

DUNGEON CRAWL CLASSICS

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FORGES OF THE MOUNTAIN KING

BY HARLEY STROH
AN ADVENTURE FOR CHARACTER LEVEL 1





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INTRODUCTION

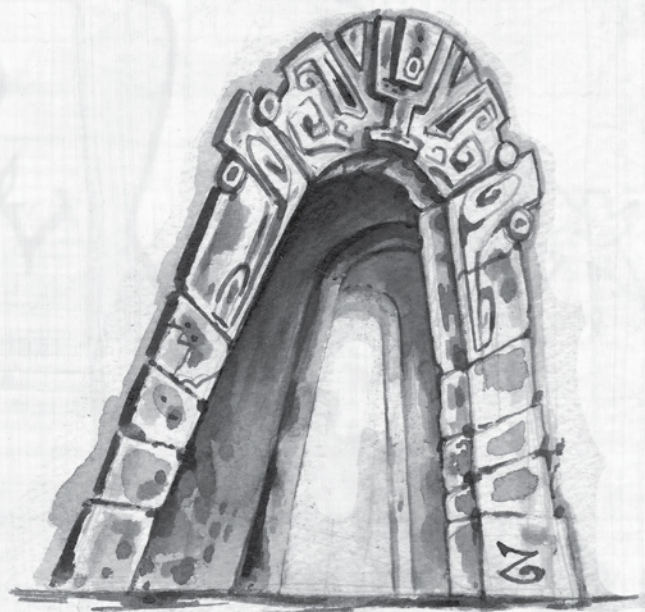
Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The *Forges of the Mountain King* is designed for four to six characters of 1st to 3rd level, with a total of 6–12 total character levels between party members. While a dwarf PC (or two) will be of great service to the party, the dour folk are not necessary for the adventure. A well-balanced party is of the utmost importance, as roguish cunning, divine might, eldritch wizardry, and warrior strength will all be called upon in equal measure.

Adventure Summary

The adventure begins high in the Ul Dominor Mountains, at the base of smoldering caldera. A lonely trail wends its way up the side of dark ravine to the ruins of the long lost Halls of Tannheim. Home to the legendary forges of the dwarves, the Halls are coveted by many, but their location is known to few: the heroes ... and the fell minions of the wicked Mountain King.

In search of the hidden forges, the heroes contend with the Hall's age-old fortifications, now manned by ferocious dwarves, orcs, and other evil humanoids deployed by the Mountain King. Eluding the Halls' defenders, the heroes press to the heart of the moldering ruins, seeking out the secret passages and hidden pathways that lead to the forbidden forges. Once there, the heroes uncover the malefic secret that was the source of the Hall's ancient undoing centuries before. If they act with courage — and if luck is on their side — the lost treasure of the forges might yet be won.



GAME MASTER'S SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance (see page 6). The abbreviations used are: *Loc* the location number keyed to the map for the encounter. *Pg* the module page number that the encounter can be found on. *Type* indicates if the encounter is a trap (T), puzzle (P), combat (C), or hazard (H). *Encounter* the key monsters, traps or NPCs that can be found in the encounter.

SCALING INFORMATION

The *Forges of the Mountain King* is designed for 4–6 character of 1st–3rd level, but it can be easily modified for parties of different sizes or levels. With this in mind, consider the following suggestions. Keep in mind that one elite monster counts as two typical monsters, one solo monster counts as five typical monsters, but it takes four minions to count as one typical monster.

Weaker parties (3 or fewer characters): Remove from each encounter a typical monster of 2nd or 3rd level.

Stronger parties (6 or more characters, or higher than 3rd level): For larger parties, add one 2nd or 3rd level typical monster for every additional party member, for higher level parties, add one additional 2nd or 3rd level monster for every level above 2nd of the average party level.

GETTING THE PLAYERS INVOLVED

The Halls of the Tannheim Clan offer mystery, wealth, and magical weapons to spare, and these are but a few lures to offer curious PCs. GMs can design story hooks specific to their PCs, or modify one of the story hooks listed below:

- The party is approached by an ancient, gray-bearded dwarf. The dwarf is the last living member of the Tannheim clan. His dying wish is to reclaim the Halls for his people. Desperate, the dwarf gives the PCs a map to the Halls and the right to any treasure discovered, in return for the heroes' solemn oath to purge the Halls of evil.
- In the course of their studies, one of the PCs (likely either a rogue or wizard) discovers an ancient scroll. After decoding the scroll's runes, the party discovers it describes the location of legendary dwarven treasure that has remained hidden for centuries: the Lost Halls of Tannheim.
- A local lord presents the PCs with the dread magical hammer, *Jornael*, a cursed weapon dedicated to the destruction of the kingdom of man. The PCs are tasked with returning the damned hammer to the place of its creation and destroying it.

LEGENDS AND LORE

While tales of the Halls of Tannheim are bandied about in taverns across the north by minstrels and troubadours, hard facts about the mysterious dwarf-hold are difficult to come by. Adventuring bards and dwarves are most likely to know relevant details about the Halls, but nearly

every adventurer worth his salt has heard some crumb of information relating to the lost Halls.

GMs should tailor the following list to fit their campaign world. Have each PC roll a d12 once and consult the following Legends table. Dwarves and characters trained in History get 3 rolls, and dwarves trained in History get 5 rolls. While not all the rumors are true, none of them are wholly false, and explorers that place too much (or little) stock in a rumor may find themselves in dire straits indeed!

Id12	Legend
1	Of late, mercenaries bearing the standard of the wicked Mountain King have been sighted around the Trolltooth Mountains.
2	Ages past, the dwarven clan of Tannheim was wiped out in a single night by a horrid monster. The beast still lurks somewhere within in the ruins of the Halls.
3	Dwarves of the Tannheim Clan specialized in the creation of deadly magical weapons, but many of these were cursed, and raised bloodlust and battlerage in the wielder!
4	Dwarven engineers designed extensive and deadly traps to defend their stronghold. Undoubtedly, the traps are as deadly today as they were when they were first created.
5	The dwarves of Tannheim were evil, and sacrificed their own kind to curry the favor of demons and devils!
6	The wicked minions of the Mountain King have taken up residence in the Halls of the Tannheim, and have taken its secrets for their own.
7	The Gems of Tannheim are said to reside in a great statue placed in the center of the Hall's magnificent throne chamber.
8	The ruined Halls of Tannheim are ruled by a terrible undead lich who is tormented by his misdeeds in life. To release the lich from his undeath, the ancient forges of the Tannheim must be relit.
9	The Tannheim dwarves forged magical weapons from grains of meteoric iron and a furnace fueled by volcanic heat!
10	Relighting the sleeping Forge of Kings invokes the power that brought the dwarves to greatness... and laid them low.
11	The Halls of Tannheim are hidden somewhere in the slope of Misty Mountain.
12	The covetous dwarves hid their greatest treasure — a mystical forge — somewhere near the stronghold's central hall.

BACKGROUND STORY

Ages past, the forge fires of the lonely dwarven clans burned brightly. And while every dwarfhold crafted items of wonder and might, the smiths of the Tannheim Clan forged some of the finest magic items ever to grace the kingdoms of the North. So great were the artifacts wrought, and so masterful the craftsfolk, that the overlords of the dwarf clans took great pains to conceal the location of the Halls. But the secret was guarded too closely, and when the Tannheim Clan was laid low in a single night, its location was lost to all.

The secret of the clan's expertise and skill was also the root of its downfall. Centuries before, the clan's founders, eager to distinguish themselves above the other dwarf clans, struck foul pacts with Infernal Powers too wicked to name. The legendary Forge of Kings — source of the clan's fabled renown — was fueled by devilry.

But no bargain struck in wickedness can end in good, and every item created in the Forge of Kings bore the foul taint of its diabolic origins. And as the years passed, the wickedness took root in the dwarves themselves. Corrupted by their desire for ever greater mastery of their crafts, the dwarves willingly offered up sacrifices to the Infernal Powers: first captured foes, then slaves, and finally their own kin. The dour lords' depravity won diabolic favor, and the dwarves succeeding in summoning a devil into their midst. Bound by its summoner to the Halls' forge fires, the devil was slave to their will. In time, the dwarves came to believe they had mastered their fiend, but in the end, they would learn to rue their error.

For though the devil Azan-Zog was but a fiend of the lowest rank, and though it was bound to the Forge of Kings, the devil was more than a match for the greedy dwarves of Tannheim.

First Azan-Zog set dwarf against dwarf, pitting the wicked masters of the clan against their loyal clansfolk. When the coup was complete, Azan-Zog's chief minion — a corrupt archpriest and fallen paladin named Naurorc — arranged for the remainder of the clan to be sacrificed to the devil in a bloody rite. Azan-Zog completed the slaughter by slaying his archpriest, and the once-mighty clan of dwarves passed into obscurity amid the dusty recesses of the past.

In the decades that followed, most scholars came to assume that the legendary Halls of Tannheim were nothing more than apocryphal tales and false legends. Only the Steel Overlords of the Dwarven Empire knew the truth, though even they could not explain the clan's disappearance.

All this changed a scant month ago, when the scouts of the evil Mountain King discovered the ruins of Tannheim. Hoping to claim the secrets of Tannheim for his own, the Mountain King dispatched a company of wicked dwarves, orcs, and gnolls to investigate the Halls.

But even the Mountain King doesn't know of the malefic evil lurking in the hall's ancient shadows. Hidden in a secret vault beneath the ruins, the devil Azan-Zog still slumbers, waiting for the soul foolish enough to set him free and unleash a new wave of terror and rapine upon the Northlands.





**FORGES OF THE
MOUNTAIN KING**



PLAYER BEGINNING

Start the adventure by reading the following:

You and your hardy band climb the rocky trail for hours, enduring chill winds that threatened to send you tumbling down the steep slopes. Now the dark mountain looms above you, ringed by sheer cliffs that soar thousands of feet to the

perpetually mist-shrouded peaks. Before you, at the base of the cliffs, the ruins of a lone tower watch over an icy lake. Bleached skulls, speared atop sharpened stakes, mark the way. All is lifeless, save a pair of ancient ravens watching you from atop a bony perch.

Certainly this desolate place must be your destination: the Lost Forges of the Dwarves.

Location	Pg	Type	Encounter	EL
I-1a	7	C	Five fire beetles	1
I-3	8	C	Two zombie brutes	3
I-4	9	C	One ogre savage	2
			Two dwarf bolters	
I-5	10	H	Waterfall hazard	1
I-6	11	T	Floodgate trap	3
I-6a	11	C	Two dwarf guards	1
I-7	11	P	Stone block skill test	1
I-8	12	C	Three orc berserkers	1
I-8a	12	C	One hobgoblin lieutenant	2
			Three goblin javelintossers	
I-9	13	T	The Trapmaster's triad	3
I-10	14	C/T	Yrgüt the Trapmaster	5
			Yrgüt's last trap	
			Four ancient ravens	
I-11	15	P	Secret door puzzle	1
I-12	16	C	Five goblin sharpshooters	3
			Four goblin boltspitters	
I-13	16	C/H	Goblin warchief	5
			Four lesser worgs	
			Dire earwig hazard	
I-14	18	C	Three dwarf ghouls	2
I-15	18	C	Giant skeletal water snake	4
I-16	19	H	Falling rock hazard	1
I-17	19	C	Four deathjump spiders	3
I-17a	19	T	Portal trap	4
I-18	20	C/H	The Underking	4
			Six skeletal dwarf honor guards	
			Eye of Eternal Flame hazard	
I-19	21	T	Doomgrinder trap	3
I-20	22	C/P	Ivinrax the Mad	5
			One cave bear	
			Four goblin slaves	
			Silver seal puzzle	
I-20a	24	H/P	Apparition hazard	2
			Blocked passage puzzle	
I-21	25	C	Three gnoll veterans	3
			Four gnoll warriors	
I-22	26	C	Hobgoblin lieutenant	4
			Three orc raiders	
			Six orc spearmen	
I-23	27	C	Eight dwarf cult warriors	3
I-24	28	C	Master Gimbolge	4
			Three dwarf initiates	
			Steam trap	
I-25	30	C	Azan-Zog	5
			Naurorc the Slaugh	

LEVEL 1

THE WILDS

Area 1–1a

Monstrous Welcome (EL 1, XP 500)

Read or paraphrase the following:

Rising out of the lake, the once-mighty tower is now little more than a trio of crumbling walls. Built of massive blocks of rough-hewn stone, the tower must have once been several stories in height. Through the ruined gates, you can see collapsed timbers and debris. A cold wind whistles through the stones, and you can hear a low chanting that seems to rise and fall with the wind.

A pair of iron-shod wooden gates once defended the tower's entrance. One gate hangs from a single iron hinge, the other lies rotting on the ground, concealing a shallow pit. To safely pass, the PCs must either push the hanging gate open, or leap over the fallen gate. PCs stepping on the rotting gate must succeed on DC 20 Athletics check or fall through. The pit is not deep enough to cause damage, but anyone tumbling into the pit is knocked prone and drops his weapon (and anything else carried in hand).

The pit is home to a cluster of fire beetles. The mindless beasts attack anyone passing overhead or falling into their lair, burning anything near their prey before hauling the cooked victim further underground. The beetle lair is 10 feet long and only 3 feet in height. PCs that give chase are forced to fight on their hands and knees.

At the very back of the lair, lost amid a pile of broken bones and castings, is the treasure of the beetles' previous victims: An assortment of rusted spear tips, swords, and bits of armor; 235 sp, 15 gp, and a single platinum piece stamped with the sign of the Mountain King; a +1 frost battleaxe, engraved with dwarven runes that read Aim True.

Fire Beetle (5)

Medium natural beast

Level 1 Brt

XP 100

Init +1

Senses Perception +0

HP 33

Bloodied 16

AC 13

Fort 13, Ref 12, Will 11

Spd 6

↑ Bite (standard; at-will): +5 vs. AC; 2d4+2 damage.

※ Fire Blast (standard; refresh 5–6) ♦ Fire: Close blast 3; +4 vs. Reflex; 3d6 fire damage.

Align Unaligned

Lang —

Str 14 (+2)

Dex 12 (+1)

Wis 10 (+0)

Con 12 (+1)

Int 1 (–5)

Cha 8 (–1)

Area 1–1B

The Ruined Tower

Read or paraphrase the following:

The interior of the tower is littered with debris: thick wooden beams, broken slate shingles, and fallen stone blocks. The half-collapsed roof leaves much of the tower cloaked in

shadows. Statues — four in all — stand in the dark corners of the tower. Each depicts a dwarf arrayed in battle armor. The chanting is louder here, though still muffled.

It is readily apparent that the statues are the source of the muffled chanting. A close inspection of the statues (Perception, DC 15) reveals that all are hollow, concealing a clever series of wind-driven catches and trips that produce imitations of dwarven prayers that resound from the statues' mouths. Minions of the Mountain King have done everything in their power to silence the statutes, finally resorting to blocking the mouths with rocks. If the rocks are removed, the chanting changes from muffled droning to clear, articulated prayers. Any dwarf, or worshipper of a dwarven god, within earshot of the chanting (including areas 1–3, 1–6 and 1–7) receives a +1 bonus on attack and weapon damage rolls while he can hear the statues' benedictions. The louder chanting also alerts the sentries in area 1–6 so that they are impossible to surprise.

A secret door is set in the natural stone of the northwest wall. Masterfully hidden by dwarf stonemasons, the secret door is almost impossible to find by searching alone (Perception, DC 30). If the PCs inspect the west-most statue, they may find (Perception, DC 15) that it points towards the location of the secret door, and that the statues' stone armor bears the sigil of the Steel Overlord; if the sigil is depressed, the secret door groans open, revealing a hidden chamber. The door closes of its own volition after 5 minutes.

PERCEPTION CHECKS

Throughout the adventure, the heroes will be called upon to make Perception checks as they work to uncover the secrets of the lost forges. Copious use of Perception checks will be sure to garner clues that might have been overlooked. But what happens when one character wants to search the entire room and another wants to search the ogre's boots — the same boots with a hidden compartment in the heel? The first searcher may eventually make his way to the ogre's boots, but the other character is focusing all his attention on the secret's location.

Applying a blanket Perception DC to both checks undermines a player's ability to affect his character's world, reducing the player's interaction with the world to a scripted series of skill checks and combats.

Instead, in those instances when a player announces that his character is specifically searching an item or location, GMs are encouraged to (secretly!) lower the Perception DC by 3 or more. When the player declares that his character is specifically searching the hiding place ("I smash open the heel of the boot looking for a hidden compartment!") this can reduce the DC by as much as –10, but under no circumstance can the target number for a Perception check be lowered below DC 10.

Inside, the chamber is thick with dust and cobwebs. A mere 4 feet in height, the small chamber holds a large iron coffer. A skeleton of a dwarf girded in rotting leather armor is collapsed before the coffer. The dwarf was a liege of the Mountain King who discovered the secret chamber and intended to keep the treasure for himself, but was trapped when the secret door closed behind him. The skeleton bears little of worth, save a set of masterwork thieves' tools, and a necklace strung with dried elf ears. Hidden in the dead thief's boot (Perception, DC 15) is a scrap of parchment bearing a cryptic phrase written in dwarven runes. The parchment offers hints to the solution to the trapped lock in area 1-17a. It reads:

AT THE GATES OF GILDED BLOOD

One click sinister, then shun both extremes.

Keep to the center; keep your life.

The coffer is secured with a heavy lock cast in the shape of a fierce dragon. The lock can be picked with a DC 25 Thievery check, or battered open (Break, DC 20).

The coffer contains a single wooden box, swathed in white silk. The silk is emblazoned with dwarven sigils warding against death and destruction, and ring a crude image depicting the destruction of a city (perhaps of the world?) in a rain of fire. Inside the box are three small pouches, each marked with a stylized skull and weighing — amazingly — over 5 lbs. The pouches contain what appear to be iron filings that sparkle with the light of a starry sky. These filings are culled from enchanted meteoric ore, and instantly attach to any metal surface brought within 5 inches. The contents of each pouch are sufficient to coat a weapon of Medium size, though they have no effect, apart from weighing down weapons and armor, until they are used in conjunction with the Forge of Kings (see area 1-25).

Area 1-1C

The Gap

Read or paraphrase the following:

The back of the tower opens before a narrow, rocky defile that wends its way into the mountain. A stone bridge once spanned the ravine and the tumbling river below, but has long since fallen into ruin, leaving an intimidating gap some 7 feet across. A pair of trails are cut into the walls of the ravine: The wider of the two climbs up the side of the ravine, while the smaller trail, across the fallen bridge, follows the ravine at the river's bank. The chill air is thick with cloying mist, and in the distance you can hear a cascading waterfall.

Leaping the span as a running jump is not difficult, requiring only a DC 7 Athletics check (DC 14 without a running start). However, the stones on either side are slick with moisture, and PCs succeeding on the Athletics check must also make DC 15 Acrobatics check or fall prone on the far side of the river. Heroes falling prone must make a second DC 15 Athletics check or fall 20 feet down into the river below. Those falling into the river take 1d10 points of falling damage (half normal, for falling in the water) and are swept away into the lake.

Area 1-2

The Hidden Way

Read or paraphrase the following:

The trail climbs high along the sheer cliff, wending its way towards a mighty waterfall that tumbles and hurtles down to the base of the ravine.

Hidden halfway up the trail is a narrow series of steps cut into the ravine wall. Cunningly carved, the steps appear no different than the rough rocks around them, but PCs stumbling across the hidden way (DC 20 Perception check) can ascend the cliffs without danger, climbing to the hidden cave above.

Area 1-3

Ogre Lair (EL 3, XP 700)

Read or paraphrase the following:

The rank stench of rotting meat hangs in the chair. Ahead, the rocky corridor widens into a small chamber that has been filled knee-high with furs and skins. The tattered skin of a humanoid hangs across the tunnel, obscuring your view.

This chamber is the home to two ogre slaves that escaped from the Mountain King's dwarves and fled into the abandoned caves south of the Halls. Not long ago, the ogres were infected by dread earwigs (level 6 disease, see page 32) and the monstrosities have slowly succumbed to the vermin. Now they are zombie hulks, intent only on destroying other living creatures.

There is a 40% chance that when the PCs enter area 1-3 that the ogres are in one of the side caverns, preparing an ambush. If the PCs have failed to conceal their approach (either noise or the light of their torches) this increases to 60%. If the zombie hulks note the party's approach, they prepare an ambush, circling around behind the party to attack from the rear.

If the PCs manage to come upon the zombie hulks while still in their lair, the undead attack with mindless abandon.

Treasure: Buried in the furs (Perception, DC 15) is one of the ogres' forgotten weapons, the bloody cudgel, a massive hunk of worn wood adorned with vicious spikes and the gore of a hundred slain foes. Too large for all but the strongest of heroes to wield easily, the morningstar never comes clean no matter how often it is cleaned.

Bloody Cudgel Level 3

Level 3 +1 680 gp

Weapon: Morningstar

Enhancement: Attack rolls and damage rolls.

Critical: +1d8 damage per plus.

Property: The proficiency bonus for the bloodied cudgel is +1 unless you have a 17 or greater strength or are Large or larger, in which case it is +3.

Power (Daily): Immediate interrupt. Use this power when you score a critical hit. If your target is Medium or smaller, it is knocked prone.



Zombie Hulk (dead ogre) (2)

Large natural humanoid (undead)

Level 8 Brt

XP 350

Init +2

Senses Perception +3

darkvision

HP 89

Bloodied 44

see also *rise again*

AC 20

Fort 23, Ref 17, Will 18

Immune disease, poison

Resist 10 necro

Vulnerable 10 holy

Spd 4

↑ Slam (standard; at-will): Reach 2; +12 vs.AC; 2d8+5 damage.

↑ Zombie Smash (Standard; recharge 6): Reach 2; target Medium size or smaller creature; +12 vs.AC; 4d8+5 damage, and the target is knocked prone.

Rise Again (the first time the zombie hulk drops to 0 hp): Make a new Initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hp.

Align Unaligned

Lang —

Str 21 (+9)

Dex 6 (+2)

Wis 8 (+3)

Con 18 (+8)

Int 1 (–1)

Cha 3 (+0)

Area 1–4

Gate of Iron and Flesh (EL 2, XP 650)

Read or paraphrase the following:

The perilous path wends its way to the head of the ravine where it terminates before a crashing waterfall. To the left of the waterfall is a mighty set of copper portals, stained a sickly green patina of verdigris and flanked by enormous granite statues. A pair of wild-looking dwarves lurks before the gates, crossbows clutched in their fists. Behind the sentries towers a massive ogre, armored in a heavy coat of mottled furs and bearing a thick slave collar about its neck.

The dwarf sentries loose bolts at the first sight of the PCs, using the bases of the statues for cover. On the second round, the dwarves release the pins that hold the ogre's chains. The ogre lurches down the path, smashing PCs with its massive club, and hurling them over the edge of the cliff, to the rocky riverbed 75 feet below.

Combat with the ogre is a deadly proposition, but the smaller, more agile PCs have an advantage over the lumbering giant. Any creature taking more than 10 points of damage from a single attack must succeed on a DC 15 Acrobatics check or be knocked from the path. The DC for Large creatures is increased by +3, whereas the DC for Small targets is decreased by –3.

If the heroes succeed in defeating the ogre, the dwarves retreat inside the copper portals. The dwarves heave closed the gates and retreat to their companions in area 1–9.

Treasure: The two dwarves each wear 1d6 gold honor rings woven into their oily, wild beards. Each is worth 15 gp. The ogre wears a blackened silver belt hung with a chain hauberk

DWARVEN HONOR RINGS

Celebrating victories over dire foes, each ring is engraved with runes specific to a certain battle, and astute sages and dwarves will be able to deduce much about a dwarf from honor rings worn (or taken in battle). To lose one's honor rings (usually by being shaved after having been captured) is a great dishonor to any dwarf. More than one dwarf has sworn his life to the quest of regaining honor rings lost by an ancestor. The dread hill giant warlord, Pacth Fell-Axe, is said to wear a chain hauberk made entirely of looted honor rings.

Honor rings are commonly forged of brass, copper, or silver, with gold and platinum reserved for the greatest of triumphs. Honor rings can be enchanted as other rings, but when worn woven into one's beard or locks, take up the head body slot.

that falls to his knee. (More decorative than functional, the hammered silver armor is worth a total of 25 gp.)

Storming the Gates: The dwarves, overconfident in their battle prowess (and of the trap in area 1–8) don't bother to bolt or bar the gates. But even unbarred, the dwarven gates can prove to be a challenge. The special hinges (hidden within the stone walls of the mountain) are designed to allow the door to swing closed with the lightest touch, before dropping a finger's width, effectively locking them in place. Dwarves taking the time to inspect the gates recognize the construction style on a DC 15 Perception check.

To force open the gates, PCs must successfully press in and up, requiring a DC 25 Strength check. Up to 4 adventurers may aid in the attempt.

A successful check shifts the gates back up into balance, so that the gates fly open. Heroes throwing their weight into the gates must succeed on DC 15 Acrobatics check or tumble down the steps into area 1–8. See the description of area 1–8 below for details on the potentially deadly repercussions.

Ogre Savage

Large natural humanoid (ogre)

Level 8 Brt

XP 350

Init +4

Senses Perception +4

HP 112

Bloodied 55

AC 19

Fort 21, Ref 16, Will 16

Spd 8

↑ Greatclub (standard; at-will) ♦ Weapon: Reach 2; +11 vs.AC; 1d10+5 damage.

Angry Smash (standard; refresh 6) ♦ Weapon: The ogre savage makes a greatclub attack, but gets two attack rolls and uses the better result.

Align Chaotic evil

Lang Giant

Str 21 (+9)

Dex 11 (+4)

Wis 11 (+4)

Con 21 (+9)

Int 4 (+1)

Cha 6 (+2)

Possessions hide armor, greatclub





Dwarf Bolter (2)

Medium natural humanoid (dwarf)

Level 4 Art

XP 125

Init +5

Senses Perception +8
low-light vision

HP 47

Bloodied 23

AC 17

Fort 16, Ref 16, Will 14

Saving Throws +5 against poison

Spd 5

↑ Warhammer (standard; at-will) ♦ Weapon: +8 vs.AC;
1d10+2 damage.

↑ Crossbow (standard; at-will): ♦ Weapon: Ranged
15/30; +10 vs.AC; 1d8+3 damage.

Aimed Shot: +2 attack and +1d6 damage with ranged
attacks against creatures that don't have cover.

Stand Your Ground: When an effect pushes, pulls or
slides a dwarf, it moves 1 less than the effect calls for.
If an effect knocks a dwarf prone, the dwarf can roll a
saving throw to avoid falling prone.

Align Evil

Lang Common, Dwarven

Skills Dungeoneering +10, Endurance +7

Str 14 (+4)

Dex 16 (+5)

Wis 12 (+3)

Con 16 (+5)

Int 11 (+2)

Cha 10 (+2)

Possessions chainmail, warhammer, crossbow with 20
bolts, pouch with 3d10 gp, war horn

Dwarven Locking Gates: Break (stuck)
Strength DC 25.

Area 1–5

Waterfall (EL 1, XP 175)

Read or paraphrase the following:

A waterfall roars high overhead, pitching off a precipice and tumbling several hundred feet before crashing down amid a pile of mossy boulders and deep pools. Shielding your eyes from the furious spray, you can make out an enormous head hidden behind the waterfall, its mouth thrown open wide to reveal a dark cave.

Determined PCs can enter the dungeon via the stone maw, but dodging beneath the waterfall (level 4 hazard) is both challenging and dangerous. Leaping across the mossy boulders through the waterfall requires a DC 20 Acrobatics check. Explorers failing this check slip, fall prone, and are hammered by the crushing torrent for 1d6+2 points of damage. Heroes caught in the waterfall must succeed on a DC 15 Athletics check, or remain trapped beneath the waterfall an additional round, taking an additional 1d6+2 points of damage every round they remain trapped.

Inside the maw, the natural cave is still and dark, in stark contrast to the scene outside. The floor of the cavern is covered in 2 feet of cold water. There is little or no current.

SYMBOLOLOGY

Not sure what the symbols in the stat blocks mean? Visit the page for this product at www.goodman-games.com for a legend.



Area 1–6

Floodgate (EL 3, XP 700)

Read or paraphrase the following:

Shallow rock steps descend into a high, featureless hall. The stones in the floor, ceiling, and walls have all been worn smooth. The strange hall terminates to your left beneath an enormous iron grate. To your right, the hall runs into shadowed darkness. Directly across the hall is another set of shallow steps that rise to another short hall.

This hall houses an elaborate trap designed to slay large numbers of invaders. The trap is operated by the dwarves lurking in area 1–6a. The dwarves keep close watch over the hall through hidden arrow slits in the west wall. Adventurers can notice the disguised arrow slits on DC 20 Perception checks.

The hall bears telltale signs of its deadly design, though it will be up to the heroes to piece together the information. Dwarves (or delvers trained in Dungeoneering) note two facts: First, the chamber owes its smoothness to having been polished by water; second, the hall is slightly canted to the west.

The Floodgate Trap (Level 8 Elite Warder Trap): The dwarves lurking in area 1–6 wait for 2 or more PCs to enter before springing the trap.

On the first round, they drop the portcullises barring escape to area 1–8.

On the second round, the dwarves trip the mighty clockworks that reroutes the river overhead. Adventurers hear a deafening rumble of metal on stone that shakes the hall.

On the third round, several tons of water crash through the gate, sweeping east and carrying away any PCs caught in the flood.

Adventurers on the steps can cling to the portcullises (Strength, DC 15). Those within 10 feet of the steps can leap to the portcullises for safety (Acrobatics, DC 20), but there is no escape for heroes further than 10 feet from the steps unless they can teleport.

Heroes swept along in the crush of water must make immediate DC 15 Athletics checks or begin drowning. They are swept 70 feet east in a single round, plunging over the edge of the pit to fall 40 feet down into the pool in 1–7, taking 2d10 points of falling damage.

The dwarves shut off the floodgates after 2 rounds. On the third round, the dwarves raise the portcullises, then join their allies in area 1–8. On the fourth round, they charge the hall, attacking any remaining PCs in area 1–8 or 1–6.

Portcullis: Lift Strength DC 23; Break Strength DC 28.

Area 1–6a

Waterworks (EL 1, XP 300)

Read or paraphrase the following:

One wall of this narrow hall is taken up by dozens of heavy iron levers and valves. The other wall has narrow arrow slits that look down on the hall below. The air is moist, and puddles of rusty water pool on the floor.

Two dwarves lurk here, waiting to spring the trap on PCs entering area 1–6a. After the trap has run its course, the dwarves join the minions of the Mountain King in area 1–8.

Dwarf Guard (2)

Medium natural humanoid (dwarf)

Level 3 SId

XP 150

Init +6

Senses Perception +7
low-light vision

HP 48

Bloodied 24

AC 19

Fort 16, Ref 16, Will 14

Saving Throws +5 against poison

Spd 5

↑ Warhammer (standard; at-will) ♦ Weapon: +10 vs.AC; 1d10+2 damage.

Run For Help! (immediate reaction; at will): If a dwarf guard rolls a critical hit, he may shift up to 5 squares as a free action.

Stand Your Ground: When an effect pushes, pulls or slides a dwarf, it moves 1 less than the effect calls for. If an effect knocks a dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Align Evil

Lang Common, Dwarven

Skills Dungeoneering +9, Endurance +11

Str 14 (+3)

Dex 16 (+4)

Wis 12 (+2)

Con 16 (+4)

Int 11 (+1)

Cha 10 (+1)

Possessions chainmail, warhammer, pouch with 3d10 gp

Area 1–8

Lake Cavern (EL 1, XP 400)

Read or paraphrase the following:

An enormous underground lake stretches before you, silent and still. Giant stone carvings resembling dwarven warriors, cut from the rock walls, loom above you, their weapons eternally at the ready. All is quiet save for the splash of your steps as you cautiously slog through the dark waters.

With the exception of the beach in the northwest corner of the cavern, the entire area is filled with water of varying depths. Note that if the PCs are in the cavern (or are swept into the cavern) while the trap is triggered (see area 1–6), the description is radically different, with several tons of water pouring in from the floodgate above. The flow of water abates after 2 rounds, and the lake slowly returns to its prior state.

The water depth ranges from 2 to 3 feet in the passage leading to the cavern, to 30 feet in the lake. Adventurers trying to reach the beach from the passageway must swim.

The statues are depictions of the Septych, the seven dark dwarf gods. Each of the seven statues depicts a vile, depraved dwarf, ranging from 20 to 40 feet in height; some statues show demonic or diabolic aspects, with horns, clawed hands, fangs, and bat-like wings abounding. Cultists once worshipped here in secret, making offerings to the sinister deities, but now the Mountain King's minions worship the Septych openly. Explorers taking the time to examine the statues discover that each has been defaced; the grisly statues have been reassembled into the single, horrifying effigy in area 1–24.

The rocky beach on the northwest side of the cavern is blocked by an ancient iron gate. Caked with rust and mineral deposits, the gate's lock is challenging to open (Level 1 skill test, DC 20, 4 successes before 2 failures), while the gate itself is susceptible to brute attempts to wrench it from its anchors.

Rusted Gate: Break Strength DC 20.

Area 1–8

Great Stairs (EL 1, XP 525)

Show the players handout A, and read or paraphrase the following:

With a graceful, arched ceiling nearly 60 feet overhead, only dwarves can have built the mighty chamber before you. The chamber is dominated by a ponderous stone staircase that wraps around the east wall, climbing to an exposed balcony far above. The staircase is lit with several flaming oil braziers, each carved to resemble the maw of a hissing dragon. The smoky light casts furtive shadows on the rocky walls and steps.

A trio of orcs is camped at the base of the stairs, smoking rats over a small fire. Fanatically loyal to the Mountain King, the orcs grudgingly obey commands given by the dwarves in area 1–6a. Undisciplined, they fight until one or more of them is killed, and then retreat up the stairs. See area 1–8a for the villains atop the stairs.

The orc camp consists of the campfire, a few tick-infested furs, and some piles of moldy straw. A close search of the camp (Perception, DC 20) reveals a loose stone set into the side of the staircase. A small treasure cache is hidden behind the stone. The cache is protected by a small clay vial stoppered with a wax seal. When the stone is removed, the vial falls and breaks against the ground, releasing a noxious cloud of venomous gas. The cloud affects all characters within 10 feet (+8 vs. Fortitude, 2d10 poison on a hit). The PC removing the stone can catch the vial before it strikes the ground by making a DC 18 Acrobatics check.

Hidden behind the stone is a lumpy leather bag. Inside the bag are 32 sp, 11 gp, a tarnished silver necklace (worth 10 gp), and a small, brightly polished platinum bar (worth 50 gp).

The ladder into the west wall ascends 40 feet to area 1–9.

Orc Berserker (3)

Medium natural humanoid (orc)

Level 4 Brt

XP 175

Init +3

Senses Perception +2

low-light vision

HP 67

Bloodied 33

AC 15

Fort 17, Ref 13, Will 12

Spd 6 (8 while charging)

↑ Greataxe (standard; at-will) ♦ Weapon: +8 vs. AC; 1d12+5 damage (crit 1d12+17).

Warriors Surge (standard useable only while Bloodied; encounter): ♦ Healing, Weapon: The orc berserker makes a greataxe attack and regains 16 hit points.

Align Chaotic evil

Lang Common, Giant

Skills Endurance +10, Intimidate +6

Str 20 (+7)

Dex 13 (+3)

Wis 10 (+2)

Con 16 (+5)

Int 8 (+1)

Cha 9 (+1)

Possessions leather armor, greataxe

Area 1–8a

Platform (EL 2, XP 625)

Read or paraphrase the following:

The debris-strewn stairs rise to a high platform decorated with stylized dwarven gargoyles and dragons. Atop the platform, you can make out a crude camp of some sort — a shelter of sewn hides, fire pits, large barrels, and matted piles of furs serving as beds. Somewhere above, you can hear grim muttering and the telltale sounds of armor.

The platform serves as a guard post, turning away petitioners that would otherwise disrupt the studies of Master Gimbolge. Manned by a portly hobgoblin “lieutenant” and his goblin servitors, the post is a mess of discarded bones, matted furs, and other trash. The hobgoblin refuses to leave his station, preferring instead to wait for the PCs to come to him. He and his goblins only join in combat if the PCs enter area 1–8, hurling a rain of javelins down on the adventurers. If PCs bluff their way into the chamber by pretending to be minions of the Mountain King, the lieutenant only lets them pass after they pay a bribe of 100 gp and at least one military weapon.

Twenty feet above the floor, the platform and barrels grant the hobgoblin and his minions cover (–2 to attack rolls against them).

The camp has little in the way of treasure. A locked iron coffer is hidden beneath a mound of tick-ridden furs and chained to the wall. The coffer's lock can be opened with a DC 20 Thievery check. (The key to the coffer's lock is hidden in a barrel; see below.) Inside the coffer is an assortment of junk, the lieutenant's prized possessions: a swatch torn from a tapestry depicting a red dragon in flight (worth 100 gp to collectors), 2 broken silver candlesticks (worth a total of 5 gp), a dagger with pommel wrapped in elf-flesh, a collection of dried fingers (mostly humans, dwarves and gnomes) strung on a copper-studded belt (5 gp).

A barrel holding 26 javelins stands against the west wall. If the barrel is emptied and inspected (Perception, DC 15), PCs find a hidden iron key wedged between two rotting staves. The key opens the coffer.

Hobgoblin Lieutenant

Medium natural humanoid (goblin)

Level 5 Sld (Leader) XP 200

Init +8 **Senses** Perception +5
low-light vision

HP 64 **Bloodied 32**

AC 21 (23 with wall guard)

Fort 21, Ref 18, Will 19

Spd 5

↑ Spear (standard; at-will) ♦ Weapon: +12 vs.AC; 1d8+5 damage. If the hobgoblin lieutenant hits with an opportunity attack, it can shift 1 square.

↑ Javelin (standard; at-will) ♦ Weapon: Range 10/20; +10 vs.AC; 1d6+5 damage.

Called Fire: When the hobgoblin lieutenant's ranged attack hits an enemy, allies gain a +2 bonus to attack rolls and damage against that enemy until the end of the hobgoblin lieutenant's next turn.

Hobgoblin Resilience (immediate reaction; encounter): When the hobgoblin lieutenant suffers an effect a save can end, he immediately rolls a save against that effect.

Wall-Guard: The hobgoblin lieutenant gains a +2 bonus to AC while it has cover.

Align Chaotic evil Lang Common, Goblin

Skills Athletics +12, History +10, Intimidate +7

Str 20 (+7) Dex 14 (+4) Wis 16 (+5)

Con 16 (+5) Int 12 (+3) Cha 10 (+2)

Possessions scale armor, heavy shield, spear

Goblin Javelintossers (3)

Small natural humanoid (goblin)

Level 2 Art XP 125

Init +5 **Senses** Perception +2
low-light vision

HP 31 **Bloodied 15**

AC 16 **Fort 12, Ref 14, Will 11**

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will) ♦ Weapon: +6 vs.AC; 1d6+2 damage.

↑ Javelin (standard; at-will) ♦ Weapon: Range 10/20; +9 vs.AC; 1d6+4 damage.

Expert Throw: When a goblin javelintossers scores a critical hit with a javelin, it deals an additional 1d6 damage.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will): The goblin shifts 1 square.

Align Evil Lang Common, Goblin

Skills Stealth +12, Thievery +12

Str 14 (+3) Dex 18 (+5) Wis 13 (+2)

Con 13 (+2) Int 8 (+0) Cha 8 (+0)

Possessions leather armor, short sword, 3 javelins

Area 1-9

Hall of the Trapmaster (EL 3, XP 750)

Read or paraphrase the following:

The short hall is obscured by strange, rusted mechanisms. A trio of iron spears extends from one wall, partially blocking the passage, a large axe blade hangs from a chain, and fallen stone blocks have shattered against the flagstones.

The hall was once home to a number of elaborate traps. Most of the traps fell into ruin following the defeat of the citadel's original defenders, but a dwarf trapmaster has taken to repairing a select few.

The profusion of traps makes trap finding a dicey business. Heroes searching for traps note a variety of traps, some functional and some defunct, and only expert trap-finders can be absolutely certain of their finds.

Perception

Roll	Result
10	The searcher identifies the defunct spear trap and ceiling blade trap.
15	As above, and the triggered falling block trap.
20	As above, and the pair of sliding wall traps.
25	As above, and the fire beetle swarm trap.

The Trapmaster's Triad (Level 8 Lurker Trap): The dwarf trapmaster has repaired the pair of sliding wall traps. Initially intended only to capture, the devious trapmaster has augmented the traps, increasing their lethality. Set 7 feet and 14 feet down the hall, the sliding walls slam closed, trapping PCs passing between them. Anyone in the path of the walls suffers a +11 attack vs. AC, dealing 3d6 damage on a hit. The following round, a hidden trap door in the ceiling opens up, spilling the brood-mates of the fire beetles from the front of the dungeon down on the hapless characters.

Adventurers can escape by forcing the walls back into place (Strength check, DC 23). Otherwise, the trap walls slide back into the wall after 10 rounds. If found in advance, the sliding wall trap can be disabled with a DC 25 Thievery check.

The trap door in the ceiling can be jammed shut with a DC 20 Thievery check.

Fire Beetle (4)

Medium natural beast

Level 1 Brt XP 100

Init +1 **Senses** Perception +0

HP 32 **Bloodied 16**

AC 13 **Fort 13, Ref 12, Will 11**

Spd 6

↑ Bite (standard; at-will): +5 vs.AC; 2d4+2 damage.

🔥 Fire Blast (standard; recharge 5,6) ♦ Fire: Close blast 3; +4 vs. Reflex; 3d6 fire damage.

Align Unaligned Lang —

Str 14 (+2) Dex 12 (+1) Wis 10 (+0)

Con 12 (+1) Int 1 (-5) Cha 8 (-1)

Area 1–10

Yrgüt's Last Trap (EL 5, XP 1,050)

Read or paraphrase the following:

The vaulted chamber before you has partially collapsed. Massive piles of rubble stand along the buckled walls. Moldering tapestries, mottled black with rot, hang along the walls. Amid the rubble is a makeshift camp, composed of a fire pit, some rotting fur pallets, and a rack of salted meat. A pair of enormous crows watches over the chamber from atop a ceiling beam.

This chamber is the temporary camp of Yrgüt, the dwarf trapmaster. The four trained rooks keep look out, cawing a warning to their master as the intruders approach. After crowing their warning, the trained ravens fly at anyone with ranged or area attacks, doing their best to distract them from attacking the Trapmaster.

The trapmaster lurks in a niche in the west wall, hidden behind a tapestry, and makes a melee attack on the first character to enter the room. The trapmaster has a bladebow (a crossbow with blades on its metal crosspiece, that can act as either a crossbow or a short sword, but has no proficiency bonus) and has 15 poisoned bolts with him (Black adder venom, +8 vs. Fortitude, ongoing 5 poison damage and target is slowed, save ends both effects, 250 gp). The dwarf fires the poisoned bolts before resorting to mundane missiles. The rotting tapestry affords total concealment; PCs making ranged or melee attacks through the tapestry suffer a –5 attack penalty.

Cornered, the bitter dwarf fights to the death, his trained crows harassing foes with ranged attacks. He can swing his bladebow in melee in addition to firing it each round (though he must target different targets with these two attacks). And even once he is slain, the Trapmaster has one last trap to spring. A cord is tied to the back of the

Trapmaster's wide belt. When the Trapmaster dies, he pitches forward, pulling the cord taut and causing the chamber's ceiling to come crashing down.

It will require quick thinking to avoid this death trap. Sharp-eyed adventurers entering the chamber can note that the chamber's ceiling has been rigged to collapse (Perception, DC 25; DC 20 if character is trained in Dungeoneering), and those in melee with the dwarf may notice that the Trapmaster refuses to leave his hidden niche.

Characters who are aware of the deadly trap (and are within 5 feet of the Trapmaster) can attempt to catch the dwarf as he falls (Athletics, DC 20). Those unaware of the trap are faced with a much more difficult task. Heroes see the cord tied to the dwarf's belt as he dies, and the GM should call for actions. Those within 5 feet can attempt to catch the dwarf, but without forewarning this is much more difficult (Athletics, DC 30). GMs should let PCs figure this out on their own, and fail or escape on their own merits.

As the dwarf strikes the floor, a pair of keystones is torn from the ceiling. The following round, the chamber's ceiling collapses. The falling rubble targets all characters in the chamber for 5 rounds. All creatures in the room suffer 2 attacks at +10 vs. AC, dealing 2d10 damage, and knocking hit targets prone. After 5 rounds, the entire chamber is filled with rubble and effectively cut off from all exploration or plunder.

Treasure: The Trapmaster's hoard is sinister in aspect. What is left of his 15 crossbow bolts is laced with black adder poison. His bladebow is worth 75 gp as a unique weapon. His leather belt is studded with polished silver skulls; the largest of the skulls can be twisted open to reveal a hiding place sufficient for a few coins, a small gem, or — as in this case — a tiny vial containing 3 doses of black adder venom.



The wall hangings are the near-legendary tapestries of the Cutthroats of the Mount. All are devoted to examining the art and craft of murder. The tapestries depict assassins beseeching the god of Death for his grim boon, and plying their craft against a variety of victims. Any non-good aligned character studying the tapestries for 30 minutes or longer gains an intimate knowledge of assassination and a +2 non-magical bonus on the next attack made against a target granting CA. Alternately, PCs can study the tapestries to learn secrets and intricacies regarding the assassination of a certain kind of opponent (for example: dwarves, goblinoids, or giants) and gain a +5 non-magical bonus on the next attack against a target of that type granting CA.

The tapestries are easily damaged, but if carefully removed and sold on a black market, will fetch up to 5,000 gp from interested buyers. (Of course, all buyers will be assassins — vile killers who would rather kill the PCs and take the tapestries rather than pay hard-won gold to a band of headstrong ruffians.)

Yrgüt the Trapmaster

Medium natural humanoid (dwarf)

Level 5 Elite Sld **XP 400**

Init +5 **Senses** Perception +9, low-light vision

HP 130 **Bloodied** 65

AC 24 **Fort** 20, **Ref** 16, **Will** 18

Saving Throws +2, +7 against poison

Spd 5 **APs** 1

↑ Bladebow (standard; at-will) ♦ Weapon: +12 vs.AC; 1d6+3 damage.

↑ Bladebow (standard; at-will) ♦ Weapon: Ranged 10/20; +10 vs.AC; 1d8+1 damage, and Yrgüt makes a secondary attack against the same target. *Secondary Attack*: +8 vs. Fortitude; persistent 5 poison damage and the target is slowed (save ends both).

↑ Bladebow Expertise (standard; at will) ♦ Weapon: Yrgüt makes a ranged and a melee attack with the bladebow. Each attack must be against a separate target. *Dazing Strike* (minor; encounter): Yrgüt can cause the next attack he makes to daze the target on a successful hit (save ends).

Sneak Attack: Once per round, when Yrgüt has CA against a target, he can deal an additional 2d6+3 points of damage with his bladebow.

Stand Your Ground: When an effect pushes, pulls or slides Yrgüt, he moves 1 less than the effect calls for. If an effect knocks him prone, he can roll a saving throw to avoid falling prone.

Align Evil **Lang** Common, Dwarven
Skills Dungeoneering +11, **Endurance** +7, **Thievery** +8
Str 16 (+5) **Dex** 12 (+3) **Wis** 14 (+4)
Con 17 (+5) **Int** 11 (+2) **Cha** 12 (+3)

Possessions chainmail, bladebow, 15 poisoned bolts, 15 mundane bolts, pouch with 3d10 gp.

Ancient Raven (4)

Small natural beast

Level 1 **Lrk**

XP 100

Init +7

Senses Perception +1
low-light vision

HP 26

Bloodied 13

AC 15

Fort 13, **Ref** 14, **Will** 12

Spd 2, fly 6 (hover)

↑ **Harrying Bite** (standard; at-will): +6 vs.AC; 1d4+1 damage, and the target receives a — 2 penalty to all attacks until the end of its next turn.

Murder of Crows: When an ancient raven is killed, all other ancient ravens within 2 squares gain a +4 bonus on attacks rolls until the end of their next turn.

Align Unaligned

Lang —

Str 8 (–1)

Dex 16 (+3)

Wis 12 (+1)

Con 14 (+2)

Int 6 (–2)

Cha 10 (+0)

Area 1–11

Secret Door (EL 1, XP 300):

A secret door is hidden in the west wall, partway up the stairs. The door can be found with a DC 20 Perception check, or by PCs looking for tracks along the stairs (Nature, DC 15).

The door is secured by a latch hidden at the base of a stone step. Pulling on the iron ring causes the step to abruptly drop, and the stone door to rotate open, blocking the staircase and cutting off any PCs on the north side of the secret door until the door is closed.

The counterweight to the door is 20 feet down the hall. The agents of the Mountain King have hung the counterweight with bells, bits of old armor, and broken weapons, so that when the secret door is opened, it alerts the goblins stationed in area 1–12. If the “trap” is successfully disarmed (Thievery, DC 20), the goblin sentries can be surprised.

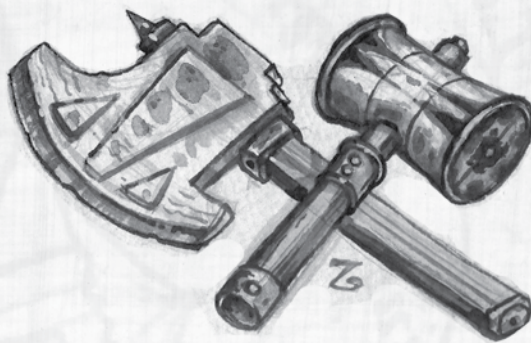
Once the secret door is opened, read or paraphrase the following:

A section of the wall grinds free, rotating out into the staircase to reveal a narrow hallway beyond. Down the hall, in the darkness, you can hear a clamor of bells and the clank of metal on metal.

The counter weight is 20 feet down the hall. Beside the counterweight is an iron pull ring at the end of a slender chain. Pulling on the ring causes the secret door to open and close. (The pull ring on the stairs only causes the secret door to open.)

Unless the PCs silence the warning bells before opening the secret door, the goblins in area 1–13 scramble to the arrow slits at the end of the hall, firing their bows at the PCs in the hall.

The end of the hall is blocked by an iron gate. The gate is kept locked at all times. The goblin warchief in area 1–13 keeps the key on a chain around his neck. The lock can be picked with a DC 15 Thievery check, or pried open with a DC 25 Strength check.



Area 1–12

Goblin Quarters (EL 3, XP 749):

Read or paraphrase the following:

This chamber is a chaotic mess of animal skins, fallen stones, rotting beams, and food scraps. A crude fire pit, lined with charred stones, dominates the center of the room. Skewers of meat are sizzling above the red and orange coals, and the entire chamber smells of fat drippings and burnt flesh.

Eight goblin archers reside in this chamber, keeping watch over the hall. If the PCs succeed in disabling the alarm bells in the hall, they find the goblins clustered around the fire, tearing strips off the skewers. If the alarm bells serve their purpose, the PCs discover the goblins eager and ready for battle.

The goblins prefer to fight at a distance, winging their barbed arrows at their foes, and retreating to area 1–14 if hard pressed. They harass the PCs with insults and catcalls, luring them into the hall and into their field of fire.

Treasure: The goblin's toadying chieftain has stolen most of their wealth. The little that they've managed to keep is hidden about the chamber in pitiful caches. Successful searches turn up the following treasures. Each cache can only be found once.

PERCEPTION	
DC	Result
10	1d6 cp and 1d4 sp hidden beneath a loose stone in the wall.
15	A <i>potion of healing</i> kept in a wineskin secreted underneath a pile of stinking furs.
20	A scroll case plated with hammered silver (worth 75 gp) buried beneath a pile of rubble against the west wall.
25	A worn pair of <i>gloves of piercing</i> hidden inside a rotted-out beam (to ensure the chieftain doesn't find and take them).

The secret door in the south wall of the chamber is partially covered in fallen rubble and hasn't been opened in some time. The door can be found with a DC 20 Perception check. The goblins are aware of the secret door, and if captured, offer to reveal the door in return for their freedom.

Goblin Sharpshooter (5)

Small natural humanoid (goblin)

Level 2 Art

XP 125

Init +5

Senses Perception +2

low-light vision

HP 32

Bloodied 15

AC 16

Fort 12, Ref 14, Will 11

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will) ♦ Weapon: +6 vs.AC; 1d6+2 damage.

↑ Crossbow (standard; at-will) ♦ Weapon: Range 10/20; +9 vs.AC; 1d8+4 damage.

Sniper: When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.

CA: The goblin sharpshooter deals an additional 1d6 damage to any target it has CA against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will): The goblin shifts 1 square.

Align Evil

Lang Common, Goblin

Skills Stealth +12, Thievery +12

Str 14 (+3)

Dex 18 (+5)

Wis 13 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

Possessions leather armor, short sword, crossbow with 20 bolts

Goblin Boltspitter (4)

Small natural humanoid (goblin)

Level 2 Min

XP 31

Init +4

Senses Perception +2

low-light vision

HP 1 (a missed attack never damages

a goblin boltspitter)

AC 16

Fort 13, Ref 15, Will 12

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will): +6 vs.AC; 4 damage (5 damage if goblin boltspitter has CA vs. target).

↑ Crossbow (standard; at-will) ♦ Weapon: Range 10/20; +6 vs.AC; 4 damage.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): The goblin boltspitter shifts 1 square.

Align Evil

Lang Common, Goblin

Skills Stealth +6, Thievery +6

Str 14 (+3)

Dex 17 (+4)

Wis 12 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

Possessions: leather armor, short sword, crossbow with 20 bolts

Area 1–13

Goblin Warchief (EL 5, XP 1,100)

Read or paraphrase the following:

The walls of the shadowy chamber are hung with war trophies: broken weapons, punctured shields, and the scalps of defeated foes. Fallen beams litter the floor, obscuring a high-backed throne at the rear of the room. Two pairs of

fierce eyes glint in the shadows, making the chamber seems suddenly much smaller.

This chamber is home to the goblin warchief. Unusually large for a goblin, the warchief rules by terror and unpredictable cruelty, while unashamedly abasing himself before the Mountain King's stronger minions. The grimy, disgusting goblin sports a distended belly, bulbous joints, pierced jowls hung with feather and bones, and a helm adorned with horns that he claims were taken from a defeated basilisk.

Alerted by battles in the adjoining room, the warchief hides in the corner of the room. The cowardly warchief waits for the worgs to attack the PCs before joining the battle, doing his best to ensure that he has an avenue of retreat. If possible, the warchief attempts to join his superiors in area 1–24. If captured, the goblin eagerly weaves a plethora of lies about the remainder of the dungeon. He provides nothing but disinformation even upon threat of death, fearing the Mountain King far more than the PCs.

An examination of the chamber shows it to be a pale mockery of a throne room. Torn and rotting banners are hung from the ceiling, and the walls are strewn with half-burned candles. The wooden throne is crudely carved from the timber of a fallen beam, and decorated with dried ears, finger bones, and the skulls of defeated foes, all pinned to the throne with thick, rusting nails.

Great leather sacks, overflowing with golden coins, surround the throne. There are 2,500 gold pieces in all. A simple search (Perception, DC 15) reveals the coins to be copper, painted to resemble gold. (Note that, while the forgeries are poor at best, PCs *must* inspect the coins to discover the goblin's duplicity.) Also among the heaped coins are a +1 *resounding longsword*, a +1 *magic crossbow*, and a simple silver chain (worth 5 gp). The warchief is hoarding these items in hopes of building enough wealth to flee the Mountain King, and thus keeps them hidden.

A careful search of the throne (Perception, DC 20) discovers that the throne is resting upon a loose flagstone. If the throne is slid aside (Strength check, DC 25) and the flagstone pried loose, the PCs discover the rest of the goblin warchief's treasure cache. Hidden in the niche beneath the throne are 2 *potions of healing*, a pouch containing 55 gp and 3 pp, 2 silver ingots (worth 10 gp each), a loose pile of 220 sp, a single cat's eye gem worth 50 gp, and a wooden plank inscribed with the word *Oz-reax*.

Adventurers that investigate the candles (Perception, DC 15) discover that 2 tapers are distinct from the rest. Resting in the eyes sockets of a bleached elven skull, both candles are shot through with veins of crimson and silver, and neither has been lit. If either candle is lit, it produces a zone of foul green smoke that stinks of sulfur; once lit, a candle can only be extinguished by a successful *dispel magic* spell (vs. Will 15), or by speaking the command word "*Oz-reax*." Each candle's smoke fills a 15-foot by 15-foot area; each creature in the area suffers an attack once a round (+10 vs. Fortitude, 2d4+5 poison damage). Once a candle is extinguished, its magic is lost forever.

The North Door: The north door is swollen closed and requires a DC 20 Strength check to open. Explorers examining the door note that the planks of the door are warm and wet to the touch. A colony of monstrous earwigs lurks within the rotting wood, attacking anyone that listens at the door or batters the door down (+9 vs. Fortitude). A successful search of the door (Perception, DC 25) determines that something is within the rotting wood, but it is up to PCs to determine the nature of the creature and take appropriate action. If the earwigs successfully attack a PC, they burrow into the PC's ear canal, and begin to bore out the skull. See page 32 for more information on the afflicted hero's grim fate.

Goblin Warchief

Small natural humanoid (goblin)

Level 4 Elite Ctl (Leader) XP 350

Init +4

Senses Perception +8
low-light vision

HP 110

Bloodied 55

AC 21

Fort 17, Ref 15, Will 16

see also *survival instinct*

Saving Throws +2

Spd 6, see also *goblin tactics*

APs 1

↑ Short Sword (standard; at-will) ♦ Weapon: +9 vs. AC; 1d6+4 damage. Miss: An adjacent ally makes a free attack.

Superior Goblin Tactics (immediate reaction, when missed by a melee attack; at will): The goblin warchief and up to two allies within his line of sight shift 1 square.

Survival Instinct: The goblin warchief gains a +3 bonus to all defenses while bruised.

Align Evil

Lang Common, Goblin

Skills Stealth +10, Thievery +10

Str 18 (+6)

Int 11 (+2)

Wis 13 (+3)

Con 15 (+4)

Dex 14 (+4)

Cha 16 (+5)

Possessions scale armor, heavy shield, short sword

Lesser Worg (4)

Medium natural magical beast

Level 2 Skr

XP 125

Init +5

Senses Perception +7
low-light vision

HP 38

Bloodied 19

AC 16

Fort 14, Ref 14, Will 13

Spd 8

↑ Bite (standard; at-will): +7 vs. AC; 1d6+2 damage, and 3 persistent damage.

CA: If the lesser worg has CA against a target, the target is knocked prone on a hit.

Align Evil

Lang Abyssal, Dwarven

Str 13 (+2)

Dex 14 (+3)

Wis 13 (+2)

Con 14 (+3)

Int 7 (–1)

Cha 10 (+1)

Area 1–14

Lost Sons of Tannheim (EL 2, XP 600):

Read or paraphrase the following:

The stairs descend into a dark, murky pool that fills the chamber. The air is stifling with heat, and the stink of sulfur is nearly overwhelming. Fallen beams and soaked debris float amid the blackened algae.

At the far end of the pool, resting atop floating planks, is a small ironbound chest.

The water in the chamber is 4 feet deep. Lurking beneath the darksome waters is a trio of dwarf corpses. Once stalwart defenders of the dwarven enclave, in death, the dwarves have risen as accursed ghouls. The undead wait for the PCs to enter the water before dragging their victims under to their doom.

The floating chest is a lure, set by the dwarves in area 1–23. Inside the chest are six severed human and elf heads, all in various stages of decomposition.

The pool is heated by a fissure in the north wall. Six inches in width, the fissure winds its way towards the caldera. The water, seeping into the fissure, is expelled back into the chamber as superheated steam as the cooler water circulates back down into the fissure. While most of the water in the pool is merely uncomfortably warm, the steam expelled by the fissure causes 1d4+4 points of fire damage per round to any character coming within 5 feet of the fissure.

Treasure: Most of the dwarves' equipment has long since been destroyed by the chamber's climate. However, one item, a +1 *flaming battleaxe*, has survived due to its magical nature. The bearded war axe was forged in the shape of twin hissing dragons.

Dwarf Ghoul (3)

Medium natural humanoid (undead)

Level 5 Sld

XP 200

Init +8

Senses Perception

+2, darkvision

HP 63

Bloodied 31

AC 21

Fort 18, Ref 20,

Will 17

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 6, climb 4, swim 3

↑ Claws (standard; at-will): +12 vs.AC; 1d6+4 damage, and the target is immobilized (save ends).

↑ Ghoulish Bite (standard; at will): Target must be immobilized, stunned, or unconscious; +10 vs.AC; 3d6+4 damage, and the target is stunned (save ends).

Stand Your Ground: When an effect pushes, pulls or slides a dwarf ghoul, it moves 1 less than the effect calls for. If an effect knocks it prone, the ghoul can roll a saving throw to avoid falling prone.

Align Chaotic evil
Skills Stealth +11

Str 14 (+4)

Con 15 (+4)

Lang Common, Dwarven

Dex 19 (+6)

Int 10 (+2)

Wis 11 (+2)

Cha 12 (+3)

Area 1–15

The Thing in the Pit (EL 4, XP 800)

Read or paraphrase the following:

The sandy path ends before a dark pool of stagnate water. The still water is covered in a film of dead, blackened algae, and seems as if it hasn't been disturbed in eons. Across the pool, a narrow crevice wends its way out of the chamber. The faint stench of rotting meat hangs in the air.

The water here is 5 feet deep. The foul pool is home to the skeleton of an enormous water snake. Once the water snake fed off the rats drawn to the dwarves' trash pits. In the ensuing years, the snake died, only to rise again with the corruption cast off by Azon-Zog and the polluted Forge of Kings.

The snake lurks beneath the scum-encrusted surface, emerging when the water is disturbed by the PCs. The snake lashes out at the lead character, looping dozens of times around its victim and drawing the poor soul, thrashing, beneath the surface of the pool to drown.

The snake has nothing in the way of treasure. The murky base of the pool is home to little more than the decomposing skeletons of hundreds of rats.

Giant Skeletal Water Snake

Large natural beast (undead)

Level 9 Elite Sld

XP 800

Init +7

Senses Perception +12
darkvision

HP 192

Bloodied 96

AC 27

Fort 25, Ref 21, Will 21

Spd 7, climb 6, swim 6

APs 1

↑ Bite (standard; at-will): +16 vs.AC; 2d6+6, and the target is grabbed (until escape).

↑ Constrict (standard; at will): Affects a target the giant skeletal water snake has grabbed; +14 vs. Fortitude; 3d6+12 damage, and the target is dazed until the end of the snake's next turn

Align Evil

Lang —

Skills Stealth +10

Str 22 (+10)

Dex 12 (+5)

Wis 17 (+7)

Con 16 (+7)

Int 2 (+0)

Cha 10 (+4)





Area 1–16

Beneath the Stairs (EL 1, XP 500):

Read or paraphrase the following:

A crimson glow streams down from above, illuminating a rocky ledge inching out over a vast pit. Above, you see a network of stone steps illuminated by the strange red glow. Below, only darkness.

It is a 60-foot climb to the stairs above (area 1–17). From below, it is impossible to determine the source of the light. From the ledge, it is another 30 feet to the base of the pit. (See area 1–17 for more information.)

While the craggy rocks are easily scaled (Athletics, DC 15), the walls are anything but stable. Explorers climbing the walls have a 3 in 6 chance (1, 2 or 3 on a 1d6) of pulling free a loose stone on their climb. The climber must immediately make a DC 20 Athletics check to avoid falling back to the ledge, and anyone standing on the ledge is targeted by falling stones (+10 vs. AC, 2d6 damage). Every climber scaling the wall has the same chance of pulling free a shower of stones. PCs hauled up on ropes don't disturb the wall.

A DC 20 Perception check discovers the threat of the loose rocks, and it is a DC 20 skill test to disable it (Level 2 skill test, 4 successes before 2 failures, with each failure triggering a rock slide.) Thievery is the skill most likely to be used in this skill test, but if players think of good ways other skills can be used, you can allow them to make such checks as part of the 4 successes of the challenge.

If the PCs have not defeated the skeletal snake in area 1–16, the crash of the falling rocks alerts the undead serpent, causing it to arrive in 1d6 rounds.

Area 1–17

Stairs of Ruin (EL 3, XP 700)

If the PCs reach the central platform by avoiding the doomgrinder in area 1–19, show them handout B and read or paraphrase the following:

A trio of bronze braziers atop the platform flares to life, revealing a gaping pit all around you. Arching stone walkways span the void. What once must have been a marvel of engineering and stonework has since fallen into ruin. Gaping holes and missing blocks litter the dusty archways.

Regardless of whether the PCs enter the chamber from the north or the tunnel to west, read or paraphrase the following:

At the far end of the chamber, across the series of stone arches, is a tall golden portal shining with carved dwarven runes. Dull crimson lights streams from between the twin doors, setting them aflame in the bloody light.

The chamber presents two sets of challenges. The first set is the ruined archways. Heroes attempting to cross the archway must succeed on a DC 10 Acrobatics check or fall prone to avoid pitching off the stairs. For every 10 feet of arch traversed by a PC, the GM should roll 1d10. On a 1 or a 10, a stone block falls away into darkness, forcing a second

DC 10 Acrobatics check. If a PC fails 2 Acrobatics checks in the same round, he falls from the archway, tumbling to the rocky base of the pit 60 feet below.

The second set of dangers is a group of deathjump spiders (monstrous wolf spiders) that cling to the ceiling, nearly 50 feet above the stairs. The spiders leap down to attack their prey (the spiders are at no risk of falling off the arches). Aggressive in the extreme, the deathjump spiders fight to the death in defense of their meal.

The Base of the Pit: The floor of the pit is dusty, dry, and littered with the bones of the deathjump spiders' victims. Heroes searching the pit (Perception, DC 15) discover a leather parchment case containing scrolls with the following rituals: Brew Potion, Eye of Alarm, Make Whole, a scattering of coins (35 gp, 113 sp, 30 cp), and a +1 *wand of ray of enfeeblement*. If a PC beats the Perception DC by 5 or better, he discovers a small silver ornamental head, designed to be placed on a staff. This staff-head, the fabled *Mark of Alestair the Infernal* turns any mundane staff it is attached to into a +1 *staff of fiery might*.

Deathjump Spider (4)

Medium natural beast (spider)

Level 4 Skr

XP 175

Init +8

Senses Perception +9
tremorsense 5

HP 56

Bloodied 27

AC 20

Fort 17, Ref 18, Will 16

Resist 5 poison

Spd 6, climb 6 (spider climb), see also *prodigious leap*

↑ Bite (standard; at-will) ♦ Poison: +6 vs. AC; 2d6+3 damage, and the target takes persistent 5 poison damage and is slowed (save ends both).

↑ Death from Above (standard; at-will): The spider shifts 6 squares and makes a bite attack, dealing an extra 1d6 damage and knocking the target prone.

Prodigious leap (move; encounter): The spider shifts 10 squares.

Soft Fall: The spider ignores the first 30 feet when determining damage from a fall.

Align Unaligned

Lang —

Skills Athletics +10 (+20 when jumping), Stealth +11

Str 17 (+5)

Dex 18 (+6)

Wis 14 (+4)

Con 15 (+4)

Int 1 (–3)

Cha 8 (+1)

Area 1–17a

Portal Trap (EL 4, XP 900)

Read or paraphrase the following:

Set into the rock wall, the golden portals are alight with a crimson blaze that streams from behind the seams of the door. Shielding your eyes from the glare, you can see that the twin doors are sealed with a peculiar lock: a round platinum plate set with three keyholes.

A cursory inspection (Perception, DC 10) of the portal shows that the plate is designed to rotate. Dwarves and characters trained in Dungeoneering succeeding on a

DC 15 Intelligence check recognize this as an infamous dwarven puzzle lock. Such characters know that only one keyhole is correct, and then only when the plate is rotated into the correct position. They also know that such puzzle locks are never found without some sort of deadly trap.

A clue to the lock is found on the corpse of the dead thief in area 1–1b. In lieu of this clue, the heroes will have to trust to their ingenuity and luck.

The correct means of opening the lock is to turn the lock one click to the right (counterclockwise). Once this is done, the center, topmost keyhole can be picked (Thievery, DC 20).

A very careful inspection of the keyholes can yield additional clues. While the locksmiths were careful to make each keyhole appear to be real, only one keyhole bears the scuffing that comes with use (Perception, DC 20).

The Trap (Level 9 Elite Warder Trap): If the PCs attempt to pick the incorrect lock, fail to pick the proper lock, or attempt to pick any of the locks without first rotating the plate one click, the ledge beneath them begins to crumble away, sending stone blocks tumbling and crashing to the base of the pit 50 feet below. Finding this trap requires a DC 25 Perception check. Once the trap is triggered, each PC standing on the ledge has but 1 round to reach safety: either retreating to another ledge, clinging to the rough rock wall (Athletics, DC 20), or finding some other means of support.

If the adventurers survive the collapsing ledge, they may notice (Perception, DC 10) that the falling stones worked all too well, leaving a narrow gap at the base of the door. With careful rope work or climbing (Athletics, DC 25) a PC can climb beneath the portal and pull himself up into area 1–18.

Treasure: The doors are indeed plated gold. Treasure seekers bothering to crack off the plates can recover the equivalent of 700 gp in raw gold. Such work, however, takes at least 4 hours, and must be done from outside the doors, making it nearly impossible to accomplish once the collapsing trap has been sprung.

Area 1–18

Dread Crypt of the Underking (EL 4, XP 900)

Read or paraphrase the following:

The air here is thick with dust, obscuring sight and coating your lips with an ashen, chalky taste. A platform crosses the center of the tomb; with steps descending from either side to an identical carving set into the stone floor. At the far end of the platform, seated atop an inky-black pedestal, is a finely faceted jewel, burning with bloody, crimson light.

This chamber is the final resting place of the last dwarven warlord to rule over the Halls of Tannheim. The dwarf hero was laid to rest alongside deadly traps to deter (or slay) would-be tomb raiders. While the deteriorating state of the dungeon has rendered many of the traps defunct, certain key features ensure that the crypt is as deadly as ever.

Explorers pausing to examine the chamber (Perception, DC 15) readily note that a fine layer of ash covers the walls and floor. It is this ash, not dust, which obscures vision within the chamber. The ash, a ¼-inch thick in spots, is the direct result of the eldritch trap that protects the rest of the Underking.

Eye of Eternal Flame (Level 5 Hazard): The gem resting atop the pedestal is a nearly perfect ruby. Eight inches in diameter, the ruby has hundreds of tiny facets, each burning with the eternal enmity of the trapped spirit of an ancient fire elemental.

The gem heats any metal object coming within 10 feet. Anyone carrying a metal object coming within 10 feet takes 1d6 points of fire damage per round. Those closing to 5 feet take 1d12 points of fire damage per round, and those foolish enough to actually touch the gem take 3d6 points of fire damage per round. Metal objects retain heat for as many rounds as they spent within the gem's area of effect.

Though incredibly dangerous to most, the fiery gem also offers a rare boon — spellcasters can also attempt to use the spirit of the elemental to power their spells:

Anyone taking the gem in hand, and gazing into its fiery heart must succeed on a DC 25 Insight check or be overcome by abject terror. Casters that succeed in mastering the spirit of the elemental can now draw on it to power their spells — any encounter spell cast while the spellcaster is the master of the gem is still available for use later in the encounter. The caster must reassert his mastery every round by making a successful Insight check.

If at any point the PC is overcome by fear, he casts away the gem in terror. If the gem strikes a hard surface, the PC must make a Strength check (the gem has a break DC of 15). If the gem breaks, it shatters into a thousand shards, releasing an inferno of eldritch fire. Any character within 20 feet of the gem suffers an attack (+8 vs. Fortitude, 5d6 fire damage).

If a PC *elects* to destroy the gem, the savage spirit of the elemental is beholden to the hero. Once, and only once, the fire elemental will intervene on the PC's behalf, saving his life. Note that while the elemental is infallibly loyal, it is no more good, lawful, or benevolent than it was during its life. The spirit has no compunctions about decimating entire villages of innocent victims, if that is what is necessary to save the hero's life.

The Crypts: The carvings set into the floor depict reclining dwarf warriors arrayed in elaborate plate armor and armed with a greataxe and war sword, respectively. A close inspection (Perception, DC 15) reveals the carvings to be lids set into the floor and sealed with molten silver. The lid of a sarcophagus can be lifted free with a DC 30 Strength check; PCs prying the lid free with levers succeed on a DC 15 Strength check. Up to 3 other PCs can lend their aid to the effort. When crypt's seal is broken, the crypt emits a low, pained wail, like the sound of a soul escaping eternal torment.



The western crypt contains an honor guard of 4 skeletal dwarf warriors. The eastern crypt contains the skeletal dwarf Underking. Breaking open either crypt causes the monsters in the other to throw free the lid of their sarcophaguses and rush to the attack. The skeletons are not immune to the gem's effects, and they're not intelligent enough to discern or counter the source.

Treasure: The skeleton of the Underking wears an iron great helm capped with a golden crown. The crown is worth 150 gp, or as much as three times that to a dwarven buyer. The Underking was also buried with a +1 *thundering battleaxe*, and a *shield of protection*. Both items are decorated with dwarven runes recording the trials and triumphs of the Underking. If carried by a PC, the items will inspire the interest (and envy) of every dwarf encountered. Good-aligned dwarves will attempt to purchase the ancient heirlooms, while neutral and evil dwarves will be tempted simply to slay the PCs and retake the heirlooms for their own.

Skeletal Dwarven Underking

Medium natural humanoid (undead)

Level 5 Elite Sld **XP 400**

Init +7 **Senses** Perception +3
darkvision

HP 126 **Bloodied 63**

AC 23 **Fort 19, Ref 19, Will 15**

Saving Throws +2

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 5 **APs 1**

↑ **Battleaxe** (standard; at-will): +12 vs.AC; 1d10+2, and the target is marked until the end of the underking's next turn.

↑ **Gaze of Death** (minor; at-will): Ranged 10; against a target at least 3 squares away; +10 vs. Fortitude; 2d6+1 damage, and the target is blinded (save ends).

Lordly Blow: Any attack the Underking makes against a marked target deals an additional 1d6 damage.

Stand Your Ground: When an affect pushes, pulls, or slides the dwarven underking, it moves 1 less than the effect calls for. If an effect knocks it prone, the dwarven underking can roll a saving throw to avoid falling prone.

Align Evil Lang Common, Dwarven

Skills Stealth +10

Str 14 (+4) Dex 16 (+5) Wis 12 (+3)

Con 15 (+4) Int 11 (+2) Cha 10 (+2)

Possessions chainmail, battleaxe, heavy shield

Dwarf Skeleton Honor Guard (6)

Medium natural humanoid (undead)

Level 5 Min

XP 50

Init +6

Senses Perception +4
darkvision

HP 1 (a missed attack never damages a dwarf skeleton honor guard)

AC 20

Fort 17, Ref 18, Will 17

Immune disease, poison

Resist 5 necro

Vulnerable 5 holy

Spd 5

↑ **Longsword** (standard; at-will): +8 vs.AC; 5 damage (7 damage against a marked target), and the target is marked until the end of the skeleton honor guard's next turn.

Stand Your Ground: When an affect pushes, pulls or slides a dwarf skeleton honor guard, it moves 1 less than the effect calls for. If an effect knocks it prone, the skeleton can roll a saving throw to avoid falling prone.

Align Evil

Lang Common, Dwarven

Str 14 (+4)

Dex 16 (+5)

Wis 12 (+3)

Con 15 (+4)

Int 11 (+2)

Cha 10 (+2)

Possessions chainmail, longsword, heavy shield

Area 1–19

Doomgrinder Hall (EL 3, XP 700)

Read or paraphrase the following:

The wide hall, nearly three paces across, is silent as a tomb, descending at a gentle but noticeable decline. The walls are carved with elaborate stone decorations that run the length of the hall. Hidden in shadowy alcoves you can make out what appear to be stone guardians — statues of solemn dwarf warriors standing forever at the ready.

This hall is the home of a complex trap built to defend against tomb-robbers intent on defiling the crypt of the Underking. Cautious explorers are rewarded for their vigilance — a DC 15 Perception check shows that the flagstones at the entrance to the hall (either north or south) are scored, as if by a great stone. A faint powder of stone dust hangs about the hall and its decorations.

Doomgrinder Trap (Level 8 Elite Warder Trap): The doomgrinder trap is triggered when a living creature enters the hall. Characters trigger the trap even if they avoid the scarred flagstones. Once activated, the trap continues to operate until there is no longer any living creature in the hall. It can be deactivated before being set off by a DC 20

Thievery check, but once activated, it requires a DC 20 skill test (4 successes before 2 failures) to deactivate. Thievery is the skill most likely to be used in this skill challenge, but if players think of good ways other skills can be used, you can allow them to make such checks as part of the 4 successes of the challenge.

The first round the trap is triggered, the flagstones at the north end of the hall slide back, revealing a rolling stone column bearing sharpened blades and spikes, spanning the width of the hall. Show the players handout C.

Guided by slots in the wall, the column proceeds to roll the entire length of the hall, before vanishing beneath the flagstones at the end of the hall. The column rolls 30 feet per round; any creature that does not outrun the rolling column, or leap over it as it passes by (Athletics, DC 20), is attacked (+11 vs. AC, 3d6 damage, pushed further down the hall at the head of the column). If the PC does not evade the doomgrinder on the following round, he takes damage again, and is pushed down the hall, and so on, until the wounded, bleeding PC is finally flung off the ledge at the south end of the hall, hurtling 60 feet to the base of the pit (see area 1-17).

Explorers outrunning the doomgrinder are forced off the edge of the ledge. In order to leap to the adjoining platform (area 1-17), a PC must make a DC 15 Athletics check. Characters failing the check must succeed on DC 20 Acrobatics check or plummet 60 feet to the base of the pit below. Those succeeding on the check catch the lip of the platform, and must either pull themselves up or be pulled to safety by their allies.

A PC remaining in the hall is forced to deal with another rolling column every 2 rounds, until all PCs exit the hall.

Area 1-19a The Broken Key

Read or paraphrase the following:

The roughly octagonal chamber is decorated with grim funerary carvings. The stone bas-reliefs range from companies of dwarves triumphing in battle over legions of dragons and giants, to the noble, bloody sacrifices of dwarven saints.

A humanoid form sits against the far wall, battleaxe resting across its lap.

The form resting against the wall is a desiccated dwarf corpse. One of the original defenders of the Halls, the dwarf fled here to ensure that invaders could not disable the doomgrinder trap. The hooded dwarf wears once-fine chainmail, now punctured with 3 orcish arrows. Characters inspecting the corpse see that the dwarf died with an insane leer stretched on his face. Since that time, dust and cobwebs have accumulated on the dwarf's corpse; a close examination can determine that the corpse hasn't been disturbed in years.

Those inspecting the corpse (Perception, DC 15) find two keys — one broken — gripped in its shrunk hand. The battleaxe resting across the dwarf's lap is stained with dried blood, and the corpse is resting atop a shattered shield that once sported the Hall's heraldry. A single ruby is hidden in the dwarf's boot (Perception, DC 17), worth 50 gp.

While at first glance the chamber seems to have little else to offer, a close search (Perception, DC 25) reveals a masterfully carved secret panel concealed in the seam of the north wall. The secret panel is locked (Thievery, DC 20).

Behind the panel is a small niche containing a keyhole and a simple iron lever. This mechanism once served to disable the doomgrinder trap in area 1-19, but was intentionally broken by the dwarf before he died.

A key has been broken off in the keyhole (matching the dwarf's broken key). While the key fragment can be removed by an expert locksmith (Thievery, DC 25), casual inspection shows that the keyhole has been irreparably damaged, locking the trap forever in the *on* position. Pulling on the lever only serves to trigger the trap in area 1-19; once activated by the lever, the trap cannot be turned off.

Area 1-20

Vault of the Silver Seal (EL 5, XP 974)

If the PCs enter the chamber from the east, refer to the sidebar **Death From Below!** Otherwise, as the PCs enter the chamber from the west, read or paraphrase the following:

An enormous stone slab placed in the center of the floor dominates the chamber. A great iron hook has been bored into the center of the slab, and a massive linked chain runs from the hook, through a series of pulleys and back down to a large wooden crank.

DEATH FROM BELOW

If the PCs approach from the east, via area 1–17, the encounter is radically different. Unable to pass through the seal, the PCs are effectively trapped below, looking up a 30-foot shaft that is blocked by a great stone slab.

The dwarves don't plan to remove the slab until Ivinrax finishes his research, leaving the party trapped for a week or more. However, if the PCs make significant noise (beating on the slab, for instance) all Ivinrax's plans are forfeit. Believing that a powerful demon is making the noise, Ivinrax opts to set the demon free without alerting his superiors, in the hopes of winning a boon from the infernal power. Ivinrax summons the 6 gnolls from area 1–23, proceeds through the steps, and hoists the slab free.

What happens next depends largely on the PCs. If they simply appear as adventurers trapped at the bottom of a pit, the stunned villains recover after a round and open fire. But if the adventurers are clever enough, good acting and an illusion or two can easily deceive Ivinrax. After all, the dwarf is *expecting* a wicked presence — if the PCs can successfully maintain the charade for even a brief time, it is possible that they can turn Ivinrax's superstitions to their advantage.

The instant Ivinrax realizes the deception, he responds with unrestrained fury, doing his best to utterly destroy the adventurers.

The stone slab itself is set into the floor, the seam sealed with silver. A number of lit candles have been set around the slab, as if to fend off whatever darkness the stone slab restrains.

In the far corner of the chamber is a cooking fire and a pallet of matted furs and bedding.

To date, this chamber has stymied and terrified Gimbolge and the Mountain King's minions. After much labor, Ivinrax, a notorious slaver and black mage, is finally ready to crack the seals. The iron bolts have been carefully drilled and the gears carefully set, so now all that remains is for Ivinrax to give the sign to his goblin slaves. So obsessed with seeing what lurks beneath the stone slab, Ivinrax refuses to aid his fellows in area 1–24, ignoring their cries and the sounds of battle, instead focusing on removing the slab.

Despite initial appearances, the chamber is host to a number of villains. Ivinrax himself lurks behind the chamber's northeast corner, his heavy crossbow at the ready. His band of goblin slaves sit hidden amid the network of heavy chains that crisscross the ceiling. Finally, what appears to be a pallet of matted furs is really Fang, Ivinrax's trained war bear.

The goblins, terrified of their master's wrath, pounce on the PCs from above as they enter the chamber, stabbing with their short swords and swarming any downed PCs. The goblin fight ferociously enough — up to the point when they can slip past the party and flee into the dungeon. Fang defends his master to the death, lunging at PCs when they turn to engage the goblins. Ivinrax hangs in reserve, making attacks with his spells, targeting rogues and arcane spellcasters. If the battle goes against the wizard and his allies, he retreats to area 1–20a to make his final stand.

The Seals: The stone slab is locked by seals both eldritch and mundane. Ivinrax has researched solutions to the slab puzzle, and has recorded his notes on a boiled-leather tablet that he keeps wrapped in oilskin and hidden beneath a bundle of straw (Perception, DC 20). Scribed in common, the runes record the following:

speak raxim

molten silver/hoist lift

demon forges below, born in flames/bound in coals

The tablet's obscure notes offer subtle clues to the steps required to remove the slab. In order to remove the slab, the following steps must be taken:

The slab is protected by an arcane trap that magically resets every round, even if it was dispelled the round prior.

The trap is triggered by touching the stone slab. In order to dispel the trap, a character in the chamber must speak the command word "Raxim" aloud, disabling the trap for 24 hours.

Second, the silver seal that rings the slab must be melted. In order to melt the silver, the temperature of the slab must be raised. This can be done in a number of ways, but the easiest means is by using the barrels of treated charcoal found in area 1–20A. The silver can be melted by other means, but usual sources of flame (lantern oil, torches) do not burn with sufficient heat. (In driest gaming terms, the PCs must create an effect that does 10 fire damage to the entire slab for 5 minutes or longer.)

Lastly, the slab must be hoisted off the floor while the silver is still molten; the PCs have a short window of only 5 rounds. If the silver is allowed to cool, the suction created draws the slab back into the floor. Operating the chain hoist (Strength check, DC 15) is the easiest way to lift the slab from its seat. If the PCs insist on attempting to lift the slab by hand, it requires a DC 30 Strength check.

The last line of the tablet "demon below, born in flames/bound in coals" hints at the demon the brought about the fall of the Halls. Regrettably, Ivinrax's theories about the location of the lost forges are completely mistaken. The slab guards the vault of the Underking; the entrance to the Forge of Kings is actually hidden in area 1–20a.

When the slab is finally removed, it reveals a 30-foot deep shaft. The walls of the shaft are decorated with elaborate carvings that make climbing relatively safe (Athletics, DC 15). At the base of the shaft is a corridor that runs east to area 1–19a.

Ivinrax the Mad

Medium natural humanoid (human)

Level 4 Art

XP 175

Init +4

Senses Perception +5

HP 42

Bloodied 21

AC 17

Fort 13, Ref 14, Will 15

Spd 6

↑ Quarterstaff (standard; at-will) ♦ Weapon: +4 vs. AC; 1d8 damage.

↑ Magic Missile (standard; at-will) ♦ Force: Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.

↑ Dancing Lightning (standard; encounter) ♦ Lightning: Ivinrax makes a separate attack against 3 different targets: Ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.

⚡ Thunder Burst (standard; encounter) ♦ Thunder: Area burst 1 within 10; +7 vs. Fortitude; 1d8+4 thunder damage, and the target is dazed (save ends).

Align Evil

Lang Common, Dwarven

Skills Arcana +11

Str 10 (+2)

Dex 14 (+4)

Wis 17 (+5)

Con 12 (+3)

Int 18 (+6)

Cha 12 (+3)

Possession robes, quarterstaff, wand

Fang, Cave Bear

Medium natural beast

Level 6 Elite Brt

XP 500

Init +4

Senses Perception +5,

darkvision

HP 171

Bloodied 85

AC 20

Fort 21, Ref 17, Will 18

Saving Throws +2

Spd 6

APs 1

↑ Claw (standard; at-will): +10 vs. AC; 1d8+5 damage.

⚡ Cave Bear Frenzy (standard; refresh 5,6): Close burst 1; targets enemies; +10 vs. AC; 1d8+5 damage.

Align Unaligned

Lang —

Str 20 (+8)

Dex 13 (+4)

Wis 14 (+5)

Con 15 (+5)

Int 2 (−1)

Cha 12 (+4)

Goblin Slave (4)

Small natural humanoid

Level 2 Min

XP 31

Init +4

Senses Perception +2

low-light vision

HP 1 (a missed attack never damages a goblin slave)

AC 16

Fort 13, Ref 15, Will 12

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will): Weapon +6 vs. AC; 3 damage (4 damage if goblin slave has CA vs. the target).

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): The goblin slave shifts 1 square.

Fight or Die!: As long as Ivinrax is active and present, the goblin slave gains a +2 bonus to all defenses and saves.

Align Evil

Lang Common, Goblin

Skills Stealth +6, Thievery +6

Str 14 (+3)

Dex 17 (+4)

Wis 12 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

Possessions leather armor, short sword

Area 1–20a

Lair of Ivinrax the Mad (EL 2, XP 600)

Read or paraphrase the following:

The circular chamber is something out of a nightmare. Skeletons of terrible monsters you've only heard of in tales hang from above. The domed ceiling is painted in an imitation of the starry night sky, filled with foreign constellation and dying, crimson stars. Cobwebbed shelves filled with books and scrolls line the walls, and a grim stone altar stands in the center of the chamber. A set of shackles is set in the stone, and the altar's stained gutters — feeding to a wet bronze basin — offer dark allusions to the altar's wicked purpose.

Once the home of a dwarven rune-caster, this chamber is presently occupied by the wizard Ivinrax. Superstitious and cautious to a fault, the dark mage has taken pains to disturb as little of the chamber as possible. His inordinate caution has actually denied the mage the one thing he seeks: the secret passage to the Forge of Kings. Wrongly presuming the Forges to be hidden beneath the stone seal in area 1–20, Ivinrax has failed to fully explore the very chamber he sleeps in. The secret entrance to the Lost Forges is hidden beneath the wizard's very nose.

The stone slab in the center of the chamber has been used for hundreds of ritual sacrifices. This was where the devil Azan-Zog was first summoned, the same event that would ultimately lead to the downfall of the Halls. This wicked act has left the altar forever tainted, and the souls of the living that were sacrificed still haunt the chamber. While unable to manifest as true ghosts, the tortured souls can appear as apparitions if angered. More than anything else, the spirits want to deter explorers from discovering the Forge of Kings, for fear that Azan-Zog might be set free once more.

If the PCs search the chamber, the spirits appear in the shadows as faint, ominous skeletons, arrayed for battle. If the adventurers persist in the search, small objects (vials, scrolls, crystals and the like) begin to fly off the shelves. Each round, the apparitions can use small, flying objects to attack 4 characters (+5 vs. AC, 1d4 damage). At first the apparitions attack characters randomly, but if any one PC is in danger of discovering the secret door, the apparitions target all their attacks on the unlucky hero. Any attack that deals holy damage banishes the spirits for 24 hours.

The secret door is masterfully hidden behind a bookshelf on the west wall. While well hidden, the door can be noted by the marks scored in the floor's surface (Perception, DC 20). Once its existence is suspected, the secret door can be discovered with only a DC 15 Perception check.

The secret door is not locked, for the passage was never meant to be opened. A massive stone block was slid into



Area 1–21

Den of the Broken Fang Clan (EL 3, XP 752)

Read or paraphrase the following:

The chamber before you reeks of animal sweat, rotting meat, and smoke. Piles of stinking furs and discarded bones litter the floor. Fresh trophy heads hang on the wall, home to swarms of buzzing flies and dripping with squirming maggots.

Six snarling humanoids, with the heads of wild-maned hyenas, turn your way and reach for their rusting, saw-toothed blades.

This room is home to 6 gnolls, celebrated warriors of the Broken Fang clan. Inordinately assured of their battle prowess, the gnolls howl with delight as they hurl themselves wildly into battle. Bullies and cowards, the gnolls withdraw when the PCs succeed in downing 2 or more of their number, and attempt to join up with their companions.

At first glance, the gnoll lair has little in the way of treasure. However, a thorough search (Perception, DC 15) reveals the decomposing trophies conceal the gnoll's treasure cache. Dug into the wall behind the rotting, decomposing head of a hill giant, are 3 holes. Each of the three holes has been mortared over with a crusty mix of blood and ground bone meal. In order to access the holes, the PCs need to break open the blood meal plaster. The leftmost hole holds the gnoll's treasure, while the other 2 contain naught but harmless swarms of spiders and a collection of half-eaten heads.

Treasure: In their bloody hidey-hole, the gnolls have concealed the sum of their meager treasure: 15 gp, 65 sp, seventeen elf ears strung on a leather cord, and a single ornate spearhead. The spearhead displays exquisite craftsmanship, with a well-balanced, razor-sharp blade, and a tang forged in the likeness of a writing serpent. The serpent has a pair of tiny faceted rubies for eyes (150 gp). The spearhead can be mounted on a shaft with the right tools.

place to block the passage. The block presents an unusual challenge: the block can only be pushed to the first corner with a DC 25 skill test (Level 3 skill test, 4 successes before 2 failures). Strength checks are the most likely way to overcome the skill test, but if players come up with other skill ideas, they can be allowed as part of the 4 successes. Even then, this does not open the way for the PCs to pass. To open the way, the block must be drawn out, a considerably more challenging task. If the PCs can find a way to grip the stone, it can be drawn out with a DC 20 Strength check, but otherwise it is impossible to move.

Treasure: Behind the altar is Ivinrax's rude camp. Composed of a pallet of furs and rough blankets, Ivinrax sleeps beside a stack of tomes and half-rolled scrolls. Characters examining the texts find that they record the history of the Halls. Extracting information vital to the heroes' quest would require several months of reading at the least, but the collection of 10 tomes and 5 scrolls can be sold for a total of 150 gp.

Beside the pallet are 4 small casks that stink of sulfur and ooze an oily resin. Each cask contains a thick, soupy mixture of oil and coal. If set aflame, the contents burn with intense heat for an hour or more, causing 4d8 points of fire damage per round. This mixture was created specifically to melt the silver seal that secures the stone slab in area 1–20.

Resting beneath the casks is a simple wooden crate. Inside the crate are a stone drill, a pair of heavy iron bolts, and a length of chain. The drill was used to set the hooks in the slab in area 1–20, but it can also be used to set the bolts in the stone block that bars the passage behind the secret door, allowing the heroes to draw out the block.

A thorough search of the library turns up Ivinrax's spellbook, hidden amid hundreds of worthless texts. The thick, silver-bound tome contains the following rituals: Arcane Lock, Comprehend Language, and Knock.



Broken Fang Gnoll Veteran (2)

Medium natural humanoid (gnoll)

Level 6 Brt

XP 250

Init +5

Senses Perception +7
low-light vision

HP 84

Bloodied 42

AC 17

Fort 18, Ref 15, Will 15

Spd 7

↑ Greataxe (standard; at-will) ♦ Weapon: +10 vs.AC; 1d12+5 damage (crit 1d12+17) see also *pack attack*.

Pack Attack: The gnoll veteran deals an extra 5 damage on melee attacks against an enemy that has two or more of the veteran's allies adjacent to it.

Pack Rage: When a gnoll ally is killed, the gnoll veteran gains a +2 bonus to all defenses until the end of its next turn.

Align Chaotic evil Lang Abyssal, Dwarven
Skill Intimidate +8, Stealth +10

Str 20 (+8)

Dex 14 (+5)

Wis 14 (+5)

Con 14 (+5)

Int 9 (+2)

Cha 12 (+4)

Possessions leather armor, great axe

Broken Fang Gnoll Warrior (4)

Medium natural humanoid (gnoll)

Level 6 Min

XP 63

Init +5

Senses Perception +4
low-light vision

HP 1 (a missed attack never damages a gnoll warrior)

AC 18

Fort 19, Ref 17, Will 16

Spd 7

↑ Spear (standard; at-will) ♦ Weapon: +11 vs.AC; 5 damage; see also *pack attack*.

Pack Attack: The gnoll warrior deals an extra 2 damage on melee attacks against an enemy that has two or more of the warrior's allies adjacent to it.

Align Chaotic evil Lang Abyssal, Dwarven
Skill Intimidate +5

Str 18 (+7)

Dex 14 (+5)

Wis 12 (+4)

Con 14 (+5)

Int 9 (+2)

Cha 10 (+3)

Possessions leather armor, light shield, spear

Area 1–22

Severed Hand Tribe (EL 4, XP 914)

Read or paraphrase the following:

This wooden door is littered with grisly trophies: severed hands pinned to the thick oak with heavy iron spikes, nine in all.

The entrances to the barracks are barred. The doors can be broken in with a DC 25 Strength check. Explorers succeeding on a DC 15 Perception check hear multiple voices speaking in orcish on the other side of the door. Those beating a DC of 20 or higher can identify 4 distinct voices.

Nine orcs and one hobgoblin lurk inside the barracks, gambling with dice and drinking sour wine. If the PCs give the orcs any warning, or don't succeed in breaking down the door in a single round, the orcs are ready for battle. The lead orcs engage the PCs in melee, while those in the second rank fight with long spears, and those in the third rank hurl javelins at PCs in the rear. The hobgoblin directs the battle from the back with the standard of the wolf, fighting to the bitter end. When the last of the orcs falls, the hobgoblin surrenders. If the PCs accept his parlay, he leads them on with as little information as possible, betraying the heroes at the first opportunity.

Treasure: The tribe's war banner stands in the corner of the chamber. Hung with dried skulls, shrunken hands, and a flag bearing the print of a severed hand speared on an iron spike. This is a *standard of the wolf*, a war banner designed to allow a band of marauders to tackle large, dangerous groups of foes.

Standard of the Wolf Level 7

Level 7

+2

2,600 gp

Weapon (Spear)

Enhancement: Attack rolls and damage rolls.

Critical: +1d6 damage per plus.

Property: If you spend an action point or use a daily power, all your allies within 10 gain a +1 bonus to attack and damage rolls until the end of your next turn.

Power (Daily): Immediate interrupt. Use this power when you or an ally are first Bloodied. The Bloodied target gains +2 to damage rolls and Strength checks until the end of the encounter.

Beneath the warbanner is the company's coffer, an iron chest decorated with iron skulls, wrapped in chains and secured with a heavy lock (Thievery, DC 20). Inside the chest is the meager sum of the company's remaining cache: 23 pp, 135 gp, 230 sp, and a rotting velvet bag containing 3 emeralds (20 gp each), and 2 opals (10 gp).

Hobgoblin Lieutenant

Medium natural humanoid (goblin)

Level 5 Sld (Leader) XP 200

Init +8

Senses Perception +5
low-light vision

HP 64

Bloodied 32

AC 21 (23 with wall guard)

Fort 21, Ref 18, Will 19

Spd 5

↑ Standard of the Wolf (standard; at-will) ♦ Weapon: +14 vs.AC; 1d8+7 damage. If the hobgoblin lieutenant hits with an opportunity attack, it can shift 1 square.

↑ Javelin (standard; at-will) ♦ Weapon: Range 10/20; +10 vs.AC; 1d6+5 damage.

Called Fire: When the hobgoblin lieutenant's ranged attack hits an enemy, allies gain a +2 bonus to attack rolls and damage against that enemy until the end of the hobgoblin lieutenant's next turn.

Hobgoblin Resilience (immediate reaction; encounter): When the hobgoblin lieutenant suffers an effect a save can end, he immediately rolls a save against that effect.

Wall-Guard: The hobgoblin lieutenant gains a +2 bonus to AC while it has cover.

Align Chaotic evil Lang Common, Goblin
Skills Athletics +12, History +10, Intimidate +7
Str 20 (+7) Dex 14 (+4) Wis 16 (+5)
Con 16 (+5) Int 12 (+3) Cha 10 (+2)
Possessions scale armor, heavy shield, *standard of the wolf*

Orc Raider (3)

Medium natural humanoid (orc)

Level 3 Skr XP 150

Init +5 Senses Perception +1
low-light vision

HP 47 Bloodied 23
AC 17 Fort 15, Ref 14, Will 12

Spd 6 (8 while charging)

↑ Greataxe (standard; at-will) ♦ Weapon: +8 vs.AC; 1d12+3 damage (crit 1d12+15).

↑ Javelin (standard; at-will) ♦ Weapon: Ranged 10/20; +7 vs.AC; 1d6+3 damage.

↑ Warrior's Surge (standard only when bruised; encounter) ♦ Healing. Weapon: the orc raider makes a melee basic attack and regains 11 hit points.

Killer's Eye: When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.

Align Chaotic evil Lang Common, Giant
Skill Endurance +8, Intimidate +5
Str 17 (+4) Dex 15 (+3) Wis 10 (+1)
Con 14 (+3) Int 8 (+0) Cha 9 (+0)
Possessions leather armor, greataxe, 4 javelins

Orc Spearman (6)

Medium natural humanoid (orc)

Level 4 Min XP 44

Init +2 Senses Perception +0
low-light vision

HP 1 (a missed attack never damages an orc spearman)
AC 16 Fort 15, Ref 12, Will 12

Spd 6 (8 while charging)

↑ Longspear (standard; at-will) ♦ Weapon: Reach 2; +9 vs.AC; 5 damage.

↑ Javelin (standard; at-will) ♦ Weapon: Ranged 10/20; +6 vs.AC; 4 damage.

Align Chaotic evil Lang Common, Giant
Str 16 (+5) Dex 10 (+2) Wis 10 (+2)
Con 14 (+4) Int 8 (+1) Cha 9 (+1)
Possessions leather armor, longspear, 4 javelins

Area 1–23

Company of the Blackhammer (EL 3, XP 800)

Read or paraphrase the following:

This wooden door is covered by a canvas tapestry painted with the image of a raised, black hammer.

The entrances to this barracks are secured with crude locks. The doors can be broken in with a DC 20 Strength check, or the lock can simply be picked (Thievery, DC 15). Explorers succeeding on a DC 15 Perception check hear low, rhythmic droning come from the far side of the door.

The chamber is home to 8 dwarf warriors. Fanatic warriors, sworn to the service of the Septych, each is willing to die in the defense of the Halls. When the PCs discover the barracks, the cult warriors are engaged in daily prayer, but are none the less ready for battle. If the PCs succeed in bypassing the locked door without alerting the dwarves, they can attack the dwarves with surprise, but if the dwarves are given fair warning, they charge to the attack.

Treasure: The servants of the Blackhammer disdain any earthly possessions other than their arms and armor. The chamber has only several simple bedrolls, a single cooking fire, and the meager rations required by the members of the Company.

Dwarven Cult Warrior (8)

Medium natural humanoid (dwarf)

Level 1 Sld XP 100

Init +4 Senses Perception +1, low-
light vision

HP 31 Bloodied 15
AC 20 Fort 15, Ref 14, Will 13

Saving Throws +5 against poison

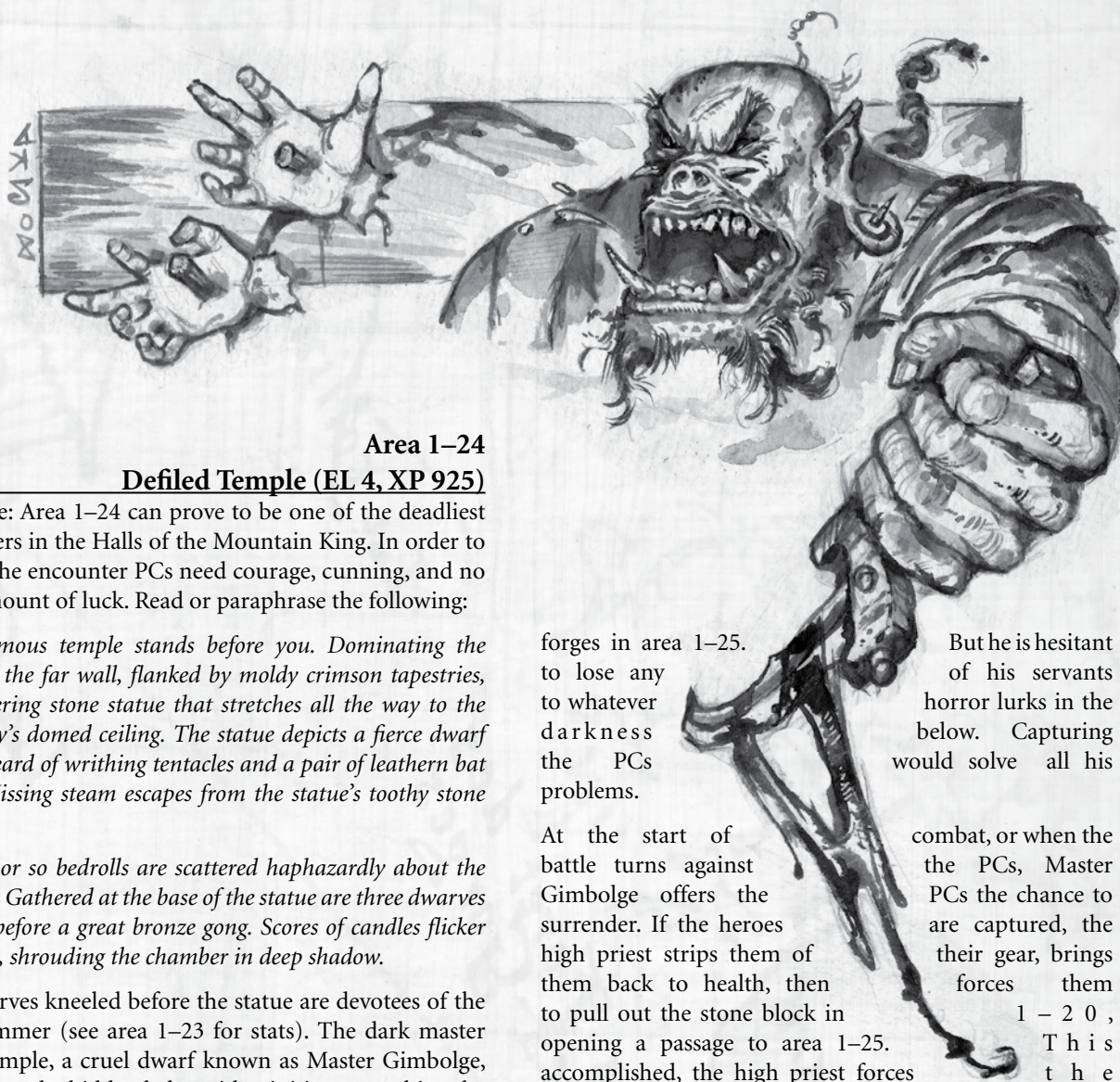
Spd 5

↑ Greatsword (standard; at-will) ♦ Weapon: +8 vs.AC 1d10+3 damage, and the target is marked until the end of the dwarven cult warrior's next turn.

↑ Dying Blow (immediate interrupt when a marked opponent reduces the dwarven cultist to 0 hit points or below; at will): The dwarven cultist makes a greatsword attack against a marked target that kills it.

Stand Your Ground: When an effect pushes, pulls or slides a dwarf cultist, it moves 1 less than the effect calls for. If an effect knocks a dwarf cultist prone, the dwarf can roll a saving throw to avoid falling prone.

Align Evil Lang Common, Dwarven
Skills Dungeoneering +3, Endurance +9, Religion +5
Str 17 (+3) Dex 15 (+2) Wis 12 (+1)
Con 15 (+2) Int 11 (+0) Cha 10 (+0)
Possessions scale armor, greatsword



Area 1–24

Defiled Temple (EL 4, XP 925)

GM Note: Area 1–24 can prove to be one of the deadliest encounters in the Halls of the Mountain King. In order to survive the encounter PCs need courage, cunning, and no small amount of luck. Read or paraphrase the following:

An enormous temple stands before you. Dominating the center of the far wall, flanked by moldy crimson tapestries, is a towering stone statue that stretches all the way to the sanctuary's domed ceiling. The statue depicts a fierce dwarf with a beard of writhing tentacles and a pair of leathern bat wings. Hissing steam escapes from the statue's toothy stone maw.

A dozen or so bedrolls are scattered haphazardly about the chamber. Gathered at the base of the statue are three dwarves praying before a great bronze gong. Scores of candles flicker and flare, shrouding the chamber in deep shadow.

The dwarves kneeled before the statue are devotees of the Blackhammer (see area 1–23 for stats). The dark master of the temple, a cruel dwarf known as Master Gimbolge, stands atop the hidden ledge with 2 initiates, watching the temple through small holes cut in the tapestries.

As soon as the PCs make their presence known, the dwarves sound the gong, summoning any surviving defenders from areas 1–21, 1–22, and 1–23. The gnolls, orcs and dwarves arrive at the rate of 1d4 per round. The three dwarves take up flanking positions around the room, aiding their allies and forcing the PCs to fight alone or in small groups.

From his post on high, Master Gimbolge directs the temple's defense (level 5 blaster trap). Atop the ledge, a pair of clay pipes runs from the statue to the caldera and back. On the high priest's command, the initiates flood the pipes with cold water that erupts from the statue's maw as a cloud of superheated steam. The scorching cloud targets the 6 squares in front of the statue (+8 vs. Reflex, 4d6 points of fire damage). The dwarves can trigger the steam trap once every 3 rounds.

Alternately, on rounds that the heroes aren't in the target squares, Master Gimbolge attacks the PCs in the temple below with his spells.

Captured by the Blackhammer: Master Gimbolge knows of the secret passage leading from area 1–20 to the hidden

forges in area 1–25. to lose any to whatever darkness the PCs problems.

At the start of battle turns against Gimbolge offers the surrender. If the heroes high priest strips them of them back to health, then to pull out the stone block in opening a passage to area 1–25. accomplished, the high priest forces PCs down into the chamber, tosses a meager weapons after them and reseals passage. After two days time, he gives the order for the dwarves to clear the corridor once more, and sends a band of handpicked champions down the hole to investigate.

Treasure: The vaulted chamber serves a dual purpose — both common room and temple. The bedrolls cast about the floor of the lower chamber conceal the dwarves' meager treasure. Searching a bedroll (Perception, DC 15) has a 1-in-6 chance of turning up 1d20 gp and 1d12 pp. There are 15 bedrolls in all.

Searching the raised ledge is more lucrative. Master Gimbolge has a simple bedchamber prepared here, with a raised bed of furs (4 bear and wolfskins, worth 5 gp each). The dwarf priest keeps several jugs of potent dwarven wine at his bedside, and likes to drink from a minotaur horn, plated in gold and set with semi-precious stones (worth 75 gp). Gimbolge keeps an iron coffer at the head of his bed. The coffer contains the sum of the company's treasure: 4 gold ingots (worth 50 gp each); a crimson velvet wrap protecting a divine ritual scroll (hand of fate, brew potion); 3 wicked tomes, bound in gold; and 157 sp and 60 gp kept in a leather riding satchel.

But he is hesitant of his servants horror lurks in the below. Capturing would solve all his

combat, or when the the PCs, Master PCs the chance to are captured, the their gear, brings forces them 1 – 2 0 , This t h e f e w t h e

Adventurers examining the Blackhammer statue (Perception, DC 15) are quick to note that the statue once had jewels for eyes and fangs. The missing gems were replaced at some point with sculpted clay that has hardened in place. (The fabled Gems of Tannheim were stolen from the statue ages ago and offered to the devil Azan-Zog.)

Master Gimbolge

Medium natural humanoid (dwarf)

Level 3 Ctl (Leader) XP 150

Init +2 **Senses** Perception +5
low-light vision
HP 47 **Bloodied 23**
AC 18 **Fort 15, Ref 13, Will 17**

Saving Throws +5 against poison

Spd 5

↑ Morningstar (standard; at-will) ♦ Weapon: +8 vs.AC; 1d10+2 damage.

↑ Unholy Strike (standard; encounter) ♦ Weapon, Necro: Requires morningstar; +8 vs.AC; 2d10+2 necro damage, and the target is blinded (save ends).

↑ Lance of Hate (standard; at-will) ♦ Psychic: Ranged 10; +7 vs.Will; 2d6+4 psychic damage, and the target takes a — 2 penalty to attack rolls until the end of its next turn.

Vampiric Strike (standard; encounter) ♦ Necro, Psychic: Ranged 10; +7 vs.Will; target takes 3d6+4 necro damage, and Master Gimbolge gains 12 temporary hit points.

Stand Your Ground: When an effect pushes, pulls or slides Master Gimbolge, he moves 1 less than the effect calls for. If an effect knocks Master Gimbolge prone, he can roll a saving throw to avoid falling prone.

Align Evil **Lang Common, Dwarven**
Skills Dungeoneering +8, Endurance +10, Religion +10
Str 14 (+3) **Dex 12 (+2)** **Wis 18 (+5)**
Con 15 (+3) **Int 10 (+1)** **Cha 11 (+1)**
Possessions scale armor, morningstar

Dwarf Initiate (2)

Medium natural humanoid (dwarf)

Level 3 Sld

XP 150

Init +5 **Senses** Perception +3, low-light vision

HP 47

Bloodied 23

AC 20

Fort 17, Ref 14, Will 15

Saving Throws +5 against poison

Spd 5

↑ Heavy Flail (standard; at-will) ♦ Weapon: +10 vs.AC; 2d6+4 damage, and the target is marked until the end of the dwarf initiate's next turn.

↑ Dying Blow (immediate interrupt; when a marked opponent reduces the dwarf initiate to 0 hit points or below; at will): The dwarf initiate makes heavy flail attack against a marked target that kills it.

Dark Fervor: A dwarf initiate adjacent to Master Gimbolge gains a +2 bonus on saving throws.

Stand Your Ground: When an effect pushes, pulls or slides a dwarf initiate, it moves 1 less than the effect calls for. If an effect knocks a dwarf initiate prone, it can roll a saving throw to avoid falling prone.

Align Evil **Lang Common, Dwarven**
Skills Dungeoneering +5, Endurance +10, Religion +8
Str 19 (+5) **Dex 14 (+3)** **Wis 14 (+3)**
Con 15 (+3) **Int 11 (+1)** **Cha 10 (+1)**

Possessions scale armor, heavy flail

CULT OF THE BLACKHAMMER

A martial cult, the sacred tenets of the Blackhammer emphasize martial prowess, sacrifice, and indomitable spirit amongst its followers. On the surface, these ideals are not incongruous with the majority of dwarven society, and the cult enjoys a fair bit of tolerance — if not outright popularity — among the fringes of dwarven society. It is only in the upper ranks of teachings that the true tenets of the cult are made clear: An evil dwarf must be strong in body, mind, and soul in order to dominate the weaker races of the north. The lesser ranks of the cult are taught to obey all orders, and to serve their brothers with unquestioning, unswerving loyalty.

Cultists often adopt the practice of using elaborate azure tattoos to decorate their bodies, celebrating triumphant victories and recording the number of slain foes. The tattoos begin on the face and spiral out over the dwarf's body. Inked flesh takes on a religious connotation, embodying a dwarf's triumphs, and therefore all his worth. When a Blackhammer falls in battle, his companions cut their brother's tattooed flesh into small swatches for each surviving Blackhammer to eat.

In this manner, the saying goes: So long as one Blackhammer stands, none have been defeated. Of course, such assurances only serve if members of the unit survive the battle. If ever an entire troop is slain, a Gathering of the Horns is called, and devout agents of the Blackhammer swear their lives to the defeat of the slayers. The dwarves have long memories, and their drive for revenge can extend down entire generations.

Dwarves of the Blackhammer tend towards large weapons capable of inflicting gruesome wounds, and elaborate armor decorated with sinister death motifs.

Area 1–25

The Lost Forge of Kings (EL 5, XP 1,000)

Read or paraphrase the following:

As you descend the winding staircase, the stench of stale air causes you to cough and choke. Ancient bits of charcoal and cinder crack beneath every step, kicking up soot and dust that has rested undisturbed for ages.

Twenty feet down the stairs, the PCs encounter the charred skeleton of a dwarf. The corpse was once armored in plate armor and chain, but intense heat has fused the blackened

To your right is raised stone throne, atop which rests a blackened skeleton. Opposite, at the far end of the vault, is an enormous blackened forge. Faint embers glimmer red and orange within the charred hearth.

Those investigating the forge find, to their horror, that the mouth of the forge is laden with the bones of charred corpses. These are the corpses of slaves sacrificed to curry the pleasure of the foul devil, Azan-Zog.

The skeleton atop the throne is the remains of Naurorc, the wicked dwarf responsible for summoning Azan-Zog.



metal bits to the skeleton. A lump of iron — once a mace — lies pooled on the stairs. Torches and lanterns flare with shades of blue and green due to the tainted, musty air.

When the PCs reach the base of the stairs, read or paraphrase the following:

The stone stairs end before a large vault. Cinders and bits of charred bone litter the flagstone floor, and the walls and vaulted ceiling are all seared with heat. Nothing stirs here — all is charred and dead.

Believing that he could control the demon to the bitter end, Naurorc died for his mistake, and now suffers eternal torment, as a slaugh — or skeletal revenant. Though Naurorc's one hope for freedom is to die at the hands of the adventurers, the slaugh is still driven to inflict pain and suffering upon the living in death, as he did in life.

Wake the Devil: Azan-Zog was never fully driven from the forge. The devil is still tied to the forge, and returns to his place of original summoning if a significant heat source

(for instance a torch or lantern) is brought into area 1–25. If the devil is awakened, the forge bursts into a portal of brimstone, flying cinders, and hellfire, out of which steps the devil Azan-Zog. The devil fights with a flaming hammer that traces lines of soot in the air and leaves burnt scorch marks on anything it touches. Azan-Zog's freedom is tied to heat, and the instant every source of heat is put out, the devil is drawn back into the forge, the portal of brimstone sealing behind him.

The slaugh of Naurorc waits for the entire party to enter the chamber, in hopes that one of them is carrying a torch, or that they might foolishly start a fire in the forge. Once Azan-Zog is summoned, Naurorc stands and vomits forth his *shadowswarm* to distract spellcasters and obscuring sight.

The Forge of Kings: A ring hangs from above the forge on a long iron chain. Pulling on the chain spills a torrent of lava that sets fire to the forge, heating the hearth. To the right of the forge is an oversized anvil, scarred from decades of smithing. If a metal weapon covered in the star-metal filings (found in area 1–1B) is placed in the forge, the heat fuses the filings into the weapon, giving the weapon a faint patina that resembles the night sky, and transforming the weapon into a +1 *magic weapon*.

Treasure: The Gems of Septych are concealed in the forge (Perception, DC 20), covered in shards of broken bones and blackened cinders. Seven in all, each is a magical item in its own right. However, as jewels ripped from the clutches of wicked idols, each also carries a curse. A character can only benefit from one boon at a time, but banes are cumulative.

Each gem is keyed to a body part; a character grasping a gem knows immediately which body part. If the gem is held to the appropriate body part, it is slowly absorbed over the course of 3 rounds, replacing flesh and blood with gemstone. Once fully absorbed, the gemstone can only be removed by amputation.

Gem	Boon/Bane
Ruby (right eye)	+1 to basic ranged attack rolls Vulnerability holy 5
Bloodstone (left eye)	+1 to basic ranged damage rolls Vulnerability holy 5
Emerald (tooth)	+3 to sonic damage rolls –1 to saving throws
Sapphire (left thumb)	+1 to basic melee attacks Vulnerability necro 5
Rose Quartz (left index finger)	+1 to area attack rolls –1 to ranged attack rolls
Aquamarine (right thumb)	+1 to basic melee damage rolls Vulnerability necro 5
Amber (right ring finger)	+1 to close attack rolls –1 to melee attack rolls

Azan-Zog

Large immortal humanoid (devil)

Level 6 Elite Ctl

XP 500

Init +5

Senses Perception +4
darkvision

Aurora of Fire (Fire)

aurora 3; enemies that enter or start their turns in the aurora take 5 fire damage

Bloodied 72

Fort 22, **Ref** 21, **Will** 16

HP 144

AC 22

Resist 15 fire

Vulnerable 5 cold

Saving Throws +2

Spd 6, fly 6 (hover)

APs 1

↑ Flaming Hammer (standard; at-will) ♦ Fire, Weapon: +11 vs.AC; 1d10+5 damage, and the target takes persistent 5 fire damage (save ends).

↑ Flame Blast (standard; at-will) ♦ Fire: Ranged 10; +10 vs. Reflex; 1d6+4 fire damage, and the target takes persistent 5 fire damage and is slowed (save ends both).

✧ Cinder Cloud (standard; refresh 4, 5, 6) ♦ Fire: Close blast 5; +8 vs. Fortitude; 1d6+4 fire damage, and target is blinded (save ends).

Align Evil

Lang Common, Infernal

Skills Stealth +12

Str 20 (+8)

Dex 18 (+7)

Wis 12 (+4)

Con 16 (+6)

Int 11 (+3)

Cha 10 (+3)

Possessions +1 warhammer

Naurorc the Slaugh

Medium natural humanoid (undead)

Level 6 Elite Brt

XP 500

Init +5

Senses Perception +4
darkvision

Bloodied 84

Fort 21, **Ref** 20, **Will** 16

HP 168

AC 20

Resist 15 necro

Vulnerable 5 holy

Saving Throws +2

Spd 8

APs 1

↑ Claws (standard; at-will) ♦ Necro: +9 vs.AC; 1d6+5 damage, and the target takes persistent 5 necro damage (save ends).

↑ Claw Fury (standard; at-will): Naurorc makes two claw attacks. If both claw attacks hit the same target, the target is knocked prone.

✧ Shadowswarm (standard; encounter): Close blast 5; Naurorc vomits forth a cloud of screaming, shadowy bats. The cloud grants concealment to all creatures within it and blocks line of sight. Any enemy within the cloud that makes a ranged or area attack suffers an opportunity attack; +7 vs.AC; 1d4+1 damage, and the target takes a —2 penalty to all attack rolls until the end of its next turn. The cloud persists until the end of the encounter.

Align Evil

Lang Common, Dwarven

Str 19 (+7)

Dex 16 (+5)

Wis 12 (+4)

Con 14 (+5)

Int 11 (+3)

Cha 10 (+3)

Wrapping Up

If the PCs succeed in defeating Azan-Zog, read or paraphrase the following:

The devil's shrieks fill the vault as it is drawn back through the hellish portal. It claws at you feverishly, leaving deep gouges in the stone forge as it fights for its freedom.

A thunderous crack rocks the chamber, the portal is sundered, and then all is silent save the crackle of the lava as it seeps through the thrice-cursed forge. An ominous chill replaces the heat of the forge, and a legion of ghostly dwarves, arrayed for battle, appears on the stairs above you. Their steel-shod boots make no sound as they march into the glowing forge, vanishing from sight. The last in the line, a noble long beard with a golden crown and a mighty waraxe turns to offer a solemn salute before following his clan into oblivion.

You fill your lungs with the fresh, crisp air and start down the valley back towards civilization.

THUS THE CURSED FORGE OF THE MOUNTAIN KING IS PUT TO REST



NEW MONSTER

DREAD EARWIG

You press your ear against the door, listening intently for any sound in the room beyond. Suddenly, the shockingly loud sound of chitinous scuttling reverberates through your head, and you realize, to your horror, that something has slithered inside your ear.

Dread earwigs are horrid subterranean insects that commonly burrow into wood and stone to make their lairs. This often brings them into contact with adventurers — dread earwigs prefer to burrow into the soft, rotten wood of dungeon doors. Rogues pressing their ears against a door to listen for sound on the other side can get a very nasty surprise if a dread earwig happens to be living in that particular door.

By far, the most terrible aspect of the dread earwig is its ability to burrow into the brain through the ear canal of a sentient creature. There, it will devour the frontal lobe and, through the secretion of special enzymes, assume control of the victim's body and lay hundreds of eggs within the brain cavity. Once these eggs hatch, the host provides both protection and a ready source of food for the larvae. These "dread earwig zombies" persist until the larvae have devoured the brain entirely, a process that takes roughly two weeks for a Medium-sized host. During this time, the zombie is dominated (the only command being to attack any visible living creature). Once the brain is gone, the host dies, and the larvae mature, exiting the corpse as adults.

A typical dread earwig is about 1 inch long, dark brown or slate gray in color. It has powerful mandibles and a set of sharp pincers on its abdomen. Dread earwig infestations are treated as a disease, with pressing the head against an affected region the method of exposure.

EARWING

LEVEL 6 DISEASE

Endurance Improve DC 23, maintain 19, worsen 18 or lower

The target is cured.	◀ ▶ -2 to Intelligence checks and Intelligence-based skill checks	◀ ▶ Target loses one encounter power (randomly determined) at the beginning of each encounter. Target is dominated to attack any living creature, and press its head against any corpse.	Final State Target dies becoming a zombie.
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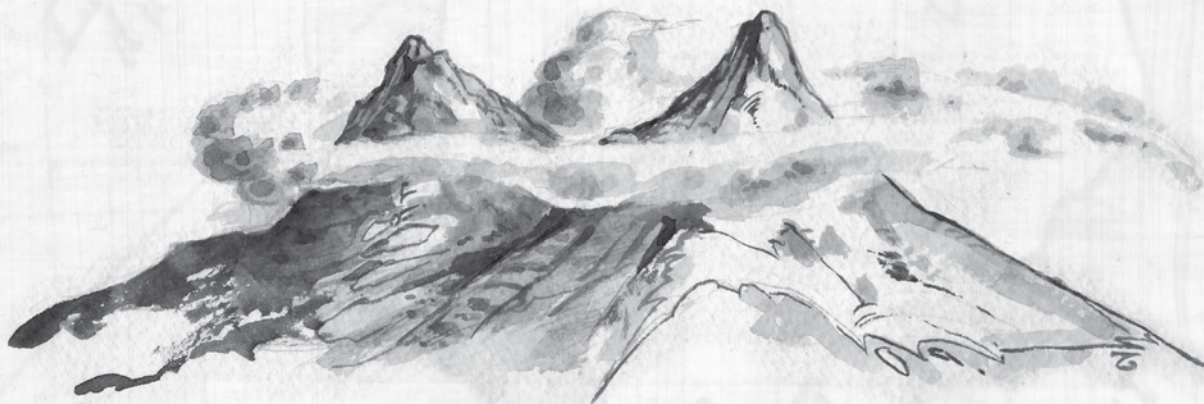
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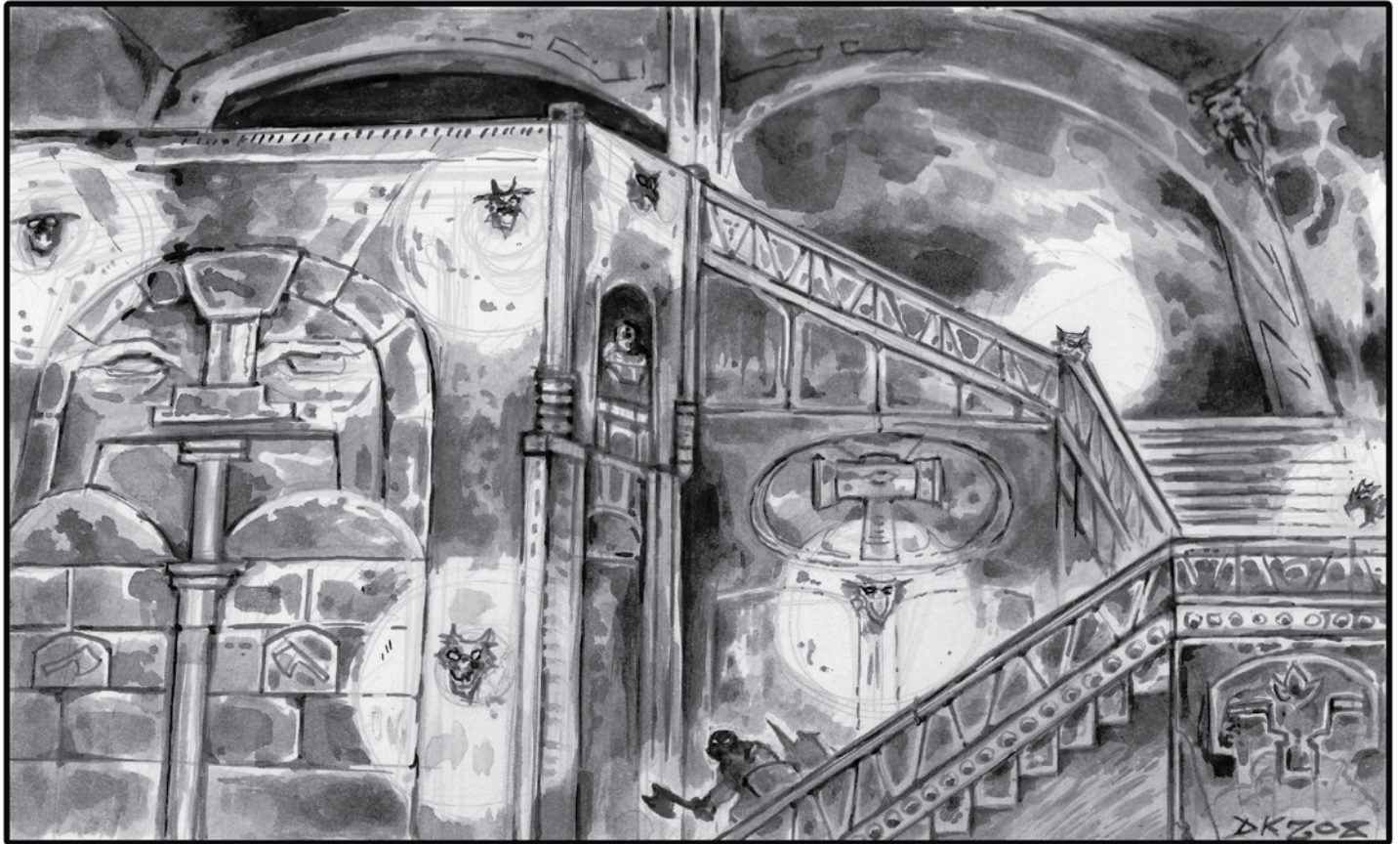
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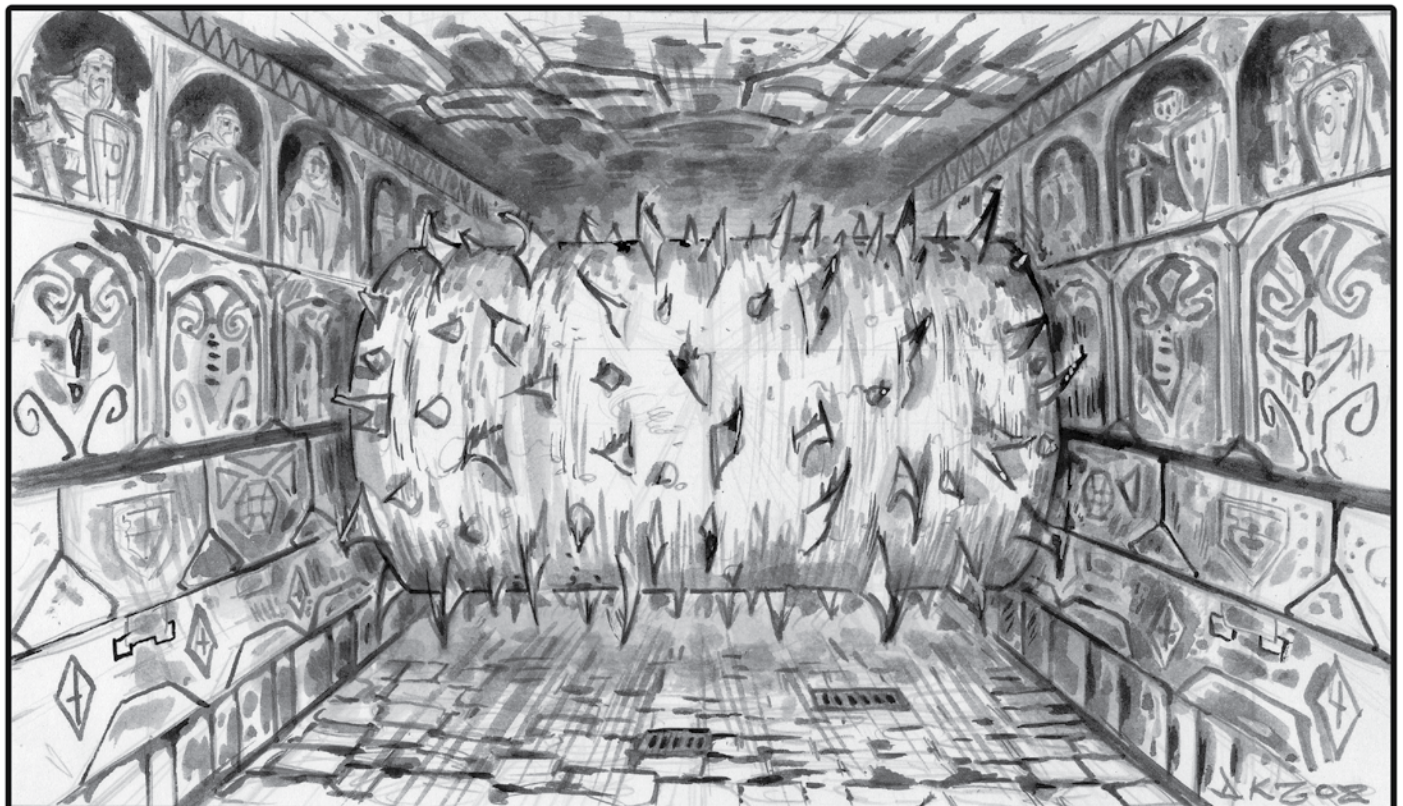
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HANDOUT A

HANDOUT C





HANDOUT B



1-1A



S

1-1B

1-1C

1-2

1-5

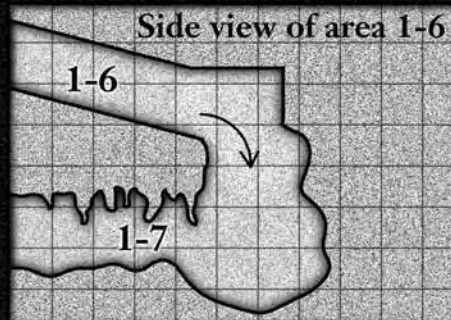
1-4

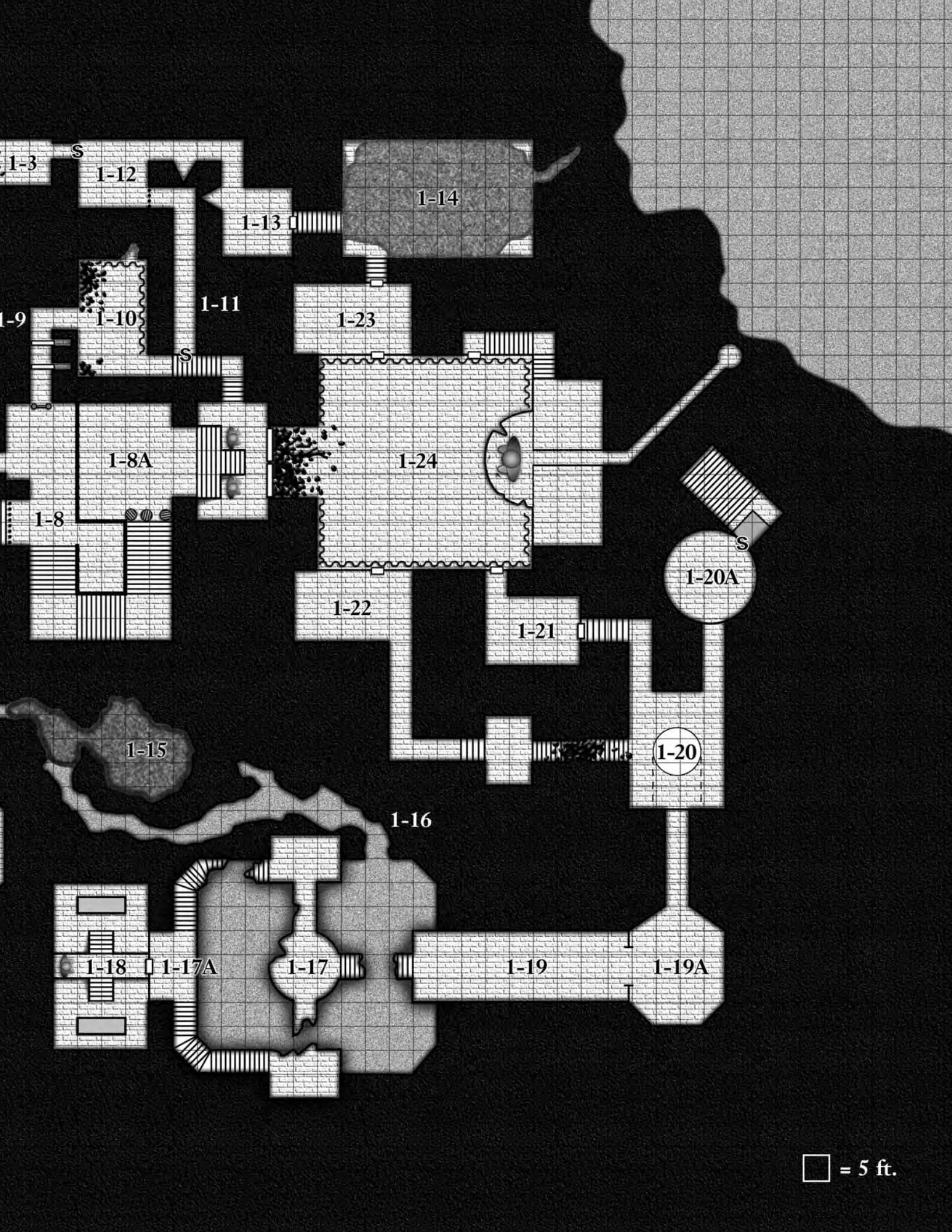
1-6A

1-6

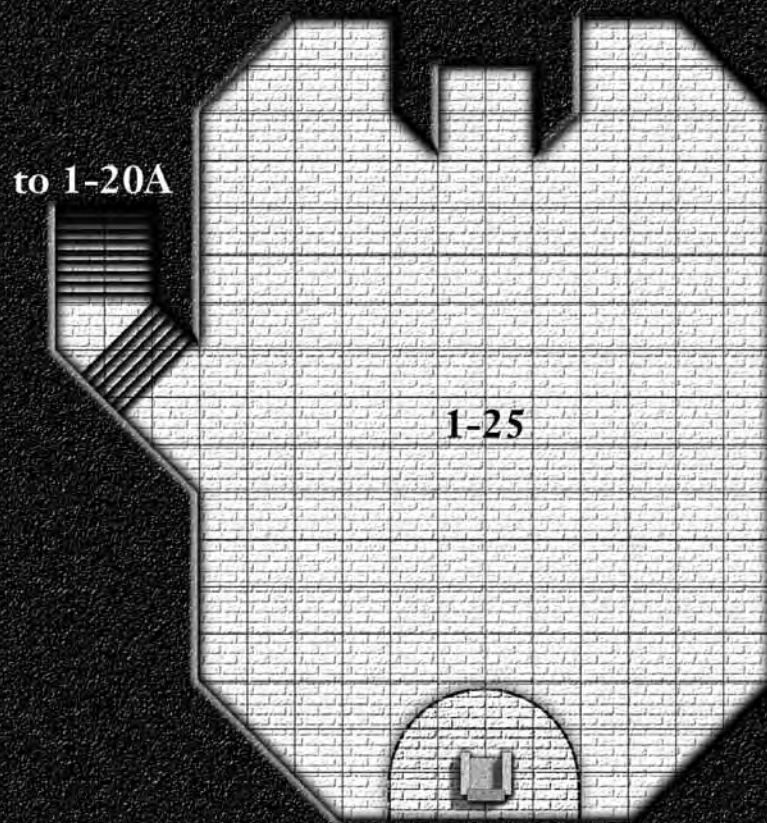
1-7

Side view of area 1-6





□ = 5 ft.



□ = 5 ft.



CARD MODELS

The card models provided with this module are just a sample of the wide range offered by Fat Dragon Games. We have made every attempt to design these models to be as easy as possible to assemble, but if you would like some additional tips and suggestions just drop by the Fat Dragon Games forums at www.fatdragongames.com.

Before you can construct your model, you will need some basic supplies:

Glue: While white school glue (Elmers) will work on these models, this type of glue contains too much water to have good results (it warps the paper). We recommend a paper glue pen with an applicator that puts a small amount exactly where you want it. Most craft stores and even Wal Mart carry a decent selection of these pens. Eileens Tacky Glue is also a good choice, especially the pen version.

Toothpicks: These come in handy to apply glue to small areas.

Wet paper towels or hand wipes: Very useful to clean your fingers off whenever you get glue on them. This will keep you from getting excess glue on your models.

Colored markers: A black, gray and brown marker is useful to touch up white edges on your finished models.

Basic card modeling techniques:

Before cutting each piece from the page, we recommend you first score all of your fold lines (dashed lines) by lightly dragging the knife across them. Do not apply pressure and just let the weight of the knife break the surface

of the paper without cutting completely through it. If you have never done this before we recommend you practice on a scrap piece of cardstock first.

Some fold lines need to be scored from the reverse side (these are designated by small blue arrows.) Simple cut a small 'tic' mark at each edge of the dotted line so you can see it from the back and then score the line between those two points.

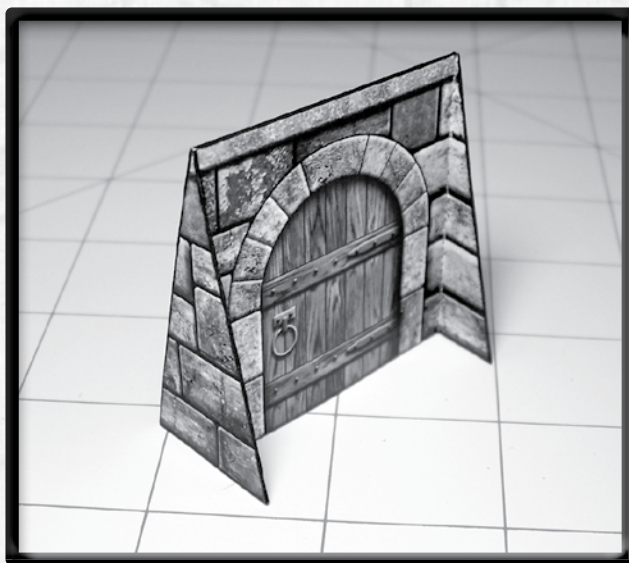
When gluing your models, it is important to fold and test fit before applying any glue. Always use glue sparingly,

less is more when working with cardstock. Work slowly, gluing a single tab at a time.

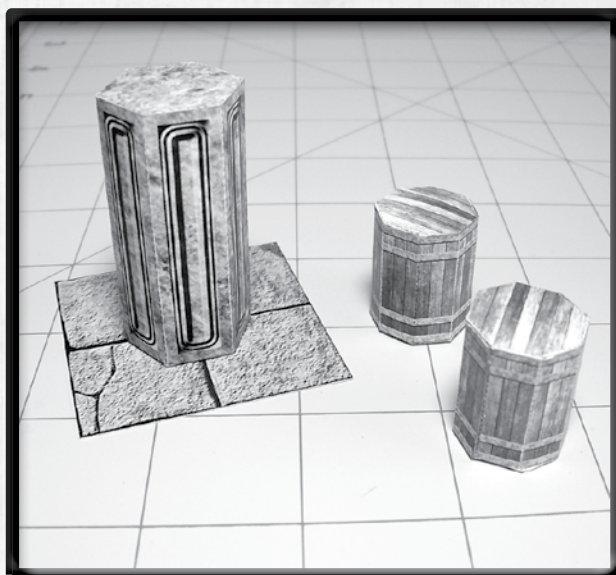
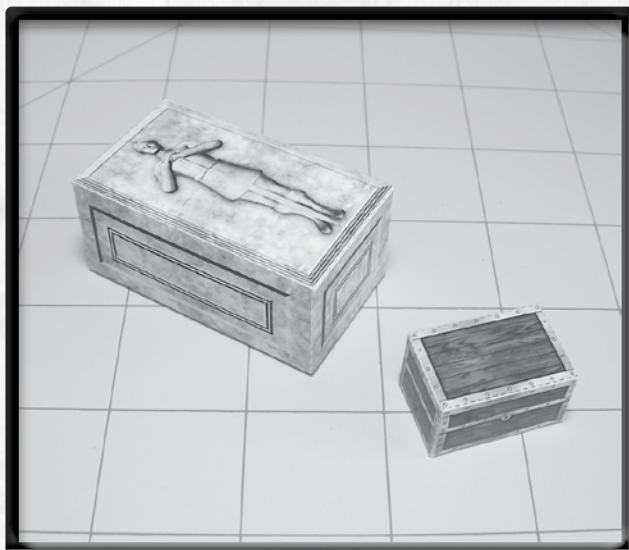
When the model is finished, you can touch up the white edges with a small brush and acrylic paint or even felt tipped markers in the appropriate color (black and gray will work for pretty much everything.)



The dungeon door model is far easier to assemble than it looks. Be sure to pay attention to the two score lines that have small blue arrows, these need to be scored on the reverse of the printed side. After you score and cut out the model, test fold it before applying any glue and make sure it folds into the proper shape shown here. Once you are satisfied with the fit of the model, apply glue and clamp with a couple of spring loaded clothes pins (or just hold it for a few minutes.)



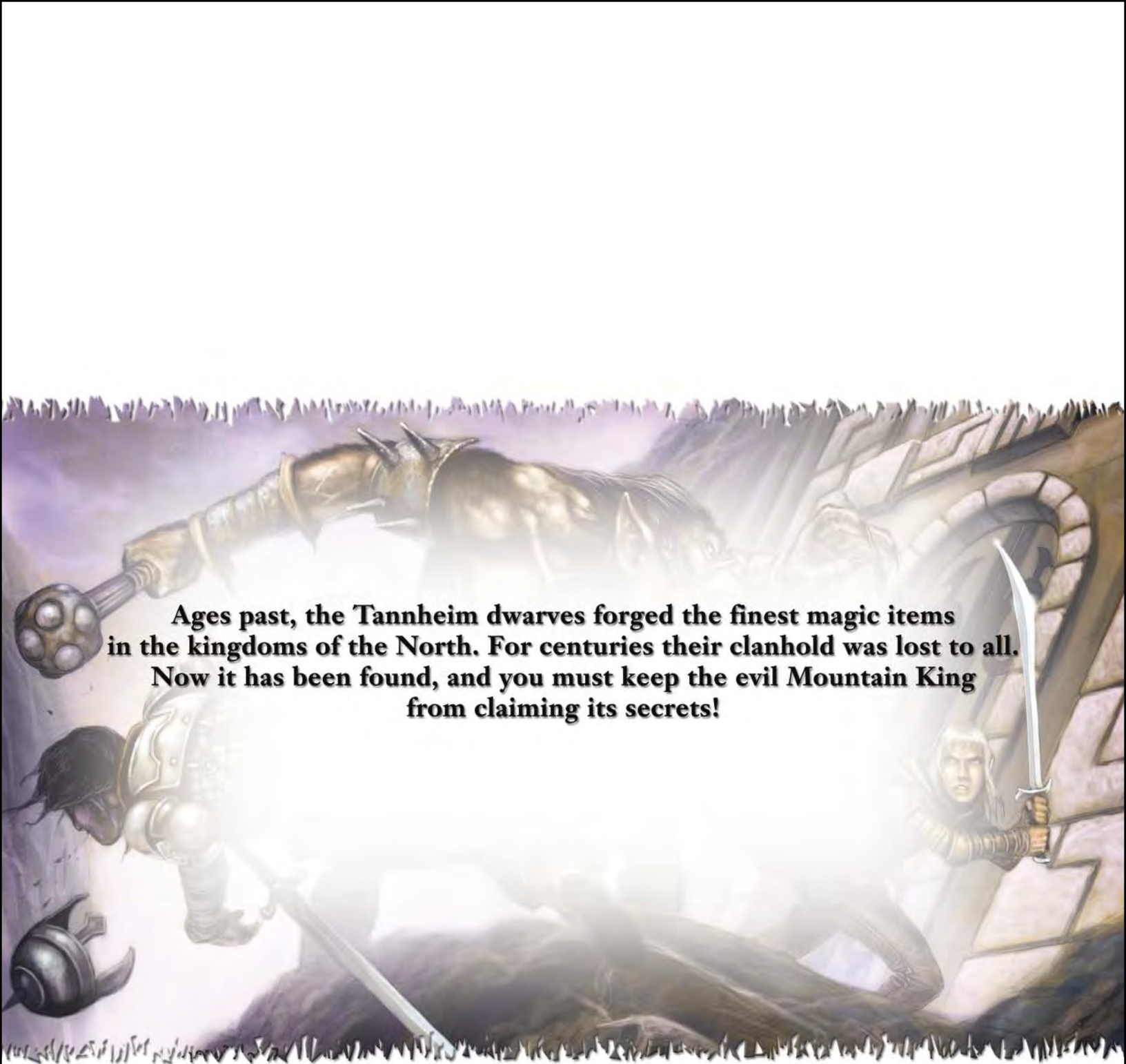
The sarcophagus and the treasure chest models are both basic box designs. After cutting and scoring the models, test fold to ensure a proper fit and then glue, the tabs, working slowly one tab at a time. If you need to touch up any white edges a gray marker or small amount of gray acrylic paint will work perfect.



The pillars and barrels assemble in exactly the same fashion. After cutting and scoring, glue the tab that runs lengthwise along the side and form a tube. Wait for this to fully dry and then glue the end caps into place. The easiest way to do this is to apply glue with a toothpick to the inside edge of the tube and then fold the end cap into place. Turn upside down and place on a flat surface, this will ensure the end cap fits flush with the end of the tube. Allow to dry and repeat for the opposite side.



The dwarven god statue will require some very precise scoring. It is essential that you score it exactly along the middle of the dotted lines or the halves will not align properly when folded. Please note that the score lines along the base are reverse scores (denoted by blue arrows.) Once you have test folded the model and subsequently glued it, you have the option to trim away some of the black areas as shown below.



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