 2–8. A successful Spot check opposed to the Hide checks of the razorgill fish allows a character to notice the 30-inch predators swimming in the water waiting for their next meal.

The water in the pool is 23 feet deep at its deepest point near the waterfall, but averages only 15 feet or so elsewhere. The depth rises gradually toward the edges of the pool, so climbing out of the water is an easy matter (Climb DC 3). The water in the pool empties through a natural drain in Area 2–8 that creates a strong current near the bottom of the cavern pool (see area 2-8 for details).

For purposes of Swim checks, the water in Area 2–6 is "calm" (DC 10); the water within 10 feet of the waterfall or the entrance to the tunnel to Area 2–8 is "rough" (DC 15); and the current in the tunnel itself is "very rough" (DC 20).

Creatures without a natural swim speed cannot do anything but try to stay afloat in the rough water. Those who wish to fight or cast spells in calm water must first make a Swim check (DC 15) as a move action to do so (and thus they cannot take a full attack action or cast spells with longer than a 1-action casting time while in the water). Be sure to apply weight modifiers to all Swim checks for characters with heavy armor or gear (see "Swim" in *EverQuest: Player's Handbook*, p. 122).

Non-aquatic creatures attempting to fight while swimming lose their Dexterity bonus to AC (if any) and may not make attacks of opportunity; further, they suffer a –8 circumstance penalty to attacks, although this penalty is reduced to only –4 if they use a piercing weapon. A character trying to cast a spell in the water must make a Channeling check (DC 15 + spell level) as part of the casting action.

Small Razorgills (4): CR 2; Tiny animal (aquatic); HD 3d8+3; hp 16; Init +2 (Dex); Spd swim 50 ft.; AC 15 [flat-footed 13, touch 14] (+2 size, +2 Dex, +1 natural); BAB +2; Grap –9; Atk bite +6 melee (1d6–3) or rake +1 melee (1d8–3); Face 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ scent; AL N; SV Fort +4, Ref +5, Will +1; Str 4, Dex 15, Con 12, Int 1, Wis 11, Cha 3.

Skills: Hide +10, Listen +5, Spot +5. *Feats:* Weapon Finesse (bite), Swim-By Attack (rake only).

2-7. Prison of Bones (EL 5)

As the PCs near this small cave, the stench of rot and decay becomes progressively stronger. The stench in the cavern itself is unimaginable, and PCs must make successful Fortitude saves (DC 12) each round they are in it to avoid being *nauseated* (unable to attack, cast or concentrate on spells, or take any action other than a single move action that does not require concentration).

The room serves as a prison area for captives brought back from gnoll raids, and Tranixx has turned it into a place for his experiments. The floor of the room is lined with bones and the half-eaten body parts of a dozen former captives. Maggots can clearly be seen eating away what is left of the flesh on some of these bones. Three dead barbarians are still manacled to the walls.

Even the gnolls pass quickly through this room and know better than to disturb the bodies here. If any of the bodies are disturbed, 4 skeletons (statistics as type 3 skeletal companions) will rise up to attack any living creature in the room.

There is a false door of sorts on the west wall of the room where the gnolls had once tried to excavate a tunnel to connect directly into Area 2–6. The rock proved to be too unstable, so the gnolls closed up the area with a heavy, brass-reinforced door (3 in. thick; Hardness 5; hp 30; Break DC 18; Pick Lock DC 20). If the door is opened, a rockslide tumbles into the room.

Rockslide Trap: CR 4; no attack roll necessary (4d6); Reflex save (DC 16) halves; Search (DC 20); Disable Device (DC 25). *Note:* Can strike all character within 10 feet of the door on the east side. Anyone who fails the Reflex save is also knocked prone and trapped under the rubble. A Strength or Escape Artist check (DC 20) is required to escape, or a Strength check (DC 16) to free a trapped companion.

Tactics: The skeletons will mindlessly pursue any living creature they see until it or they are dead.

Treasure: If the PCs choose to poke around in the bones and filth after they have dealt with the skeletons, they can attempt a Search check (DC 15) to find 1d10+5 cp; if the check exceeds DC 20, they also find a fire opal worth 500 gp that one of the captives had evidently swallowed and which now barely shines through the former owner's decomposing abdomen.

However, any character picking through the filthy remains in this room is also exposed to *filth sickness*, a horrible disease that affects the lungs and nervous system (Infection– contact; Fort DC 13; incubation 1d2 days; damage 1d2 Con).

Skeletons (4): CR 2; Medium-size undead; HD 4d12; hp 26, 23, 23, 19; Init +1 (Dex); Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+4 natural); BAB +2; Grap +3; Atk 2 claws +3 melee (1d4+1 claw); SA magic attack +1; SQ undead, infravision, see invisible, immunities; AL N; Fac None; SV Fort +1, Ref +1, Will +3; Str 13, Dex 11, Con –, Int 2, Wis 9, Cha 1.

Skills: Listen +4, Spot +4.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the skeleton is considered a +1 magic weapon. This ability grants no actual bonus to its attack or damage rolls.

Immunities (Ex): Skeletons are immune to cold damage and take only half damage from slashing or piercing weapons.

2-8. Watery Cove (EL 6)

If the PCs attempt to swim through the underwater tunnel from Area 2–6 to 2–8, they will discover that — in addition to the razorgills in 2–6 — they must contend with another danger in the water. A strong current that can barely be felt near the surface of the pool in Area 2–6 turns into a powerful undertow as the tunnel narrows.

Prior to running this encounter, the GM should refresh herself on the rules for the Swim skill (*EverQuest: Player's Handbook*, p. 122) and for drowning (*EverQuest: Game Master's Guide*, p. 45).

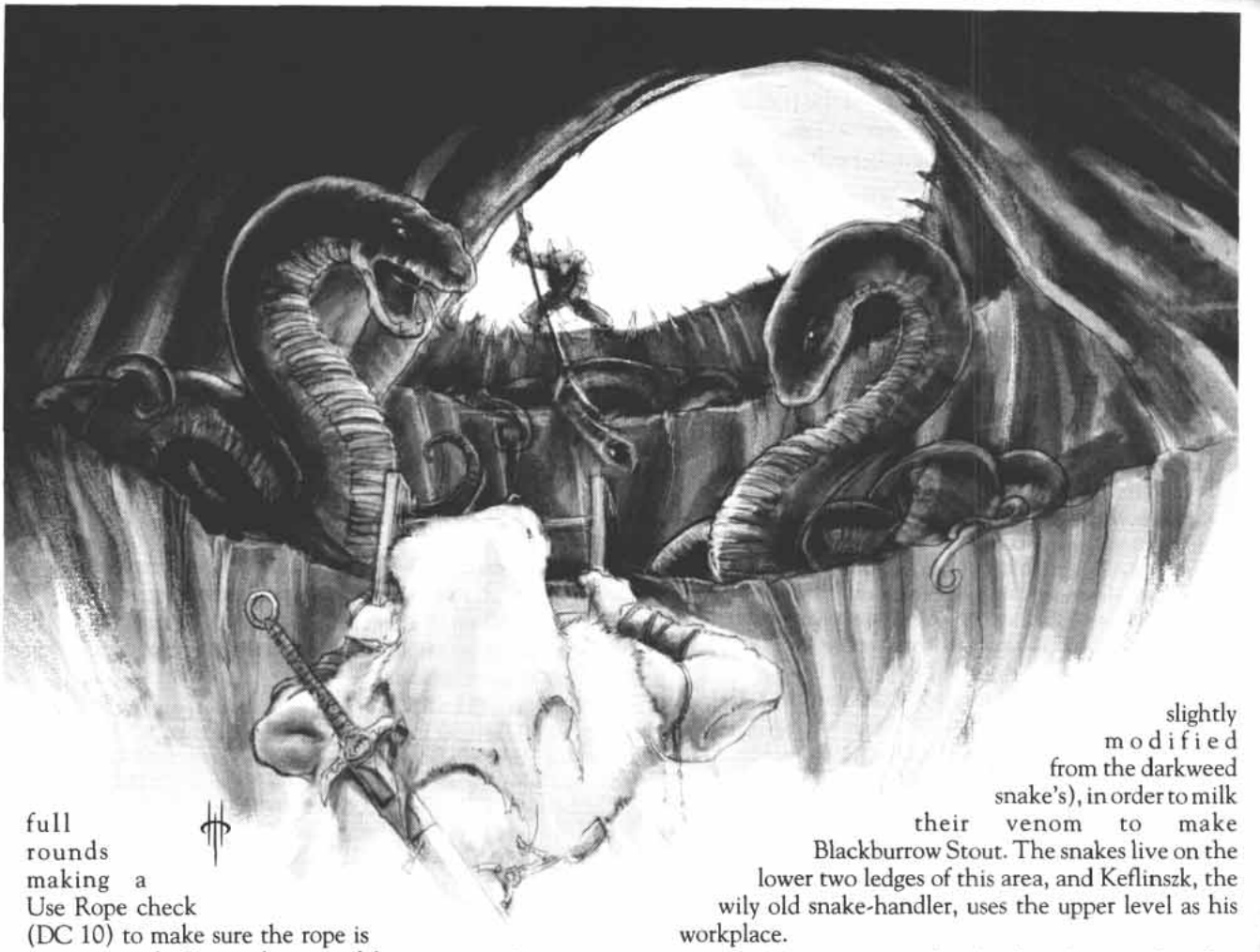
For the purpose of Swim checks, the water within 10 feet of the entrance to the tunnel from Area 2–6 is "rough" (DC 15); the current in the tunnel itself is "very rough" (DC 20). No Swim check is required, however, as long as the swimmer is moving with the current. Once in the rough waters near the tunnel entrance, a swimmer who fails his Swim check is pulled 10 feet further into the tunnel (if he is trying to swim in that direction, he adds 10 feet to his movement for that round).

Area 2–8 itself is a natural chimney. The bottom of the chimney is filled with 20 feet of water, the top 10 feet of which is "calm" and the bottom 10 feet "very rough." The current comes into the pool here and empties through a narrow fissure in the bottom. The fissure is too narrow for even Small creatures to be pulled into it; however, the current will suck a swimmer down and pin him to the entrance to the fissure. The razorgills in Area 2–6 cannot be trapped by the current, although it speeds up or slows down their swim speed by 10 feet, depending on whether they're swimming with or against the current, respectively.

Once through the tunnel into this chamber, each swimmer gets one Swim check (DC 15) to break free of the current and ascend to the upper depths of the pool. Anyone who fails to pull free of the current is sucked down and automatically *pinned* (see Grapple in the *EverQuest: Player's Handbook*, p. 374–76) to the fissure opening. To break free of the pin, a character must first make a successful grapple or Escape Artist check against the fissure's effective grapple bonus of +14. Then, in the subsequent round, a Swim check (DC 20) allows that character to swim up into calm waters or stay in place and avoid being pinned. If this check fails or if the character spent the round doing something other than swimming (such as aiding a comrade; see below), then character is sucked down and pinned once again.

Up to three other swimmers who are also at the fissure may assist a comrade in breaking free, as long as they themselves are not pinned. As a full-round action, each assistant may make a Strength check (DC 10) and, if successful, grants a +2 bonus to his comrade's grapple check result. Of course, the assistants themselves may then become pinned by the torrent.

Fastened to the side of the chamber wall, starting 5 feet below the water line and ascending fully 30 feet up the north side of the chimney, is a wooden ladder that leads up to Area 3–1. Anyone who attempts to attach a rope to the ladder to trail it down to trapped swimmers must spend 2



full rounds making a Use Rope check (DC 10) to make sure the rope is secure enough. Due to the powerful current, getting the loose end of the rope down to a pinned swimmer requires a special attack roll (BAB + the thrower's Intelligence modifier) against AC 10, –1 per previous attempt; on a miss, the rope is pulled down beyond the reach of the pinned character and must be drawn up as a full-round action before another attempt can be made. Alternately, a PC might swim while towing the rope down but will need to make a Swim check (DC 20) once near the bottom (there handing off the rope) or become pinned at the fissure as well.

A secured rope (or similar implement or strategy) grants swimmers a +8 bonus to grapple and Swim checks to break free of the current. A rope tied to a swimmer and pulled from the other end allows the swimmer to use either his own grapple check result (with the +8 bonus) or the Strength check result of the character(s) pulling on the other end, whichever is higher; the same rule applies to the roped-off swimmer's Swim checks to then swim free of the current.

3-1. Snake Ledge (EL 5)

The floor of this vaulted cavern is broken into three step-like ledges rising from the lowest southern ledge up to the northernmost (and highest) ledge. Each ledge is 10 feet higher than the one before it.

The gnolls of Blackburrow raise a breed of giant venomous snake known as the Blackburrow shovel snout (stats slightly modified from the darkweed snake's), in order to milk their venom to make Blackburrow Stout. The snakes live on the lower two ledges of this area, and Keflinszk, the wily old snake-handler, uses the upper level as his workplace.

Outward-leaning iron spikes fitted so close together that they almost touch line the rim of the top ledge; these prevent the snakes from climbing onto the third ledge. Creatures without limbs and digits cannot find purchase to climb up, and others must make a Climb check (DC 15) to ascend; a check failed by 5 or more does not result in a fall, but in 1d4 points of piercing damage from the spikes.

The snake-handler uses a 15-foot-long pole with a Y-shaped end to manipulate the snakes from the top ledge.

Tactics: If any non-gnoll climbs the ladder from Area 2–8, the snake-handler immediately begins to agitate the snakes, pushing them toward the PCs with his forked pole. The snakes will immediately attack the party. In fact, the snakes need little provocation to attack anything that surprises them in their lair; they fight to the death, as two of the snakes have laid eggs.

Once the snakes are spurred into combat, the handler will go to the western side of his top ledge and attempt to use his pole to push intruders off the bottom ledge so they fall back down the chimney to the water below (1d6 points of subdual damage for landing in the water, and the character must make a Swim check [DC 15] or be pulled into the undertow, as described in Area 2–8). Treat these push attacks as bull rush attacks, except characters may make an attack of opportunity only against the pole itself (Hardness 5, 15 hp), not against the gnoll, as he is out of range. A character who readies an action to do so may attempt to grab the pole when it comes within reach; she and Keflinszk

should then make opposed grapple checks. If the PC wins, she pulls him down off his ledge; if he wins, he knocks the PC back 5 feet (which may result in her falling over the edge). Either of the two may let go of the pole at any time during his or her own turn as a free action.

If the snakes are killed, the handler will try to flee to Area 3–3 to join reinforcements.

Snakes, "Blackburrow Shovel Snouts" (3): CR 2; Medium-size animal; HD 4d8+8; hp 24, 23, 17; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft., swim 20 ft; AC 18 [flat-footed 14, touch 14] (+4 Dex, +4 natural); BAB +3; Grap +4; Atk bite +7 melee (1d4+1 and poison); SA poison; SQ scent; AL N; Fac None; SV Fort +6, Ref +8, Will +2; Str 13, Dex 18, Con 15, Int 1, Wis 13, Cha 3.

Skills: Balance +12, Climb +12, Hide +12, Listen +8, Sneak +12, Spot +8, Swim +12. *Feats:* Improved initiative, Weapon Finesse (bite).

Poison (Ex): Bite, Fortitude save (DC 14); initial and secondary damage 2d4 hit points.

Keflinszk, Male Gnoll, Exp 2: CR 3; Medium-size humanoid [gnoll]; HD 3d8+9 (base) plus 2d6+6 (Exp); hp 34; Init +1 (Dex); Spd 30 ft.; AC 15 [flat-footed 14, touch 11] (+1 Dex, +2 natural, +2 armor); BAB +3; Grap +5; Atk +5 melee (1d4+2 or bull rush, reach 15 ft., snake-handling pole), or +5 melee (1d6+2, crit 19–20/x2, short sword); SQ infravision; Resist PR 5; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +2, Will +6; Str 14, Dex 12, Con 17, Int 10, Wis 14, Cha 8.

Skills: Animal Empathy +5, Climb +4, Handle Animal +2, Knowledge (nature) +2, Listen +4, Spot +4, Trade Skill (poison making) +4, Wilderness Lore +3.

Feats: Skill Talent (Animal Empathy).

Possessions: Snake-skin leather armor, snake-handler's pole, short sword, *Etheria's poison antidote* (see *EverQuest: Game Master's Guide*, p. 204), earthenware pot that contains 5 doses of Blackburrow snake venom (black market value of 50 gp per dose).

3-2. Living Area (EL 7-8)

Half a dozen stools and one large round table adorn the center of this room. Bedrolls and furs lay about amidst battered, useless armor, rotted meat, bones, and other bits of junk. This large cavern is the second of the two main living areas in Blackburrow. This room is reserved for the families of elite and burly gnolls and the mates of the gnoll commander.

Normally, there are 2 elite gnolls, 5 female gnolls, and 6 pups in this area. If the burrow is in a state of alarum, then the 5 gnoll pups and 3 aged gnolls from Area 2–5 and the 4 gnoll whelps from Area 2–2 will have retreated here in addition to the other occupants.

Tactics: The elite gnolls will fight to the death in this room, as will the female gnoll warriors. They hurl javelins and fire bows to lure attackers into the room so that the younger gnolls can either get behind the opponents to flank them with harassing attacks or escape back down to Level Two.

Treasure: Individual gnolls keep their personal loot in bags and boxes all around the room: in total, 46 cp, 78 sp, 83 gp, 40 pp, 2 flasks of Blackburrow Stout, and a gem-encrusted ceremonial dagger (500 gp; –1 penalty to attacks due to poor balance).

Gnoll Pups (6 or 11): CR 1/2; Small humanoid [gnoll]; HD 1d8+2; hp 6; Init +0; Spd 30 ft.; AC 13 [flat-footed 13, touch 11] (+1 size, +2 natural); BAB +0; Grap –3; Atk 2 claws +2 melee (1d3+1) and bite –3 melee (1d4); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 15, Int 7, Wis 9, Cha 6.

Skills: Listen +3, Spot +3, Wilderness Lore +2. *Feats:* Alertness.



Gnoll Whelps (0 or 4): CR 1; Small humanoid [gnoll]; HD 2d8+6; hp 15; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+1 size, +2 natural, +1 cloth armor); BAB +1; Grap –2; Atk +2 melee (1d6+1, crit 19–20/x2, short sword); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +0, Will +0; Str 13, Dex 10, Con 16, Int 7, Wis 10, Cha 7.

Skills: Listen +4, Spot +4, Wilderness Lore +2. *Feats:* Alertness.

Gnolls, Elderly (0 or 3): CR 1; Medium-size humanoid [gnoll]; HD 3d8+6; hp 19; Init –2 (Dex); Spd 30 ft.; AC 10 [flat-footed 10, touch 8] (–2 Dex, +2 natural); BAB +2; Grap +3; Atk 2 claws +3 melee (1d4+1) and bite –2 melee (1d6); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +5, Ref –1, Will +2; Str 12, Dex 7, Con 14, Int 10, Wis 13, Cha 10.

Skills: Listen +5, Spot +5, Wilderness Lore +4. *Feats:* Alertness.

Gnolls (5): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 22; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

Gnoll Elites (2): CR 3; Medium-size humanoid [gnoll]; HD 5d8+15; hp 42, 32; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 17, touch 10] (+1 Dex, +3 natural, +4 scale mail, +2 shield); BAB +3; Grap +6; Atk +6 melee (1d8+3, crit 19–20/x2, longsword), or +4 melee (1d8+3, crit 19–20/x2, longsword) and +4 melee (1d4+1, shield bash), or +4 ranged (1d6, crit x3, 60 ft., shortbow); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +7, Ref +2, Will +2; Str 17, Dex 12, Con 17, Int 9, Wis 12, Cha 8.

Skills: Listen +5, Spot +5, Wilderness Lore +3. *Feats:* Alertness, Bash.

3-3. Scout Quarters (EL 3 or 4)

This is a staging area for gnoll scouts reporting to the gnoll commander, doubling as a place for gnolls from other burrows (here to pay respect to Blackburrow's leader) to sleep.

Currently in the chamber are 2 gnoll scouts waiting to report to the commander and one burly gnoll from Irontooth Warren seeking audience with Elgnub and Tranixx.

Tactics: The scouts will attack any intruders, but flee to Area 3–5 if outnumbered. The burly gnoll will withdraw to a side wall and let the invaders go by unharmed so long as he is not attacked; if attacked, he responds in kind.

Treasure: The burly gnoll carries a necromantic Word of Eradication, brought as a gift to Tranixx.

Gnoll Scouts (2): CR 2; Medium-size humanoid [gnoll]; HD 3d8+9; hp 26, 23; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +2; Grap +4; Atk +4 melee (1d8+2, crit 19–20/x2, longsword), or +2 ranged (1d6+2, 30 ft., javelin); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +1; Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +4, Wilderness Lore +3. *Feats:* Alertness.

Burly Gnoll (1): CR 2; Medium-size humanoid [gnoll]; HD 4d8+12; hp 34; Init +0; Spd 30 ft.; AC 15 [flat-footed 14, touch 10] (+2 natural, +2 leather, +1 shield); BAB +3; Grap +6; Atk +6 melee (1d8+3, crit 19–20/x2, longsword), or +3 ranged (1d6+3, 30 ft., javelin); SQ infravision; AL NE; Fac Irontooths of Blackburrow; SV Fort +7, Ref +1, Will +1; Str 17, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

Skills: Listen +4, Spot +5, Wilderness Lore +3. *Feats:* Alertness.

3-4. Storage

The gnolls store supplies in this alcove: currently, there are 12 kegs of water, 2 kegs of Blackburrow Stout, 300 feet of rope, a pile of wooden planks, and 3 buckets. Hanging from the ceiling are two large salt-preserved carcasses that might once have been barbarians or large humans.

3-5. Commanders' Room (EL 7)

This large open area serves as the command center for the Sabertooth military. In alcoves off of this room (Areas 3–6, 3–7, and 3–8), the gnoll Commander, Baraz, and his two generals, Mannan and Socho, keep their personal bedchambers.

A large, wooden table surrounded by many stools and two chairs dominates the center of the command room. Spread across the table are crude maps of Qeynos Hills with markings to indicate the locations of various Sabertooth gnoll warrens. Other maps crudely represent areas close to Qeynos and southern areas of Everfrost. Rocks of different sizes and colors are placed carefully around the maps to show gnoll troops. Commander Baraz and his generals will be here reviewing the maps and feasting on salted meat and Stout.

Tactics: The Commander will try to parley with invaders in crude Common or in Gnoll. He will congratulate them on their daring raid and invite them to have an audience with Lord Elgnub, motioning to the door to Area 3–9. (He will try to usher some characters through the door so that they fall into the snake pit trap there). The Commander and the generals then attack anyone remaining outside the pit, attempting to bull rush more characters into the pit if the situation allows it.

Socho Darkpaw, Male Gnoll Elite, Mil 1: CR 3; Medium-size humanoid (6 ft., 9 in. tall) [gnoll]; HD 5d8+15 (base) plus 1d8+3 (Mil); hp 45; Init +2 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 21 [flat-footed 17, touch 12] (+2 Dex, +3 natural, +4 scale mail, +2 shield); BAB +4; Grap +7; Atk +7 melee (1d8+3, crit 19–20/x2, longsword), or +5 melee (1d8+3, crit 19–20/x2, longsword) and +5 melee (1d4+1, shield bash), or +6 ranged (1d6, crit x3, 60 ft., shortbow); SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +9, Ref +3, Will +2; Str 16, Dex 15, Con 17, Int 9, Wis 12, Cha 8.

Skills: Knowledge (warcraft) +1, Listen +5, Spot +5, Wilderness Lore +3.

Feats: Alertness, Bash.

Mannan of the Sabertooth, Male Gnoll Elite, War 1: CR 4; Medium-size humanoid (7 ft., 5 in. tall) [gnoll]; HD 5d8+15 (base) plus 1d12+3 (War); hp 48; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 17, touch 10] (+1 Dex, +3 natural, +4 scale mail, +2 shield); BAB +4; Grap +8; Atk +9 melee (1d8+4, crit 19–20/x2, longsword); SQ berserking, infravision; Resist DR 3, PR 2; AL NE; Fac Sabertooths of Blackburrow; SV Fort +9, Ref +2, Will +2; Str 18, Dex 12, Con 17, Int 10, Wis 12, Cha 12.

Skills: Alcohol Tolerance +4, Intimidate +3, Knowledge (warcraft) +1, Listen +5, Spot +5, Wilderness Lore +2.

Feats: Alertness, Weapon Focus (longsword).

Commander Baraz, Male Gnoll Elite, War 2: CR 5; SZ Medium-size humanoid (7 ft., 2 in. tall) [gnoll]; HD 5d8+20 (base) plus 2d12+8 (War); hp 66; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 17, touch 10] (+1 Dex, +3 natural, +4 armor, +2 shield); BAB +5; Grap +10; Atk +12 melee (1d8+5, crit 19–20/x2, longsword);

SQ berserking, infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +11, Ref +2, Will +2; Str 20 (19), Dex 12, Con 18 (17), Int 9, Wis 12, Cha 12 (13).

Skills: Intimidate +3, Knowledge (warcraft) +1, Listen +5, Spot +5, Wilderness Lore +3.

Languages: Gnoll (4), Common (2).

Feats: Alertness, Power Attack, Weapon Focus (longsword).

Possessions: Scale mail, large steel shield, fine steel (masterwork) longsword, *gold ring of Opolla* (see sidebar), *beartooth necklace*.

Gold Ring of Opolla

Commander Baraz wears the *gold ring of Opolla*, a magic ring treasured by all Sabertooth gnolls. The ring is part of the "Paw of Opolla" quest: see the *EverQuest Role-Playing Game* adventure *Befallen* for details.

Description: This simple gold band was made by the gnoll shamans of Blackburrow to aid them in combat.

Powers: Str +1, Cha –1.

Bonus type: Ability scores = augmentation.

Caster Level: 2nd.

Market Price: 1,100 gp.

Slot: Finger.

Weight: 0.1 lbs.

3-6, 3-7, 3-8. Bedchambers

These three alcoves are filled with piles of furs, empty Stout bottles, and several bags.

Treasure: If the PCs take at least 30 minutes to rifle through the bags and furs in these rooms, they will uncover a veritable horde of fleas, as well as 297 cp, 154 sp, 65 gp, 72 pp, 5 silk cushions (each worth 100 gp), a gem-encrusted urn (325 gp), and a *minotaur horn*.

3-9. Throne Room (EL 3)

Dirty cloth tapestries hang over the walls of this room. At the southern end of the chamber, a chair crafted from iron and dark wood serves as the throne of the Sabertooth clan. Here Lord Elgnub sits and holds audience — but recently, such audiences are mere mockeries, as the undead Elgnub sits mutely in the throne with Tranixx standing by his side "speaking on his liege's behalf" to visitors. Sabertooth gnolls play along with the mock audience for fear they might otherwise share Elgnub's fate.

Tranixx seldom holds such audiences now. He spends the majority of his time in his chamber (Area 3–10) practicing his necromantic arts. Even if the burrow alarm bell at Area 1–3 has been sounded, he will assume that no intruders could reach him and will be in his chamber, leaving the throne room vacant. The door to Tranixx's lair is covered by a tapestry, but is easily found (Search DC 10).

The entire northern section of the floor is false, collapsing once 150 pounds or more is placed upon it. There are three planks hidden behind a tapestry along the west wall of the room (Search DC 8); anyone inside the room can "disarm" the pit trap by sliding the three planks of wood into grooves set in the floor, thereby supporting the false floor from collapsing.

Spiked Pit Trap (20 ft. deep): CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

To make matters worse, a large snake is kept in the bottom of the spiked pit. The snake will attack anything living that falls into the pit and then begin to swallow it, if it is of Medium-size or smaller.

Snake, Blackburrow Shovel Snout (1): CR 2; Medium-size animal; HD 4d8+8; hp 26; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft., swim 20 ft; AC 18 [flat-footed 14, touch 14] (+4 Dex, +4 natural); BAB +3; Grap +4; Atk bite +7 melee (1d4+1 and poison); SA poison; SQ scent; AL N; Fac None; SV Fort +6, Ref +8, Will +2; Str 13, Dex 18, Con 15, Int 1, Wis 13, Cha 3.

Skills: Balance +12, Climb +12, Hide +12, Listen +8, Sneak +12, Spot +8, Swim +12. *Feats:* Improved initiative, Weapon Finesse (bite).

Poison (Ex): Bite, Fortitude save (DC 14); initial and secondary damage 2d4 hit points.

3-10. The Forbidden Chamber (EL 8)

This is the personal chamber of Tranixx Darkpaw, the dark heart of Blackburrow. The room is furnished with a rectangular table, three chairs, and a large pile of furs that serve the gnoll necromancer as a bed. Parchments are scattered about the table. Books are stacked haphazardly throughout the room. A cupboard full of oddities (eyes, ears, teeth, foul-smelling powders, scrolls, vials, and so forth) with missing doors is propped against the eastern wall.

Tranixx's skeletal companion rests as a piled jumble of bones in the southern part of the room, just where the corridor widens into the chamber. The skeleton will arise whenever an intruder comes within 5 feet of it, thereby alerting Tranixx and his consort of intruders.

A large gnoll clad in dark banded mail slowly paces the floor roughly 15 feet into the chamber. This gnoll, actually a zombie, is what remains of Lord Elgnub, whose mind is completely gone. Now merely an animated servant of Tranixx, Elgnub hovers near his master, awaiting his next command.

Two prisoners (*male barbarians, Mil 3 and War 2, N, Wolves of the North*) lie nearly comatose in their shackles, which bind them to the western wall. Both are nearly dead from the effects of necromantic diseases.

Tranixx himself and a female gnoll shaman he has taken as his consort examine the two prisoners and bark excitedly about the pox marks on the barbarians' flesh.

Tactics: Tranixx orders Elgnub and his skeletal companion to form a barrier in the southern end of the chamber to keep attackers at bay. While the shaman buffs and heals Tranixx, he unleashes an onslaught of necromantic attacks.

Tranixx will parlay with invaders should they initiate discussion, but he has little to offer in conversation except scorn for the barbarians who live among Miragul's legacy; he feels the barbarians squander the chance to uncover Miragul's power. In order to win the favor and attentions of

the Plaguebringer, he boasts that, having reached the "heart" of Blackburrow, the PCs shall now be destroyed.

Treasure: In the cupboard is a small ornate box. Inside the box are 30 pp, a star ruby (700 gp), and the scraps of two letters. Should the characters fulfill the task asked of them by Johm, they will find Tranixx's heart to be a cold, black muscle that beats for long minutes after pulled from his chest.

Maher,

I have followed him as far as the northern lands, but the cold and the snow will require better preparation on my part. Qeynos seems apprehensive to visitors as of late and I cannot help but guess that it has something to do with our master having passed through this city. Something on the wind tells me he has gone north and found solitude in the snowy peaks. I will write more when I am able.

J.

Tranixx,

The legends are true. The secrets to Miragul's power lies in the northlands. Serve the Plaguebringer and find the old master's lair so we can unlock his power and make it our own. Kill every barbarian if you must: find Miragul's secrets and we will share his power with you!

Lyris

Lord Elgnub, Zombie (advanced HD): CR 4; Medium-size undead (7 ft., 1 in. tall); HD 8d12; hp 51; Init +0; Spd 20 ft. in armor, 30 ft. base (can't run); AC 21 [flat-footed 21, touch 10] (+5 natural, +6 armor); BAB +4; Grap +9; Atk 2 slams +9 melee (1d8+6); SQ undead, damage reduction 5/+1, piercing resistance, see invisibility; AL OE; Fac Sabertooths of Blackburrow; SV Fort +2, Ref +2, Will +6; Str 20, Dex 10, Con –, Int 4, Wis 10, Cha 4.

Skills: Listen +13, Spot +13.

Feats: Alertness, Power Attack.

Piercing Resistance (Ex): Zombies take half damage from piercing weapons. (Halve such damage before applying the zombie's damage reduction.)

See Invisibility (Su): Zombies can see invisible objects and creatures normally, although this ability does not apply to those protected by *invisibility to undead*.

Possessions: Banded mail, *silver fire emerald bracer* (+1 damage).

Shouriss, Female Gnoll Shaman: CR 3; Medium-size humanoid [gnoll]; HD 3d8+9; hp 22; Init +0; Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+2 natural, +2 armor); BAB +2; Grap +4; Atk +5 melee (1d8+3, crit x3, *Combine warhammer*), or +2 ranged; SA spell-like abilities; SQ infravision; AL NE; Fac Sabertooths of Blackburrow; SV Fort +6, Ref +1, Will +4; Str 14, Dex 10, Con 17, Int 9, Wis 16, Cha 8.

Skills: Channeling +8, Knowledge (folklore) +2, Knowledge (mysticism) +2, Listen +7, Meditation +8, Spellcraft +1, Spot +6, Trade Skill (alchemy) +5, Wilderness Lore +4.

Feats: Alertness.

Spell-Like Abilities (mana cost): *Cure disease* (3), *fleeting fury* (2), *minor healing* (2), *scale skin* (4), and *sicken* (5). As



the spells cast by a 3rd-level shaman (save DC 13 + spell level).

Mana Pool: 19.

Possessions: Leather armor, *Combine warhammer* (see sidebar), spirit pouch, *silver jade earring* (+1 hp, +1 mana).

Combine Warhammer

Description: For its brief time, the Combine Empire shone. One of its lasting legacies is the magic weapons now possessed mainly by Norrath's gypsies. Although these weapons are of simple construction, solid iron, their magical nature makes them very useful to adventurers.

Powers: This warhammer has a +1 bonus to attacks and damage.

Combine Warhammer (1d8+1, delay 5; AC 7, hardness 11, 26 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 3rd.

Market Price: 2,312 gp.

Slot: Blunt.

Weight: 8 lbs.

Tranixx Darkpaw, Male Gnoll, Nec 6: CR 8; Medium-size humanoid (6 ft., 4 in. tall) [gnoll]; HD 3d8+6 (base) plus 6d4+12 (Nec); hp 43; Init +3 (Dex); Spd 30 ft.; AC 18 [flat-footed 15, touch 13] (+3 Dex, +2 natural, +3 armor); BAB +5; Grap +5; Atk +5 melee (1d8, morningstar), or +8/+4 ranged (1d3, 20 ft., darts); SA spells, death mastery (fear storm [Will DC 13]); SQ infravision; Resist CR 3, DR 4, PR 2; AL NE; Fac Sabertooths of Blackburrow; SV Fort +8, Ref +6, Will +8; Str 10, Dex 16, Con 14, Int 18 (16), Wis 10, Cha 9.

Skills: Channeling +12, Diplomacy +0, Heal +2, Knowledge (folklore) +5, Knowledge (monster lore [undead]) +7, Knowledge (mysticism) +6, Knowledge (peerage) +5, Knowledge (religion) +5, Listen +4, Meditation +14, Spellcraft +10, Spot +4, Undead Empathy +2, Wilderness Lore +3.

Languages: Gnoll (4), Common (3), Barbarian (2).

Feats: School Specialization (alteration), Iron Will, Spell Focus (alteration).

Necromancer Spells Prepared (mana cost): *Deadeye* (6), *disease cloud* (2), *fear* (7), *leach* (12), *lesser shielding* (4), *lifespike* (3), *mend bones* (4), *shadow step* (2).

Spellbook: Bone walk, cavorting bones, coldlight, deadeye, disease cloud, endure cold, fear, gate, invisibility to undead, leach, lesser shielding, lifespike, lifetap, mend bones, minor shielding, shadow step.

Mana Pool: 48.

Possessions: Damask robes (extended enhancement I), morningstar, 6 darts, *batskull earring* (reagent conservation I), spellbook, spell component bag, vial of *snake spirit oil*, Word of the Spoken, Word of Radiance, key ring (bone key that opens the prisoners' shackles, bone key that opens door in Areas 2–1 and 2–2).



Tranixx Darkpaw (buffed with *deadeye*, *lesser shielding*, and *scale skin*): hp 50; SQ see invisible, +1 magic saves, damage reduction 3/–; Resist CR 3, DR 4, MR 4, PR 2.

Tranixx's Skeletal Companion, Type 3: CR –; Medium-size undead; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 14 [flat-footed 14, touch 10] (+4 natural); BAB +2; Grap +3; Atk 2 claws +3 melee (1d4+1); SA magic attack +1; SQ undead, infravision, see invisible, immunities; AL N; Fac None; SV Fort +1, Ref +1, Will +3; Str 13, Dex 11, Con –, Int 2, Wis 9, Cha 1.

Skills: Listen +4, Spot +4.



Chapter Six: Miragul's Menagerie

Evil out of Legend

When we, the People of the North, were freshly sundered from those now called humans and Erudites, when Halas was a child among the cities of Norrath and Qeynos was but a distant rumor, then did Miragul come. He passed through Halas like a fever, bringing a chill to all who set eye upon him, and leaving them forever weaker when he had gone. He spoke to no one, and none confronted him: No Wolf of the North drew his blade, no Shaman of Justice invoked the timid spirits to approach him, and no White Rose pursued him when he left.

For this spiritual frailty — unprecedented in the history of our people — we suffered, and we suffer still. Even with Miragul's passing, that faint taint of cowardice is now as deeply felt within us as our love of the fierce north wind. Each of us bears this defilement of our heritage not with pride, but with great sadness. None speaks this tale but as an assurance against pride; though it is our history, we abhor it.

Miragul came to Everfrost, and he looked upon us with eyes like circling carrion birds. What he sought from us none knew. Perhaps he wished to learn our lore or observe our livelihood, that he could gauge our strength in the event we might interfere with him. He visited many villages once and Halas no less than nine times, always silent, always observing. And then Miragul disappeared, and we felt at peace, for we did not yet know what shame our moment of cowardice would bring us. So it was that when the Shamans of Justice eventually warned us of Miragul's presence in Everfrost we listened but did not act.

Yes, the spirits were indeed timid among us at that time, wary not only of Miragul but still uncertain of these people who sought partnership with them. They were our allies, yes, but we had not had the opportunity to prove the trust between us. We wished merely to forget this man who had brought such a trembling to our hearts, and so we did. But the spirits did not forget, and they watched him from afar.

Generations passed, and our concerns faded like summer snow. Even the spirits relaxed their vigil, so our first warnings of Miragul's shroud — unsettling visions and dreams — went unheeded for too long. Finally, the plight of distant fishermen woke us from our reverie and forced us to action. Those who lived on the northernmost stretches of the Iceflow River found their nets teeming with sickened, emaciated fish that smelled of rot. Soon, the crystalline waters themselves turned rank and lifeless. The folk of one village grew ill and quickly wasted away into death. The plague spread, but it was no natural plague. The spirits panicked, for Miragul had created a dark hole, a slowly expanding zone of black energies that meant death for man and spirit alike. This panic led to a premature expedition by Northmen and spirit guardians. A dozen of each, brave and powerful, ventured into the black hole, which shredded their souls and flesh as with a thousand knives.

The black hole expanded, forcing a great migration out of the Frigid Plains. Miragul's shroud reduced those who stayed behind, man or beast, to piles of bones and moldering flesh. For some, a worse fate befell them, as the fell energies animated their bones, transforming them into mindless, murdering skeletons, some of which still wander Everfrost to this day.

None doubt that Miragul's shroud would have engulfed the world if left unchecked. A few brave souls banded together against the black hole, but lost their lives and their souls in the effort. The spirits decreed that only a mortal exalted by the powers of the spirit world could prevent total annihilation. That mortal was Thalger, a powerful hero devoted to serving the spirits and bringing them closer to the barbarian people. The spirits, in their wisdom, knew that only the most extraordinary shaman could succeed against Miragul's shroud, and so they put forth a series of tests. Thalger surpassed their expectations in every one, so the spirits aided him in creating a magical weapon, one crafted specifically to contend against the abomination of Miragul. Thalger called it the Spear of Fate, for it held the fate of Norrath in its serrated blade.

In some manner few men could understand, the Spear of Fate channeled some force capable of tearing a hole into the fabric of the Arch Necromancer's shroud. Thalger rode the wind through the peaks of Everfrost, calling upon the spirits to enhance his sight, to show him a weakness in the shroud. With strength and precision enhanced by the blessings of the spirit world, Thalger plunged the Spear of Fate into the mantle of darkness, creating a rift between the planes. This tiny tear into absolute nothingness shattered Miragul's black hole, its negative energy countered by an absolute void. Sadly, Thalger was lost, but his legacy is the world, and his name is our greatest legend. It is said that the Spear of Fate survived, but if the spirits know of its location, it is a secret they share only among themselves.

Miragul did not die with his failed effort, nor did he seek vengeance for his shroud's destruction. Generations passed, and, supposedly, so did Miragul, but none who have ventured

beneath the ice and into his cavernous hideaway have ever returned alive. His evil remains within, so we watch and we wait.

Never through cowardice or lack of vigilance shall we fail our people again. That is the Oath of All Halls, and it remains unbroken to this day.

Introduction

Miragul's Menagerie is an adventure for 4 to 6 characters of level 25+. The adventure is set in the northernmost lands of Antonica. The material presented here is for the Game Master's eyes only; players will find their adventures greatly dulled by reading further.

Miragul's Menagerie introduces the characters to the story of one incredible man's obsession, and how that obsession marked both the man and the world forever. On a grander scale, the characters become embroiled in a plot that transcends the mortal realm, and the characters' decisions here may mean as much to Norrath as their success or failure in carrying them out. Even a successful ending to this adventure raises questions for the characters to pursue. Thus, *Miragul's Menagerie* includes information of value to the GM and characters both prior to and following their actual journey into Miragul's lair.

The Search for the Arch Necromancer

Jovani,

How can you possibly question Miragul's loyalty to our cause? He has transformed our studies from amateur dabbling into serious research. He led us in Revolt following Otmaro's treachery. His rituals deflected the vengeance of Erudin. Just look into the Hole to see our fate without Miragul.

We need him, Jovani. He may not be of the priesthood, but he serves us nonetheless. I see him in my dreams, those same dreams that foresaw the Hole, Paineel, and your own lost voice. I've read the workings of his mind; indeed, some nights I can see nothing else. Great things will come of Miragul, Jovani; he has a gift to give. Our Lord is much pleased.

— *Collected Letters and Visions of Vazaelle Kaleine*, Paineel Library

Despite early efforts by Erudite scholars to purge Miragul's name from history and despite the passage of a millennium since the black shroud first appeared, the Arch Necromancer's infamy lives on. It is a surprisingly quiet infamy, however; for even those aware of Miragul rarely speak of him. How might adventurers come to learn of Miragul and his fabled retreat?

Clever GMs may take advantage of earlier scenarios in the campaign to introduce awareness of Miragul to the characters. For instance, while searching in ancient libraries for the answer to some other dilemma, the PCs might stumble across words written in his hand or that of those who came in contact with him. Throughout this chapter are interspersed various writings of ancient Norrathians who encountered Miragul, providing a glimpse into the early life of the Arch Necromancer and his impact upon those he encountered.

Certain characters may know of Miragul due to class or cultural ties. Erudin's scholars consider his name a curse, while their diabolical brethren in Paineel revere him as a gifted genius and city founder. Barbarians rarely speak the necromancer's name, but skalds, experienced shamans, and elders of the guildhalls are certainly aware of it, as are those whose parents irreverently frightened them with nighttime tales of his evil. Miragul's indelible influence upon the field of necromancy ensures that any student of the dark arts recognizes the paragon of their profession, if only as an historical figure.

To most scholars not of barbarian or Erudite lineage or of a necromantic bent, Miragul simply passed from history, merely one of many frightfully powerful creatures that at last succumbed to mortality, his final resting place a great mystery. The Shamans of Justice and their spirit allies know better. The darkness within the necromancer's lair remains powerful despite centuries of quiescence, and recent events suggest that the darkness awakens. Therefore, positive faction with barbarian society grants the characters a powerful resource in learning legends of Miragul, such as the one that opens this adventure.

At the GM's discretion, those who lack such faction may prove their worth by destroying the Blight, introduced below.

Miragul's Blight

The Arch Necromancer spent centuries applying his knowledge to the design of unliving creations, whether as guardians, byproducts of a genius's imagination, or research into the secrets of immortality. Certain models he favored over others, particularly the more tractable creatures capable of securing his lair from outside interference.

The creature he dubbed the Blight (see Appendix One: Bestiary) resulted from experiments carried out following Miragul's creation of the black shroud over 1,000 years ago. The necromancer infused a mass of bone and flesh with negative spiritual energy drawn from the shroud itself. The resulting abomination proved a powerful guardian, one virtually insurmountable to most would-be explorers of the lair. Recently, Miragul's acolyte Sulon McMoor freed the creature from its bonds and ushered it into Everfrost, hoping to draw attention to events transpiring within the lair.

The Blight journeyed south along the Iceflow, destroying all the fishing villages in its path. The few survivors fled to other communities, which formed a sturdier force to combat the menace. Yet this mission also failed with great loss, so runners sent an appeal throughout Everfrost and the Frigid Plains for the strongest warriors and most revered shamans to come do battle with the terrible thing. Characters present in Everfrost or in contact with the barbarians hear of the menace and of the reward being offered for its destruction.

Quest: A Blight on the Land

Faction: Shamans of Justice (–1 rank)

NPC: Tanrif, Oracle of the Shaman's Guild

CR: 23

Reward: +2 faction rank with Shamans of Justice and Wolves of the North. 10,000 gp.

Consequence: –2 faction rank with Miragul.

Quest Summary: Tanrif tasks the heroes with finding and destroying the Blight. He himself leads the characters to the recently devastated village of Armulk, from which he hopes to track the Blight to its resting place. The hunt for the Blight is left to the GM's discretion. It may be a grand affair involving scores of barbarian soldiers or a darker encounter, with the Blight flowing beneath the ice as it circles those few daring to give chase. As the expedition progresses, the characters' dreams grow more disturbing, a symptom of Miragul's return shared by other denizens of Everfrost.

Tanrif, a 17th-level Shaman of Justice, survived an assault on the Blight and serves as the party's guide in leading the characters to the menace if faction issues allow. Alternately, evil characters may come upon a terminally injured Tanrif and hear his appeal for aid. He recites the legend that opened this chapter if the characters have yet to hear it. He then adds the following: "This monstrosity is the sign for which we have waited, the sign of Miragul's return. It is not a fact we know by the mind, but a truth we Shamans feel in our hearts, a truth that stirs forth our ancient shame and the taint of fear. We will not be whole until the necromancer joins his slaves in death."

The Blight: CR 23; Huge undead [ooze]; HD 30d12+20; hp 320; Init +6 (Dex); Spd 20 ft., climb 15 ft., swim 15 ft.; AC 14 [flat-footed 8, touch 14] (–2 size, +6 Dex); BAB +22; Grap +39; Atk tentacle slam +29/+24/+19/+14/+9 melee (2d6+13 plus *lifedrain*); Face 15 ft. by 25 ft.; Reach 15 ft.; SA *lifedrain*, improved grab, constrict, rampage; SQ lifetap damage shield (2), opaqueness, immunities, resistances, damage reduction 20/+4, blindsight, tremorsense, SR 29, undead ooze; Resist CR 40, FR 20, SoR 40; AL NE; Fac None; SV Fort +10, Ref +16, Will +8; Str 29, Dex 23, Con –, Int –, Wis 6, Cha 1.

Lifedrain (Su): The Blight deals 1 point of temporary Constitution damage with any successful slam attack. Further, the Blight can process (Proc DC 23) an energy drain attack, which bestows 1d4 negative levels on the target if successful. For each negative level inflicted in this way, the Blight gains 5 temporary hit points, which last for 24 hours unless lost before then. Any opponent slain by the Blight's energy drain discorporates, its spiritual essence joining with the Blight and granting it an additional Hit Die.

After 24 hours, an afflicted character may attempt a Fortitude save (DC 35) for each negative level.

Improved Grab (Ex): To use this ability, the Blight must strike its opponent with a tentacle attack. A held opponent can be constricted.

Constrict (Ex): The Blight deals automatic tentacle and *lifedrain* damage each round to a held opponent. While it holds an opponent, the Blight is not considered grappled; it may simply extrude another tentacle from its mass to threaten and attack other opponents.

Rampage (Ex): Once every 1d6 rounds as a full attack action, the Blight may make a single slam attack at its highest attack bonus against every opponent within 15 feet.

Lifetap Damage Shield (Su): Any creature that strikes the Blight in melee takes 2 points of damage (no save), which is then transferred to the Blight. Thus, if a warrior hits the Blights for 11 points of damage, the Blight effectively takes only 9 points of damage, while the warrior takes 2 points. This ability otherwise functions as the *lifetap* spell, so, for instance, creatures protected by spells of the *rune* or *shieldskin* lines are immune to this effect.

Opaqueness (Ex): In darkened or shadowy areas, a creature must make a Spot check (DC 25) to see the Blight at distances beyond 30 feet; within 30 feet, the DC is only 15. Note that normal modifiers for distance apply to these Spot checks in either case.

Immunities (Ex): Due to its immense bulk and flowing nature, the Blight cannot be *snared* or *rooted*. The Blight is immune to piercing damage.

Resistances (Ex): The Blight takes only half damage from blunt attacks (halve such damage before applying the Blight's damage reduction).

Blindsight (Ex): The Blight's entire body is a simple sensory organ, allowing it to detect prey and other objects within 60 feet through vibration and heat, or by sensing living creatures' life-force. All sorts of invisibility (including *invisibility to undead*) are wholly useless against the Blight, and, further, it can actually sense perfectly the relative life energy (i.e., the Constitution score) of all creatures within range.

Undead Ooze: Immune to poison, sleep and paralysis, death and necromantic effects, stunning, and shape-changing effects; not subject to critical hits or flanking. Immune to subdual damage, ability damage, ability drain, or energy drain, and to any effect that requires a Fortitude save unless that effect specifically targets objects. Immune to all mind-affecting spells or effects unless they normally affect both oozes and undead.

Having Slain the Blight...

Tanrif informs the PCs that the Blight is known to have come from the lair of Miragul. He admits that the guildhalls have yet to call forth champions to invade the lair, and that time is precious.

"We will act, of that I have no doubt," Tanrif continues, "but I hear the whispers of the spirits who say we must not wait another day, nor another hour." How he entreats the characters to descend into the lair is left to the GM, but if all else fails, the chance to acquire the legendary trove of Miragul may sway them. Adulation and other rewards from the barbarians of Everfrost is also an incentive, and honor is at stake for any barbarian member of the party.

Into Darkness: The Lair of Miragul

Information garnered from various sources substantiates what Otmaro Fabreen has recently claimed: Faznek Itrall, magician; Cazanos Lempal, enchanter; and Uzanor, wizard, are one and the same person, and that person is Miragul. It is also evident that this once promising initiate has fled Erudin with a number of supporters. In doing so he successfully acquired some of the city's greatest treasures and absconded with them to parts unknown. Initial investigations have uncovered evidence of a vast conspiracy linking members of all three branches of the Conclave, involving not only the breach of sacred trusts in sharing the secrets of individual guildhalls, but also the covert creation of a fourth guildhall devoted to studies heretical and profane.

Currently, Peacekeepers watch every street and hall of Erudin, blocking all entrance or egress, and Deepwater Knights patrol the harbor, but reports come in by the hour of new disappearances, both in personnel and property, and of arcane clashes between loyalists and rebels. Thus far, interrogation of prisoners has yielded little information, but the High Council's approval of sterner measures awaits implementation.

That Miragul is the principal force behind this movement there is little doubt, but how this journeyman of the crafts — even one so lauded for his genius — could fool the senses of the masters is unknown. Some worry that a higher power works its will through him, but in this regard representatives of Quellious and Prexus remain silent . . .

— Initial Report on the Disappearance of Miragul and Various Others, Nathas, Scribe to the High Council of Erudin

Entering the Lair

The only physical entrance to Miragul's haven is an underwater passage beneath the peaks rising from the north of the Frigid Plains. Any attempts to enter the lair of Miragul thus begin with breaching the ice covering the river's surface. The arctic chill freezes the river to depths of 2 to 10 feet depending on the season, possibly requiring more than a simple ring of torches to pierce (see *EverQuest: Player's Handbook*, pp. 379–80, for details on damaging substances). Despite this impediment, adventurers should have no trouble penetrating the ice, whether by axe or rains of fire. Such attempts do not go unnoticed, however — see "Guardian of Bone" below.

Characters moving through the snow do so at only half speed and cannot charge or run. Further, creatures of Large size or smaller who move more than 5 feet in deep snow during any round lose their Dexterity bonus to AC for that round and also suffer a –2 penalty to any Reflex saves for each size below Huge, to a maximum of –8 for a Tiny creature.

Those fighting on the ice suffer the same penalties as above for deep snow, plus they must make a Balance check (DC 10) each round or fall prone; those struck while on the ice must make a Reflex save (DC 10 + damage dealt) or be knocked prone.

Guardian of Bone (EL 20)

Miragul obsessed over his privacy, constructing numerous traps and lacing his lair and the surrounding area with sentinels. He favored powerful undead due to the relative lack of upkeep required and the opportunities for experimentation they provide. Confident of his protection from casual intruders, Miragul still feared a concerted effort on the part of his enemies to destroy him. The lich thus crafted his bone guardian from the skeleton of an ice giant and placed it near the entrance to his lair as a delaying tactic and a means of gauging powerful adversaries.

The guardian lies deeply buried in the snow just above the entrance to the underwater cavern; due to its coloration and position, it has a total Hide bonus of +26 until it first moves, at which point the bonus drops to +16. *Sense undead* indicates the guardian's position if no other undead are in range of the spell.

Any gathering of creatures near the lair's entry awakens the bone guardian to attack.

Bone Guardian: CR 19; Huge undead; HD 29d12; hp 189; Init +4 (Improved Initiative); Spd 40 ft.; AC 31 [flat-footed 31, touch 8] (–2 size, +23 natural); BAB +21; Grap +41; Atk slam +25/+21/+17/+13 melee (2d8+18 and *daze* plus lifedrain proc, crit 19–20/x2), or +15/+11/+7/+3 ranged (2d8+12, 100 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA rock throwing, magic attack +5, lifedrain, improved grab, constrict 4d6+12; SQ undead, infravision, see invisible, immunities, resistances, SR 25, damage reduction 20/+3 and 8/–, fast healing 1; Resist AR 10, ER 10, SoR 20; AL NE; Fac None; SV Fort +9, Ref +9, Will +15; Str 35, Dex 11, Con –, Int 3, Wis 9, Cha 1.

Skills: Hide +6*, Jump +17, Listen +19, Spot +19. The bone guardian receives a +10 racial bonus on Hide checks in snowy or icy environments. When actually buried under the snow, as when it is first encountered, it receives a further +10 circumstance bonus to its Hide checks.

Feats: Blind-Fight, Double Attack, Improved Critical (slam), Improved Initiative, Improved Slam, Power Attack, Weapon Focus (slam).

Rock Throwing (Ex): The bone guardian retains the giant's ability to hurl boulders.

Lifedrain (Su): The bone guardian's slam attacks can process (Proc DC 18) a vitality-draining power that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 24) for half damage.

Improved Grab (Ex): To use this ability, the bone guardian must hit with a slam attack. Once it has a hold, it may constrict.

Constrict (Ex): As an attack action, the bone guardian may constrict any Medium-size or smaller opponent it holds with a successful grapple check, dealing 4d6+12 points of crushing damage. It may still slam as part of a full attack while constricting.

Immunities (Ex): The bone guardian is immune to cold damage and takes only half damage from slashing or piercing weapons.

The Way In

Not surprisingly, the water beneath the ice is murky and unbearably cold; without protection the characters cannot survive immersion long. Worse yet, they must traverse this darkened underground waterway for a considerable distance before surfacing, and once free of the water they must immediately warm themselves lest they be stricken with hypothermia.

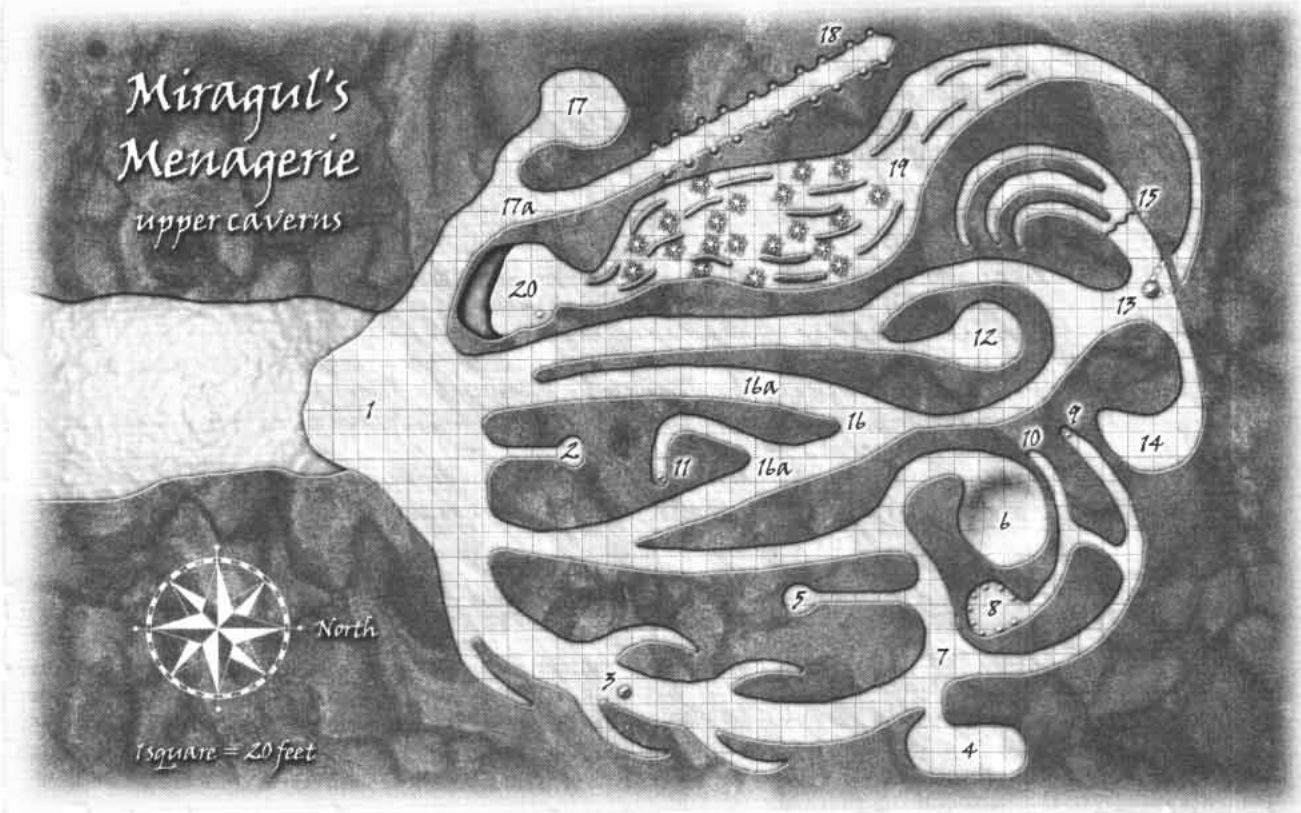
The water itself is completely dead this close to Miragul's lair. Even the hardy plants which thrive in the frigid depths a mile to the south fail to grow here, and no fish are visible to the characters. Despite light spells and abjurations or jewelry to ward against the cold, the bitter chill drains all warmth from their bones and stifles illumination.

In game terms, the PCs must swim along the subterranean passage until they find air. From the closest possible point to where the river disappears beneath the earth, one must swim for roughly 10 minutes to the cavern's openings (and thus *everlasting breath* or similar magic is a necessity). Because it is assumed the PCs will have such magic, they do not suffer the usual cumulative –1 penalty to Swim checks for each previous check made while underwater. The water is considered fairly calm (Swim DC 12), and the GM should have each character check only every minute instead of every round. Characters with 5 or more ranks in Swim may simply take 10.

However, the unnaturally bitter cold of this water consumes body heat at a tremendous rate, dealing 3d6 points of [cold] subdual damage per minute. A successful Fortitude save (DC 20, +1 for each previous check) halves the damage. Emerging from the water offers characters little solace. A wet character must build a sizable fire or gain body heat in some other way or suffer the above effects plus those of cold conditions below –40° F. (See *EverQuest: Game Master's Guide*, pp. 45–46, for more on water and cold dangers.)

The Upper Caverns

Unnaturally high walls characterize the upper level of Miragul's lair; even with the most potent light sources, the ceiling remains unseen beyond the foreboding gloom above. What incredible force Miragul employed to carve these unnatural tunnels can only be imagined, for the stone recedes smoothly into the darkness without hint of pick or maul having ever touched its surface.



Difficulty Level: 25–26.

Entrances: Underwater passage from outside to Area 1–1.

Exits: Spectral stairway to Lower Caverns (see Area 1–20).

Random Encounters: Check once every 30 minutes on 1d20:

1–2.	The Keening Woman* or, if the characters are in Area 1–1, 1–16, or 1–16a, the hungry cube from Area 1–12.
3–4.	1d3–1 dreadbone skeletons* (min. 1)
5–6.	1d3–1 frightbone skeletons* (min. 1)
7–8.	1d3–1 terrorbone skeletons* (min. 1)
9–10.	1 dreamreaper*
11–20.	No encounter

*See Appendix One herein.

Detections: None.

Shielding:

Summoning Ward: Due to the spiritual deadness of the lair, shamans and druids cannot summon companions to aid them by such means as *spirit of the howler* and *nature walker's behest*. Magicians, necromancers, enchanters, and shadow knights may summon pets normally, but only at the cost of one extra reagent (material component).

Continuous Effects:

Unnatural Cold: The most salient feature of Miragul's lair is the unbelievable cold; without a strong heat source or protective spells or items, characters suffer the effects for an environment below –40° F. The seemingly inescapable cold seeps past even the strongest defenses to chill the characters' bones: All living creatures in the lair suffer a penalty of cold resistance (–15). [A resistance penalty can never reduce a creature's resistance to less than (0).] Further, any creature whose cold resistance is reduced to (0) in this way also suffers a slow (1) effect; this cannot be dispelled or otherwise magically removed, although haste spells or items may counter its effects.

Stifling Darkness: All light sources, magical or mundane, have their illumination radius cut in half. As well, all creatures suffer double the normal penalties for Listen and Spot checks at distances beyond 10 feet. Thus, at 50 feet, a creature suffers a –10 penalty to Listen and Spot checks, rather than the usual –5.

Negative Energy: Due to ambient negative energies circulating throughout the lair, all undead creatures gain *fast healing 1*. This benefit only functions while inside Miragul's lair and is in addition to any other fast healing or regenerative properties the creature might also possess. Also, all turn undead checks made in the lair are made as if by a character 4 levels lower than the turning character's actual class level, and turning damage rolls suffer a –4 profane penalty.

Miragul's Miasma: The Arch Necromancer's deeply embedded local magics may corrupt skeletal and spectral pets, causing them to betray their masters in a fashion determined by die roll every time the pet is ordered to attack a new creature. The die roll determines the pet's behavior through the course of a single combat. If the pet is ordered to change opponents or if the current victim is defeated and the pet's master indicates a new target, then another roll is required. Note that in Miragul's Inner Sanctum (Dungeon Level Three), strangely, this effect does not apply.

1d10 Roll	Result
1–5.	Pet acts normally.
6.	Pet is diminished by the magical forces at work in the dungeon and morphs to a pet five types lower than original (minimum type 1). Consider an emissary of Thule to be a type 15 pet for this purpose.
7.	Pet does not act and obeys no further orders.
8.	Pet attacks its target until one or the other is destroyed, and then, if it remains, attacks the next closest target at random (even an ally); it continues this pattern until destroyed or dismissed.
9.	Pet is warped by the magical energies of the place: It gains 25% more hit points and a +1 profane bonus to all attacks and damage, but a –4 profane penalty to AC.
10.	Pet attacks its master until destroyed. If the caster dies, the pet crumbles into powder.

Standard Features: All walls have a Hardness of 11, unless otherwise noted.

The architecture consists primarily of smoothly curving walls; there are very few corners throughout the lair's upper caverns. A character who spends at least 10 minutes studying any one of Areas 1–3, 1–15, 1–18, or 1–19 and then makes a Spellcraft check (DC 30) discerns the geomantic design in the lair's construction (Miragul laid out certain portions of the lair with great precision in an effort to better channel magical energies); the character thereafter gains a +1 synergy bonus to Channeling checks and *flowing thought I* (see *EverQuest: Game Master's Guide*, p. 115, sidebar) while within the lair.

Throughout the adventure, the GM should impress upon the characters the unearthly nature of the caverns. Miragul's lair is a frozen hell. In places where water leaks through from far above it crackles midair and falls to the ground in a rain of frozen tears. Frozen sweat locks eyes shut and full waterskins burst as their contents freeze and expand. The darkness literally swallows the characters as they pass through it, muffling their steps and stifling cries for help from anyone more than a few dozen yards from their companions. And in the distance, seemingly immune to the muting effects of the darkness, the keening woman's cries echo through the caverns.

GranDa spun the Miragul yarn tonight for the youngers as he does some feasts. No one tells it so well as that dear oldun. He has the perfect voice, old and crackling like old leaves tossed in a fire. And he sets himself up against the firelight so his shadow stretches tall and dark behind him. Gives the youngers a fright just like he used to give me, and I admit to a chill when he tells of Canobuk sneaking up on Miragul by night. What a shock! No wonder his hair turned gray and he died so young. I wonder if the dung pies and gut stew really drove the old necromancer away or if something else kept that strange one from our burrows. Caps off to Bristlebane either way, for we need none of that!

I've learned the whole story well now; it's a yarn I'd like to do the spinning for in another dozen feasts. We'll see what month's end brings!

Rivervale Diaries, Vol. IX, Finneap Wheatbrow

1-1. The Grotto

From the water's edge, the walls of this unnatural cavern turn smooth and fade into the darkness. Very powerful light sources or a little exploration reveals multiple tunnels leading away. As the party members warm themselves and illuminate the area, several piles of debris become apparent. Investigation reveals the scattered, skeletal remains of previous adventurers, 22 in all. Their armor and garments mark them as a variety of races: Erudites, barbarians, humans, and dark elves primarily. Amazingly, most of their clothing, armor, and weapons are intact, lacking rust or fraying, although most are caked in a layer of powdery water crystals.

This lack of decay makes it plain — through a careful analysis of the styles of the garments — which individuals belong together as part of a fallen adventuring group. In this way, with a successful Intelligence check (DC 20) or Trade Skill (tailoring) check (DC 15), a character may determine that the last attempt to explore the lair took place probably a little over two centuries ago.

It should be apparent that these were once powerful individuals with garb reflecting their station and potency. However, their gear lacks the luster of magical metal, and the fabric of the garments seems bleached and faded. In short, time and the negative energies of this place have shorn the numerous items of their once-powerful magic, so that they are now little more than worthless trash. Even their jewelry, consisting of diamonds, peridots, and other precious stones, has lost its power. Still, in all, the party can gather precious rings, bracelets, and the like worth up to 12,000 gp.

As the characters finish warming themselves and taking in the hellish atmosphere of Miragul's lair, they hear a woman's tortured scream from somewhere to the north or northeast. It echoes distantly through the caverns, and after a few minutes is repeated as a long, pained howl. This is the cry of the Keening Woman, a sound with which the PCs will become very familiar with as they explore the upper caverns. (The GM is encouraged to loose a frightful scream periodically to startle the players. Let it go without explanation other than it's akin to what the characters hear echoing through the lair.)

1-2. A Statue of Bone

The tunnel leading to this area is long and narrow but has walls like the rest of the lair, soaring up out of sight into the darkness above. It culminates in a circular room dominated at its center by an 18-foot-high statue of a hooded man. Sculpted entirely from hundreds of bones and bone fragments, the craftsmanship is excellent, if lacking in certain details due to the nature of its component parts. A plaque at its base reads, in Old Erudian, *Miragul*.

Any living creature that touches the statue, even merely brushing against it, triggers a trap.

Bone Statue Trap: CR 1; no attack roll necessary (calls monsters); Search (DC 30); Disable Device (DC 25). *Note:* This trap causes a panel in the statue's chest to open, revealing a desiccated heart the size of an ogre's skull. The heart beats slowly and glows from within with an eerie, crimson light, which acts as a beacon to nearby guardians of the lair: The GM should check immediately for wandering monsters; if an encounter occurs, the creature(s) arrive in 2d4 rounds. Also, when the heart begins to beat, Miragul's War Machine (in Area 1–16) activates and moves toward this area. If it reaches this room and does not find the characters, it performs a circuit of the Grotto and then returns to its station, but remains alert for 1 hour.

1-3. Hall of Dread

This hallway is characterized by long, curving tributaries that appear to have been excavated by the swings of a monstrous scythe. At roughly the area's center, as noted on the map, is another statue of a massive, 15-foot-tall, golem-like creature. A worshipper of Cazic-Thule who makes an Intelligence check (DC 15) or anyone who makes a *bardic knowledge* (DC 20) or a Knowledge (religion) check (DC 25) can recognize the figure as one of Cazic-Thule's ablest minions, the great golem called Dread.

There is a magical effect in place on the statue that can be discerned by any character who makes a Spellcraft check (DC 30) or by a rogue who makes a Search check (DC 35). There is no way to disarm this effect, although a successful *annul magic* or the like against caster level 33 will cause it to become inoperative for 24 hours. Any living creature that passes within 10 feet of the statue causes conduits at the tips of the hallway's tributary passages to open, permitting the entry of 30 feeble spirits into the lair.

Feeble spirits (*1 hp; Fort +1, Ref +1, Will +4; NE*) are beings slain by Miragul in life and enslaved by him in death. They were once powerful wraiths, but over the centuries they've grown too weak to significantly affect or be affected by the

material world; they now appear as faint, ghostly, tattered figures that flit through the air, mostly visible only in one's peripheral vision. The feeble spirits do not require a creature stat block, as they cannot harm or be harmed by the PCs by normal means. For game purposes, they are vulnerable only to spells of the *spook the dead* or *ward undead* spell lines; they can be turned as if they were 12-HD undead (but note the penalties to all turn checks made within Miragul's lair). Such assaults drive the spirits away quickly, but they always hover just out of sight, appearing unexpectedly during critical moments to interfere with the party's advance.

Now, they merely whisper in dozens of ancient languages only scholars could hope to decipher; a character with at least 2 ranks in any ancient humanoid tongue or any character who makes a Sense Motive check (DC 25) can recognize the general intent as one of menace. The spirits attempt to interfere with the characters in what little ways they can, which are left largely up to the GM's imagination. Their constant whispering might disturb concentration, imposing a –1 penalty to some Channeling and skill checks as the situation warrants.

The party may escape the spirits by several means aside from destroying them all. The spirits cannot pass through Miragul's firepots, cannot follow if the party teleports away via spells like *evacuate*, and cannot descend the spectral stairway at Area 1–20.

1-4. Upper Laboratory (EL 23)

Here, Miragul created many of his undead guardians. The room contains wooden tables, with several tables in the center of the room serving as an operating suite. Hundreds of carefully stacked bones line the northern wall, and nearly a dozen full skeletons stand freely, some of them clad in archaic armor. The tables bear dozens of surgical implements, particularly bonesaws, flensing knives, and the like. A couple of large books, preserved by the lair's chill, lie closed atop the easternmost table. A wooden barrel stands in the corner, filled with some acrid-smelling liquid. In contrast to the orderly arrangement of the room, the walls and floor are spattered by ancient droplets of blood, eternally frozen in the form of rivulets that give the walls the appearance of bleeding.

After any living creature has been in this room for more than a round, 5 of the standing skeletons animate (they are dreadbone skeletons; see Appendix One).

All wooden objects in the room are fashioned from a magically-treated form of wood that is both as hard as stone and immune to acid. The liquid in the barrel is acidic and deals 1d8 points of acid damage per round to any creature coming in contact with it. The surgical implements are quite sharp despite their age: each acts as a *+1 ponderous dagger* (delay 5), in the unlikely event a character chooses to wield one.



The books, entitled *Exercises I* and *Exercises II*, are written in Old Erudian and contain the secrets of creating the fearbone skeletons and lesser servants. The simplest tasks require 23 levels of necromancer to perform properly, while actually creating a skeleton such as a dreadbone requires the practitioner to be a necromancer of at least 28th level. The GM is encouraged to further develop these mystical works, particularly if there is a necromancer among the characters.

Tactics: The 5 dreadbone skeletons begin circling the characters as soon as they activate. One of these skeletons (the one with the fewest hit points), its primitive thought processes decayed by centuries of existence, has an equal chance of attacking any given party member or dreadbone skeleton (check every round, rolling randomly among all targets within the skeleton's reach).

Note that all undead in Miragul's lair gain *fast healing 1*.

Dreadbone Skeletons (5): CR 20; Medium-size undead; HD 25d12; hp 183, 172, 169, 150, 142; Init +4 (Dex); Spd 30 ft.; AC 28 [flat-footed 24, touch 14] (+4 Dex, +8 natural, +6 armor); BAB +12; Grap +19; Atk +22/+17/+12 melee (1d8+9, crit 19–20/x2, *+2 longsword*), or bone lance +19/+14/+9 melee (1d6+10 plus greater lifedrain), or +20/+15/+10 melee (1d8+9, crit 19–20/x2, *+2 longsword*) and off-hand bone lance +17/+12 melee (1d6+3 plus greater lifedrain); SA greater lifedrain, magic attack +5; SQ undead, damage reduction 8/–, resistances, infravision, see invisible; Resist CR 30, FR 30, MR 30; AL NE; Fac Miragul; SV Fort +8, Ref +12, Will +14; Str 25, Dex 18, Con –, Int 10, Wis 10, Cha 1.

Skills: Hide +14, Listen +25, Search +8, Sneak +14, Spot +25.

Feats: Ambidexterity, Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (longsword).

Greater Lifedrain (Su): The attacks of a dreadbone skeleton's lance-hand can process a vitality-draining power (Proc DC 18) that deals 2d4 points of temporary Constitution damage. The victim receives a Fortitude save (DC 22) for half damage.

Resistances (Ex): Skeletons suffer only half damage from slashing and piercing attacks.

1-5. The Tomb

This slender tunnel mirrors that which leads to the statue of Miragul near the Grotto, but with a pale light visible at its end. This corridor leads to another shrine, in this case a great stone sarcophagus. The tomb rises from the floor as if Miragul carved the room around it. From the wall behind the tomb extends a metal rod that burns from its tip like a bright torch, yet without any open flame.

This room is unaffected by the *stifling darkness* (see the sidebar at the beginning of this level) that pervades the rest of the lair, though all other properties of Miragul's lair still apply.

The sarcophagus bears an engraving in Old Erudian upon its lid:

KAMAGLI
COLLEAGUE, COMPANION, COLLABORATOR, RIVAL
HERE LIES ONE I, MIRAGUL, WOULD NOT RAISE

The sarcophagus' lid attaches seamlessly to the base of the tomb with no hint of any means by which it might be opened. Breaching the coffin's lid or destroying the metal rod that illuminates the area requires a significant display of force. However, merely attempting to damage either causes the torch to flare, dealing 10d8 points of fire damage to all within the room (Reflex half, DC 30).

If characters persist in defiling the tomb, Miragul's War Machine (located in Area 1–16) activates if it has not done so already, and comes this way. It does not rest until the intruders are destroyed. Inside the coffin lies the body of a human male dressed in rich but nonmagical garments. The body is well preserved, but otherwise unremarkable. Anyone may make a Knowledge (history, local lore [Erudin or Paineel], or mysticism) check (DC 25) to remember Kamagli as an ancient and powerful necromancer and an ally of Miragul, one who made great strides in advancing the craft prior to his assassination by unknown hands; a necromancer gains a +5 bonus to this check.

Coffin Lid: 4 in. thick; Hardness 30; 300 hp; Break (DC 45).

Torch: 2 in. thick; Hardness 25; 100 hp; Break (DC 38).

1-6. The Pit (EL 24)

The hallway leading to this area reeks of rotting garbage and waste. The stench is unbearable, and PCs must make successful Fortitude saves (DC 16) each round they are in it to avoid being *nauseated* (unable to attack, cast or concentrate on spells, or take any action other than a single move action that does not require concentration).

The room itself is elliptical, like most others in the upper caverns, but the floor slopes sharply downward from the walls to its center. Thousands of smashed and shattered bones, with intermittent desiccated corpses of all sorts fill the pit. Due to the bizarre rake of the floor and the horrible detritus, anyone fighting or moving more than half speed while in the room must make a Balance check (DC 17) each round or trip and fall prone. Obviously, levitating or flying creatures are unaffected by this condition.

At the surface of the heap of bones and grayish waste, roughly 25 feet into the chamber, the skeletal remains of a human arm lay clearly visible atop the heap. Upon its thumb is a ring that emits a reddish glow in the darkness.

The ring is, of course, a lure for the unwary. Magically bound in the pit is a massive bottomless gnawer, which savors the chunks of flesh and corpses Sulon McMoor occasionally brings, but much prefers fresher meat. The creature is ravenous.

Tactics: The bottomless gnawer waits just below the surface of the bones to grab at any adventurer that comes within 5 feet of the glowing prize. The gnawer gains total cover until it acts, and can only be seen by a character who makes a Spot check (DC 25) — and note that Spot checks suffer double the usual penalties for distance due to the *stifling darkness* of Miragul's lair. It pulls its unfortunate victim behind it to be constricted, while fending off other assailants with its powerful bite and, if necessary, with its remaining 2 tentacles.

Treasure: In the unlikely event that the party searches through the entirety of the pit (this would require at least 10 hours), they can find 47 pp, 112 gp, 157 sp and 422 cp.

Of far greater interest is the readily apparent *bonespun fire opal ring* (see the "Bonespun Jewelry" sidebar near the end of this chapter). Anyone who makes a Trade Skill (jewelcraft) check (DC 25) realizes at once that this ring is set and enchanted in a manner identical to that of crafted magical jewelry: someone has obviously uncovered a means of substituting shaped bone for precious metals in the fashioning of magical jewelry. This ring grants arcane bonuses of +2 AC and +17 hp to any undead creature that wears it, and, if worn by a necromancer's pet, does not disappear when the pet is destroyed or dismissed.

Bottomless Gnawer (1): CR 22; Gargantuan aberration; HD 54d8+486; hp 694; Init +1 (Dex); Spd fly 40 ft. (good); AC 26 [flat-footed 25, touch 7] (–4 size, +1 Dex, +19 natural); BAB +40; Grap +66; Atk bite +50 melee (4d6+14) and 3 tentacles +48 melee (1d8+7); or bite +48 melee (4d6+14), 3 tentacles +46 melee (1d8+7), and slam +48 melee (2d6+14); SA improved grab, constrict 1d8+14; SQ damage reduction 40/+3, malleable body, scent; AL N; Fac None; SV Fort +27, Ref +21, Will +30; Str 39, Dex 13, Con 28, Int 5, Wis 9, Cha 5.

Skills: Escape Artist +35, Listen +26, Spot +26, Wilderness Lore +9.

Feats: Alertness, Cleave, Dodge, Improved Dodge, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Slam.

Improved Grab (Ex): To use this ability, a gnawer must hit with either its bite or tentacle attacks.

Constrict (Ex): This gnawer automatically deals 1d8+14 points of crushing damage each round to a creature it holds with a tentacle, or 4d6+14 points of crushing/piercing damage with its bite.

Malleable Body (Ex): Gnawers may squeeze their bodies through openings up to two sizes smaller than their actual size would normally allow.

1-7. The Dreamreaper Roost (EL 25)

High above this crossroads, 2 dreamreapers (see Appendix One) keep watch. The darkness of the lair is particularly unsettling here due to the long-time presence of creatures from the Plane of Nightmares. The GM should plant images in the darkness, ones familiar and unpleasant to the characters. Any character chasing after such a phantom immediately becomes a target of the dreamreapers.

Dreamreapers (2): CR 24; Small outsider [evil]; HD 28d8+140; hp 269, 265; Init +9 (Dex); Spd fly 30 ft. (good); AC 26 [flat-footed 17, touch 20] (+1 size, +9 Dex, +6 natural); BAB +28; Grap +31; Atk 2 tentacle slaps +36 melee (1d6+7 plus waking paralysis); Face 5 ft. by 5 ft.; Reach 20 ft. (tentacles); SA waking paralysis, nightmare charm, improved grab, stranglehold, dreamreaping; SQ dreamworld, damage reduction 10/–, regeneration 5, telepathy, immunities, resistances, sonic vulnerability, ultravision; Resist CR 15, ER 30, FR 30, MR 30; AL N; Fac Terris-Thule; SV Fort +21, Ref +25, Will +19; Str 25, Dex 28, Con 20, Int 19, Wis 16, Cha 17.

Skills: Bluff +17, Disable Device +11, Escape Artist +30, Hide +47*, Intimidate +24, Knowledge (monster lore [humanoids]) +18, Knowledge (monster lore [monstrous humanoids]) +18, Knowledge (monster lore [outsiders]) +18, Knowledge (monster lore [undead]) +11, Knowledge (mysticism) +11, Knowledge (planar travel) +18, Listen +31, Read Lips +11, Search +18, Sense Motive +24, Sneak +37, Spot +31, Taunt +17, Tumble +23, Undead Empathy +24. In darkened or shadowy conditions, the total Hide bonus increases to +53.

Feats: Blind-Fight, Deflect Arrows, Dodge, Flyby Attack, Improved Disarm, Improved Parry, Improved Trip, Parry.

Waking Paralysis (Su): Tentacle, Will save (DC 30) or be *paralyzed* for as long as the dreamreaper maintains its grip. A character who makes his Will save is immune to that dreamreaper's waking paralysis for 24 hours.

Nightmare Charm (Su): 2 tentacles in the same round, Will negates (DC 30); target sees all around him as vicious creatures intent on his destruction for 2d4 rounds.

Improved Grab (Ex): A dreamreaper must hit with a tentacle to use this ability. A tentacle that is currently holding a creature loses its Dexterity bonus to AC (and is thus AC 17).

Stranglehold (Ex): If a dreamreaper's attack roll exceeds its target's AC by 10 or more, it grabs its victim by the throat, cutting off the victim's air (and thus preventing both cries for help and the completion of somatic spell components). A strangling victim may make an opposed grapple or Escape Artist check each round to break free, per the normal grappling rules, but suffers a cumulative –1 penalty to this check for each round after the first. Further, due to the tight hold of the tentacle, the dreamreaper gains a +4 bonus to these grapple checks. A character strangled in this way can hold his breath for a number of rounds equal to his Constitution score (not 2 rounds per point of Con, as usual, since he does not have time to catch his breath fully), after which time he runs the risk of suffocation (see *EverQuest: Game Master's Guide*, p. 45).

Dreamreaping (Su): At will, requires 10 full minutes of uninterrupted contact with the victim; Will negates (DC 30); victim gets no rest for the night and suffers a –2 penalty to Strength, Dexterity, and Wisdom, as well as a slow (1) effect the following day. See Appendix One for more details.

Dreamworld (Su): At will, as a full-round action — 140-foot radius; Will negates (DC 30); lasts 1d4+1 rounds. This power is difficult to quantify or qualify, since it can be used to produce a short-lived illusion of virtually anything the dreamreaper wishes. See Appendix One for more details.

Regeneration (Ex): In darkness, dreamreapers regenerate 5 hit points per round and may regrow lost tentacles in 1d4 rounds. See Appendix One for more details.

Telepathy (Ex): Dreamreapers can communicate telepathically with any creature within 100 feet as long as the target creature speaks a language.

Immunities (Ex): Dreamreapers are immune to mind-affecting spells and effects.

Sonic Vulnerability (Ex): Dreamreapers take double damage from sonic attacks and suffer a –2 penalty on saving throws against the effects of bard songs.

1-8. The Prison

Nine obsidian pedestals ring this otherwise barren room. Upon four of the platforms stand unmoving figures in archaic, rotting clothes: an Erudite, a dark elf, a human, and a halfling. Their eyes seem to follow the movements of the party members, but otherwise they do not move. If any character comes within 5 feet of one of these four pedestals, a voice speaks, old and rasping, like the scraping of disjointed bones. Removing one of the individuals from the

pedestal is ineffectual, but a successful *annul magic* or the like against caster level 30 undoes the curse.

These individuals all offended Miragul in some way. Rather than kill them outright, Miragul placed them into a state of suspended animation. The nature of this suspension has left their minds free to experience the passage of time, which each of them has for centuries. In most cases, the damage this imprisonment wreaked upon their minds is considerable and incurable.

Otmaro Fabreen (*male Erudite, Wiz 17/Nec 6, ON, High Council of Erudin*). The voice says, "Otmaro Fabreen, you grew disenchanted with the dark arts and attempted to betray me to the High Council of Erudin, forcing my hand before the appointed time. I've never forgotten your treachery. Neither, I trust, have you." If freed, Otmaro weeps and babbles incoherently, his sanity having collapsed centuries ago. If left to himself, he returns to his senses enough after several minutes to destroy himself with an *inferno shock*.

Sonrel (*male dark elf, Nec 21, NE, The Dead*). The voice says, "Sonrel, you thought to favor me by slaying my sole rival. His death cheated me of the euphoria of success and deprived our cause of a useful proponent. Ponder the depths of my displeasure while you await Kamagli's forgiveness." Sonrel's mind is a pit of blind, animalistic hatred waiting to explode — a state not too far removed from his mindset before Miragul trapped him here. If the characters break his trance, he attacks the nearest immediately with tooth and claw; there is a 1 in 10 chance each round he becomes self-possessed enough to actually use a spell befitting his level and class. His mad rage is inconsolable; he attacks until slain.

Doralin Mooncrest (*male human, Pal 24, OG, Knights of Truth*). The voice says, "Sir Doralin Mooncrest, you presented a great challenge to me early in my travels. We each await the intervention of your patron deity on your behalf. Do not lose faith, valorous knight; I am *certain* your divine liege comes for you soon." The knight sinks to his knees if freed, ignoring any stimuli from the characters. He repeatedly mumbles the same words over and over, evidently a prayer to Mithaniel Marr. He allows the characters to escort him, but his noble garb offers no protection against the deathly chill of the lair. If he sees any undead, he attacks, heedless of his own life or the odds of success. The madness of his imprisonment has reduced his Wisdom to 6 (from its former value of 16): He thus has no mana and cannot use spells, but retains the ability to *lay on hands* and will do so if he notices a party member grievously injured.

Kallanu (*female halfling, Rog 26, NG, Deeppockets*). The voice says, "Your deception was well-executed and your theft immaculate, wasting a year of work while I tracked you down and recovered my possessions. I avenge this wasted time on you a thousandfold, little Kallanu." Of the four prisoners, only Kallanu retains her sanity, at least in part (her Wisdom is reduced from 10 to 8, and she has acquired paralyzing claustrophobia). Perhaps a quirk of her halfling mind prevented her from falling completely into madness, or maybe Bristlebane imparted a blessing upon her. Regardless, if the party does not seem malicious, she joins them. Her speech is quiet and of an odd and very old dialect, and — like the others — she requires magical protection from the intense cold. She knows nothing of the lair and truly wishes to escape as quickly as possible.

The outsider Mir-a-kul has survived a third attempt, providing much amusement for all, save the would-be assassins. We thus decree it inviolate, for now, while we learn more of its ways.

Give, but not too much, for this soft-skinned one is wily and seeks to take advantage of us. Beware its lifeless creations, for we know too well the treachery of slaves. Squeeze knowledge from the Mir-a-kul, then move to eradicate it. It may evade us, if that is the will of Cazic-Thule, but what one scaleless gains is nothing compared to the advances of an empire.

— Recorded Decrees of Hierophant Sazlar

1-9. Firepot

The end of this hallway brightens somewhat due to the presence of a large, circular basin of gray hardwood, covered in runes and burning with a colorless fire. The flames are entirely magical in nature and do not give off heat. A character who makes a Knowledge (mysticism) check (DC 40) can discern that this device is designed for some sort of magical transportation.

Stepping into the "firepot" — as Miragul calls them in his own writings — results in teleportation to the firepot in Area 1–11. Anyone arriving here via the firepot in Area 1–9 must first step off this firepot and then back onto it to travel to 1–11.

1-10. Dead End

The Keening Woman reappears at the end of this corridor if slain. She does not reappear until no one is present to observe her.

1-11. Firepot

As Area 1–9. This firepot teleports the user to the firepot in Area 1–18a.

1-12. The Cube's Lair (EL 22)

A stale stench in this room fills the nostrils of those stepping too far into its recesses. A few shards of bone, long picked clean of flesh, litter the floor, which appears slick in spots, though characters have no trouble treading it if they walk carefully. Anyone fighting or moving more than half speed in this room must make a Balance check (DC 15) each round or fall prone. Levitating or flying creatures are unaffected by this condition, as is the room's occupant.

There is a 25% chance when the PCs enter this chamber that the hungry cube that dwells here was hidden in the passageway outside, and that it slides into the entrance and blocks egress, perhaps even surprising an incautious rearguard. In this case, it does not attack until the PCs are leaving the chamber: each character may make a Spot check (DC 20) to detect the translucent monster ahead of them on the way out. Success indicates that the character detects a distortion of light at the cave mouth. The hungry cube then moves, attempting to engulf the nearest character.

If this 25% chance does not occur, then the cube is simply waiting in this room for the PCs to arrive, and they may make Spot checks as above to see it.

Tactics: The cube seeks first to engulf a character, and second to block the room's sole exit. Any characters it engulfs are moved immediately into its upper reaches, leaving room for its next victim. There is no limit to its hunger, save that imposed by Miragul. The cube can roam as far south as the Grotto (Area 1–1), and throughout Areas 1–16 and 1–16a, but no further. Miragul does not wish such a mindless guardian to interfere with the other denizens of his lair.

Treasure: The hungry cube contains monetary remains of some of its victims, though it does not amount to much. Characters braving its acidic innards find 137cp, 82 sp, 14 gp, 4pp and a silver ring worth 25gp. Of greater interest, any character who makes a Search check (DC 15) in this chamber finds a skeleton, nearly intact despite the gradual parting of joint from joint. The skeleton is obviously that of an elf, although the only further clue as to its identity is its clothing, which is not unlike that of the Teir'Dal found in the Grotto (Area 1–1). Its outstretched right hand bears a staff, and the rest of its garb seems impressive, if somewhat ill-treated.

Once possibly magical, the skeleton's crimson robe is badly torn, now nothing but mere cloth. Its bony fingers still grasp its *staff of elemental affinity*, however; it also wears a *summoner's ring*, *boots of stability*, and a *belt of wrath*. (All of these items are detailed in Appendix Two: The Trove.)

A character who now makes another Search check (DC 12) also finds, lying partially concealed close to the skeleton's head, a *golden diamond veil* and *golden black sapphire earring* of the sort made with the jewelcraft trade skill (in Chapter 6: Trade Skills in the *EverQuest: Game Master's Guide*).

Hungry Cube (1): CR 22; Gargantuan ooze; HD 45d10+405+30; hp 685; Init –4 (Dex); Spd 20 ft.; AC 2 [flat-footed 2, touch 2] (–4 size, –4 Dex); BAB +33; Grap +64; Atk slam +38/+32/+26/+20/+14 melee (2d8+13 and 5d6 acid); Face 20 ft. by 20 ft.; Reach 15 ft.; SA acid, engulf; SQ blindsight 60 ft., ooze, ponderous; AL N; Fac none; SV Fort +24, Ref +11, Will +10; Str 28, Dex 3, Con 28, Int –, Wis 1, Cha 1.

Acid (Ex): Metallic and non-living organic materials take 80 points of acid damage for each full round of contact. Weapons that strike the cube must make a Reflex save (DC 41) or dissolve. The cube has an [acid] damage shield (8). The acid doesn't harm stone or glass.

Engulf (Ex): In place of a slam, the cube can move into a Huge or smaller foe's space. The target may take an AoO against the cube, but must then forgo a Reflex save (DC 41) to avoid being engulfed. Engulfed creatures are considered grappled and take slam and acid damage every round. Creatures that make their Reflex save are pushed back or aside (player's choice). The cube may hold up to eight creatures of Huge size, and many more of smaller stature.

1-13. Statue of Fright (EL 3)

In this juncture stands a statue similar to that in Area 1–3, with only slight differences in the shape of the figure to distinguish it. A worshipper of Cazic-Thule who makes an Intelligence check (DC 15) or anyone who makes a *bardic knowledge* (DC 20) or a Knowledge (religion) check (DC 25) can recognize the figure: This statue represents Fright, another of Cazic-Thule's servants.

There is a magical fear trap on the statue. Coming within 10 feet of the statue without speaking a magical phrase (known only to Miragul, Sulon McMoor [see Area 1–19], and the Inzenars [see Area 3–2]) springs the trap, as does an *annul magic* or the like cast on the statue. A successful Search check (DC 20) indicates that the statue's feet are not molded into the platform — the statue merely stands atop the pedestal. Further, a seam runs down the center of the platform, between the figure's legs. Successfully disabling the trap causes the statue to animate for 1 round and step down from the platform. The seam then widens into double doors that open outward, exposing steps leading into the darkness to Area 1–19.

***Trepidation* Trap:** CR 3; *Trepidation* on all targets within 20 feet, Will negates (DC 30); Search (DC 39); Disable Device (DC 39). *Note:* This trap also simultaneously sets off a silent mental alarm that alerts the skeletons in Area 1–14.

1-14. Frightbone Room (EL 24)

This otherwise sparse room is occupied by 7 frightbone skeletons, which stand faintly glowing in the darkness. They respond to the alarm from the statue of their namesake at Area 1–13 and attack any intruders that enter the room.

Note that all undead in Miragul's lair gain *fast healing 1*.

Treasure: Hanging upon a hook set into the east wall is a crown of bone interlaced with gold, a diamond mounted in its center. This is a *bonespun diamond crown* (see the "Bonespun Jewelry" sidebar near the end of this chapter), and it grants any undead wearer arcane bonuses to all resistances (12).

Frightbone Skeletons (7): CR 20; Medium-size undead; HD 25d12; hp 179, 173, 172, 170, 167 (x2), 159; Init +5 (Dex); Spd 30 ft.; AC 28 [flat-footed 23, touch 15] (+5 Dex, +8 natural, +5 armor); BAB +12; Grap +19; Atk +22/+17/+12 melee (1d8+9, crit 19–20/x2, *+2 longsword*), or bone sickle +19/+14/+9 melee (2d4+10 plus lifedrain and *fear*), or +20/+15/+10 melee (1d8+9, crit 19–20/x2, *+2 longsword*) and off-hand bone sickle +17/+12 melee (2d4+3 plus lifedrain and *fear*); SA balelight, lifedrain, *fear*, magic attack +5; SQ undead, damage reduction 8/–, resistances, infravision, see invisible; Resist CR 30, FR 30, MR 30; AL NE; Fac Miragul; SV Fort +8, Ref +13, Will +10; Str 25, Dex 20, Con –, Int 8, Wis 3, Cha 10.

Skills: Hide +14, Listen +21, Search +3, Sneak +14, Spot +21.

Feats: Ambidexterity, Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (longsword).

Balelight (Su): A frightbone skeleton projects an eerie radiance from its empty eye socket that saps the resolve of those who stand against it. Living creatures within 5 feet of the skeleton suffer a –2 penalty on all Will saves.

Lifedrain (Su): The attacks of a frightbone skeleton's sickle-hand can process a vitality-draining power (Proc DC 18) that deals 1d4 points of temporary Constitution damage. The victim receives a Fortitude save (DC 22) for half damage.

Fear (Su): Any opponent struck by the frightbone's sickle-hand must make a Will save (DC 22) or be *frightened* for a number of rounds equal to 1 + the amount by which he failed the save.

Resistances (Ex): Skeletons suffer only half damage from slashing and piercing attacks.

1-15. Miragul's Legions (EL 0 or 49)

Rounding the corner the party encounters a veil of shimmering black fabric that completely occludes what lies behind. Tearing down or peering behind the curtain reveals an alarming sight: three tunnels filled with rank upon rank of fearbone skeletons.

100 each of dreadbone, frightbone, and terrorbone skeletons wait in their respective tunnels, preserved and strengthened over the centuries by the geomantic curves of the area. They do not attack unless they are first attacked, and anyone so foolish as to test their passivity gets what he deserves.

Treasure: The fabric is one of Miragul's many toys, a 10 ft. by 10 ft. sheet that expands up to 40 ft. by 40 ft., adhering perfectly to walls, ceiling, and floor in order to completely block the entrance to whatever surface or area it covers. It is durable and completely waterproof, so serves as an excellent lightweight tent when stretched across a frame, and has bonuses to all resistances of (10). It weighs only 1 pound.

What peculiar circumstance! Truly marvelous juxtaposition! Even as I commence upon my initial researching into certain secrets – which I am far too prudent to comment upon here – a most interesting Erudite pays visitation upon me. Unknown, this Erudite, but he seeks me out by name, claiming a mutual "contact" as our intermediary. Such a way he emphasized that singular word, "contact," that my cogs and sprockets churned me into a daze with the realization of just who or what this contact might be!

He states unequivocally that we will meet again, and soon, and has offered such tantalizing hints of knowledge. Of course, he also hints at prices to be paid, but such is the nature of arrangements, and what price is applied to knowledge?

17 days later: It is time to take stock. My associates and I professed an understanding of the nuts and bolts of our hobby, but Miragul – the aforementioned Erudite visitor, who, ironically, despises the term "Erudite" – works with well-greased gears. This is one who knows his trade, a trade which I previously thought to be my own. Not only this, but he appreciates the merits of advanced engineering and considers applications well outside the toolbox of standard conception. The night does not hold enough hours for us!

Two months since his departure, but our newfound functionality continues to increase dramatically. My associates and I meet more frequently than ever, for during this time of plague we collect tremendous information and subjects for experimentation and expansion of our knowledge base. We follow Miragul's advice in keeping our studies to ourselves, for the Deep Muses may not appreciate our attendance upon the dead and dying, a dark reflection of their own. Inevitably, our advanced learning comes forward into the light awaiting proper recognition, and we will be embraced, but for now we continue honing our tools and hammering theory into practice.

– Skonorus, Collected Writings Volume I

1-16. Miragul's War Machine (EL 30)

If the party reaches Area 1–16a, odd and disconcerting sounds echo toward them from far into the darkness, for any living creature passing through this area awakens Miragul's greatest guardian. (Alternately, this encounter may occur sooner if the characters awaken the War Machine through their actions in Areas 1–2 or 1–5.) The sounds begin with deep grating noises, followed by massive footsteps that reverberate through the cavern floor. As the behemoth approaches, occasional puffs of flame flicker and then quickly fade out, growing larger as Miragul's War Machine draws near.

Tactics: The war machine focuses its efforts on the nearest two targets. It lacks the intelligence to determine the best strategic target, but avoids obvious ambushes and traps. Note that, due to the energies of Miragul's lair, the War Machine's effectively has *fast healing 2*.

Treasure: The War Machine contains a treasure only a gnome could truly appreciate, but which could bring great fame to any party were it delivered to Ak'Anon. Wired into the creature's torso, where a living giant's heart would be found, is a hexagonal cylinder inserted into a mechanical receptor, which in turn connects to various points along the war machine's body through a network of sprockets, cogs, gnomish twine and other Trade Skill (tinkering) ingredients.

The cylinder possesses a bright cyan glow and very faintly hums with power. This is a *mana battery Mark VI*, an object of tinkering lore that has never, to the knowledge of the Master Tinkerers of Ak'Anon, passed the stage of hypothesis. How Miragul came by such an item would be a compelling mystery for any gnome, but given the Arch Necromancer's possession of the mana battery and a tinkered beast, eyes must turn to the Mines of Malfunction — certainly a story for another time.

Miragul's War Machine: CR 30; Gargantuan undead; HD 60d12; hp 550; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 39 [flat-footed 38, touch 7] (–4 size, +1 Dex, +24 natural, +8 armor); BAB +30; Grap +59; Atk +47/+42/+37/+32/+27 melee (4d8+28, crit 19–20/x3, *+3 Colossal halberd*) and tail slap +38 melee (4d6+17 and buffet); Face 20 ft. by 40 ft.; Reach 20 ft.; SA flamespray, lifedrain, buffet, trample 6d8+25, tail sweep; SQ undead, infravision, see invisible, cold immunity, resistances, SR 32, damage reduction 30/+5 and 10/–, fast healing 1; Resist MR 30, SoR 30; AL NE; Fac Miragul; SV Fort +22, Ref +23, Will +32; Str 45, Dex 12, Con –, Int 6, Wis 10, Cha 1.

Skills: Listen +40, Search +24, Spot +40.

Feats: Cleave, Double Attack, Finishing Blow, Great Cleave, Great Fortitude, Improved Critical (halberd), Improved Initiative, Lightning Reflexes, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (halberd).

Flamespray (Ex): At will, as an attack action; 40-foot cone for (8d10)x2 points of fire damage (Reflex half, DC 40).

Lifedrain (Su): The War Machine's melee attacks can process (Proc DC 18) a vitality-draining power that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 40) for half damage.

Trample (Ex): Miragul's War Machine can trample creatures of Huge or smaller size as an attack action each round, dealing 6d8+25 points of blunt damage. The trampled

opponent may make an attack of opportunity at a –4 penalty or attempt a Reflex save (DC 57) for half damage.

Buffet (Ex): Any Huge or smaller creature that is struck by the War Machine's tail slap (but not its tail sweep) must make a Reflex save (DC 57) or be *blown away* (see *EverQuest: Game Master's Guide*, p. 43).

Tail Sweep (Ex): Miragul's War Machine can sweep with its tail as an attack action; it may also use this attack in place of its tail slap as part of a full attack action. The sweep automatically deals 2d6+25 points of damage (Reflex half, DC 40) to all Medium-size or smaller creatures in a half-circle with a radius of 30 feet, centered on its rear. Any Small or smaller creature affected by the war machine's tail sweep must make a Reflex save (DC 40) or be *blown away* (see *EverQuest: Game Master's Guide*, p. 43).

See Invisible (Su): Miragul's War Machine can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

Resistances (Ex): Miragul's War Machine takes only half damage from slashing or piercing attacks.

1-17a. Terrorbone Trap (EL 1)

A trap has been set here, a silent alarm set to alert the guardians in Area 1–17 should any living creature walk past here without first uttering the password (known only to Miragul, Sulon McMoor [see Area 1–19], and the Inzenars [see Area 3–2]).

Alarm Trap: CR 1; triggers a silent mental alarm that summons the terrorbone skeletons at Area 1–17; Search (DC 30); Disable Device (DC 25).

1-17. Terrorbone Guardians (EL 24)

This room contains equipment for the modification of lesser skeletons into greater guardians like fearbones. In fact, 6 terrorbone skeletons stand within the room and are quick to respond to trespassers triggering the alarm at Area 1–17a.

Note that all undead in Miragul's lair gain *fast healing 1*.

Terrorbone Skeletons (6): CR 20; Large undead [cold]; HD 26d12; hp 192, 190, 181, 162, 154, 142; Init +3 (Dex); Spd 30 ft.; AC 29 [flat-footed 26, touch 12] (–1 size, +3 Dex, +10 natural, +7 armor); BAB +13; Grap +25; Atk +23/+17/+11 melee (2d6+10, crit 19–20/x2, *+2 greatsword*), or bone pick +20/+15/+10 melee (1d8+12 plus chill touch), or +21/+15/+9 melee (2d6+10, crit 19–20/x2, *+2 greatsword*) and off-hand bone pick +18/+13 melee (1d8+4 plus chill touch); Reach 10 ft.; SA lifedrain, chill touch, magic attack +5; SQ undead, damage reduction 8/–, resistances, nimbus of frost, cold subtype, infravision, see invisible; Resist ER 30, MR 30, SoR 30; AL NE; Fac Miragul; SV Fort +8, Ref +12, Will +15; Str 27, Dex 17, Con –, Int 6, Wis 10, Cha 1.

Skills: Hide +8, Listen +25, Sneak +10, Spot +25.

Feats: Ambidexterity, Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (greatsword).

Chill Touch (Su): Any opponent struck by the terrorbone's pick-hand takes an additional 3d6 points of cold damage (no save). Further, the creature must make a successful Fortitude save (DC 23) or take 1d4+1 points of temporary Strength damage.

Nimbus of Frost (Su): During combat, terrorbone skeletons radiate a debilitating aura of cold, effectively imposing a penalty of cold resistance (–6) in a 5-foot radius. Note that a resistance penalty can never reduce a creature's resistance to less than (0).

Cold Subtype (Ex): Terrorbone skeletons are immune to the effects of cold, but take double damage from fire except on a successful save.

Resistances (Ex): Skeletons suffer only half damage from slashing and piercing attacks.

1-18. The Hall of the Defeated

This hall extends deeply into the earth but not so smoothly as other passages in Miragul's lair. Alcoves contain statues of individuals of all races. Plaques upon each pedestal reveal their names and backgrounds: Naktum, Ogre Warlord; Jantiz, Iksar Lord of the Grave; Pantoj, Human Master of Elements; and many others. Several of the 21 statues are Erudites, and one of these is labeled, "Izerran Cortovo, High Councilor of Erudin." The faces of each statue are as death masks, displaying the terror of imminent death. Each statue holds a bejeweled gold box the size of two human fists placed side-by-side. The boxes are impossible to remove without breaking the fingers of the statue.

However, 3 of the 21 statues have boxes that remain open, and the statues corresponding to these boxes have blank plaques. These boxes cannot be closed, and are seemingly indestructible and unmovable. These boxes can be filled by the souls of those slain by Miragul's lich within the lair (see Miragul in Area 3–8).

Each box is a phylactery, the closed ones each containing the trapped soul of one of Miragul's defeated enemies, as represented by the statue in his or her image. Opening such a box by mundane means is impossible. Magical influence, immersion in lava, or other such overwhelming forces destroy both the box and the soul trapped within it. Only by taking advantage of the phylacteries' singular weakness can their seals be cracked and the soul freed. This weakness is known only to Zekem (see Area 3–3) and to Miragul himself; a Knowledge (mysticism) check (DC 38) is required merely to know that such a weakness exists. In Miragul's case, the phylacteries' weakness stems from a phobia of his own: an aversion to the ocean. These phylacteries (as well as Miragul's own) open if immersed in salt water. This is an important secret, one known only to Miragul himself; it should not be given away, but should perhaps surface due to the ingenuity of the players in light of subtle clues presented throughout the course of this adventure.

There is an illusory wall behind the alcove labeled 1–18a. In this space is another firepot identical to those found in other parts of the upper caverns. Stepping into the flames here teleports the character to the firepot in Area 1–9.

1-19. The Grove (EL 0 or 39)

This vast cavern extends a great distance, smoothly curving in a manner similar to other areas of the lair. As elsewhere, the walls rise into the darkness (the hidden ceiling is just over 30 yards above) and bend in a pattern that seems to follow the cavern's outer walls — another hint of geomancy at work. Grainy, mildewed soil covers this cavern's floor, generally loose, but firmer in some places. Several dozen trees somehow manage to exist here, though each is dull, gray, and totally bare of leaves —

Sulon McMoor

Sulon McMoor's parents were wool merchants of the Karanas, wealthy enough to afford an education for their only son. Sulon's affinity for magical pursuits quickly surfaced, resulting in great friction with a father eager for his son to inherit the family trade. Plague ended the dispute in Sulon's favor, however, which drew the young man to seek the cult of Bertoxxulous. The ease of this whole process later prompted Sulon to wonder if the cult had instigated the death of his parents for just this reason, a question Sulon still occasionally ponders to this day.

Sulon learned early on to revere the name of Miragul as the paragon of necromantic achievement. Enticed by signs of Miragul's continued existence, Sulon sought him for seven full years before the necromancer's agents approached him with an offer of apprenticeship. Sulon graciously accepted and studied with the already-ancient Miragul for over a decade, ably absorbing all the necromancer had to teach. Sulon never truly cared to exceed his master in the dark arts, but Miragul eventually found his protégé too ambitious, too eager to acquire Miragul's deepest magical secrets. Miragul gradually distanced himself from Sulon, leaving the acolyte to tend to his lair's needs while the necromancer himself pursued his own occult interests. Pained by this exclusion, Sulon nonetheless remained in Miragul's service. He has served faithfully in all ways, hoping that Miragul would forgive his ambition, renew his lessons, and perhaps share the reward of true immortality. This devotion never extended beyond Miragul, though; to this day, Sulon despises the Inzenars and Zekem, having long felt replaced by each as Miragul's favorite.

Miragul's failed transformation into a lich strengthened Sulon's resolve. If he could undo his master's failure, doubtless Miragul would reward him properly. Sulon found his research hampered by the lich's paranoia, however, so he turned his efforts elsewhere, seeking lore that might solve his dilemma. During one such sojourn from the lair, the glass spectres and dreamreapers arrived, and again Sulon found his efforts hindered. The spectres bound Sulon into their plots with pacts enforcing his compliance. The aging acolyte served dutifully and was rewarded with the means to extend his life for several centuries. As Sulon's knowledge of the spectres' goals increased, though, so too did his desperation. Seeking to call attention to the lair and events within, Sulon recently released the Blight from its grotto. His hope now is that those who answer the signal are strong enough to defeat the spectres but unwise enough to let his master live.

Sulon's body is sturdy despite its apparent frailty, the product of centuries of necromantic preservation. His face is pale, yet slightly leathery from long exposure to the bitter cold of the North; long, white hair frames handsome blue eyes. Robes and gloves conceal the rest of his wiry frame, but cannot hide the fact that Sulon's final days are no more than a few years away.

Though a capable necromancer, Sulon avoids combat when possible and certainly won't seek to engage more than one character at a time. Fortunately, his command over the petrified treants allows him a position of strength against intruders. If forced into combat, Sulon always uses his spells to turn the odds in his favor, seeking to effect an escape if he feels overwhelmed.

Further, a type 14 skeletal pet guards Sulon at all times. The warping effects of the lair have altered this pet, granting it 25% more hit points, +1 to attacks and damage, but a –4 penalty to its Armor Class (Sulon summoned the pet while his robes were inactive). The skeleton wields two *bone-hilted companion's blades* (see Appendix Two).

Sulon's full set of spellbooks is safely hidden away somewhere; if the GM wishes, she should feel free to decide what other spells he knows.

Sulon McMoor, Male Human, Exp 1/Nec 27: CR 27; Medium-size humanoid [human] (5 ft., 9 in.); HD 1d6+4 (Exp) plus 27d4+108 (Nec); hp 180; Init +3 (–1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 [flat-footed 13, touch 9] (–1 Dex, +4 armor); BAB +13; Grap +13; Atk +14/+10/+6/+2 melee (1d3, crit 19–20/x2, masterwork dagger), or +12 ranged; SA spells; SQ death masteries (all), Greater Specialization (alteration); Resist AR 8, CR 18, DR 10, ER 8, FR 8, MR 10, PR 10, SoR 8; AL OE; Fac Miragul; SV Fort +20, Ref +12, Will +23; Str 10, Dex 9, Con 18, Int 28 (24), Wis 14, Cha 9 (7).

Skills: Channeling +28, Intimidate +4, Knowledge (folklore) +12, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (monster lore [undead]) +27, Knowledge (mysticism) +31, Knowledge (religion) +19, Listen +9, Meditation +39, Sense Motive +10, Search +10, Sneak +4, Spellcraft +29, Spot +7, Undead Empathy +19.

Languages: Common (5), Erudite (5), Old Erudian (5), Teir'Dal (4), Barbarian (3).

Feats: Improved Initiative, Mental Clarity, Mystic Capacity, Quicken Spell, School Specialization (alteration).

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Annul magic* (13), *augmentation of death* (38), *demilich* (0), *immobilize* (47; quickened), *pyrocuror* (61), *quivering veil of Xarn* (23), *touch of night* (62), *trepidation* (7), *vexing mordania* (75).

Traveling Spellbook: Annul magic, augmentation of death, dead man floating, dead men floating, demilich, dread of night, immobilize, manaskin, pyrocuror, quivering veil of Xarn, resist cold, servant of bones, shield of the magi, spluet, touch of night, trepidation, vexing mordania.

Mana Pool: 490 / 352.

Possessions: Robes of the Steward (see Appendix Two), *platinum diamond ring* (all resistances [8]), *golden blue diamond bracelet* (+4 to all saves, +4 mana), traveling spellbook.

Sulon McMoor (buffed with *dead man floating, manaskin, resist cold,* and *shield of the magi*): hp 240, plus (2d10+3)x10 vs. spells or spell-like abilities only; AC 17 [flat-footed 17, touch 9] (–1 Dex, +8 armor); SQ *enduring breath, levitate, see invisible,* +7 poison saves, recover 1 mana/10 min., +4 cold saves, +3 magic saves; Resist AR 8, CR 34, DR 10, ER 8, FR 8, MR 20, PR 38, SoR 8.

Sulon's Skeletal Companion, Type 14 (buffed with *augmentation of death*): CR –; Huge undead; HD 27d12; hp 215; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 30 [flat-footed 26, touch 12] (–2 size, +1 Dex, +18 natural, –4 profane, +3 haste, +4 deflection); BAB +13; Grap +36; Atk +24/+18/+12 melee (2d6+24, crit 19–20/x2, *bone-hilted companion's blade*), +19 melee (2d6+9, crit 19–20/x2, *bone-hilted companion's blade*), and slam +22 melee (2d6+15 and *daze*); Face 10 ft. by 10 ft.; Reach 15 ft.; SA magic attack +5, lifedrain, flying kick; SQ haste (7) [1 or 2 extra attack actions every round], undead, infravision, see invisible, damage reduction 20/+3, SR 22, immunities; AL N; Fac none; SV Fort +9, Ref +10, Will +14; Str 40 (32), Dex 13, Con –, Int 7, Wis 9, Cha 1.

Skills: Jump +29, Listen +18, Spot +18, Taunt +20.

Feats: Dual Wield, Improved Initiative, Improved Slam, Power Attack, Slam.

Lifedrain (Su): The companion's melee attacks can process a vitality-draining power (Proc DC 18) that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 23) for half damage.

Flying Kick (Ex): This attack requires the skeletal companion to move at least 10 feet and make a Jump check (DC 15). If successful, it may make a single attack that deals 10d6+14 points of damage if it hits. If the flying kick hits, the skeletal companion may also, as a free action, make a bull rush attack against the target with a +8 circumstance bonus on the bull rush check. This action does not provoke an attack of opportunity. The skeletal companion may not make any other attacks in the round it performs a flying kick.

Immunities (Ex): Skeletal companions are immune to cold damage and take only half damage from slashing or piercing weapons.

obviously the source for much of the furniture in the lair. In the distance, once the party moves at least 60 feet into the cavern, a dim bluish glow lends cold light to the cavern ahead.

Brushing away a layer of the hard-packed sections of earth reveals a horrific sight: The tightly packed bodies of goblins, barbarians, and wildlife slowly decay beneath the soil. Some of them remain slightly warm to the touch and even twitch if prodded, but they do not otherwise respond. Upon closer examination, tree roots pierce the spines of the more well-preserved creatures. A Search check (DC 20) reveals that the roots pulse very slightly in an apparent exchange of fluids.

Of course, the "trees" are actually petrified treants: Allow each PC a Spot check (DC 35) once they are within the range of vision of the trees to discern some flicker of unnatural movement or the like, thus raising suspicion as to the trees' actual purpose and mobility.

Heading deeper into the grove, the characters see the source of the blue light: a 15-foot tall statue of some massively armored humanoid. As in Areas 1–3 and 1–13, a worshipper of Cazic-Thule who makes an Intelligence check (DC 15) or anyone who makes a *bardic knowledge* (DC 20) or a Knowledge (religion) check (DC 25) may recognize the statue as a representation of a servant of the God of Fear, in this case Terror.

Once the characters get within 30 feet of the statue, they may make a Spot check opposed to the treants' Hide checks (+5 bonus) to notice that the trees have begun moving toward them. Those familiar with such creatures recognize them as being similar to treants, but gray, dead, and cold, with sharpened tips to their leafless limbs and two malevolent golden eyes peering out of the bark. The petrified treants do not move quickly, but they number 52 in all, and the peculiar layout of the grove means easily choked off escape routes.

Further, a PC who makes a Spot check (DC 30) at this point also notices a man observing them dispassionately from just beyond statue. He fixes his gaze on anyone who hails him, but does not respond unless the characters ask him for aid or beg for their lives. If they do either, he raises a hand; the treants immediately halt their attacks and release any PCs they have already caught, but do not release any other captives. He approaches only near enough to speak without shouting. A forbidding skeleton, nearly 17 feet tall — the man's necromantic servant — flanks him.

The man, Sulon McMoor (see sidebar), understands intuitively the reason for the party's intrusion, but asks them their reasons anyway, seeking to gauge possible opponents or allies by their answers (and his Sense Motive check results). Unless the PCs are particularly powerful, it is unlikely they can escape the petrified treants, so Sulon privately considers them his captives. If the characters seem open to dialogue, Sulon questions them carefully. If satisfied, he invites the characters to aid him.

Sulon knows that Miragul's transformation to lichdom was imperfect and wishes to undo the ritual, secretly hoping that Miragul will reward him with magical knowledge to further extend his life. Indeed, Sulon released the Blight from Miragul's lair with the intention of attracting just such a group as the party. Sulon can say no more regarding what awaits the characters below, nor can he aid them (due to pacts forced upon him by the glass spectres). However, if the characters bring him Miragul's phylactery (see Area 3–4), he believes he can either reverse the process or undo the magic that animates the lich. Sulon is earnest in everything he says, although entirely ignorant of the phylactery's disappearance. He would not receive such news calmly.

By the time the characters encounter Sulon (assuming he has heard or seen their approach or heard the activation of Miragul's War Machine at some point in the last 4 hours), he will have buffed himself with several long-lasting spells and then prepared other spells, as listed in his stat block. In this case, he has a current mana pool equal to the number after the slash in his Mana Pool entry.

Petrified Treants (52): CR 23; Huge plant; HD 21d8+210; hp 304; Init –2 (Dex); Spd 20 ft. (can't run); AC 29 [flat-footed 29, touch 6] (–2 size, –2 Dex, +23 natural); BAB +15; Grap +34; Atk 2 slams +24 melee (2d8+11); Face 10 ft. by 10 ft.; Reach 15 ft.; SA trip, improved grab, pin, paralytic infusion; SQ damage reduction 12/–, resistances, SR 25, shatterskin, plant; Resist CR 25, FR 30, MR 30; AL NE; Fac Miragul; SV Fort +22, Ref +5, Will +8; Str 33, Dex 7, Con 30, Int 11, Wis 12, Cha 5.

Skills: Hide +5*, Listen +18, Sense Motive +12, Spot +13, Undead Empathy +9. If standing motionless within a largely dead or burnt out forest, petrified treants receive a +20 racial bonus to Hide checks.

Trip (Ex): Once per round as a free action, a petrified treant can use its roots to make a trip attempt against any one opponent of its own size or smaller within its reach. This attack does not provoke attacks of opportunity, and if the attack fails, the opponent may not try to trip the treant in response.

Improved Grab (Ex): A petrified treant must hit with a slam attack to use this ability. See Appendix One for more details.

Pin (Ex): A petrified treant can use its massive roots to pin a held or prone opponent to the ground beneath it. If an opponent is prone, the treant merely needs to move over the opponent's square as part of its move action; a held

creature may be transferred directly to the pin. A creature pinned in this way takes the treant's slam damage every round, but this is applied as subdual damage rather than normal damage. Further, if the treant succeeds at a grapple check against the pinned target, he is considered *helpless* (see *EverQuest: Game Master's Guide*, p. 44) for the following round.

Paralytic Infusion (Ex): The petrified treant inserts one of its roots into a helpless opponent, injecting it with a soporific chemical that renders the target comatose and helpless (Fort negates, DC 30) until the root is removed and for 2d12 hours thereafter. See Appendix One for more details.

Resistances (Ex): Petrified treants take only half damage from piercing weapons (halve such damage before applying the treant's damage reduction).

Shatterskin (Ex): The wielder of any weapon that has a hardness of 11 or less used against a petrified treant must make a Reflex save (DC 30) or the weapon suffers the same amount of damage that it would have dealt to the treant (before damage reduction).

1-20. The Waterfall of Souls (EL 23)

Here the winding cavern ends in a cliff that drops down into the darkness below. The walls all around still rise high into the darkness, and from that height a continuous stream of chilling water falls into dark and hidden depths; the sound is loud, but strangely muted given the nature of Miragul's lair.

The waterfall feeds a subterranean lake roughly 110 feet below this area, the edge of which laps up against the lower caverns of the lair. Set against the wall opposite the water sits a firepot identical to that in Area 1–9, which transports those stepping into it to the center of the Grotto (Area 1–1).

A character who carefully watches the mist rising from the waterfall may make a Spot check (DC 20) to notice a series of spectral steps spiraling downward. These stairs are actually solid, and may be mounted safely from atop the cliff. Stepping onto the staircase sends faint ripples of illumination down the steps, lighting the character's way. Looking closely at the misty walkway reveals that it's comprised of ghostly images of trapped souls — sad, distant, and unresponsive.

Beyond halfway down the staircase, vision is obscured beyond 30 feet by the mist in the air, in addition to the pall of darkness common the lair, so the PCs will not be able to discern easily how large the lake might be (in any case, Miragul's lair travels away from the lake at Area 2–1). The mist provides half concealment (20% miss chance) within 30 feet.

Characters may attempt to climb down the cliff to reach Area 2–1. This is possible, but the walls are unnaturally smooth, like most of the walls in Miragul's lair, and they are made slippery by the heavy condensation. The Climb DC to scale the walls here is 30, and the wall can be climbed at only half one's usual climbing speed due to the slimy and treacherous surface of the rock. A character who falls takes half of the falling damage as subdual damage (the other half is still normal damage) due to landing in water.

The water in the lake is over 30 feet deep at its deepest point, but is only 15 feet or so under the ghostly stairs. The depth rises gradually toward the edges of the pool, being only a few feet deep within 10 feet of the shoreline, so climbing out of the water is an easy matter (no Climb check required).

However, within the water, well out of sight of casual observation, 5 unliving ice-spawn terrors (see Appendix One) lie in wait. Their lake forms one end of an underground river that terminates in Permafrost, in pools occupied by icy terrors. They can sense the vibrations of the PCs' footfalls on the spectral stairs (since the stairs are in actuality solid), and attempt to pull intruders off the staircase into the icy cold, murky water. No more than two can attack a character on the stairway at a time.

Characters who set foot in the Vestibule (Area 2–1) are immediately safe from the undead terrors, though their companions still on the stairs may not be.

For purposes of Swim checks, the lake near Area 2–1 is "calm" (DC 10). Those who wish to fight or cast spells in calm water must first make a Swim check (DC 15) as a move action to do so (and thus they cannot take a full attack action or cast spells with longer than a 1-action casting time while in the water). Be sure to apply weight modifiers to all Swim checks for characters with heavy armor or gear (see "Swim" in *EverQuest: Player's Handbook*, p. 122).

Non-aquatic creatures attempting to fight while swimming lose their Dexterity bonus to AC (if any) and may not make attacks of opportunity; further, they suffer a –8 circumstance penalty to attacks, although this penalty is reduced to only –4 if they use a piercing weapon. A character trying to cast a spell in the water must make a Channeling check (DC 15 + spell level) as part of the casting action.

Unliving Ice-Spawn Terrors (5): CR 15; Huge undead [aquatic, cold]; HD 37d12; hp 255, 244, 233, 226, 225; Init +3 (–1 Dex, +4 Improved Initiative); Spd 20 ft., swim 30 ft.; AC 28 [flat-footed 28, touch 7] (–2 size, –1 Dex, +21 natural); BAB +18; Grap +37; Atk 5 tentacles +27 melee (2d6+11) and bite +22 melee (4d6+5); Face 10 ft. by 20 ft.; Reach 10 ft. (30 ft. tentacles); SA improved grab, constrict 2d6+11; SQ undead, cold subtype, damage reduction 37/+4, fast healing 10, pulse, tremorsense 60 ft., faceless, light-sensitive; AL NE; Fac none; SV Fort +14, Ref +11, Will +25; Str 32, Dex 8, Con –, Int 12, Wis 16, Cha 8.

Skills: Climb +15, Hide +11*, Knowledge (local lore) +13, Listen +15, Sneak +19, Swim +25. When submerged, they receive a +12 bonus to Hide checks against creatures that are not submerged.

Feats: Great Fortitude, Improved Initiative, Iron Will, Parry, Power Attack, Riposte.

Improved Grab (Ex): An unliving icy terror that hits any opponent of its own size or smaller with a tentacle attack may use this ability.

Constrict (Ex): An unliving icy terror deals 1d8+5 points of damage with a successful grapple check.

Pulse (Su): As a move action, an unliving icy terror can emit a pulse of energy that allows it to jet up to 180 feet through water.

Faceless (Ex): Not subject to critical hits; cannot be flanked. They cannot "see," but can sense their environment in all directions simultaneously by means of subtle

vibrations, whether in the water or on the ground nearby. An icy terror is considered blind to the presence of flying creatures until they touch down.

Light-Sensitive (Ex): Unliving icy terrors cannot stand bright light. When exposed to bright light (for instance, within the light radius of a lit torch — which is only 10 feet in Miragul's lair), it takes 1d4 points of damage every round; further, it must make a Reflex save (DC 20) or be *dazed* for 1d4 rounds. Icy terrors take double damage from damaging spells or effects with the [light] descriptor, and are blinded for twice the usual duration by spells such as *flash of light*.

The Lower Caverns

The atmosphere changes very little upon descent into the Lower Caverns. The cold still bites deeply, and the darkness crawls over flesh like a horde of tiny insects. At first glance, these caverns seem natural in appearance, but examination of the walls and floor reveals a nearly transparent substance coating every stone surface, much like glaze upon pottery. This has an unsettling effect on reflecting light, creating momentary faces twisted in agony, hunched and misshapen bodies and deformed arms reaching out toward the corner of an eye. Figures in the floor seem intent upon pulling the characters into the stone, but these vanish at a glance. Whether truly haunted by malevolent spirits or simply designed to promote mirages, the walls are not wholly natural.

Here, Miragul divided treasures and lore among the caves and constructed sentinels to guard each horde. These custodians do not leave their caves unless forced to do so and return as quickly as possible once free of constraints, even if it means the escape of potential thieves.

Difficulty Level: 25–26.

Entrances: Spectral stairway from Area 1–20.

Exits: The firepots in Area 2–4.

Random Encounters: Check once every 30 minutes on 1d20:

1.	Lich of Miragul (and his 2 pets) and 1 glass spectre*
2–4.	1d3–1 dreadbone skeletons* (min. 1)
5–7.	1d3–1 frightbone skeletons* (min. 1)
8–10.	1d3–1 terrorbone skeletons* (min. 1)
11–20.	No encounter

*See Appendix One herein.

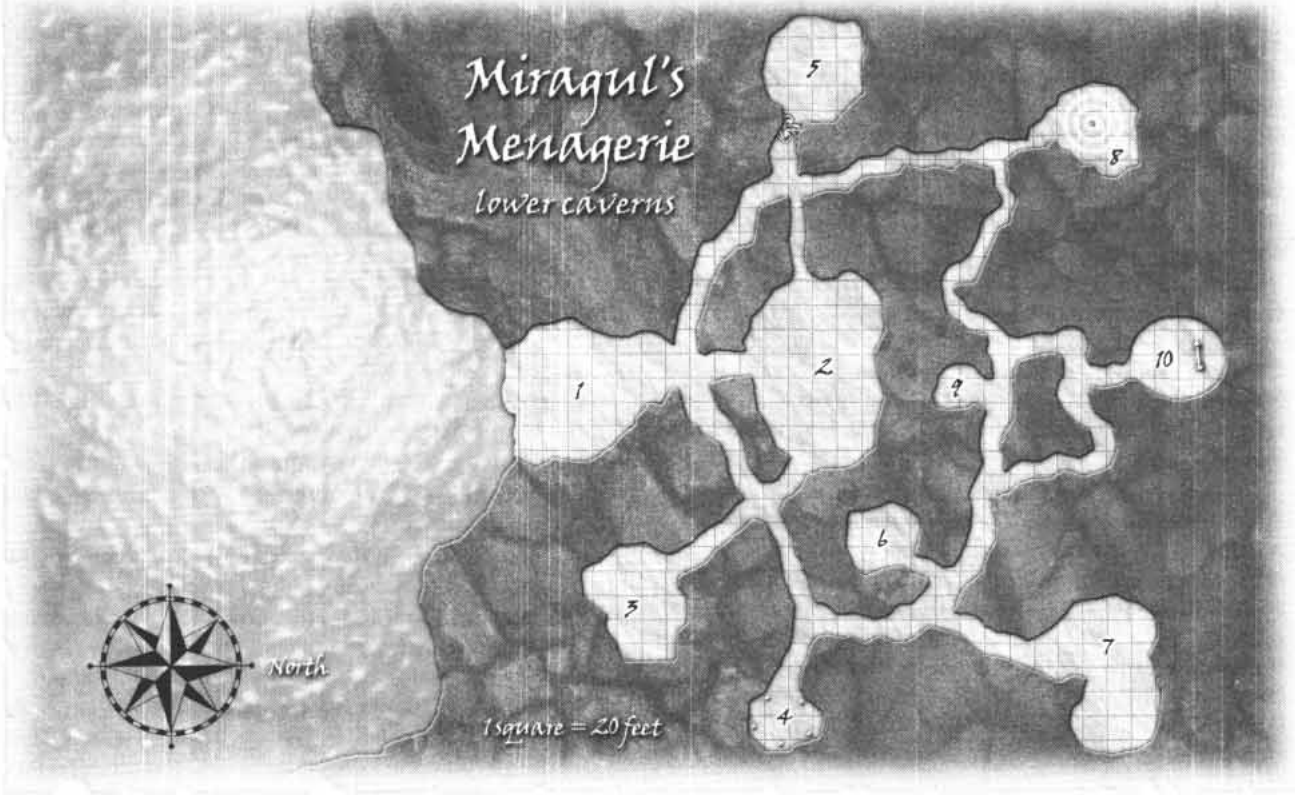
Detections: None.

Shielding: As Upper Caverns.

Continuous Effects: As Upper Caverns, plus:

Curse of Bertoxxulous: Due to the presence of the *Idol of Bertoxxulous* (see Appendix Two) in Area 2–5, all living creatures (i.e., those with Constitution scores) in the Lower Caverns who do not worship Bertoxxulous suffer a penalty of disease resistance (–5) and a –1 penalty to disease saves; these penalties increase to disease resistance (–10) and a –2 penalty to disease saves for those who are of good alignment. There is no save against this effect, and spell resistance does not apply. A resistance penalty can never reduce a creature's resistance to less than (0).

Standard Features: As Upper Caverns, plus all walls on this level deal 1d3 points of magic damage per round to any creature touching them.



2-1. The Vestibule (EL 0 or 28)

The ghostly stairway comes to and end within this spacious cavern. Unexpectedly, tapestries and rugs decorate much of this cave, with a variety of comfortable antique chairs to rest upon while viewing the lavish furnishings. The air is perfectly dry, despite the presence of a waterfall and an underground lake not more than a few dozen yards away. A number of exceptionally crafted musical instruments wait for a performer, including a harp, flute, lyre, hand drum, lute, and the curved horn of some unknown beast.

This area is as restful as it seems. No wandering encounters ever take place here, nor will pursuing creatures from elsewhere in the Caverns (Upper or Lower) fight in this area. If any character experiments with or plays one of the musical instruments found in the room, several spectral figures appear and lift the other instruments to accompany. Each of the musical instruments is exquisite, easily worth 1,000 gp (twice that for the harp), and grants any player a +2 enhancement bonus on the appropriate Play Instrument or Perform checks. Players may play or handle the instruments as they wish, but if they attempt to leave the area with them, then one of Miragul's thralls, Zarkel the bard, manifests as a spectral figure dressed in fine chainmail and faded troubadour's finery, black motes pulsating within his body, and attacks ruthlessly.

Zarkel, a famous bard who left Qeynos over 1,000 years ago in search of fame and glory, remembers little more than his name and the image of the loved one he left behind. He and his companions sought to end the devastation wrought by Miragul's black shroud. The bard's companions perished, mercifully; Miragul kept Zarkel's spirit, though, only to make him a servant.

As a special property of this area, Zarkel does not need to play his own instruments; the spiritual players materialize and play along to the battle, energizing the ghostly minstrel's songs with their music. In game terms, Zarkel may use his spell-like abilities (bard songs) and make his Play Instrument checks, as appropriate, without actually having to hold an instrument, leaving him free to fight or take other actions even while gaining the instrument bonuses for his songs. He makes his own Play Instrument checks normally, as applicable — his spectral companions merely provide the "hands" for him.

Tactics: Zarkel attacks with *Denon's desperate dirge* only if the party is closely gathered. He'll attempt to strike any clerics or healers with *Selo's assonant strane* and, if he catches them casting, with *Brusco's bombastic bellow*. Against a single melee attacker he invokes *Largo's absonant binding*; against multiple melee opponents he relies on *Selo's chords of cessation* and *Denon's disruptive discord*. To enhance his own attacks, Zarkel sings *Nillipus's march of the wee* while protecting himself from hostile magical effects with *guardian rhythms*.

Treasure: All that remains of Zarkel upon his passing is an amulet intricately carved with the symbol of The Wind Spirit's Song, home of the bard guild in Qeynos. If consulted, lore masters among the bards tell the characters that Zarkel disappeared in Everfrost many long centuries ago, having attempted — with an array of other powerful heroes — to counter the black hole of Miragul. The bards offer 10,000 gp for the amulet, and up to 20,000 gp if the characters balk at selling. Refusing to sell may result in future performances targeting the characters with mockery. If the party includes a bard, they bestow great praise upon the character and all members of the party gain +1 faction.

Reunion

If the characters have met the Keening Woman in the Upper Caverns, there is an opportunity to bring an end to a millennium of suffering. When calm, the Keening Woman hums a certain little tune to herself. Anyone who makes an Intelligence or *bardic knowledge* check (DC 20) followed by a Perform (singing) check (DC 10) can hum this melody to Zarkel, who immediately halts his attack as the remaining shreds of humanity left within him take hold. The characters may then easily persuade Zarkel to follow them back to the Keening Woman if they describe her accurately.

Upon the reunion of the two ghosts, black veins swell and ripple across Zarkel's form. The scene, however, should culminate according to the GM's wishes. Zarkel may perish, utterly consumed by the dark powers that originally destroyed him. He may overcome the attack and reunite with his beloved, the two disappearing with a strain of ethereal music. Alternately, his success or failure might depend upon magical or moral support from the characters.

Successfully reuniting Zarkel and the Keening Woman (whose name is, it turns out, Miriel) grants a story reward of 2,000 xp to each of the characters involved. Also, any characters who suffered negative levels from combat with Zarkel gain a +8 circumstance bonus on saving throws to eliminate those negative levels after 24 hours.

Zarkel, Spectral Male Human, Brd 26: CR 28; Medium-size undead [incorporeal]; HD 26d12; hp 239; Init +11 (+7 Dex, +4 Improved Initiative); Spd fly 30 ft. (perfect); AC 23 [flat-footed 16, touch 23] (+7 Dex, +6 deflection); BAB +19; Grap n/a; Atk touch +26/+23/+20/+17/+14 melee (1d10+5 and energy drain proc, spectral rapier), or +26 ranged; SA energy drain, spell-like abilities; SQ undead, incorporeal, death blast, renewal, damage reduction 20/+4, resistances, bardic knowledge, disciplines (Fearless, Resistant); Resist MR 30, SoR 50; AL OE; Fac Miragul; SV Fort +8, Ref +22, Will +11; Str –, Dex 24, Con –, Int 16, Wis 11, Cha 23.

Skills: Appraise +9, Bluff +12, Diplomacy +17, Gather Information +18, Hide +20, Listen +26, Meditation +19, Perform (singing) +35, Pick Lock +17, Play Brass Instrument +26, Play Percussion Instrument +22, Play String Instrument +22, Play Wind Instrument +22, Search +13, Sense Heading +13, Sense Motive +13, Taunt +19, Tumble +20, Wilderness Lore +13.

Languages: Common (6), Old Erudian (6), Elder Elvish (6), Ancient Barbarian (5).

Feats: Dodge, Double Attack, Improved Initiative, Weapon Finesse (rapier).

Energy Drain (Su): Zarkel's melee attacks can process (Proc DC 22) an energy-draining effect that inflicts 1 negative level. After 24 hours, the victim may attempt a Fortitude save (DC 29) to remove the negative level.

Spell-Like Abilities (mana cost, where applicable): *Brusco's bombastic bellow, Denon's desperate dirge* (130), *Denon's disruptive discord, guardian rhythms, Largo's absonant binding, Nillipus's march of the wee, Selo's assonant strane, Selo's chords of cessation.*

Mana Pool: 312.

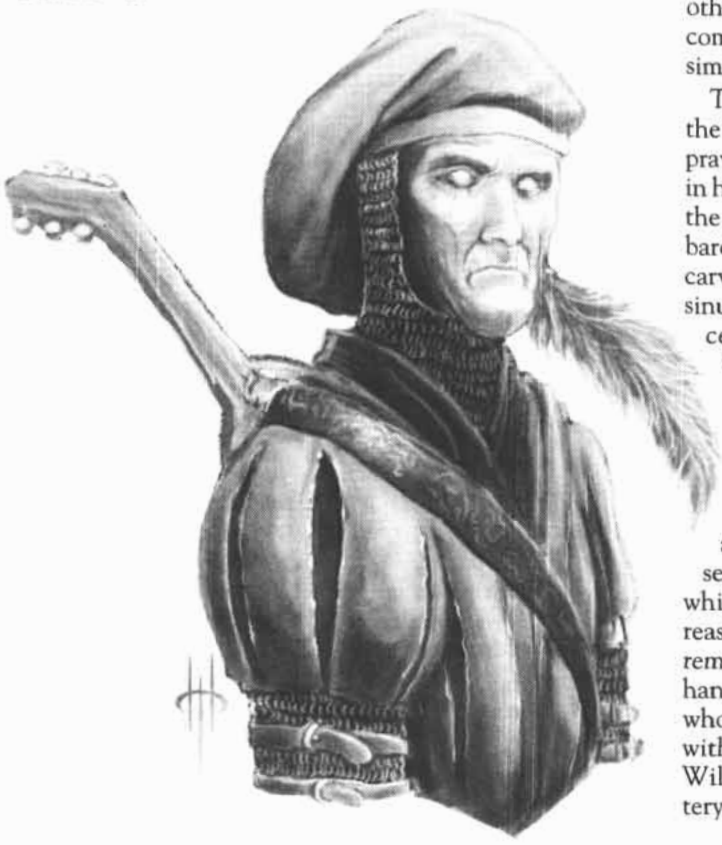
Death Blast (Su): When Zarkel is reduced to 0 hp or less, he explodes in a cloud of black motes that penetrate armor, flesh, and spirit of all those within 20 feet, dealing 2 points of temporary Constitution damage (Reflex half, DC 29). As the motes fade from existence, the attendant spirits take up available instruments and play a short funereal dirge before fading away.

Renewal (Su): Zarkel inevitably returns to existence 1 hour after he is destroyed, mindful of those who slew him but not vengeful. This cycle of renewal ends only when his desires are appeased (i.e., when he is released from servitude by finding his wife, the Keening Woman).

Resistances (Ex): Zarkel receives a +4 bonus to all saving throws against attacks with the [sonic] descriptor.

Zarkel (buffed with twisted *guardian rhythms* and *Nillipus's march of the wee*, and with the Resistant discipline): hp 239; Init +14 (+10 Dex, +4 Improved Initiative); AC 30 [flat-footed 18, touch 30] (+10 Dex, +6 deflection, +2 dodge, +2 luck); Atk touch +29/+26/+23/+20/+17 melee (1d10+5 and energy drain proc, spectral rapier), or +29 ranged; SQ damage reduction 8/–, SR 32; Resist ER 10, FR 10, MR 40, SoR 60; AL OE; Fac Miragul; SV Fort +8, Ref +25, Will +11; Dex 30.

Skills: Hide +23, Play Percussion Instrument +25, Play String Instrument +25, Play Wind Instrument +25, Tumble +23.



2-2. The Prime Laboratory

This spacious cavern holds every implement conceivable for necromantic and anatomical research. Iron tables with drainage holes leading to buckets bear permanent, crimson reminders of a thousand vivisections. Scalpels, saws, forceps, curved needles, thread, and less recognizable surgical implements gleam brightly upon grayish wooden stands. Shelves packed with a multitude of items line the walls between the room's three entrances. Manacles hang from the rear wall, some of iron, some of silver, and others formed from a thick, argent mist. Chains of the latter sort constrain the faint, ghostly form of a simply dressed human. A lone man-sized skeleton stands near the eastern tunnel.

The shelves contain reagents for a number of spells, mostly stored in jars of glass or clay. Examples include 100 bat wings, 100 fish scales, 100 pieces of bone, etc. A number of skulls line one set of shelves, some of them apparently deformed versions of sentient races, others much less recognizable. Numerous glass vials and jars include labels describing their contents, such as the blood of human, iksar, Vah Shir, sarnak, ghoul, ice giant, froglok, scareling, kiraikuei, and many other peculiar names. Though they are all labeled blood, the contents come in all colors, and some, such as the ghoul and kiraikuei "blood," contain only a thick, mildewy dust. Similar jars, many of them quite large, hold the livers, hearts, and brains of these and other creatures.

A perceptive individual may note that the collection includes no sea creatures; this clue should not be given away, however, but rely upon a player's insight to surface.

The skeleton near the eastern tunnel does not fight even if attacked. It is simply a servant designed to hold and fetch items as required by its master. Enormously strong, it is otherwise unremarkable (use the stats for a type 6 skeletal companion, but with a 28 Strength). The servant follows simple spoken orders if controlled, but never attacks.

The ghostly human in the manacles floats slightly above the floor, hairless head bowed and eyes closed as if in silent prayer. Close observation reveals apparent signs of tension in his muscles. Once every minute, a red spark ripples from the manacles throughout the ghost's body, resulting in a barely perceptible spasm. An intricate, star-like design carved into the stone beneath the figure's feet extends in sinuous, engraved tendrils toward the manacles. At its center, directly beneath the figure's feet, is an empty bejeweled box, the inside of its lid a mirror facing the monk. If hailed, the figure raises its head a hair's-breadth, nods almost imperceptibly, and then returns to its former position.

A successful Spellcraft check (DC 34) provides some understanding of the situation. The manacles are designed to bind a spirit. A powerful spell is at work, seeking to bind its target (the spirit) into the jeweled box, which acts as a phylactery, a receptacle for a soul. For some reason, the spell has failed to affect the spirit, but the trap remains active and lethal. Entering the pentagram or handling the box itself is exceptionally dangerous; anyone who steps into the magical outline or touches the box, even with a reach weapon or similar implement, must make a Will save (DC 35) or have his soul drawn into the phylactery, leaving a living but soulless body behind. A successful

saving throw jars the character's soul, *stunning* him for 3d6 rounds, while the trap remains set.

The safest means of disarming the spell is to either throw something at the box, knocking it from the circle, or to command the skeleton or some other servant to stand within the circle, destroying the servant and sealing the phylactery.

The spirit itself (*helpless; incorporeal; AC 12 [+2 deflection]; hp 187; damage reduction 15/+2; SR 25*), if damaged, immediately collapses with a faint groan into the jeweled box, which then magically seals itself. The manacles still binding the spirit to the wall cannot be grasped physically, but can be dispelled for 2d4 rounds by means of *annul magic* and similar magic, if it is successful against caster level 31.

If the manacles are dispelled, the ghostly figure relaxes considerably, straightening and eyeing the characters serenely. It steps briskly out of the pentacle and, speaking a very old dialect of Common, thanks the party sincerely in a gentle voice. He introduces himself as Nereem, one of several adventurers who attempted to invade Miragul's lair over 500 years ago. A PC who makes a *bardic knowledge* or a Knowledge (history or local lore [Qeynos]) check (DC 25) may recognize him as a former Grandmaster of the Order of the Silent Fist (a monk gains a +5 bonus to this check, and a Silent Fist monk gains +15). Sadly, Nereem and his companions fell before Miragul and its minions. The Arch Necromancer bound the Grandmaster as a masochistic test of his discipline, inflicting tremendous pain on the monk's unloving spirit over the centuries, with the "freedom" of the jeweled box ever a temptation to end the torture.

If asked about Miragul, the monk has several times seen a deathly figure similar to the necromancer pass through the laboratory, but has not spoken with nor been addressed by it. (He was always focused too strongly on resisting the trap to notice much more.) After just a few rounds of conversation, Nereem announces that he regrets being of so little assistance to the characters (assuming they are friendly to him), but that he feels a new call pulling his soul toward Tranquility, the outer realm of Quellious.

Unlike other spirits trapped within the lair, this Grandmaster has no difficulty answering the call to afterlife.

Treasure: A character who takes 30 minutes to make a Search check (DC 10) can find a number of gems scattered about among the reagents in this room; a character who can read Old Erudian only needs to search for 15 minutes. Consult **Table 6–17** in *EverQuest: Game Master's Guide*, and roll 1d100 for every type of gem with an average value of less than 250 gp: The result is the number of each of those gems present, each type stored in its own labeled box or jar, complete with cloth wrappings to protect the stones. There are also 1d6–1 gems of each type costing 250 gp or more. Finally, a character who makes a Search check (DC 20) finds a hidden metal box (Hardness 10; hp 20; Break DC 27; Pick Lock DC 35) containing 6 essence emeralds.

2-3. The King's Ransom (EL 26)

Sparkling jewels shine from every angle, creating a glaring prismatic effect at the faintest introduction of a light source, even amid the unnatural gloom of Miragul's lair. Small pylons of coins form golden forests along the room's edges, and other treasures fit for a throne room or an emperor's apartments are readily apparent.

Standing watch over this hoard are 8 skeletal beings (risen guardians; see Appendix One), each well-armed and armored in the garb of royal guards. A ninth, ghoulish creature (the bejeweled ghoul lord; see Appendix One) sits upon a finely carved throne in the east end of the cavern. Gems encrust the brilliant golden armor plates that seem to have been bonded directly to its flesh. Two jacinths fit within its eye sockets, each black stone glowing from within with red fire, and sharpened ivory fangs shine dully from its maw. It wears noble raiment and carries a gleaming scepter in its right hand and a brilliant shield in its left.

Treasure: Obviously, this room contains more treasure than the PCs could hope to carry from the lair, at least in one trip. Each pylon contains 100 coins, and 10 pylons make a stack; there are 50 stacks each of gold and platinum (50,000 of each coin in total). On the left wall hangs a portrait in a golden frame, obviously that of a very wealthy nobleman. The figure bears a strange resemblance to the bejeweled ghoul lord; almost certainly they are one and the same, though the portrait gives no name to its subject. The frame is worth 200 gp; the GM may determine any additional material, historical, or sentimental value the painting holds.

Other treasures include the following: 6 golden candlesticks (200 gp per piece, or 1,500 as a set; 1.5 lbs each); a silver candelabra (500 gp; 4 lbs, but bulky); a jeweled shoulder scabbard with an ornate ceremonial greatsword (5,000 gp total; sword has –2 enhancement penalty to attacks; 19 lbs total); a golden music box with a mirror on the inside of the lid, made with Trade Skill (tinkering), which has a platinum figurine inside that dances as the box plays (3,000 gp; 4 lbs); and a set of 4 golden goblets with lapis lazuli designs (500 gp apiece, or 2,200 as a set; 2 lbs each). A beautifully stained mahogany table (2,000 gp; 80 lbs, but very bulky) rests to the right of the room's entryway. Set into its surface is a stained glass map including Antonica, Faydwer, and Odus, each set in seas of blue. Sitting upon the table, tiles of varying shapes top a flat, square slab of mahogany marked with squares, circles and lines — obviously a game of some sort, the rules of which are long forgotten — with a jade-inlaid surface, its play-pieces sculpted from white and black marble (2,500 gp; 16 lbs total).

In a circle around the perimeter of the room are 5 dragon statuettes in threatening poses, each hewn from a deep grey stone and standing roughly 3 feet tall. Their scales and wingtips are highlighted with tiny gems to signify the color of each: red, white, green, blue, and black (5,000 gp and 140 lbs each). A sixth dragon statue near the center of the room is of a similar style and pose, but this one is hewn from a prismatic crystal of some kind; in fact, it is cunningly crafted to emit a rainbow-hued "breath weapon" when lit from behind (7,000 gp; 190 lbs). Foot-high sculptures of major and minor races also dot the room, 19 in all, each crafted of a faintly translucent ivory-like material (in fact, haze panther-bone); more interesting is the fact that when these statues are held in front of a bright light, one can see the figure's diminutive skeleton silhouetted within (350 gp and 25 lbs each).

If shorn from the wearer and separated into its constituent parts, the bejeweled ghoul lord's armor is worth a small fortune. In addition to being constructed of 125 pounds of enchanted gold (6,250 gp value), the armor is encrusted with flawless gems. A character who makes a Dexterity or a Trade

Skill (jewelcraft) check (DC 15) can carefully remove 2 jacinths and 2d4+1 each of emeralds, fire emeralds, fire opals, opals, pearls, peridots, rubies, sapphires, star rubies, and topazes, all perfectly cut for use in Trade Skill (jewelcraft). These stones effectively grant a +1 bonus to skill checks by jewelers using them to create trade skill items.

Risen Guardians (8): CR 18; Medium-size undead; HD 28d12; hp 216, 190, 185, 183, 177, 172, 166, 165; Init +4 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 27 [flat-footed 25, touch 10] (+8 natural, +7 armor, +2 large steel shield); BAB +14; Grap +19; Atk +20/+16/+12/+8 melee (1d8+5, crit 19–20/x2, longsword), or longsword +18/+14/+10/+6 melee (1d8+5, crit 19–20/x2, longsword) and +17 melee (1d6+2 and *daze*, shield bash); SA leech touch; SQ undead, damage reduction 25/+5 and 8/–, resistances, SR 23, infravision, see invisible, berserking, Taunt bonus +4; Resist CR 25, FR 25, MR 25, SoR 25; AL OE; Fac Miragul; SV Fort +9, Ref +13, Will +15; Str 20, Dex 18, Con –, Int 10, Wis 8, Cha 3.

Skills: Climb +12, Intimidate +18, Jump +12, Knowledge (warcraft) +7, Listen +13, Sense Motive +13, Spot +13, Taunt +11.

Feats: Bash, Cleave, Combat Reflexes, Double Attack, Improved Bash, Power Attack, Weapon Focus (longsword).

Leech Touch (Su): 1/day — as 14th-level shadow knight: 42 points of damage (Fortitude half, DC 24), and risen guardian gains a like number of hit points.

Resistances (Ex): Risen guardians take only half damage from slashing or piercing weapons.

See Invisible (Su): Risen guardians can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

Berserking (Ex): As 14th-level warrior (lasts 14 rounds or until the guardian's hit points once again exceed one-quarter of its total hit points).

Bejeweled Ghoul Lord (1) (buffed with *steelskin*): CR 25; Medium-size undead [incorporeal]; HD 29d12; hp 214 + (6d10)x2 = ave. 280; Init +10 (+6 Dex, +4 Improved Initiative); Spd 40 ft.; AC 35 [flat-footed 29, touch 13] (+1 Dex, +10 natural, +7 armor, +5 shield, +2 arcane); BAB +14; Grap +21; Atk +26/+22/+18/+14 melee (2d4+13, crit 18–20/x2, *Scepter of Shared Lives*), or +24/+20/+16/+12 melee (2d4+13, crit 18–20/x2, *Scepter of Shared Lives*) and +19 melee (1d6+7 and *daze*, shield bash), or slam +20/+16/+12/+8 melee (1d6+7); SA terrifying aura, leech touch, spell-like abilities; SQ undead, infravision, life sense, enchanted jewelry, damage reduction 25/+5 and 10/–, resistances, SR 29; Resist AR 7, CR 42, ER 7, FR 42, MR 42, SoR 42; AL OE; Fac Miragul; SV Fort +14, Ref +21, Will +22; Str 24 (22), Dex 22, Con –, Int 23 (22), Wis 13 (11), Cha 23 (22).

Skills: Channeling +21, Knowledge (history) +16, Knowledge (monster lore [undead]) +11, Knowledge (warcraft) +21, Listen +11*, Meditation +26, Search +10, Sense Motive +11, Spot +11*, Taunt +21, Undead Empathy +11. The bejeweled ghoul lord receives a +10 racial bonus to Listen and Spot checks with regard to living creatures.

Languages: Ancient Common (5), Old Erudian (5), Ancient Barbarian (5).

Feats: Bash, Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Cleave, Improved Bash, Improved Critical (heavy mace), Improved Initiative, Mental Clarity, Parry, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Terrifying Aura (Su): At will as a free action, 10-foot radius; Will negates (DC 30). Once a creature successfully saves, it cannot be affected by the aura for 24 hours. The power otherwise works as the *invoke fear* spell.

Leech Touch (Su): 1/day — as 29th-level shadow knight: 87 points of damage (Fortitude half, DC 30), and ghoul lord gains a like number of hit points.

Spell-like Abilities (mana cost): *Bond of death* (60), *cascading darkness* (50), *cessation of Cor* (50), *degeneration* (50), *deflux* (33), *harmshield* (14), *steelskin* (25), and *succession of shadows* (58). As the spells cast by a 29th-level caster (save DC 16 + spell level).

Mana Pool: 348.

Life Sense (Su): The bejeweled ghoul lord can sense the life force of all living creatures (those having a Constitution score) within 60 feet, allowing him to function as if he had the blindsight ability with respect to such creatures, thus circumventing *invisibility* or *invisibility to undead* and similar effects.

Enchanted Jewelry (Su): Miragul's pioneering work in the enchantment of *bonespun jewelry* (see the "Bonespun Jewelry" sidebar near the end of this chapter) found multiple applications on the body of the ghoul lord. This magical jewelry cannot be removed from the ghoul lord without destroying the jewelry, and grants the lord the following bonuses: +2 AC, +5 to all saving throws, and +17 hit points, and bonuses to all resistances (7) [all included in the stat block above].

Possessions: Scepter of Shared Lives (see Appendix Two), *Starlight Shield* (see Appendix Two), gems (see Treasure above).

2-4. The Firepot Room

Equally spaced about the walls of the room are five great firepots, each distinct both in construction and in the color of its flames. The brightest flames emanate from the firepot to the immediate left, and this one even provides a small degree of warmth to anyone standing near it. The shaped, deep red wood that forms the firepot seems almost alive, much unlike the gray, stone-like timber found elsewhere in the lair. A search of the firepot yields handfuls of golden sand.

A character who has been to the Desert of Ro or who has some reason to be familiar with its sands may make a Knowledge (nature) check (DC 15) to recognize these as the Sands of Ro. A character who makes a *bardic knowledge* or Knowledge (nature) check (DC 30) recognizes the wood as that spoken of in songs depicting the Elddar Forest of ancient Tunaria. Both the Sands of Ro and the Elddar wood are precious finds, but removing either quells the power of the firepot. Stepping into the firepot transports the character to an abandoned tower near the Oasis of Marr, one often frequented by weaker forms of undead.

The second firepot, moving in a clockwise direction, glows with deep violet flames, which are barely discernible in the room's darkness. Crafted of wrought iron, the firepot is filled with brambles, blood, and smashed bits of bone, none of which are apparently being consumed (in fact, they are, but only very slowly). Stepping into this firepot transports the character to the northeast corner of Nektulos Forest. Though rarely patrolled by Teir'Dal guardians, this area of the forest is not without its dangers. Several petrified treants haunt the region, perhaps as part of a long-standing plan of Miragul.

A soft green mist bubbles from the well of the third firepot, an unpleasant construction of black marble ringed with carvings of inward-facing skulls along its rim. The mist reeks of rotting foliage and decaying wood, bits of which may be found inside the pot. Stepping into this firepot

transports the character to a point 1 mile south of the entrance to Paineel in Toxxulia Forest. The destination is not as well hidden as in the days of the firepot's construction; Paineel guards have a 50% chance of spotting anyone using the firepot without *invisibility* or similar protection.

The fourth firepot's flames appear normal but for the streaks of silver at their tips and the scent of brimstone they exude. Within the vessel, which is apparently shaped from a single slab of basalt, scalding water awaits the hands of anyone reaching into the flames. Only a handful of igneous rocks rewards such a search. The water deals 1d6 points of heat damage per round to anyone reaching into the firepot. This damage is only dealt as subdual damage to anyone who steps into the pot, since she is transported so quickly to a shallow cave in the Steamfont Mountains (3 miles north of Ak'Anon) that she does not have time to be burned.

The fifth firepot, just to the right of the room's entrance, is built of thick bones and sealed with scales of all colors, some quite small, others very large. It radiates vapors so pale as to be nearly transparent and smells like a carcass rotting in dry heat. Within the firepot is a pale green liquid that instantly and horribly dries the hands of anyone touching it with bare flesh — very unpleasant, but otherwise harmless. Any iksar who touches this brew, however, takes 1d6 points of poison damage per round of exposure. This firepot transports the character to the east side of the great pit in the Field of Bone. The poison damage is dealt to an iksar even if he steps into the firepot to be transported

Note that each teleportation effect is one way only: No similar teleportation devices await travelers wishing to return to Miragul's lair.

This area serves as Miragul's bind point (per the *bind affinity* spell).

2-5. The Shrine of Bertoxxulous (EL 25)

An opaque wall of mist serves in place of a door for this room. Passing through the mist is not unpleasant, especially compared to what awaits characters on the other side. A thin buzzing sound pervades this area, which is unbearably warm relative to the chill of Miragul's lair elsewhere. The noise is accompanied by a horrible rotting stench and arises from the thousands of biting flies that thrive here. The stone floor is slick and possesses a slightly spongy quality in the deeper parts of the room. In the northwest corner stands a wooden statue of a man, stooped and arthritic with age and illness but with a youthful, handsome visage. The wood is rotten and infested with maggots, yet has kept its form for unknown centuries.

The statue is the *Idol of Bertoxxulous* (see Appendix Two). Due to the wards placed around this room by Miragul, the idol's powers are greatly limited, but not canceled: Those effects that normally extend to a 100-mile radius operate only throughout the Lower Caverns, while those that normally extend to 10 miles operate only within this room. The GM should review these powers carefully before running this encounter, as they are sure to have an impact on events here if combat occurs.

Characters within the room suffer 1 point of damage per round from the biting flies, regardless of armor or heavy clothing, as the tiny creatures easily climb inside virtually any type of covering. A character attempting to cast spells must make Channeling checks to cast through this damage, as usual. The temperature in this room is about 100° F, so characters in heavy clothing or armor will quickly become uncomfortable (see *EverQuest: Game Master's Guide*, p. 46, for the effects of extreme heat).

If the characters approach the statue, 6 infested zombies tear open holes in the center of the room like fly larvae bursting from their nesting places in a living host.

Infested Zombies

Among the most vile of the creatures to be found in Miragul's lair, these infested zombies resemble partially melted trolls with flesh drooping awkwardly from their large frames. Dozens of pea-sized protuberances glide across their bodies just under the skin, faintly resembling the maggots that crawl in and out of the *Idol of Bertoxxulous*. These spore pods burst when the zombie is struck, spewing forth a cloud of infecting parasites into the air.

The infested zombies in Miragul's lair are essentially greater zombies (see Appendix One) with the diseased template (see *EverQuest: Monsters of Norrath*, p. 155), although they have a unique and incredibly virulent strain of Bertoxxulous's magical disease, as well as a few other minor enhancements. Further, because of their proximity to the *Idol*, they have gained other special abilities that they retain as long as they remain in Area 2–5 of Miragul's lair (see below).

Disease (Ex): Infestation of Bertoxxulous — contact, inhalation, or injury; Fortitude saving throw (DC 22); incubation 1d6 rounds; damage 4d8 points of disease damage per round, and creature gains the "diseased" template.

All creatures infected by the infestation of Bertoxxulous become carriers. They can infect others through any attack or by breath weapon (if they have one). Intelligent diseased creatures can infect their weapons as well. Further, any time an infested zombie is dealt slashing or piercing damage, it discharges spores in a 10-foot radius, causing all within that area to make a save against infestation.

The disease can be removed from a creature only through the combined ministrations of both a high-level cleric and a high-level shaman: The cleric must first successfully cast *annul magic* on the diseased creature against a 30th-level effect, and then the shaman must, in the subsequent round, successfully cast *abolish disease* against DC 22.

Create Spawn (Ex): A character slain by an infested zombie or by the infestation of Bertoxxulous rises 2d4 rounds later as an infested zombie of the same size as it was in life. The creature has the same number of HD, up to the maximum for its size.

Fast Healing (Ex): The *Idol of Bertoxxulous* lends some of its regenerative power to its spawn; the parasites within the zombies rapidly bind their wounds together, granting *fast healing 10*.

Infested Zombies [advanced HD] (6): CR 16; Large undead; HD 25d12; hp 206, 182, 181, 178, 163, 161; Init +0; Spd 30 ft. (can't run); AC 21 [flat-footed 21, touch 9] (–1 size, +12 natural); BAB +12; Grap +27; Atk 2 claws +22 melee (1d10+11 and disease), or 2 claws +20 melee (1d10+11 and disease) and slam +20 melee (1d8+5 and *daze*, plus disease); Reach 10 ft.; SA magic attack +4, disease; SQ undead, create spawn, hideous fortitude, damage reduction 6/–, fast healing 10, immunities, resistances, infravision, see invisible; Resist CR 30, ER 20, FR 10, MR 20; AL DE; Fac Miragul; SV Fort +14, Ref +8, Will +14; Str 33, Dex 10, Con –, Int 5, Wis 10, Cha 4.

Skills: Listen +28, Search +2, Spot +28.

Feats: Cleave, Great Cleave, Improved Slam, Slam, Power Attack, Toughened.

Immunities (Ex): Immune to sonic attacks; half damage from piercing attacks.

See Invisible (Su): Zombies can see most invisible objects and creatures normally, although this ability does not apply to those protected specifically by *invisibility to undead*.

2-6. The Ossuary

Piles of bones, many with armored plates and rods attached, are sorted and piled in every available space. Judging by the number of skulls, at least 100 corpses of various races (and sizes) contribute to the room's inventory.

Whenever skeletons (of any type) are destroyed within the confines of Miragul's lair, Sulon McMoor or some of Miragul's other servants return their remains to this room. Here, the Arch Necromancer's 6 "skeletal hands" (*AC 21; 26 hp; damage reduction 10/+3; Spd 40 ft., climb 30 ft.; Hide +23*) — these are literally the animated hands of three of Miragul's former students — then collect bones from the room's stock and then reconstruct and reanimate them. The newly rebuilt sentries may be of any power up to that of any of the fearbone varieties (see Appendix One). The recreation process takes anywhere from 30 minutes to 6 hours, depending on the severity of the skeleton's conditions when it is brought here. If the PCs have destroyed any skeletons within that time frame (they undoubtedly will have destroyed at least a few by this point), they find the hands busily recreating the skeletons.

Tactics: The skeletal hands are non-combative. Rather than fight, they scurry beneath the many stacks of bones and into hiding. The party may hunt them down with some effort, but if even one survives it eventually recreates the others, and they then continue with their work.

2-7. The Revenant Cave (EL 25)

A gentle swell of skittering and clicking sounds echoes through the hallway leading to this cavern. The passage widens into a cavern, the floor falling suddenly away into darkness, although strong illumination reveals the bottom of the cavern to be a mere 15 feet below the entrance (characters close enough to see this, though, will already have triggered the false floor trap — see below).

Bright light directed into the cavern reveals the presence of hundreds, perhaps thousands of small, pale, rapidly skittering denizens. However, far more dangerous are the undead servants of the Arch Necromancer, 5 skorpiki revenants (see Appendix One), which lurk behind rocky outcroppings (their position effectively allows them to take 20 on their Hide checks, for a total check result of 38). The skorpiki revenants wait until the characters descend into the cavern before attacking.

The most populous residents of this area are these undead arthropods — particularly spiders, scorpions, and large beetles. A dozen or more skeletal snakes slither across the stone floor as well, coiling themselves and brandishing gleaming fangs if threatened. While daunting, these undead retain an instinctual semblance to their living counterparts and only attack if there is a clear advantage (e.g., if a character collapses to the ground).

False Floor Trap: CR 2; no attack roll necessary (1d4 subdual); Reflex (DC 23) avoids; Search (DC 30); Disable Device (DC n/a). *Note:* This trap is triggered by the first character weighing at least 100 pounds to stand within 5 feet of the edge of the ledge at the mouth of this cavern. The floor immediately crumbles away, quickly spreading back 15 feet from the ledge, so that the whole area becomes a debris-filled slide into Area 2–7. The characters at the rear of the 15-foot area should save first, with a +5 bonus to their saves. Those in the next square (10 feet from the edge) should then save, with a –5 penalty if anyone directly behind them failed. Finally, the characters at the edge of the "ledge" should save last, with a –5 penalty on their Reflex saves for each person behind them who failed the save. All who fail the save tumble 15 feet into Area 2–7, taking damage as above, and land prone. Those who succeed may choose to leap back from the affected area or to ride the rockslide down into the cavern, but take no damage and remain standing.

Tactics: The skorpiki revenants charge any fallen characters and attempt to claw them; however, each has treated its claws with a toxin specially prepared in a suspension: lethargic bliss (Fort DC 25), magician's bane (Fort DC 37) and visceral rot (Fort DC 30). (For information on these poisons, see "Poison Making" in Chapter 6: Trade Skills in the *EverQuest: Game Master's Guide*.) Being quite intelligent, the skorpiki use these poison as effectively as possible — for instance, the one with magician's bane will attack any obvious spellcaster first. After using these toxins, the revenants rely on their own poison.

Any character who is prone for more than 1 round comes under attack by the smaller inhabitants of the room. The swarm deals 1 point of biting damage and 1d4 points of poison damage per round and requires a full-round action to remove.

Treasure: Here, Miragul stored his extensive collection of poisons, venoms, toxins, and relevant written works. Texts include rare copies of *Conium's Notebook* (both Volumes 1 and 2); *Silent Weapons of the Black Mask*; *Secrets of the White Rose*; *Poisons of the Lost Continent*; and *A Study of Ethereal Suspension*. These tomes detail the creation and properties of poisons from all over Norrath and include tips on the fundamentals of poison making. Anyone who spends 2 months studying these texts gains a permanent +4 competence bonus on Heal and Spot checks involving the detection, diagnosis, and treatment of poisons and their effects. In addition, if the reader is a rogue and has these books on hand as reference materials, she also gains a +2 competence bonus on all future rolls involving Trade Skill (poison making).

A character who takes 20 minutes to make a Search check (DC 10) can find a number of full, labeled poison vials scattered about among the ingredients and empty vials in this room; a character who can read Old Erudian only needs to search for 10 minutes. Consult **Table 6–19** in *EverQuest: Game Master's Guide*: There are 1d4–1 vials

of each type of poison listed there; each vial contains a single dose of the poison.

Also, each skorpiki revenant wears a *bonespun jade necklace* (sized for a human, but able to fit the revenants' necks because they are skeletal (see the "Bonespun Jewelry" sidebar near the end of this chapter); when worn by an undead creature, this necklace grants arcane bonuses of +2 to AC, 7 hp, and a mana drain proc (these are all included in the revenants' stats below).

Skorpiki Revenants (3): CR 22; Large undead; HD 25d12; hp 194, 179, 163; Init +2 (Dex); Spd 50 ft., climb 30 ft.; AC 28 [flat-footed 26, touch 13] (–1 size, +2 Dex, +15 natural, +2 arcane); BAB +12; Grap +24; Atk 2 claws +19 melee and (2d8+8 and mana drain proc) tail sting +18 melee (2d4+4 plus poison and mana drain proc); Face 5 ft. by 10 ft.; Reach 10 ft. (15 ft. with tail); SA harm touch, mana drain, magic attack +5, improved grab, clinch, poison; SQ undead, damage reduction 30/+4 and 12/–, resistances, SR 24, infravision, see invisible; Resist AR 30, CR 30, MR 30; AL NE; Fac Miragul; SV Fort +8, Ref +12, Will +13; Str 26, Dex 14, Con –, Int 14, Wis 9, Cha 3.

Skills: Balance +12, Climb +22, Hide +18, Listen +11, Sense Motive +11, Sneak +15, Spot +24.

Feats: Cleave, Combat Reflexes, Lightning Reflexes, Multiattack, Power Attack, Sunder, Weapon Focus (tail).

Harm Touch (Su): 1/day — as 25th-level shadow knight: 75 points of damage (Fortitude half, DC 24). The skorpiki revenant does not gain any hit points when it uses this attack.

Mana Drain (Su): Due to the *bonespun jade necklace* each skorpiki revenant wears, it can process (Proc DC 20) an effect that drains 1d4 mana from the creature struck.

Improved Grab (Ex): Claw; a skorpiki that has a hold on an opponent is not considered grappled, and still threatens opponents with its free claw and/or its tail.

Clinch (Ex): A skorpiki revenant that has a hold on an opponent of its size or smaller automatically deals damage with both claws, and also stings at its full attack bonus (+20 bonus).

Poison (Su): Tail, Fortitude half (DC 22); 1d6 temporary Strength, Constitution, and Dexterity each round for 1d4 rounds.

Resistances (Ex): Skorpiki revenants take only half damage from piercing weapons.

See Invisible (Su): Skorpiki revenants can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

2-8. The Pit of Nightmares

The most salient features of the room, at first glance, are five concentric circles of increasingly elaborate runes closing in on a pit, like a bullseye, at the room's center. A space of 5 feet separates one circle from the next, totaling 25 feet between the pit and the outermost ring. More intriguing is the pit itself, for it is not simply a hole in the stone floor as it first appears, but a swirling maelstrom of darkness 8 feet across, flecked with luridly colored motes of light.

Characters need to provide bright enough light sources to see the details described in the following passages.

Within the rings lie several bodies, pale but somehow surviving despite the cold. Within the first ring (that closest to the pit) lies the diminutive form of an ice goblin, twisted in defiance of its physiology to accommodate the curvature of the ring. Its skin is chalk white and glassy in appearance. Unpleasant images swell and fade beneath the flesh like the shifting colors of a cuttlefish.

The next innermost ring possesses three supine occupants: an icy orc, a gnoll, and a half elf. The orc is in terrible condition. Only a faint shade of violet hints at its once deeply purple flesh, but more disconcerting are its eyes — milky white, they bulge abnormally from their sockets. Occasionally, a tiny wisp of smoke or mist oozes from one eye or the other; a character who makes a Spot check (DC 15) sees the mist finally resolve into a minute, phantasmal mass of teeth and claws. The apparition hisses at any onlookers, then tears snippets from the orc's flesh before dissolving into the skin or mouth. The orc moans and twitches in pain, but does not otherwise move.

The gnoll yips and howls quietly to itself and squirms in place as if trying to flee unseen assailants. As with the others, unseen bonds of some kind limit its range of motion. White patches of fur mar its coat, and a faint haze rises from its eyes, showing signs of forming into the same clawed images that torment the orc. The skin of the half elf is not as pale as the orc's, and with his eyes closed he seems to be merely in the throes of a particularly stressful nightmare. The muscles of his face and arms clench and release from time to time, and he occasionally emits a long, strained moan.

The third ring also holds three occupants: a female barbarian garbed as a Shaman of Justice, a human male dressed in the manner of a druid, and a halfling wearing the symbol of Bristlebane.

7.4.547. I sought to serve this pretender's heart for my dinner, but Tamras forbade me, lauding the visitor as a potential source of knowledge. We shall see if this foolishness results in Tamras' heart being fed in place of our guest's.

7.28.547. This Miragul is ignorant of the simplest axioms of the true craft, but I must admit that he learns quickly and asks very intriguing questions. It is well that we've allowed him to live, but others do not see what I see. His heart must be consumed by a truly profound hatred, driven by an unknown but fathomless rage, not to fear us as he should. I wonder at the source of his ambition. His disdain for the term "Erudite" is a most obvious clue, but what drives this contempt?

8.6.547. This Erudite knows things he should not! How came he by this knowledge? Tamras' arrogance transcends his wisdom. I shall consult with others or deal with this upstart myself.

8.8.547. He is gone, and numerous items are missing. My blood burns with the desire to extract his impertinent brain and boil it in pitch, but he is gone. Not forgotten, however, and a few words passed to proper ears now ensure Tamras will not soon forget what has been stolen from us.

— Extracts from the Journal of Ikatavil Tal'Norek, Neriak's Halls of The Dead

All three appear to be resting fitfully, occasionally clenching their fists or uttering a faint cry from mouths tight with worry. At this distance, characters with light enough can clearly see a series of engravings surrounding each captive's head, not unlike those found binding Nereem in the Prime Laboratory. The unoccupied outer rings also possess these engravings, with room enough between each for a large body.

A Spot check (DC 25) reveals that relatively recent changes have been made in the system of runes and circles covering the stone floor. While the innermost circle is intact, each of the other 4 rings includes slightly smudged and redrawn portions, including new lines tying the circles to the engravings. A PC may make a Spellcraft check (DC 35) to gain insight into the room. A successful character realizes that from this well emanated the extraplanar forces unleashed by Miragul upon the North a millennium ago (if the characters are privy to that tale). The surrounding runes contain the energies of the well, preventing it from overflowing — and perhaps flooding — the lair and surrounding areas. However, the changes in the floor's patterns signify not only a lowering of the restraints binding the pit's otherworldly contents, but a change in just what those contents may be. Miragul (it can only be assumed) seems to be attempting to access a source of power other than what fueled the original black shroud. The humanoids trapped within evidently serve as conduits or batteries of unknown purpose.

While removing the humanoids interferes with whatever plans Miragul has for them, doing so may also upset the containment of the extraplanar energy unless great care is taken. Safely removing those trapped requires a redrawing of the entire design. Physically or magically extracting a captive from its position tears the rescuer's mind, dealing 1d6 points of permanent Intelligence, Wisdom, and Charisma drain and *stunning* the character for 3d6 minutes (a successful Will save [DC 30] reduces the stun duration to 3d6 rounds and halves the ability score damage). However, a particularly adept character armed with a piece of chalk or similar writing implement may remove one trapped creature with a second Spellcraft check (DC 35). If this first rescue attempt succeeds by 5 or more, the character gains a +2 insight bonus to further attempts to rescue beings.

Any of the creatures currently in the circle remains comatose once it is rescued. The barbarian, the human, and the Halfling will awake naturally after 1d10+20 days; the orc, gnoll and half elf awake in roughly 6 months; the goblin is too far gone into the realm of Terris-Thule to ever awaken.

If the characters choose this room as a place of rest, they suffer horrific dreams and visions, each tailored to disturb the individual character. Characters gain no benefits from sleep or meditation while in this area. Characters belonging to races not already present within the circles may find themselves similarly trapped if they are captured by Miragul or his minions, especially if that



character belongs to a divine spellcasting class. Each trapped individual serves as a gateway into the consciousness of the race to which it belongs. As the planar well's power expands, Miragul gains influence over the collective minds of that race's members, not only corrupting their dreams but making real their worst nightmares. Only the lich's paranoia has prevented him from opening the well entirely.

The shroud has expanded uncontrollably, resulting in most interesting phenomena both within and without the lair. As it expands, its intensity increases considerably. I inscribed my wards too late; now they do little but prevent the planar well from swallowing me. Soon, I shall not be able to withstand my own experiment. Even were I not vulnerable, I dare say the destruction of all Norrath would greatly impair the course of my work. If the hints my minions left with the barbarians' spirit allies do not soon take hold, I may need to enact very drastic measures in order to survive. Rather ironic.

— M.

The Nightmare Queen

The glass spectres are in some ways the true rulers of Miragul's lair. The lich's imperfect attempt at immortality attracted the notice of Terris-Thule, Goddess of Nightmares. She dispatched the glass spectres to cajole Miragul's lich into opening a direct link between Norrath and the Plane of Nightmare, using this same portal that had once produced the black shroud. Miragul's failed ritual of lichdom resulted in mental instability. The resulting paranoia and its suspicion of the spectres' motives slowed the process by decades, but the glass spectres are relentless in driving their plans forward. They assist the lich in all ways, and now their efforts finally begin to yield fruit as Miragul prepares to conjure forth a new black hole, a shroud of nightmares come to life. However, calling forth the new shroud now would attract the attention of far too many races not yet subject to the lich's influence. Thus, the glass spectres are most anxious to make arrangements for the placement of the other humanoids within the concentric circles. See Area 3–5 for further details.

2-9. Fresh Bodies

This alcove contains a dozen corpses laid out on bunks. Their clothes hint at great age, but they seem entirely immune to decay, and there is no hint of a cause of death. Six barbarians, three humans, two Erudites, and a half elf make up the fallen, each dressed as on the day they died. Additional bunks hold room for six more bodies.

Miragul preserved these corpses for future experimentation. Each is permanently immune to rot but otherwise vulnerable. Some still have pouches attached to their belts, containing a total of 3 pp, 14 gp, 36 sp and 29 cp if searched.

Of possible interest to characters dealing with Zekem: Each corpse possesses a full blood supply.

2-10. The Gateway to the Lair's Heart

This circular room is empty but for an archway standing in the center of the room. Within its confines impenetrable shadows swirl. Touching the mists briefly numbs a curious character's hand but causes no lasting harm.

Characters passing through this archway reappear in Area 3–1. The numbing effect of the mist is somewhat debilitating in this case, imposing a –6 penalty to Dexterity and reducing speed by half for 1d4 rounds. This effect does not apply to undead or outsiders.

The Inner Sanctum

Difficulty Level: 26–28.

Entrances: Archway from Area 2–10.

Exits: None.

Random Encounters: Check once every 30 minutes on 1d20:

1–2.	Lich of Miragul (and his 2 pets) and 1 glass spectre*
3–5.	1d2 glass spectres*
6–8.	1d3–1 fearbone skeletons* (min. 1) [roll randomly to determine type]
9–20.	No encounter

*See Appendix One herein.

Detections: None.

Shielding:

Summoning Ward: Due to the spiritual deadness of the lair, shamans and druids cannot summon companions to aid them by such means as *spirit of the howler* and *nature walker's behest*. Magicians, necromancers, enchanters, and shadow knights may summon pets normally, but only at the cost of one extra reagent (material component).

Continuous Effects: Ironically, the deepest reaches of Miragul's lair are the most comfortable:

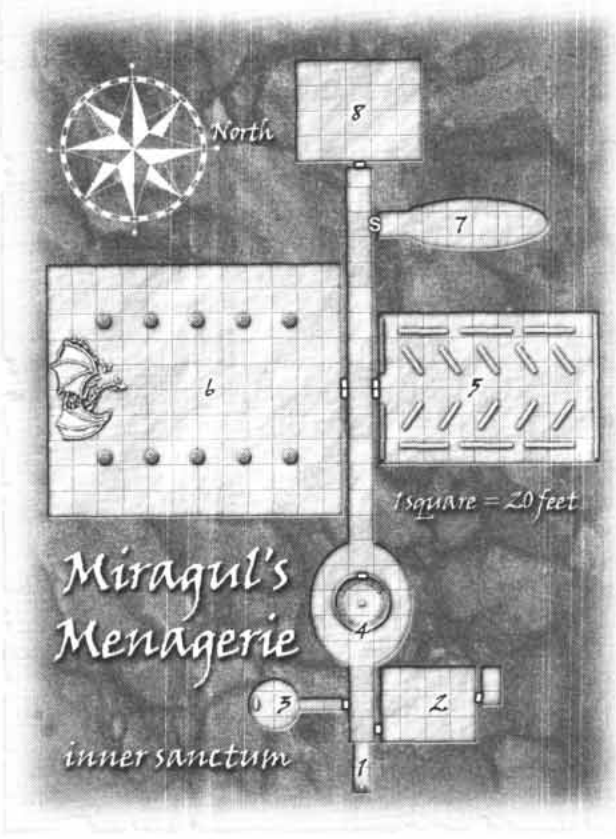
Cold: The chill here is still harmful to the unprotected but more natural than in the caverns above. Characters suffer the effects for an environment below –0 F. There are no penalties to cold resistance here.

Darkness: The darkness clings rather than smothers here; light sources are effective at up to 75% of their normal range, and creatures suffer the normal penalties for Listen and Spot checks at distances beyond 10 feet.

Negative Energy: This trait still applies — all undead creatures gain *fast healing 1* in addition to any other fast healing or regenerative properties they might also possess. Also, all turn undead checks are made as if by a character 4 levels lower than the turning character's actual class level, and turning damage rolls suffer a –4 profane penalty.

Miragul's Miasma: This trait no longer applies — skeletal pets summoned here are normal in every respect.

Standard Features: All walls have a Hardness of 15. Unless noted otherwise, all doors in this area are securely constructed and magically reinforced: Hardness 12, hp 40, Break DC 24.



3-1. The Hallway

Against the wall is a portal identical to the one that brought the characters to the inner sanctum. Passing through the archway returns the characters to Area 2–10 and yields the same numbing effect as travel from the archway located there. This lengthy corridor is empty but for several doors of various sorts as described below.

3-2. The Servants' Quarters

A simple, unlocked wooden door opens into this room. Miragul's paranoia prevented him from engaging in many personal associations, but even he felt the need for company, as well as the assistance of beings more capable and intelligent than skeletal minions. For his two eldest servants, he provided a spacious suite to keep them comfortable during their long years of service.

The most startling feature of this room is its warmth. It is cool but comfortable, providing a rare respite from the bitter chill of the rest of the lair.

The anteroom is furnished as a parlor, containing several cushioned chairs around a well-preserved oaken table. An unlit oil lamp hangs from a chain by one wall. Beneath this, upon an end table, lies a lute, warped over time so that it is now unplayable, but a beautifully constructed instrument nonetheless. Against the opposite wall rests an easel, attached to which is a canvas depicting a wizened, dark-skinned Erudite with deep, analytical eyes, hawkish features, and a weary smile (anyone who knew Miragul in life, such is this room's inhabitants, can confirm that it is a likeness of Miragul himself; the painting was done by Alarmaba [see below], a gifted artist). The background is incomplete, but outlines of tapestries suggest the lair's Vestibule as the locale for the seating.

An immense canopy bed dominates the master bedroom, but in fact every piece of furniture is of exceptional craftsmanship. A mirror still shines atop the bureau, framed by woodwork in the form of tiny, climbing gargoyles. Two cushioned chairs are set opposite an ornate, knee-high table. Upon the table, tiles of varying shapes top a flat, square slab of ivory marked with squares, circles, and lines — the same game as that found on the table in Area 2–5. Two armoires contain the clothes of a man and woman, respectively, fine garments archaic in style and simple in cut but fitting for the nobility of centuries past. A dozen small sculptures of gold and ivory decorate the room's various stands and tables, mostly representing animals from across Norrath.

A large chest rests at the foot of the bed. The contents are mostly clothes, far less regal than those within the armoire and in poorer condition. Atop the clothing lies a slender golden chain with a large jacinth at its center and three tiny silver skulls dangling from it, an ancient symbol of achievement by the Heretics of Paineel. Tucked away beneath the clothing at the bottom of the chest is a tiny medallion faintly bearing the symbol of Prexus, the Oceanlord.

Of greatest interest, however, are the bed's two occupants. An elderly man and woman rest beneath the covers wearing only dark gray sleeping gowns. Both are very pale but for a deep, red hue to their lips, as if painted with blood. They do not breathe, nor do their hearts beat, but their bodies remain warm with life.

The two sleeping figures are Bezannos Inzenar (*male Erudite, Nec 12, NE, Miragul*) and his wife Alarmaba (*female Erudite, Nec 12, OE, Miragul*), Miragul's servants for the last century of the necromancer's life. Miragul used magic and the blood petals of the petrified treants to place his servants into a state of suspended animation, a technique he developed during his search for immortality. While useless for remaining active unto eternity, the process did make the preservation of his trusted servants very practicable.

If damaged or roughly shaken, they awaken, very weak and stricken with hunger and thirst. They are fluent in Ancient Common, Teir'Dal, Koada'Dal, Gnomish, and Combine, but Old Erudian is their native tongue. They expected to awaken to see their master in his undead state, and wish urgently to know what has befallen him. They know of Miragul's plans for the ritual, so they react with confusion, anger, and despair upon discovering the disappearance of the phylactery from the summoning room. The Inzenars immediately suspect Sulon of attempting to usurp Miragul's place by interfering with the necromancer's plans. They view him as a leech and sycophant, clutching at their master's robe in hopes of following him undeservedly along the path of immortality and fame.

The GM should be sure to establish just how polite, friendly, articulate, and urbane the Inzenars are. Both are of pure noble descent and are well-educated and refined. The characters may be shocked by the Inzenars' rather saintly views of Miragul himself. To them, the necromancer was not some diabolical fiend, but the paragon of exploration, ingenuity, and scholarship, a researcher willing to do whatever was necessary to further the bounds of knowledge.

Those who view him as anything less — a murderer, a practitioner of dark arts, or a thief — are merely short-sighted and worthy only of following in the footsteps of the necromancer's research subjects. The Inzenars regret only their inability to produce children to further serve their master; too intimate an acquaintance with the energies of death rendered them both unable to conceive.

The Inzenars' devotion makes them easy dupes for the glass spectres should they meet.

Treasure: The various pieces of exquisite furniture, if they were somehow taken from here, would fetch up to 12,000 gp to an antiquities dealer. There are dozens of noble's outfits in the armoire, all in excellent repair and worth 75 to 150 gp each. The gold and ivory statuettes are worth, on average, 500 gp each. The clothes in the trunk are the equivalent of courtiers' clothes, worth 30 to 50 gp per outfit. The golden chain with the three silver skulls is a *gold jacinth necklace* (magic save +3); the Prexus medallion functions as a *small resisting deity* (disease and poison resistance [1]) for followers of the Oceanlord. On bedstands beside the great bed are the Inzenars' personal articles: roughly a 15,000-gp value in jewels, rings, baubles, and the like.

3–2a. Beyond the bedroom is a small scullery with another simple, unlocked door. A pump draws frigid water into a basin, and a cabinet holds not only dishes and glasses but also a dozen bottles of wine, no doubt well aged. Two chairs are set opposite a small dining table, atop which rests an elaborate candelabra. The wooden pantry is almost entirely empty, featuring a covered bowl of decayed flour, several vials of spices too aged to identify by scent and some pots and pans.

From one wall extends a square mass of stone, upon which lay several clear discs filled with liquid. Placing pressure upon the discs causes them to heat significantly, enough to cook upon. A gnome character recognizes the products of tinkering in this. The face of the stone slab opens outward, revealing a chilly, hollow cavity inside. Refrigerated within are slices of meat and several fish, none of which remain edible.

Just beyond the scullery is a simple washroom with large and small basins, two heating discs like those in the scullery, a valve affixed to a stone tube from which water flows, and several towels. One wall bears a painting of a white-stone city adjoining a massive crevasse — the city of Paineel, perched on the edge of the Hole.

3-3. The Speaker

An immense glass globe 7 feet in diameter dominates this room, accessed by an undecorated door of solid iron. A raised portion of the stone floor cups the globe's base like a giant egg-holder. A slightly taller outer ring of stone forms a pool, with dried, brownish-red encrustations in place of water. Of far greater significance, however, is the gargantuan head within the sphere. Supported by crystal tubes rising from within the hidden base of the globe, the head is obviously that of a giant, but even with closed eyes its bearing suggests intelligence and regality far above that of the dull-witted behemoths of Antonica and Kunark. Nor does it resemble the pale giants of Velious, for despite the current ashen tone of its skin, it retains a rich bronze coloration more akin to the sand giants of the Deserts of Ro.

Despite its impressive countenance, though, the giant's head is sickly and battle-scarred. Any wielder of blades admires the perfection of the single blow that separated the giant's head from its neck. A scar adorns the left cheek, extending from temple to jawbone, and the face is torn open in places, revealing infected flesh beneath. The mouth hangs open slightly, exposing teeth that would be perfect but for the fact that several are broken or absent. A rivulet of russet fluid trickles slowly down the great, square chin. As a whole, the head seems a bit shrunken despite its enormous size, and the skin's hue is reminiscent of that of an old man on the verge of death.

Nonetheless, if the characters approach or speak above a whisper, the giant's eyes open, and it croaks in Giantish.

"*Blood.*"

The voice is deep, resonant, and commanding despite the apparent weakness of the speaker. The giant's gold-flecked eyes gaze commandingly at the characters, but it lacks the force to back up its words. If the characters empty the blood of a Medium-size creature (or the equivalent) into the bowl surrounding the sphere, the giant head's pallor quickly lessens as the inner tubes transmit the blood from the pool up through its neck. If the characters balk, the giant offers to tell them what he knows of Miragul in return for 2 bodies' worth of blood.

If the characters demur further, the giant sneers peremptorily and closes his eyes. If the party complies, the giant introduces himself as Zekem, "Prefect of the Western Ranges, General of the Second Column." Zekem knows what befell Miragul centuries ago; indeed, he played a small role in guiding the necromancer astray in his quest for perfect lichdom. On the other hand, in return for his participation, the lich of Miragul has promised to free Zekem and bind him to the War Machine, granting the giant tremendous physical power. Zekem's doubts regarding Miragul's sincerity have grown as his supply of blood dwindled, and so the former warlord of Rallos Zek is now willing to consider other options for his salvation.

As well, the giant's growing awareness of the true scope of the glass spectres' plots (they have consulted with him on several occasions) increases his desire to work against them. He knows that the spectres wish more than to simply give everyone bad dreams, but he is uncertain as to precisely what might be the effects of opening a portal to the Plane of Nightmares on Norrath. If the characters inform him of the contents of Area 2–8, Zekem tells them that the captives serve as a conduit into the collective minds of their respective peoples. Opening the planar well will not only give Miragul control over the nightmares of those within the resulting shroud, but doing so will cause the dreams of those races to physically manifest at the site of the well. Such an army of phantoms could conceivably subjugate most of Norrath.

Zekem warns characters against dealing with the glass spectres. He knows of their pact-making ability and urges the characters not to be party to their plots or promises. Instead, Zekem prefers the party to remove him from the globe and the lair, and then to return to deal with the lich and his allies.

The Glass Sphere: Zekem's prison has Hardness 15, 120 hp, Break DC 27, and is immune to spells and magical effects (it emits an anti-magic field).

Tactics: Zekem cannot engage in physical or magical combat (and thus has no CR in his current state). Miragul's sphere prevents mana from flowing into his pool whether via Meditation or spells such as *rapacious subversion*. Zekem instead attempts to convince anyone he encounters that providing assistance to the giant is in their best interest.

In dealing with characters of good alignment, Zekem attempts to take advantage of their sense of honor. In return for information, he asks the characters to take him from the lair, acquire blood to strengthen him, and free him from the globe. He coaxes neutral and evil characters by offering them assistance in defeating Miragul and stealing away his trove. If pressed, he gradually offers other incentives: his services for a year, lore from the Elder Age of Norrath, and guidance to forgotten treasures of the ancient giants. Of course, any worshipper of Rallos Zek among the characters receives Zekem's full attention and is treated as the leader of the party.

Zekem, Zekkite Giant (Head): CR –; Medium-size giant; HD 35d8+525; hp 70; Init +10 (Int); Spd –; AC 25 [flat-footed 25, touch 5] (+20 natural); BAB +26; Grap n/a; Atk none; SQ immortality, fast recovery, Zekkite giant, head, damage reduction 1/–, immunities, quicken mastery, Greater Specialization (evocation), greater wizardries (rapid casting, mana burn, spell fury); Resist CR 40, ER 40, FR 40, MR 40, SoR 40; AL OE; Fac Rallos Zek; SV Fort +34, Ref –, Will +26; Str –, Dex –, Con 40, Int 30, Wis 20, Cha 23.

Skills: Appraise +25, Bluff +21, Channeling +40, Climb n/a (+22), Diplomacy +21, Disable Device n/a (+25), Escape Artist n/a (+10), Heal n/a (+25), Intimidate +31, Jump n/a (+27), Knowledge (geography, history) +25, Knowledge (mysticism, warcraft) +45, Knowledge (any 6 others) +20, Listen +25, Meditation +45, Perform (spontaneous poetry) +11, Search +20, Sense Heading +10, Sense Motive +20, Spellcraft +40, Spot +20, Swim n/a (+22), Taunt +21, Trade Skill (blacksmithing) +20, Trade Skill (jewelcraft) +15, Wilderness Lore +10.

Zekem, Prefect of the Western Ranges, General of the Second Column

Easily among the most ancient of Norrath's denizens, Zekem's infancy dates back to the Elder Age when Rallos Zek first created the giants. A brilliant member of a powerful race, Zekem mastered both wizardry and warcraft and led his giant kin to dominate vast portions of Norrath. He ruled as a vassal of Rallos Zek, one of but a few to gain council with the Divine Warlord himself.

Then the other gods rose up against Rallos Zek and his children. Ogres, orcs, and goblins fell by the thousands, but most of the giants held their ground at first. In the end, however, they were no match for the combined might of their opponents. The gods imprisoned Rallos Zek within the Planes of Power, and their minions slaughtered or drove out the giants. Zekem himself fell to the blade of a god, one newly arrived to Norrath: Mithaniel Marr.

How and why Zekem survived in this inglorious state he does not know. Was it a curse from the God of Valor — or perhaps some twisted notion of mercy that reduced one of Rallos Zek's mightiest generals to this mockery of nature? Zekem prefers to think of it as a blessing from his master presaging a second chance, a possible return to glory, but after millennia the truth yet eludes him.

Miragul discovered the severed head of Zekem centuries ago. He crafted the sphere that both imprisons and nourishes the giant and then brought him into his lair as part of the menagerie. The necromancer proposed a pact: in return for knowledge and lore, he would preserve the giant. Without a choice, Zekem accepted.

However, Miragul could not, as had been his secret hope, duplicate whatever quirk of fate granted immortality to Zekem, a fact that enraged the necromancer while secretly humoring his ward. But Zekem shared his knowledge with Miragul, and together they developed a plan that would secure Miragul's immortality forever. Despite the agonizing passage of centuries trapped within Miragul's lair, Zekem has never regretted guiding Miragul astray from the true path and into his current state. Is Miragul's soul, now trapped within a jeweled phylactery just as Zekem suffers within his glass sphere, aware of the giant's treachery? The giant certainly hopes so.

Zekem knows the nature of phylacteries — that powerful forces only destroy the box and soul, but a single weakness leaves the spirit intact. He does not, however, know what specific weakness Miragul's phylacteries possess.

The gigantic general's ultimate goal is to find an item that will regenerate his lost body, allowing him to return to his full power. Though too wise to imagine a return of Norrath to the grandeur of the Elder Age, Zekem knows that few beings present in the current era can stand against a warrior-wizard created by Rallos Zek's own hand.

Zekem's Return

If the party includes a worshipper of Rallos Zek, Zekem focuses his attention entirely on that individual, offering tremendous rewards in return for assistance in freeing the giant from the lair. The GM should provide appropriate experience rewards to any followers of Rallos Zek who assist Zekem in fulfilling his goals, whether by finding a way to restore his body or grafting his head onto a new one. Fulfilling this quest may lead to many new and interesting adventures in Norrath as a major new power appears on the world stage.

If Zekem is freed from the glass globe, he can once again access his spell-like abilities (although he has no mana, and could only use them if he had time to meditate and had a good blood supply.

Wizard Spells Prepared (mana cost, adjusted for Greater Specialization where applicable): *Disintegrate* (98), *Elnerick's electrical rending* (80), *fetter* (13), *ice spear of Solist* (45), *manasink* (33), *Markar's discord* (45), *shield of the magi* (50), *sunstrike* (68), *tears of Solusek* (62), and *winds of Gelid* (132). As cast by a 30th-level wizard (save DC 20 + spell level, DC 22 + spell level for evocation) with a pool of 600 mana.

Languages: Giantish (6), Ogre (5), Old Goblin (5), Ancient Orcish (5), Ancient Common (5), Combine (5), Old Erudian (5), Old Teir'Dal (5), Dragon (5), Elder Dragon (5).

Feats: Cleave, Double Attack, Enlarge Spell, Iron Will, Leadership, Mental Clarity, Mystic Capacity (x2), Power Attack, Quest Spell, School Specialization (evocation), Spell Focus (evocation).

Immortality (Ex): For some reason or by some unknown means, Zekem has survived the passage of millennia, as well as decapitation. Though he requires blood to remain active, lack of sustenance does not kill him; rather, he becomes *fatigued* and cannot cast spells. The statistics here represent Zekem in this current weakened form.

Zekkite Giant (Ex): Zekkite giants have good Fortitude and Will saves, and they receive (5 + Int modifier) x HD skill points. They also have the spellcasting powers of 30th-level wizards.

Head (Ex): As a decapitated giant's head, Zekem has only one-tenth of his normal total of 706 hp. He has no effective Strength or Dexterity score (reduced from his actual values of 44 and 12, respectively), and thus cannot fight or move; he automatically fails all Reflex saves and Strength and Dexterity checks. He loses his SR (normally 30), and his usual damage reduction 8/– is reduced to DR 1/–. Zekem also loses his regeneration 20 ability, which is effectively reduced to mere fast recovery. (Normally, he takes normal damage only from acid or fire. He cannot regenerate lost limbs [or bodies…], but he can reattach them if they are held to the stump. Unfortunately, Zekem's body was burned up aeons ago.)



Immunities (Ex): Zekem cannot be *stunned* or *paralyzed*, and he is immune to poison and disease.

3-4. The Summoning Chamber

The walls of this perfectly circular room arc upwards to a single point 20 feet above. Inscribed in the air an inch from the walls are dark runes, incorporeal and not subject to disturbance. From the apex of the room, a chain descends halfway to the floor, there splitting into three chains that spread out and hold a large ring-shaped band of metal on a plane parallel to the floor. This 6-foot-radius ring is suspended roughly 8 feet above the floor, glows with a disturbing pale light that does nothing to ease the intense chill of the room. An iron podium under the northernmost point of the ring bears sheaves of crisp parchment covered in immaculately neat handwritten text and precise symbols. The language is Old Erudian, but the wording is so arcane that a Spellcraft check (DC 33) is required to properly understand the manuscript, in addition to linguistic skills.

The peculiar light also illuminates a series of engravings that incise the floor in a wide circle under the glowing ring. Further engravings within this circle form a peculiar star-shaped pattern not unlike that found elsewhere in Miragul's lair. At the center of these markings rests an elegantly crafted pedestal, with four iron legs twining into a 4-foot high base that culminates in a support. Atop this surface is a plush, square, violet pillow indented with a rectangular pattern, the whole covered by a perceptible coating of dust. Whatever once sat upon this stand was removed long ago. In its place are two teardrop-shaped shards of glass.

Within this room, Miragul effected his transformation from living Erudite into undead lich. The notes detail the process at length, including the necessary gestures, incantations, elixirs, and other components (see the lich template sidebar at the end of this chapter). One of these components is a phylactery, a jeweled box designed to harbor the caster's soul while allowing the psyche to control the body's actions. The ritual infuses the caster's body with the same negative energy that animates the undead, but as long as the phylactery remains intact and within its appointed place, the lich retains the mentality it bore in life. (Of course, this portion of Miragul's ritual was faulty, due to misinformation provided by Zekem.)

If the papers are examined closely, a character who makes an Intelligence check (DC 12) may notice that several of the figures drawn therein resemble the jeweled boxes found in Areas 1–18 and 2–2 — and also match the dimensions of the empty space upon the pillow.

Due to the necessity of maintaining this room's magical integrity, it is a safe haven of sorts: None of Miragul's guardians enter it unless so ordered or forcibly brought within.

What of the Phylactery?

The characters should be awed by the knowledge that Miragul's phylactery is not within the lair. Bezannos and Alarmaba do not know its location; Miragul put them to sleep prior to enacting the ritual. The glass spectres also do not know, although they guess, for they arrived following its disappearance. Sulon fully believes the phylactery to be within the Inner Sanctum; to convince him otherwise may be impossible. Zekem distinctly remembers a powerful presence entering the lowest reaches of the lair several years after Miragul's transformation, but he could not discern the presence's nature nor its actions. He may feign more knowledge, of course, if it aids his cause.

The perpetrator of this peculiar crime is known as the Oracle of K'Arnon, and the teardrops are a subtle clue to his home in the Ocean of Tears. Guided by visions and shielded from Miragul's guardians by the power of his patron, demigoddess Vazaelle Kaleine, this enigmatic seer and seeker of knowledge penetrated the lair's defenses and absconded with the phylactery mere weeks following the necromancer's transformation. The Oracle retains possession of it to this day, awaiting signs known only to him. In the meantime, he seeks the *Tome of Ages*, a collection of histories and potent mysticism compiled by a mysterious dark elf sect known as the Dal. The Dal divided this tome into separate books, each detailing one of the Ages of Norrath, and concealed them from the eyes of outsiders. The Oracle may accept one of these lost books as payment in return for the phylactery, although he doubtless prefers not to part with it. For more information on the Ocean of Tears and further insights into the Oracle of K'Arnon, consult *Realms of Norrath: Freeport*.

Sulon McMoor (see Area 1–19) proposes to the characters that with the phylactery he might restore Miragul to a living state, or perhaps undo whatever caused the ritual to go awry. If the characters somehow produce the phylactery for him, he attempts to restore Miragul to existence by transferring his soul into an empty vessel such as those found in Area 2–9. Such a ritual requires the presence of the lich and an essence emerald, neither of which Miragul provides willingly. Additionally, Sulon must find a way to destroy the phylactery safely. Even then, the GM determines the success or failure of Sulon's ritual and whether or not it merely restores Miragul to human form or whether it allows his transformation into a lich to be completed successfully.

Should Sulon's attempt to restore Miragul succeed, the ancient necromancer willingly demonstrates his appreciation to those involved, providing wealth, information, or magical trinkets. The characters must be reasonable in their requests, however; Miragul did not acquire his hoard only to give it away. The Arch Necromancer's attention then turns to pursuit of his true goal, for which immortality was but a stepping stone.

Shortly before his transformation, Miragul realized another avenue to immortality he'd not previously dared consider: apotheosis, becoming a god. In *theory*, he determined, it could be done. After all, Vazaelle Kaleine started life as a fellow Erudite but ultimately ascended to the rank of demigoddess with the aid of her patron, Cazic-Thule. Miragul preferred another method, one with fewer strings attached and less dire consequences. However, with time running short, he realized that further investigation must wait. He was forced to try lichdom.

Now, restored to his full power and mental capacity, Miragul quickly dispenses with the plots of the glass spectres and pursues his vision of ascension. Concluding that his library is insufficient to the task, the necromancer seeks out a singular collection of lore that has continually eluded his grasp: the *Tome of Ages*.

3-5. The Library (EL 28)

To say that Miragul's library of tomes, scrolls, compositions, hymnals, ephemerides, maps, woodcuts, tapestries, engravings and other records is the finest the characters have ever seen truly understates the enormity of his collection. There may well be no greater assembly of ancient writings anywhere in Norrath, and while a portion of the collection would only be of interest to dilettantes and specialists, the vast majority would bring rapture to any sage. The condition of the collection is impressive as well. The cold, dry air and lack of vermin has preserved works that would otherwise have perished into dust long ago. It is obvious from the cleanliness of the library vaults and the condition and organization of the materials contained therein that this room was a focal point for Miragul's very existence. The library's guardians reinforce that perception.

Hiding in the library's shadowy recesses are 2 glass spectres (see Appendix One), all but impossible to see given the darkness of their environment and their exceptional Hide skill. They observe the characters quietly, waiting for the party to separate before confronting them. If possible, they seek to corner the weakest party member first, using any means to force the PC into an agreement. Such pacts are left to the GM to develop, but focus on the acquisition of living humanoids to fill the vacant slots in Area 2–8. The spectres seek one captive of any divine spellcasting class from each of the major humanoid races (dark elf, ogre, troll, etc., and including froglok and sarnak). If the party agrees to bring several desired specimens, the spectres may even release a current occupant…

Treasure: This room is the envy of every library on Norrath. The tomes and scrolls herein include works of history, spellcraft, philosophy, theology, and most any other scholarly subject imaginable. The hymnals are so complete as to include barely translatable renditions of ancient draconic paeans to Veeshan — of particular interest to those fluent in the tongue of Elder Dragon for their faint similarity to magical bard songs. The maps and ephemerides cover geographic and cosmological data spanning the course of centuries, including the boundaries of the fabled Combine and Shissar Empires and even the presence of strange constellations no longer seen in Norrath's skies. Tapestries, engravings, and woodcuts provide pictorial representations of scenes from ancient history, most now

unknown, but some — like the battle that formed the Field of Bone in Kunark — still remembered by the learned.

Included within this trove are writings by Miragul himself. Detailed notes cover his development of necromancy from a collection of profane Teir'Dal rituals to the powerful dark art of the present era. Careful documentation records his conception of the various guardians of his lair and geomantic reasons for the peculiar arrangement of the upper caverns. Various codices recount research into magical fields far removed from necromancy, even including rare arcane spells or divine exhortations unknown to most practitioners of magical or priestly arts. The life's work of one of the most powerful and sagacious mortals of any race is now in the characters' hands, but first they must learn to read it.

The most recent additions to the library are already centuries old, dating to mere days before Miragul enacted his transformation from Erudite to lich. Even the few works recorded in Common employ numerous archaisms and long forgotten modes of expression. Roughly 60% of the collection, including that written by Miragul's own hand, is in Old Erudian or includes translations to that tongue. Miragul was a knowledgeable linguist, however, and often did not bother to translate texts from Elder Dragon, Old Teir'Dal, Primal Gnome, Combine, and other lost tongues. A capable scholar requires a week to translate a single scroll, three times that to render legible a moderately sized book, and at least a month or more, if not the better part of a year, to decipher the intricacies of a tome on spellcraft or other esoteric subjects. Of course, the characters must find means by which to acquaint translators with the material, not necessarily an easy task in itself.

In the end, the degree of knowledge and power available to characters here and the game effects or ramifications of this body of knowledge are best left to the individual GM.

Each glass spectre has a key that opens the door into Area 3–8.

Optional Rule: Using the Library

Once translated, the library's works are a font of information for a scholar pursuing nearly any subject. First, constant study for a period of one week on any subject found in the library grants the student a +1 competence bonus to all checks involving that subject. Secondly, for each two weeks of additional study, a character may receive double the benefits from spending training points on the appropriate skill (i.e., she gains 2 ranks in a class skill for 3 training points, and 2 in a cross-class skill for 5 points; alternately, she could opt to gain 1 rank in each of two skills for the relevant training point cost); the usual level caps still apply. Most skills with Str, Dex, or Con as key abilities cannot be improved in this manner, although if the character possesses no ranks in such a skill, he may glean the basic techniques (1 rank) over the course of a week's study. For most other skills (at the GM's discretion) and all Knowledge skills, the character may acquire a maximum of 6 + Int modifier ranks in any given skill using the resources of the library.

The GM is the final arbiter of all such skill gains.

Glass Spectres (2): CR 27; Medium-size outsider [evil, orderly]; HD 33d8+264; hp 416, 413; Init +4 (Dex); Spd fly 40 ft. (good); AC 34 [flat-footed 30, touch 14] (+4 Dex, +20 natural); BAB +33; Grap +38; Atk +38/+33/+28/+23/+18 melee (1d10+7 plus *lifedraw* proc, crit 19–20/x4, scythe); Reach 10 ft.; SA animate reflection, *lifedraw*, spell-like abilities; SQ nightmare pact, damage reduction 30/+5, SR 31, see in darkness, telepathy, immunities, resistances, vulnerabilities; Resist CR 40, ER 40, MR 40; AL OE; Fac Terris-Thule; SV Fort +24, Ref +20, Will +21; Str 21, Dex 18, Con 27, Int 25, Wis 20, Cha 19.

Skills: Bluff +37, Channeling +40, Diplomacy +26, Hide +37, Intimidate +37, Knowledge (folklore) +29, Knowledge (monster lore [humanoids]) +29, Knowledge (monster lore [outsiders]) +18, Knowledge (monster lore [undead]) +18, Knowledge (mysticism) +40, Knowledge (planar travel) +29, Listen +38, Meditation +43, Sense Heading +16, Sense Motive +27, Sneak +37, Spellcraft +40, Spot +38, Undead Empathy +26.

Feats: Cleave, Combat Reflexes, Double Attack, Great Cleave, Improved Critical (scythe), Parry, Power Attack, Riposte, Spell-Like Ability Focus (alteration).

Animate Reflection (Su): Once per day, as a full-round action, a glass spectre can create a magically summoned "copy" of a single opponent within 30 feet to fight that opponent on its behalf. See Appendix One for more details.

Lifedraw (Su): A glass spectre's scythe attack can process (Proc DC 21) the *lifedraw* spell on the target struck, transferring 6d6 points of magic damage from the target to the spectre (Fort half, DC 30). This ability differs from normal process effects in that the glass spectre can process this effect once per attack, rather than only once per round.

Spell-Like Abilities (mana cost, modified for *mana preservation III*): *Arch shielding* (30), *chilling embrace* (30), *dooming darkness* (18), *drain spirit* (29), *invoke fear* (18), *surge of enfeeblement* (16), *venom of the snake* (25), *word of souls* (26). As a 22nd-level necromancer (save DC 17 + spell level).

Mana Pool: 308.

Nightmare Pact (Su): A glass spectre may seal a bargain with another being (or beings) by touching its fingertips to those with whom it forms the pact. Both parties must be in agreement for this ability to work. See Appendix One for more details.

See In Darkness (Su): Glass spectres can see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Glass spectres can communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Immunities (Ex): Glass spectres are immune to acid damage and to sleep, paralysis, and stunning effects.

Vulnerabilities (Ex): Glass spectres take double damage from blunt weapons (double the damage and then apply damage reduction). They take double damage from sonic attacks except on a successful saving throw.

Glass Spectres (buffed with *arch shielding*): hp 452, 449; AC 41 [flat-footed 37, touch 14] (+4 Dex, +20 natural, +7 armor); SQ magic saves +2; Resist CR 40, ER 40, MR 48.

3-6. The Bone Vault (EL 27)

The ribcage of some giant beast forms the gateway to this area. It swings opens easily, exposing a short hallway that leads to a cavernous, dimly lit chamber. Massive pillars fully

10 feet in diameter and 40 feet high support the ceiling. Mosaics of twisting, phosphorescent designs coat the pillars, providing faint illumination. Within the gloom, hundreds of skeletons stand freely within this museum of the dead. The collection represents virtually every race of Norrath, hundreds of beasts both mundane and magical, lost creatures unknown to modern times, and beings not seen beyond the outer planes. At the far end of the chamber, opposite its entryway, the colossal skeleton of a dragon stands rampant, wings outspread. Even in death, the great dragon's presence inspires fear in those who look upon it.

The Bone Vault is what it appears to be, a skeletal museum, an achievement unequalled throughout Norrath. Obviously the work of several lifetimes, the collection covers an impressive assortment of creatures: snake and iksar, dwarf and giant, elf and sarnak, brute and racnar, and dozens of beasts recognizable only to the very well traveled. The dragon skeleton retains faint echoes of its former glory: Anyone coming within 40 feet of it must make a Will save (DC 25) or be *shaken* for 2d4 rounds.

Of note is the fact that the museum contains only creatures that dwell on land or in the air, a clue observant characters may discern. There are no skeletons of aquatic creatures here.

A glass spectre lurks within the recesses of the bone vault, observing the characters' exploration. It waits for an opportunity to catch a character alone, but is unafraid to confront the party as a whole if necessary.

Glass Spectre (1): Use stats in Area 3–5, but this specimen has only 391 hp (427 hp buffed with *arch shielding*) and does not carry a key.

3-7. The Trove

Entrance (EL 20)

Only a small hole distinguishes the hidden stone door leading to this vault from the rest of the hallway. The door can be opened by a skilled lockpick; otherwise, the PCs require the key hanging about Miragul's waist to gain entry. Failure to pick the lock triggers a deadly mystical trap linked to an essence emerald and an empty phylactery planted within the stone wall.

Hidden Stone Door: Hardness 15; 220 hp; Break DC 32; Pick Lock DC 40.

***Soul Drain* Trap:** CR 20; lockpicker must make Fortitude save (DC 34) or be slain, his soul drawn into the phylactery; a successful save still results in 8d6 points of magic damage and 1 negative level (Fort DC 34 one day later), effectively "charging" the essence emerald; Search (DC 40); Disable Device (DC 40). *Note:* As with all of Miragul's other phylacteries, a trapped soul can be released only by immersing the phylactery in salt seawater; after that, any spell of the *reanimation* line can restore the victim to life, as normal.

Vault

This oblong chamber contains the results of centuries of acquisition on the part of Miragul, prior to his transformation into a lich. The items within are fastidiously arranged and carefully documented in a tome resting upon a podium at the far end of the vault. A number of the new magic items listed in Appendix Two: Magic Items contain quotes in the "Description" section — this quoted text is Miragul's words (written in exquisite Old Erudian) that appear in the ledger in this room, and may be read aloud to players.

All the following items are found here: *appraiser's eye*, *assassin's stiletto*, *breath of Xegony*, *bust of inner revelations* (currently in Miragul's image), *Combine battle standard*, *Fennin Ro's blazing steed*, *horn of the grave*, *mantle of Queen Culayne*, *nightwatch monocle*, *parasitic shroud*, and *still-life elixir*.

In addition, there are 12 minor, 9 medium, 5 major, and 2 epic items of the GM's choice here, all chosen to suit the goals and tastes of her campaign.

> At last, all preparations are complete. Bezannos and Alarmaba sleep, Zekem is fed, and the ritual's components await me in the Summoning Chamber. My next entry to this volume shall, no doubt, be its most interesting to date. Tonight, centuries of life come to an end, and an eternity of life begins anew.
>
> My past achievements are as nothing compared to what lies ahead. May the gods witness my rise and prepare a place at their table for my assured apotheosis.
>
> — M.

3-8. Miragul's Chamber (EL 37)

The Doors

Plain double stone doors stand closed here. They swing easily outward, but only under one of three conditions: (i) its lock can be picked; (ii) one of three keys can be used to open it, each kept by a glass spectre (the two in Area 3–5 each have one, and the spectre that attends Miragul carries the third); or (iii) the doors open at the mental command of Miragul himself. Alternately, the doors might be smashed open, but this would very likely take a great deal of time and energy, given their magical construction.

Double Stone Doors: Hardness 15; 300 hp; Break DC 36; Pick Lock DC 40. The doors also have spell resistance 36.

The Chamber

Miragul's "bedroom" is spacious, furnished sparsely but ornately. A small, firm bed occupies the far end of the room, and a single thick blanket of black-dyed velvet covers the thin, plain sheet upon it. An elaborately carved escritoire adjoins the left wall; a fully stocked bookcase faces it from the right. A single wooden chair and small table — topped by a book and candle — seem out of place in the center of the room.

The walls feature numerous paintings, all evidently by Alarmaba (see Area 3–2) and featuring scenes of Norrathian cities, some of which exist now only as ruins. Another portrait features the tiny image of Miragul against the cavernous backdrop of the Bone Vault (Area 3–6). A Search check (DC 28) may reveal an image apparently imbedded into the shadows of this painting: a feminine face with swirling, empty eyes and a nose like a chisel, but no mouth above the shade of a chin. Few residents of Norrath would recognize this subliminal visage: a PC who makes a *bardic knowledge* or Knowledge (art and literature, folklore, or religion) check (DC 30) recognizes it as Terris-Thule, Goddess of Nightmares.

One last curiosity dominates the room. Pinned into place on the wall above the bed is a skeleton some 10 feet in length. The skull is bulbous, unrecognizable as any humanoid race. The spine curves sinuously, and the elongated limbs end in bony flanges like oars. Unless a follower of Prexus makes a Knowledge (history) check (DC 20) or the party has actually encountered Phinigel Autropos of Kedge Keep, the PCs are unlikely to recognize the skeleton of a kedge, a race created by Prexus but rendered nearly extinct millennia ago.

If the characters have yet to encounter the lich of Miragul, they encounter him here, gazing into the portrait of the Bone Vault (whether or not he is prepared for their arrival).

Tactics: What the lich of Miragul lacks in foresight he makes up for with a paranoid zeal for self-preservation and an array of capable guardians. Realizing the PCs have bypassed significant obstacles in order to reach the innermost portions of the lair, he regards them cautiously but not submissively. He asks them their names and intent, and questions them carefully, seeking possible paths for turning the characters to his will. A glass spectre always flanks the lich, whispering quietly into its patron's ear. This particular spectre never leaves Miragul's side unless coerced. The Arch Necromancer's 2 enormous skeletal pets are ever-present as well; the glass spectres prefer Miragul to utilize skeletons instead of the spectres summoned with *emissary of Thule*.

If the characters are of obviously evil alignment, the lich's promises of power may sway them. If the PCs are wily, they may prompt Miragul to undertake a pact with a glass spectre in order to seal the bargain. Miragul may sate the concerns of neutral characters by granting them each powerful items from the trove in return for their departure and promises of non-interference. Powerful characters of good alignment present a more difficult obstacle. To them, Miragul may plead innocence, regretting the loss of his many guardians and protesting a destructive breach of privacy; he forgives the characters their trespass, however, and asks them to depart peacefully, leaving him to his centuries long seclusion. If the PCs are obviously aware of the planar well (Area 2–8) and the plot surrounding it, Miragul's bargains center around filling available spaces within the rune circles.

Miragul's schemes cannot progress much more deeply than what is presented above. While devious, his penchant for subtlety is locked within the phylactery, making Miragul's lich a poor plotter. For characters who think this undead horror may not be dealing with them honestly, a successful Sense Motive check opposed to his Bluff check confirms their suspicions.



The lich eschews combat unless against an obviously inferior foe. Miragul prefers to fight from the rear, letting his pets and his glass spectre ally confront the characters directly. If threatened with destruction, Miragul casts *gate* to arrive at his bind point in Area 2–4. He may then recoup his strength or use a firepot to leave the lair altogether if he still feels threatened. If the characters follow, Miragul simply gates back, leaving his adversaries far behind him. Whatever the stakes, Miragul's overdriving impulse is self-preservation at all costs.

In life, Miragul could rely on an unparalleled array of spells from all arcane classes. As a lich, he employs only the necromantic spells he currently has prepared, but he does so with ruthless efficiency. Not only can he access all known necromantic spells without the need for a spellbook, but his robe allows the effects of some spells to be doubled (see *Miragul's robe* in Appendix Two). This allows him to, for instance, summon and control two type 14 skeletal companions (present at all times), strike the same target twice with a single *lifetap* spell, or *annul* up to six of an opponent's magical effects with one casting.

Miragul can, of course, take full advantage of the lair he created, even in his relatively addled condition; the geomantic and other magical modifications still empower his spellcasting. In addition, any individual belonging to one of the races within the circles surrounding the Pit of Nightmare in Area 2–8 is subject to the intense visions of horror that Miragul can inflict.

Be sure to account for the various permanent effects of Miragul's lair in the Inner Sanctum when running this battle.

Glass Spectre [advanced HD] (1): CR 27; Medium-size outsider [evil, orderly]; HD 36d8+288; hp 460; Init +4 (Dex); Spd fly 40 ft. (good); AC 34 [flat-footed 30, touch 14] (+4 Dex, +20 natural); BAB +36; Grap +41; Atk +41/+36/+31/+26/+21 melee (1d10+7 plus *lifedraw* proc, crit 19–20/x4, scythe); Reach 10 ft.; SA *animate reflection*, *lifedraw*, spell-like abilities; SQ nightmare pact, damage reduction 30/+5, SR 31, see in darkness, telepathy, immunities, resistances, vulnerabilities; Resist CR 40, ER 40, MR 40; AL OE; Fac Terris-Thule; SV Fort +28, Ref +24, Will +27; Str 21, Dex 18, Con 27, Int 25, Wis 20, Cha 19.

Skills: Bluff +40, Channeling +43, Diplomacy +26, Hide +40, Intimidate +37, Knowledge (folklore) +32, Knowledge (monster lore [humanoids]) +32, Knowledge (monster lore [outsiders]) +21, Knowledge (monster lore [undead]) +21, Knowledge (mysticism) +43, Knowledge (planar travel) +32, Listen +38, Meditation +46, Sense Heading +16, Sense Motive +30, Sneak +40, Spellcraft +43, Spot +41, Undead Empathy +29.

Feats: Cleave, Combat Reflexes, Double Attack, Great Cleave, Improved Critical (scythe), Iron Will, Parry, Power Attack, Riposte, Spell-Like Ability Focus (alteration).

Animate Reflection (Su): Once per day, as a full-round action, a glass spectre can create a magically summoned "copy" of a single opponent within 30 feet to fight that opponent on its behalf. See Appendix One for more details.

Lifedraw (Su): A glass spectre's scythe attack can process (Proc DC 21) the *lifedraw* spell on the target struck, transferring 6d6 points of magic damage from the target to the spectre (Fort half, DC 32). This ability differs from normal process effects in that the glass spectre can process this effect once per attack, rather than only once per round.

Spell-Like Abilities (mana cost, modified for *mana preservation III*): *Arch shielding* (30), *chilling embrace* (30), *dooming darkness* (18), *drain spirit* (29), *invoke fear* (18), *surge of enfeeblement* (16), *venom of the snake* (25), *word of souls* (26). As a 24th-level necromancer (save DC 17 + spell level).

Mana Pool: 336.

Nightmare Pact (Su): A glass spectre may seal a bargain with another being (or beings) by touching its fingertips to those with whom it forms the pact. Both parties must be in agreement for this ability to work. See Appendix One for more details.

See In Darkness (Su): Glass spectres can see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Glass spectres can communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Immunities (Ex): Glass spectres are immune to acid damage and to sleep, paralysis, and stunning effects.

Vulnerabilities (Ex): Glass spectres take double damage from blunt weapons (double the damage and then apply damage reduction). They take double damage from sonic attacks except on a successful saving throw.

Lich of Miragul, male lich (Erudite), Nec 33/Enc 10/Mag 10/Wiz 10 (always buffed with *manaskin* and *shield of the magi*): CR 37; Medium-size undead; HD 63d12; hp 712 + (2d10+3)x10 = ave. 140 against spells and magical effects only; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 29/30* [flat-footed 23, touch 16/17*] (+3 Dex, +5 natural, +8 armor, +3 dodge [* +4 dodge vs. ranged]); BAB +15; EAB +17; Grap +36; Atk +36/+32/+28/+24/+20 melee touch (1d10+4 and harrowing), or +35 ranged; SA frightful presence, harrowing, call of the phylactery, spell-like abilities; SQ undead, undying, geomancy, nightmare link, death masteries (fear storm, rebuke undead [8/day], restore undead), Greater Specialization (alteration), greater enchantment (enchanted jewelry mastery), greater magic (reclaim energy), quicken mastery, master of servants, damage reduction 50/+5, immunities, turn resistance +4, SR 35, +1 on energy-based saves, +4 on magic saves, Erudite traits; Resist AR 60, FR 60, MR 70, SoR 10; AL NE; Fac Miragul; SV Fort +35, Ref +35, Will +42; Str 19, Dex 16, Con –, Int 36 (30), Wis 18 (17), Cha 17 (18).

Skills: Appraise +23, Bluff +22, Channeling +55, Diplomacy +23, Forgery +24, Gather Information +6, Heal +30, Hide +19, Intimidate +27, Knowledge (folklore, history) +33, Knowledge (monster lore [all]) +25, Knowledge (mysticism, planar travel) +55, Knowledge (all others) +23, Listen +26, Meditation +79, Read Lips +19, Search +28, Sense Motive +32, Sneak +21, Spellcraft +59, Spot +14, Swim +8, Trade Skill (blacksmithing) +16, Trade Skill (calligraphy) +21 [see *Al'Kabor's Arcana*], Trade Skill (jewelcraft) +40, Trade Skill (poison making) +23, Trade Skill (pottery) +17, Undead Empathy +33, Wilderness Lore +8.

Languages: Old Erudian (7), Ancient Common (6), Old Teir'Dal (5), Teir'Dal (5), Dragon (5), Elder Dragon (5), Elvish (5), Ancient Elvish (5), Primal Gnome (5), Combine (5), Old Dwarvish (4), Treant (5), Giantish (5), Ancient Orcish (4), Old Goblin (3).

Feats: Combat Casting, Dodge, Enlarge Spell, Extend Spell, Improved Dodge, Mental Clarity, Mystic Capacity (x4), Parry, Quicken Spell, School Specialization (all), Still Spell, Toughened.

Frightful Presence (Su): At will as a free action, Miragul may gesture ominously, requiring all within 30 feet who can see him to make a Will save (DC 44) or be *frightened* for 1d8 rounds. Anyone who saves is immune to this effect for 24 hours.

Harrowing (Su): Miragul's touch is far more devastating than that of a typical lich, dealing 1d4 points of temporary damage to all ability scores. A successful Fortitude save (DC 44) halves the damage to Strength, Constitution, and Dexterity; a successful Will save (DC 44) halves the damage to Intelligence, Wisdom, and Charisma.

Call of the Phylactery (Su): While in his lair, Miragul can attempt to trap the soul of a slain opponent in a phylactery. This requires a full-round action, and must be begun within 1 round of the opponent's death. The slain character may make a Will save (DC 41) to avoid being trapped. If the save fails, one of the open phylacteries in Area 1–18 seals shut, binding the character's soul, and the character's name appears on the plaque for that statue. As a result, Miragul heals a number of hit points equal to the character's level x 2 and gains a number of permanent hit points equal to either her primary ability score modifier (if a spellcaster) or Con modifier (non-spellcaster).

Characters may free the soul safely in the same manner of Miragul's other phylacteries: by immersing it in seawater. If the character's body is present, *reanimation* or the like restores her normally. For each soul freed in Area 1–18, Miragul loses 1d6+1 permanent hit points.

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Annul magic* (52; quickened), *augmentation of death* (38), *gate* (11), *harmshield* (14), *infusion* (4; quickened), *paralyzing earth* (16), *plague* (200; quickened), *quivering veil of Xarn* (23), *scent of Terris* (30), *touch of night* (62), *trepidation* (7), and *trucidation* (57). As 33rd-level necromancer (save DC 23 + spell level).

Mana Pool: 1,653.

Undying (Ex): While Miragul's phylactery is intact, even if it is not in his lair, the lich cannot truly die. If destroyed, the lich reforms in 1d10 days, no doubt with revenge on his mind.

Geomancy (Ex): While in his lair, Miragul receives a +10 bonus to all Channeling checks and gains *flowing thought 10* (i.e. he regains 1 mana per minute). When casting any alteration spell in his lair, the GM may reroll any 1's that are part of a random element of the spell (whether for damage dice, duration, etc.).

Nightmare Link (Ex): At will, once per round as a free action, Miragul can force any barbarian, goblin, gnoll, halfling, half-elf, human, or orc to make a Will save (DC 30, minus the character's level if the target is a worshipper of Terris-Thule) or else be overcome with fear and dread, effectively *cowering*. This lasts for 1 round.

Master of Servants (Ex): Undead pets summoned by Miragul are particularly resilient: Compute their HD as 1d6+6 instead of 1d12. His undead pets also benefit from any turn resistance Miragul possesses (base +4).

Immunities (Ex): Immune to cold and electricity; only affected by shape-altering magic if he wills it.

Possessions: Miragul's robe, bonespun black sapphire necklace (+17 hp), *bonespun opal bracelet* (+3 AC, +4 vs. ranged), *bonespun diamond ring* (all resistances [10]), *bonespun blue diamond crown* (+6 on all saves), *bonespun star rose quartz ring* (+2 Int), 4 essence emeralds.

*Miragul receives a +2 bonus to all saving throws against spells, spell-like or supernatural abilities cast by followers of Mithaniel Marr, Erollisi Marr, or Quellious as long as his image adorns the *bust of inner revelations* found in Area 3–7.

Bonespun Jewelry

Bonespun jewelry consists of a gem and an enchanted piece of bone, usually the vertebra of some intelligent creature. Like other enchanted jewelry, *bonespun* enhances some attribute or other of the wearer, but in this case it functions only for an undead wearer; it can be further enchanted with the ghost touch ability (see *EverQuest: Game Master's Guide*, p. 115) so that it can be worn by incorporeal undead. *Bonespun jewelry* does not vanish when a summoned skeletal or spectral companion is destroyed or dismissed, making it extremely valuable and practical for necromancers' and shadow knights' pets.

For more information on creating *bonespun jewelry* using the Trade Skill (jewelcraft) skill, see *Al'Kabor's Arcana*.

Miragul's Skeletal Companion (1st of 2), Type 14: CR –; Huge undead; HD 27d12; hp 298; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft. in armor, 30 ft. base; AC 37 [flat-footed 36, touch 9] (–2 size, +1 Dex, +18 natural, +10 armor); BAB +13; Grap +33; Atk +23/+17/+11 melee (2d8+14, crit 19–20/x2, *Huge bone-hilted companion's blade*), +18 melee (1d10+9, *cold iron morningstar*), and slam +21 melee (2d6+12 and *daze*); Face 10 ft. by 10 ft.; Reach 15 ft.; SA magic attack +5, lifedrain, flying kick; SQ undead, infravision, see invisible, damage reduction 20/+3 and 5/–, SR 22, turn resistance +4, immunities, energy-based saves +2; Resist AR 10, ER 10, FR 10, MR 10, SoR 10; AL N; Fac none; SV Fort +9, Ref +10, Will +14; Str 34 (32), Dex 13, Con –, Int 7, Wis 9, Cha 1.

Skills: Jump +26, Listen +18, Spot +18, Taunt +20.

Feats: Dual Wield, Improved Initiative, Improved Slam, Power Attack, Slam.

Lifedrain (Su): The companion's melee attacks can process a vitality-draining power (Proc DC 18) that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 23) for half damage.

Flying Kick (Ex): This attack requires the skeletal companion to move at least 10 feet and make a Jump check (DC 15). If successful, it may make a single attack that deals 10d6+14 points of damage if it hits. If the flying kick hits, the skeletal companion may also, as a free action, make a bull rush attack against the target with a +8 circumstance bonus on the bull rush check. This action does not provoke an attack of opportunity. The skeletal companion may not make any other attacks in the round it performs a flying kick.

Immunities (Ex): Skeletal companions are immune to cold damage and take only half damage from slashing or piercing weapons.

Possessions: Skeleton mail, Huge bone-hilted companion's blade, cold iron morningstar.

Miragul's Skeletal Companion (2nd of 2), Type 14 (buffed with *augmentation of death*): CR –; Huge undead; HD 27d12; hp 254; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 34 [flat-footed 30, touch 12] (–2 size, +1 Dex, +18 natural, +3 haste, +4 deflection); BAB +13; Grap +36; Atk +26/+20/+14 melee (4d8+24, crit 19–20/x2, *Gargantuan bone-hilted companion's blade*) and slam +24 melee (2d6+15 and *daze*); Face 10 ft. by 10 ft.; Reach 15 ft.; SA magic attack +5, lifedrain, flying kick; SQ haste (7) [1 or 2 extra attack actions every round], undead, infravision, see invisible, damage reduction 20/+3, SR 22, turn resistance +4, immunities; AL N; Fac none; SV Fort +9, Ref +10, Will +14; Str 40 (32), Dex 13, Con –, Int 7, Wis 9, Cha 1.

Skills: Jump +29, Listen +18, Spot +18, Taunt +20.

Feats: Dual Wield, Improved Initiative, Improved Slam, Power Attack, Slam.

Possessions: Gargantuan bone-hilted companion's blade.

Of Miragul

The Arch Necromancer's past is shrouded in mystery. The few surviving records from the era of his birth and growth do not reference Miragul until the time of the Revolt. Currently, there are four primary sources for information concerning Miragul: his two surviving servants; the few scraps of lore scattered across Norrath, such as those presented in brief excerpts above; Zekem; and the necromancer's own private journals (written entirely in Old Erudian). The following is a composite of knowledge that characters may glean from adventuring within the lair.



Description

Miragul's transformation from dying necromancer to undead warlock wrought numerous changes upon his Erudite venerable body. Today, deep, purple bruises blemish his cracked and wrinkled skin, darkening into splotches black with necrosis. The whites of Miragul's eyes dissolved long ago, but golden irises remain, and fires dance within his pupils. The lich lacks a nose entirely; only a gaping hole remains in its place. His black lips are drawn back, exposing a full set of brilliant, white teeth set into thin, rotted gums.

In contrast to the rest of his visible features, Miragul's hands are covered in smooth, bone-white flesh, the result of centuries of practice wielding death magics. His fingers are long and slender, the nails unnaturally long, almost talons. The rest of Miragul is lost to sight, buried within a thick robe the color of night. The fabric does not shift so much as flow, like shadows under swaying, moonlit branches. Thirteen silver runes sewn into the robe drift across the garment freely, perhaps binding it into shape. The robe's skirt extends precisely to the floor and does not stray, as if it is part of the lair itself, and the necromancer glides like a spectre as he moves.

From Miragul's Journals

I have decided to record the events of my life, for I intend to create for myself a life worthy of note. Of all else prior to this day, the day of Erud's passing, I shall not waste ink.

My sole name, as befits my hereditary station, is Miragul. Until now, I felt determination without direction, ambition without purpose. But yesterday a man perished, one to whom I've been favorably compared by several other masters. This man wore the mantle of leadership of a people, the garland of mastery of arts arcane, and a name that is now synonymous with his people and the city in which they dwell. Thousands hailed him as possessing the greatest mind the mortal world has ever known, a conceit that did not fall far short of the truth. Truly, Erud earned the world's respect.

But now this remarkable man is but a corpse burning on a timber raft in the city's harbor. This great genius, capable of bending tremendous forces of magic to his will, lies dead, his body now ash, possibly feeding fish descended from those I saw netted in my youth. Where now is the mind and soul of this most accomplished of spell crafters? Resting in eternal tranquility or bathing in gold-flecked sea foam, depending on whom you ask. How utterly useless, how pusillanimous.

This ineffectuality is not unlike the tradition of practicing but one of the three branches of magic, a convention I've secretly defied for the course of a year now. We of Erudin hold the answers to a thousand puzzles in our vaults and the power to take advantage of them, yet we restrict ourselves to an absurd division of labor. So much waste — like the life of a great man who knew everything but how to continue living.

Interesting, then, the prospect of several of my brighter fellows... Might we not adapt the arts of conjuration to the realm of those passed on? Rather than bother with elementals scarcely more intelligent than clumps of dirt or ash, we might learn the wisdom of the dead. Or so I am told. If they are dead, how much wiser can they be?

But it occurs to me now — as Erud's remains sink finally, ignominiously beneath the waves — that my fellows may be investigating a useful line of research after all, assuming their claims of success are not exaggerated. It would be interesting

enough to communicate with the dead, but what else could be achieved? Could Erud himself somehow be returned to guide the city? What powers might his spiritual presence retain from his life? Could a conjurer force spirits, like elementals, into service? The ideas riddling my mind may be far too ambitious. I suspect little will come of it. For now, the challenge before me is simply to acquire every mote of knowledge.

A small task.

To make this acquisition of knowledge possible, I must defy the primary law: the bane of mortality.

If I fail, may these words and my flesh join Erud's beneath the waves.

The Giant Lives Again

Zekem's knowledge of Miragul begins with the necromancer's discovery of the giant's severed head in what are now called the Mountains of Rathe. Gypsy rumors suggested that treasures from the Age of Blood survived in the depths of the mountains, but amidst the ruins of a giant's palace the Necromancer found only Zekem, weak and suffering from centuries of exposure yet somehow still alive. Miragul brought the giant to his cave in Everfrost and constructed the glass sphere that now imprisons him.

Zekem proved a useful if not entirely willing ally for Miragul, particularly due to the giant's extensive knowledge of the arcane. Zekem assisted Miragul in extending the necromancer's lair, utilizing geomancy to amplify the flow of negative energy throughout the caverns. Miragul relied on Zekem's knowledge of mystical symbols and runic magic in constructing the planar well that gave birth to the black shroud.

However, nothing halted Miragul's inexorable decline into old age. The necromancer had extended his mortal life many centuries beyond the norm, but without a final, permanent solution, Miragul knew he would pass into death, where he doubtless would receive a less than warm welcome from the many souls he had sent to the other side. Miragul had long known that undeath held the most certain solution to his dilemma, but he sought other, less extreme means for over a century, with the assistance of Bezannos and Alarmaba Inzenar, and of Zekem himself.

Servants of the Final Days

Though knowledgeable, the Inzenars' most notable quality is their unswerving loyalty to Miragul, whom they regard as a sort of patron saint of knowledge and the necromantic arts. Sulon McMoor, the last of Miragul's acolytes, is a far more capable necromancer than Miragul's elder servants. Ironically, the more powerful and adept Sulon became, the more distance Miragul placed between them. Sulon failed to learn the lesson of his predecessors: Miragul, for all his courtesy, brooks no potential rivals. Yet unlike the rest, Sulon remains in service to his master, perhaps hoping that the lich will relent and impart to his aging apprentice the secrets of immortality.

The Inzenars served Miragul for 135 years before he agreed to undergo the ritual of transformation. Ultimately, the time had come for Miragul to choose between undeath and the permanent erosion of his physical and mental faculties. For almost a century, the completed ritual and the Summoning Chamber had awaited the necromancer's whim, and at last they served their purpose. Miragul entered the chamber alone and for a period lasting from full moon to new, he enacted the ceremony. Miragul should have emerged a physical being flooded with negative energy, tenuously joined to a psyche of positive energy bound within the phylactery. But the ritual was flawed and the tether dispersed, and within his box Miragul's mind silently cried out as his undead body separated from the necromancer's will.

The gods crafted Norrath's sentient races from the elements and infused them with spiritual energy, both positive and negative. Upon a creature's death, these spiritual energies disperse, and the body returns to the base elements whence it was derived. Corpses infused with a great surplus of negative spiritual energy rise again as undead. Without a positive force to guide it, though, the creature succumbs to feral instincts and a desire to destroy life. But the dead cannot die naturally, so in unlife Miragul saw the solution to his dilemma.

Neither Sulon McMoor nor the Inzenars understand what caused the ritual to go awry; each feel that their master erred in his calculations, that the ritual itself was flawed. The true answer rests with Zekem, although he may share his little triumph with those who earn his trust. Research prompted by Zekem's tutelage suggested that by altering the enchantment, the Arch Necromancer could craft a tether of spiritual essence, binding his light and dark spiritual energy. Miragul succeeded in every respect: he crafted the phylactery flawlessly, designed the enchantments to suit his purpose, and enacted the ritual immaculately. Yet he failed. Due to a minor miscalculation fomented by the vengeful giant's head, Miragul failed to preserve the connection of his unliving body to the positive energy within his phylactery, that spiritual force which drives exploration, innovation, good judgment, reasoning, and other desirable, creative qualities.

Miragul's essence could only watch in horror as his body became a soulless and corrupted husk roaming the lowest chambers of his demesne, too paranoid to venture forth in exploration, too primal to seek further enlightenment. For Zekem, this cruel irony is fitting restitution for being cheated of his own freedom: Both he and Miragul are fully aware, but are both imprisoned due to the actions of the other.

And so it has remained for three centuries now.

Template Creature: Lich

A character advanced enough to consider the process may well seek to perform Miragul's ritual. The Arch Necromancer hardly stood alone in his quest for immortality, and such dreams are not limited solely to pure practitioners of his craft. During the intervening centuries between Miragul's transformation and the present, a number of dreamers attempted the transformation. Most failed, often disastrously, either dying horribly or condemning themselves to live out their remaining years in horribly corrupted bodies. Some few, no doubt, succeeded. Though younger and far weaker than their predecessor, they operate with their faculties intact, and their incipient plots span decades of preparation and execution.

To become a lich, a character must be able to cast spells as a 17th-level divine or arcane spellcaster (i.e., caster level 17), whether in a hybrid or dedicated spellcasting class; however, he must have at least 5 levels in necromancer in order to comprehend the underlying principles involved in the process. Further, before attempting the ritual, the character must prepare a phylactery — typically a jeweled box in which to place the positive energies of the character's life force. The box requires materials costing no less than 120,000 gp and requires both a successful Trade Skill (jewelcraft) check (DC 30) and a successful Knowledge (mysticism) check (DC 30); if either check fails, the phylactery cannot be used, and the prospective lich must start over (although he can re-use half of the materials, thus saving 60,000 gp).

Once a qualified character has a finished phylactery, he may complete the ritual, which takes approximately half a lunar cycle; at the end of that time, he must make a Will save (DC 23). Success brings about the transformation; failure leads to a variety of unpleasant consequences best left to the GM's discretion.

Creating A Lich

"Lich" is a template that can be added to any creature that fits the parameters given above (hereafter referred to as the "base creature"). The creature's type changes to undead. A lich uses all the base creature's statistics and special abilities except as noted below.

[Note that some of Miragul's abilities and characteristics are superior to those listed in this template (e.g., his "harrowing" special ability in place of paralyzing touch). This is an anomaly: Centuries of unlife dwelling in a lair awash with dark energies has gradually warped and strengthened the negative energy flowing through Miragul.]

Hit Dice: Increase to d12.

Speed: Same as base creature.

AC: The lich gains +5 natural armor or uses the base creature's natural armor bonus, whichever is higher.

Damage: The lich may use a negative-energy-based touch attack that deals 1d10 + Cha modifier (minimum +1) points of damage to living creatures. Against non-living creatures, this attack deals no damage, but the creature touched must make a Will save (DC 10 + 1/2 the lich's HD + the lich's Cha modifier) or be *frightened* for 2d4 rounds.

Special Attacks: A lich retains all the special attacks of the base creature and also gains the following.

Frightful Presence (Su): As a free action once per round, a lich may cause a dramatic gesture or some other action (e.g., brandishing a magic staff, charging) to be terrifying. Any living creature with fewer HD than the lich that sees this action must make a Will save (DC 10 + 1/2 the lich's HD + the lich's Charisma modifier) or be *frightened* for 4d6 rounds. If the creature cannot flee, it *cowers* instead. A creature that succeeds on the saving throw is immune to the lich's frightful presence for one day.

Paralyzing Touch (Su): Any living creature touched by a lich suffers damage as noted above and must also succeed at a Fortitude save (DC 10 + 1/2 the lich's HD) or be *paralyzed*. This paralysis is permanent, curable only by *power of life* or similar powers or by divine intervention.

Special Qualities: A lich retains all the special qualities of the base creature and also gains the following.

Damage Reduction (Su): The body of a lich is resistant to harm, giving the creature damage reduction X/+5, where X is the lich's total HD, to a maximum of 50.

Turn Resistance (Ex): A lich has turn resistance +4.

Immunities (Ex): Liches are immune to cold and electricity, and to attacks and effects that would change its physical form to that of another creature.

Spell Resistance: A lich has SR equal to its HD, to a maximum of 35.

Saves: Same as base creature.

Abilities: A lich's Intelligence, Wisdom, and Charisma increase by 2; as an undead creature, it does not possess a Constitution score.

Skills: Liches receive a +8 racial bonus to Hide, Listen, Search, Sense Motive, Sneak, Spot, and Undead Empathy checks. Otherwise, same as base creature.

Feats: A lich receives one bonus mystic feat. Otherwise, same as base creature.

Climate/Terrain: Any.

Organization: Solitary, often with undead guards.

Challenge Rating: Same as base creature +2.

Treasure: Standard coins, double goods, triple items.

Alignment: Always evil.

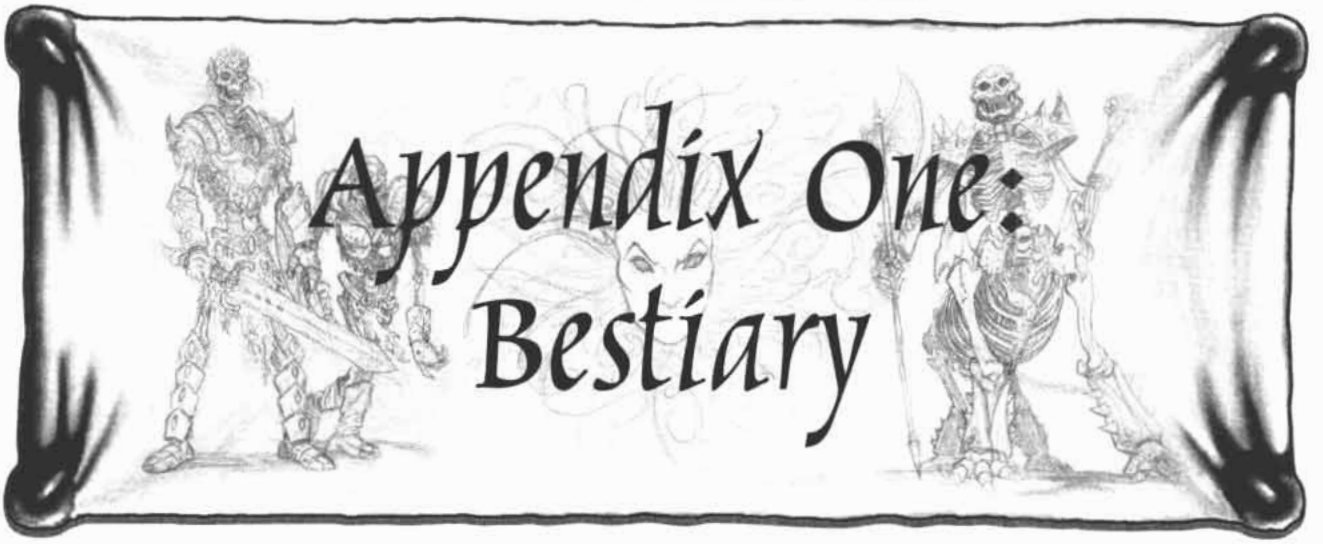
Advancement Range: By character class.

Faction: Same as base creature.

Lich Characters

Becoming a lich is an intolerable act of evil, defying the tenets of all but the most vile gods and spreading fear and terror among good folk everywhere. Those who pursue this course do not do so lightly; a lich almost always possesses a profound drive to accomplish something beyond mere immortality, such as the destruction of a kingdom, the ruin of a noble family, or the acquisition of rare knowledge. A lich tends to be ruthless in pursuit of these goals; any moral qualms it might once have possessed in life gradually fade into cruel indifference.

However, a lich does not necessarily display its power or betray its presence casually. The presence of a lich attracts forces both good and evil: the former seek to destroy it for its own sake; the latter desire their rivals' lore and artifacts. By pursuing its goals in secret and keeping its presence subdued, a lich has all eternity to spread its dire influence upon Norrath and beyond.



Appendix One: Bestiary

Bejeweled Ghoul Lord

	Medium-Size Undead
Hit Dice:	29d12 (214 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	35 (+1 Dex, +10 natural, +7 armor, +5 shield, +2 arcane)
Attacks:	*Scepter of Shared Lives* +26/+22/+18/+14 melee; or *Scepter of Shared Lives* +24/+20/+16/+12 melee and shield bash +19 melee; or slam +20/+16/+12/+8 melee
Damage:	*Scepter of Shared Lives* 2d4+13; shield bash 1d6+7 and *daze*; slam 1d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Terrifying aura, leech touch, spell-like abilities
Special Qualities:	Undead, infravision, life sense, enchanted jewelry, damage reduction 25/+5 and 10/–, resistances, SR 29
Saves:	Fort +14, Ref +21, Will +22
Abilities:	Str 24 (22), Dex 22, Con –, Int 23 (22), Wis 13 (11), Cha 23 (22)
Skills:	Channeling +21, Knowledge (history) +16, Knowledge (monster lore [undead]) +11, Knowledge (warcraft) +21, Listen +11*, Meditation +26, Search +10, Sense Motive +11, Spot +11*, Taunt +21, Undead Empathy +11
Feats:	Bash, Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Cleave, Improved Bash, Improved Critical (heavy mace), Improved Initiative, Mental Clarity, Parry, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)
Climate/Terrain:	Any (Miragul's lair)
Organization:	Solitary (unique), plus band of risen guardians
Challenge Rating:	25
Treasure:	Triple standard
Alignment:	Orderly evil
Advancement Range:	30+ HD (Medium-size)
Faction:	Miragul

Description

The identity of the bejeweled ghoul lord is a mystery, even to himself. His armor marks him as a noble of ancient Qeynos, but, for reasons of his own, Miragul selectively damaged the memories of the lord and his men (see "Risen Guardians" in this appendix). The ghoul lord knows that in life he relished wealth and excess, often resorting to sinister means such as treachery, blackmail, and worse to acquire his riches. This penchant for acquisition attracted Miragul's interest. The nobleman served the lich, but inevitably his greed drove him to retain more than his fair share of the wealth. For this betrayal, Miragul "conscripted" the ghoul lord and his most faithful men into eternal service.

As a reminder of his mortal excesses, Miragul fused the bejeweled ghoul lord into an elaborate plate-and-mail armor of gold and precious jewels. Some of these jewels, like the jacinths that function as the ghoul lord's eyes, burn inwardly with the light of enchantment.

Combat

The bejeweled ghoul lord prefers to stand back while his pet and his risen guardian followers engage. He uses his spell-like abilities to the fullest, but always leaves enough mana to cast *harmshield* if necessary. If a paladin is present, he targets such servants of holiness with all his power.

The ghoul lord maintains *steelskin* at all times, and bears the *Starlight Shield* and the *Scepter of Shared Lives*, both potent magic items (see "The Trove" appendix). Like the risen guardians, the ghoul lord will not leave his chamber unless forced or so ordered by Miragul.

Terrifying Aura (Su): The ghoul lord can radiate a fear aura in a 10-foot radius as a free action. A Will save (DC 30) negates the effect. Once a creature successfully saves, it cannot be affected by the aura for 24 hours. The power otherwise works as the *invoke fear* spell.

Leech Touch (Su): Once per day, the bejeweled ghoul lord may use leech touch as a 29th-level shadow knight, dealing 87 points of damage (Fortitude half, DC 30) and gaining a like number of hit points.

Spell-like Abilities: The bejeweled ghoul lord's spell-like abilities (and the mana cost for each) are as follows: *bond of death* (60), *cascading darkness* (50), *cessation of Cor* (50), *degeneration* (50), *deflux* (33), *harmshield* (14), *steelskin* (25), and *succession of shadows* (58). These spells are as cast by a 29th-level caster (save DC 16 + spell level) with a pool of 348 mana.

Life Sense (Su): The bejeweled ghoul lord can sense the life force of all living creatures (those having a Constitution score) within 60 feet, allowing him to function as if he had the blindsight ability with respect to such creatures, thus circumventing *invisibility* or *invisibility to undead* and similar effects.

Enchanted Jewelry (Su): Miragul's pioneering work in the enchantment of *bonespun jewelry* found multiple applications on the body of the ghoul lord. This magical jewelry cannot be removed from the ghoul lord without destroying the jewelry, and grants the lord the following bonuses: +2 AC, +5 to all saving throws, and +17 hit points [all included above], and bonuses to all resistances (7) [included in Resistances, below].

This jewelry is keyed specifically to the bejeweled ghoul lord and loses its effectiveness if he is destroyed.

Resistances (Ex): The bejeweled ghoul lord has bonuses of cold, fire, magic, and sonic resistance (42), and all other resistances (7).

Skills: *The bejeweled ghoul lord receives a +10 racial bonus to Listen and Spot checks with regard to living creatures.

Blight

	Huge Undead (Ooze)
Hit Dice:	30d12+20 (320 hp)
Initiative:	+6 (Dex)
Speed:	20 ft., climb 15 ft., swim 15 ft.
AC:	14 (–2 size, +6 Dex)
Attacks:	Tentacle slam +29/+24/+19/+14/+9 melee
Damage:	Tentacle slam 2d6+13 plus lifedrain
Face/Reach:	15 ft. by 25 ft./15 ft.
Special Attacks:	Lifedrain, improved grab, constrict, rampage
Special Qualities:	Lifetap damage shield (2), opaqueness, immunities, resistances, damage reduction 20/+4, blindsight, tremorsense, SR 29, undead ooze
Saves:	Fort +10, Ref +16, Will +8
Abilities:	Str 29, Dex 23, Con –, Int –, Wis 6, Cha 1
Climate/Terrain:	Any cold
Organization:	Solitary (unique)
Challenge Rating:	23
Treasure:	None
Alignment:	Neutral evil
Advancement Range:	31–40 HD (Huge); 41+ HD (Gargantuan)
Faction:	None

Description

The Blight served Miragul as the first guardian of the necromancer's lair. Created through processes Miragul gleaned during the years of his black shroud experiment, the Blight channels a small portion of the same negative spiritual material that once threatened all of Norrath.

The Blight appears as an amorphous flow of deeply black material. As it hunts, it molds itself into whatever shape it requires for accessing food, sliding easily through windows or under doors. It can also flatten itself completely, becoming a dark patch of earth lying in wait for careless prey to step upon it.

The Blight abhors daylight, finding dark caves or deep, underwater recesses to conceal itself until night falls. The Blight destroys all plant life in its wake, permitting easy tracking of its passage — although the sparse vegetation of the northern climes, where the Blight hunts, reduces the usefulness of this fact.

Combat

The Blight focuses its attacks on the most powerful spiritual presence available (i.e., the character or creature with the highest Constitution score), lashing out from ambush if possible. The Blight feels no pain, and always fights to the death.

Lifedrain (Su): The Blight deals 1 point of temporary Constitution damage with any successful slam attack. Further, the Blight can process (Proc DC 23) an energy drain attack, which bestows 1d4 negative levels on the target if successful. For each negative level inflicted in this way, the Blight gains 5 temporary hit points, which last for 24 hours unless lost before then. Any opponent slain by the Blight's energy drain discorporates, its spiritual essence joining with the Blight and granting it an additional Hit Die.

After 24 hours, an afflicted character may attempt a Fortitude save (DC 35) for each negative level.

Improved Grab (Ex): To use this ability, the Blight must strike its opponent with a tentacle attack. A held opponent can be constricted.

Constrict (Ex): The Blight deals automatic tentacle and lifedrain damage each round to a held opponent. While it holds an opponent, the Blight is not considered grappled; it may simply extrude another tentacle from its mass to threaten and attack other opponents.

Rampage (Ex): Once every 1d6 rounds as a full attack action, the Blight may make a single slam attack at its highest attack bonus against every opponent within 15 feet.

Lifetap Damage Shield (Su): Any creature that strikes the Blight in melee takes 2 points of damage (no save), which is then transferred to the Blight. Thus, if a warrior hits the Blights for 11 points of damage, the Blight effectively takes only 9 points of damage, while the warrior takes 2 points. This ability otherwise functions as the *lifetap* spell, so, for instance, creatures protected by spells of the *rune* or *shieldskin* lines are immune to this effect.



Opaqueness (Ex): In darkened or shadowy areas, a creature must make a Spot check (DC 25) to see the Blight at

distances beyond 30 feet; within 30 feet, the DC is only 15. Note that normal modifiers for distance apply to these Spot checks in either case.

Immunities (Ex): Due to its immense bulk and flowing nature, the Blight cannot be *snared* or *rooted*. The Blight is immune to piercing damage.

Resistances (Ex): The Blight receives bonuses of cold and sonic resistance (40) and fire resistance (20). The Blight takes only half damage from blunt attacks (halve such damage before applying the Blight's damage reduction).

Blindsight (Ex): The Blight's entire body is a simple sensory organ, allowing it to detect prey and other objects within 60 feet through vibration and heat, or by sensing living creatures' life-force. All sorts of invisibility (including *invisibility to undead*) are wholly useless against the Blight, and, further, it can actually sense perfectly the relative life energy (i.e., the Constitution score) of all creatures within range.

Undead Ooze: The Blight is both ooze and undead, and shares most of the qualities of both. It gains the bonus hit points and has the attack bonus of an ooze. It is immune to poison, sleep and paralysis, death and necromantic effects, stunning, and shape-changing effects, and, since it has no front or back, it is not subject to critical hits or flanking. It is immune to subdual damage, ability damage, ability drain, or energy drain, and in fact to any effect that requires a Fortitude save unless that effect specifically targets objects. The Blight has no Intelligence score and therefore is immune to all mind-affecting spells or effects (unless they normally affect both oozes and undead).

Bone Guardian

	Huge Undead
Hit Dice:	29d12 (189 hp)
Initiative:	+4 (Improved Initiative)
Speed:	40 ft.
AC:	31 (–2 size, +23 natural)
Attacks:	Slam +25/+21/+17/+13 melee; or rock +15/+11/+7/+3 ranged
Damage:	Slam 2d8+18 and *daze*; rock 2d8+12
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Rock throwing, magic attack +5, lifedrain, improved grab, constrict 4d6+12
Special Qualities:	Undead, infravision, see invisible, immunities, resistances, SR 25, damage reduction 20/+3 and 8/–, fast healing 1
Saves:	Fort +9, Ref +9, Will +15
Abilities:	Str 35, Dex 11, Con –, Int 3, Wis 9, Cha 1
Skills:	Hide +6*, Jump +17, Listen +19, Spot +19
Feats:	Blind-Fight, Double Attack, Improved Critical (slam), Improved Initiative, Improved Slam, Power Attack, Weapon Focus (slam)
Climate/Terrain:	Any cold
Organization:	Solitary (unique)
Challenge Rating:	19
Treasure:	None
Alignment:	Neutral
Advancement Range:	30+ HD (Huge)
Faction:	Miragul

Description

One of Miragul's earliest creations, the bone guardian watches the area surrounding the entrance to the Arch Necromancer's lair. Though somewhat decayed over the centuries, the bone guardian remains a potent defender against most casual trespassers once aroused. Miragul fashioned the bone guardian from the skeleton of an ice giant, reinforcing its bones with sheets and links of armor and forging a giant blade for its use. All that remains of the sword is its hilt, still tightly gripped in the bone guardian's right fist. Strips of mail hang loosely about the guardian's frame, the long years without upkeep obviously having taken their toll.



Combat

The bone guardian usually lies in wait beneath snow drifts, leaving just enough of its face exposed to maintain its vigil over the region surrounding the entrance to Miragul's lair. In combat, the bone guardian single-mindedly assaults whichever target is closest (if it attacks first) or deals it the greatest damage (if it is attacked first). Once the guardian slays its current target, it chooses a new opponent, and repeats this tactic until it or all of its opponents are destroyed.

Rock Throwing (Ex): The bone guardian retains the giant's ability to hurl boulders of 60–80 pounds (Medium-size objects). It receives a +1 racial bonus to all such attacks.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the bone guardian is considered a +5 magic weapon. This ability, however, grants no actual bonus to its attack or damage rolls.

Lifedrain (Su): The bone guardian's slam attacks can process (Proc DC 18) a vitality-draining power that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 24) for half damage.

Improved Grab (Ex): To use this ability, the bone guardian must hit with a slam attack. Once it has a hold, it may constrict.

Constrict (Ex): As an attack action, the bone guardian may constrict any Medium-size or smaller opponent it holds with a successful grapple check, dealing 4d6+12 points of crushing damage. It may still slam as part of a full attack while constricting.

See Invisible (Su): The bone guardian can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

Immunities (Ex): The bone guardian is immune to cold damage and takes only half damage from slashing or piercing weapons.

Resistances (Ex): The bone guardian has bonuses of acid and electricity resistance (10) and sonic resistance (20).

Skills: *The bone guardian receives a +10 racial bonus on Hide checks in snowy or icy environments. When actually buried under the snow, as when it is first encountered, it receives a further +10 circumstance bonus to its Hide checks.

Dreamreaper

	Small Outsider (Evil)
Hit Dice:	28d8+140 (266 hp)
Initiative:	+9 (Dex)
Speed:	Fly 30 ft. (good)
AC:	26 (+1 size, +9 Dex, +6 natural)
Attacks:	2 tentacle slaps +36 melee
Damage:	Tentacle slap 1d6+7 plus waking paralysis
Face/Reach:	5 ft. by 5 ft./20 ft. with tentacles
Special Attacks:	Waking paralysis, nightmare charm, improved grab, stranglehold, dreamreaping
Special Qualities:	Dreamworld, damage reduction 10/–, regeneration 5, telepathy, immunities, resistances, sonic vulnerability, ultravision
Saves:	Fort +21, Ref +25, Will +19
Abilities:	Str 25, Dex 28, Con 20, Int 19, Wis 16, Cha 17
Skills:	Bluff +17, Disable Device +11, Escape Artist +30, Hide +47*, Intimidate +24, Knowledge (monster lore [humanoids]) +18, Knowledge (monster lore [monstrous humanoids]) +18, Knowledge (monster lore [outsiders]) +18, Knowledge (monster lore [undead]) +11, Knowledge (mysticism) +11, Knowledge (planar travel) +18, Listen +31, Read Lips +11, Search +18, Sense Motive +24, Sneak +37, Spot +31, Taunt +17, Tumble +23, Undead Empathy +24
Feats:	Blind-Fight, Deflect Arrows, Dodge, Flyby Attack, Improved Disarm, Improved Parry, Improved Trip, Parry
Climate/Terrain:	Any
Organization:	Solitary, pair, crowd (3–5)
Challenge Rating:	24
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	29–36 HD (Small); 37–42 HD (Medium-size)
Faction:	Terris-Thule

Description

No mortal knows whether dreamreapers are independent entities or manifestations of the Goddess of Nightmares, Terris-Thule. Each dreamreaper appears as a large, pale violet, distinctly feminine face, perhaps human or elfin in features, roughly 3 feet high from chin to crown. A dreamreaper's eyes, however, are black, fathomless holes, and smooth flesh covers the lower half of the face where a mouth should be. Further, beyond the "face" there is no head to speak of — the face extends to the temple and curls slightly underneath the chin. From the back of the face spring hundreds of long, ribbon-like black tentacles, which may reach up to 20 feet. These tentacles reflect striated images of the surrounding environment, concealing the dreamreaper and often confusing those who wander within sight of the creature.

Combat

A creature of nightmare, a dreamreaper most often attacks from the darkness. It hovers far above potential victims, waiting for a lone target to separate from his group if necessary before launching one of several forms of attack.

One proven tactic is for the dreamreaper to wrap a tentacle about the victim's neck and pull him high into the air — at least 30 feet if possible, but possibly more — before allowing itself to fall. It follows its victim downward, basking in the character's fear. The first fall is rarely lethal; without intervention, however, subsequent drops inevitably prove fatal. A dreamreaper can lift astonishing weights despite its relatively small size: treat dreamreapers as being one size larger when determining their weight limits (see *EverQuest: Player's Handbook*, p. 355). Thus, an average dreamreaper can hoist even a 265-pound barbarian into the air with very little effort; an 800-pound ogre is a heavy load.

Another tactic favored by dreamreapers haunting dangerous areas begins identically to that above. However, instead of hurling prey down into the earth, the dreamreaper carries its unfortunate victim into some dangerous predator's lair. The dreamreaper may simply drop its victim into the fell beast's maw, or it may bob and weave the character just within reach of a creature's claws.

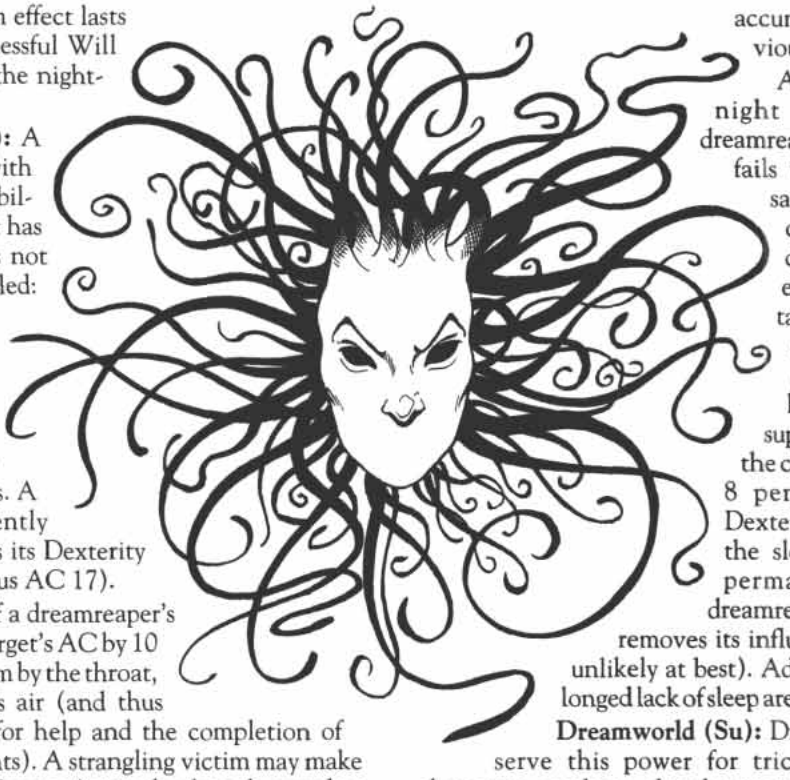
Dreamreapers favor resting targets over any others, though, whether helpless sleepers or lone watchmen. The dreamreaper inflicts nightmares upon an individual simply by wrapping its tentacles about his neck. Another favorite tactic is for the dreamreaper to paralyze a lone guard, and then attract nearby monsters to butcher those the victim was posted to guard. Lastly, the dreamreaper may confuse even the most alert characters through its powers of illusion and charm.

A dreamreaper's flitting tentacles produce little more tactile sensation than a passing shadow when it wishes to be subtle, perhaps raising the hackles on a prospective victim's neck but little else. When a dreamreaper uses its sleep paralysis, nightmare charm, or dreamreaping attack on a victim that is unaware of its presence, the victim notices the attack only with a successful Spot check opposed to the dreamreaper's Sneak check.

A dreamreaper's tentacles have the same AC as the dreamreaper itself, and a single attack dealing at least 20 points of slashing damage is required to sever one; the dreamreaper's damage reduction applies to its tentacles as well, and damage dealt to a tentacle does not apply to the dreamreaper's hit point total. A typical dreamreaper has a dozen or more tentacles it may use to attack, although it never slaps with more than 2 in a single round.

Waking Paralysis (Su): Any creature hit by a dreamreaper's tentacle attack — if the dreamreaper wishes to use this ability — must make a Will save (DC 30) or be *paralyzed* for as long as the dreamreaper maintains its grip. The dreamreaper's tentacles paralyze the body but leave the mind alert, even waking the mind of a sleeping victim so that he may witness whatever horror is about to befall him, whether illusory or real. A character who makes his Will save is immune to that dreamreaper's waking paralysis for 24 hours.

Nightmare Charm (Su): If a dreamreaper hits a target with 2 tentacle slaps in the same round, it can tap into the target's subconscious, putting him into a dream-like state where all those around him — particularly his companions— appear to be vicious creatures intent on his destruction. This charm effect lasts for 2d4 rounds. A successful Will save (DC 30) negates the nightmare charm.



Improved Grab (Ex): A dreamreaper must hit with a tentacle to use this ability. A dreamreaper that has a hold on a creature is not itself considered grappled: it still threatens the spaces around it; it may still attack with up to 2 other tentacles; and it may move normally while holding one or more grappled creatures. A tentacle that is currently holding a creature loses its Dexterity bonus to AC (and is thus AC 17).

Stranglehold (Ex): If a dreamreaper's attack roll exceeds its target's AC by 10 or more, it grabs its victim by the throat, cutting off the victim's air (and thus preventing both cries for help and the completion of somatic spell components). A strangling victim may make an opposed grapple or Escape Artist check each round to break free, per the normal grappling rules, but suffers a cumulative –1 penalty to this check for each round after the first. Further, due to the tight hold of the tentacle, the dreamreaper gains a +4 bonus to these grapple checks. A character strangled in this way can hold his breath for a number of rounds equal to his Constitution score (not 2 rounds per point of Con, as usual, since he does not have time to catch his breath fully), after which time he runs the risk of suffocation (see *EverQuest: Game Master's Guide*, p. 45).

Dreamreaping (Su): A victim of this ability experiences horrific nightmares (or waking visions if this ability is used in conjunction with waking paralysis) of failure and despair, which the GM should describe using the character's past or present adventures for content. Once the dreamreaper's tentacles are in place about a victim's neck, the character must make a Will save (DC 30). If he fails, he gets no rest for the night and suffers a –2 penalty to Strength, Dexterity, and Wisdom, as well as a slow (1) effect the following day. If the dreamreaper repeats this attack on subsequent nights, the penalties are cumulative, up to a maximum penalty of –8 to Strength, Dexterity, and Wisdom and a slow (4) effect. Dreamreaping requires 10 full minutes of uninterrupted contact with the victim.

For every night a victim is able to avoid the dreamreaper's assaults, he removes the penalties imposed by one night of dreamreaping. Thus, a character who is the victim of this ability for three consecutive nights (and who fails all three saves) suffers a –6 penalty to Strength, Dexterity, and Wisdom and a slow (3) effect the next day. If he is not visited by the dreamreaper the next night, he suffers only a –4 penalty to Strength, Dexterity, and Wisdom and a slow (2) effect on the following day. If a character is visited once again by the dreamreaper but makes his save, he maintains whatever level of dreamreaping penalties he had accumulated during the previous night.

After a fifth consecutive night of successful dreamreaping (i.e., if the victim fails five consecutive Will saves), the character becomes vulnerable to the dreamreaper's powers even from a great distance: the dreamreaper no longer requires physical contact to utilize any of its supernatural abilities upon the character. Further, the –8 penalties to Strength, Dexterity, and Wisdom and the slow (4) effect become permanent until the dreamreaper is slain or willingly removes its influence (which is highly unlikely at best). Additional effects of prolonged lack of sleep are at the GM's discretion.

Dreamworld (Su): Dreamreapers usually reserve this power for tricking especially alert characters or those already aware of the dreamreaper's presence. As a full-round action, the dreamreaper subtly alters the perceptions of creatures within a radius of 10 feet per 2 HD of the dreamreaper (thus, typically 140 feet). A successful Will save (DC 30) by any creature in the area negates the effect for that creature, but this may only lead to greater confusion as affected characters remain convinced of what they behold. This effect lasts for 1d4+1 rounds.

This power is difficult to quantify or qualify, since it can be used to produce a short-lived illusion of virtually anything the dreamreaper wishes. It may distort the number and location or the position of creatures in the area (including the player characters); it may distort the physical appearance if the surrounding area (for instance, causing the characters to follow a left-hand passage after deciding to go right); or it may cause real traps to be overlooked or cause illusionary traps to appear around every turn.

As a general rule for adjudicating the effects of this ability, the dreamreaper can cause a condition or situation that imposes up to a +/–5 (or +/–25%) modifier to any

combat-related or otherwise potentially life-threatening actions, rolls, or statistics such as attacks, saving throws, AC, etc., or a +/–10 (or +/–50%) modifier to any other actions, checks, or conditions (Hide or Search checks, arcane spell failure checks, etc.).

Regeneration (Ex): In darkness, dreamreapers regenerate 5 hit points per round and may regrow lost tentacles in 1d4 rounds. In very brightly lit conditions (broad daylight or multiple bright light sources nearby), this ability is reduced to fast recovery: the dreamreaper recovers a number of hit points equal to its HD for each hour of rest, and cannot regenerate lost limbs.

Telepathy (Ex): Dreamreapers can communicate telepathically with any creature within 100 feet as long as the target creature speaks a language.

Immunities (Ex): Dreamreapers are immune to mind-affecting spells and effects.

Resistances (Ex): A dreamreaper has bonuses of cold, electricity, fire, and magic resistance (30).

Sonic Vulnerability (Ex): Dreamreapers take double damage from sonic attacks and suffer a –2 penalty on saving throws against the effects of bard songs.

Skills: Dreamreapers receive a +6 racial bonus on Hide checks. *In darkened or shadowy conditions, this bonus increases to +12.

Fearbone Skeletons

	Dreadbone Medium-Size Undead	Frightbone Medium-Size Undead	Terrorbone Large Undead (Cold)
Hit Dice:	25d12 (162 hp)	25d12 (162 hp)	26d12 (169 hp)
Initiative:	+4 (Dex)	+5 (Dex)	+3 (Dex)
Speed:	30 ft.	30 ft.	30 ft.
AC:	28 (+4 Dex, +8 natural, +6 armor)	28 (+5 Dex, +8 natural, +5 armor)	29 (–1 size, +3 Dex, +10 natural, +7 armor)
Attacks:	*+2 longsword* +22/+17/+12 melee; bone lance +19/+14/+9 melee; or *+2 longsword* +20/+15/+10 melee and off-hand bone lance +17/+12 melee	*+2 longsword* +22/+17/+12 melee; bone sickle +19/+14/+9 melee; or *+2 longsword* +20/+15/+10 melee and off-hand bone sickle +17/+12 melee	*+2 greatsword* +23/+17/+11 melee; bone pick +20/+15/+10 melee; or *+2 greatsword* +21/+15/+9 melee and off-hand bone pick +18/+13 melee
Damage:	*+2 longsword* 1d8+9; bone lance 1d6+10 plus greater lifedrain; off-hand bone lance 1d6+3 plus greater lifedrain	*+2 longsword* 1d8+9; bone sickle 2d4+10 plus lifedrain and *fear*; off-hand bone sickle 2d4+3 plus lifedrain and *fear*	*+2 greatsword* 2d6+10; bone pick 1d8+12 plus chill touch; off-hand bone pick 1d8+4 plus chill touch
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Greater lifedrain, magic attack +5	Balelight, lifedrain, *fear*, magic attack +5	Lifedrain, chill touch, magic attack +5
Special Qualities:	Undead, damage reduction 8/–, resistances, infravision, see invisible	Undead, damage reduction 8/–, resistances, infravision, see invisible	Undead, damage reduction 8/–, resistances, nimbus of frost, cold subtype, infravision, see invisible
Saves:	Fort +8, Ref +12, Will +14	Fort +8, Ref +13, Will +10	Fort +8, Ref +12, Will +15
Abilities:	Str 25, Dex 18, Con –, Int 10, Wis 10, Cha 1	Str 25, Dex 20, Con –, Int 8, Wis 3, Cha 10	Str 27, Dex 17, Con –, Int 6, Wis 10, Cha 1
Skills:	Hide +14, Listen +25, Search +8, Sneak +14, Spot +25	Hide +14, Listen +21, Search +3, Sneak +14, Spot +21	Hide +8, Listen +25, Sneak +10, Spot +25
Feats:	Ambidexterity, Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)	Ambidexterity, Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)	Ambidexterity, Cleave, Combat Reflexes, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (greatsword)
Climate/Terrain:	Any	Any	Any
Organization:	Solitary, pair, band (3–8)	Solitary, pair, band (3–8)	Solitary, pair, band (3–6)
Challenge Rating:	20	20	20
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement Range:	26–38 HD (Medium-size)	26–38 HD (Medium-size)	27–39 HD (Large)
Faction:	Miragul	Miragul	Miragul

Description

Miragul created the three lines of fearbone skeletons as an homage to Cazic-Thule, each type named after one of that god's strongest minions. Miragul was never one to subvert his acquisition of knowledge and artifacts beneath another form of devotion, however, so his creation of the fearbone skeletons most likely resulted from inspiration rather than piety.

The Arch Necromancer reinforced the bones of all fearbone skeletons with sheaths of armor and provided them potent weapons with which to dispatch trespassers or, if need be, to act as a veritable army against any concerted effort to destroy him.

All fearbone skeletons possess a single fleshy eye, though none but Miragul himself knows the purpose of these orbs — the skeletons retain all of their abilities even if this

eye is somehow removed, and in such a case the eye regenerates itself within a day.

Combat

All fearbone skeletons use weapons supplied to them long ago by Miragul, usually swords with at least a +2 enchantment. These weapons are closely attuned to the negative energies of their wielders, and lose their magical bonuses when held by living beings. Fearbones use no shields; instead, the off-hand of each is horribly twisted into a new shape and charged with a fell magical power.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the fearbone skeleton and any weapon it uses are considered a +5 magic weapon. This ability, however, grants no actual bonus to the skeleton's attack or damage rolls.

Resistances (Ex): Fearbone skeletons suffer only half damage from slashing and piercing attacks.

See Invisible (Su): A fearbone skeleton can continuously *see invisible* as the spell.

Dreadbone

Dreadbones resemble other skeletons but for their off-hand: in place of a forearm and hand is a slender lance of bone tipped with a hooked spearpoint of magical metal.

Combat

Dreadbone skeletons always circle their prey for 3 or more rounds before engaging, unless they are attacked first; perhaps they do this to channel the fear and anxiety of their victims toward their extraplanar namesake. Once they finally attack, they always do so in a coordinated rush, each skeleton generally taking a single opponent. If a worshipper of Mithaniel Marr is present, though, the skeletons all attack that individual, only splitting their forces against multiple servitors of that god.

Greater Lifedrain (Su): The attacks of a dreadbone skeleton's lance-hand can process a vitality-draining power (Proc DC 18) that deals 2d4 points of temporary Constitution damage. The victim receives a Fortitude save (DC 22) for half damage.

Resistances (Ex): Dreadbone skeletons receive bonuses of cold, fire, and magic resistance (30).



Frightbone

Frightbone skeletons cast an eerie light from their single empty socket, a pale blue-green glow that discomfits all who stand before it. In one hand, the skeleton typically carries an ornate longsword; the other arm, reshaped by Miragul's necromancy, curves sharply into a wicked bone-and-steel sickle.

Combat

Frightbones attack individual targets if possible, hoping to subject as many as possible to the effects of their special attack. They then pursue frightened individuals, striking from behind and sometimes even herding their opponents into dangerous areas or off of cliffs — over which they have been known to plunge themselves in their single-minded and reckless pursuit.

Balelight (Su): A frightbone skeleton projects an eerie radiance from its empty eye socket that saps the resolve of those who stand against it. Living creatures within 5 feet of the skeleton suffer a –2 penalty on all Will saves.

Lifedrain (Su): The attacks of a frightbone skeleton's sickle-hand can process a vitality-draining power (Proc DC 18) that deals 1d4 points of temporary Constitution damage. The victim receives a Fortitude save (DC 22) for half damage.

Fear (Su): Any opponent struck by the frightbone's sickle-hand must make a Will save (DC 22) or be *frightened* for a number of rounds equal to 1 + the amount by which he failed the save.

Resistances (Ex): Frightbone skeletons receive bonuses of cold, fire, and magic resistance (30).

Terrorbone

A wave of chill, both physical and spiritual, accompanies the arrival of a terrorbone skeleton, followed by its echoing cackle as it hurtles to the attack. Miragul chose the largest humanoid skeletons — those of ogres, trolls, barbarians, and young giants — for transformation into terrorbones. They typically bear greatswords or greataxes in their normal hand; the other bony arm ends in a formidable pick. When in battle, a light blue nimbus of cold surrounds these skeletons, weakening opponents' defenses against their chill.

Combat

Terrorbone skeletons attacking en masse focus primarily on the strongest fighter first, while a lone terrorbone usually attacks any obvious healer present. They take

great delight in gore and bloodshed, often spending an extra round attacking an opponent who falls to the ground, even one that is apparently dead.

Chill Touch (Su): Any opponent struck by the terrorbone's pick-hand takes an additional 3d6 points of cold damage (no save). Further, the creature must make a successful Fortitude save (DC 23) or take 1d4+1 points of temporary Strength damage.

Nimbus of Frost (Su): During combat, terrorbone skeletons radiate a debilitating aura of cold, effectively imposing a penalty of cold resistance (–6) in a 5-foot radius. Note that a resistance penalty can never reduce a target's resistance to less than (0).

Cold Subtype (Ex): Terrorbone skeletons are immune to the effects of cold, but take double damage from fire except on a successful save.

Resistances (Ex): Terrorbone skeletons receive bonuses of electricity, magic, and sonic resistance (30).

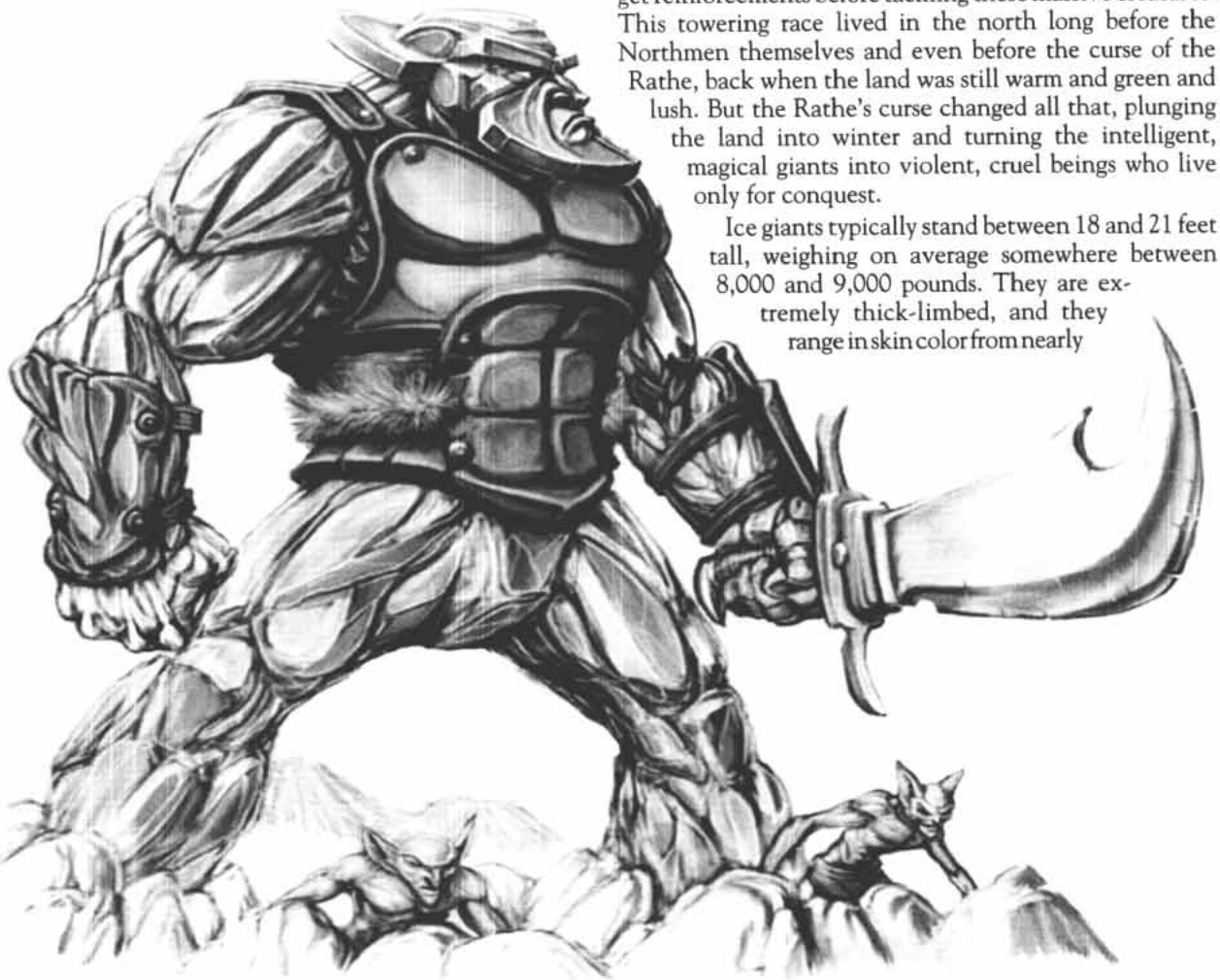
Giant, Ice

	Huge Giant (Cold)
Hit Dice:	22d8+220 (319 hp)
Initiative:	+1 (Dex)
Speed:	40 ft. (breastplate), base 50 ft.
AC:	30 (–2 size, +1 Dex, +16 natural, +5 breast plate)
Attacks:	Huge greatsword +29/+23/+17 melee; or rock +16/+11/+6/+1 ranged
Damage:	Huge greatsword 2d8+15; rock 2d8+15
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Rock throwing
Special Qualities:	Damage reduction 7/–, cold subtype, SR 30, fast healing 3, infravision, rock catching
Saves:	Fort +23, Ref +8, Will +10
Abilities:	Str 40, Dex 13, Con 30, Int 12, Wis 16, Cha 10
Skills:	Climb +12, Hide +2*, Listen +16, Spot +10, Trade Skill (usually blacksmithing) +6, Wilderness Lore +7
Feats:	Alertness, Cleave, Power Attack, Skill Talent (Wilderness Lore), Track
Climate/Terrain:	Cold forest, hills, mountain, and plains
Organization:	Solitary, pair, or band (3–8)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	By character class (magician, ranger, or warrior)
Faction:	Kromshrif or Vox

Description

Ice giants, known amongst their own kind as Kromshrif, are another of the Northmen's traditional enemies. However, a lone Northman is rarely foolhardy enough to attack one — even the most hotheaded young Northmen know to get reinforcements before tackling these massive creatures. This towering race lived in the north long before the Northmen themselves and even before the curse of the Rathe, back when the land was still warm and green and lush. But the Rathe's curse changed all that, plunging the land into winter and turning the intelligent, magical giants into violent, cruel beings who live only for conquest.

Ice giants typically stand between 18 and 21 feet tall, weighing on average somewhere between 8,000 and 9,000 pounds. They are extremely thick-limbed, and they range in skin color from nearly



white to frosty blue. No matter their coloration, though, ice giants always possess a crystalline translucence, as if formed from the ice itself. This icy hue makes them difficult to spot on the open tundra, despite their size, and for this reason they generally remain naked or nearly so when hunting, aside from their whitish-colored weapons and armor. Their immunity to cold makes this possible no matter the arctic weather conditions.

Combat

Most ice giants wear a coldsteel breastplate and carry a coldsteel sword or axe, as well a good supply of throwing rocks (although they are also fond of hurling huge chunks of ice, which function exactly as throwing rocks). Coldsteel is a special alloy crafted by the ice giants alone, which results in a nearly white appearance to their cold-forged weapons and armor. Ice giants are fond of using ambush tactics, hiding among the drifts and crevasses of their hunting grounds in wait for prey that has been spotted by their scouts.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks or similar objects. A giant can hurl rocks of 60 to 80 pounds (considered Medium-size objects).

Cold Subtype (Ex): Cold immunity; double damage from heat and fire except on a successful save.

Fast Healing (Ex): As long as it remains in contact with ice or snow, an ice giant heals 3 hit points per round.

Rock Catching (Ex): An ice giant can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch the object as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large rock; if the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack to attempt to catch it.

Skills: Ice giants receive a +2 racial bonus to Hide checks and a +4 racial bonus to Listen checks. *In snowy or icy environments, their racial bonus to Hide increases to +12 (for a total bonus of +12).

Ice Giant Scouts

Some few exceptional Kromshrif hone their abilities as scouts on the open and dangerous tundra. These giants develop magical powers similar to ranger/magicians. They can usually be told apart from their fellows by the unique white studded leather armor they wear, made from bleached mammoth or giant polar bear hide (this functions as *+1 Huge studded leather*).

Combat

Ice giant scouts have a few magical powers that they use to augment their natural abilities, as well as a few offensive spells; they tend to favor ranged combat slightly more than their normal counterparts, but otherwise fight as typical ice giants.

Scouts use the following stats in place of those of normal ice giants, as given above. Where there is no alternate entry here, use typical ice giant stats.

Initiative: +2 (Dex)
Speed: 50 ft.
AC: 30 (–2 size, +2 Dex, +16 natural, +4 armor)
Attacks: Huge longsword +29/+24/+19/+14 melee; or rock +18/+13/+8/+3 ranged
Special Attacks: Rock throwing, spell-like abilities
Saves: Fort +23, Ref +9, Will +10
Abilities: Str 40, Dex 15, Con 30, Int 12, Wis 19, Cha 10
Skills: Balance +8, Channeling +14, Climb +21, Hide +15*, Jump +20, Knowledge (local lore) +7, Knowledge (nature) +7, Listen +25, Meditation +14, Search +12, Sneak +13, Spot +16, Trade Skill (tailoring) +14, Wilderness Lore +17
Feats: Alertness, Cleave, Power Attack, Skill Talent (Wilderness Lore), Track, Weapon Focus (thrown rock)
Organization: Solitary or pair
Challenge Rating: 18

Spell-Like Abilities: A typical ice giant scout's spell-like abilities (and the mana cost for each) are as follows: *Call of earth* (8), *hawk eye* [applies to rock throwing] (7), *rain of blades* (10), *resist fire* (8), *skin like steel* (17), *snare* (3). These are as the spells cast by an 18th-level caster (save DC 14 + spell level) with a pool of 144 mana.

Glass Spectres

Medium-Size Outsider (Evil, Orderly)
Hit Dice: 33d8+264 (412 hp)
Initiative: +4 (Dex)
Speed: Fly 40 ft. (good)
AC: 34 (+4 Dex, +20 natural)
Attacks: Scythe +38/+33/+28/+23/+18 melee
Damage: Scythe 1d10+7 plus *lifedraw* proc
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Animate reflection, *lifedraw*, spell-like abilities
Special Qualities: Nightmare pact, damage reduction 30/+5, SR 31, see in darkness, telepathy, immunities, resistances, vulnerabilities
Saves: Fort +24, Ref +20, Will +21
Abilities: Str 21, Dex 18, Con 27, Int 25, Wis 20, Cha 19
Skills: Bluff +37, Channeling +40, Diplomacy +26, Hide +37, Intimidate +37, Knowledge (folklore) +29, Knowledge (monster lore [humanoids]) +29, Knowledge (monster lore [outsiders]) +18, Knowledge (monster lore [undead]) +18, Knowledge (mysticism) +40, Knowledge (planar travel) +29, Listen +38, Meditation +43, Sense Heading +16, Sense Motive +27, Sneak +37, Spellcraft +40, Spot +38, Undead Empathy +26
Feats: Cleave, Combat Reflexes, Double Attack, Great Cleave, Improved Critical (scythe), Parry, Power Attack, Riposte, Spell-Like Ability Focus (alteration)
Climate/Terrain: Any
Organization: Solitary, pair, band (3–5)
Challenge Rating: 27
Treasure: Standard
Alignment: Always orderly evil
Advancement Range: 34–48 HD (Medium-size); 49–66 HD (Large)
Faction: Terris-Thule or Miragul

Description

Despite their name and appearance, glass spectres are not undead, but extraplanar beings originating from the Plane of Nightmares. A glass spectre appears as a translucent, robed figure with skeletal arms, hands, and face that floats above the ground — its legs, if any, remain unseen within the tapering folds of the spectre's milky robe. When moving, it resembles a flowing glass sculpture lit from within by pale vapors. Like a pane of melted glass, it casts faint, distorted reflections in the presence of a light source; its eyes, however, are always dark, empty holes, even in diffracted images. The long, fearsome scythes borne by glass spectres are also translucent, but the apparent frailty is a façade. Both weapon and wielder are as resilient as magical steel unless the spectre slain, in which case they both shatter into a thousand ethereal shards.



Combat

A glass spectre does not enter battle lightly, preferring first to gauge an opponent's strengths and motives before endangering its own existence. Further, glass spectres are fully aware that dead minds are generally beyond the realm of nightmares, so they are reticent to slay potential dream-prey unless it is absolutely necessary. Instead, glass spectres delight in sparing weaker individuals from death, only to force them to carry out horrific errands. Those who renege on the terms of such bargains find themselves haunted nightly by horrifying and debilitating dreams.

If forced into combat or confronted by an opponent reluctant to serve, the glass spectre attacks without mercy, employing a combination of melee prowess, necromantic power, and mental assaults. Their unnaturally long arms grant them a 10-foot reach, which they use to great effect, and their glassy scythes grant their wielder the *mana preservation III* focus effect (see *EverQuest: Game Master's Guide*, p. 119). Glass spectres prefer to confront the most potent melee character first, conjuring forth that character's reflection to fight on the spectre's behalf. Two or more glass spectres will never cooperatively engage a single opponent.

Animate Reflection (Su): Once per day, as a full-round action, a glass spectre can create a magically summoned "copy" of a single opponent to fight that opponent on its behalf. The spectre may target any opponent within 30 feet with this ability. Vapors within the spectre then coalesce on the following round and step forth as a mirror image of that character, equipped with nonmagical versions of the target creature's equipment (including even items in packs or pockets, etc.). This image is identical to the target character in every way but the following: it is a construct with dark sockets lacking eyes, and it does not bleed; as a summoned construct, it has d10 HD, with no Constitution or Intelligence scores, and it has the "construct" special quality; the reflection has all of the extraordinary abilities of the target, but not spell-like or supernatural abilities (including spellcasting); finally, the reflection can always "see" its target at normal visual range, even in darkness, mist, or when the target is invisible — in fact, it is always knows where its target is, even if the target attempts to hide or somehow gains total concealment or cover.

The animate reflection attempts to slay its double, using its available class abilities and weapons intuitively; if an opponent places itself out of range of melee attack and the reflection has missile weapons, it will use them. It attacks other creatures only if they seek to intercede or interfere with its mission to slay its counterpart. If it succeeds in killing the target character, it vanishes instantly; regardless, the reflection disappears after 1 hour. The safest method of dealing with a reflection is thus simply to destroy it, or to flee it by means of magic so that it cannot follow (for instance, by levitating out of its reach or gating to another location).

***Lifedraw* (Su):** A glass spectre's scythe attack can process (Proc DC 21) the *lifedraw* spell on the target struck, transferring 6d6 points of magic damage from the target to the spectre (Fort half, DC 30). This ability differs from normal process effects in that the glass spectre can process this effect once per attack, rather than only once per round.

Spell-Like Abilities: A glass spectre's spell-like abilities (and the mana cost for each, modified for its scythe's *mana preservation III* focus effect) are as follows: *arch-shielding* (30), *chilling embrace* (30), *dooming darkness* (18), *drain spirit* (29), *invoke fear* (18), *surge of enfeeblement* (16), *venom of the snake* (25), *word of souls* (26). These spells are cast as if by a 22nd-level necromancer (save DC 17 + spell level) with a pool of 308 mana.

Nightmare Pact (Su): A glass spectre may seal a bargain with another being (or beings) by touching its fingertips to those with whom it forms the pact. Both parties must be in agreement — *to the letter* — for this ability to work. The spectre always obeys the letter of the pact, although it may prevaricate and need not follow the *spirit* of the agreement.

If the other subject(s) fail to fulfill the terms of the bargain, terrible nightmares afflict them. Three days after the onset of these dreams, the oathbreaker must succeed in a Will save (DC 50) or suffer debilitating effects from lack of sleep and harm to her psyche. Effects that restore drained ability scores must be reapplied each day, as the nightmares renew the penalties after the subject sleeps. These symptoms worsen with time, as shown on the table below, until the fifteenth day, when the character does not awaken from sleep; at this point, the character's spirit slips into the Plane of Nightmares, to be tortured by dreamreapers and worse. The burden falls to the character's companions (or others involved in the initial bargain) to fulfill the terms of the agreement. At the GM's option, characters who were simply present during the initial formation of the pact may undergo the same debilitating progression already suffered by their comatose companion, adding greater urgency to attempts to fulfill the bargain and recover their friend. The GM must be careful in exacting such punishment, particularly if the bargain was nigh impossible to fulfill in the first place. These characters receive a Will save (DC 33) to avoid the penalties associated with oathbreaking.

Period	Penalties
1–3 days	–2 to all attack rolls, saving throws, and skill checks
4–6 days	–4 to all rolls as above, –2 to Wisdom
7–9 days	–6 to all rolls as above, –4 to Wisdom, character cannot meditate to recover mana
10–12 days	As above, plus slow (2), –2 to Intelligence, –2 to Charisma

Fulfilling the conditions of the bargain reverses the course of effects. Otherwise, only the intervention of a powerful representative of the afflicted one's deity or Terris-Thule herself brings relief from this curse. The GM should be strict in handling the arrangement and fulfillment of such pacts. Glass spectres are not likely to be fooled except by the very clever.

See In Darkness (Su): Glass spectres can see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Glass spectres can communicate telepathically with any creature within 100 feet as long as the creature speaks a language.

Immunities (Ex): Glass spectres are immune to acid damage and to sleep, paralysis, and stunning effects.

Resistances (Ex): Glass spectres receive bonuses of cold, electricity, and magic resistance (40).

Vulnerabilities (Ex): Glass spectres take double damage from blunt weapons (double the damage and then apply damage reduction). They take double damage from sonic attacks except on a successful saving throw.

Gnoll, Blackburrow

	Gnoll Pup, Blackburrow	Gnoll, Blackburrow
	Small Humanoid (Gnoll)	Medium-Size Humanoid (Gnoll)
Hit Dice:	1d8+2 (6 hp)	3d8+9 (22 hp)
Initiative:	+0	+0
Speed:	30 ft.	30 ft.
AC:	13 (+1 size, +2 natural)	15 (+2 natural, +1 shield, +2 leather)
Attacks:	Short sword +2 melee; or 2 claws +2 melee and bite –3 melee	Longsword +4 melee; javelin +2 ranged
Damage:	Short sword 1d6+1; claw 1d3+1; bite 1d4	Longsword 1d8+2; javelin 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Infravision	Infravision
Saves:	Fort +4, Ref +0, Will +0	Fort +6, Ref +1, Will +1
Abilities:	Str 12, Dex 10, Con 15, Int 7, Wis 9, Cha 6	Str 15, Dex 10, Con 17, Int 8, Wis 11, Cha 8
Skills:	Listen +3, Spot +3, Wilderness Lore +2	Listen +4, Spot +4, Wilderness Lore +3
Feats:	Alertness	Alertness
Climate/Terrain:	Temperate hill, mountains, and plains, and underground	Temperate hill, mountains, and plains, and underground
Organization:	Solitary, pair, or gang (5–12)	Solitary, pair, or band (5–12 plus one 5th-level commander)
Challenge Rating:	1/2	2
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	2 HD (Small); or by character class	By character class
Faction:	Sabertooths of Blackburrow	Sabertooths of Blackburrow

Gnoll, Blackburrow

	Burly Gnoll, Blackburrow	Gnoll Elite, Blackburrow
	Medium-Size Humanoid (Gnoll)	Medium-Size Humanoid (Gnoll)
Hit Dice:	4d8+12 (30 hp)	5d8+15 (37 hp)
Initiative:	+0	+1 (Dex)
Speed:	30 ft.	20 ft. (scale mail), base 30 ft.
AC:	15 (+2 natural, +2 leather, +1 shield)	20 (+1 Dex, +3 natural, +4 scale mail, +2 shield)
Attacks:	Longsword +6 melee; javelin +3 ranged	Longsword +6 melee; or longsword +4 melee and shield bash +4 melee; or javelin +4 ranged
Damage:	Longsword 1d8+3; javelin 1d6+3	Longsword 1d8+3; shield bash 1d4+1; javelin 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Infravision	Infravision
Saves:	Fort +7, Ref +1, Will +1	Fort +7, Ref +2, Will +2
Abilities:	Str 17, Dex 10, Con 17, Int 8, Wis 11, Cha 8	Str 17, Dex 12, Con 17, Int 9, Wis 12, Cha 8
Skills:	Listen +4, Spot +5, Wilderness Lore +3	Listen +5, Spot +5, Wilderness Lore +3
Feats:	Alertness	Alertness, Bash
Climate/Terrain:	Temperate hill, mountains, and plains, and underground	Temperate hill, mountains, and plains, and underground
Organization:	Solitary, pair, or band (5–12 plus one 5th-level commander)	Solitary, pair, or band (5–12 plus one 5th-level commander)
Challenge Rating:	2	3
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil
Advancement Range:	By character class	By character class
Faction:	Sabertooths of Blackburrow	Sabertooths of Blackburrow

Description

Resembling a cross between humans and canines, gnolls are vicious opportunists that readily attack anyone perceived as a weaker opponent. A typical Blackburrow gnoll stands somewhat taller than a human, between 6 1/2 and 7 feet in height, with a dark-furred body, large wolf-like ears, and feral eyes. It will kill and eat anything and anyone it encounters, if it thinks it can win.

Gnolls abound in Norrath, plaguing travelers in almost every area. The Blackburrow lair in the Qeynos Hills, however, is one of their most fecund breeding grounds. This complex of tunnels and caverns makes a good base of operations for their scouts' excursions into the surrounding countryside, and it offers considerable protection against raiders.

Gnoll society is tribal, and attacking one member of the tribe is sure to bring down the wrath of the others on those responsible.



Combat

Gnolls are extremely aggressive and may even take on an opponent that is too tough for them, trusting in their comrades to come to their aid. Still, they are cunning creatures and are capable of using effective group tactics, taking advantage of ranged attacks and flanking when they can. Their morale breaks easily, however, unless a strong commander is present.

Gnoll Characters

Gnolls favor the warrior class, but shamans are also common, serving as soothsayers and spiritual leaders of the tribe.

Goblin, Cyth (Icy Goblin)

	Medium-Size Humanoid (Cold, Goblin)
Hit Dice:	9d8+18 (58 hp)
Initiative:	+2 (Dex)
Speed:	20 ft. (breastplate), base 30 ft.
AC:	18 (+2 Dex, +1 natural, +5 breastplate)
Attacks:	Heavy pick +8 melee; 2 claws +8 melee; or throwing axe +8/+3 ranged
Damage:	Heavy pick 1d8+3; claw 1d6+2; throwing axe 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Cold subtype, cold aura, ultravision
Saves:	Fort +7, Ref +8, Will +4
Abilities:	Str 15, Dex 14, Con 15, Int 10, Wis 12, Cha 8
Skills:	Balance +4*, Climb +4, Hide +5*, Jump +5, Listen +5, Sneak +6, Spot +4, Wilderness Lore +2
Feats:	Alertness, Endurance, Great Fortitude
Climate/Terrain:	Any cold land
Organization:	Patrol (5–10), band (10–40 plus 10–30 noncombatants plus 1 sub-leader of 3rd level per 20 adults and 1 leader of 4th–7th level), or tribe (40–80 plus 100% noncombatants plus 1 sub-leader of 3rd level per 20 adults, 1–3 captains of 4th or 5th level, and 1 leader of 5th–9th level)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement:	By character class
Faction:	Vox

Description

Icy goblins, more commonly known as the Cyth, are larger than ice goblins — that is, they are larger than most elves, and considerably stockier — with bluer skin. More interestingly, they have three jagged, vaguely reptilian claws protruding from the backs of each hand.

The Cyth are rarely found on the ground floor of Permafrost Keep except from time to time in the goblins' Throne Room or upon the stairway to Lady Vox. They wear bronze breastplates and most carry steel picks, longswords, or axes.

All Cyth speak Goblin and Dragon.

Combat

Icy goblins do not differ from other goblins in terms of their typical tactics, although, being generally smarter, they tend to be a little more effective overall.

Cold Subtype (Ex): Icy goblins are immune to the effects of cold, but take double damage from fire except on a successful save.

Cold Aura (Ex): Icy goblins are continually surrounded by a numbing cold that serves as a [cold] damage shield (1).

Skills: Icy goblins receive a +2 racial bonus on Jump and Sneak checks. *In icy or snowy terrain, they receive a +2 racial bonus on Hide checks. They receive a +4 racial bonus to Balance checks made to avoid slipping or falling on ice or snow.

Icy Goblin Wizards

Combat

Exceptional icy goblins who have pursued wizardry use the following statistics in place of those given above for typical Cyth. Where there is no alternate entry given here, use the standard icy goblin stats.

Speed: 30 ft.

AC: 14 (+2 Dex, +1 cloth, +1 natural)

Attacks: Heavy mace +8 melee; or 2 claws +8 melee

Damage: Heavy mace 1d8+2; claw 1d6+2

Special Attacks: Spell-like abilities

Special Qualities: Cold subtype, cold aura, ultravision, quicken mastery

Abilities: Str 12, Dex 14, Con 14, Int 16, Wis 12, Cha 8

Skills: Balance +4*, Channeling +15, Climb +3, Hide +4*, Jump +4, Knowledge (mysticism) +12, Knowledge (any 1 other) +8, Language (any one) [3 ranks], Listen +5, Meditation +14, Sneak +6, Spellcraft +12, Spot +4, Wilderness Lore +2

Feats: Alertness, Endurance, Mental Clarity, School Specialization (evocation)

Challenge Rating: 8

Spell-Like Abilities: A typical icy goblin wizard's spell-like abilities (and the mana cost for each) are as follows: *Cancel magic* (5), *frost spire of Al'Kabor* (17), *invisibility* (5), *shielding* (8), *shock of fire* (2), *shock of ice* (5). These spells are as the spells cast by a 9th-level wizard (save DC 13 + spell level) with a pool of 54 mana.

Quicken Mastery: An icy goblin wizard has the *quicken mastery* ability (see page 76 in Chapter 3: Classes of the *EverQuest: Player's Handbook*).

Ice Lizard

	Medium-Size Magical Beast (Cold)
Hit Dice:	6d10+12 (45 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., swim 30 ft.
AC:	19 (+3 Dex, +6 natural)
Attacks:	2 claws +8 melee, bite +6 melee
Damage:	Claw 1d4+2; bite 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, pounce, improved grab, rake 1d4+2
Special Qualities:	Cold subtype, snow tread, scent, ultravision
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 15, Dex 16, Con 14, Int 6, Wis 13, Cha 9
Skills:	Balance +8, Climb +6, Hide +7*, Jump +6, Listen +9, Sneak +10, Spot +8, Swim +10, Wilderness Lore +3*
Feats:	Alertness, Multiattack
Climate/Terrain:	Cold plains
Organization:	Solitary, pair, or clutch (3–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral
Advancement:	7–9 HD (Medium-size); 10–18 HD (Large)
Faction:	None

Description

Ice lizards are thought by some to be closely related to drakes, and it is possible that they are indeed descended from such creatures. A typical adult ice lizard is nearly 6 feet long from its toothy snout to the tip of its tail, although some reach 12 or 13 feet. They sport vestigial wings along the sides of their back that have evolved into a spiny ridge that helps the lizards in moving through loose snow and water.

Combat

Ice lizards tend to lie in hiding, using their keen smell (their scent glands are located in their tongues, like most reptiles) to find animal trails or inhabited areas; there, they lie in wait for prey to pass close by. They tend to use their breath weapon only when facing more than one opponent, otherwise relying on surprise and their great speed in snow and ice to catch their prey.

Breath Weapon (Su): An ice lizard can breathe a 15-foot cone of numbing frost as an attack action once every 1d6 rounds. This deals 4d6 points of cold damage to all in the area, although a Reflex save (DC 15) halves this damage. In addition, any creature in the area must make a Fortitude save (DC 15) or take 1d2 points of temporary Dexterity damage.

Pounce (Ex): An ice lizard that leaps upon a foe in the first round of combat can make a full attack even if it has already taken a move action.

Improved Grab (Ex): An ice lizard can use its improved grab ability with either its claw or bite attacks. If it can pin a target with its claws, it bites each round until the target dies or escapes.

Rake (Ex): An ice lizard that gets hold of an opponent can make two rake attacks (+8 melee) for 1d4+2 points of damage each. If it pounces on the target, it can also rake as part of the full attack.

Cold Subtype (Ex): Ice lizards are immune to the effects of cold, but take double damage from fire except on a successful save.

Snow Tread (Ex): Ice lizards move at normal speed through ice and snow, and do not suffer penalties to skills that might otherwise be applied for such icy or snowy terrain.

Skills: Ice lizards receive a +4 racial bonus to Balance, Climb, Jump, Listen, and Sneak checks. *In icy or snowy terrain, they receive a +8 racial bonus to Hide checks. When tracking by scent, they receive a +2 racial bonus to Wilderness Lore checks.

Keening Woman, The

Medium-Size Undead (Incorporeal)

Hit Dice:	8d12 (50 hp)
Initiative:	+1 (Dex)
Speed:	Fly 20 ft. (good)
AC:	15 (+1 Dex, +4 deflection)
Attacks:	Ghostly dagger +5 melee touch
Damage:	Ghostly dagger 1d4 cold
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Cacophony, shriek
Special Qualities:	Undead, incorporeal, renewal, SR 20, resistances, vulnerabilities
Saves:	Fort +2, Ref +3, Will +13
Abilities:	Str 10, Dex 13, Con –, Int 11, Wis 21, Cha 18
Skills:	Listen +16, Perform (singing) +18, Sense Heading +12, Sense Motive +16, Spot +12
Feats:	Iron Will, Skill Talent (Perform [singing])
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	9+ HD (Medium-size)
Faction:	None

Description

The Keening Woman appears as a shimmering half elf dressed in a spectral gown of a style long forgotten. Obviously beautiful in life, she is haggard and hunched in death, her lovely face terribly distorted by eternal grief. She haunts the upper caverns of Miragul's lair, howling as she wanders languidly throughout the labyrinth. During rare moments of calm, usually only brought about when she hears some snatch of a song, she hums to herself quietly, but minutes later her cries echo once again through the caverns. Occasionally, the Keening Woman strays into the grove, where the petrified treants tear her apart. But she unfailingly reappears elsewhere and returns to her haunting.



The Keening Woman does not remember her name, nor does she understand where she is or that she is dead. She only knows that she came here seeking her husband, a singer of renown, and that she seeks him still. She does not remember his name, only the sound of his voice. She refuses to follow others' lead, instead continuing on her random course once whatever magical or musical effects brought her peace come to an end.

Combat

The Keening Woman never seeks out combat, but fights if threatened. She wields an enchanted dagger, but her primary weapon is her voice. She does not pursue fleeing opponents nor continue combat if attackers withdraw. If left alone for 2d4 rounds, she simply continues along her path.

Oddly, undead creatures with Intelligence scores below 9 never attack the Keening Woman unless compelled, even when they take damage from her cacophony ability.

Cacophony (Su): The Keening Woman's continuous cries, shrieks and wailing (which do not require any action on her part) inadvertently bring harm to those who draw too close. Any non-undead creature within 20 feet of her takes 1d8 points of sonic damage per round at the beginning of its turn. This damage is considered to come from single continuous source for the purposes of creatures with sonic resistance.

Shriek (Su): At will as a full-round action, the Keening Woman can focus her vocal energy upon a single attacker and lash out with a terrible scream, striking her foe with an effect identical to *Brusco's bombastic bellow* (Fort DC 18), except for that fact that the shriek has a range of only 40 feet.

If destroyed, the Keening Woman immediately lets out a desolate wail, creating an effect identical to *Denon's desperate dirge* (Reflex DC 18) centered on herself as she fades into nothingness.

Renewal (Su): The Keening Woman inevitably returns to existence in Area 1-10 of Miragul's Menagerie 1 hour after she is destroyed, mindful of those who slew her but not vengeful. This cycle of renewal ends only when the ghost's desires are appeased (i.e., when she finds her husband).

Resistances (Ex): The Keening Woman receives bonuses of acid, cold, and sonic resistance (25).

Vulnerabilities (Ex): The Keening Woman can be harmed normally by cold-forged iron weapons (such weapons bypass her incorporeality). A character singing in Common or Elvish who makes a successful Perform (singing) check opposed to her Sense Motive check can cause her to become quiescent for 1 round (this check can be retried each round); if she is attacked by the singer or his allies, this effect is broken immediately and cannot be retried for the remainder of the encounter.

The Keening Woman is also vulnerable to mind-affecting bard songs (but not those that cause fear, like *Angstlich's appalling screech*), despite the fact that she is undead: Songs such as *Kellin's lugubrious lament* affect her normally, and in fact she suffers a –5 penalty to saves against such songs.

Miragul's War Machine

	Gargantuan Undead
Hit Dice:	60d12 (550 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	39 (–4 size, +1 Dex, +24 natural, +8 armor)
Attacks:	*+3 Colossal halberd* +47/+42/+37/+32/+27 melee, tail slap +38 melee
Damage:	*+3 Colossal halberd* 4d8+28; tail slap 4d6+17 and buffet
Face/Reach:	20 ft. by 40 ft./20 ft.
Special Attacks:	Flamespray, lifedrain, buffet, trample 6d8+25, tail sweep
Special Qualities:	Undead, infravision, see invisible, cold immunity, resistances, SR 32, damage reduction 30/+5 and 10/–, fast healing 1
Saves:	Fort +22, Ref +23, Will +32
Abilities:	Str 45, Dex 12, Con –, Int 6, Wis 10, Cha 1
Skills:	Listen +40, Search +24, Spot +40
Feats:	Cleave, Double Attack, Finishing Blow, Great Cleave, Great Fortitude, Improved Critical (halberd), Improved Initiative, Lightning Reflexes, Power Attack, Ride-By Attack*, Spirited Charge*, Weapon Focus (halberd)
Climate/Terrain:	Any (Miragul's lair)
Organization:	Solitary (unique)
Challenge Rating:	30
Treasure:	None
Alignment:	Always neutral
Advancement Range:	61+ HD (Colossal)
Faction:	Miragul

Description

This dread creation features the upper torso of an ice giant's skeleton fused to the skeletal body of an enormous tundra mammoth; in all, the beast stands 25 feet high and extends 40 feet from end to end. Metal plates reinforce the bones of the war machine in the same manner as many of the lesser guardians of Miragul's lair. It carries a halberd appropriate to its size, but bears armaments far more worrisome for any who would dare confront it.

A series of tubes extend from a tank in the mammoth portion's ribcage, running along the left arm and culminating in a spout underneath the left wrist, from which gouts of flame emerge. Its tail is elongated by the presence of additional artificial vertebrae terminating in a metallic morningstar attachment, allowing a vicious sweep of any opponents to the rear.

Combat

Miragul's War Machine approaches combat in a straightforward manner, spearing or hewing enemies with its +3 *Colossal halberd* and sweeping rear attackers with its flanged mace-like tail. It often begins combat by trampling smaller opponents, or by using Spirited Charge against a single large opponent. It generally uses Ride-By Attack only if attacked by particularly fast or mobile targets. Massed attackers risk falling victim to the machine's flamesprayer or tail sweep, and even experienced warriors may fail to penetrate its heavy armor.

A gnome that examines the War Machine closely may make a Trade Skill (tinkering) check (DC 15) to realize that the flamesprayer was crafted by tinkering.

Flamespray (Ex): As an attack action, Miragul's War Machine jets forth a 40-foot cone of fire from the nozzle on its left wrist. This attack deals (8d10)x2 points of fire damage (Reflex half, DC 40). The war machine may use this attack 100 times before its tank of firewater requires replenishing (the GM may decide it has already used d% "charges" of this attack when it is first encountered).

Lifedrain (Su): The War Machine's melee attacks can process (Proc DC 18) a vitality-draining power that deals 1d6 points of temporary Constitution damage. The victim receives a Fortitude save (DC 40) for half damage.

Trample (Ex): Miragul's War Machine can trample creatures of Huge or smaller size as an attack action each round, dealing 6d8+25 points of blunt damage. The trampled opponent may make an attack of opportunity at a –4 penalty or attempt a Reflex save (DC 57) for half damage.

Buffet (Ex): Any Huge or smaller creature that is struck by the War Machine's tail slap (but not its tail sweep) must make a Reflex save (DC 57) or be *blown away* (see *EverQuest: Game Master's Guide*, p. 43).



Tail Sweep (Ex): Miragul's War Machine can sweep with its tail as an attack action; it may also use this attack in place of its tail slap as part of a full attack action. The sweep automatically deals 2d6+25 points of damage (Reflex half, DC 40) to all Medium-size or smaller creatures in a half-circle with a radius of 30 feet, centered on its rear. Any Small or smaller creature affected by the war machine's tail sweep must make a Reflex save (DC 40) or be *blown away* (see *EverQuest: Game Master's Guide*, p. 43).

See Invisible (Su): Miragul's War Machine can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

Resistances (Ex): Miragul's War Machine receives bonuses of magic and sonic resistance (30), and it takes only half damage from slashing or piercing attacks.

Feats: *Miragul's War Machine may take both Ride-By Attack and Spirited Charge without having the usual prerequisites due to the fact that it is technically both mount and rider.

Orc, Ice Clan (Icy Orc)

	Medium-Size Humanoid (Orc)
Hit Dice:	10d8+50 (95 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	19 (+3 Dex, +2 natural, +4 chain shirt)
Attacks:	Broad sword +13/+8 melee
Damage:	Broad sword 1d10+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Cold subtype, ultravision
Saves:	Fort +12, Ref +6, Will +4
Abilities:	Str 20, Dex 16, Con 20, Int 12, Wis 13, Cha 12
Skills: Balance	+3*, Climb +7*, Intimidate +5, Jump +6, Knowledge (warcraft) +3, Language (any two) +2, Listen +5, Spot +3, Trade Skill (any one) +3, Wilderness Lore +3
Feats:	Endurance, Power Attack, Weapon Focus (broad sword)
Climate/Terrain:	Any cold land
Organization:	Solitary, pair, or band (3–9), or tribe (13–24 plus 100% noncombatants plus 1 3rd-level sub-leader per 20 adults and 1 leader of 4th–6th level)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	By character class (ranger, shadow knight, shaman, or warrior)
Faction:	Ice Clan Orcs

Description

Icy orcs are a particularly cruel breed of orc, attacking and killing virtually all they encounter. As all orcs, they place great emphasis on physical and martial prowess. Physically, icy orcs are powerful, like others of their kind, standing well over 6 feet tall (those taller than 7 feet are not uncommon). Males typically weigh 350 pounds or more, with tough, nearly black skin and large, powerful hands. Icy orcs have developed long, wide hands and feet with sharply curved claws to aid them in maintaining their footing and climbing the icy ridges of the frosty northlands. Although they have no need of protection from the cold, they often wear the furs of northern predators they have killed as evidence of their prowess.

Icy orcs have craftsmen among them, but must generally rely on raiding and pillaging to provide the materials they need for their weapons and other goods. Ice Clan society is highly regimented, outlining the duties and privileges of every orc within the clan, but a great deal of latitude is allowed to individual orcs in terms of how they meet their feudal responsibilities.

Icy orcs speak a dialect of Orcish. Most also know a smattering of Barbarian, Giantish, and/or the Common tongue, as well as those languages of other common enemies.

Combat

Even when fighting as a group, icy orcs tend to focus on personal glory, fighting opponents individually where possible. They have a very rigid code of conduct in battle, finding the wolf-pack tactics of "lesser" orcs to be rather distasteful and dishonorable. Still, against particularly powerful foes or other armed forces, they easily realize the necessity of coordination and team-work. An icy orc fighting by itself generally charges the most powerful enemy it can find.

Cold Subtype: Cold immunity; double damage from fire except on a successful save.

Skills: Icy orcs receive a +1 racial bonus to Climb and Knowledge (warcraft) checks and a +2 racial bonus to Intimidate checks. *They receive a +2 racial bonus to Balance and Climb checks made to scale or to avoid slipping on icy surfaces.

Feats: Icy orcs may take the scent ability as a feat.



Petrified Treant

	Huge Plant
Hit Dice:	21d8+210 (304 hp)
Initiative:	–2 (Dex)
Speed:	20 ft. (can't run)
AC:	29 (–2 size, –2 Dex, +23 natural)
Attacks:	2 slams +24 melee
Damage:	Slam 2d8+11
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Trip, improved grab, pin, paralytic infusion
Special Qualities:	Damage reduction 12/–, resistances, SR 25, shatterskin, plant
Saves:	Fort +22, Ref +5, Will +8
Abilities:	Str 33, Dex 7, Con 30, Int 11, Wis 12, Cha 5
Skills:	Hide +5*, Listen +18, Sense Motive +12, Spot +13, Undead Empathy +9
Climate/Terrain:	Any forest or marsh
Organization:	Solitary, pair, grove (3–20), or copse (21–60)
Challenge Rating:	23
Treasure:	Standard
Alignment:	Always neutral evil
Advancement Range:	26–35 HD (Huge); 36–50 HD (Gargantuan)
Faction:	Miragul

Description

Ancient creations of Miragul dating back to his first wanderings across western Antonica, the petrified treants were first warped by rituals that transformed their living wood into fossilized mineral; this process twisted the psyches of Miragul's subjects as well, from benevolent free spirits into sinister abominations.

Petrified treants resemble leafless, lifeless trees of a gray, stony hue, with a surface as resilient as a castle wall. When in motion, a petrified treant's lower trunk splits into two leg-like appendages. Two particularly large branches move like arms and end in small, grasping limbs; and the crown of the trunk contains eyes and a toothless maw. Due to the rigidity of their bodies, petrified treants trudge along slowly, relying on numbers and surprise rather than pursuit to catch their victims.

Petrified treants feed primarily on blood, which they draw into their bodies by piercing subdued creatures with their roots. Due to their low metabolism, they feed very slowly, and a particular exchange of nutrients from treant to victim means a given food source lasts a month or more. If it is particularly well fed, small red beads of liquid periodically "bloom" along a petrified treant's branches. These droplets assuage the hunger of some undead creatures and possess great value to those necromancers aware of their properties. Petrified treants cannot reproduce normally, but some treants in regions saturated by dark energies have been known to metamorphose into petrified versions of themselves. As a result, certain forbidding regions of the Kithicor and Nektulos Forests host small numbers of these malevolent creatures.

Combat

A treant initiates combat by using its roots to trip and then pin an opponent, while slamming other opponents with its immense, branch-like arms. Once it subdues an opponent, it inserts the tips of its roots into the victim's spine. Petrified treants exchange their own fluids for the blood of their prey in a constant circulation that preserves the victim in excruciating agony for a period of months.

Trip (Ex): Once per round as a free action, a petrified treant can use its roots to make a trip attempt against any one opponent of its own size or smaller within its reach. This attack does not provoke attacks of opportunity, and if the attack fails, the opponent may not try to trip the treant in response.

Improved Grab (Ex): A petrified treant must hit with a slam attack to use this ability. A petrified treant may maintain a grapple with one hand without suffering a –20 on its grapple check, and is not considered grappled while it does so.

With a successful grapple check, a petrified treant can transfer a held opponent to its roots as an attack action,



pinning the target there until the treant can use its paralytic infusion ability (see "Pin" below).

Pin (Ex): A petrified treant can use its massive roots to pin a held or prone opponent to the ground beneath it. If an opponent is prone, the treant merely needs to move over the opponent's square as part of its move action; a held creature may be transferred directly to the pin, as described under "Improved Grab," above. A creature pinned in this way takes the treant's slam damage every round, but this is applied as subdual damage rather than normal damage. Further, if the treant succeeds at a grapple check against the pinned target, he is considered *helpless* (see *EverQuest: Game Master's Guide*, p. 44) for the following round.

Paralytic Infusion (Ex): The petrified treant inserts one of its roots into a helpless opponent, injecting it with a soporific chemical that renders the target comatose and helpless (Fort negates, DC 30) until the root is removed and for 2d12 hours thereafter. If the character succeeds at his saving throw, the treant may attempt the infusion again in the following round, as long as the victim remains helpless. This chemical also prevents a *dying* target from reaching –10 hit points (automatically stabilizing the creature when its hit points reach –9). Unless rescued, the victim loses 1 point of permanent Constitution per week. Once the victim's Constitution score reaches 0, it crumbles into a desiccated pile of dried bone and skin.

Resistances (Ex): Petrified treants receive bonuses of fire and magic resistance (30) and cold resistance (40). They take only half damage from piercing weapons (halve such damage before applying the treant's damage reduction).

Shatterskin (Ex): Petrified treants' skin has an effective hardness of 12 (this is noted as damage reduction in its stats above). The wielder of any weapon that has a hardness of 11 or less used against a petrified treant must make a Reflex save (DC 30) or the weapon suffers the same amount of damage that it would have dealt to the treant (before damage reduction).

Thus, if a character uses his *+1 quarterstaff* (hardness 6, 11 hp) to attack a petrified treant for 13 points of damage, he must save as above or have his staff take 13 points of damage itself (reduced to 7 points by its own hardness).

Skills: Due to their intelligence and strong ties to the natural world, petrified treants receive skills as fey. *If standing motionless within a largely dead or burnt out forest, petrified treants receive a +20 racial bonus to Hide checks.

Risen Guardian

	Medium-Size Undead
Hit Dice:	28d12 (182 hp)
Initiative:	+4 (Dex)
Speed:	20 ft. (half-plate), base 30 ft.
AC:	27 (+8 natural, +7 armor, +2 large steel shield)
Attacks:	Longsword +20/+16/+12/+8 melee; or longsword +18/+14/+10/+6 melee and shield bash +17 melee
Damage:	Longsword 1d8+5; shield bash 1d6+2 and *daze*
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Leech touch
Special Qualities:	Undead, damage reduction 25/+5 and 8/–, resistances, SR 23, infravision, see invisible, berserking, Taunt bonus +4
Saves:	Fort +9, Ref +13, Will +15
Abilities:	Str 20, Dex 18, Con –, Int 10, Wis 8, Cha 3
Skills:	Climb +12, Intimidate +18, Jump +12, Knowledge (warcraft) +7, Listen +13, Sense Motive +13, Spot +13, Taunt +11
Feats:	Bash, Cleave, Combat Reflexes, Double Attack, Improved Bash, Power Attack, Weapon Focus (longsword)
Climate/Terrain:	Any (Miragul's lair)
Organization:	Solitary, pair, or band (3–12)
Challenge Rating:	18
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	29+ HD (Medium-size)
Faction:	Miragul

Description

These skeletal undead resemble risen commanders in both form and origin (see "Risen Commander" in *EverQuest: Monsters of Norrath*). Granted unlife to continue their gluttonous and murderous ways, this company of elite warriors, formed from among the disenfranchised young nobles of ancient Qeynos, came into the service of Miragul decades prior to his transformation. They and their leader, the bejeweled ghoul lord (q.v.), now loyally guard one of the lich's troves. They care nothing for Miragul's transformation or the plots of the gods. They simply defend their post, faithfully believing that even if they fail Miragul shall raise them once again.

Combat

The risen guardians coordinate their attacks like seasoned veterans,

working together to destroy any intruders and to protect their leader. They do not leave their post unless magically coerced. These undead legionnaires wear polished half-plate armor of a style centuries old. Anyone who makes a Knowledge (history, local lore [Qeynos], or peerage) check (DC 17) may recognize this shield emblem and armor as belonging to the ancient nobles of Qeynos.

Leech Touch (Su): Once per day, a risen guardian may use leech touch as a 14th-level shadow knight, dealing 42 points of damage (Fortitude half, DC 24) and gaining a like number of hit points.

Resistances (Ex): Risen guardians receive bonuses of cold, fire, magic, and sonic resistance (25). They take only half damage from slashing or piercing weapons.

See Invisible (Su): Risen guardians can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

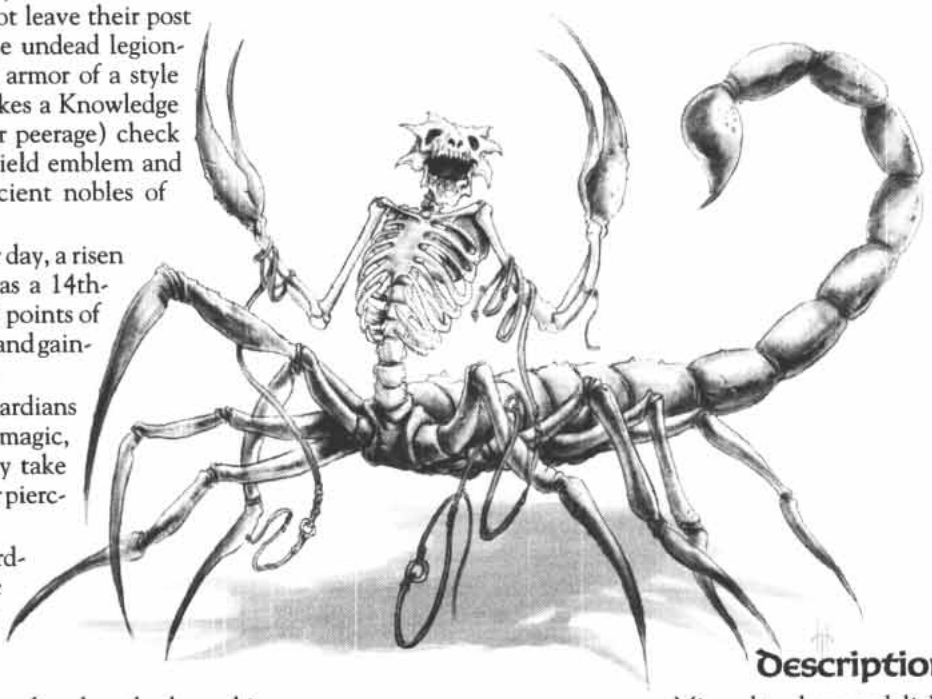
Berserking (Ex): A risen guardian has the berserking ability of a 14th-level warrior. Once activated, this ability lasts for 14 rounds or until the guardian's hit points once again exceed one-quarter of its total hit points.

Taunt bonus (Ex): A risen guardian has the Taunt bonus of a 14th-level warrior.

Skills: Risen guardians receive a +8 racial bonus on Intimidate checks.

Skorpiki Revenant

	Large Undead
Hit Dice:	25d12 (162 hp)
Initiative:	+2 (Dex)
Speed:	50 ft., climb 30 ft.
AC:	26 (–1 size, +2 Dex, +15 natural)
Attacks:	2 claws +19 melee, tail sting +18 melee
Damage:	Claw 2d8+8; tail sting 2d4+4 and poison
Face/Reach:	5 ft. by 10 ft./10 ft. (15 ft. with tail)
Special Attacks:	Harm touch, magic attack +5, improved grab, clinch, poison
Special Qualities:	Undead, damage reduction 30/+4 and 12/–, resistances, SR 24, infravision, see invisible
Saves:	Fort +8, Ref +12, Will +13
Abilities:	Str 26, Dex 14, Con –, Int 14, Wis 9, Cha 3
Skills:	Balance +12, Climb +22, Hide +18, Listen +11, Sense Motive +11, Sneak +15, Spot +24
Feats:	Cleave, Combat Reflexes, Lightning Reflexes, Multiattack, Power Attack, Sunder, Weapon Focus (tail)
Climate/Terrain:	Any
Organization:	Solitary, pair, or band (3–6)
Challenge Rating:	22
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	26–35 HD (Large); 36–50 HD (Huge)
Faction:	Miragul



Description

Miragul took great delight in conjuring the spirits of unusual creatures back into their own corporeal remains. The most promising of the necromancer's experiments became his servants, and few subjects impressed Miragul more than the skorpiki. As a magically created race, they challenged Miragul's developing necromantic skills. Ultimately, he created very few skorpiki revenants, and few survive in the current era.

The upper torso of a skorpiki revenant resembles that of a skeletal iksar with long arms ending in lethal pincers. The base of the spine attaches to an elongated torso attached to the body of a giant scorpion with an elongated tail. A thick, chitinous exoskeleton covers the abdomen, claws, and tail, and bony armor plates cover the skeletal structure of the upper body as well.

Combat

Skorpiki revenants rely on their speed to attack victims quickly from their hiding places. Once a skorpiki revenant takes hold of an opponent, it stings the target repeatedly, crushing its victim with one claw while holding additional attackers back with the other. Once all foes are slain, the revenant dismembers the bodies, taking great pleasure in the bloodshed.

Harm Touch (Su): Once per day, a skorpiki revenant may use harm touch as a 25th-level shadow knight, dealing 75 points of damage. A successful Fortitude save (DC 24) halves the damage taken. The skorpiki does not gain any hit points when it uses this attack.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the skorpiki is considered a +5 magic weapon. This ability, however, grants no actual bonus to its attack or damage rolls.

Improved Grab (Ex): To use this ability, the skorpiki revenant must hit with a claw attack. A skorpiki that has a hold on an opponent is not considered grappled, and still threatens opponents with its free claw and/or its tail.

Clinch (Ex): A skorpiki revenant that has a hold on an opponent of its size or smaller automatically deals damage with both claws, and also stings at its full attack bonus (+20 bonus).

Poison (Su): A successful attack by the skorpiki's tail injects a magical poison into the victim. This venom deals 1d6 points of temporary Strength, Constitution, and Dexterity damage each round for 1d4 rounds. A successful Fortitude saving throw (DC 22) halves the ability score loss.

Resistances (Ex): Skorpiki revenants receive bonuses of acid, cold, and magic resistance (30). They take only half damage from piercing weapons.

See Invisible (Su): Skorpiki revenants can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

Skills: Skorpiki revenants receive a +4 racial bonus to Hide checks and a +6 racial bonus to Balance checks.

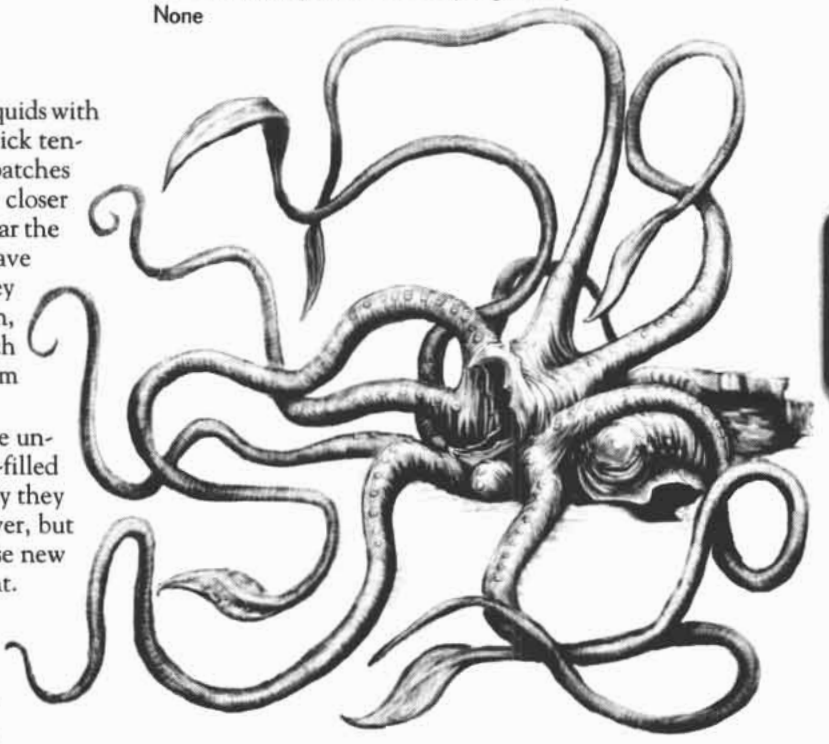
Terror

	Icy Terror	Ice-Spawn Terror
	Large Aberration (Aquatic, Cold)	Huge Aberration (Aquatic, Cold)
Hit Dice:	12d8+60 (114 hp)	25d8+175 (287 hp)
Initiative:	+4 (Improved Initiative)	+4 (Improved Initiative)
Speed:	20 ft., swim 30 ft.	20 ft., swim 30 ft.
AC:	19 (–1 size, +10 natural)	23 (–2 size, +15 natural)
Attacks:	5 tentacles +13 melee, bite +8 melee	5 tentacles +26 melee, bite +21 melee
Damage:	Tentacle 1d8+5; bite 2d6+2	Tentacle 2d6+10; bite 4d6+5
Face/Reach:	5 ft. by 10 ft./5 ft. (20 ft. with tentacles)	10 ft. by 20 ft./10 ft. (30 ft. with tentacles)
Special Attacks:	Improved grab, constrict 1d8+5	Improved grab, constrict 2d6+10
Special Qualities:	Cold subtype, pulse, tremorsense 60 ft., faceless, light-sensitive	Cold subtype, pulse, tremorsense 60 ft., faceless, light-sensitive
Saves:	Fort +9, Ref +4, Will +9	Fort +17, Ref +8, Will +19
Abilities:	Str 20, Dex 10, Con 20, Int 8, Wis 12, Cha 8	Str 30, Dex 10, Con 25, Int 12, Wis 16, Cha 8
Skills:	Climb +9, Hide +8*, Listen +7, Sneak +12, Swim +15	Climb +14, Hide +12*, Knowledge (local lore) +13, Listen +15, Sneak +12, Swim +24
Feats:	Improved Initiative, Iron Will	Great Fortitude, Improved Initiative, Iron Will, Parry, Power Attack, Riposte
Climate/Terrain:	Cold aquatic or underground	Cold aquatic or underground
Organization:	Solitary, pair, or flotilla (3–5)	Solitary
Challenge Rating:	8	13
Treasure:	Normal	Normal
Alignment:	Always neutral evil	Always neutral evil
Advancement:	13–24 HD (Large)	26–55 HD (Huge); 56–75 HD (Gargantuan)
Faction:	None	None

Description

Icy terrors are easily mistaken for great, pale squids with their sharp beaked mouths nestled between thick tentacles; they even have a pair of large whitish patches that resemble enormous, milky eyes. Upon closer examination, though, their tentacles do not bear the suction cups of squids, nor do these creatures have any easily discernible sensory organs; in fact, they "sense" with the entire surface of their skin, which is highly light-sensitive — a bright torch or other light source is the best way to keep them at bay.

Icy terrors swim into Permafrost through the underground river, and live in the shallow water-filled pits dotting the sub-basement floor. Most likely they hunt fish and other sea creatures along the river, but either they return to their pits afterward or else new terrors take their place once they leave to hunt.



Combat

Icy terrors lie submerged in their pits waiting to sense prey approaching. When any creature of the same size or smaller than the terror ap-

proaches to within range of the terror's tentacles, the creature attacks, often by surprise. If the target bears a bright light source and the terror is not dazed, it uses one or more of its tentacles to try to grapple and wrest the light away from the target; it then drops a flaming light source into the water, quenching it, or hurls other light sources away.

Improved Grab (Ex): An icy terror that hits any opponent of its own size or smaller with a tentacle attack may use this ability. If it gets a hold with a tentacle, it may constrict or draw its opponent into its waiting beak in the following round for a bite attack (full melee bonus, and with its full Strength modifier to the damage roll). For each additional tentacle beyond the first that holds an opponent, the terror gains a +2 bonus to any grapple checks against that opponent. If an opponent deals at least 12 points of slashing damage to a single tentacle with one attack, she severs the tentacle.

A grappling terror may still attack with other tentacles or with its bite while it maintains a hold in this way.

Constrict (Ex): An icy terror deals 1d8+5 points of damage with a successful grapple check.

Cold Subtype (Ex): Icy terrors are immune to the effects of cold, but take double damage from fire except on a successful save.

Pulse (Su): As a move action, an icy terror can emit a pulse of energy that allows it to jet up to 180 feet through water.

Faceless (Ex): Icy terrors have no front and back, so they are not subject to critical hits and cannot be flanked. They have no eyes, and thus cannot "see," but they can sense their environment in all directions simultaneously by means of subtle vibrations, whether in the water or on the ground nearby. Because of this, an icy terror is considered blind to the presence of flying creatures until they touch down.

Light-Sensitive (Ex): Icy terrors cannot stand bright light. When exposed to bright light (for instance, within 20 feet of a lit torch), an icy terror takes 1d4 points of damage every round; further, it must make a Reflex save (DC 20) or be *dazed* for 1d4 rounds. Icy terrors take double damage from damaging spells or effects with the [light] descriptor, and are blinded for twice the usual duration by spells such as *flash of light*.

Skills: *When submerged, icy terrors receive a +12 bonus to Hide checks against creatures that are not submerged.

Ice-Spawn Terror

It is unknown whether icy terrors are merely young ice-spawns, or if they are actually two different species. Most who know anything of the creatures suspect the former, as their appearance, habits, and habitat are virtually identical, aside from the far greater size and strength of the ice-spawns.

Combat

Ice-spawn terrors use identical tactics to their smaller cousins (or offspring), although they tend to be more cunning, and will occasionally try to use bait to lure prey within reach of their mighty tentacles.

Constrict (Ex): An ice-spawn terror deals 2d6+10 points of damage with a successful grapple check.

Vengeful Bards

	Vengeful Composer Medium-Size Undead	Vengeful Lyricist Medium-Size Undead	Vengeful Soloist Medium-Size Undead
Hit Dice:	8d12 (52 hp)	9d12 (58 hp)	11d12 (71 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.	30 ft.	30 ft.
AC:	17 (+3 Dex, +4 natural)	17 (+3 Dex, +4 natural)	17 (+3 Dex, +4 natural)
Attacks:	Smash +6 melee; 2 claws +6 melee	Smash +6 melee; 2 claws +6 melee	Smash +8 melee; 2 claws +8 melee
Damage:	Smash 1d6+3; claw 1d4+2	Smash 1d6+3; claw 1d4+2	Smash 1d6+4; claw 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Magic attack +1, unearthly wail	Magic attack +1, unearthly wail	Magic attack +2, unearthly wail
Special Qualities:	Undead, resistances, infravision, see invisible, SR 13	Undead, resistances, infravision, see invisible, SR 13	Undead, damage reduction 5/+1, resistances, infravision, see invisible, SR 14
Saves:	Fort +2, Ref +5, Will +5	Fort +3, Ref +6, Will +5	Fort +3, Ref +6, Will +6
Abilities:	Str 15, Dex 17, Con –, Int 6, Wis 8, Cha 5	Str 15, Dex 17, Con –, Int 7, Wis 8, Cha 5	Str 17, Dex 17, Con –, Int 9, Wis 8, Cha 7
Skills:	Hide +6, Language (Barbarian) [4 ranks], Listen +7, Perform +5, Search +2, Sneak +6, Spot +5	Hide +7, Language (Barbarian) [4 ranks], Listen +8, Perform +6, Search +2, Sneak +7, Spot +6	Hide +8, Language (Barbarian) [4 ranks], Listen +10, Perform +9, Search +4, Sneak +8, Spot +8
Feats:	Alertness, Improved Initiative	Alertness, Improved Initiative, Special Ability Focus (unearthly wail)	Alertness, Improved Initiative, Special Ability Focus (unearthly wail)
Climate/Terrain:	Cold desert (Frigid Plains)	Cold desert (Frigid Plains)	Cold desert (Frigid Plains)
Organization:	Solitary (unique), or trio (with lyricist and soloist)	Solitary (unique), or trio (with composer and soloist)	Solitary (unique), or trio (with composer and lyricist)
Challenge Rating:	4	4	5
Treasure:	50% coins; half goods; normal items	50% coins; half goods; normal items	50% coins; half goods; normal items
Alignment:	Always discordant evil	Always discordant evil	Always discordant evil
Advancement Range:	9+ HD (Medium-size)	10+ HD (Medium-size)	12+ HD (Medium-size)
Faction:	None	None	None



Description

The "Vengeful Trio" are three undead creatures that have recently appeared on the Frigid Plains. Calling themselves the Vengeful Composer, the Vengeful Lyricist, and the Vengeful Soloist, respectively, these beings were once human bards who traveled north in search of new material and new audiences. Instead, they met their death upon the ice, most likely at the hands of orcs or gnolls. But for some reason the Trio would not stay dead; they returned, determined to take their revenge on any who passed. The Soloist is the leader of the three and the most powerful.

Combat

All three of the vengeful bards carry hardwood harps, finely crafted but now badly damaged from poor treatment and exposure to the cold. The harpshave no strings left, and the Trio use the instruments as clubs instead, battering their victims with them. If their harps are knocked aside or destroyed, they attack with claws instead.

However, the Trio's primary weapon is their horrible wailing and moaning, the last vestige of their bardic music now horribly distorted by their undead nature. These wails are often enough to stun those unfortunate enough to listen. The Trio then leap upon the foremost victim and devour him or her. After feeding, the Trio are sated for a brief time (a matter of minutes or perhaps tens of minutes, at the most), during which they will not chase anyone else. But this period never lasts, and soon the Trio are once again searching for prey.

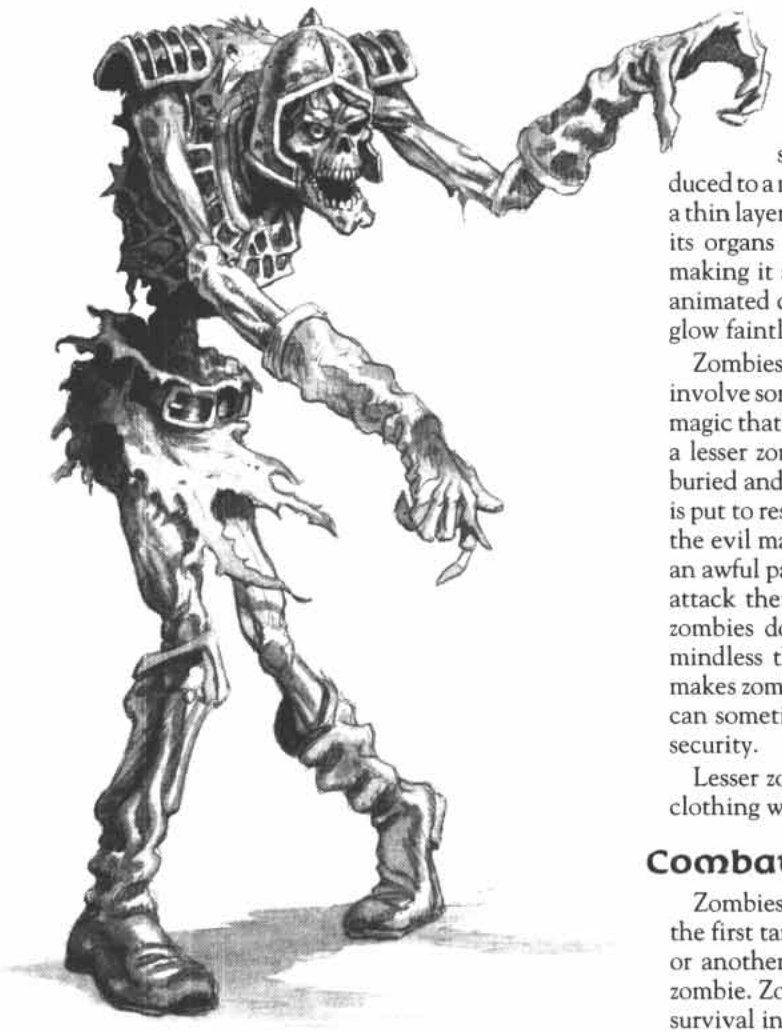
Unearthly Wail (Su): Once per round as an attack action, a vengeful bard may cause one living opponent within 30 feet to make a Will save (DC 12 + 1/2 the vengeful bard's HD + vengeful bard's Cha modifier) or be *stunned* for 1d2 rounds and take 1d8 points of sonic damage. The stun effect is mind-affecting magic. If the Will save is successful, the target takes 1d4 points of sonic damage and is not stunned. A creature that makes its Will save is immune to the unearthly wail of that vengeful bard for 24 hours.

Resistances (Ex): Vengeful bards receive bonuses of magic resistance (3), sonic resistance (8), and cold resistance (40). They take only half damage from slashing or piercing weapons.

See Invisible (Su): Vengeful bards can continuously *see invisible* as the spell, including even targets or objects protected by *invisibility to undead*.

Zombie

	Zombie, Lesser Medium-Size Undead	Zombie, Greater Large Undead
Hit Dice:	5d12 (33 hp)	16d12 (114 hp)
Initiative:	+0	+0
Speed:	30 ft. (can't run)	30 ft. (can't run)
AC:	17 (+2 armor, +5 natural)	19 (–1 size, +10 natural)
Attacks:	2 slams +7 melee or weapon +7 melee	2 claws +16 melee; or 2 claws +14 melee and slam +14 melee
Damage:	Slam 1d8+5 or by weapon	Claw 1d10+9; slam 1d8+9 and *daze*
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	—	Magic attack +3
Special Qualities:	Undead, damage reduction 5/+1, piercing resistance, infravision, see invisible	Undead, hideous fortitude, damage reduction 6/–, immunities, resistances, infravision, see invisible
Saves:	Fort +1, Ref +1, Will +4	Fort +10, Ref +5, Will +10
Abilities:	Str 20, Dex 10, Con –, Int 4, Wis 10, Cha 4	Str 29, Dex 10, Con –, Int 5, Wis 10, Cha 4
Skills:	Listen +10, Spot +10	Listen +19, Search +2, Spot +19
Feats:	Alertness, Power Attack	Improved Slam, Slam, Power Attack, Toughened
Climate/Terrain:	Any land	Any land
Organization:	Solitary, pair, or group (3–8)	Solitary, pair, or group (3–6)
Challenge Rating:	3	10
Treasure:	Half	Half
Alignment:	Always evil	Always evil
Advancement Range:	6–10 HD (Medium-size); 11–15 HD (Large)	17–32 HD (Large); 33–48 HD (Huge)
Faction:	None	None



Description

Zombies are common forms of undead found throughout Norrath. They are true walking corpses, and can be found in nearly all states of decomposition. A zombie is never reduced to a mere skeleton, however, always retaining at least a thin layer of desiccated and torn flesh over its body. Often its organs are exposed and its face pulled into a rictus, making it a frightful sight indeed. Zombies are obviously animated corpses, for even when motionless they tend to glow faintly with an unholy green or reddish light.

Zombies are created in many different ways, although all involve some form of necromancy or dark curse. Any black magic that kills a living creature has the potential to create a lesser zombie. When a victim of evil forces is properly buried and the correct religious rites are spoken, the body is put to rest and never rises. If this is not done, the taint of the evil magic can inhabit the corpse, causing it to rise in an awful parody of life. All zombies hate living things and attack them on site, without thought or reason. In fact, zombies do very little thinking, and while not entirely mindless they are unable to make or follow plans. This makes zombies poor guards, though more powerful undead can sometimes direct them well enough to provide some security.

Lesser zombies often have tattered scraps of armor and clothing wound tightly around their body.

Combat

Zombies are virtually mindless in combat. They attack the first target they see, and keep slamming it until it falls or another target does significantly more damage to the zombie. Zombies fight until they are destroyed, having no survival instinct.

Piercing Resistance (Ex): Zombies take half damage from piercing weapons. (Halve such damage before applying the zombie's damage reduction.)

See Invisible (Su): Zombies can see most invisible objects and creatures normally, although this ability does not apply to those protected specifically by *invisibility to undead*.

Greater Zombies

Description

Greater zombies are those created intentionally, through necromantic rites, usually from the bodies of fallen ogres, trolls, and the like, or even of giants or similarly powerful creatures. They shamble about, seemingly just having learned to walk, but their reach tends to make up for their awkward movements.

(Miragul fused wicked metal talons to the hands of his greater zombie guardians, and then planted them near the potent *Idol of Bertoxxulous* [see Appendix Two].)

Combat

Greater zombies never attempt to dodge or otherwise avoid harm, but they are remarkably resilient. Their short attention span usually prevents them from pursuing foes beyond the range of sight and hearing.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, a greater zombie is considered a +4 magic weapon. 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).

Resistances (Ex): Greater zombies have bonuses of fire resistance (10), electricity and magic resistance (20), and cold resistance (30).

Template Creatures

Tundra Creature

Northern creatures that dwell on the tundra are much the same as creatures from other areas, save only that their bodies are adapted to life in the snowy and icy expanses.

Creating a Tundra Creature

"Tundra creature" is a template that can be added to any living creature, though usually only to a warm-blooded animal or beast (referred to hereafter as the "base creature"). The tundra creature uses all the statistics and abilities of the base creature, modified as noted below.

Hit Dice: Same as base creature.

AC: Most northern creatures have thick fur or layers of fat that protect them from the weather. The creature gains natural armor +2, or, if the base creature already has a natural armor bonus, increase it by +1.

Attacks: Same as base creature.

Special Qualities: A tundra creature retains all the special qualities of the base creature and also the following:

Cold Resistance (Ex): Tundra creatures gain a bonus of cold resistance (5). This bonus stacks with any cold resistance the creature might already have.

Sure Feet (Ex): Tundra creatures have developed heavy pads on their feet, long nails, wide, splayed toes, or some other physiological trait to assist in traveling across the ice and snow. They take no penalties to speed for moving in such conditions, and they gain a +4 racial bonus to Balance and Climb checks made on ice or snow.

Skills: Same as base creature, plus gains a +4 racial bonus on Hide checks in snowy or icy terrain due to whitish coloration. Alternately, if the base creature already has a higher racial bonus to Hide checks for some other terrain or condition, apply that bonus to icy or snowy terrain instead.

Feats: Same as base creature, plus Endurance.

Abilities: Same as base creature, plus Con +2.

Climate/Terrain: Same as base creature, but only cold climes.

Challenge Rating: Same as base creature.

Advancement Range: Same as base creature.

Faction: Same as base creature.

Sample Tundra Creature

This example uses a dog as the base creature.

Tundra Dog

	Dog Small Animal
Hit Dice:	2d8+6 (15 hp)
Initiative:	+3 (Dex)
Speed:	40 ft.
AC:	16 (+1 size, +3 Dex, +2 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Scent, cold resistance (5), sure feet
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 17, Int 2, Wis 14, Cha 8
Skills:	Hide +7*, Listen +6, Spot +5, Swim +5, Wilderness Lore +3*
Feats:	Endurance
Climate/Terrain:	Any cold land
Organization:	Solitary or pack (2–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement Range:	3–5 HD (Small); 6 HD (Medium-size)
Faction:	None

Tundra Dog

Domesticated tundra dogs are common among the Northmen, who use them for pulling sleds across the icy plains of the Northlands. These dogs have come to be known to other peoples as Halasian huskies.

Combat

Dogs hunting in packs prefer to worry a solitary opponent, taking turns to dart close and snap at the victim until it is too tired or weakened to fight back. Dogs are quick to defend their pack-mates — by canine thinking, a humanoid master is considered a part of the pack — though they will retreat if clearly outmatched.

Cold Resistance (Ex): Tundra dogs gain a bonus of cold resistance (5).

Sure Feet (Ex): Tundra dogs have wide, heavy pads on their feet and terrific stamina to assist in traveling across the ice and snow. They take no penalties to speed for moving in such conditions, and they gain a +4 racial bonus to Balance and Climb checks made on ice or snow.

Skills: *Tundra dogs have exceptional olfactory senses, giving them a +8 racial bonus to Wilderness Lore checks when tracking by scent. Due to their whitish fur, they also gain a +4 racial bonus on Hide checks in snowy or icy terrain.

Unliving Terror

Terrors can be transformed into undead versions of themselves when exposed to powerful necromantic energies. (See *EverQuest: Monsters of Norrath*, p. 139, for three types of terrors other than those appearing in this appendix.)

Creating an Unliving Terror

"Unliving terror" is a template that can be added to any type of terror (referred to hereafter as the "base creature"). The unliving terror uses all the statistics and abilities of the base creature, modified as noted below. The base creature's type changes to "undead."

Hit Dice: Multiply the base creature's HD by 1.5 (round down) and increase to d12. All bonus hit points due to Constitution are lost.

AC: Increase natural armor by +6.

Attacks: Figure the unliving terror's base attack bonus as an undead creature with its new HD total.

Special Qualities: An unliving terror retains all the special qualities of the base creature except regeneration and also gains the undead type as well as the following:

Damage Reduction (Ex): Unliving terrors gain damage reduction X/+Y, where X is the unliving terror's total HD, and Y is a value equal to one-third of the base creature's CR (rounded down), but never more than 5.

Fast Healing (Ex): Unliving terrors gain fast healing 10, unless the base creature had regeneration; in this case, the unliving terror's fast healing rate is the same as its former regeneration rate if that number is higher than 10.

Saves: Figure the unliving terror's base save bonuses as an undead creature with its new HD total.

Skills: Same as base creature, plus a +8 racial bonus to Sneak checks.

Feats: Same as base creature.

Abilities: An unliving terror has no Constitution score. Increase Strength by +2, but decrease Dexterity by –2.

Challenge Rating: Increase by +2.

Alignment: Same as base creature.

Advancement Range: As base creature, with HD in each advancement range increased by 1.5 times (round down).

Faction: None.

Sample Unliving Terror

This example uses an ice-spawn terror as the base creature.

	Unliving Ice-Spawn Terror **Huge Undead (Aquatic, Cold)**
Hit Dice:	37d12 (240 hp)
Initiative:	+3 (–1 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 30 ft.
AC:	28 (–2 size, –1 Dex, +21 natural)
Attacks:	5 tentacles +27 melee, bite +22 melee
Damage:	Tentacle 2d6+11; bite 4d6+5
Face/Reach:	10 ft. by 20 ft./10 ft. (30 ft. with tentacles)
Special Attacks:	Improved grab, constrict 2d6+11
Special Qualities:	Undead, cold subtype, damage reduction 37/+4, fast healing 10, pulse, tremorsense 60 ft., faceless, light-sensitive
Saves:	Fort +14, Ref +11, Will +25
Abilities:	Str 32, Dex 8, Con –, Int 12, Wis 16, Cha 8
Skills:	Climb +15, Hide +11*, Knowledge (local lore) +13, Listen +15, Sneak +19, Swim +25
Feats:	Great Fortitude, Improved Initiative, Iron Will, Parry, Power Attack, Riposte
Climate/Terrain:	Cold aquatic or underground
Organization:	Solitary
Challenge Rating:	15
Treasure:	Normal
Alignment:	Always neutral evil
Advancement:	37–82 HD (Huge); 83–112 HD (Gargantuan)
Faction:	None

Description

Unbeknownst to denizens of both labyrinths, a subterranean waterway connects Permafrost to Miragul's lair. Icy or ice-spawn terrors that roamed too close to the lair eventually died from exposure to its vile energies. The strongest of these returned to existence as undead versions of their former selves.

Combat

Improved Grab (Ex): An unliving icy terror that hits any opponent of its own size or smaller with a tentacle attack may use this ability. If it gets a hold with a tentacle, it may constrict or draw its opponent into its waiting beak in the following round for a bite attack (full melee bonus, and with its full Strength modifier to the damage roll). For each additional tentacle beyond the first that holds an opponent, the terror gains a +2 bonus to any grapple checks against that opponent. If an opponent deals at least 12 points of slashing damage to a single tentacle with one attack, she severs the tentacle.

A grappling terror may still attack with other tentacles or with its bite while it maintains a hold in this way.

Constrict (Ex): An unliving icy terror deals 2d6+11 points of damage with a successful grapple check.

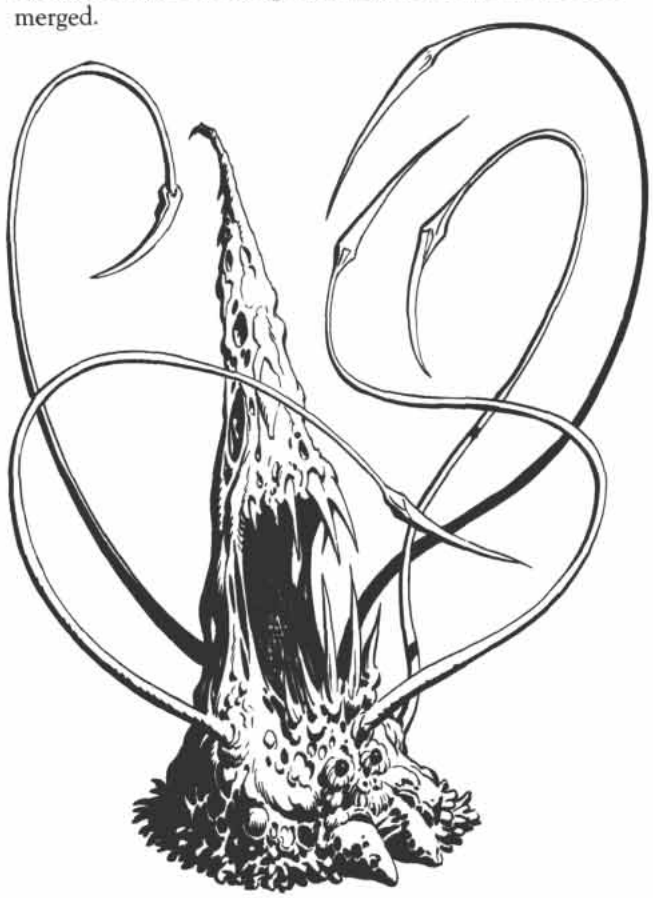
Cold Subtype (Ex): Unliving icy terrors are immune to the effects of cold, but take double damage from fire except on a successful save.

Pulse (Su): As a move action, an unliving icy terror can emit a pulse of energy that allows it to jet up to 180 feet through water.

Faceless (Ex): Unliving icy terrors have no front and back, therefore they are not subject to critical hits and cannot be flanked. They have no eyes, and thus cannot "see," but they can sense their environment in all directions simultaneously by means of subtle vibrations, whether in the water or on the ground nearby. Because of this, an icy terror is considered blind to the presence of flying creatures until they touch down.

Light-Sensitive (Ex): Unliving icy terrors cannot stand bright light. When exposed to bright light (for instance, within 20 feet of a lit torch), it takes 1d4 points of damage every round; further, it must make a Reflex save (DC 20) or be *dazed* for 1d4 rounds. Icy terrors take double damage from damaging spells or effects with the [light] descriptor, and are blinded for twice the usual duration by spells such as *flash of light*.

Skills: Unliving icy terrors receive a +8 racial bonus to Sneak checks. *When submerged, they receive a +12 bonus to Hide checks against creatures that are not submerged.



Animals

The Northmen spend a good deal of their time hunting. Fortunately, the Northlands are filled with creatures, so a good hunter can usually find something to bring home.

	Caribou
	Large Animal
Hit Dice:	10d8+40 (85 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	15 (–1 size, +1 Dex, +5 natural)
Attacks:	2 hooves +11 melee, antlers +6 melee
Damage:	Hoof 1d8+5, antlers 2d6+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Cold resistance (6), low-light vision
Saves:	Fort +11, Ref +8, Will +3
Abilities:	Str 20, Dex 13, Con 18, Int 1, Wis 11, Cha 4
Skills:	Listen +6, Spot +6
Climate/Terrain:	Cold plains
Organization:	Solitary, pair, or herd (10–60)
Challenge Rating:	3
Treasure:	None
Advancement:	11–17 HD (Large); 18–20 HD (Huge)
Faction:	None

Caribou

These large creatures (roughly 5 to 6 feet high at the shoulder on average) can be found all throughout the Northlands, usually moving in large herds. Male caribou have larger, thicker antlers. Caribou meat forms one of the staples of the Northern villages, and their fur, bones, and sinew can be used to make a variety of clothing and tools.

	Walrus
	Large Animal
Hit Dice:	7d8+42 (73 hp)
Initiative:	–1 (Dex)
Speed:	15 ft., swim 50 ft.
AC:	12 (–1 size, –1 Dex, +4 natural)
Attacks:	Tusks +7 melee, tail slap +2 melee
Damage:	Tusks 1d10+3, tail 2d6+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Resistances
Saves:	Fort +11, Ref +4*, Will +3
Abilities:	Str 17, Dex 9, Con 22, Int 2, Wis 13, Cha 4
Skills:	Listen +6, Spot +6
Feats:	Dodge*, Improved Dodge*, Lightning Reflexes*
Climate/Terrain:	Cold water
Organization:	Solitary, pair, pod (3–9), or herd (10–40)
Challenge Rating:	3
Treasure:	None
Advancement:	8–12 HD (Large); 13–14 HD (Huge)
Faction:	None

Walrus

Walrus look similar to seals, except that they have bushy whiskers above their mouths and also sport long ivory tusks. Northmen hunt them frequently and use their tusks as materials for making their elaborate carvings.

Combat

Resistances (Ex): Walruses receive bonuses of sonic resistance (4) and cold resistance (8).

Feats: *Walruses gain Dodge, Improved Dodge, and Lightning Reflexes as bonus feats when in the water.

	Whale, Toothed Medium-Size Animal (Aquatic)	Whale, Great Toothed Huge Animal (Aquatic)	Whale, Baleen Gargantuan Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	12d8+72 (126 hp)	15d8+105 (172 hp)
Initiative:	+3 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	Swim 80 ft.	Swim 60 ft.	Swim 50 ft.
AC:	15 (+3 Dex, +2 natural)	18 (–2 size, +2 Dex, +8 natural)	21 (–4 size, +1 Dex, +14 natural)
Attacks:	Bite +4 melee	Bite +16/+11 melee	Tail slap +20 melee
Damage:	Bite 1d4+2	Bite 2d6+13	Tail slap 2d6+19
Face/Reach:	5 ft. by 5 ft./5 ft.	10 ft. by 20 ft./10 ft.	20 ft. by 40 ft./15 ft.
Special Attacks:	Ram	Ram, improved grab, swallow whole	Ram, power attack
Special Qualities:	Resistances, blindsight 240 ft., cunning	Resistances, blindsight 240 ft., cunning	Resistances, blindsight 240 ft., cunning
Saves:	Fort +4, Ref +6, Will +2	Fort +14, Ref +10, Will +6	Fort +16, Ref +10, Will +7
Abilities:	Str 14, Dex 17, Con 13, Int 4, Wis 13, Cha 6	Str 28, Dex 15, Con 22, Int 5, Wis 14, Cha 6	Str 36, Dex 12, Con 25, Int 6, Wis 15, Cha 6
Skills:	Listen +11*, Spot +11*	Listen +13*, Spot +14*	Listen +11*, Spot +11*
Climate/Terrain:	Any water	Any water	Any water
Organization:	Solitary, pair, or pod (3–20)	Solitary or pod (4–12)	Solitary, pair, or pod (3–10)
Challenge Rating:	1	6	7
Treasure:	None	None	None
Advancement:	4–5 HD (Medium-size); 6–9 HD (Large)	13–18 HD (Huge); 19–28 HD (Gargantuan); 29–36 HD (Colossal)	16–32 HD (Gargantuan); 33–45 HD (Colossal)
Faction:	None	None	None

Whale

Whales resemble enormous fish, although they are actually mammalian; due to their huge lungs, they can stay under water for hours at a time. The Northlands have oceans on three sides, and many of the Northmen along the coast spend their time fishing. Whaling is a different activity, however, and requires both teamwork and patience. The whales are vast creatures and surprisingly intelligent — they often outsmart their human hunters.

Combat

Most whales are nonviolent, and view the hunting as a type of game, playing along and even returning the next day to play again. They will strike in self-defense, however, and their sheer size makes them dangerous opponents — most Northmen know to keep the whales at a distance and use weighted harpoons with strong ropes attached.

Ram (Ex): A whale that charges deals twice the damage listed for its standard attack form, and gets twice its Strength bonus to damage on such attacks. To ram, however, a whale must move at least 10 feet or its own length, whichever is greater.

Blindsight (Ex): Whales operate by emitting high-frequency sounds that allow them to depict their surroundings perfectly at distances of up to 240 feet. If forced to rely on eyesight, most whales have a visual range of only 30 feet.

Cunning (Ex): Despite being animals, whales are considerably smarter than others of their kind. Whales typically have Intelligence scores beyond the normal range possible for animals, and individual whales can have Intelligence scores of as high as 8.

Resistances (Ex): Whales have bonuses of sonic resistance (=HD) and cold resistance (=HDx2).

Skills: *Whales receive a +4 racial bonus to Listen and Spot checks. This bonus is lost if their blindsight is negated.

Toothed Whale

The statistics provided here represent the smallest variety of toothed whales, such as porpoises and dolphins, but also including pygmy sperm whales and various beaked whales. These varieties of whales can range in size from only 6 up to 12 feet long.

Great Toothed Whale

The most common of this type of whale is the killer whale, which typically grows to between 28 and 35 feet and weighs between 9,000 and 13,000 pounds. Larger varieties of great toothed whales include species such as the sperm whale, which can range from 30 to 60 feet or more in length (females tend to be considerably smaller, ranging from 30 to 40 feet long) and from 15 to 50 tons.

These whales normally prey on seals, squid (even of the giant variety), fish, and other whales, although they will attack most creatures if they are hungry enough.

Combat

The smaller varieties among these whales, such as orca, use wolf-pack tactics when hunting, and will attack even creatures one or two sizes larger than themselves with little hesitation.

Improved Grab (Ex): A great toothed whale must hit with a bite attack to use this ability. If it gets a hold, it may swallow.

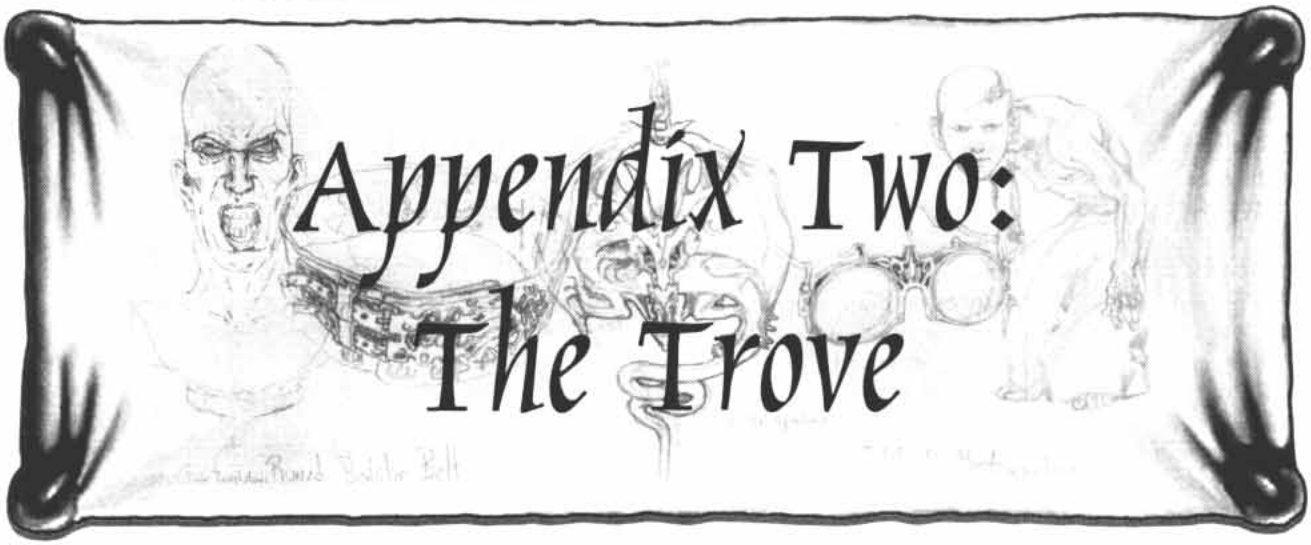
Swallow Whole (Ex): A great toothed whale may swallow a creature at least two sizes smaller than itself with a successful grapple check. If the swallowed creature is two or three sizes smaller than the whale, it takes 2d6+13 points of crushing damage each round from the whale's innards.

A typical Huge toothed whale's innards can hold one Medium-size, three Small, nine Tiny, or eighteen Diminutive creatures.

Baleen Whale

This represents any one of the many kinds of large whales such as grey whales, humpbacks, and even the colossal blue whales that feed on plankton, tiny crustaceans, or small fish. These whales range from 40 to 140 feet in length and weigh anywhere from 30 to 180 tons. Among baleen whales, females are typically larger than males.

Power Attack (Ex): Baleen whales gain the benefits of the Power Attack feat.



Appendix Two: The Trove

This section contains the new magical treasures found either in Permafrost or in Miragul's lair.

Items included in *Miragul's Ledger* in **Area 3–7** of "Miragul's Menagerie" contain quotes in their "Descriptions" in this appendix.

Amulet of Sight

Description: This ancient-looking, silvery medallion is worn by Iceheart, the Dragon's Champion. Although it is sized for a giant, a smaller being can simply wrap the chain about its neck several times.

Powers: This amulet grants its wearer a +5 bonus to Spot checks.

Bonus types: Skill = enhancement.

Caster Level: 5th.

Market Price: 1,050 gp.

Slot: Neck.

Weight: 2.2 lbs.

Amulet of Spirit Sight

Description: These simple silver medallions grant the wearer the ability to see spirits and invisible creatures.

Powers: This amulet grants its wearer the effects of the spell *spirit sight* while worn.

Caster Level: 5th.

Market Price: 30,000 gp.

Slot: Neck.

Weight: 0.5 lbs.

Amulet of the Wind Spirit

Description: The ancient bardic order of Qeynos confers this jade amulet inscribed with a winged lyre only upon its most prestigious members. The bards of the Wind Spirit's Song record the names of all recipients into the hall itself, including that of Zarkel, the spirit to whom the amulet's name refers.

Powers: This amulet grants its wearer a +2 bonus on all Play Instrument and Perform checks. Once per day, the bard may boost a single song to perform more effectively for as long as the bard plays the song, but for no longer than 1 hour. This boost in effectiveness either grants the song a +1 bonus to the save DC or a +50% boost to damage; it does not affect the range, duration, or area of the song.

Dex +2, Cha +2, mana +7. The mana bonus applies only to a bard.

Bonus types: Ability scores = augmentation. Mana = augmentation. Skills = competence.

Caster Level: 7th.

Market Price: 22,680 gp.

Slot: Neck.

Weight: 0.5 lbs.

Amulet of Wizard's Might

Description: This large, bejeweled golden amulet rests on a heavy chain of red gold links. The amulet itself is fashioned in the likeness of the face of some great hunting cat, perhaps a cheetah.

Powers: A wizard wearing this amulet can recast any spell she cast in the prior round, ignoring the usual recast time for that spell. Further, she pays no mana for this recast spell, as it is supplied by the amulet. The amulet may only be used once per day (not once per day per wearer), regardless of the spell it is used to recast.

Activation: Spell Trigger (wizard).

Caster Level: 20th.

Market Price: 25,000 gp.

Slot: Neck.

Weight: 1.6 lbs.

Appraiser's Eye

Description: "Acquired from a guildmaster of rogues in Kaladim, this bauble is simply a large, enchanted jacinth with a curious characteristic: a formation in its interior in the shape of a golden eye. Peering at coins through this gem provides an accurate count and also helps the viewer to discern forgeries. Likewise, gazing at gems and jewels imparts some knowledge of their worth as well as any flaws. A useful trinket for those consumed by their own mundane, material wealth." — Miragul

Powers: The character gains an exact count of any pile or batch of coins, gems, or similar small, valuable objects that she fixes her gaze upon while peeking through the gem.

Further, the character receives a +8 bonus to all Appraise and Forgery checks relating to coins or gems.

Bonus types: Skills = competence.

Caster Level: 4th.

Market Price: 3,600 gp.

Slot: Miscellaneous.

Weight: 0.2 lbs.

Archaeologist's Pack

Description: This dusty, ragged-seeming old backpack is made from the hide of an ogre or giant, although this is not obvious to any but the most experienced tailor. It is of ancient manufacture, although backpack styles have not changed much over the years. The pack is currently in the possession of Miln the Goblin Archaeologist.

Powers: Any non-living object or material more than 100 years old is rendered completely weightless as long as it is in the pack. The pack is still limited by volume, however: it holds approximately 4 cubic feet of material.

Caster Level: 7th.

Market Price: 2,600 gp.

Slot: Miscellaneous.

Weight: 1.2 lbs.

Archer's Gloves

Description: These heavy leather gloves are obviously designed to be worn by an archer. Despite their sturdy construction, they do not hamper the movement of the hands in any way.

Powers: The wearer of these gloves gains a +1 bonus to attack rolls made when firing a bow. In addition, once per round as a free action, the wearer may knock aside an incoming missile attack as if she had the Deflect Arrows feat.

Bonus types: Attacks = competence.

Caster Level: 5th.

Market Price: 7,500 gp.

Slot: Hands.

Weight: 0.8 lbs.

Assassin's Stiletto

Description: "This magical blade lacks the sheen of most such weapons, appearing a dull gray, rather plain in design. The Teir'Dal assassin with whom I spoke of this blade claimed it to be particularly effective in executing his trade, less effective in prolonged combat. My brief experimentation showed him to be correct: the blade pierced his throat cleanly on my first thrust." — Miragul

Powers: This weapon is equivalent to a dagger with a +3 bonus to attacks as well as the *keen* quality. Further, the first time its wielder attacks an opponent in any given combat, the stiletto automatically threatens a critical; if this attack roll actually scores a critical threat, treat the critical confirmation roll as having been successful without rolling.

The wielder of the stiletto also gains a +1 bonus on Hide and Sneak checks. When used by a rogue, the *assassin's stiletto* adds +1d6 to her backstab damage.

Assassin's Stiletto (1d3, crit 17–20 (x2), delay 4; AC 12, hardness 13, 7 hp, Break DC 25).

Dex +1.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement. Skills = competence.

Caster Level: 9th.

Market Price: 49,852 gp.

Slot: Piercing.

Weight: 0.7 lbs.

Bear-Claw Necklace

Description: This talisman is actually the enormous paw of a giant polar bear, hung from a chain made of segments of bone from the same creature; it is quite heavy and bulky, given that the paw itself is roughly the size of a small human's torso.

Powers: No animal will willingly attack the wearer of this charm. A character's animal companion or an animal charmed or controlled by another may make a Will save (DC 17) to overcome this effect; if this save is successful, the animal is immune to the necklace's effect for one full day.

Str +1.

Bonus types: Ability score = enhancement.

Caster Level: 7th.

Market Price: 4,000 gp.

Slot: Neck.

Weight: 28 lbs.

Belt of Protection

Description: This segmented coldsteel belt (see "Giant, Ice" in Appendix One for a description of coldsteel) is sized to fit a giant, so it is useless to a creature smaller than an ogre or troll.

Powers: On a creature of Large size, this belt must be slung across the shoulder much like a bandolier; in this case, it is treated as a shoulder item.

The wearer of this belt gains a +4 bonus on all saves against mind-affecting spells or effects.

AC +4.

Bonus types: AC = enhancement. Saves = enhancement.

Caster Level: 12th.

Market Price: 44,550 gp.

Slot: Waist/Shoulder (see text).

Weight: 18 lbs.

Belt of Wrath

Description: This scaly, studded belt is often used by priestly servants of Rallos Zek. Those who wear it may surprise their opponents with their great battle prowess.

Powers: Once per day as a free action, the wearer of this belt may increase his base attack bonus to that of a warrior of his total character level, regardless of his actual class. This effect lasts for a number of rounds equal to the wearer's Strength modifier + his Constitution modifier (to a minimum of 1 round). During this time, the wearer also gains the benefits of the Power Attack feat if he does not already have it. If the wearer already has this feat, he gains the benefits of the Cleave feat instead; if he has both of these feats, he gains the benefits of Great Cleave. A character who already has Power Attack, Cleave, and Great Cleave gains no additional benefits.

Str +1, Con +1, hp +7.

Bonus types: Ability scores = enhancement. Hit points = enhancement.

Caster Level: 14th.

Market Price: 23,400 gp.

Slot: Belt.

Weight: 3 lbs.

Blind-Eye Breastplate

Description: This greenish steel breastplate is etched with the image of a heavily lidded eye on its front.

Powers: This armor is the equivalent of a *+2 breastplate*. Its wearer is also immune to all gaze attacks.

Blind-Eye Breastplate (AC +7, max Dex +3, check –3; hardness 12, 17 hp, Break DC 26)

Bonus types: None.

Caster Level: 7th.

Market Price: 10,350 gp.

Slot: Body.

Weight: 32 lbs.

Bone Necklace

Description: This necklace is crafted from a single spinal column of some small humanoid creature.

Powers: This necklace grants its wearer the benefits of the Mystic Capacity feat. If the necklace is removed, the caster's highest level prepared spell is lost (if more than one spell of that level are prepared, determine randomly which of these is lost).

Mana +5.

Bonus types: Mana = enhancement.

Caster Level: 15th.

Market Price: 27,000 gp.

Slot: Neck.

Weight: 0.8 lbs.

Bone-Hilted Companion's Blade

Description: This rather plain greatsword has hilts carved from a single piece of pure white bone. It is otherwise unremarkable. Rumors among necromancers claim that these blades sometimes appear as longswords and other weapon types, but if so, these weapons are very rare.

Powers: This greatsword has a +2 bonus to attacks and damage, but only when wielded by undead. Otherwise, it acts as a masterwork blade, but has no magical bonuses to attacks or damage. Unlike other equipment for spellcasters' summoned companions, it does not disappear when an undead wielder is destroyed or dismissed (whether a necromancer's pet or otherwise).

Bone-Hilted Companion's Blade (2d6+2, delay 6; AC 7, hardness 12, 12 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 10,350 gp.

Slot: Slashing.

Weight: 15 lbs.

Boots of Stability

Description: These tight-fitting boots seem to mold themselves to whatever surface the wearer treads upon, even allowing passage up vertical surfaces and overhangs. High and dark elves both claim to have first crafted these boots.

Powers: These boots grant their wearer a +10 bonus to Balance and Climb checks. Three times per day, the wearer may walk up walls and even across ceilings at normal speed, without fear of falling, for up to 10 minutes per use; while this power is in effect, the wearer also gains a +5 bonus to opposed checks against all trip attacks and against grapple attacks that attempt to lift or move him.

Bonus types: Skills = arcane.

Caster Level: 8th.

Market Price: 9,000 gp.

Slot: Feet.

Weight: 2 lbs.

Bracers of the Dragon

Description: These acrylia-reinforced scale bracers are crafted from the hide of some whitish-grey-hued dragon. They are potent objects, and even the untrained can sense great power when holding them.

Powers: These bracers, which must be worn as a pair, taking up both wrist slots, grant their wearer damage reduction 5/– at all times. In addition, the wearer can cast *frost bolt* at will, once per round, as an attack action.

Caster Level: 15th.

Market Price: 180,000 gp.

Slot: Wrist (both).

Weight: 2.4 lbs.

Breath of Xegony

Description: "Purportedly composed of mystical emanations from the Goddess of Air, this misty substance must be inhaled to take effect. The user then becomes as air, both completely invisible and insubstantial. This condition persists until the user releases his breath, but that is a small matter while under effects of the emanations. Unfortunately, the user cannot move voluntarily, though tests show the user to be subject to surrounding air currents." — Miragul

Powers: A full bottle of the *Breath of Xegony* contains enough of the substance for seven inhalations. Inhaling a single dose of the *Breath* renders the character gaseous, a rare power indeed — he is insubstantial and invisible to normal and even undead sight. The character need not breathe while in this state, and so may remain under its effects until desire or fatigue prompt exhalation. The character cannot move but is subject to the prevailing wind conditions, so the *Breath of Xegony* must be used judiciously while outdoors.

While gaseous, the character also receives the following bonuses:

Cold and fire resistance (10), electricity and sonic immunity.

Bonus types: Resistances = augmentation.

Caster Level: 19th.

Market Price: 2,500 gp/dose.

Slot: Miscellaneous.
Weight: 2 lbs (bottle).

Brooch of Wariness

Description: This extremely valuable gold brooch allows its wearer to sense danger seconds before it arises. The brooch is crafted in the shape of a cat, with two large rubies for eyes and several smaller rubies adorning its figure. It is currently located in the Cyth treasury.

Powers: The wearer of this brooch is never considered flat-footed and always receives an action during a surprise round, even if she would otherwise have been surprised.

Caster Level: 16th.
Market Price: 50,000 gp.
Slot: Neck.
Weight: 0.7 lbs.

Bust of Inner Revelations

Description: "This charming little marble bauble always appears as a sculpted bust of its current owner. The bust's visage changes to that of a new owner, but its style of representation is always... charmingly unique and suited to the wearer. Acquired as a gift from the Teir'Dal necromancer Tamras." — Miragul

Currently, the bust bears the features of Miragul.

Powers: The bust's features change to match those of whoever touches it with a bare hand; the face always bears that creature's true visage, regardless of the owner's current form or guise. However, the visage's demeanor is invariably one of cruel hatred, as if Innoruuk himself enchanted the statuette. Note that the owner need not have the bust on his person to derive the benefits; the bust grants its blessing on whoever's face it portrays.

The bust grants its owner a +2 bonus on all saves against spells or abilities cast or manifested by followers of Mithaniel Marr, Erollisi Marr, or Quellious.

Bonus types: Saves = divine.
Caster Level: 12th.
Market Price: 3,750 gp.
Slot: Miscellaneous.
Weight: 12 lbs.

Clouded Jade Bracer

Description: This delicate wrist-guard of milky green stone is carved with runes of some ancient race, perhaps the sarnak.

Powers: Three times per day, this bracer allows its wearer to invoke an effect upon himself identical to the spell *improved invisibility*.

Caster Level: 23rd.
Market Price: 331,500 gp.
Slot: Wrist.
Weight: 1 lb.

Coldsteel Clawed Handwraps

Description: These clawed handwraps are said to have been reworked with metal from the legendary blade of the ice giant king Icemane. They are currently worn by High Field Priest Keven Iceclaw, who took his name from these potent weapons.

Powers: These clawed handwraps have a +3 bonus to attacks and a +2 bonus to damage. They may also process (Proc DC 22) the spell *blast of frost* on a successful attack. (Each handwrap may process this effect once per round.)

Coldsteel Clawed Handwraps (1d4+2 and *blast of frost* proc, delay 4; AC 6, hardness 14, 5 hp, Break DC 28).

Bonus types: Attack = enhancement. Damage = enhancement.
Caster Level: 7th.
Market Price: 56,875 gp (pair).
Slot: Hand to Hand.
Weight: 3.8 lbs (pair).

Combine Battle Standard

Description: "This blue and white rallying banner bears the raven insignia of the Combine Empire on one face and the sword and shield of Mithaniel Marr on the other. Those fighting on the side of the banner's wielder benefit from increased resilience and performance in battle. The fabric of the standard is entirely mundane, yet it shows no signs of deterioration despite the passage of a millennium since its creation. This suggests to me that the god of valor personally empowered the banner, but I've found no lore pertaining to it since its acquisition from the port village of Qeynos." — Miragul

Powers: All combatants within sight of the Combine battle standard and on the side of its bearer benefit from damage reduction 1/–. They also receive the following benefits, which are doubled for worshippers of Mithaniel Marr:

+1 to attack rolls, +1 to damage rolls, all saves +1, +2 on saving throws against *fear* effects.

Bonus types: Attack = augmentation. Damage = augmentation. Saves = divine.
Caster Level: 30th.
Market Price: 656,000 gp.
Slot: Miscellaneous.
Weight: 15 lbs.

Connall's Sword of Justice

Description: This finely balanced sword bears the holy symbol of the Tribunal upon its cross-guard. It is of extraordinary quality, but is otherwise unremarkable.

Powers: This bastard sword has a +5 bonus to attacks and damage, as well as the *hardness*, *keen*, *lawful*, and *dancing* qualities.

Connall's Sword of Justice (1d8+5 [plus 2d6 orderly], crit 17–20 (x2), delay 5; AC 6, hardness 19, 12 hp, Break DC 32)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Market Price: 3,125,335 gp.

Slot: Slashing.

Weight: 9.4 lbs.

Coronet of Buried Blood

Description: This thick, rust-colored iron circlet is adorned only with a single small teardrop ruby at its center.

Powers: The wearer of this circlet gains a +10 bonus to all Knowledge checks, although he cannot make such checks untrained.

Str +1, mana +4.

Focus effect: Improved Healing II.

Bonus types: Ability score = augmentation. Mana = augmentation. Skills = insight.

Caster Level: 10th.

Market Price: 19,800 gp.

Slot: Head.

Weight: 5.0 lbs.

Crown of the North

Description: This fabulous artifact is made of some strange meteoric metal, thickly bejeweled and wonderfully crafted. It is quite heavy and is always cool to the touch.

Powers: Three times per day, the wearer of the crown may invoke an effect similar to the spell *control weather* (see Appendix One in *Al'Kabor's Arcana*); however, this effect extends to a 10-mile radius, and can be invoked in just 1 minute, although it requires the usual 10 minutes to manifest. If the wearer is actually capable of casting *control weather* herself, the radius of the effect is 15 miles.

Further, at will, the wearer of the crown may invoke an effect identical to any spell with the [cold] descriptor. The crown powers these spells with its own pool of 100 mana; the wearer may not channel her own mana into the crown to produce these effects. Once the crown's mana is completely exhausted, it begins to regenerate its mana pool at a rate of 5 mana per hour.

The crown cannot invoke its *control weather* power or recover its mana in temperatures above 32 degrees Fahrenheit.

Cold resistance (20), fire resistance (10), cold save +5, fire save +2.

Focus effect: Extended Range III.

Bonus types: Resistance = augmentation. Saves = augmentation.

Caster Level: 30th.

Market Price: 915,000 gp.

Slot: Head.

Weight: 4.8 lbs.

Crystal Spectacles

Description: These slightly yellow-tinted spectacles have a very fine silver frame.

Powers: The wearer of these spectacles gains a +10 bonus to Spellcraft checks when trying to identify spells being cast or already in effect, and she may make such checks untrained.

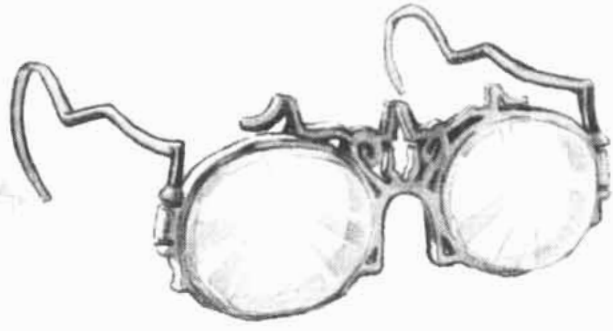
Bonus types: Skills = competence.

Caster Level: 5th.

Market Price: 2,150 gp.

Slot: Face.

Weight: 0.2 lbs.



Crystalline Blade

Description: This large, remarkable blade appears to be made from a solid piece of bluish-white crystal. A character who picks it up, however, realizes that the crystal is in fact very cold, dense, iron-hard ice — and, unless she has some protection from the cold, she is harmed by the effort.

Powers: This weapon is the equivalent of a bastard sword with a +3 bonus to attacks and damage, as well as the *hardness* and *keen* qualities. In addition, the sword can process (Proc DC 20) *bone-numbing cold*: this is similar to the spell *numbing cold* (Fort half, DC 19), except that it deals 2d6 points of cold damage (instead of 1d6) and the wielder is also subject to this damage.

Further, any character holding the *crystalline blade* takes 1d4 points of cold damage per round; this is considered a DOT effect, so even characters with excellent cold resistance will eventually take damage if they hold the blade for extended periods. Once a character lets go of the blade, however, this damage "resets." Creatures immune to cold are, of course, immune to this damage.

Crystalline Blade (1d10+3 and *bone-numbing cold* proc, crit 17–20 (x2), delay 5; AC 7, hardness 12, 15 hp, Break DC 27)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 61,485 gp.

Slot: Slashing.

Weight: 8.5 lbs.

Dagger of Night

Description: This fine dagger is crafted of an unusual metal with a nearly black finish. Its hilt and crossguard are shaped like an elongated bat with its wings outspread.

Powers: This dagger has a +1 bonus to attacks and damage; in darkness, these bonuses increase to +3. The wielder also gains a +10 bonus on Hide checks in darkness.

Dagger of Night (1d3+1 *or* 1d3+3, delay 4; AC 12, hardness 12, 6 hp, Break DC 27).

Bonus types: Attack = enhancement. Damage = enhancement. Skills = competence.

Caster Level: 7th.

Market Price: 15,802 gp.

Slot: Piercing.

Weight: 1.1 lbs.

Dented Brass Mask

Description: This battered mask once bore the likeness of an evilly smiling fire goblin, although the shape is barely recognizable now. It is likely to have held more magical power at one time, but its maltreatment has left it with a fraction of its original power.

Powers: Str +1.

Bonus types: Ability score = augmentation.

Caster Level: 3rd.

Market Price: 1,000 gp.

Slot: Face.

Weight: 0.8 lbs.

Diamond Torc

Description: The torc was fashioned by giants, for giants. It is large and heavy, and its thick golden circumference is broken only by its single hinge and, opposite, its heavy clasp. In the clasp rests a blue diamond nearly the size of a human's fist.

Powers: The torc is crafted for a giant: on a creature of Large size (or a barbarian), it may be worn as a waist item. The torc is useless to smaller creatures.

The wearer of the torc gains a 50% miss chance, as if by concealment, against spells involving rays or beams of any kind that target him.

AC +8.

Bonus types: AC = deflection.

Caster Level: 24th.

Market Price: 1,850,000 gp.

Slot: Neck/Waist (see text).

Weight: 13.8 lbs.

Dire Wolf-Fur Boots

Description: These thickly furred boots grant their wearer some portion of the speed and stamina of the wolf.

Powers: Three times per day, these boots allow their wearer to gain the benefits of the spell *spirit of wolf*.

Dex +1, Con +1.

Bonus types: Ability scores = augmentation.

Caster Level: 7th.

Market Price: 38,600 gp.

Slot: Feet.

Weight: 2.4 lbs.

Dragon-Bone Bracelet

Description: This great bracelet is crafted in one piece from the skull of an enormous dragon.

Powers: This bracelet is crafted for a Gargantuan wearer: a creature of Huge size may wear it as a neck item, or a Large creature as a waist item. The bracelet is useless to smaller creatures.

Any time a creature speaks the wearer's name or speaks of dragons within a two-mile radius of the wearer, the wearer hears the reference and may immediately choose to listen in on the speaker's subsequent conversation for as long as she concentrates, regardless of any wards or protections the speakers may have. Only a speaker's successful spell resistance check against the bracelet's caster level can negate this power, and then only for that particular speaker and only for 24 hours, after which time another check must be made if that being again speaks of the wearer or dragons.

Str +3, initiative +3.

Bonus types: Ability score = enhancement. Initiative = enhancement.

Caster Level: 20th.

Market Price: 47,800 gp.

Slot: Wrist/Neck/Waist (see text).

Weight: 17.5 lbs.

Dragon-Bone Hammer

Description: This immense mattock is made from the bones of a great fire dragon, fitted with a coldsteel head and reinforced with coldsteel bracings along the length of the handle.

Powers: This Gargantuan two-handed hammer of metal and bone has a +2 bonus to attacks and damage as well as the *reptile-bane* and *dragon-slaying* (see sidebar) qualities. For the purposes of this weapon's *bane* ability, any reptilian creature qualifies, whether animal, beast, humanoid, or other. Against dragons, the bonuses from the *bane* and *slaying* qualities stack.

In addition, the wielder of the hammer may invoke an effect identical to the *ignite* spell three times per day as an attack action.

Dragon-Bone Hammer (4d6+2 [plus *bane* and *slaying* damage], delay 6; AC 3, hardness 13, 78 hp, Break DC 32).

Bonus types: Attack = augmentation. Damage = augmentation.

Caster Level: 18th.

Market Price: 2,270,200 gp.

Slot: Blunt.

Weight: 68 lbs.

New Magic Weapon Ability: Slaying

Slaying*: A slaying weapon is deadly against a certain type of creature. Against its designated foe, its effective enhancement (or augmentation) bonus to attacks is +4 better than its usual bonus (so a +3 *slaying longsword* receives a +7 bonus to attack rolls against its foe), and it deals +4d6 points of damage. Further, any time it strikes a designated foe, that creature must make a Fortitude save (DC 15 + caster level of the weapon) or be *stunned* for 1 round.

The GM should choose a particular type of foe against which the weapon is effective. To randomly determine a slaying weapon's foe, roll on the table provided for *bane* weapons in the *EverQuest: Game Master's Guide* (p. 116).

Proc DC: 22

*This weapon ability may exist as a process effect.

Dragon-Horn Bow

Description: These bows are crafted from dragon horn and strung with dragon sinew. They come in either the long or short variety, but are always composite bows.

Powers: Each *dragon-horn bow* is the equivalent of a *+1 mighty (+5) composite bow* with the *distance* quality.

Dragon-Horn Longbow (1d8+1, range 220 ft., delay 5; AC 6, hardness 8, 5 hp, Break DC 25)

Dragon-Horn Shortbow (1d6+1, range 140 ft., delay 5; AC 7, hardness 8, 4 hp, Break DC 25)

Bonus types: Attacks = augmentation. Damage = augmentation.

Caster Level: 4th.

Market Price:

Dragon-Horn Longbow 8,700 gp.

Dragon-Horn Shortbow 8,675 gp.

Slot: Ranged.

Weight: Standard.

Dragon-Plate Armor

Description: This giant-sized, formidable-looking suit of armor is crafted from the largest scales and bony plates of a great dragon. Despite its great bulk and weight, its joints are remarkably flexible, allowing for surprisingly good movement.

Powers: This armor is meant to be worn by a Huge creature; it will refit itself for any humanoid creature of Large to Gargantuan size, but is useless to other creatures.

Dragon-plate armor is the equivalent of *+5 half-plate* with the *spell resistance [cold, electricity, and fire] 21* abilities. Its wearer also gains *fast healing 2*, but only with regard to damage sustained while wearing the armor; the armor may not be donned to heal damage from previously inflicted wounds.

Dragon-Plate Armor (AC +12, max Dex +1, check –4; hardness 14, 54 hp, Break DC 28)

Bonus types: None.

Caster Level: 20th.

Market Price: 1,243,750 gp.

Slot: Body.

Weight: 228 lbs.

Dragon Charm

Description: This delicate silver pendant is shaped like a dragon with tiny ruby eyes.

Powers: The wearer of this pendant gains a +15 bonus to caster level checks against the spell resistance of any dragon. He also gains infravision and the ability to speak Dragon with a number of ranks equal to those of his best Language skill.

Caster Level: 30th.

Market Price: 231,000 gp.

Slot: Neck.

Weight: 0.2 lbs.

Etched Ivory Charm Pendant

Description: This pendant is carved in the shape of a horned owl.

Powers: Str +1, Con +1, Int +1, AC +1.

Bonus types: Ability scores = augmentation. AC = luck.

Caster Level: 3rd.

Market Price: 14,000 gp.

Slot: Neck.

Weight: 0.3 lbs.

Fennin Ro's Blazing Steed

Description: "Fennin Ro's Blazing Steed appears as a small, translucent globe, 4 inches in diameter, filled with a red mist of unknown composition (probably planar in origin). Within this mist is set the image of a fiery steed, rampant and unbridled. By smashing the globe against the ground and invoking the name of Fennin Ro, the statuette transforms into an animate stallion slightly larger than the largest breed of a terrestrial horse.

"The stallion burns without harming the one who invoked it, and once mounted the summoner benefits from considerable resistance to the effects of heat. Even a clumsy rider may handle the horse capably, as it responds to mental directives and the needs of the moment in a highly intelligent manner. The steed fights capably when called upon to do so, but its most impressive feature is its tireless speed.

"The mount returns to its spherical chamber by one of three means: when the rider dismounts or is thrown, when the rider crosses deep water, or when the rider positions the blazing steed where it cannot see the sky, as in a cave (the steed cannot be summoned unless the sky is visible); the globe reforms immediately.

"This item acquired from the Temple of Solusek Ro." — Miragul

Powers: The globe form of this item is highly resistant to damage: Hardness 12, 40 hp, Break DC 26, immune to acid and fire. However, by calling upon the name of Fennin Ro and throwing the globe against the ground, the character summons forth a blazing steed (see sidebar). The steed serves loyally and intelligently for up to 4 hours, after which time it returns to its initial form, its glassy globe reforming in 1 round. Dismounting for more than 2 rounds also causes the steed to resume its globe form, as does attempting to traverse water greater than 15 feet in depth or passing out of sight of the sky.

The blazing steed can be called upon only once per day. If it is slain, it resumes globe form immediately and cannot be called upon for one week.

The person who summoned the steed gains the following benefits while riding it:

Fire save +2, fire resistance (10), spell resistance [fire] 30.

Blazing Steed

	Large Elemental (Fire)
Hit Dice:	18d8+72 (153 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	18 (–1 size, +2 Dex, +7 natural)
Attacks:	2 hooves +17 melee; bite +12 melee
Damage:	Hoof 1d8+5 and 2d6 fire; bite 1d6+2 and 2d6 fire
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Burn
Special Qualities:	Elemental, fire subtype, damage reduction 10/+3, fire aura (6), SR 25
Saves:	Fort +12, Ref +13, Will +6
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 11, Cha 7
Skills:	Knowledge (planar travel) +4, Listen +18, Spot +18
Feats:	Great Fortitude, Improved Initiative, Run
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Description

The blazing steed appears as a magnificent stallion of a brilliant red hue, standing nearly 23 hands high and bathed constantly in roiling heat and licking flames. The steed effectively gives off light in a 30-foot radius. It barely touches the ground when it runs, and thus can traverse water or quicksand with no danger (but see "Powers" under *Fennin Ro's Blazing Steed*); while it does not leave a trail of prints imbedded in soft earth, it can be tracked due to the blackened and burnt patches left by its fiery hooves.

Combat

The blazing steed is well-disciplined, using its great intelligence to keep its rider safe and unharmed; all Ride check DCs for the summoner of the blazing steed are reduced by 5 points.

Burn (Su): Upon a successful melee attack with hooves or bite, the blazing steed deals an additional 2d6 points of fire damage.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): The blazing steed is immune to fire but takes double damage from attacks with the [cold] descriptor, except on a successful save.

Fire Aura (Su): The blazing steed is surrounded by a fierce heat that serves as a [fire] damage shield, dealing 6 points of damage to any creature that strikes it in melee with a non-reach weapon.

Carrying Capacity: A light load for the blazing steed is 400 pounds or less; a medium load is 401 to 800 pounds; a heavy load, 801 to 1,200 pounds. The blazing steed can drag 6,000 pounds.

Bonus types: Resistance = augmentation. Saves = augmentation.

Caster Level: 25th.

Market Price: 76,800 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

Fire Hook

Description: This great trident is formed of some black stone, perhaps obsidian, and swirls with orange-red flames when held.

Powers: This Huge trident has a +3 bonus to attacks and damage, as well as the *enhanced process*, *hardness*, and *keen* qualities. Further, the trident can process (Proc DC 20) the spell *flame shock* (Reflex half, DC 19) on its target on a successful hit.

Fire Hook (2d10+3 plus *flame shock* proc, crit 19–20 (x2), delay 6; AC 5, hardness 14, 43 hp, Break DC 29)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 9th.

Market Price: 128,420 gp.

Slot: Slashing.

Weight: 44 lbs.

Fire-Rod

Description: On the back wall of the Hall of Worship the fire giants have placed a massive iron rod, whose upper end burns perpetually white-hot. Around that they have carved an image of their lord and master, Nagafen the Red Dragon, with his wings raised as if he were descending upon prey. The rod takes the place of this tongue, making it look like the dragon were starting to emerge from the very walls, his tongue burning the way.

Powers: If the rod is within the area of effect of any spell with the [cold] descriptor, then that spell is automatically countered. A creature without the fire subtype that touches the rod takes 5d6 points of fire damage for each round of contact.

Caster Level: 30th.

Market Price: 20,000 gp.

Slot: Miscellaneous.

Weight: 70 lbs.

Firestick

Description: Although this looks like nothing more than a thick, 4-foot-long, charred and blackened wooden rod, it is actually one of the ice giant tribe's greatest treasures.

Powers: Three times per day, the wielder can cast *fire bolt* from the rod (Reflex half, DC 31). However, more remarkably, the stick may make a dispel check, as if by the spell *nullify magic* (1d20+20), to counter any spell with the [fire] descriptor that targets the holder (but not an area-of-effect fire spell that happens to include the holder in its area). Every time it cancels a spell in this way, the *firestick* gains an additional use of *fire bolt* for that day.

Caster Level: 21st.

Market Price: 275,600 gp.

Slot: Miscellaneous.

Weight: 1.7 lbs.

Frost Goblin Totem

Description: This tiny object is roughly carved from grayish stone, in the form of a goblin sitting astride a great wolf.

Powers: Twice per day, the wielder can cast *frost shock* from the totem (Reflex half, DC 21). The bearer may also walk on icy or snowy surfaces without risk of slipping. The bearer need merely have the totem on his person to gain its benefits.

Mana +1, cold resistance (4), cold save +1.

Bonus types: Mana = arcane. Resistance = arcane. Saves = arcane.

Caster Level: 11th.

Market Price: 60,000 gp.

Slot: None.

Weight: 1.2 lbs.

Frostbeam

Description: This enormous greatsword is obviously magical, glowing with a pale bluish-white light when drawn. Its blade constantly gives off a mild mist, as if it were much colder than its surroundings (regardless of the actual surrounding temperature), and the faint sound of cracking ice can be heard by those close to it.

Powers: This Gargantuan greatsword has a +3 bonus to attacks and a +2 bonus to damage, as well as the *frost*, *keen*, and *great speed* qualities.

Frostbeam (4d6+2 and 2d6 cold, crit 17–20 (x2), delay 4; AC 4, hardness 14, 62 hp, Break DC 33)

Str +3, Dex –1, Con +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.

Market Price: 204,225 gp.

Slot: Slashing.

Weight: 104 lbs.

Gem of Sight

Description: This small purple gem gives off a bright glow, and thus is obviously magical in nature.

Powers: The *gem of sight* illuminates the area around it in a 30-foot radius; this glow cannot be quelled by any nonmagical means, although the light can of course be concealed within a solid container or the like. The gem's illumination counters and dispels any magical darkness of a lower caster level than its own.

The gem also allows the holder to invoke a power identical to the *eye of Zomm* spell, save that the "eye" produced by this effect appears to be made of purple crystal. This power can be used four times per day.

Activation: Use-Activated.

Caster Level: 6th.

Market Price: 49,800 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Horn of Dugan

Description: This enormous horn was crafted from the tusk of a tundra mammoth, intricately carved with pictures depicting the life of King Dugan and inset with golden trim.

Powers: Once per year, when blown by a barbarian, this horn can be made to produce the *call of the Northern King*: any Northman within a 100-mile radius who has levels as a warrior or militiaman is compelled to answer the call (Will negates, DC 25), coming directly to the horn's location and treating the horn's owner as a close friend and honored ally for one week plus a number of days equal to the amount by which he or she failed the Will save. This is a mind-affecting charm effect. Barbarians of an alignment directly opposed to that of the horn's owner gain a +5 bonus on this save, and, if they fail the save, may harbor resentment toward the blower after the charm wears off. Other barbarians are not likely to harbor any such ill will.

Any non-barbarian foe within 100 miles when the *call of the Northern King* sounds must make a Will save (DC 25) or be affected as if by a fear spell for 4d6 rounds. Giants, gnolls, goblins, and orcs suffer a –5 penalty on this save.

Caster Level: 15th.

Market Price: 620,000 gp.

Slot: Miscellaneous.

Weight: 12.4 lbs.

Horn of the Grave

Description: "This instrument appears as a double-curved horn fashioned from the bones of an unknown animal and apparently shaped using bone-carving techniques similar to my own. The inlay appears to be jacinth, but the design is shapeless and two-dimensional, as if the craftsman had somehow melted the gems into some puddles over the horn's surface.

"The most ancient and most corroborated tale regarding the horn is that it was a gift from Mayong Mistmoore to his court bard, called Morjenfeldt or Marzhenfel depending upon the source. For reasons unknown, the bard fell out of favor with his lord and was slain while in flight. The horn took a circuitous journey that ended with its placement in the Halls of the Dead in Neriak, whence it then came into my possession during a brief stay.

"The horn grants its wielder considerable power over the dead; indeed, a skilled bard gains a mastery beyond that of traditional necromancy. The ability to call an army of the slain into service is no mean feat. From this I deduce the hand of a power greater than Mistmoore's in the crafting of this item." — Miragul

Powers: The *Horn of the Grave* is considered a wind instrument for the purpose of bard songs. Any bard who uses the Horn gains a +2 bonus to Play Wind Instrument checks. The Horn also grants its wielder several powers:

Exile Undead: This ability is as the spell of the same name. It may be called upon three times per day by any character.

Cajole Undead: This ability is as the spell of the same name. It may be called upon once per day by any character.

March of the Dead: This power is usable only by a bard of 25th level or higher. The bard may raise a number of slain individuals equal to his Play Wind Instrument ranks x his Charisma modifier to fight on his behalf. These combat-

ants must have been allied with the bard in life and cannot have died longer ago than a number of hours equal to the bard's Charisma modifier. These risen dead gain the undead type, and their HD-type increases to d12. They have no Constitution score (they lose any Constitution bonuses to hit points), and their Intelligence and Wisdom scores are both halved; otherwise, they have the same stats they did in life. They cannot cast spells, but may invoke magic items. These risen dead serve the bard for a number of hours equal to the bard's Charisma modifier before collapsing. There is a 10% chance per use that the risen dead attempt to bring the bard with them into the afterlife following their service. This power may only be used once per month.

Hp +5, mana +5.

Bonus types: Hit points = augmentation. Mana = augmentation. Skill = augmentation.

Caster Level: 30th.

Market Price: 1,565,080 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

Ice Blade

Description: This otherwise rather plain-seeming longsword has a single white crystal embedded on either side of its hilt, just where the blade inserts.

Powers: This longsword has a +2 bonus to attacks and damage, as well as the *bane* quality against creatures with the fire subtype. Further, it can process (Proc DC 20) the spell *column of frost* (Reflex half, DC 16), centered upon its wielder, with a successful strike. (Of course, if the wielder has enough cold resistance, this is of no concern.)

Ice Blade (1d8+2, delay 5; AC 7, hardness 12, 8 hp, Break DC 27)

Cold resistance (3).

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = enhancement.

Caster Level: 6th.

Market Price: 51,915 gp.

Slot: Slashing.

Weight: 4.4 lbs.

Icicle of Vox

Description: Found in the throne room on the first floor of Permafrost Keep, this appears to be an enormous icicle growing from the rock itself — cold radiates from it, freezing the very moisture from the air. This is dedicated to the Lady Vox, and has been blessed by her directly. The icicle cannot be melted, and creates intense cold.

Powers: Any creature touching the icicle gains immunity to heat- or fire-based damage. However, she also takes 2d6 points of cold damage per round, so she had best have impressive cold resistance if she wishes to touch it for any length of time (this is considered a damage-over-time effect).

Caster Level: 24th.

Market Price: 16,000 gp.

Slot: Miscellaneous.

Weight: 355 lbs.

Ice Crystal Ball

Description: This opaque bluish-white globe is formed from some unknown material that closely resembles glass (it is in fact the crystallized blood plasma of an evil eye wizard). The ball is remarkably heavy.

Powers: This seeing device allows the user to invoke an effect very similar to that of the spell *eye of Tallon*. This effect has no maximum range, although the eye must appear and remain on the same plane as the user, but the eye can only appear and exist within a snowstorm. The user cannot cast spells of any kind through this eye, as he might with the *eye of Tallon* spell. The *ice crystal ball* can be used for a total of 4 hours per day.

Caster Level: 28th.

Market Price: 785,000 gp.

Slot: Miscellaneous.

Weight: 18 lbs.

Ice Crystal Staff

Description: The pale-skinned ice goblins of Permafrost bear a number of weapons and magic items crafted of ice crystal, such as this deceptively fragile-looking staff. Primarily borne by ice goblin scryers, such a staff can inflict additional cold damage against opponents.

Powers: This staff has a +1 bonus to attacks. It may also process (Proc DC 18) the spell *shock of frost* (Reflex half, DC 13) on a successful strike.

Ice Crystal Staff (1d6 and *shock of frost* proc/1d6 and *shock of frost* proc, delay 5; AC 7, hardness 10, 15 hp, Break DC 26).

Bonus types: Attack = enhancement.

Caster Level: 3rd.

Market Price: 9,600 gp.

Slot: Blunt.

Weight: 6.5 lbs.

Icy Greaves

Description: These bluish steel leg-plates are worn by members of Permafrost's Elite Goblin Guard and the ice goblin Honor Guard.

Powers: These greaves grant the wearer a [cold] damage shield (3). Although technically a leg item, the greaves also protect as if they were armor. (The armor bonus and armor check penalties granted do not stack with similar modifiers from other armor worn.)

Icy Greaves (AC +1, check –2; hardness 10, 12 hp, Break DC 26)

Cold resistance (2).

Bonus types: Resistance = augmentation.

Caster Level: 9th.

Market Price: 19,400 gp.

Slot: Legs.

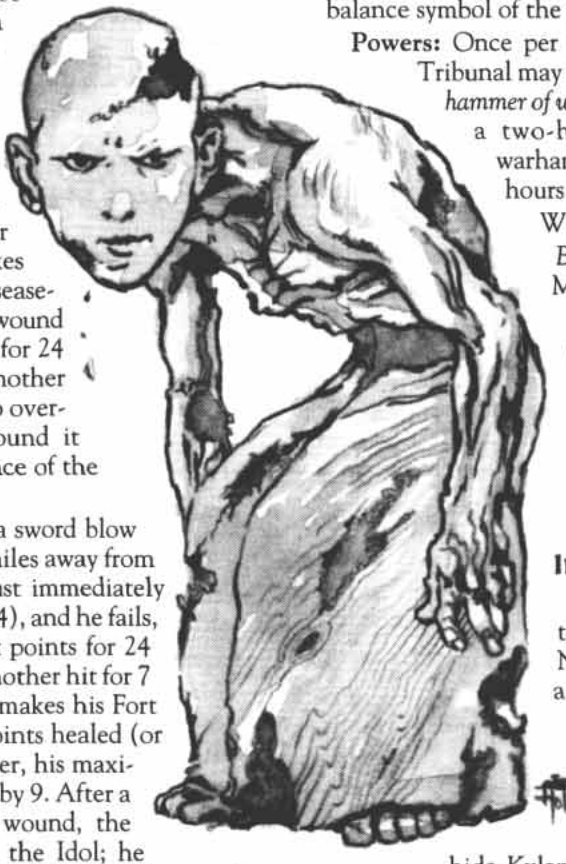
Weight: 5.2 lbs (pair).

Idol of Bertoxxulous

Description: "The idol appears as a life-sized wooden sculpture of a hunched, elderly man who yet has the face of a youth. While the wood continuously rots, it simultaneously, paradoxically, rejuvenates itself, not only retaining

its form but preventing destruction by mundane means. The idol's effects are too potent and far-reaching to store it anywhere but in a heavily warded room. Despite my extensive precautions, the idol's effects are very slowly transforming the room. Though I am loathe to do so, I may have to seek its destruction. Idol recovered from a temple beneath Qeynos." — Miragul

Powers: All living beings within a 100-mile radius of the *Idol* who do not worship Bertoxxulous suffer a penalty of disease resistance (–5) and a –1 penalty to disease saves; these penalties increase to disease resistance (–10) and a –2 penalty to disease saves for those who are of good alignment. There is no save against this effect, and spell resistance does not apply. A resistance penalty can never reduce a creature's resistance to less than (0).



Further, any good creature within 10 miles that does not worship Bertoxxulous must make a Fortitude save (DC 40, –1 per mile from the *Idol*, and –1 per previous check) whenever it takes damage from a weapon or a disease-based attack; if the save fails, that wound cannot be healed by any means for 24 hours. The creature may make another save every 24 hours thereafter to overcome this effect for every wound it suffered while under the influence of the *Idol*.

For example, a warrior takes a sword blow for 9 points of damage while 6 miles away from the *Idol of Bertoxxulous*. He must immediately make a Fort save (DC 40 – 6 = 34), and he fails, so he cannot regain those 9 hit points for 24 hours. An hour later, he takes another hit for 7 points of damage but this time makes his Fort save, so he may have those 7 points healed (or recover them naturally); however, his maximum hit points are still reduced by 9. After a day has passed since his first wound, the warrior is 15 miles away from the Idol; he makes another Fort save (DC 40 – 15 – 1 = 24); he makes the save, so his clerical ally can now cure those hit points.

There are only two other ways to overcome this anti-healing effect. First, a creature that travels more than 100 miles away from the *Idol* is no longer affected, even if it failed a Fortitude saving throw while it was within range. Second, a successful *abolish disease* cast against the current Fort DC of the effect can cancel it; the caster may target only one affected wound per casting when the spell is used in this way.

A variety of other symptoms and problems that don't have any particular game effect may occur within the area affected by the *Idol*, at the GM's discretion: Sickness spreads much more easily, of course, but crops might also wither and decay, rashes and fevers abound, the simplest scratches fester, babies are stillborn, etc.

Followers of the God of Decay within 10 miles of the *Idol* all receive the following:

Cha –1, disease resistance (20), disease save +5.

The *Idol of Bertoxxulous* itself is virtually indestructible: It has a Hardness of 13, 313 hp, Break DC 26, SR 39, and bonuses to all resistances of (33). It also has *regeneration 13*.

Bonus types: Ability score = divine. Resistance = divine. Save = divine.

Caster Level: 30th.

Market Price: 1,200,000 gp.

Slot: Miscellaneous.

Weight: 140 lbs.

Initiate Symbol of the Tribunal

Description: This carved ivory charm dangles from a fine silver chain. The charm itself bears the hammer and balance symbol of the Tribunal.

Powers: Once per day, a shaman who worships the Tribunal may invoke an effect similar to the spell *hammer of wrath*, except that this power calls up a two-handed hammer rather than a warhammer, and the hammer lasts only 5 hours per use.

Wis +1, mana +1.

Bonus types: Ability score = divine. Mana = divine.

Activation: Spell Trigger [shaman of the Tribunal] (*hammer of wrath*), Use Activated (all other powers).

Caster Level: 5th.

Market Price: 9,675 gp.

Slot: Neck.

Weight: 0.2 lbs.

Iron-Rib Club

Description: This weapon belongs to the leader of the Wolves of the North, Kylan O'Danos. In his youth, a terrible monster began to ravage a nearby village, and he and a group of local warriors tracked and attacked it. Their weapons proved useless against the creature, however — every blow slid off its thick hide. Kylan watched his companions die one by one, and in a last-ditch effort, he leapt upon the creature and grappled it with his mighty arms. His strength was so great that the creature's rib cage snapped, and a rib burst forth from the creature's chest. Seizing upon this bone, Kylan yanked it out and used it to kill the creature. After the battle, he carried his grisly trophy home, along with the beast's head, and spent several weeks carving and decorating what became his now-famous signature weapon.

Powers: This greatclub has a +5 bonus to attacks and damage, as well as the *massive* quality. It may also process (Proc DC 20) the spell *tainted breath* (Reflex half, DC 26) on a successful strike.

Iron-Rib Club (2d10+5 and *tainted breath* proc, delay 7; AC 6, hardness 15, 45 hp, Break DC 29).

Str +4, Wis +2, Cha +1.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement.

Caster Level: 16th.

Market Price: 118,430 gp.
Slot: Blunt.
Weight: 16 lbs.

Ivy Rune

Description: A wooden charm is intricately carved to resemble swirling ivy leaves, this object has a small rune of beaten gold mounted in its center.

Powers: This bauble grants its possessor a +6 bonus on saving throws against spells of the *snare* and *root* spell lines and grants him immunity against the effects of spells of the *shield of thistles* spell line (i.e., he takes no damage from damage shield effects of those spells). Further, the holder may invoke a power identical to the spell *invisibility to animals* at will.

Caster Level: 7th.
Market Price: 42,750 gp.
Slot: Miscellaneous.
Weight: 0.4 lbs.

Kayruul's Mystic Pouch

Description: This ornate, delicately tooled satchel is made of the hide of some unknown creature. It is a pale grey in color, and has a single, wide shoulder strap. It is currently in the possession of the Lady Vox.

Powers: Any non-living object or material is rendered completely weightless as long as it is in the pack. The pack can hold any number of objects or any quantity of material, but each individual item placed into it must fit through its 20-inch-diameter opening. The opening is flexible, and can be made to accommodate a square approximately 15 inches on a side; in total, the mouth of the bag can never have a circumference of more than 63 inches.

Caster Level: 12th.
Market Price: 36,000 gp.
Slot: Miscellaneous.
Weight: 2 lbs.

Lava Torc

Description: The torc was fashioned to adorn the neck of a giant. It is a deep red-tinted gold, and is highly ornate, fashioned to resemble smooth, fluid flames running along the neck of the wearer; resting at the hollow of the wearer's throat is a large, dull black stone (actually a carven piece of volcanic rock).

Powers: The torc is crafted for a giant: on a creature of Large size (or a barbarian), it may be worn as a belt item. The torc is useless to smaller creatures.

The wearer of the torc may invoke a power identical to the spell *cadeau of flame* up to three times per day.

Caster Level: 27th.
Market Price: 453,600 gp.
Slot: Neck/Waist (see text).
Weight: 11.5 lbs.

Mammoth-Hide Cloak

Description: This heavy, fur-lined cloak is currently worn by Master Itxicar, the ice goblin alchemist.

Powers: Although technically a back item, the cloak also protects as if it were armor. (The armor bonus and armor check penalties granted do not stack with similar modifiers from other armor worn.)

Mammoth-Hide Cloak (AC +1, check –2; hardness 4, 7 hp, Break DC 23)

Wis +2, cold resistance (2).

Bonus types: Ability score = augmentation. Resistance = augmentation.

Caster Level: 6th.
Market Price: 7,650 gp.
Slot: Back.
Weight: 4.5 lbs.

Mantle of Queen Culayne

Description: "This skillfully crafted shawl embodies all the alleged merits of the Koada'Dal people: elegance, attractiveness, and (occasionally) usefulness. Gold threads criss-cross white wool, and the whole array exudes the scent of jasmine. A silver chain loosely binds the shawl to the wearer's neck. Although it possesses useful attributes, the mantle seems reluctant to share them with me. Acquired from Felwithe following the death of Queen Culayne, 23rd and final wearer of this mantle. " — Miragul

Powers: This mantle grants its wearer attributes befitting an elf regent and servant of Tunare. The wearer gains a +2 divine bonus to Charisma-based checks and, far more impressively, if she is a worshipper of Tunare, she gains *spell resistance* 25. If the wearer is a cleric of Tunare, she gains the turn undead divine power; if she already has this divine power, she gains a +4 divine bonus to turn undead checks.

Focus effect: Healing Efficiency III (Tunare worshippers only).

AC +1, Con +1, Wis +3, Cha +2, hp +10, mana +10.

Bonus types: AC = divine. Ability scores = augmentation. Hit points = augmentation. Mana = augmentation.

Caster Level: 30th.
Market Price: 1,159,740 gp.
Slot: Shoulder.
Weight: 2 lbs.

Miragul's Robe

Description: The lich's personal garment is wrought of shadow-stuff and of those negative spiritual forces that grant the semblance of life to the undead. Miragul seems to float across surfaces as the robe flows with his movements, and he melds into darkness quickly once he strays from light. Thirteen silver runes are sewn into the robe, but they drift across its surface in seemingly random patterns, perhaps empowering the robe or binding it to Miragul.

Powers: This robe is the equivalent of *+2 raw silk armor*. When worn by Miragul, the robe doubles the effect of any spell he casts, if he wishes, as if he had cast it twice. Affected spells cost Miragul an additional 10% mana and cannot be split between more than one target (if normally a single target spell). Those required to save against the doubled spell must make a separate save against each effect. For instance, spells of the *lifetap* line are doubly effective against an opponent (who must save twice), and the Arch Necromancer may summon and control two pets instead of one. DOT spells affected in this way deal double the initial damage, but only normal damage on succeeding rounds.

Stacking is still taken into account, so most buff spells are unaffected. Instantaneous spells are always affected.

When worn by any being other than Miragul, the robe does not grant its augmentation bonuses (mana, hit points, and resistances) or its focus effect.

Miragul's Robe (AC +4, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Int +4, Con +2, Wis +1, Cha –1, mana +15, hp +15, all resistances (10), all energy-based saves +1.

Focus effect: Reanimation Haste III.

Bonus types: Ability scores = enhancement. Mana = augmentation. Hit points = augmentation. Resistance = augmentation. Save = enhancement.

Caster Level: 30th.

Market Price: 36,250 gp.

Slot: Body.

Weight: 1 lb.

Nightwatch Monocle

Description: "A simple but convenient device dangling on a fine golden chain, this lens, when fitted to a person's eye, summons forth a small portion of that individual's awareness to watch over him while he sleeps. Truly a blessing for paranoid monarchs and explorers alike." — Miragul

Powers: The nightwatch monocle allows a sleeping individual to make Spot and Listen checks as if the character were awake and actively observing the environment. Further, he gains a +1 bonus to these checks. The character may also benefit from any relevant feats, spells, or items that affect these skills. The nightwatch monocle's effect persists even if the monocle itself slips from its wearer's eye during sleep, but only one individual may benefit from the monocle at a time.

Bonus types: Skill = insight.

Caster Level: 8th.

Market Price: 2,400 gp.

Slot: Face.

Weight: 0.1 lbs.

Parasitic Shroud

Description: "An early, perhaps too successful experiment in the fusion of negative spiritual energy to material items, this hooded cloak no doubt played a role in exposing the original Erudin cabal to the High Council. Likewise, the parasitic shroud served to prolong my life to an extent, even if the attention its usage attracted often forced involuntary itinerancy on my part.

"The parasitic shroud is a long, hooded cloak of black velvet with a multitude of silver runes sewn across its surfaces. One knowledgeable in the mystical arts recognizes the interlacing of numerous necromantic spells within that script, all designed to diffuse the enervating effects of the shroud over a wide area. The trim of the cloak comes from the pelt of an ancient dire shadow wolf — a breed made extinct by followers of the siblings Marr. The creators fashioned thread for the runes from the gut of an unknown planar creature — even I know not what — infused with silver dust.

"Parasitic shroud recovered from Paineel following its initial founding. While it added years to my life, the barrenness of my abode in the Frigid Plains renders it useless for anything but experimentation." — Miragul

Powers: While worn, the parasitic shroud rejuvenates the character's life force at the cost of gradually draining the spiritual energy from all living things within a half-mile radius. The population of the area determines the extent of the effect:

Population	Reduction in rate of aging
Barren waste	1%
Unpopulated natural area	10%
Village (200–1,000)	20%
Town (1,001–5,000)	40%
Small City (5,001-20,000)	65%
Large City (20,001+)	90%

The shroud must be worn at all times to affect the character. After each month, all living creatures that spent at least three weeks of that time within one half-mile of the shroud's wearer take 1 point of temporary Constitution damage; at the end of the next month, each creature makes a Fortitude save (DC 35) to avoid having this loss become permanent. At this point (after two months), grass turns brown, trees lose their leaves, and animals and humans have weakened noticeably. After six months (and thus 6 points of temporary Constitution damage to those affected), nearby crops fail, young livestock and even children perish, and babies are stillborn. Typically, as the first month's effects come to pass, local priests quickly discern the presence of a supernatural effect and seek to root it out.

Int +1, Wis +1, hp +5, disease resistance (8), disease save +2.

Bonus types: Ability scores = augmentation. Hit points = augmentation. Resistance = augmentation. Save = augmentation.

Caster Level: 25th.

Market Price: 44,600 gp.

Slot: Shoulder.

Weight: 4 lbs.

Pendant of Animism

Description: This plain-looking ivory charm is tied onto a simple hide thong. Its unremarkable appearance is deceiving, however.

Powers: The wearer of this pendant gains a +10 bonus to speed (whether ground speed, flying, swimming, etc.). He also gains +5 bonus on all Animal Empathy and Handle Animal checks, and may make such checks untrained.

Dex +3.

Bonus types: Ability score = augmentation. Skills = insight. Speed = augmentation.

Caster Level: 9th.

Market Price: 85,000 gp.

Slot: Neck.

Weight: 0.1 lbs.

Pendant of Sharp Sight

Description: This golden pendant is meticulously crafted in the shape of an eagle, and dangles gracefully from a fine

golden chain. The pendant is enchanted to size itself to fit any wearer.

Powers: The wearer of this pendant receives a +5 bonus on all Search and Spot checks and gains ultravision. Further, in daylight, he suffers only half the usual penalties for distance when making Spot checks.

Wis +1.

Bonus types: Ability score = enhancement. Skills = enhancement.

Caster Level: 11th.

Market Price: 137,000 gp.

Slot: Neck.

Weight: 0.4 lbs.

Red Dragon Scale

Description: This massive suit of red dragon scales is worn by Kindleheart, the fire giant High Priest of Nagafen.

Powers: This armor is meant to be worn by a Huge creature; it will refit itself for any humanoid creature of Large to Gargantuan size, but is useless to other creatures.

This armor is the equivalent of *+4 scale mail* with the *spell resistance [fire] 15* ability. Its wearer also gains *fast healing 1*, but only with regard to damage sustained while wearing the armor; the armor may not be donned to heal damage from previously inflicted wounds.

Red Dragon Scale (AC +8, max Dex +3, check –4; hardness 13, 32 hp, Break DC 26)

Con +1.

Bonus types: None.

Caster Level: 18th.

Market Price: 326,200 gp.

Slot: Body.

Weight: 124 lbs.

Ring of Animal Charming

Description: This stunning gold ring is set with a flawless ruby. The ring is obviously magical, since it adjusts to fit the finger of anyone who tries it on.

Powers: Once per day as an attack action, the wearer of this ring may invoke an effect identical to the spell *befriend animal* (Will DC 17). If this effect targets an aquatic creature, it functions instead as *charm animal* (Will DC 23).

Caster Level: 13th.

Market Price: 36,400 gp.

Slot: Finger.

Weight: **0.1 lbs.**

Ring of Granite Skin

Description: This ring is made of an unknown metal alloy of a dull grey color, with a single, fine band of blue stone, perhaps lapis lazuli, along its outer circumference.

Powers: AC +5.

Bonus types: AC = natural.

Caster Level: 15th.

Market Price: 50,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Roses

Description: This elegant silvery band has fine etchings of twined roses around its circumference.

Powers: Dex +4.

Bonus types: Ability score = enhancement.

Caster Level: 12th.

Market Price: 16,000 gp.

Slot: Finger.

Weight: 0.1 lbs.

Ring of Translocation

Description: This huge ring is set with a crystal nearly the size of a halfling's head.

Powers: This ring is crafted for a Huge giant: a creature of Large size (or a barbarian) may wear it as a wrist item; a Medium-size creature as a head item; or a Small creature, waist. The ring is useless to larger or smaller creatures.

As an attack action, the wearer of this ring may invoke an effect identical to the spell *translocate*. The ring holds only 5 charges of this effect when fully charged.

Mana +8.

Bonus types: Mana = enhancement.

Activation: Use Activated.

Caster Level: 23rd.

Market Price: 71,600 gp.

Slot: Finger/Wrist/Head/Waist (see text).

Weight: **2.6 lbs.**

Robes of Justice

Description: These heavy fur-lined robes are a rich ivory color, trimmed with dark ermine and various shamanic charms and fetishes. It is the traditional garb of the High Justice of Halas.

Powers: This great robe is the equivalent of a bulky suit of *+5 raw silk armor*, and it also grants its wearer a +10 bonus to all Sense Motive checks. Further, by uttering a word of praise to the Tribunal, the wearer may invoke an effect identical to the spell shielding three times per day. Finally, the wearer may use the turn undead divine power as a cleric equal to half his character level, to a maximum equivalent cleric level of 10.

Robes of Justice (AC +7, max Dex +6, check –1; hardness 5, 8 hp, Break DC 23)

Dex +2, Wis +5, mana +7, cold resistance (3).

Bonus types: None.

Activation: Command Word [shielding], Use Activated [all other powers].

Caster Level: 20th.

Market Price: 232,350 gp.

Slot: Body.

Weight: 7.5 lbs.

Robes of the Steward

Description: These heavy velvet robes are a lustrous black in color, with faint runes of a grayish hue scribed along the hem and collar.

Powers: These robes are the equivalent of *+2 raw silk armor*. Further, the robe confers immunity upon its wearer from all the

negative effects of Miragul's lair, including even *Miragul's Miasma*. The wearer must "feed" the robe 1 hp worth of fresh blood per day, whether his own or someone else's, for this immunity to continue. If exposed to sunlight, the robe decays and becomes nonmagical (permanently) within 1 round.

Robes of the Steward (AC +4, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Int +4, Cha +2.

Bonus types: None.

Caster Level: 12th.

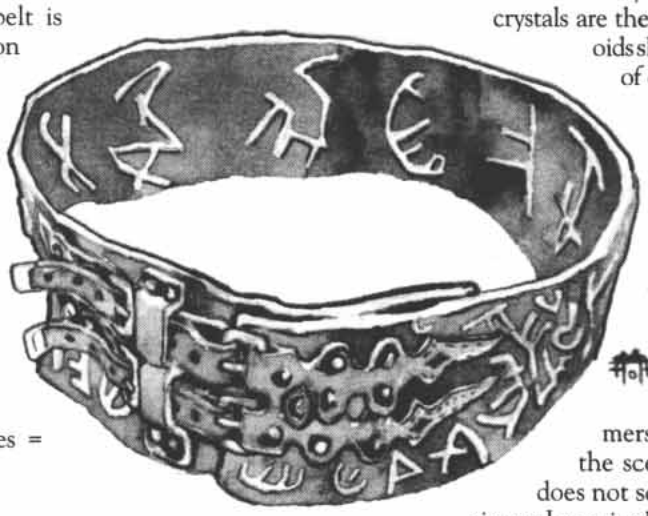
Market Price: 22,120 gp.

Slot: Body.

Weight: **3.5 lbs.**

Runed Bolster Belt

Description: No one is certain of the origin of this very potent item. Its runes are very old and believed indecipherable (though it's not actually been seen for a century or more). It is thought by some that the belt was originally created by the barbarians, but so far this has not been proven. As the belt is believed to be in the possession of Lady Vox, such theories will have to wait.



Powers: The wearer of this belt is under a continual haste (3) effect (this grants a +1 haste bonus to AC, one additional action every 3rd round, and –1 weapon delay). The belt grants the following additional bonuses:

Str +3, Dex +3, Con +3.

Bonus types: Ability scores = enhancement.

Caster Level: 9th.

Market Price: 105,000 gp.

Slot: Waist.

Weight: 0.2 lbs.

Runed Circlet

Description: This simple metal hoop, adorned with subtly etched runes, adjusts itself to fit comfortably on any wearer's brow.

Powers: Int +2, Wis +2.

Bonus types: Ability scores = enhancement.

Caster Level: 6th.

Market Price: 9,000 gp.

Slot: Head.

Weight: 0.3 lbs.

Sapphire of Souls

Description: Currently set in a plain hoop of silver sized to fit a giant's brow, this large sapphire grants its wearer considerable mental powers.

Powers: The bearer of this gem gains a +10 bonus to Sense Motive checks. As a full-round action, she may also read the surface thoughts of any single creature within 60 feet three times per day (Will negates, DC 20), learning the general state of mind of the target creature, as well as any names, dates, ideas, concerns, or emotions flitting across the target's consciousness. Once invoked, this mind-affecting power lasts for as long as the sapphire's bearer concentrates, even if the target creature moves beyond the 60-foot range, up to a maximum of 19 minutes per use.

Further, the bearer can invoke a power identical to the spell *wave of healing* three times per day, and she may cast *lull* at will, up to once per round.

Wis +2.

Bonus types: Ability score = insight. Skill = insight.

Caster Level: 19th.

Market Price: 701,300 gp.

Slot: Head (Miscellaneous if removed from circlet).

Weight: 0.1 lbs (2.6 lbs in circlet).

Scepter of Shared Lives

Description: "This unique gold-plated scepter bears a number of translucent crystals along its head. Within these crystals are the tiny figures of sentient humanoids slain by the scepter over the course of centuries. A cabal of necromancers presented it as a gift to a lord of Qeynos they sought to corrupt into their service. They did not realize that this particular lord was already beholden to another, and now both lord and scepter are in my service.

The scepter traps the souls of those it slays, providing a measure of rejuvenation to the bearer. Rumor has it that immersion in holy water may destroy the scepter. In any case, the scepter does not solve my dilemma with the efficiency I require." — Miragul

Powers: This item acts as a heavy mace with a +4 bonus to attacks and damage, as well as the *bludgeoning* quality. Any living creature with an Intelligence of 5 or higher that is slain by a blow from the *Scepter* must make a Fortitude save (DC 36) or have its soul trapped within a crystal that forms upon the weapon's head. If the wielder is a living creature, his biological age then reverses by one year.

Should the weapon be immersed in holy water, all the crystals currently on its head burst, freeing their trapped souls and aging the current bearer by 1 year per crystal. Those slain by the *Scepter* cannot be resurrected unless immersion of the scepter in holy water first frees the trapped soul. The *Scepter* currently contains 27 crystals.

Scepter of Shared Lives (1d8+4, crit 19–20 (x2), delay 5; AC 12, hardness 13, 20 hp, Break DC 29)

Str +1, Int +1, Wis +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 26th.

Market Price: 75,312 gp.

Slot: Blunt.

Weight: 6 lbs.

Scimitar of the Mistwalker

Description: This beautiful, delicately curved sword is obviously crafted of the finest steel, and bears intricate sworls and runes along its length. The hilts are fashioned of a golden alloy harder than steel, and the pommel is made in the likeness of a wolf's head.

Powers: This scimitar has a +4 bonus to attacks and a +3 bonus to damage, as well as the *enhanced process*, *keen*, *sonic*, and *speed* qualities (the sonic effect sounds like the howl of a ghostly wolf). Further, the scimitar can process (Proc DC 20) the *call of the Mistwalker* on a successful hit: this effect conjures the "Mistwalker," a great semi-translucent wolf, at any unoccupied location of the scimitar wielder's choice within 30 feet. The Mistwalker immediately takes any one action desired by the wielder, such as making a single attack upon a foe within its threat range. After its action, the Mistwalker vanishes. Treat the Mistwalker as an 18-HD type 4 spirit wolf (see *EverQuest: Game Master's Guide*, p. 206).

Scimitar of the Mistwalker (1d6+3 plus 2d6 sonic and *call of the Mistwalker* proc, crit 15–20 (x2), delay 3; AC 7, hardness 16, 10 hp, Break DC 29)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 27th.
Market Price: 552,565 gp.
Slot: Slashing.
Weight: 3.6 lbs.



Shadow Crown

Description: This heavy crown of some strangely dark material lends its opaqueness to the air around it, and grants powers over the dark to its wearer.

Powers: The wearer of the crown gains ultravision. Further, she may invoke a power identical to the spell *shadow* three times per day.

All natural light sources within 100 feet of the crown have their light radius reduced by one-half (thus, a torch casts only 10 feet of light); magical light sources within that range with a caster level less than 23rd have their light similarly reduced.

Caster Level: 23rd.
Market Price: 362,200 gp.
Slot: Head.
Weight: 2.4 lbs.

Shielded Robes

Description: These robes are a rich midnight purple color, adorned with subtle, almost invisible runes of a silvery hue.

Powers: These robes are the equivalent of *+1 raw silk armor*. Three times per day, the wearer may invoke an effect identical to the spell *shielding* upon herself.

Shielded Robes (AC +3, max Dex +9, check +0; hardness 1, 3 hp, Break DC 22)

Bonus types: None.
Caster Level: 9th.
Market Price: 55,650 gp.
Slot: Body.
Weight: **3.1 lbs.**

Skeleton Mail

Description: "First smithed by Enzaris Lorn, shadow knight of Paineel, this ornate and heavy plate-mail armor offers additional protection for skeletal companions against the rigors of mundane and magical combat. It does not fit spectral companions such as those I now employ, but might be useful to shadow knights and lesser necromancers." — Miragul

Powers: This armor is intended for use by skeletons and other humanoid undead creatures only; when worn by any living creature, it functions as simple *+1 half-plate*. When worn by undead, however, it acts as *+3 half-plate*; further, unlike other equipment for spellcasters' summoned companions, it does not disappear when the companion is destroyed or dismissed. Undead creatures of any size may wear *skeleton mail*; it grows or shrinks to fit. It also provides an undead wearer with damage reduction 5/– and the bonuses listed below:

Skeleton Mail (AC +8/+10, max Dex +1, check –5; hardness 15, 20 hp, Break DC 26)

Str +2, hp +25, all resistances (10), all energy-based saves +2.

Bonus types: None.
Caster Level: 20th.
Market Price: 173,100 gp.
Slot: Body.
Weight: 62 lbs.

Still-Life Elixir

Description: "I produced this elixir by enchanting a mixture of a monk's blood and a portion of mummy dust. A single dose of this liquid stills the heart and halts breathing and other bodily functions, giving the drinker every appearance of death for four hours. It also dampens the individual's spiritual presence, rendering it all but unnoticeable to creatures of low intelligence. Prior to the development of certain spells, this elixir proved invaluable during research on living subjects." — Miragul

Powers: Eleven of the original twenty doses remain of this elixir, which duplicates the effects of the monk's feign death ability. The imbiber must make a Will save (DC 19) to shake off the effects of the potion prior to the natural expiration of its effect.

Caster Level: 9th.

Market Price: 2,250 gp/dose.

Slot: Miscellaneous.

Weight: 2 lbs (jug; 3 lbs. full).

Staff of Elemental Affinity

Description: This heavy, elaborately carved wooden staff always exudes a smell, but the exact odor varies between peat, brimstone, ozone, or the sea depending on what sort of elemental companion (earth, fire, air, or water, respectively) its wielder currently uses. Teir'Dal conjurers created only a few of these staves over the centuries, most of which are now lost in the dark places of Norrath.

Powers: This staff functions as a club in combat, with a +4 bonus to attacks and damage. In addition, when used by a magician, the staff establishes a link between the wielder and his summoned elemental pet that allows him to access certain powers and qualities based upon the type of pet currently summoned, as shown on the chart below.

Pet	Elemental Power	Elemental Quality
Air	Air elemental strike	Cold resistance (20), fire resistance (–5)
Earth	Earth elemental strike	Disease resistance (20)
Fire	Inferno	Fire resistance (20), cold resistance (–5)
Water	Icy touch	Acid immunity (10), cold immunity (10)

See *EverQuest: Monsters of Norrath* (pp. 188–199) for details on the elementals' special attacks. The magician's HD and Constitution modifier are used to determine saving throw DCs, where applicable.

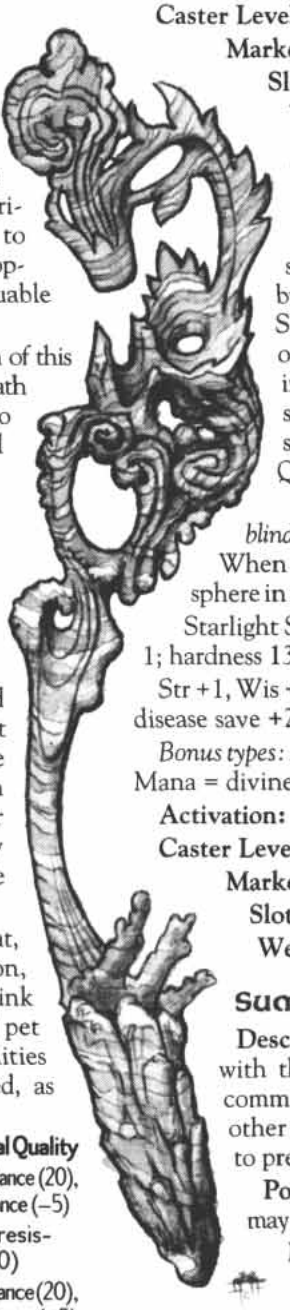
Staff of Elemental Affinity (1d6+4, delay 5; AC 6, hardness 9, 18 hp, Break DC 26)

Int +1, hp +4, mana +7.

Focus effect: Summoning Efficiency III.

Bonus types: Ability score = augmentation. Attack = augmentation. Damage = augmentation. Hit points = augmentation. Mana = augmentation. Resistance = augmentation.

Activation: Spell Trigger (magician) [elemental powers and qualities], Use Activated [all other powers].



Caster Level: 25th.

Market Price: 541,500 gp.

Slot: Blunt.

Weight: 6 lbs.

Starlight Shield

Description: "Passed down by generations of paladins in the area of Qeynos, it's somehow fitting that this shield is now held by one of my lifeless servants. The Starlight Shield bears an emblem of the ancient rulers of Qeynos: a tower, surrounded by stars, bearing a shield and overlooking a pier. The stars shine, providing mild illumination when the shield is held. Acquired from the paladins of Qeynos." — Miragul

Powers: This *+3 large steel shield* has the *blinding* and *spell resistance [disease] 30* qualities. When held, the shield illuminates a 20-foot hemisphere in front of the bearer unless she wills otherwise.

Starlight Shield (AC +5, arcane failure 15%, check –1; hardness 13, 23 hp, Break DC 25)

Str +1, Wis +1, Cha +1, mana +7, disease resistance (8), disease save +2.

Bonus types: Ability score = divine. AC = augmentation. Mana = divine. Resistance = divine. Save = divine.

Activation: Use Activated.

Caster Level: 19th.

Market Price: 65,170 gp.

Slot: Shield.

Weight: 8 lbs.

Summoner's Ring

Description: This simple golden band is inscribed with the names of the elements in Teir'Dal. A common item among the magicians of Neriak, other magically inclined races use similar devices to preserve their reagents.

Powers: Five times per day, the wearer of this ring may invoke an effect identical to the spell *flare*.

Mana +5, fire resistance (3).

Focus effect: Reagent Conservation III.

Bonus types: Mana = augmentation. Resistance = augmentation.

Caster Level: 15th.

Market Price: 46,300 gp.

Slot: Finger.

Weight: 0.1 lbs.

Symbol of Loyalty to Vox

Description: This decorative steel wrist-guard bears the raised figure of a dragon in gold, its eyes inset with tiny yellow-white crystals.

Powers: Once per day, the wearer of this bracer may *gate* to Lady Vox's lair as an attack action.

Caster Level: 4th.

Market Price: 3,300 gp.

Slot: Wrist.

Weight: 0.6 lbs.

The Host's Horn

Description: This legendary drinking horn is made from the silver-inscribed tusk of a great mammoth, and has a beautifully decorated silver cap. It seems to glow slightly when held by a Northman.

Powers: This horn is obviously magical, but only when held by a barbarian; on its own, it cannot be detected as magical. In a barbarian's hands, it is always full of mead and can never be drained. No being of any other race can drink from it: as soon as a non-barbarian tries to do so, it becomes inert (and empty) until held by a barbarian again.

Caster Level: 7th.

Market Price: 42,000 gp.

Slot: Miscellaneous.

Weight: 5.6 lbs.

The Warrior's Aide

Description: This is a 3-foot-high statue of a heavily armed giant, carved from a stone resembling limestone but vaguely golden in color.

Powers: This statue can be animated by speaking the command word carved beneath its removable helmet. Once animated, the warrior's aide (see sidebar) can be controlled mentally and fights upon command, and the owner can see through its eyes at will as if through the spell *eye of Zomm*. The aide stays animated for a maximum of 1 hour per activation and can be activated twice per day. It can be deactivated before its hour is up, but reactivating it counts as its second use for the day. If the warrior's aide is ever reduced to 0 hp, it crumbles to pieces and becomes useless.

Activation: Command Word.

Caster Level: 19th.

Market Price: 279,000 gp.

Slot: Miscellaneous.

Weight: 2 lbs.

Torc of Benevolent Mien

Description: The torc is designed to be worn by a giant. It is of an unknown silvery metal that is remarkably hard yet has extraordinary flexibility; one solid piece shaped loosely like a horseshoe, its mouth bends outward to pass around the wearer's neck.

Powers: The torc is crafted for a giant: on a creature of Large size (or a barbarian), it may be worn as a waist item. The torc is useless to smaller creatures. A Strength check (DC 21) is required to bend the torc far enough to don it.

The wearer of the torc is immune to mind-affecting spells or effects.

Cha +2.

Bonus types: Ability score = augmentation.

Caster Level: 16th.

Market Price: 35,000 gp.

Slot: Neck/Waist (see text).

Weight: 9 lbs.

Torc of Might

Description: This heavy bronze torc is designed for a large barbarian, though it would comfortably fit most ogres or trolls. It is surprisingly hard, and is etched with swirling designs that might have some lost meaning.

Powers: The torc is crafted for a barbarian or a Large creature: on a Small or Medium-size creature (other than a barbarian), it may be worn as a waist item. The torc is useless to smaller creatures. A Huge creature might wear it as a wrist item.

The wearer of the torc gains damage reduction 3/–.

Str +2.

Bonus types: Ability score = enhancement.

Caster Level: 6th.

Market Price: 41,000 gp.

Slot: Neck/Waist/Wrist (see text).

Weight: 2.4 lbs.

Torch of Nagafen

Description: Beside the enchanted *icicle of Vox* in the throne room of the goblin king Thex'Ka IV is a heavy, 5-foot-long torch that burns without smoke. This torch is actually a shrine, of sorts, to Nagafen, and has been enchanted by that dragon.

Powers: The torch will burn forever without ever being consumed, and produces both light and heat, but no smoke. Further, anyone who holds the torch gains immunity to cold and cold-based damage. However, he also takes 2d6 points of fire damage per round, so he had best have

Warrior's Aide

	Small Construct
Hit Dice:	12d10 (66 hp)
Initiative:	+0 (Dex)
Speed:	20 ft. (can't run)
AC:	20 (+1 size, +9 natural)
Attacks:	Short sword +14/+9 melee
Damage:	Short sword 1d6+4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct, damage reduction 10/+1 and 8/–, SR 17
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 18, Dex 10, Con –, Int –, Wis 11, Cha 1
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement Range:	None
Faction:	None

Combat

The warrior's aide is a straightforward combatant, attacking whatever foes its controller wishes.

Construct: Impervious to critical hits, subdual damage, energy drain, stunning, and death from massive damage. Immune to any effect that calls for a Fortitude save to resist unless the effect specifically targets objects. Not affected by attacks or spells of a mind-affecting nature.

impressive fire resistance if he wishes to hold it for any length of time (this is considered a damage-over-time effect).

Caster Level: 24th.
Market Price: 20,000 gp.
Slot: Miscellaneous.
Weight: 8 lbs.

Unholy Coldstone

Description: This magical gem resembles a milky sapphire. It is always cold to the touch, even in the hottest environments.

Powers: At will, the wearer of this ring may invoke an effect identical to any spell of the *frost bolt*, *frost rift*, *ice*, or *shock of frost* spell lines. The *unholy coldstone* powers these spells with its own pool of 50 mana; the stone's possessor may not channel his own mana into the stone to produce these effects. Once the stone's mana is completely exhausted, it begins to regenerate its mana pool at a rate of 2 mana per hour, as long as the surrounding temperature is not above 32 degrees Fahrenheit.

Cold resistance (20), cold save +5.

Bonus types: Resistance = augmentation. Save = augmentation.

Caster Level: 30th.
Market Price: 925,000 gp.
Slot: Miscellaneous.
Weight: —.

White Wolf-Hide Armor

Description: This beautiful suit of hide armor is crafted from the pelts of three great snow wolves slain by Kieran McDonal, Shaman of Justice and Caribou Representative of the Halas City Council.

Powers: This armor functions as a slightly bulky suit of *+2 studded leather*.

White Wolf-Hide Armor (AC +5, max Dex +4, check –1; hardness 4, 4 hp, Break DC 23)

Str +3, Dex +3, cold resistance (12), cold save +3.

Bonus types: None.

Caster Level: 9th.
Market Price: 30,270 gp.
Slot: Body.
Weight: 23 lbs.

White Dragon Scale

Description: This large suit of white dragon scales is currently carried by Iceheart, the Dragon's Champion.

Powers: This armor is meant to be worn by a Large creature; it will refit itself for any humanoid creature of Medium-size to Huge size, but is useless to other creatures.

This armor is the equivalent of *+4 scale mail* with the *spell resistance [cold] 15* ability. Its wearer also gains *fast healing 1*, but only with regard to damage sustained while wearing the armor; the armor may not be donned to heal damage from previously inflicted wounds.

White Dragon Scale (AC +8, max Dex +3, check –4; hardness 13, 32 hp, Break DC 26)

Con +1.

Bonus types: None.

Caster Level: 18th.
Market Price: 326,200 gp.
Slot: Body.
Weight: 67 lbs.

Woolly Spider Silk Net

Description: This great barbed net is finely crafted and enchanted; its quality is apparent to any who are familiar with such weapons.

Powers: This Large net has a +2 bonus to attacks as well as the *distance* and *hardness* qualities. Any creature caught in it suffers a –2 penalty on Escape Artist checks made to escape the net. The net is effective against opponents from Small to Huge size. Further, a proficient wielder can fold the net for throwing in just 1 round, and even a non-proficient user can do so in just 2 rounds.

In addition, once per day as an attack action, the net's wielder can invoke an effect identical to the spell *ensnaring roots*.

Woolly Spider Silk Net (entangle, 20 ft. [max], delay 6; AC 6, hardness 5, 10 hp, Break DC 31)

Bonus types: Attack = enhancement. Skill penalty = enhancement.

Caster Level: 11th.
Market Price: 47,845 gp.
Slot: Miscellaneous.
Weight: 22 lbs.

Zwielhander

Description: This great, ornate blade has gilded hilts vaguely crafted in the shape of a great toothed fish (a highly stylized shark). This weapon is clearly not of Northman manufacture, and appears to be very, very old, although it retains its edge perfectly.

Powers: This weapon is the equivalent of a bastard sword with a +2 bonus to attacks and damage, as well as the *hardness* and *massive* qualities.

Zwielhander (2d6+2, delay 6; AC 7, hardness 14, 12 hp, Break DC 29)

Str +1, Con +1.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.
Market Price: 16,385 gp.
Slot: Slashing.
Weight: 14.5 lbs.



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Maybe it was the moisture that made this wasteland so much worse than home. The moon, Luclin, was also bone-chillingly cold across much of its surface, but at least it was dry. Of course, Luclin was also airless in places, but to the Vah Shir Basheera it was home, and its discomforts were therefore more tolerable. Here, on the vast tundra that spread east of the awesome Everfrost Peaks, the snow regularly fell knee- or even waist-deep (and that discounted the drifts), let alone the wind that sent frenzied snow whipping into eyes — or, worse yet, the blizzards. Even the mighty tiger Juma mewled softly in complaint as a gust briefly blinded him with wind-driven snow.

Camouflaged white to blend with the surroundings, padding nimbly over the surface of the snow instead of plowing through it, Basheera and Juma managed to avoid the fierce predators and the worst of the environment that made this land so infamous, but they could not avoid the moisture. Their fur was matted and heavy, seeming to collect and concentrate the cold against their bodies rather than hold it at bay. Both wished for a campfire and some time to groom.

Instead, they stalked a lich. Basheera was close enough now to see the distant figure as an articulated, upright creature instead of a blurred speck on the horizon.

The feline wanderer shivered suddenly and so violently that her great companion was startled. They could barely see one another, but their mystic connection was strong, and they could sense one another's thoughts clearly.

It wasn't the cold or even the moisture this time, but the sudden recollection of what had happened to her in the depths of the lich's dim and frozen lair: So attuned to the vitality of natural things, Basheera had been particularly shaken by the unnatural soul-rending powers it commanded. The vile creature had very nearly defeated them all before she and her comrades managed to turn the tide of battle and force its retreat. Basheera in particular had suffered the direct impact of these dark forces, and the memory clearly affected her still.

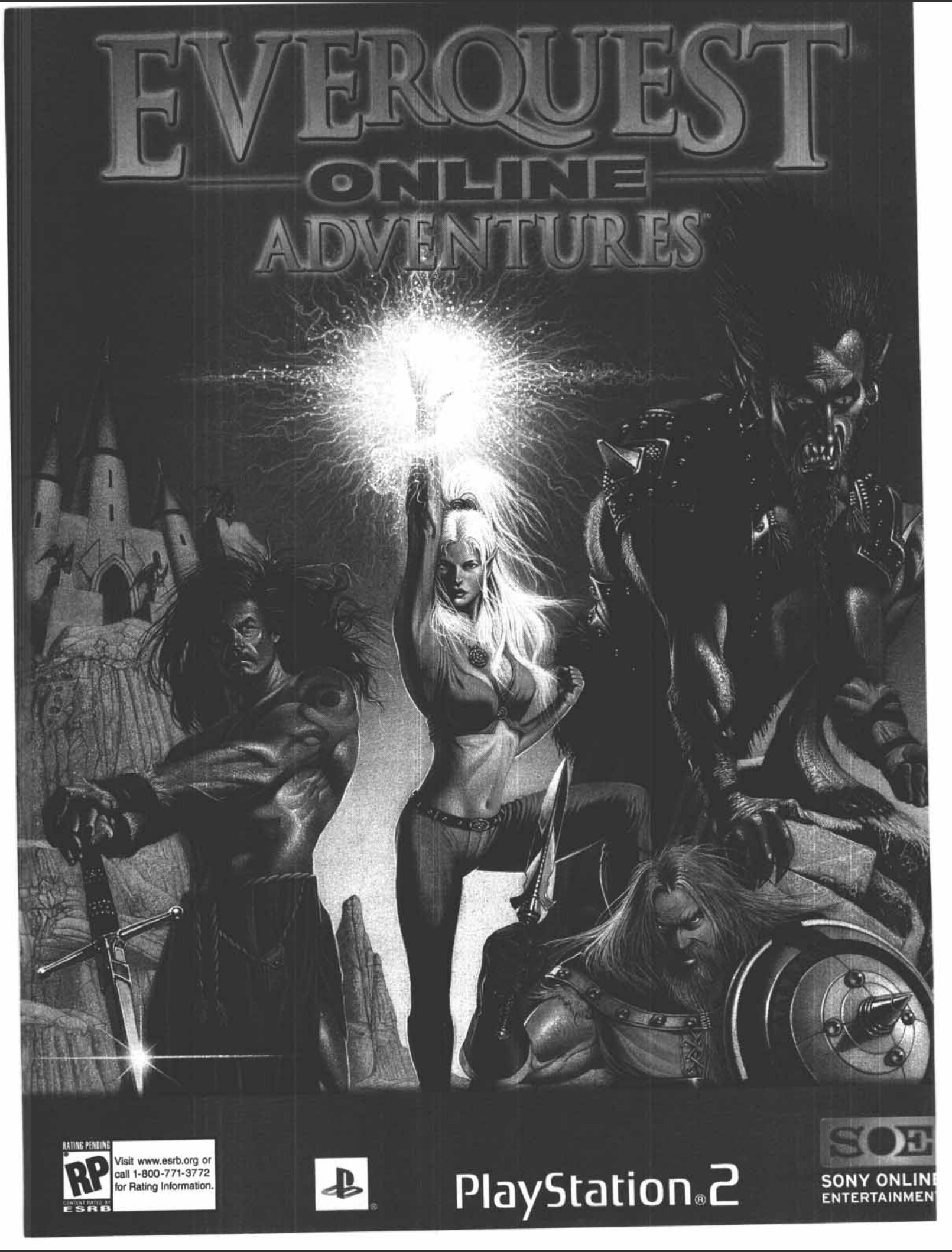
Her step faltered, but it did not fail. The Vah Shir beastlord quickly regained control of body and mind, and the snow crunched in a rapid rhythm once again as they heaved across the frozen landscape. Among her companions she was the only one who had yet recovered enough to pursue the lich that was once called Miragul. The drive to reach the fiend and conquer it wore heavily on them all. At their first meeting, before the necessary magics had been fully directed at it, the creature had fled its lair and now wandered the tundra, peremptorily annihilating anything so unfortunate as to stand between it and its apparently random destination.

Miragul seemed to travel with no objective or rationale. Basheera had noted during their brief conversation and then short-lived battle with the lich that it seemed devoid of the senses that had surely made Miragul a paragon of eldritch mastery in his life. Self-preservation now seemed its only goal, but its goals and purpose remained a mystery... one perhaps best left unsolved. Even if the lich could be believed in its claims not to have been responsible for the great destruction loosed ages ago — even if it truly had a hand in *ending* that devastating sphere of unlife, as it professed — still the lich was most certainly not a force for good. It now existed, it seemed, in a state of confusion and (relative) powerlessness. Surely now was the time to destroy it.

Basheera's body was numbed by the leaden cold, but, giving in to yet another moment of doubt, she paused in the numbing wind to make certain she still carried the precious cargo, her one hope to destroy the lich. She shrugged off her snow-laden pack and inspected the contents. Yes, the little bejeweled box was still there, along with one of the now presumably useless gold-runed blades that had helped create it in the depths of Befallen.

In her heart, the Vah Shir suspected — no, she knew, that when she and the lich met again matters might not transpire as she and her companions had been led to expect. She knew Arrialla also distrusted the counsel they had received, but for the present the box was their only means of pressing their advantage over the lich. If the introduction of Marnek's soul into Miragul's body did not completely destroy both necromancers, then Basheera and Juma would take the news back to the Northmen's village where her friends recovered. Then, as soon as they were able, they would attack again. Eventually, this centuries-old evil would be put permanently to rest.

For now, though, beastlord and tiger marched on in solemn, shivering, sodden pursuit.


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